CAMIO
ART
DEPARTMENT
MANUAL

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Chyron Corporation
5 Hub Drive
Melville, NY 11747
631-845-2000
sales@chyron.com
www.chyron.com

The Company the Whole World Watches.™

www.chyron.com

Related Publications

Title	Publication No.	Rev
CAMIO Administrator's Manual	2A02237	C
CAMIO Producer's Manual	2A02236	A
CAMIO Playout Manual	2A02240	A

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CHAPTER 1 INTRODUCTION

PURPOSE of this MANUAL

This manual is a guide for users of Lyric and Asset Manager running on Graphics Preparation Workstations.

This manual does not have operating instructions for the Newsroom Client or playout device software. These instructions are available in the appropriate Operators' manuals.

Java version numbers "1.6.0" and "6.0" appearing in this and related documentation are used to identify the release of the Java 2 Platform Standard Edition (J2SE). Version "6.0" is the product version, while "1.6.0" is the developer version.

MANUAL ORGANIZATION

Here is a quick overview of the chapters in the manual.

- **CHAPTER 1** INTRODUCTION - gives the purpose of this manual, its organization, and customer support information.
- **CHAPTER 2** OVERVIEW - provides a description of the Chyron MOS workflow.
- **CHAPTER 3** LYRIC - gives installation and configuration information and information on creating content.
- **CHAPTER 4** CAMIO ASSET MANAGER - describes the CAMIO Asset Manager.
- **APPENDIX A** SETTING UP JAVA to ENABLE ASSET MANAGER OPERATION - gives the necessary information allowing Asset Manager to operate properly.
- **APPENDIX B** GLOSSARY - contains terms users need to understand the CAMIO MOS System and its operation.
- **APPENDIX C** CAMIO ASSET MANAGER (legacy) - describes the prior version of the CAMIO Asset Manager and gives installation instructions.

CUSTOMER SUPPORT

For customer support, call *1-888-4-CHYRON (1-888-424-9766)*.

Visit the Chyron Website at **www.chyron.com**, for immediate access to our forums and knowledge base, and an array of documentation downloads and other information to assist you.

NOTES:

CHAPTER 2 OVERVIEW

INTRODUCTION

WORKFLOW

The following briefly describes the Chyron MOS workflow. See Figure 1on page 7, and refer to the definitions provided below, while reading the following.

- Messages (Templates) are created in an offline or online version of Lyric (with the XML plugin loaded).
- Images and movies are created using applications like Adobe® Photoshop® and Adobe® After Effects®.
- Using Asset Manager, Messages, images, and movies are uploaded to the previously created Context that resides on the Chyron MOS Server.
- Once the content is uploaded, it is immediately available to the newsroom staff through the LUCI Newsroom Client plugin. All Context content can be managed using the Asset Manager.

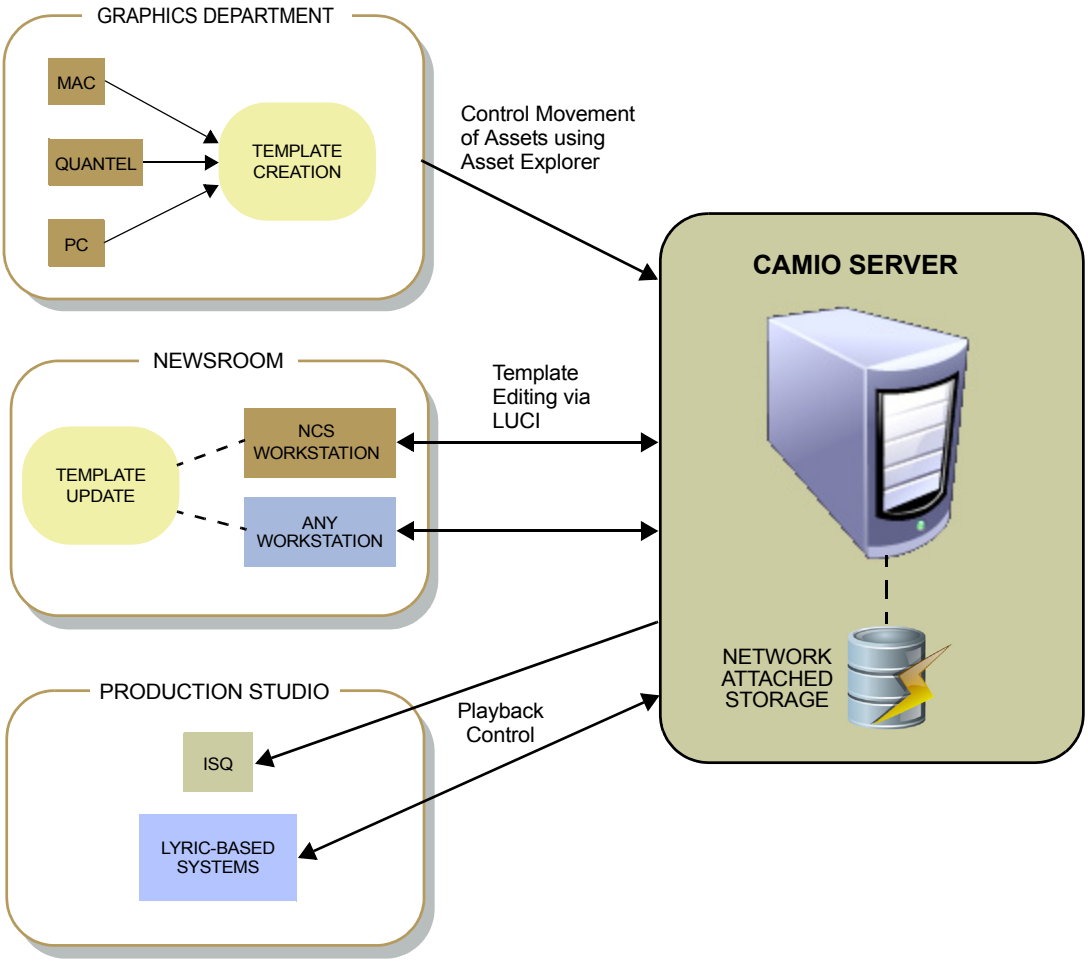

Figure 1 WORKFLOW

SOME USEFUL DEFINITIONS

- **Contexts** are Groups of assets (Messages, also referred to as Templates, and images), for use in a Chyron MOS System. Individual Contexts are most commonly used to manage content of the same look. For example, two Contexts could be created to separate different look morning and evening news graphics. Contexts can also be used to manage users. If there is content that only specific users can have access to then this should also be located in a separate Context, since user privileges are assigned to whole Contexts.
- **Messages**, for use in a Chyron MOS system, can be created on any version of Lyric (version 4.2 and above). Messages must have appropriate XML data associated with them. Lyric will automatically create this XML, if the XML plugin is loaded into the version of Lyric used to build the content. The XML plugin must be configured correctly.
- **Images**, for use in the Chyron MOS System, must have compatible image formats supported by Lyric (e.g., BMP, JPG, PNG, PSD, TGA, and TIF).

These images can be created (in any application) and uploaded to Asset Manager from a PC.

- **Movies**, for use in the Chyron MOS System, must be in either *avi* or *mov* video format for compatibility with Lyric.These movies can be uploaded to Asset Manager from a PC.
- **Asset Manager** is a Java based application that enables users to manage Chyron MOS Server content in a similar way that Windows Explorer is used to manage a computer's content.
- **LUCI** is used by the newsroom to browse for appropriate **Template Description Messages** and graphics for stories. Content uploaded to Contexts through Asset Manager is immediately available for use by the newsroom staff. Newsroom staff can search for content using metadata that was associated with content during the upload.

NOTES:

CHAPTER 3 LYRIC

INTRODUCTION

Lyric and Lyric PRO Offline are powerful graphics packages with advanced animation creation, intelligent transitions and playout control. The new features for Lyric PRO version 7.0 include:

- Full 32-bit support of both QuickTime movies and .avi clips for fast creation
- Adaptable primitive geometry for fast creation of 3D objects
- FBX® Importer delivering unprecedented levels of interoperability with Autodesk® 3ds Max® and Maya® for Lyric PRO authoring environment, all while maintaining original polygon meshes, geometry hierarchy, lights, cameras and animations.

INSTALLING LYRIC and ASSOCIATED TASKS

MINIMUM SYSTEM REQUIREMENTS

Before installing Lyric, be sure your system meets the following minimum requirements:

- Windows® XP with Service Pack 2 or Windows Vista® operating system. If using Vista, then Lyric must either be RUN AS ADMIN, or USER ACCOUNT CONTROL must be set to **OFF** in order to have full functionality. Please note that RUN AS ADMIN provides greater security.
- Intel® Core™ 2 Duo processor
- nVidia® 8 or better series video card with minimum 512MB RAM
- 100GB drive space; physical or virtual drives should be configured to match the playout system to facilitate message and asset transfer.
- 2GB of RAM
- Standard keyboard

INSTALLING LYRIC

ABOUT LYRIC SOFTWARE LICENSING

Important

Lyric 7 and the Lyric PRO option require the presence of a Chyron-supplied dongle in the system in order to run. Dongles that have enabled older versions of Lyric on existing Chyron systems ARE NOT compatible with Lyric Version 7. They must therefore be reprogrammed. Please contact Chyron Customer Service at 631-845-2132 if you are upgrading a Chyron system to Lyric Version 7.

Before upgrading from Lyric Version 5.x to 6.x, contact Chyron Customer Service at 631-845-2132.

Newly-purchased Chyron systems include either Lyric Version 7 or the Lyric PRO option, as ordered by the customer, with the purchased options enabled. Therefore, no licensing updates are required.

- To purchase and enable additional software options, please contact Chyron Customer Service.
- Newly purchased Lyric 7 Offline and Lyric PRO Offline packages include a dongle kit programmed with the appropriate options.

Full instructions for upgrading a Chyron system running a previous version of Lyric to Lyric 7 or Lyric 7 PRO may be found in the Lyric 7 Release Notes, Chyron Document Number 2A02249.

To install Lyric:

1. Insert the installation CD in your CD-ROM drive.
2. Locate and double-click the Lyric setup icon on the installation CD.
3. Click on **Next**.The Chyron Welcome screen is displayed (Figure 2). Read the information provided there.

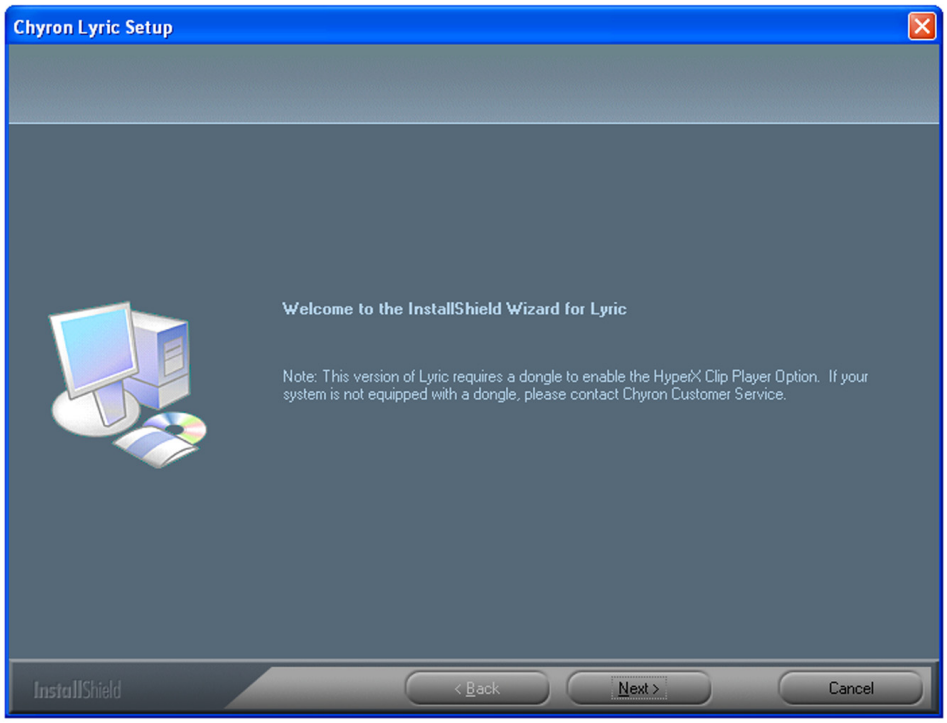

Figure 2 Chyron Lyric Welcome Screen

4. Click on **Next**. The **Lyric License Requirements** dialog box (Figure 3) appears.Click on **Yes** to continue with the installation.

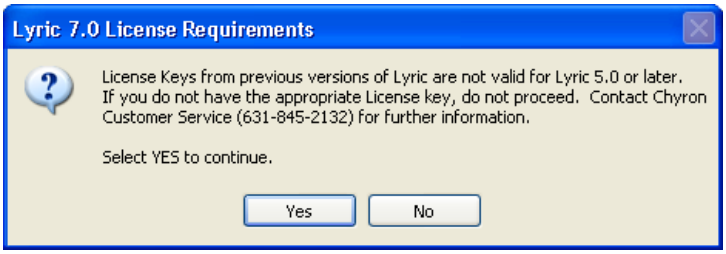

Figure 3 Lyric License Requirements

5. The License Agreement window (Figure 4).

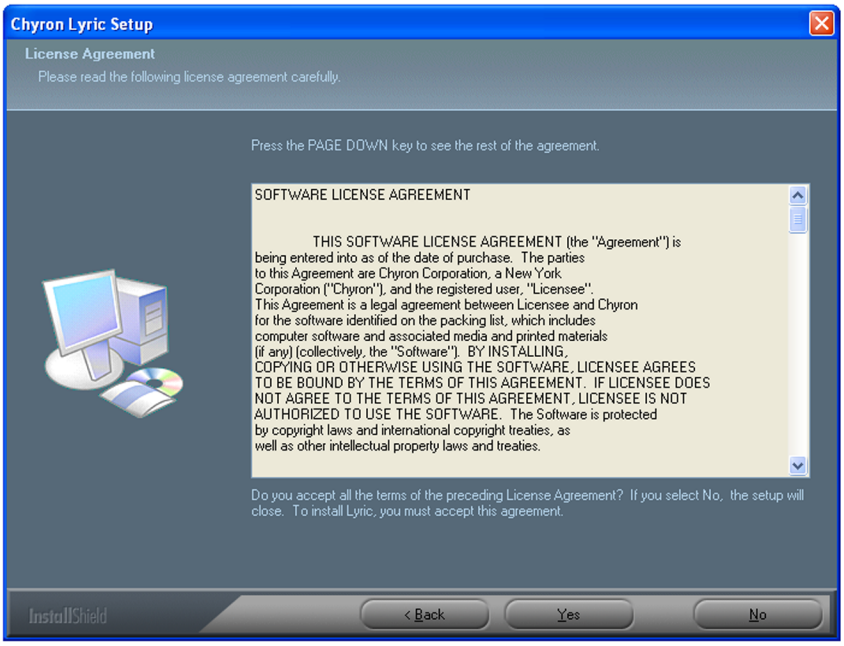

Figure 4 License Agreement

6. After reading and accepting all the terms of the license, click on **Yes**. The **Choose Destination Location** window (Figure 5) is displayed.

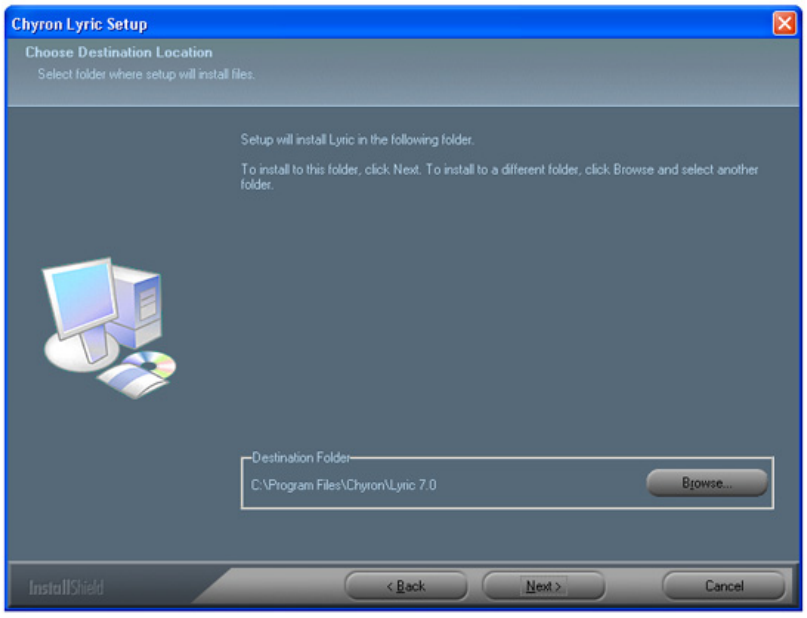

Figure 5 Destination Folder

7. Click on **Next** to install Lyric in the selected folder, or click on **Browse** and select another folder. The **Setup Type** window (Figure 6) is displayed.

