Overture Suite 2.3

User Manual

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REVISION HISTORY

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1.0	First Release	Aug 2007
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1.2	Updated as per Overture 2.1.18	Aug 2007
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1.9.2	Updated Minimum Requirements	Oct 2009
1.9.3	Added data separator information to “Data Behaviour” section	Jan 2010

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1. OVERTURE SUITE SOFTWARE

This manual provides information on Overture Suite 2.3 Software. This chapter describes the features and installation of the Overture Suite 2.3 software. Overture Suite 2.3 is comprised of three different software applications; Overture User Manager, Overture Media Manager, and Overture Media Designer. This manual is divided into three main sections; each section is dedicated to one of the three Overture 2.3 software applications. Firstly, the Overture User Manager application enables the user to set security features for the Overture Media Manager. Secondly, the Overture Media Manager application is used to manage devices and transfer files. Lastly, the Overture Media Designer is used to create and add various graphics, logos, animation and other media files.

1.1. OVERTURE FEATURES

Overture Suite 2.3 is a software tool that is provided with Evertz's Media Branding Solution product suite. The products in the Media Branding Solutions Suite enable users to insert animated and/or static logos into an analog, SD or HD video signal. The animated or static logos allow users to apply their brand onto the broadcast signal. The product lines that are part of this suite include: 9600 series, 9700 series, and QMC-2 Media Graphics module (QMG).

The Overture User Manager is a security tool, which enables the user to create user accounts and set permissions to heighten security features for the Overture Media Manager. Please refer to section 2 for more information.

The Media Manager enables the user to manage media files over a large TCP/IP network. Users can manage their entire network of Media Branding products from one central location. Please refer to section 3 for more information.

The Overture Media Designer enables users to create frame accurate animated logos (from a variety of supported files), movies, images, CG Items, text crawls, temperature, time and date logos. Please refer to section 4 for more information.

1.1.1. Minimum PC Requirements for Overture Suite 2.3 Software

The minimum PC requirements for the Overture Suite 2.3 software are:

- Pentium 4 class machine
- CD-ROM
- 512MB RAM
- 100Mb Ethernet card with TCP/IP configured
- 3D Video card with 32MB or greater texture memory, 1024x768 screen resolution (64MB Video Card recommended)
- Windows2000 SP4, Windows XP, or Windows Server 2003
- Direct X version 9.0c
- QuickTime Player version 7 or better
- Manufacturer supplied video driver, not generic Windows driver

The PC must be running Direct X version 9.0c or later and the latest video drivers provided by the computer's graphics card vendor must be installed. If the machine does not meet these system requirements the *Startup Error* message shown in Figure 1-1 will be displayed.

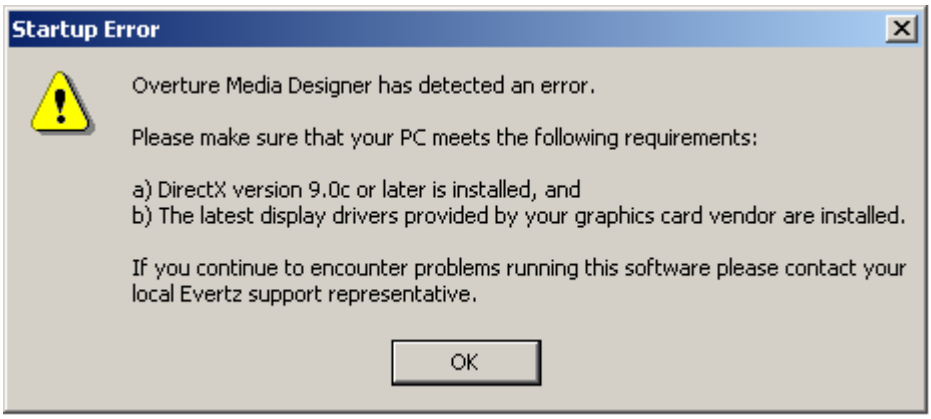

Figure 1-1: Startup Error Message

1.2. INSTALLATION INSTRUCTIONS

1. Copy the Overture 2.3 Software Suite .exe file to your PC.

2. Launch the installation by double-clicking the setup icon.

3. Follow the installation instructions detailed in the pop-up windows of the installer.

   Upon completion, the desktop will show the three Overture Software icons, one for each application: Overture User Manager, Overture Media Manager, and Overture Media Designer.

1.3. NETWORK CONFIGURATION

In order for Overture Suite 2.3 to operate properly, the PC on which the software is running needs to be on the same TCP/IP network as the Media Branding products. When using a network server to store media, Overture must also be connected to this network. Please contact your IT system administrator to ensure network connectivity is established.

2. OVERTURE USER MANAGER

2.1. GETTING STARTED

To launch the Overture User Manager application, double click on the **Overture User Manager** icon on your desktop, or go to **Start > All Programs > Overture Suite** then select the **Overture User Manager** option. When Overture User Manager is launched the user will be prompted to enter a username and password. Enter *admin* for the username and leave the password blank. The user will be presented with the User Manager screen as shown in Figure 2-1. This is Overture's main user management interface. The Overture User Manager is used to manage the user accounts for Evertz Media Branding devices and software. Users will be able to add accounts, edit existing accounts and set permissions on a per account or group basis. The Overture User Manager allows the user to set security features for the Overture Media Manager.

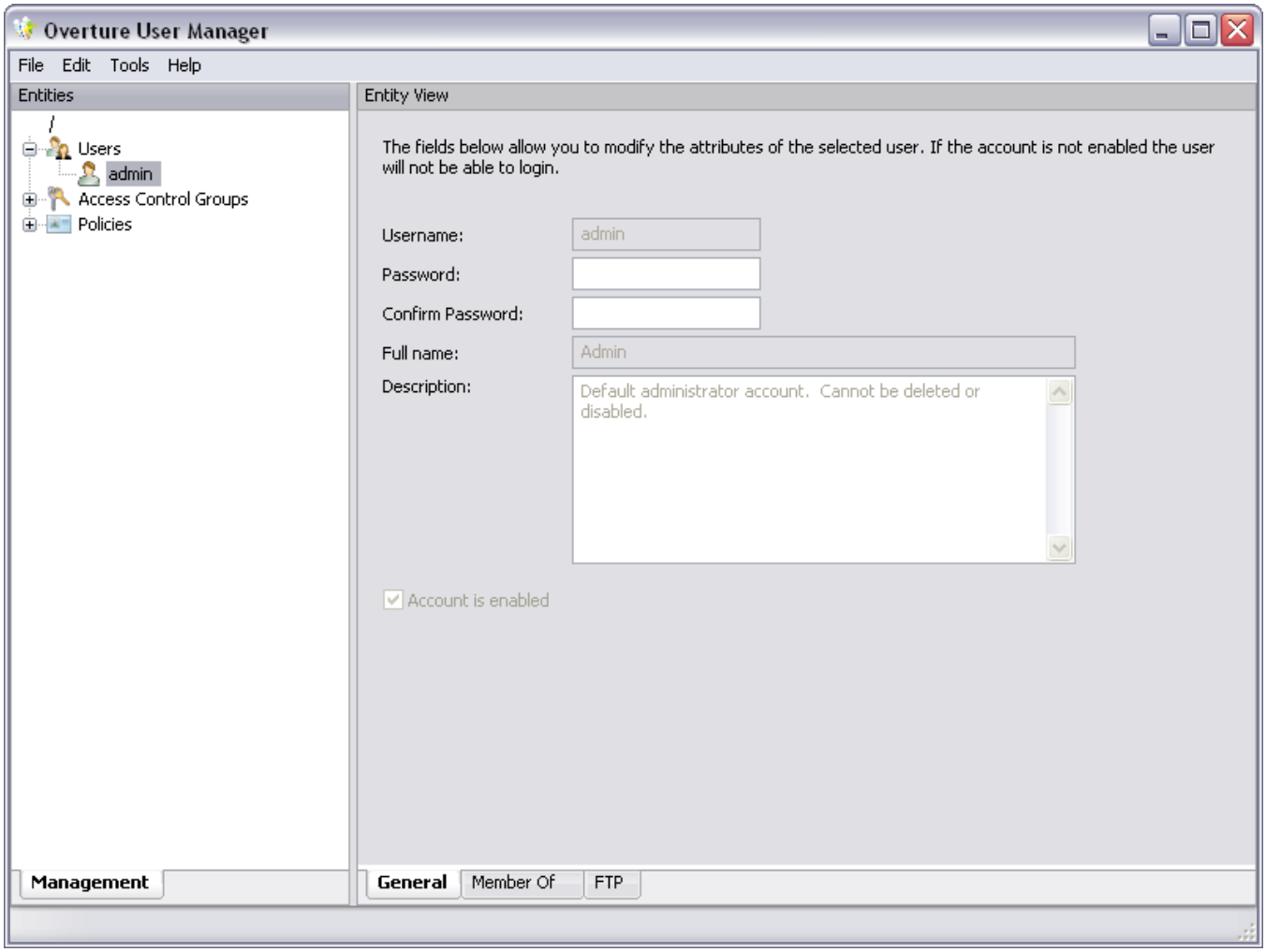

Figure 2-1: Overture User Manager

The Overture User Manager interface is divided into two panels. The different Overture User Manager sections are listed below:

- **Entities Panel** allows the user to add or delete individual user accounts, group accounts or modify policies. (See section 2.3)
- **Entity View Panel** allows the user to modify the parameters associated with the selected group. (See section 2.4)

2.2. MAIN TOOLBAR

2.2.1. File Menu

The File drop down menu provides the options shown in Figure 2-2:

Figure 2-2: File Menu

- **New User:** This option enables the addition of a new user. The user settings can be configured in the *Entity View* (see section 2.4.1).
- **New Group:** This option enables the addition of a new group. The Group settings can be configured in the *Entity View* (see section 2.4.2).
- **Save:** This option enables the user to save the management settings.
- **Exit:** This option enables the user to exit the Overture User Manager application.

2.2.2. Edit Menu

The Edit drop down menu provides the options shown in Figure 2-3.

Figure 2-3: Edit Menu

- **Undo:** This option enables the user to undo the last action taken.

- **Redo:** This option enables the user to re-instate the undone action.
- **Add Group Member:** This option enables the user to add a user to a group.
- **Remove Group Member:** This option enables the user to remove a user from a group.
- **Delete:** This option enables the deletion of a group or user.

2.2.3. Tool Menu

The Tools drop down menu provides the options shown in Figure 2-4.

Figure 2-4: Tools Menu

- **Configure Device Security:** Selecting this option enables the user to configure the device connection security.

2.2.3.1. Configuring the Device Security

By navigating to the Tools menu and selecting the *Configure Device Security…* option, the user can setup the device connection using the dialog box shown in Figure 2-5.

In order to set security for the device, the user must enter the IP address of the device and create a username and password for the device. Access to the device will then be restricted. Once the appropriate information is entered, select the *OK* button to save changes.

Figure 2-5: Device Connection Setup Dialog Box

2.2.4. Help Menu

The Help drop down menu provides the options shown in Figure 2-6.

Figure 2-6: Help Menu

- **About…** This option enables the user to view the Overture Media Designer version number.

2.3. ENTITIES PANEL

The *Entities* Panel allows the user to add or delete individual user accounts, group accounts and modify policies. Figure 2-7 displays the *Entities* Panel with the default user account of *admin* listed. Please note that the *admin* account cannot be deleted or disabled.