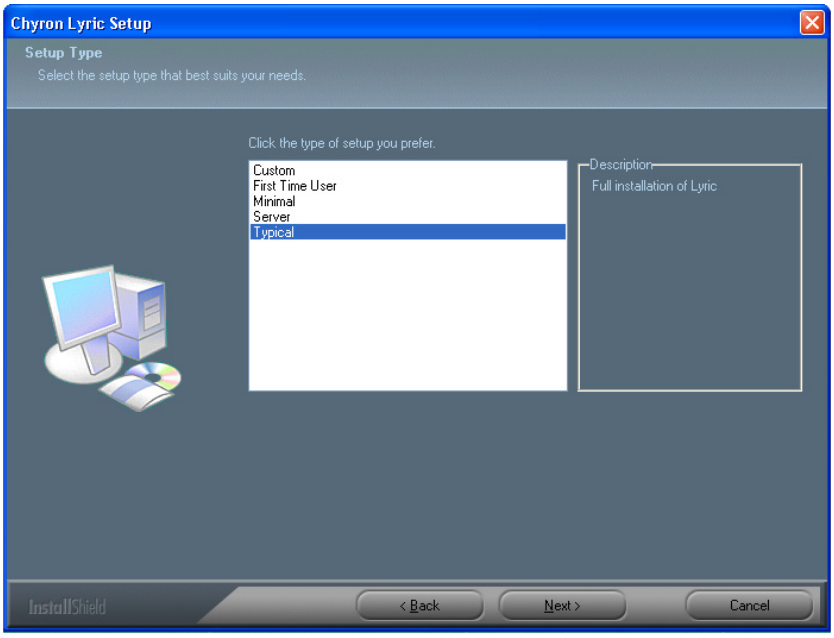

Figure 6 Setup Type

8. Select the type of setup you prefer:

- **Custom**—select the features you want to install
- **First Time User**—have sample content installed with Lyric
- **Minimal**—install Lyric and minimum supporting DLLs
- **Server**—typical installation, registers Lyric
- **Typical**— if you do not require sample content

9. Click on **Next**. The **Select Program Folder** window (Figure 7) is displayed.

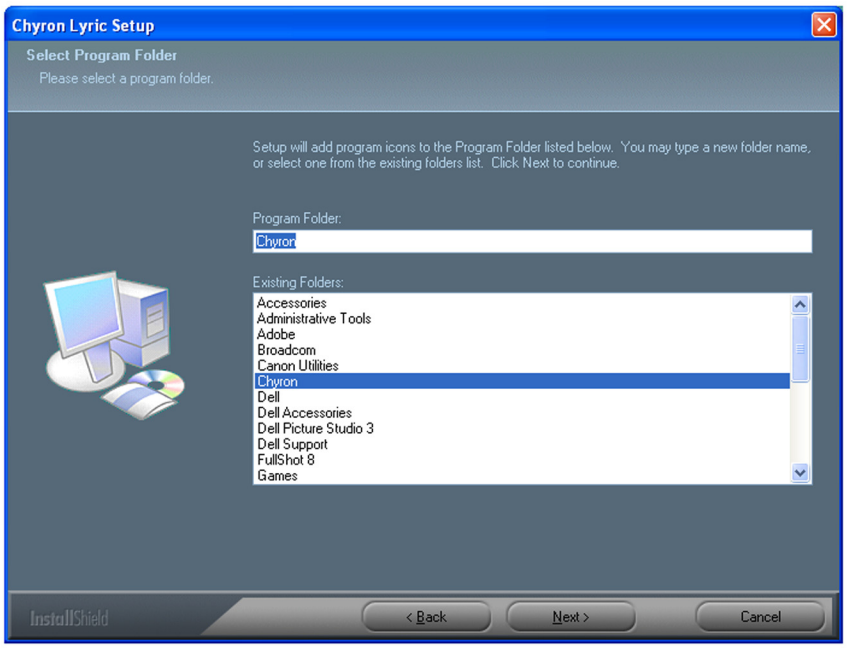

Figure 7 Select Program Folder

10. Select a program folder. Click on **Next**. Lyric is now installed.

11. After Lyric is installed, the SentinelLM 6.2 Server Setup screen is displayed (Figure 8). Follow the on-screen instructions.

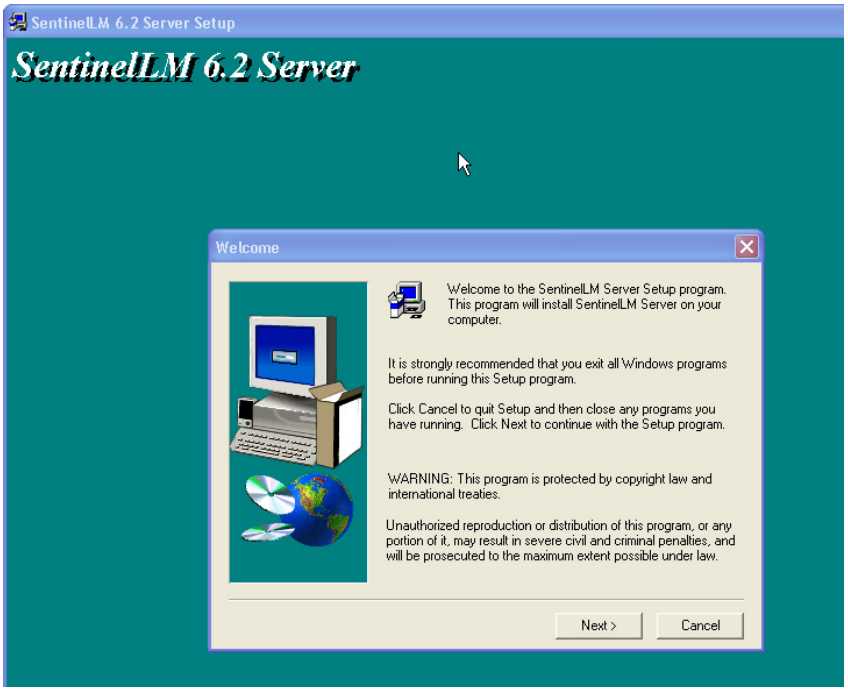

Figure 8 SentinelLM Server Setup

12. After installing the server, the Lyric Setup Complete screen is displayed (Figure 9).

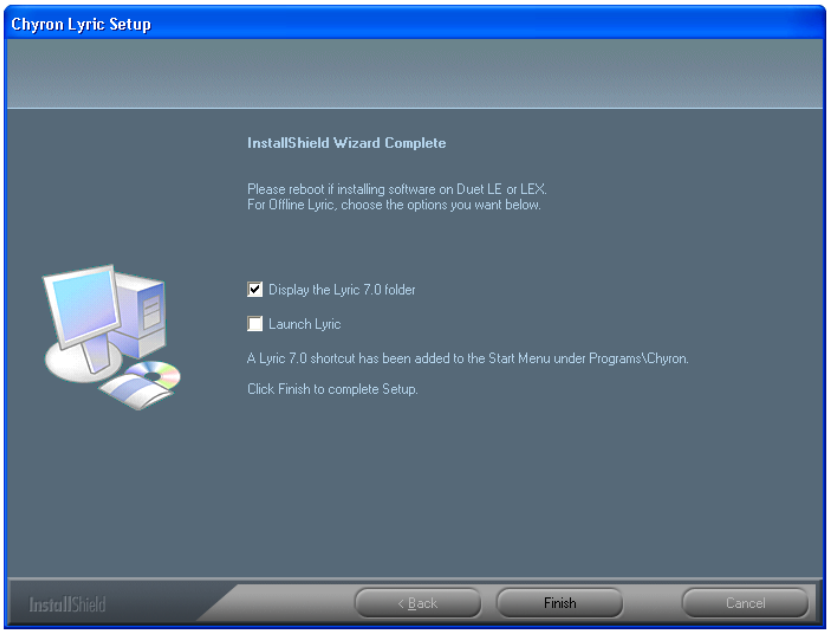

Figure 9 Lyric Setup Complete

13. Click **Finish** to complete the setup.

14. Next, install the Lyric MOS XML plug-in. This will add XML tags to all **Lyric Messages** saved on that version of Lyric (existing messages will need to be re-saved to get the XML tag).

INSTALLING the LYRIC MOS XML PLUG-IN

Important

This plug-in needs to be installed on each version of Lyric that will be creating content that will be accessed by the Camio server.

To enable Lyric on the playout device to interpret and act on the **MOS** and **XML** information it receives from the CAMIO Server, the Lyric MOS XML plug-in and the **MSXML4** dll must be installed on the playout system.

The installation of the MSXML4 dll is performed automatically and is transparent to the user.

To install the Lyric MOS XML plug-in:

Important

The CAMIO Server must already be installed on the network before you can install this plug-in.

1. Navigate to **http://camioserver:8080/install.tsp**, where ***camioserver*** is the name of the camio server.
2. Double-click on the Lyric MOSXML Plugin.exe icon.
3. The **MOSXML Plug-in Welcome** window (Figure 10) opens.

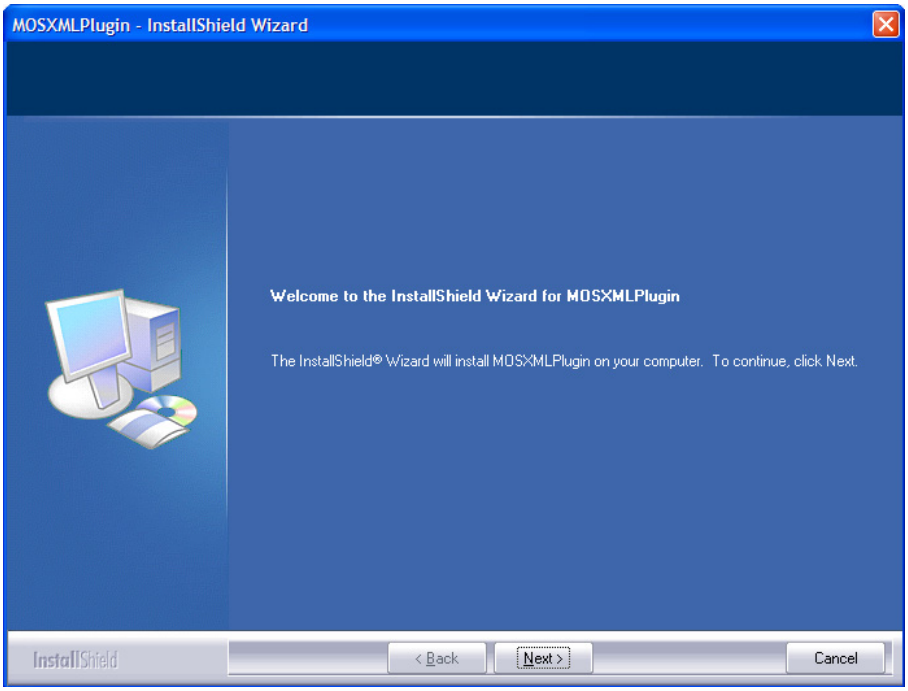

Figure 10 Welcome to Lyric MOS XML Plug-in Setup

4. Click **Next**. The **Choose Destination** window (Figure 11) opens.

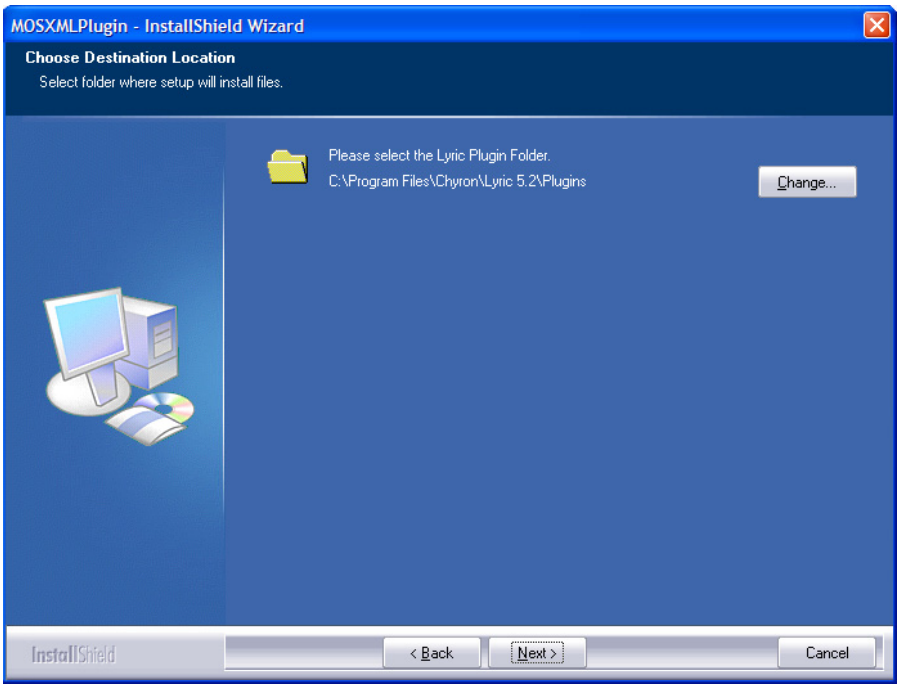

Figure 11 Choose Destination

5. Select the folder where the files will be installed based on the version of Lyric that will be used on this system to compose new Lyric messages.

6. Click **Next** and follow the online instructions.

CREATING CONTENT

TEMPLATES

Lyric messages that will become **Template Description Messages** can be created in Lyric using the standard Lyric creation tools.

Refer to Lyric online Help or the Lyric manual located on the Chyron website, for complete information on creating messages.

NOTE

While Lyric software is installed on the CAMIO server, it is recommended that content not be created using Lyric on the CAMIO server.

Image Objects and templated text fields can be updated by newsroom staff in LUCI, if so configured in Lyric.

UPDATEABLE TEMPLATES

As a default, all templates are updateable through LUCI. In LUCI the descriptive field is adopted from the name input field in the 2D text template menu (right click>**template properties**). The order in which the templates are offered in LUCI is adopted from the number field in the **2D Text Template** menu.

Templates should not be assigned a number of -1. LUCI Input field to Lyric Template correspondence can become unpredictable when there is a template or templates assigned -1 in the number field.

Templates can be constrained to display a maximum number of characters. This is useful for small templates. It ensures that newsroom staff do not over populate them with characters.

To access this feature:

1. Make the template active.
2. Right-click on the template and select **MOS** from the Context menu. The **MOS Template Properties** dialog (Figure 12) opens.

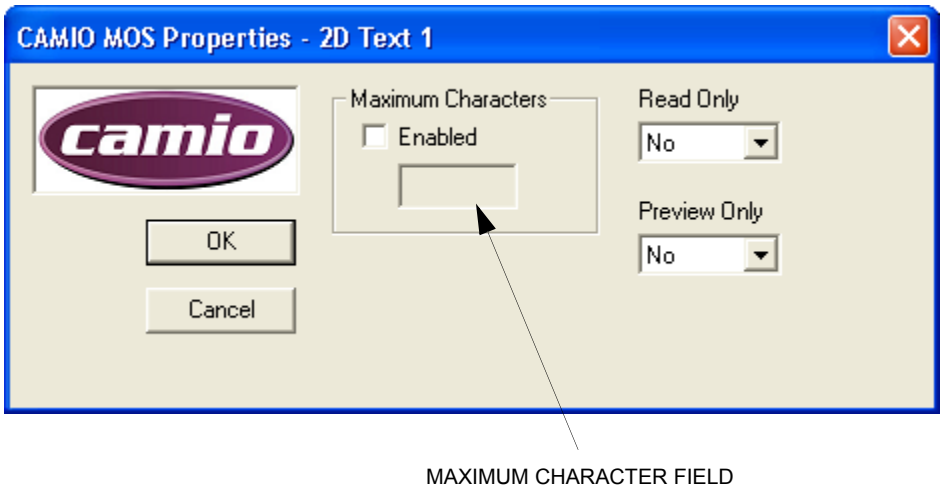

Figure 12 MOS Template Properties Dialog

3. In the Maximum Characters panel click on the **Enabled** checkbox.
4. Enter the maximum number of characters allowed in the Maximum Character field. Users in LUCI will not be able to type more characters in their corresponding input field than is entered here.

Templates can be read only.

To make a template read-only:

1. Make the template active.
2. Right-click on the template and select **MOS** from the Context menu. The **MOS Template Properties** dialog (Figure 12) opens.
3. Disable the update function by selecting **Yes** from the **Read Only** drop-down list. Click **OK**.

Templates can be preview only—they will not display on output, but will be displayed on a LUCI preview.

To enable this feature:

1. Make the template active.
2. Right-click on the template and select **MOS** from the Context menu. The **MOS Template Properties** dialog (Figure 12) opens.
3. Select **Yes** from the **Preview Only** drop-down list. Click **OK**.

CHANGING the LABEL of a TEXT FIELD

To change the label of a text field:

1. Select the template.
2. Right-click on the template and select **Template Properties** from the Context menu. The **2D Text Template** dialog appears (Figure 13).