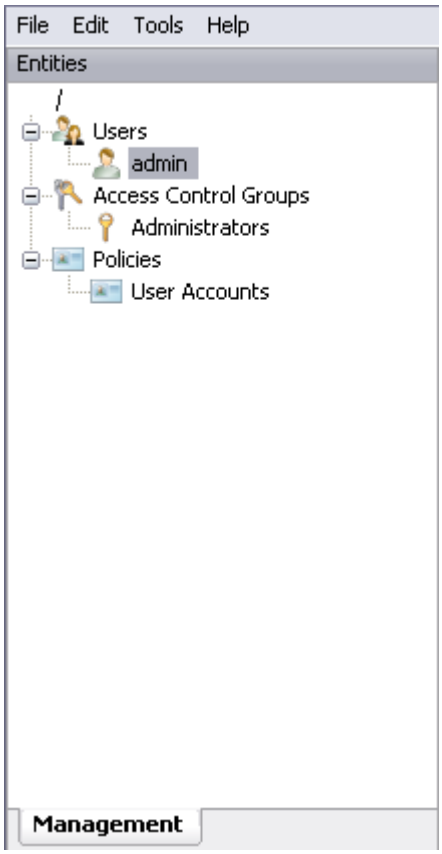

Figure 2-7: User Control Panel

Right clicking on any of the items in the Entities panel will display the following management menu:

Figure 2-8: Entities Right Click Menu

The menu enables the user to perform the following actions:

- **New User:** This option enables the creation of a new user account. Selecting this option will place a new user under the *Users* item. The user settings can be configured in the *Entities View*. See section 2.4.1.

- **New Group:** This option enables the creation of a new Control Group. Selecting this option will place a new Group under the *Access Control Groups* item. The group settings can be configured in the *Entities View*. See section 2.4.2.

- **Delete:** This option enables the deletion of a user or group. A user or group must be selected in order for this option to be visible.

2.3.1. Users – Entities Panel

The *Users* item displays a list of the users. A new user can be created by right clicking on the *Users* option in the *Entities* panel and selecting *New User* from the drop down menu. A new user can also be added by selecting *New User* from the *File* menu. Once the new user is created it will appear under the *Users* item in the *Entities* panel. To configure the user settings use the tabs in the *Entity View* to adjust the parameters. See section 2.4.1.

2.3.2. Group – Entities Panel

The *Group* item displays a list of groups available. A new group can be created by right clicking on the *Groups* option in the *Entities* panel and selecting the *New Group* option from the drop down menu. A new group can also be added by selecting *New Group* from the File menu. Once the new group is created it will appear under the *Access Control Groups* item in the *Entities* panel. To configure the group settings use the tabs in the *Entity View* to adjust the parameters. See section 2.4.2.

2.3.3. Policies – Entities Panel

The *Policies* item displays a list of policies available. The user can modify the properties of the policy using the parameters in the *Entity View*. See section 2.4.3.

2.4. ENTITY VIEW

The *Entity View* enables the user to configure the parameters for the user, group, and policies.

2.4.1. User Entity View

When a *User* is selected in the *Entities* panel, the *Entity View* panel displays three tabs for configuration: *General*, *Member Of,* and *FTP* which are outlined in sections 2.4.1.1 to 2.4.1.3.

2.4.1.1. General Tab

When a user is selected in the *Entities* panel and the *General* tab is simultaneously selected in the *Entity View* panel, the user will be prompted to fill out the parameters of the fields, as shown in Figure 2-9.