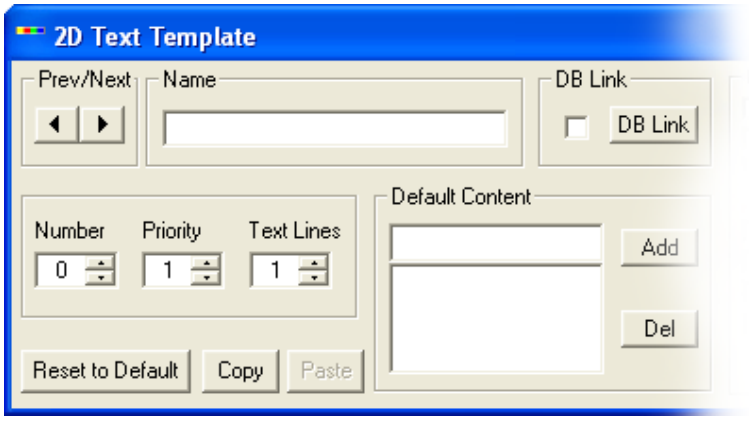

Figure 13 2D Text Template Dialog

UPDATEABLE IMAGES

Images are not automatically updateable through LUCI. To make an image updateable, it must have **II Update** selected in the 2D Object Properties.

To make an image updateable:

1. Select the image
2. Right-click on it or its listing in the Scene Graph.
3. Select **2D Object Properties** from the context menu (Figure 14) that appears.

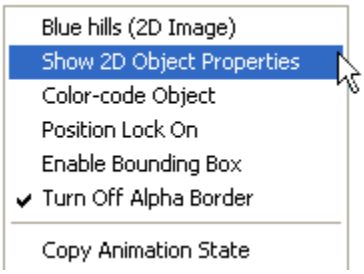

Figure 14 Selecting 2D Object Properties

4. The **2D Object Template** dialog is displayed (Figure 15).

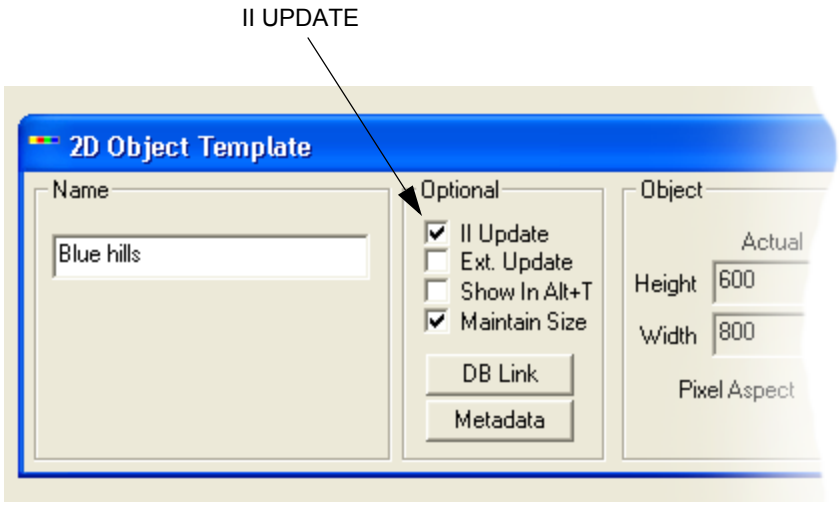

Figure 15 2D Object Template

5. Check **II Update** in the Optional panel (Figure 15).

PREVIEW ONLY

Images can be preview only—they will not display on output, but will be displayed on a LUCI preview.

To enable this feature:

1. Right-click on an image. Select **MOS** from the context menu that appears.
2. The **CAMIO MOS Properties** dialog appears (Figure16). Select **Yes** from the Preview Only list box.
3. .Click **OK**.

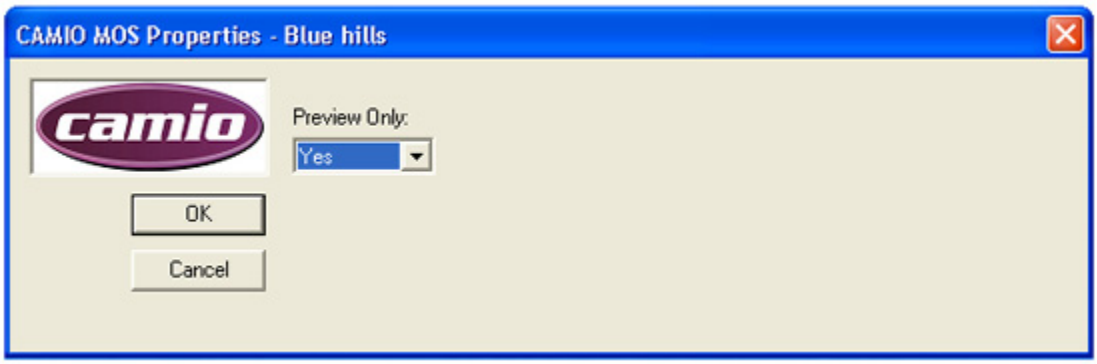

Figure 16 MOS Properties Dialog

4. Save the message with the image unchecked in the Scene Graph as shown in Figure 17.

Figure 17 Scene Graph—Image Unchecked

NOTE

Some advanced effects will not animate correctly after an image has been substituted in LUCI. Chyron recommends that all Lyric description messages be tested prior to uploading to Contexts.

UPDATEABLE MOVIES

Movies are not automatically updateable through LUCI. To make a movie updateable, it must have **II Update** selected in the **Movies Properties** dialog. This can be done either when a movie is first imported or after a movie has been imported.

To make a movie updateable when it is first imported:

1. Click on the **Create a Movie Region** icon. The **Movies Properties** dialog (Figure 18) appears.
2. Use the **Browse** button to locate the movie file.
3. Check the **II Update** check box (shown circled in Figure 18).
4. Click on **OK**.

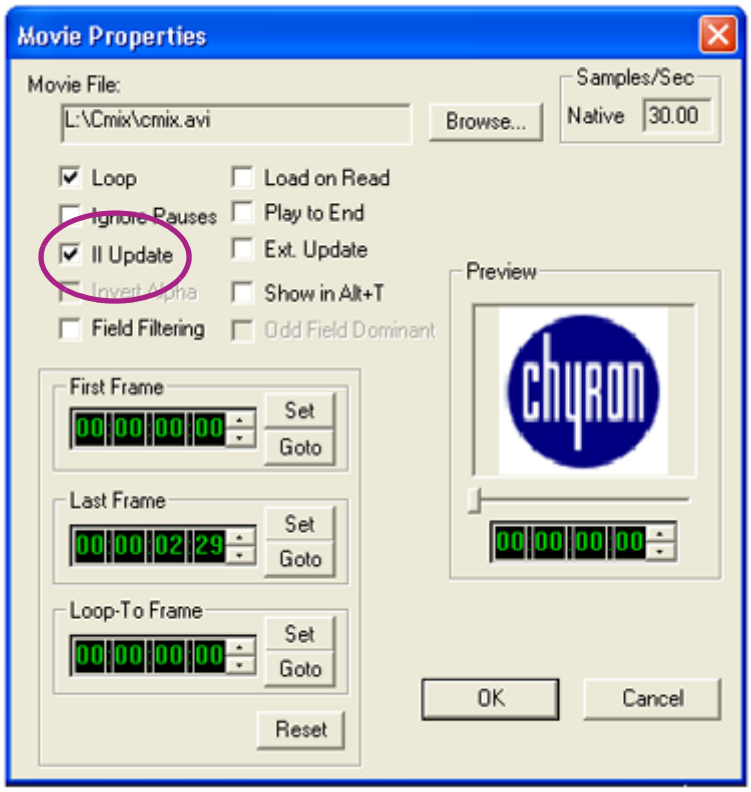

Figure 18 Movie Properties Dialog—II Update Checked

To make a movie updateable after it is imported:

1. In the Scene Graph, click on the movie you want to make updateable, and then right-click on it. The context menu is displayed. See Figure 19.

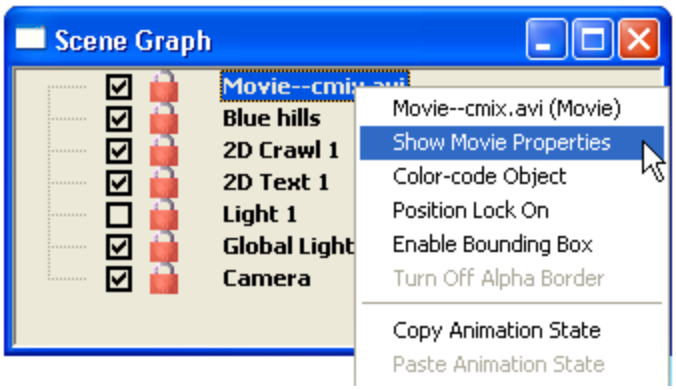

Figure 19 Selecting a Movie to Make Updateable

2. Select **Show Movie Properties** from the context menu. The **Movie Properties** dialog box is displayed (Figure 20).

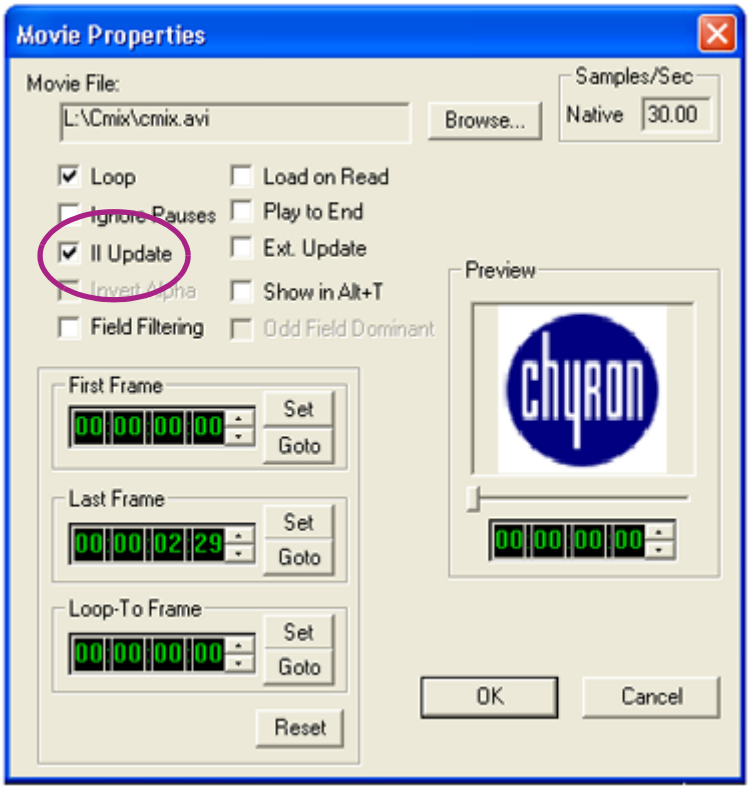

Figure 20 Movie Properties Dialog—Il Update Checked

3. Check the **Il Update** checkbox as shown (circled) in Figure 20.

4. Click **OK**.

CHANNEL ASSIGNMENTS

The Chyron MOS System enables the Administrator to quickly manage content to playout devices using virtual and physical channels. In short, a message is assigned a virtual channel in the design stage that is assigned to a physical channel of a playout device. This enables content to be routed quickly to different machines, if required.

Chyron recommends that a discussion between the production crew and the art department take place, to formulate the best assignment of content across available Chyron CG channels. Multiple virtual channels can be assigned a single physical channel. For example, lower thirds assigned channel A, OTS channel B, full screens channel C, and monitor wall channel D—these could then be assigned channel A to physical channel 1, channel B to physical channel 2, and channels C and D to physical channel 3. If a fourth physical channel becomes available, then channel D can be quickly assigned physical channel 4.

In Lyric, you can assign a virtual channel for a message to play out.

There is no limit to the number of virtual channels that can be assigned. They may be any alphanumeric value, as long as they are configured in the Chyron MOS Admin Tools.

To assign a virtual channel:

1. In the Scene Graph, click on **Global Light** to select it.
2. Right-click to display the Context menu. Select **MOS**. The **MOS Properties** dialog (Figure 21) is displayed.
3. On the **General** tab, assign a virtual channel (usually A, B, C, or D) by entering it in the **Channel** field. This channel assignment can be overridden in LUCI.
4. Click on **OK**.

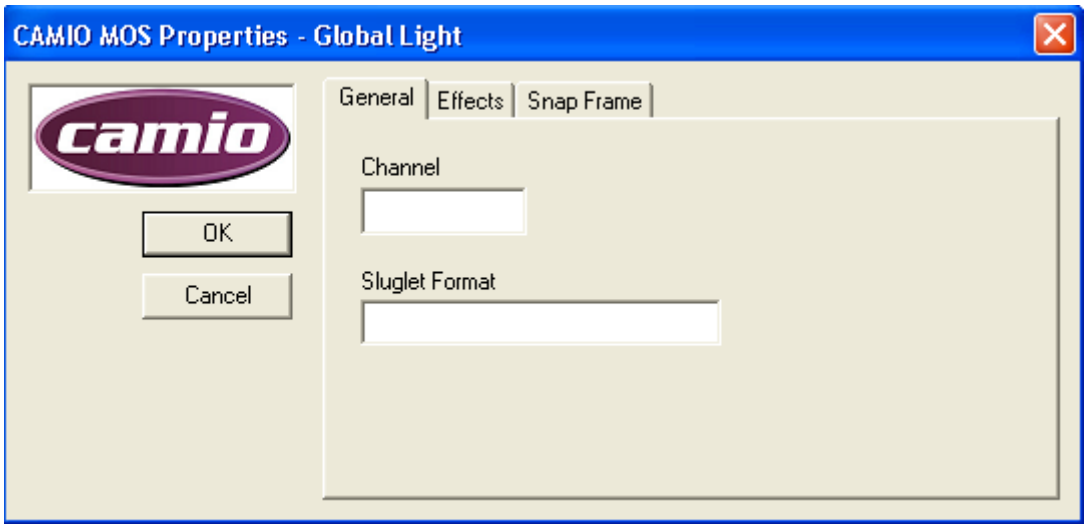

Figure 21 MOS Properties Dialog—General Tab

SNAP FRAMES

If a **Template Description Message** animates, it may be required to create a preview frame for LUCI that is not the first frame of the message. A new frame, called a Snap frame, can be assigned. Currently only one snap frame is supported.

To assign a Snap frame:

1. In the Scene Graph, click on **Global Light** to select it.
2. Right-click to display the Context menu. Select **MOS**. The **MOS Properties** dialog is displayed.
3. Select the **Snap Frame** tab (Figure 22).
4. Move the pointer to the desired frame. Click on **Preview** to view the preview frame.
5. Click on **OK**.

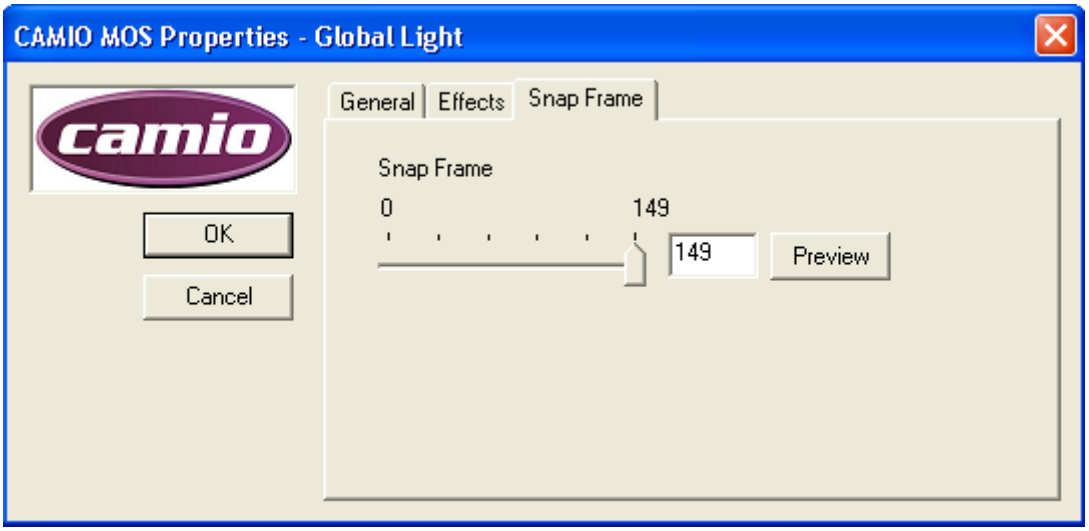

Figure 22 MOS Properties Dialog—Snap Frame Tab

When a Template Description Message is uploaded to the Context on the Chyron MOS Server, the messages and images are automatically transferred to the playout device. However, if a message contains a clip, unembedded images, flipbooks, or 3D text images this content must be transferred to the output machines manually. It is recommended that this content be sent to all machines. If a channel is assigned to a new device, it will require all the content to be local to the new device. Ensure that this content is at the same location where it was when created.

SAVING a TEMPLATE INTO CAMIO

To save a template into Camio:

1. From the Lyric Main menu, select **File>Save To Camio** (Figure 23). The **Save To Camio** dialog (Figure 24) is displayed.