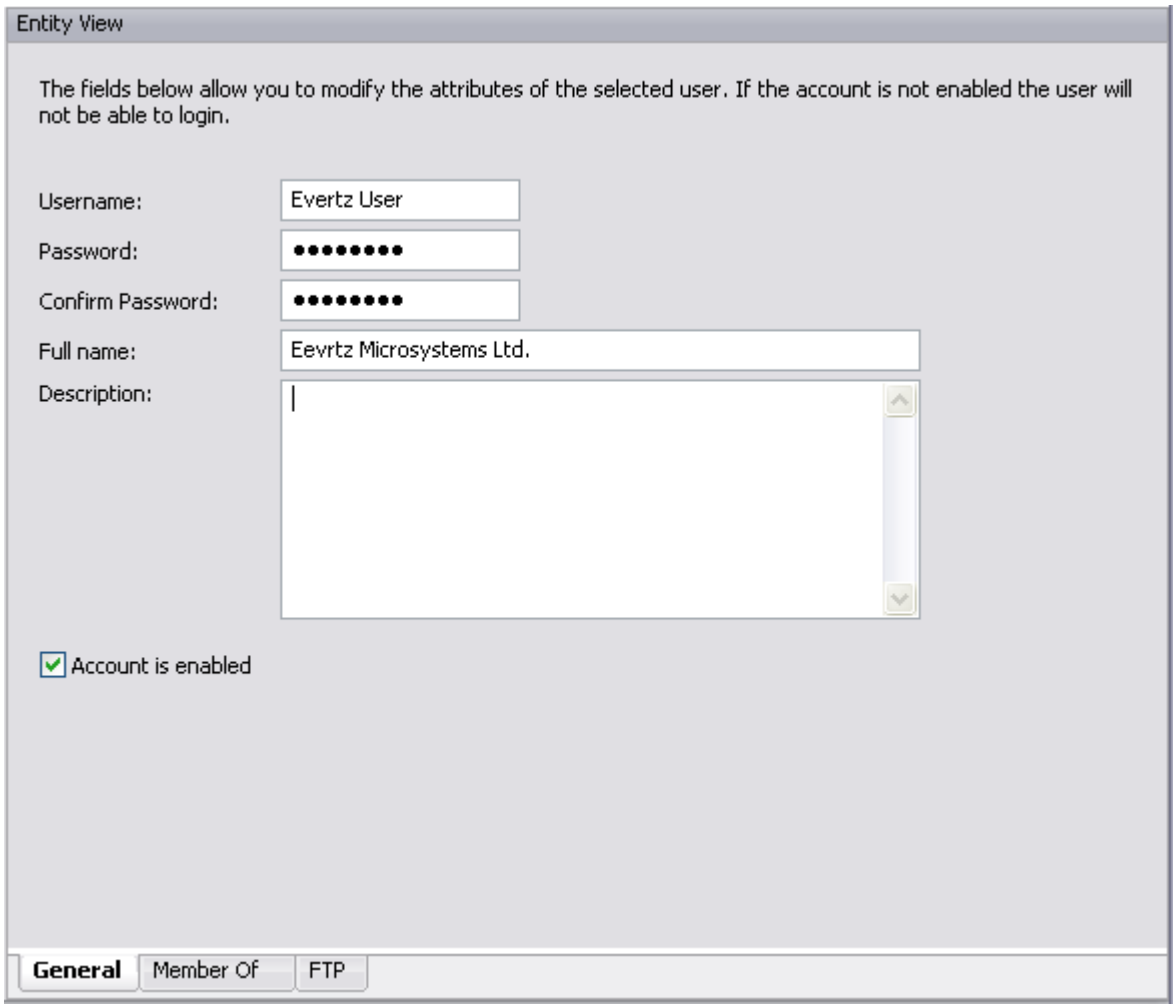

Figure 2-9: User 'General' Tab

The administrator is required to fill out the following fields:

- **Username:** This field enables the administrator to assign a username to the selected user.
- **Password:** This field enables the administrator to assign a password to the selected user.
- **Confirm Password:** The administrator must enter the password again in order to confirm that it is correct.
- **Full Name:** This field enables the administrator to enter the Full Name of the user.
- **Description:** This field enables the administrator to enter a description for the selected user.
- **Account is enabled:** Placing a check mark in the "Account is enabled" field activates the user's account. If there is not a check mark placed in this field, the user will not be able to login using the assigned username and password.

2.4.1.2. Member Of Tab

When a user is selected in the *Entities* panel and the *Member Of* tab is simultaneously selected in the *Entity View* panel, the administrator will be able to assign a user to a Group, as shown in Figure 2-9.

To assign a user to a group, select the **Add to Group** button at the bottom of the screen. The **Select Entities to Add** dialog box will appear, which will list the available groups. If the administrator has not created any other Groups, only the *Administrators* group will be listed in this dialog box. Select the desired group to which you wish to add the user and then press the **OK** button to apply the changes. Click **Cancel** if you do not wish to assign the user to a group.

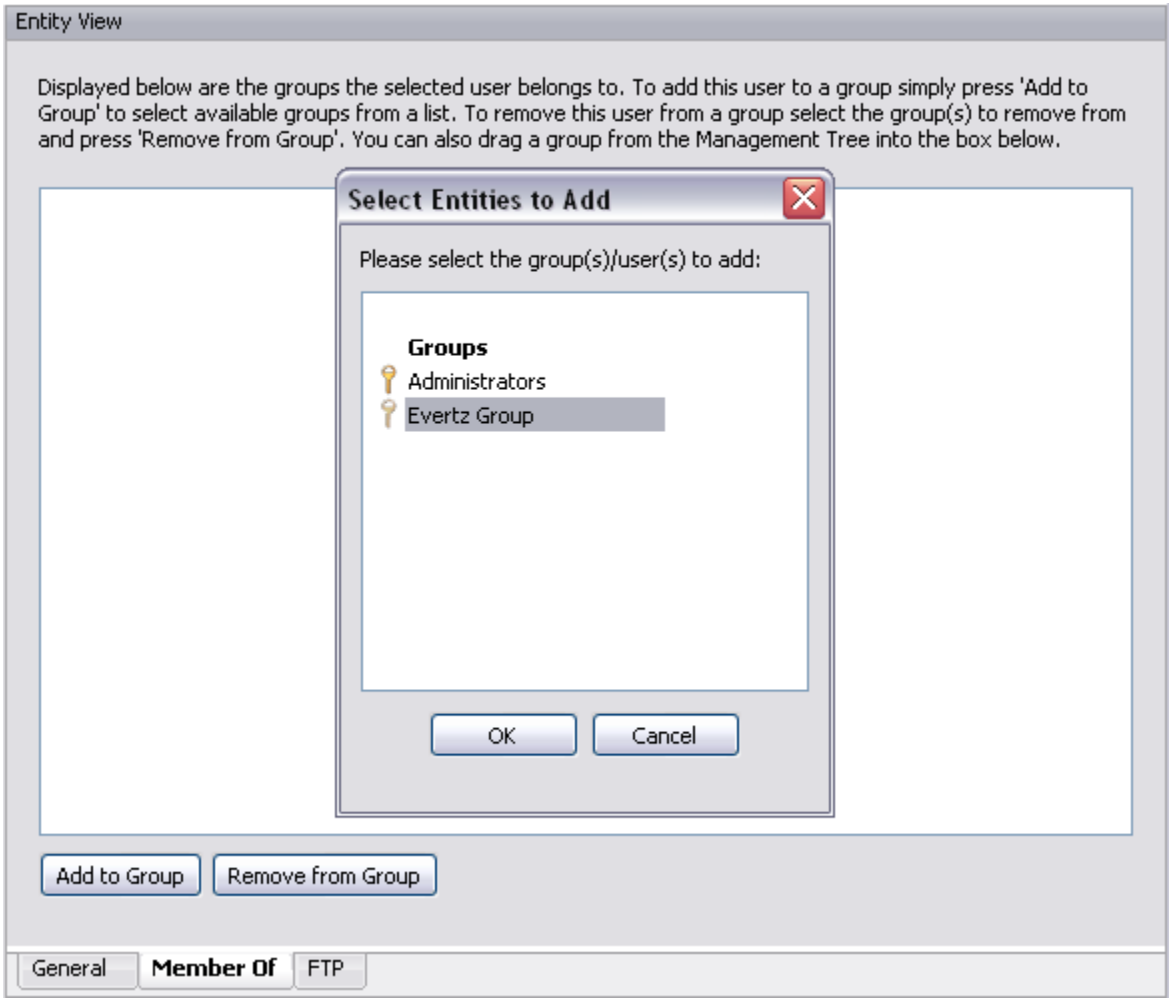

Figure 2-10: User 'Member Of' Tab

To remove a user from a group, select the group listed in the *Entity View* field, and then click the **Remove from Group** button.