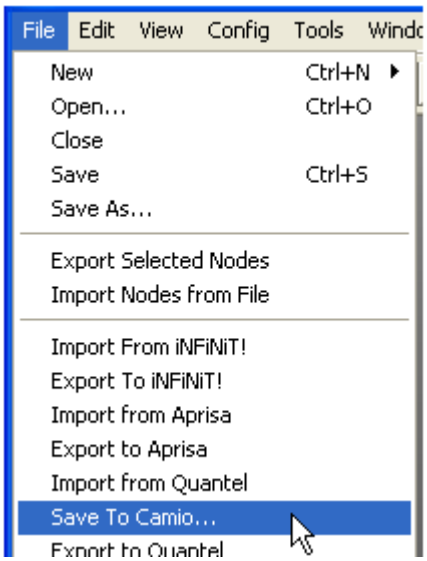

Figure 23 Save To Camio Menu Selection

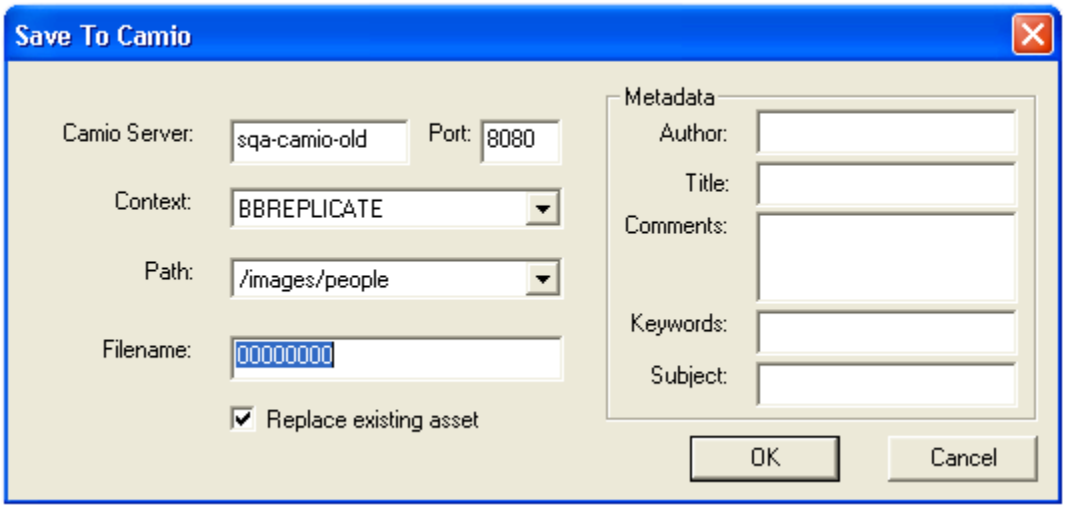

Figure 24 Save To Camio Dialog

2. Enter the name of the Camio server you want to connect to in the **Camio Server** field.
3. Select a Context from the **Context** drop-down list by clicking on the arrow next to the **Context** box and selecting a Context from the list.
4. Select a path from the **Path** drop-down list by clicking on the arrow next to the **Path** box and selecting a path from the list.

5. Enter a filename for the template in the **Filename** field. IF no file name is entered, the Lyric file name (ex: 12345678.lyr) becomes the title.
6. You may enter metadata in the **Author**, **Title**, **Comments**, **Keywords**, and **Subject** fields provided in the Metadata panel.
7. When finished, click on **OK**.

You can also save templates to Camio using the Asset Manager. See “WORKING in ASSET MANAGER” on page 61.

NOTES:

CHAPTER 4 CAMIO ASSET MANAGER

OVERVIEW

The Asset Manager is a powerful tool in CAMIO for managing graphics and Lyric Templates (also referred to as assets). Assets can be viewed, sorted, edited, copied, deleted, and downloaded. A virtual folder hierarchy enables simple, yet sophisticated organization.

TWO VERSIONS

Two versions of Camio Asset Manager are currently supported. The latest version is described in this chapter. The prior version is described in “APPENDIX D: CAMIO LEGACY ASSET MANAGER” on page 56.

The new Asset Manager requires no JAVA Permissions to download assets, and it supports the new replication function.

INITIAL LAUNCH of ASSET MANAGER

The initial launch of Asset Manager will install the latest version of Java, but not if Java 1.4 (or earlier) is already installed. The older version of Java must first be uninstalled.

Check if there is an older version of Java installed on the client PC.

To do this:

1. Open the Windows **Control Panel**. Double-click on **Add or Remove Programs**. The **Add or Remove Programs** dialog displays.
2. Check that the version of the Java Runtime currently installed is Java SE 6 Update 10. If it is not, remove it

To open Asset Manager:

Asset Manager must already be configured, and the Service Broker must be running to successfully open Asset Manager.

1. Open Internet Explorer.
2. Enter the following URL: **http://*camioserver*:8080/assetmanager** (8080 is the data connection port used by CAMIO and ***camioserver*** is the name of the Chyron MOS server). The CAMIO Server automatically loads the Java Runtime.
3. Next, set up Java to ensure Asset Manager operation. See “ADDITIONAL NOTES” on page 45.

4. Click **Enter** or **Go**. The Login window is displayed (Figure 25).

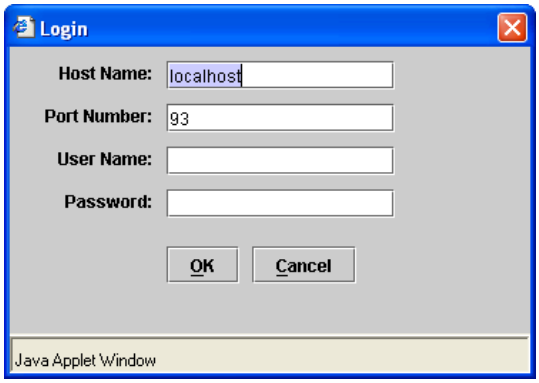

Figure 25 Camio Asset Manager Login Window

5. Enter Host Name.
6. Leave Port Number as 93.
7. Enter **admin** in the **User Name** field and **admin** in the **Password** field.
8. Click **OK**. The Asset Manager is displayed (Figure 26).

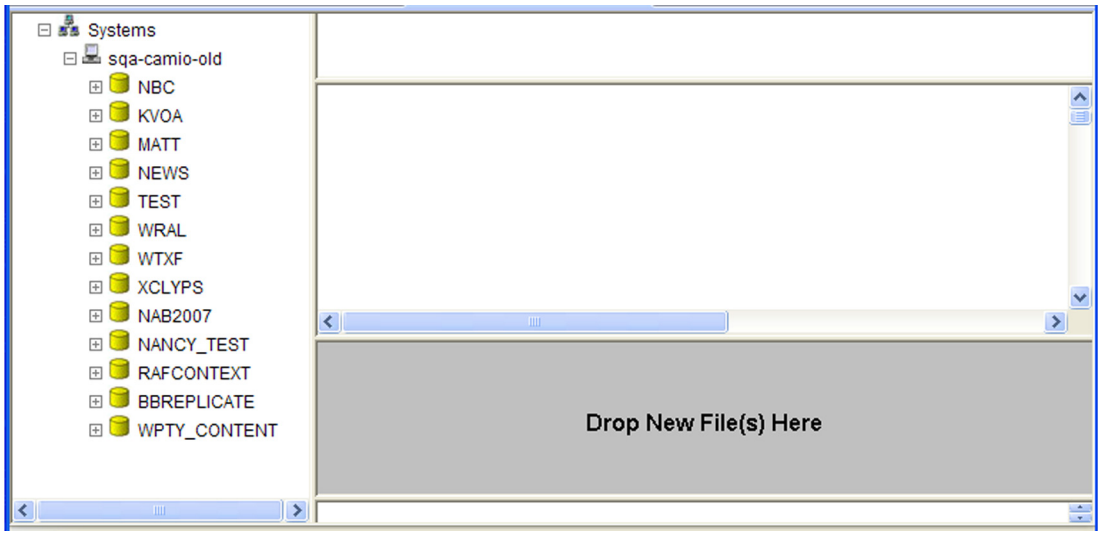

Figure 26 Camio Asset Manager

ASSET MANAGER INTERFACE

The Asset Manager Interface (Figure 27) consists of a Server/Context window, an Asset Display window, and an area where files may be dropped and entered into Asset Manager.:

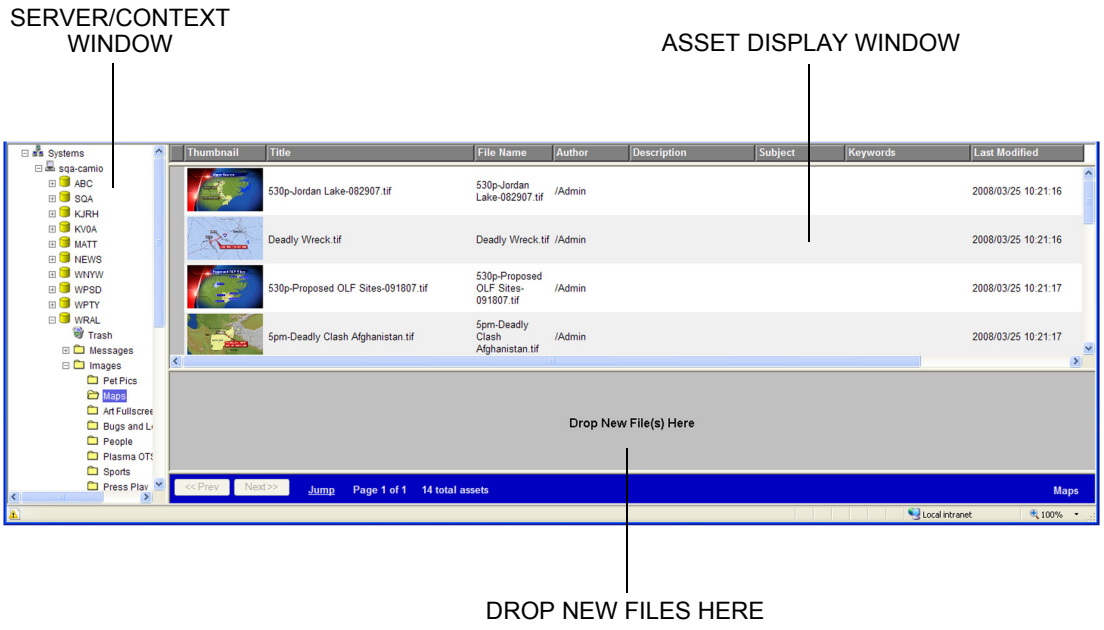

Figure 27 ASSET MANAGER INTERFACE

Server/Context Window (Figure 28) - displays the various servers on the system, Context icons, and any Context sub-folders.

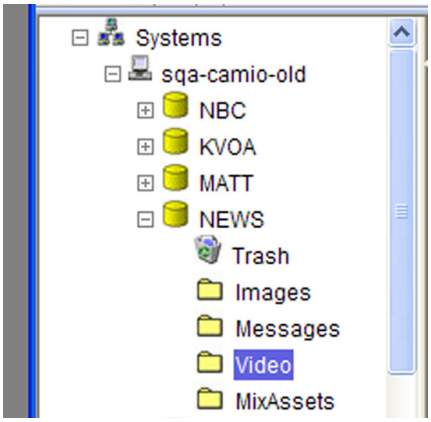

Figure 28 Server/Context Window

A plus sign to the left of the Context icon indicates that there are sub-folders in that Context. Clicking on the plus sign will expand the view and allow you to browse the sub-folders.

When a new Context is created in CAMIO, there is only a Context Icon and a Trash container within the context. Sub-folders for the assets used in a context are not required. It is suggested, however, that a folder hierarchy such as

- Messages

- Images

be created to provide a visual structure for publishing and searching for assets on the system.

Asset Display Window (Figure 29) - displays Context assets. Note that assets with Alpha channels display a checkerboard background.

Figure 29 Asset Display Window

Right-clicking on the Asset Display Window displays a context menu (Figure 30) whose menu items you can use to:

- change icon size
- switch to thumbnail view
- refresh display
- set which columns are displayed

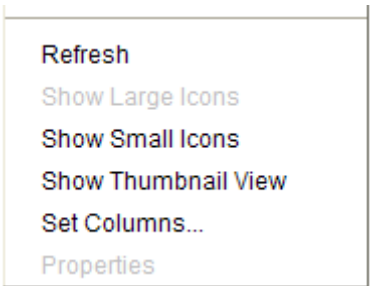

Figure 30 Asset Display Window—Context Menu

Refresh Display, Change Icon Size, Switch to Thumbnail View

To refresh the display or change icon size or switch to the thumbnail view, simply select the desired menu item.

Selecting **Show Small Icons** from the context menu changes the display to appear as shown in Figure Figure 31).

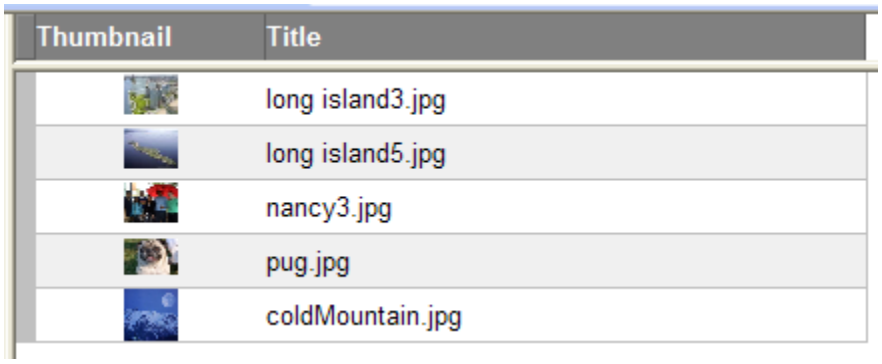

Figure 31 Small Icons

Selecting **Show Large Icons** from the context menu changes the display to appear as shown in Figure Figure 32).

Figure 32 Large Icons

Selecting **Show Thumbnail View** from the context menu changes the display to appear as shown in Figure 33).

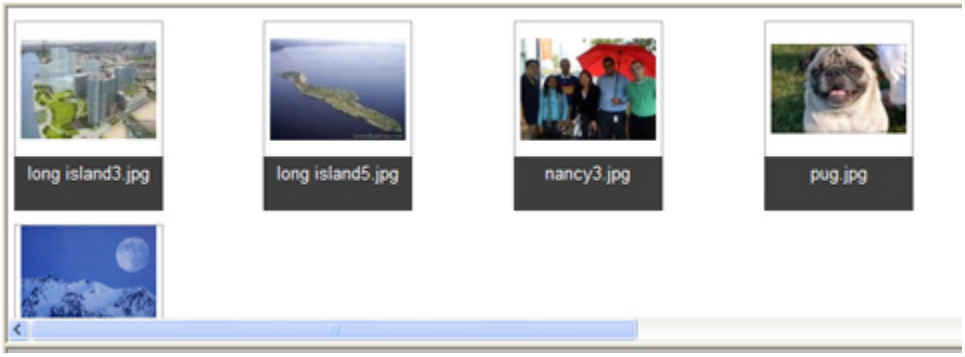

Figure 33 Thumbnail View

Set Columns

To set which columns (metadata fields) are displayed, select **Set Columns** from the context menu. The **Show Metadata Fields** dialog (Figure 34) is displayed.

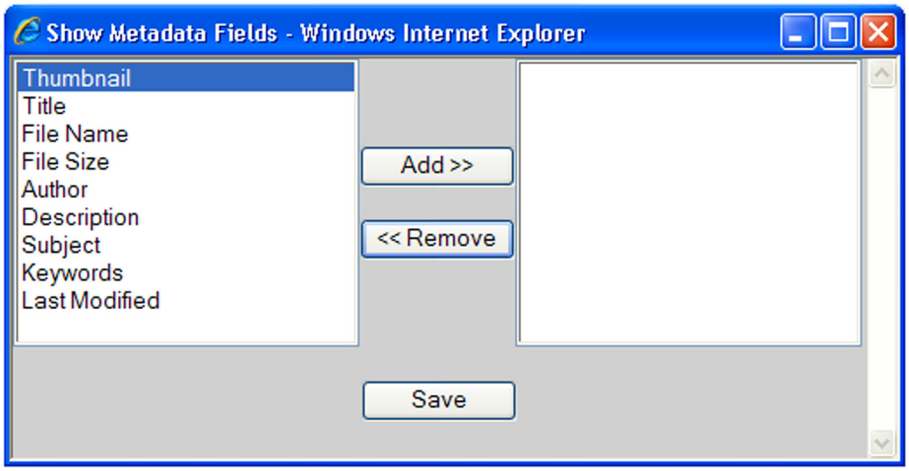

Figure 34 Show Metadata Fields Dialog

To add one or more fields, select the desired field(s) from the window on the left and click **Add**. To remove one or more fields, select the desired field(s) to remove from the window on the right, and then click **Remove**.

WORKING in ASSET MANAGER

ENTERING FILES

In the following procedures, you will be uploading files to Asset Manager.

ENTERING FILES ONE at a TIME

To enter a file:

1. Any file type can be entered in Asset Manager. Simply drag and drop the file onto the indicated area (Figure 35).

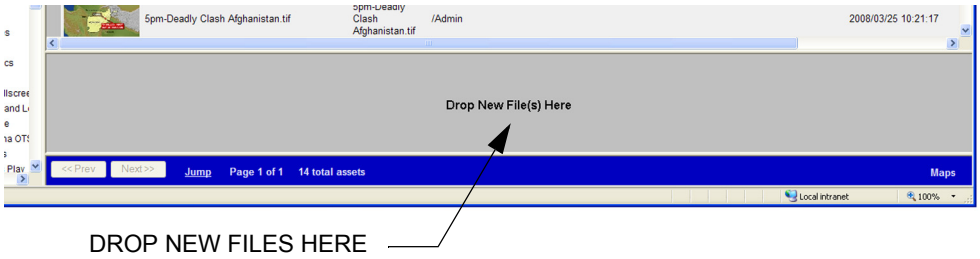

Figure 35 Entering Assets

2. After dropping the new file in the indicated area, the **New Asset Details** dialog (Figure 36) is displayed. Use this dialog to enter meaningful metadata about the asset in the **Subject**, **Keywords**, and **Comments** fields.

Important

It is important that meaningful metadata is entered to facilitate searching the asset database at a later time. Asset Manager has a search tool that allows you to search for files using this metadata. The metadata is also used by the newsroom to conduct searches in LUCI.

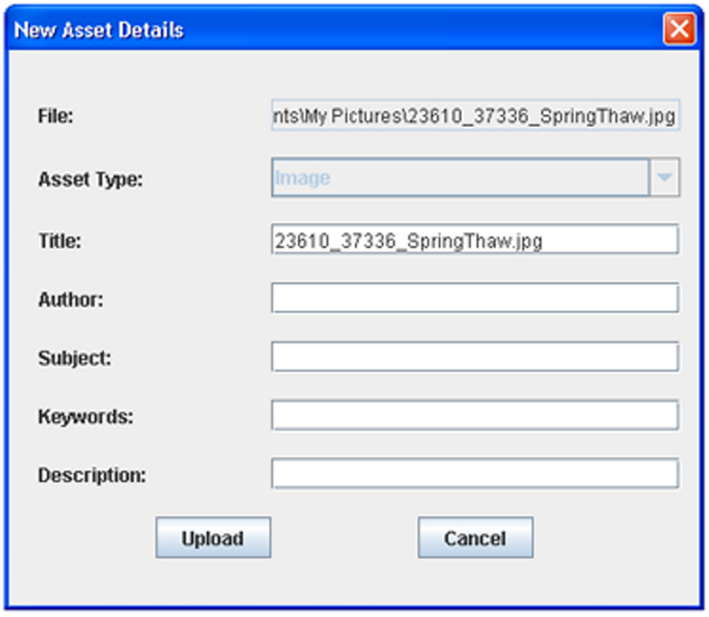

Figure 36 New Asset Details Dialog

ENTERING MORE THAN ONE ASSET at a TIME

To enter files:

1. Use Ctrl + click to select multiple files and drag and drop them onto the indicated area in Asset Manager. The **New Asset Details** dialog (Figure 37) is displayed.

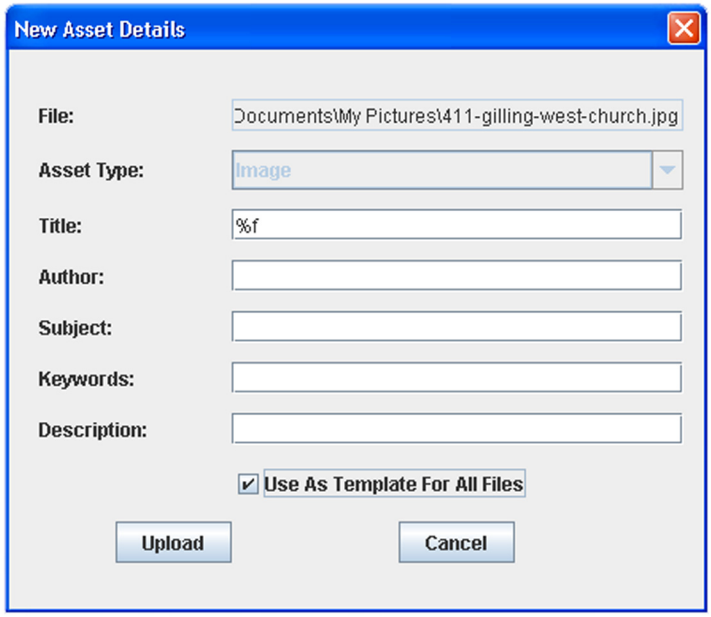

Figure 37 New Asset Details—Use as Template For All Files

2. Enter meaningful metadata about the files in the **Subject**, **Keywords**, and **Description** fields.

3. Check the **Use As Template For All Files** checkbox (applies the metadata you enter to all selected files), or leave it unchecked (allows you to enter metadata separately for each of the selected files).

4. Click on **Upload**.

5. If you checked **Use As Template For All Files**, click **Upload**. All selected files will be uploaded; you may now exit this procedure. If you did not check **Use As Template For All Files**, proceed to step 6.

6. When done entering metadata for the first selected file, click on **Upload**.

7. Enter metadata for the next selected file. Click on **Upload**. Repeat step 6 and step 7 until all the files have been uploaded.

STORING IMAGE FILES and LYRIC TEMPLATES

Asset Manager handles the storing of image files and Lyric Templates as follows:

Image Files
An image file will generate a thumbnail image when entered into Asset Manager. These thumbnail images will also be displayed in LUCI's Image Browser when the applicable Context is selected.

Lyric Templates
To use Lyric templates in LUCI, they must have been previously saved with XML. See *Saving Lyric Templates with XML*, below. Asset Manager will report an error in the Status Window, if you try to store a **.lyr** file that does not have XML in it.

SAVING LYRIC TEMPLATES with XML

In order to enter Lyric templates into Asset Manager, they must have been previously saved with XML. To do this, save the template in Lyric. Lyric must be running on a template creation workstation that has the XML and MOS plug-ins installed and configured correctly.

The template creation workstation can be an offline Lyric system or a Duet system. The template creation workstation should not be on the CAMIO server.

CONTEXTS

Clicking on a Context icon will display all the assets in the Asset Display window. A plus sign to the left of the Context icon (Figure 38) indicates that there are sub-folders in that Context. Clicking on the plus sign will expand the view and allow you to browse the sub-folders.

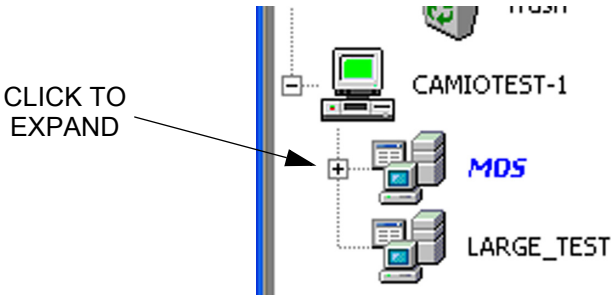

Figure 38 Click to View Subfolders

CONTEXT SUBFOLDERS

Using Context subfolders offers a convenient way to organize different types of assets within a Context. It is recommended to create and name folders that match the content that will be uploaded.

Adding a New Folder

To add a new folder:

1. Right-click on the Context.
2. Select **New Folder** from the context menu that appears. The dialog shown in Figure 39 appears.

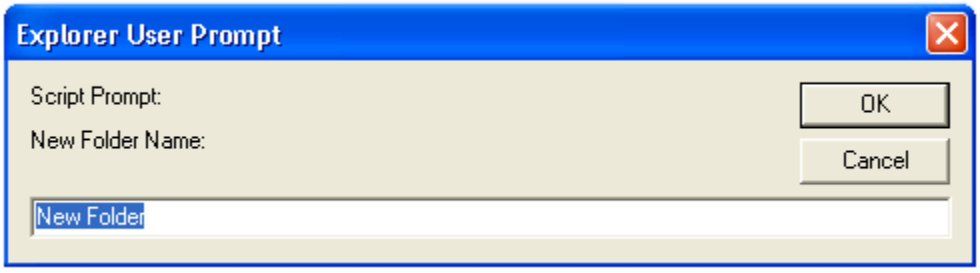

Figure 39 Create Folder

3. Enter the name of the new folder.
4. Click **OK**.

To use Lyric templates in LUCI, they must have been previously saved with XML. Asset Manager will report an error in the Status window if you try to store a .lyr file that does not have XML in it.

DELETING OBJECTS

To delete an object from a Context, right-click on the object and select **Delete**. The object will then be moved into the Trash bin, and may be deleted from there. To delete the contents of the Trash bin, right-click on the Trash bin and select **Empty Trash**.

To delete an object without moving it to the Trash bin, hold down the **Shift** key, while performing the delete operation. This operation cannot be undone.

VIEWING/EDITING OBJECT PROPERTIES

Object properties can be viewed/edited once an object has been uploaded by right-clicking on the object and selecting **Properties** from the context menu. The **Properties** dialog appears with the **General** tab selected by default. See Figure 40. The **Properties** dialog allows edits to be made to the metadata as well as offering the ability to change Virtual channel assignments and snap frames. See below for detailed descriptions of these tabs.

General Tab (Figure 40) - The **General** tab displays the Lyric message number, type of file, Lyric build number, and other pertinent file information including if files were saved with XML (see **Attributes**).

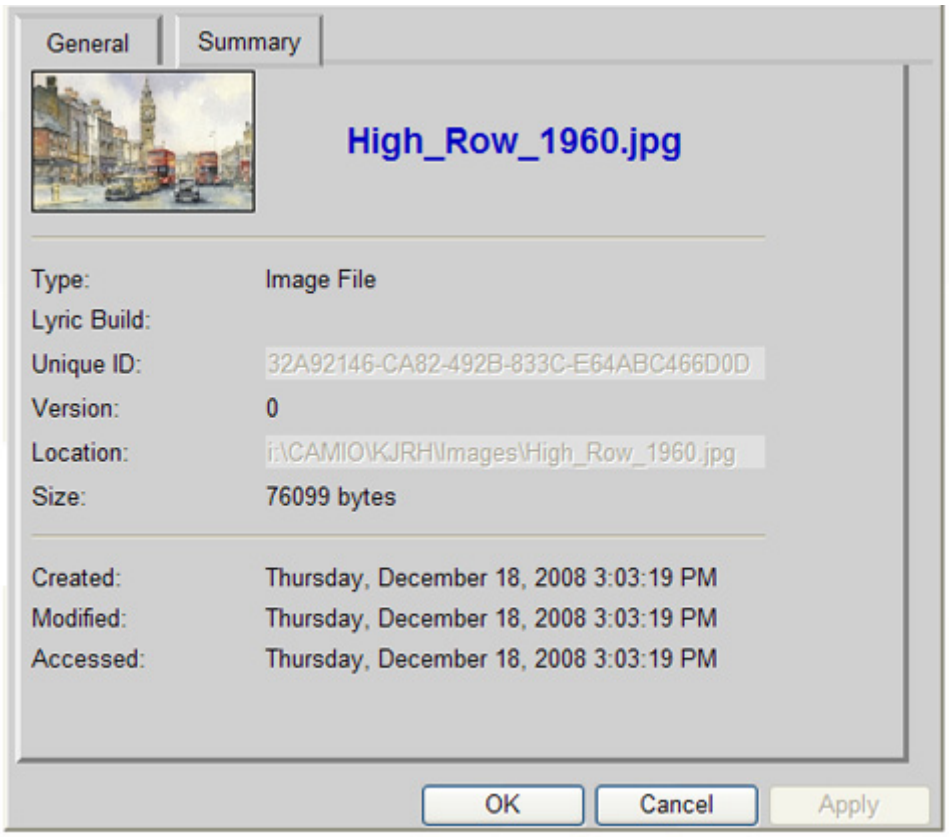

Figure 40 Properties—General Tab

Summary Tab (Figure 41) - The **Summary** tab provides **Title**, **Subject**, **Author**, **Keywords**, and **Description** fields that may be edited.

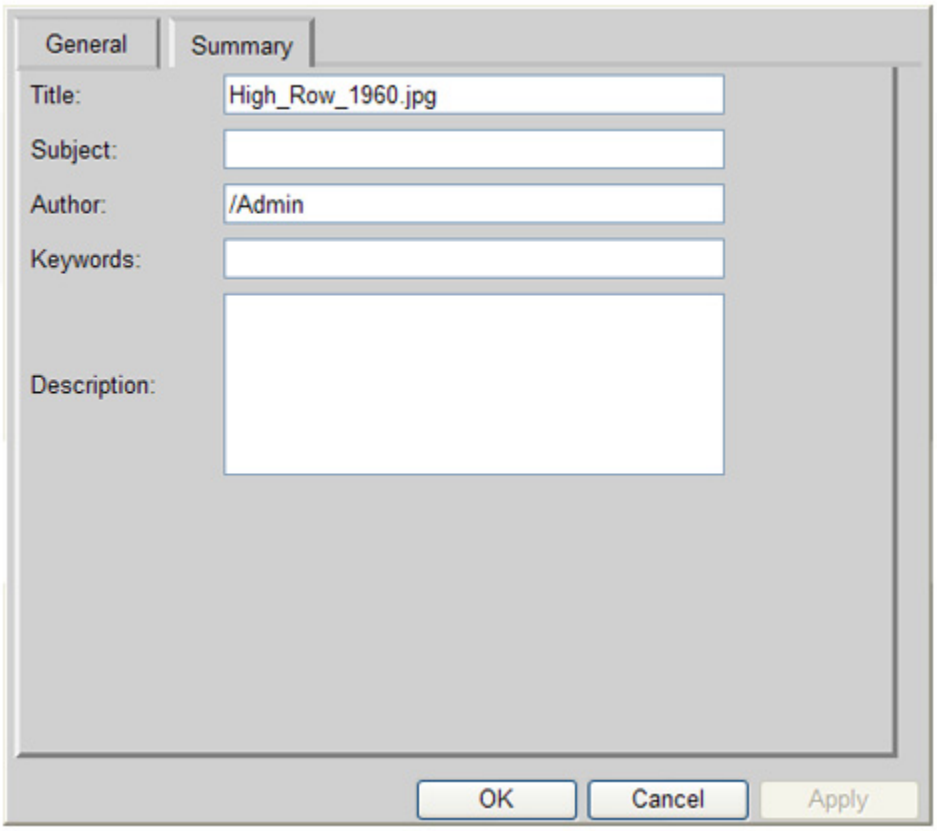

Figure 41 Properties Dialog—Summary Tab

MOS Tab (Figure 42) - The **MOS** tab provides various fields for editing.

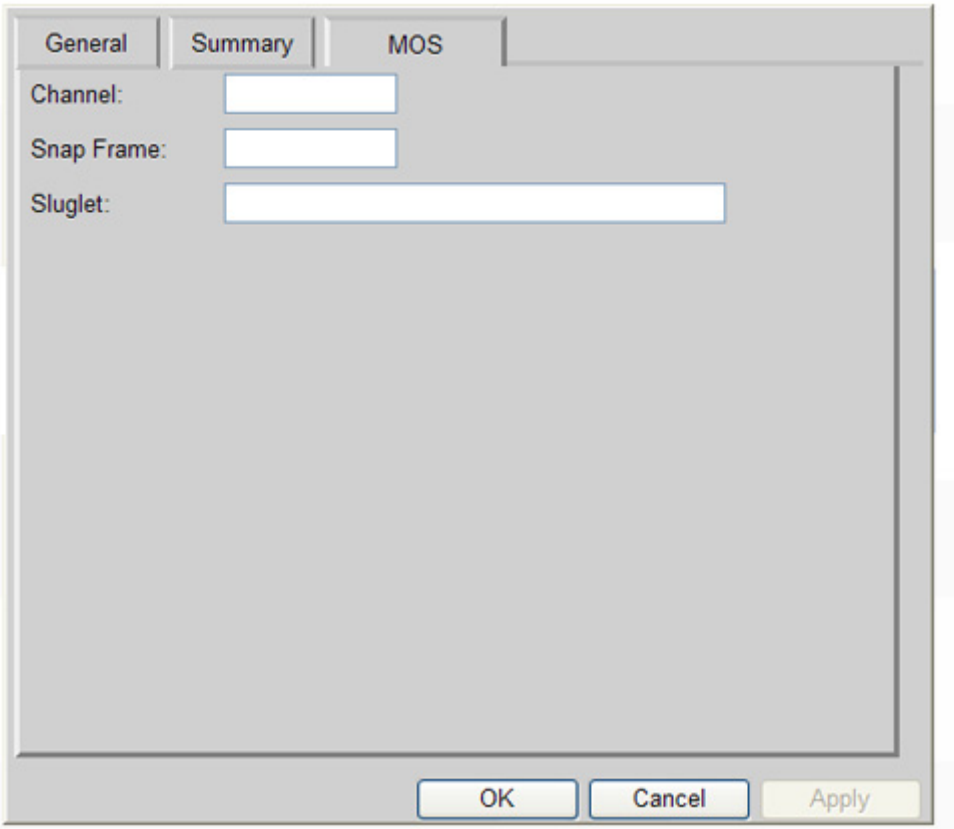

Figure 42 Properties Dialog—MOS Tab

UPLOADING REPLACEMENTS

When an object is uploaded to the Chyron MOS Server using Asset Manager, it is automatically assigned a GUID (Graphic Unique ID). If an object is deleted, the GUID is also deleted.