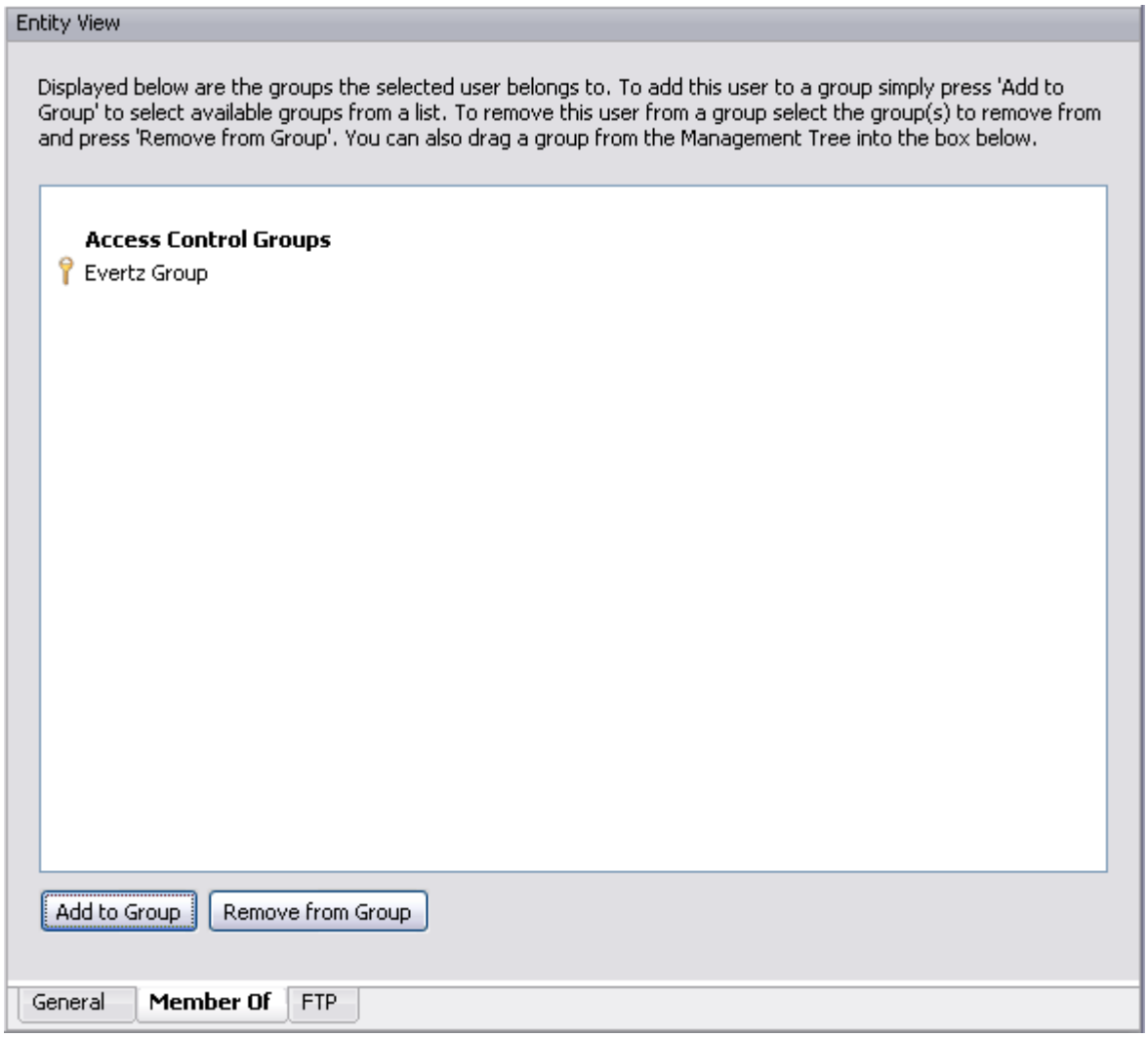

Figure 2-11: User has been added to a group

2.4.1.3. FTP Tab

When a user is selected in the *Entities* panel and the *FTP* tab is simultaneously selected in the *Entity View* panel, the administrator will be able to assign a FTP account to the selected user.

Please note that when the user is attempting to connect to a device, the FTP account specified must exist on the device to allow the user access.

The administrator must enter the following information:

- **Username:** This field enables the administrator to assign the user a FTP username.
- **Password:** This field enables the administrator to assign the user a FTP password.
- **Confirm Password:** The administrator must enter the password again in this field in order to confirm that it is correct.