Replacing an Existing Object

If an existing object needs to be replaced, it is best practice to upload a replacement by right-clicking on the object and selecting **Upload Replacement** from the context menu (Figure 43).

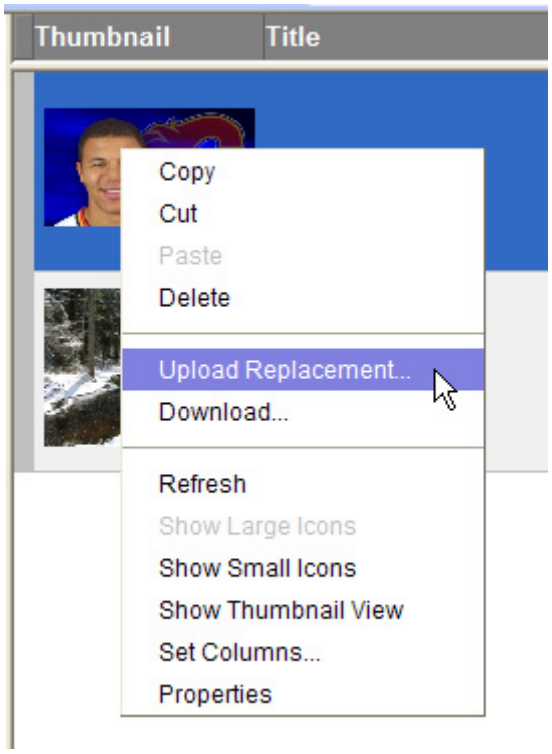

Figure 43 Upload Replacement

The following example should make this clear.

***Example**: A new lower third has been created to replace the current lower third, and all new and existing LUCI objects should use this new message. You should select **Upload Replacement,** rather than **Delete**. If you delete the old object, then any LUCI objects created from that object will still play out with the old content. Only if **Upload Replacement** is used will all LUCI objects reflect the change.*

Important

If an object is deleted from the Asset Manager, the newsroom should refresh their LUCI browser to ensure that their LUCI browser is not offering any objects that are no longer available. If an image has been deleted from a Context using Asset Manager, and LUCI has not been refreshed, it is possible for the newsroom to preview a graphic correctly even if the image no longer exists.

To Replace an Existing Object:

1. Right-click on the object to be replaced.
2. Select **Upload Replacement** from the context menu (Figure 43). A **Drop Replacement File Here** window (Figure 44) appears.

Figure 44 Drop replacement File Here

3. Drag and drop the replacement file onto this window.

ADDITIONAL NOTES

- It is recommended that if different versions of Lyric are being used by the Playout device, the CAMIO Server, and the creation workstation, all content should be tested in all versions of Lyric, to ensure compatibility.
- When creating images to be used in LUCI, it is recommended that images for a particular Lyric description message have the same aspect ratio to ensure no distortion of the replaced image.
- For maximum use of image elements, build as many messages as possible with replaceable images of the same aspect ratio. With savvy use of masks and supporting images, one image can be used for many different style graphics (create an OTS image, and use it for a full screen background).
- Ensure that all messages with clips are checked in a back-to-back playout scenario, to ensure the message is created with the best clip transition possible.
- The Chyron MOS Server automatically distributes messages and images to the appropriate playout devices. It does not distribute clips, sound files, unembedded images, movies, 3D textures, or fonts. These objects should be transferred to the same directory on the playout machines and on the Camio server manually. It is recommended that this content reside on all playout machines, in case objects are redirected to a machine they do not play out from normally.
- Clips are not viewable in the LUCI Preview.
- In order for unembedded images, movies and 3D objects to be displayed correctly on the Luci Preview, the files should exist on the Chyron MOS Server in the same location as the device where the messages were originally created. The location of these assets cannot be a shared drive but must be a physical drive with the correct drive letter.

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APPENDIX A: JAVA POLICY TOOL CONFIGURATION for LEGACY ASSET MANAGER

To Set Java Policy:

1. Double-click on the Java Policy Tool (**policytool**) located in **C:/program files/java/ <version number>/bin**. The Policy Tool (Figure 45) is displayed.

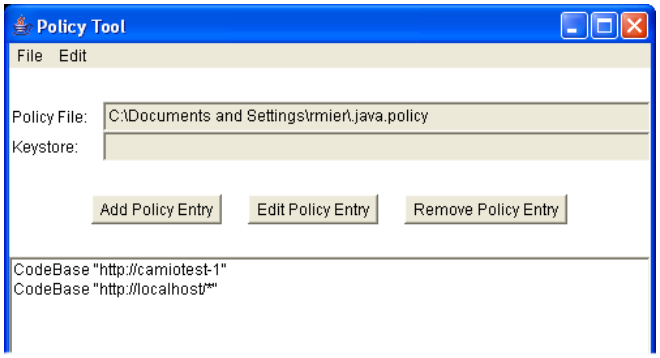


Figure 45 Java Policy Tool

2. Click **Add Policy Entry**. The **Policy Entry** dialog (Figure 46) appears.

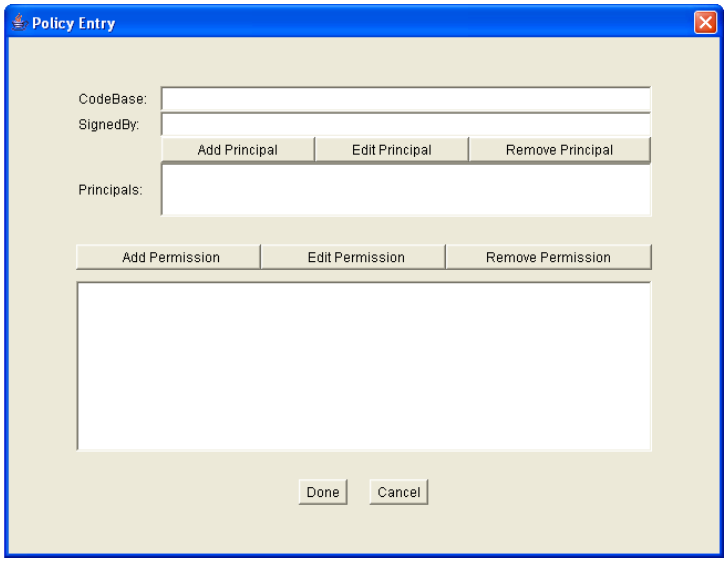


Figure 46 Policy Entry Dialog

3. In the **CodeBase** input field, enter **http://<camioserver>/*** (where **<camioserver>** is the name of the CAMIO server).

4. Click on **Add Permission**. From the Permission drop-down list (Figure 47), select **All Permissions.**

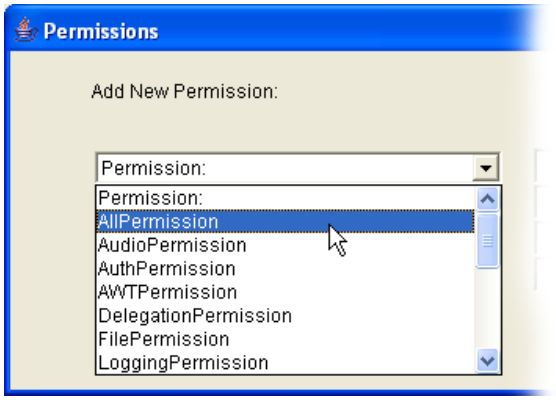


Figure 47 Permission Drop-down List

5. Click **OK**, to close the **Permissions** dialog.
6. Click **Done**, to close the **Policy Entry** dialog.
7. Repeat steps 2 through 6, entering **http://localhost/*** in the **CodeBase** input field in step In the CodeBase input field, enter http://<camioserver>/* (where <camioserver> is the name of the CAMIO server). (Repeating these steps for localhost only needs to be done when installing Asset Manager on the Camio Server).
8. From the Policy Tool **File** menu, select **Save As**. The **Save As** dialog is displayed.
9. Save this file as ***.java.policy*** (remember the period in front of java) in the **c:/documents and settings/<your login>** folder. **<your login>** is the user name that Windows is logged in as.

Add the Chyron MOS server as a trusted site in the Internet settings of your browser.

To do this:

1. From the Internet Browser menu, select **Tools>Internet Options**. The **Internet Options** dialog box opens.
2. Select the **Security** tab. Click on **Trusted sites**.
3. Click on **Sites**. The **Trusted Sites** dialog box is displayed.
4. Enter the following URL: **http://<CAMIO_SERVER>**.
5. Uncheck the **Require sever verification (https) for all sites in this zone** check box (there is no certificate for the Camioserver).
6. Click **Add**.
7. Close the **Trusted sites** and **Internet Options** dialogs.

APPENDIX B: JAVA POLICY TOOL CONFIGURATION for NEW ASSET MANAGER

To Set Java Policy for the new Asset Manager, perform the following procedures (**Launching the Java Policy Tool, Adding the Policy Entry, Setting Permissions, and Saving the Policy Entry**) in the order given.

Launching the Java Policy Tool:

1. On the workstation, locate the folder containing the highest revision of Java on the computer (**c:\program files\Java\jre1.6.x\bin**). Within that folder, locate the Java policy tool executable, **policytool.exe**, and double-click on it to launch the application. See Figure Figure 48.

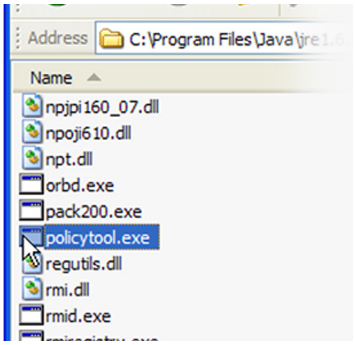


Figure 48 Java Policy Tool Executable

2. A DOS Command window will display and the **Policy Tool** application (Figure 49) will open. The Policy Tool may display multiple entries, including an entry for the Legacy Asset Manager of the same CAMIO. This information may stay in the Policy Tool unchanged.

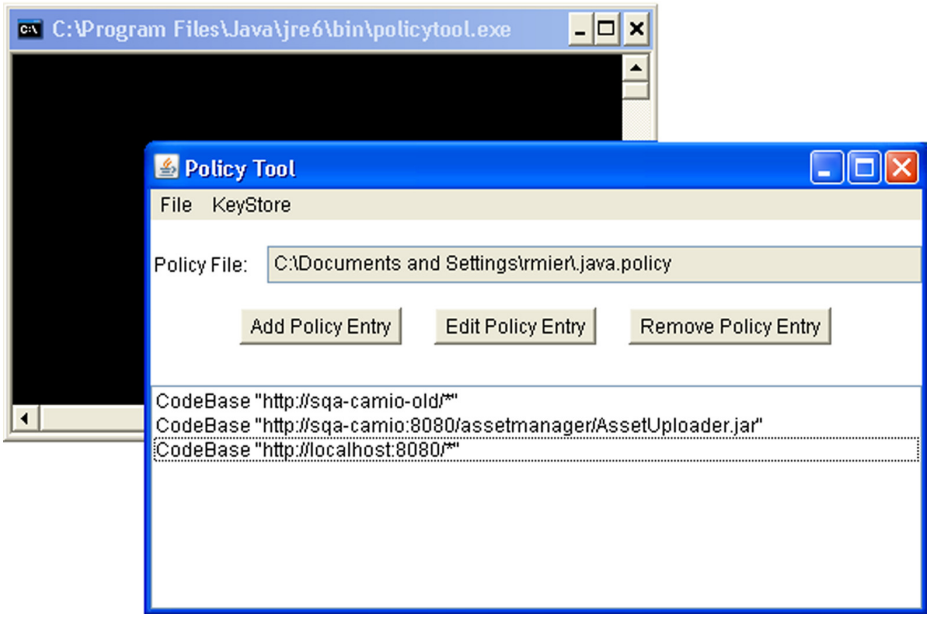


Figure 49 Policy Tool

Adding the Policy Entry:

1. Click on **Add Policy Entry** to create an entry for the CAMIO server. The **Policy Entry** dialog (Figure 50) will appear.

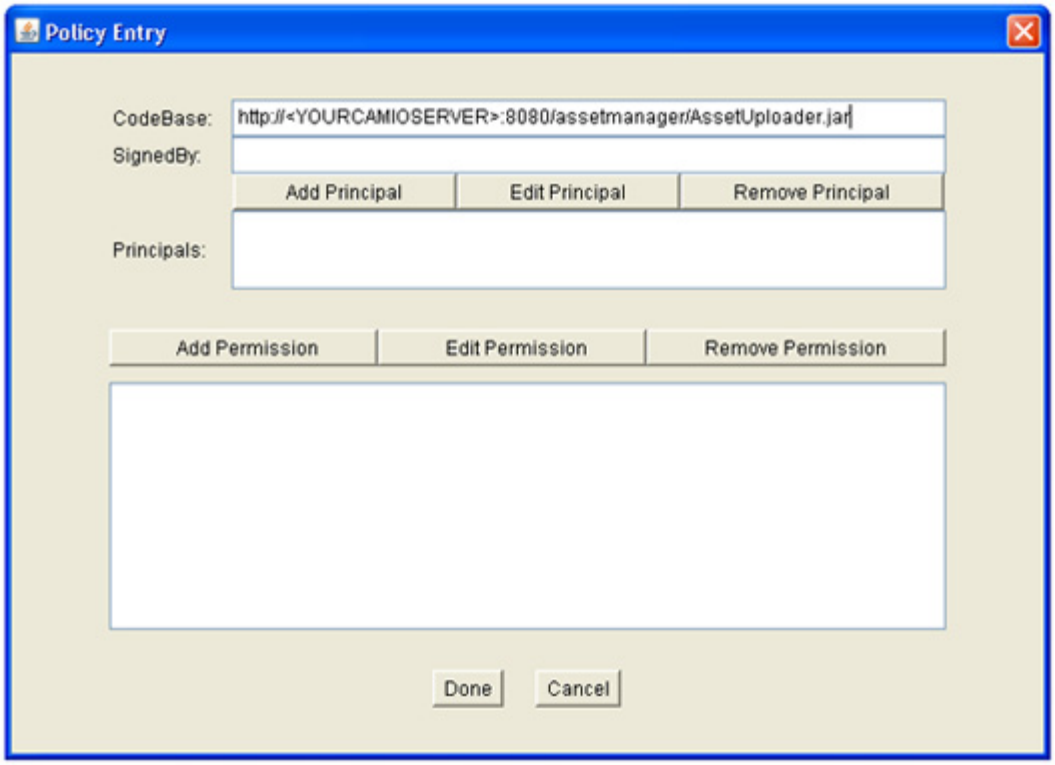


Figure 50 Policy Entry Dialog

2. In the **CodeBase** field, enter the following string:

   http://<YOURCAMIOSERVER>:8080/assetmanager/AssetUploader.jar

   where <YOURCAMIOSERVER> is the name of the CAMIO server to be used (note that other than the name of the CAMIO server, the path is case-sensitive).

Setting Permissions:

1. Click on **Add Permission**. The **Permissions** dialog will appear (Figure 51). The **Permissions** dialog has three fields: **Permission**, **Target Name**, and **Actions** that are set using corresponding dropdown lists. A fourth field, **Signed By,** requires no entry.

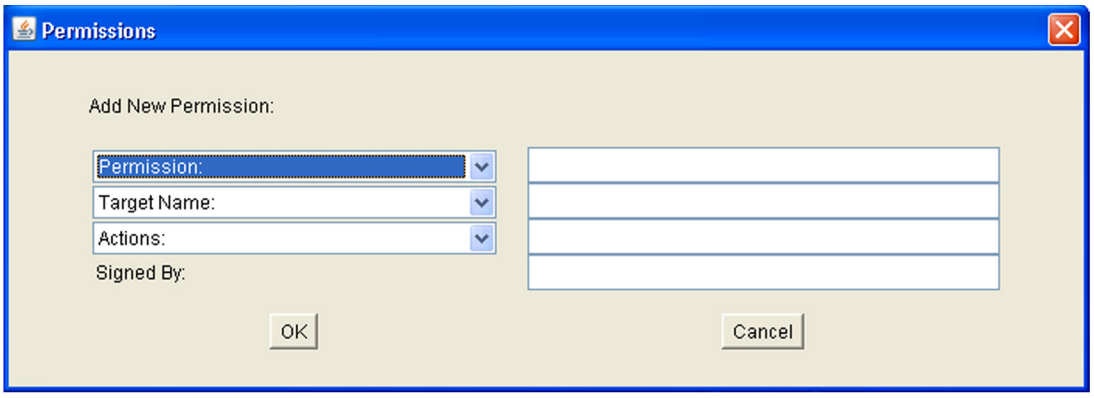


Figure 51 Permissions Dialog

2. Set the three fields as follows (Figure 52):

   a. In the **Permissions** field select **FilePermission** from the dropdown list. This will post **java.io.FilePermission** in the text box to the right of the **Permission** field.

   b. In the **Target Name** field, select **<<ALL FILES>>** from the dropdown list. This will post **<<ALL FILES>>** in the text box to the right of the **Target Name** field.

   c. In the **Actions** field, select **read** from the dropdown list. This will post read in the text box to the right of the **Actions** field.

   d. Press **OK** to close the **Permissions** dialog and return to the **Policy Entry** dialog.

   e. Click **Done** to return to the **Policy Tool**.