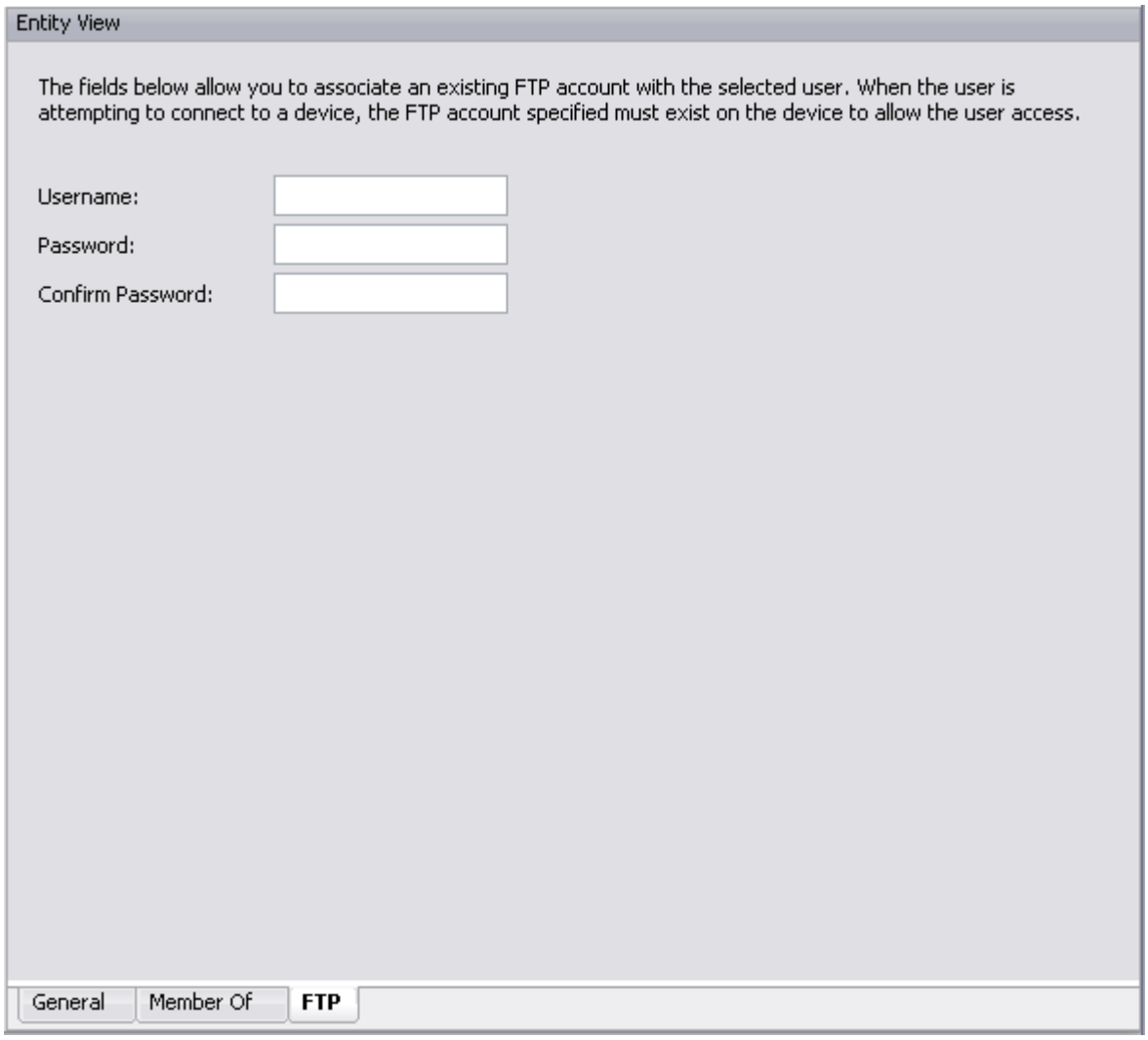

Figure 2-12: User 'FTP' Tab

If the username and password is set for the unit, then it will be registered for the unit even if the firmware is re-installed. However, if Overture is re-installed, the user will have to set the same username/password for FTP again. Once the username and password matches, the unit and Overture will approve authentication and will be able to connect to the device.

2.4.2. Group Entity View

When a *Group* is selected under the *Access Control Groups* in the *Entities* panel, the *Entity View* panel displays three tabs for configuration: *General*, *Members*, and *Permissions* which are outlined in sections 2.4.2.1 to 2.4.2.3.

2.4.2.1. General Tab

When a group is selected in the *Entities* panel and the General tab is selected in the *Entity View* panel, the user will be prompted to fill out the parameters for the general group settings, as shown in Figure 2-13.