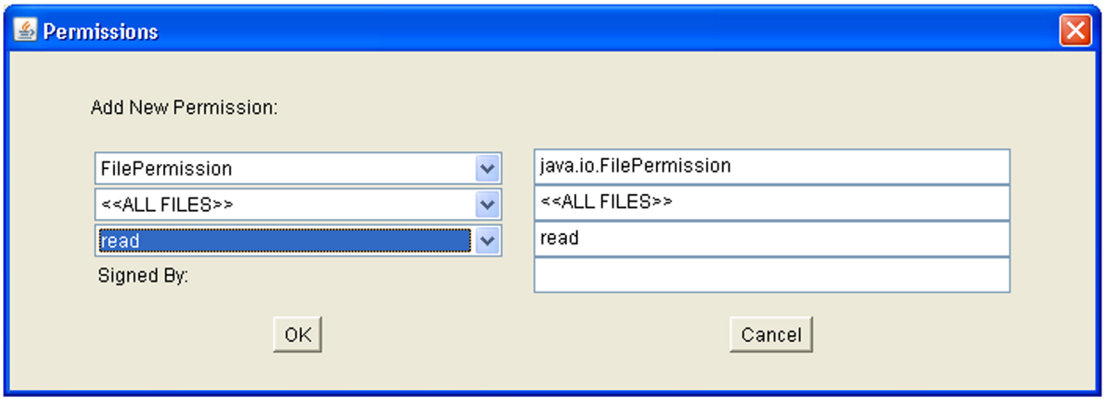


Figure 52 Setting Permissions

Saving the Policy Entry:

1. In the Policy Tool, select **FILE>SAVE AS** or **FILE>SAVE** (if there is an existing Java Policy that is being added) from the main menu.
2. In the **File Save As** dialog (Figure 53), navigate to **c:\Documents and Settings\<USER>** (replace <User> with the user name on the computer currently in use). The file should be saved as:

   .java.policy

Note the period before the word java in the above file name.

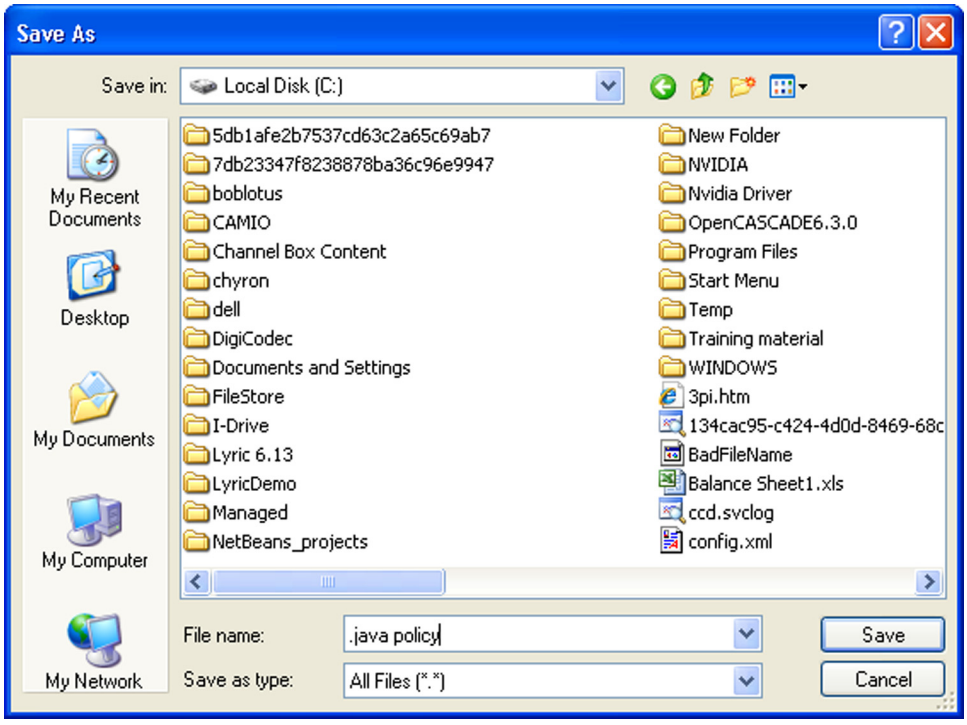


Figure 53 Save As Dialog

3. Click on **Save** to save the file with the proper name; close the **Save As** dialog box.

4. The JAVA Status dialog (Figure 54) will appear to indicate the success of the file save operation. Click on **OK** to accept the modifications to the Java Policy tool.

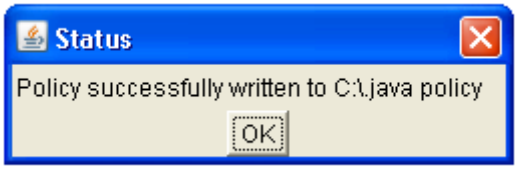


Figure 54 Java Status

5. Click on **FILE>EXIT** to close the Java Policy tool.

6. Close any open browser windows and re-launch the browser. Log into the new Asset Manager (http://<yourcamioserver>:8080/assetmanager). You should now be able to drag assets into the drop zone and begin the process of publishing them to CAMIO.

NOTES:

APPENDIX C: GLOSSARY

Term	Meaning
Asset Manager	**Asset Manager** is a Java based application that enables users to manage Chyron MOS Server content in a similar way that Windows Explorer is used to manage a computers content. **Asset Manager** is only compatible with Windows platforms. Java 1.5 (or above) and Internet Explorer are required.
Context	Groups of assets (Messages, also referred to as Templates, and images), for use in a Chyron MOS System, are called **Contexts**. Individual **Contexts** are most commonly used to manage content of the same look. For example, two **Contexts** could be created to separate different look morning and evening news graphics. **Contexts** can also be used to manage users. If there is content that only specific users can have access to then this should also be located in a separate **Context**, since user privileges are assigned to whole **Contexts**.
Groups	**Groups** make it easier to manager access rights to large numbers of users.
LUCI	Lyric Universal Control Interface
Lyric Message	A **Lyric message** is a **Template Data Message**.
MOS Object	A **MOS object** consists of a **Template Data Message** and metadata.
Template	A **Template's** technical name is **Template Description Message**. The **Template Description Message** is a Lyric message that contains **2D Text Template** fields and/or **2D Object** (Image) **Template** fields. **Template Description Messages** act as templates on which customized graphics can be quickly created on remote PCs and sent for playout on a Duet system.
Template Data Message	Created from **Templates** (**Template Description Messages**), a **Template Data Message** is a Lyric message that specifies text that is to populate specified **2D Text Template** fields and/or 2D objects (images) that are to populate specified 2D Object Templates, as well as data specifying an association with a **Template Description Message**. When the **Template Data Message** is recalled (read), the associated **Template Description Message** is displayed. Its **2D Text Template** fields display the text specified in the **Template Data Message**., as well as the 2D objects (images) specified in the **Template Data Message**.
Trustee	A **Trustee** is a **Group** that has access rights to a **Context**.
Users	CAMIO keeps a list of **Users** that require access to LUCI via the newsroom computer system.

NOTES:

APPENDIX D: CAMIO LEGACY ASSET MANAGER

OVERVIEW

The Legacy Asset Manager is a powerful tool in CAMIO for managing graphics and Lyric Templates (also referred to as assets). Assets can be viewed, sorted, edited, copied, deleted, and downloaded. A virtual folder hierarchy enables simple, yet sophisticated organization.

INITIAL LAUNCH of ASSET MANAGER

The initial launch of Asset Manager will install the latest version of Java, but not if Java 1.4 (or earlier) is already installed. The older version of Java must first be uninstalled.

Check if there is an older version of Java installed on the client PC.

To do this:

1. Open the Windows **Control Panel**. Double-click on **Add or Remove Programs**. The **Add or Remove Programs** dialog displays.
2. Check that the version of the Java Runtime currently installed is **J2SE Runtime Environment 5.0 Update 4** (or later). If it is not, remove it.

To open Asset Manager:

Asset Manager must already be configured, and the Service Broker must be running to successfully open Asset Manager.

1. Open Internet Explorer.
2. Enter the following URL: **http://*camioserver*:8080/CAMIO/AssetManager.html** (8080 is the data connection port used by CAMIO and ***camioserver*** is the name of the Chyron MOS server). The CAMIO Server automatically loads the Java Runtime.
3. Next, set up Java to ensure Asset Manager operation. See “ADDITIONAL NOTES” on page 45.

4. Click **Enter** or **Go**. The Login window is displayed (Figure 55).

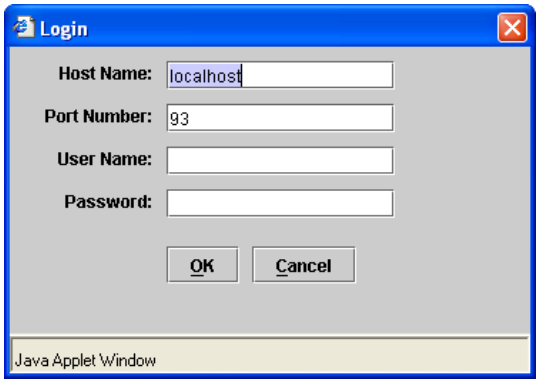


Figure 55 Camio Asset Manager Login Window

5. Enter Host Name.
6. Leave Port Number as 93.
7. Enter **admin** in the **User Name** field and **admin** in the **Password** field.
8. Click **OK**. The Asset Manager is displayed (Figure 26).

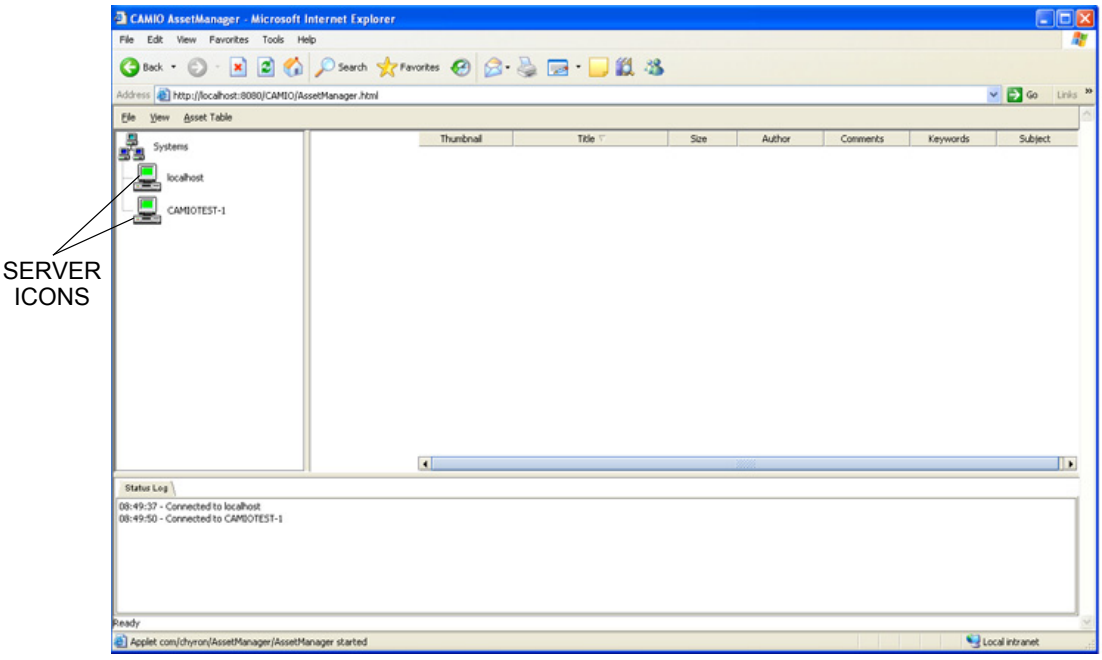


Figure 56 Camio Asset Manager

You are now logged into a host Chyron MOS Server. If you wish to save the server(s) so you can automatically reconnect when you log in to the Chyron MOS Server next time, bookmark it by selecting **File** and **Bookmark systems** from the Asset Manager **Main menu**. See “File Menu” on page 58.

ASSET MANAGER INTERFACE

The Asset Manager Interface (Figure 57) consists of a Menu Bar, Server/Context window, Status Log window, and Asset Display window. These items are described below:

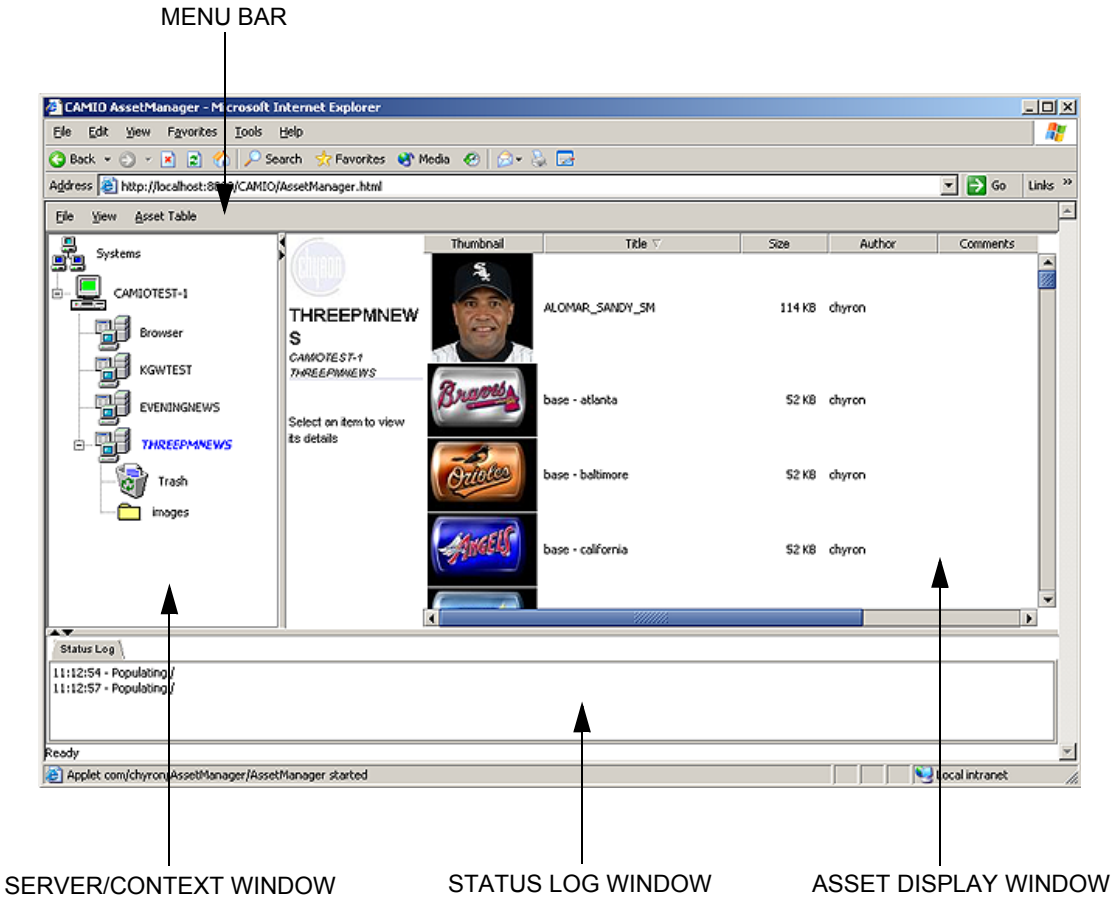


Figure 57 ASSET MANAGER INTERFACE

Menu Bar (Figure 57) - descriptions of the menus are as follows.

File Menu (Figure 58)

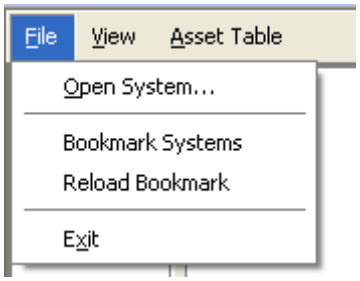
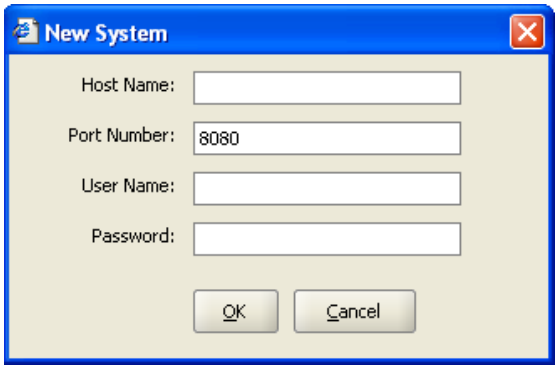


Figure 58 File Menu

Open System...	Displays the New System dialog, when selected. Enter a CAMIO Server **Host Name**, **User Name**, and **Password, then** Click **OK**. to connect to a new system. 
Bookmark System	Remembers systems currently connected, when Asset Manager is next opened.
Reload Bookmark	Reloads the bookmark.
Exit	Select to exit Asset Manager.

View Menu (Figure 59)

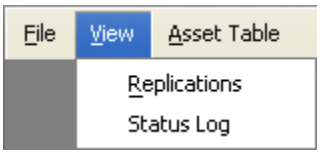


Figure 59 View Menu

Replications	Displays the replications window that displays all replications on the connected servers.
Status Log	Displays the Status Log.

Asset Table Menu (Figure 60)

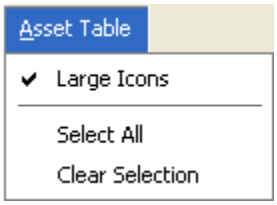


Figure 60 Asset Table Menu

Large Icons	Click to display large icons.
Select All	Click to select all items.
Clear Selection	Click to clear selected items.

Server/Context Window (Figure 61) - displays the various servers on the system, Context icons, and any Context sub-folders. See Figure 61 for a detailed view.

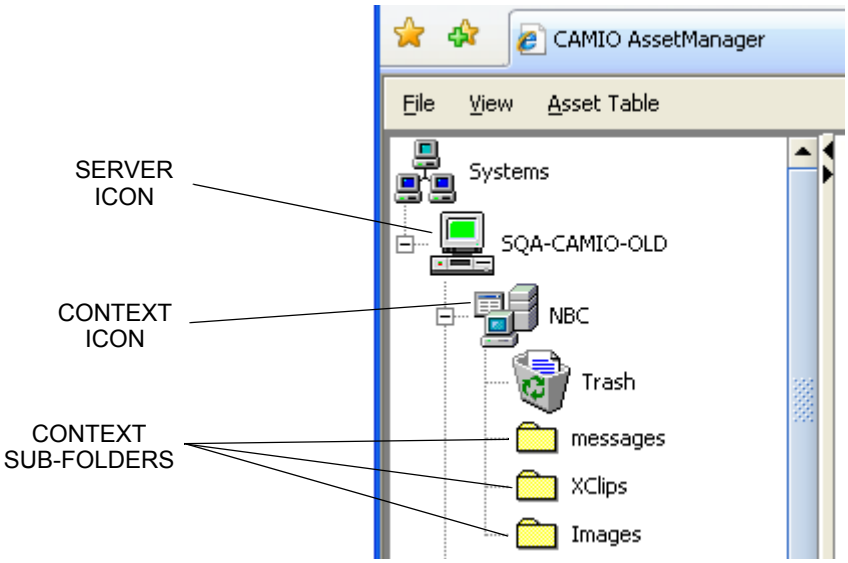


Figure 61 Server/Context Window

A plus sign to the left of the Context icon indicates that there are sub-folders in that Context. Clicking on the plus sign will expand the view and allow you to browse the sub-folders.

When a new context is created in CAMIO, there is only a Context Icon and a Trash container within the context. Sub-folders for the assets used in a context are not required, however, it is suggested that a folder hierarchy such as:

- Messages

- Images

be created to provide a visual structure for publishing and searching for assets on the system.

Asset Display Window (Figure 57) - displays Context assets.

Status Log Window (Figure 57) - displays the status log.

WORKING in ASSET MANAGER

ENTERING ASSETS

ENTERING ASSETS ONE at a TIME

Simply drag and drop the desired file onto the Asset Display window (Figure 57). The **New Asset Details** dialog (Figure 62) is displayed. Use this dialog to enter meaningful metadata about the asset in the **Subject**, **Keywords**, and **Comments** fields. When done entering metadata, click on **Upload**. The new asset is then uploaded to the Asset Manager, and a thumbnail image of the asset is displayed in the Asset Display window along with the accompanying metadata.

Important

It is important that meaningful metadata is entered to facilitate searching the asset database at a later time. Asset Manager has a search tool that allows you to search for files using this metadata. The metadata is also used by the newsroom to conduct searches in LUCI.

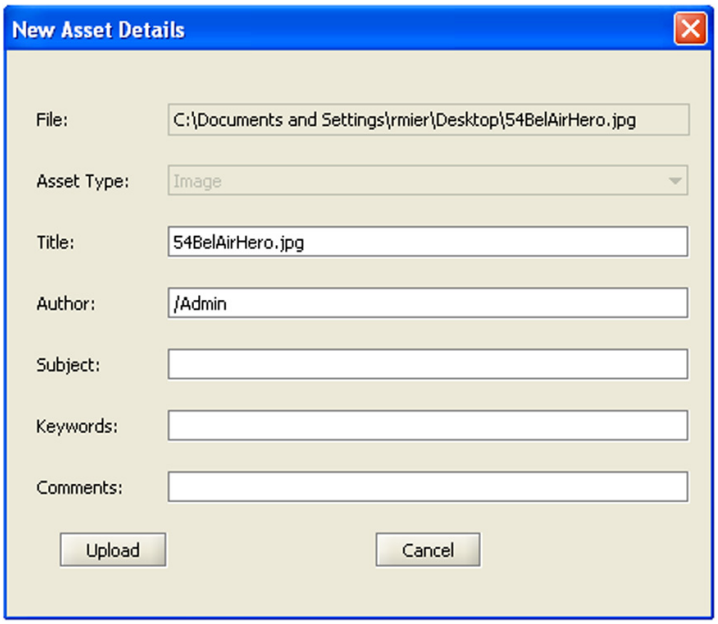


Figure 62 New Asset Details Dialog

ENTERING MORE THAN ONE ASSET at a TIME

To enter files:

1. Use Ctrl + click to select multiple files and drag and drop them onto the Asset Display Window. The **New Asset Details** dialog (Figure 63) is displayed.

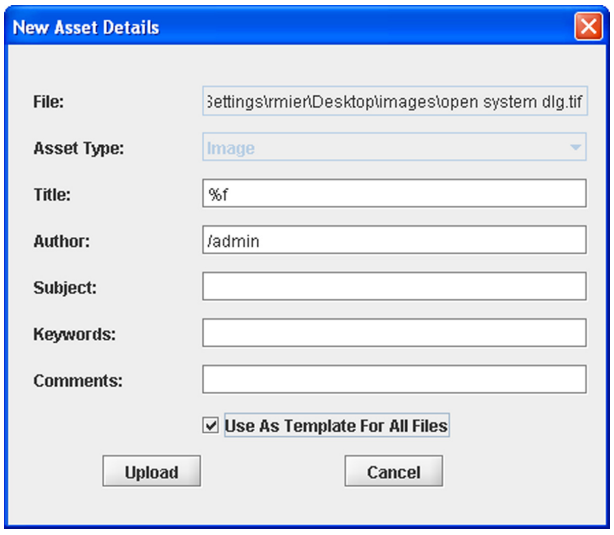


Figure 63 New Asset Details—Use as Template For All Files

2. Enter meaningful metadata about the files in the **Subject**, **Keywords**, and **Comments** fields.

3. Check the **Use As Template For All Files** checkbox (applies the metadata you enter to all selected files), or leave it unchecked (allows you to enter metadata separately for each of the selected files).

4. Click on **Upload**.

5. If you did not check **Use As Template For All Files**, proceed to step 6. If you did check **Use As Template For All Files** click **Upload**. All selected files are now uploaded; you may now exit this procedure.

6. When done entering metadata for the first selected file, click on **Upload**.

7. Enter metadata for the next selected file. Click on **Upload**. Repeat step 6 and step 7 until all the files have been uploaded.

STORING IMAGE FILES and LYRIC TEMPLATES

Asset Manager handles the storing of image files and Lyric Templates as follows:

Image Files
An image file will generate a thumbnail image when entered into Asset Manager. These thumbnail images will also be displayed in LUCI's Image Browser when the applicable Context is selected.

Lyric Templates
To use Lyric templates in LUCI, they must have been previously saved with XML. See *Saving Lyric Templates with XML*, below. Asset Manager will report an error in the Status Window, if you try to store a **.lyr** file that does not have XML in it.

SAVING LYRIC TEMPLATES with XML

In order to enter Lyric templates into Asset Manager, they must have been previously saved with XML. To do this, save the template in Lyric. Lyric must be running on a template creation workstation that has the XML and MOS plug-ins installed and configured correctly.

The template creation workstation can be an offline Lyric system or a Duet system. The template creation workstation should not be on the CAMIO server.

CONTEXTS

Clicking on a Context icon will display all the assets in the Asset Display window. A plus sign to the left of the Context icon (Figure 64) indicates that there are sub-folders in that Context. Clicking on the plus sign will expand the view and allow you to browse the sub-folders.

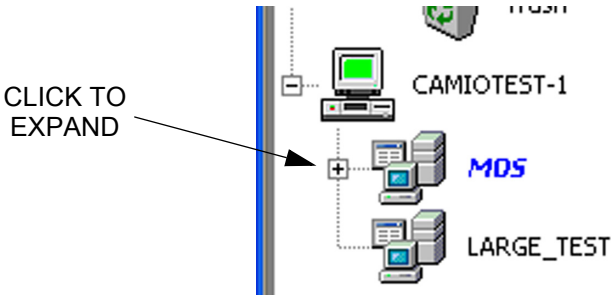


Figure 64 Click to View Subfolders

CONTEXT SUBFOLDERS

Using Context subfolders offers a convenient way to organize different types of assets within a Context. It is recommended to create and name folders that match the content that will be uploaded.

Adding a New Folder

To add a new folder:

1. Right-click on the Context.
2. Select **New Folder** from the context menu that appears. The **Create Folder** dialog appears (Figure 39).

Figure 65 Create Folder

3. Enter the name of the new folder.
4. Click **OK**.

To use Lyric templates in LUCI, they must have been previously saved with XML. Asset Manager will report an error in the Status window if you try to store a .lyr file that does not have XML in it.

DELETING OBJECTS

To delete an object from a Context, right-click on the object and select **Delete**. The object will then be moved into the Trash bin, and may be deleted from there. To delete the contents of the Trash bin, right-click on the Trash bin and select **Empty Trash**.

To delete an object without moving it to the Trash bin, hold down the **Shift** key, while performing the delete operation. This operation cannot be undone.

EDITING OBJECT PROPERTIES

Object properties can be edited once an object has been uploaded by right clicking on the object and selecting **Properties**. The **Properties** dialog appears with the **General** tab selected by default. See Figure 40. The **Properties** dialog allows edits to be made to the metadata as well as offering the ability to change Virtual channel assignments and snap frames. See below for detailed descriptions of these tabs.

General Tab (Figure 40) - The **General** tab displays the Lyric message number, type of file, Lyric build number, and other pertinent file information including if files were saved with XML (see **Attributes**).

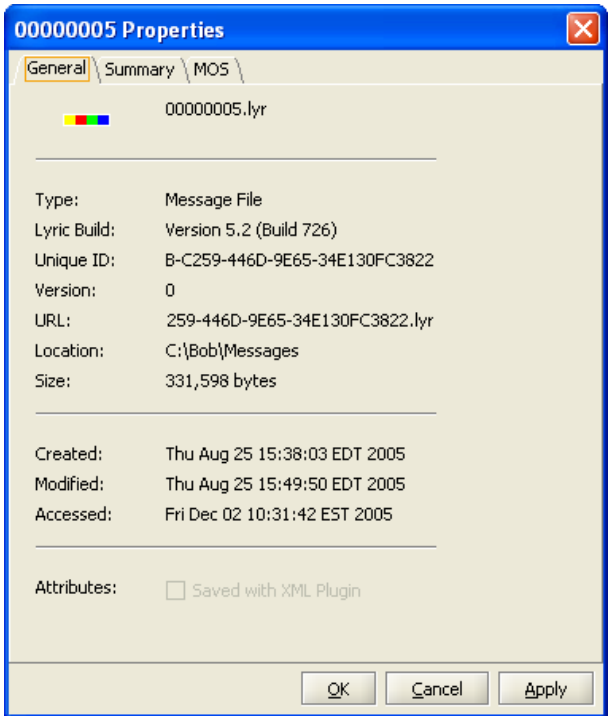


Figure 66 Properties—General Tab

Summary Tab (Figure 41) - The **Summary** tab provides **Title**, **Subject**, **Author**, **Keywords**, and **Description** fields that may be edited.

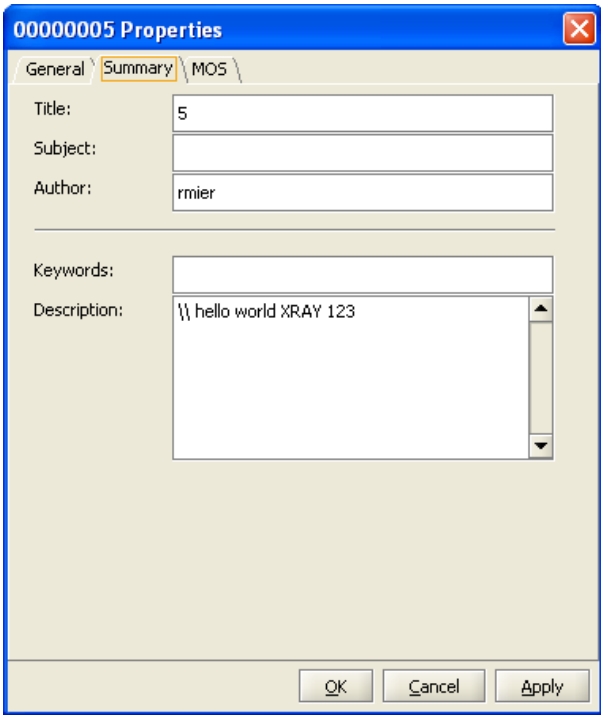


Figure 67 Properties Dialog—Summary Tab

MOS Tab (Figure 68) - The **MOS** tab provides various fields for editing.

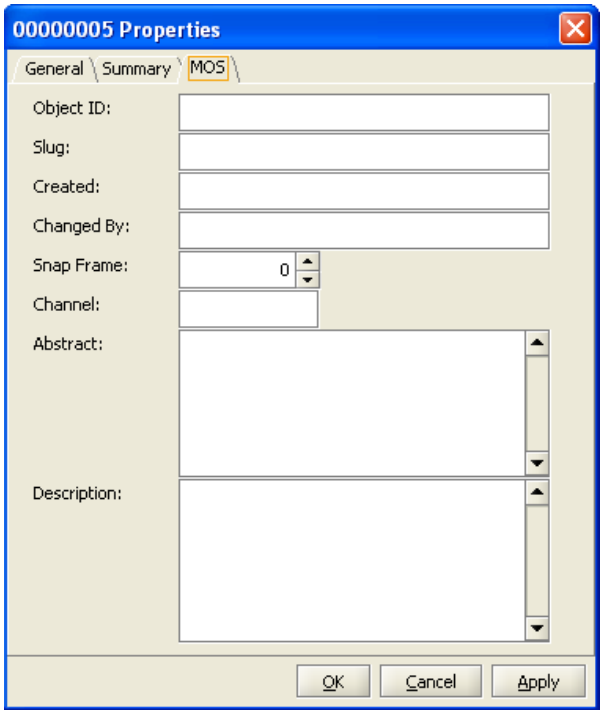


Figure 68 Properties Dialog—MOS Tab

UPLOADING REPLACEMENTS

When an object is uploaded to the Chyron MOS Server using Asset Manager, it is automatically assigned a GUID (Graphic Unique ID). If an object is deleted, the GUID is also deleted. If an existing object needs to be replaced, it is best practice to upload a replacement by right clicking on the object and selecting **Upload Replacement** from the context menu (Figure 43).

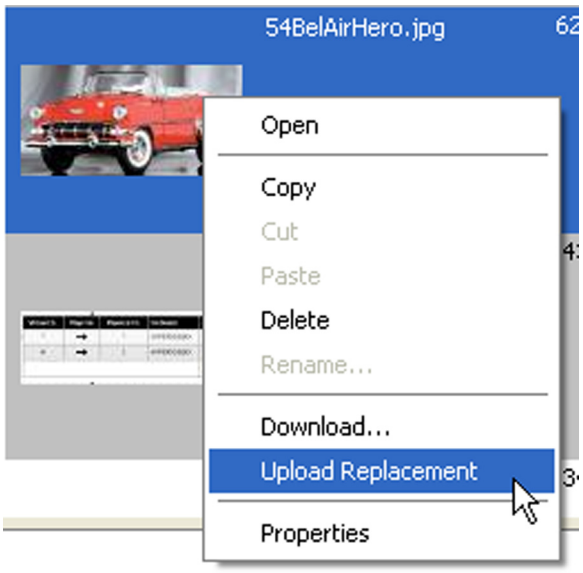


Figure 69 Upload Replacement

The following example should make this clear.

> ***Example**: A new lower third has been created to replace the current lower third, and all new and existing LUCI objects should use this new message. You should select **Upload Replacement,** rather than **Delete**. If you delete the old object, then any LUCI objects created from that object will still play out with the old content. Only if **Upload Replacement** is used will all LUCI objects reflect the change.*

Important

If an object is deleted from the Asset Manager, the newsroom should refresh their LUCI browser to ensure that their LUCI browser is not offering any objects that are no longer available. If an image has been deleted from a Context using Asset Manager, and LUCI has not been refreshed, it is possible for the newsroom to preview a graphic correctly even if the image no longer exists.