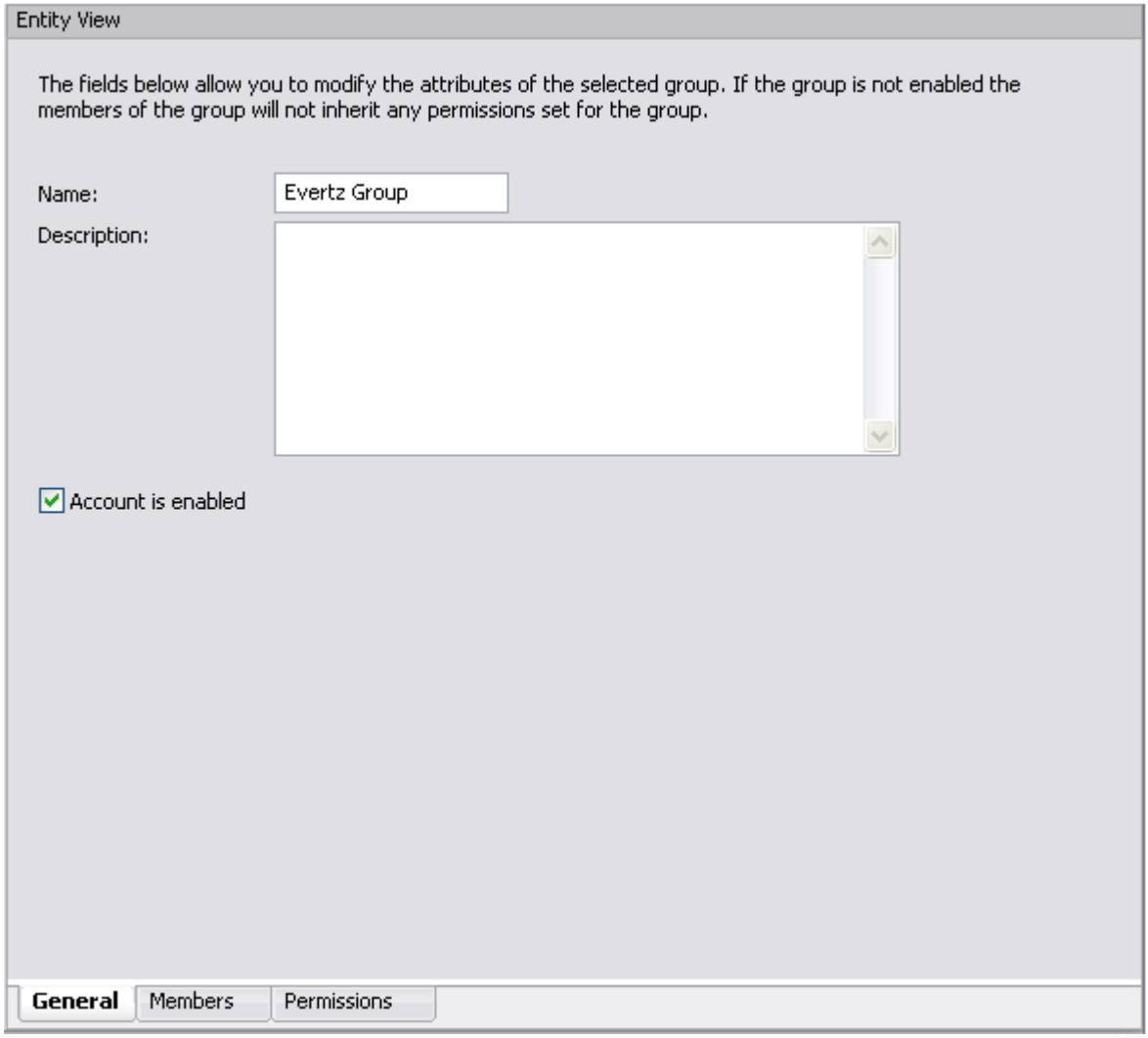

Figure 2-13: 'General' Tab

The administrator is required to fill out the following fields:

- **Name:** This field enables the user to assign a name to the selected group.
- **Description:** This field enables the user to enter a description for the selected group.
- **Account is enabled:** Placing a check mark in the "Account is enabled" field activates the group account. If a checkmark is not placed in this field, the members of this group will not inherit the permissions set for this group.

2.4.2.2. Members Tab

The *Members* tab enables users to be added to the selected Group. To add a user to the group, select the **Add Group Member** button and a **Select Entities to Add** dialog box will appear, as shown in Figure 2-14. A list of available Users and Groups will be displayed. Select the desired users that you wish to add and then press the **OK** button.

User(s) and Group(s) can also be added to a group by selecting them in the *Entities* panel management tree and then dragging them into the Members box.

To remove a member from the group, select the member from the main box field and then press the **Remove Group Member** button.

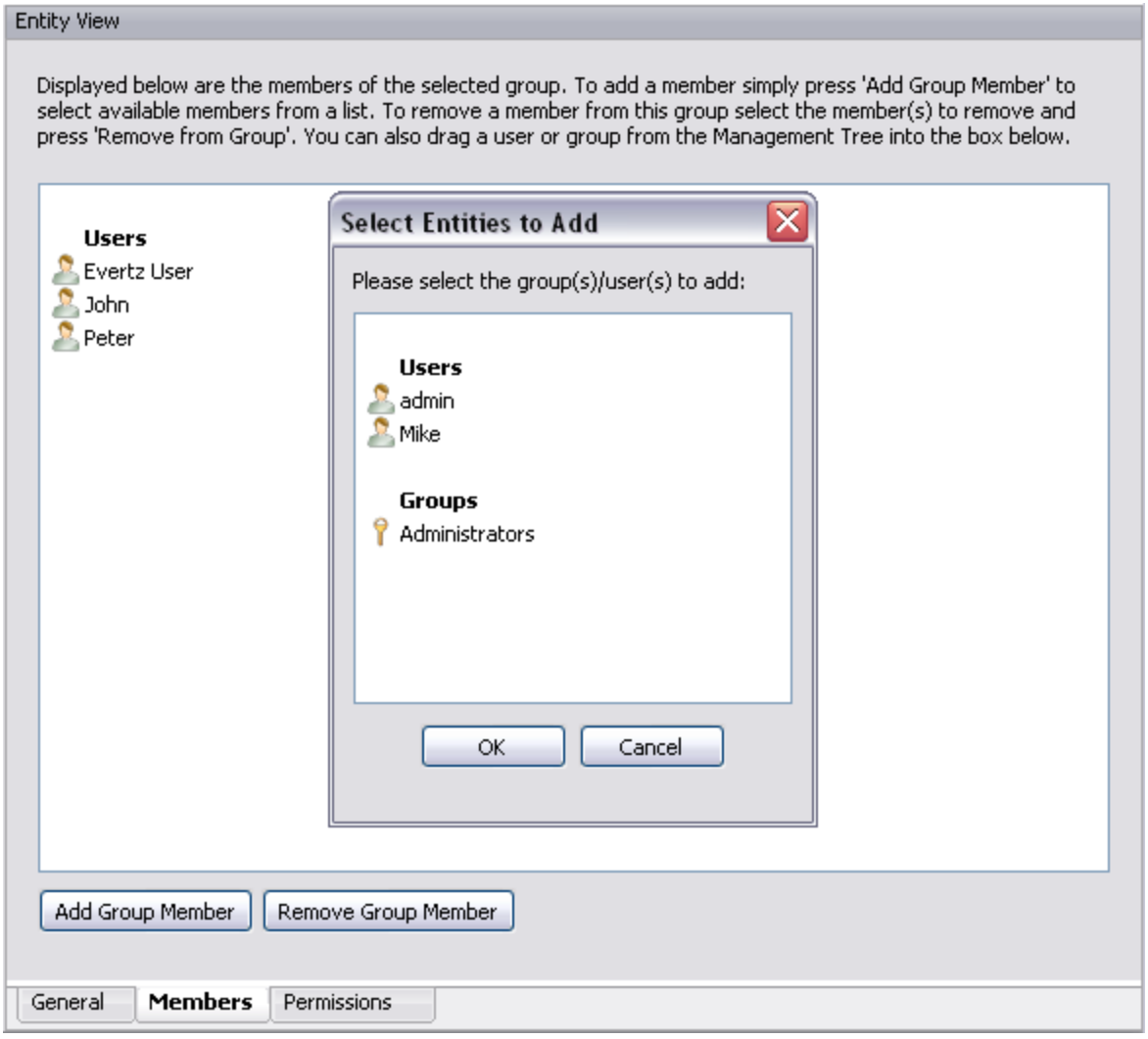

Figure 2-14: Members Tab

2.4.2.3. Permissions Tab

The *permissions* tab enables the user to set permissions for the selected group. Once these parameters are configured the permissions will be applied to the selected group and all of its group members. Figure 2-15 shows the available permission settings. Enabling and disabling these parameters will configure the group permissions. The permissions applied will allow or restrict the group's permissions in Overture Media Manager.

To modify the permissions, double click the item and select either *Disabled* or *Enabled* from the *Permission Settings* dialog box.

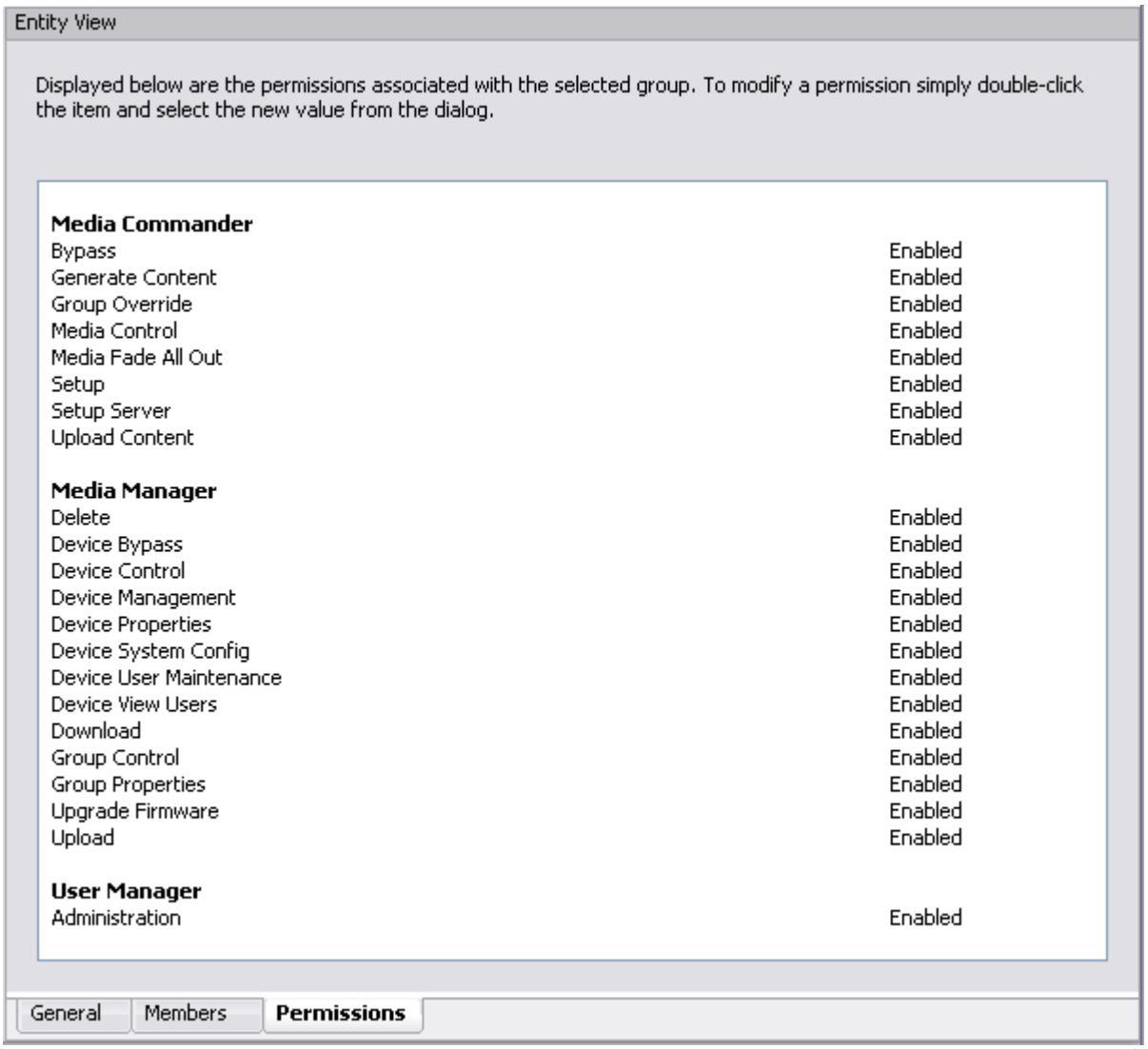

Figure 2-15: Permissions Tab

2.4.3. Policies

To set the policy parameters, expand the *Policies* item in the *Entities* panel and select the **User Accounts** item. The *Permissions* tab will be displayed in the *Entity View* window, as shown in Figure 2-16. The *Password Restrictions* items identify the permissions that are associated with the selected policy. To modify the permissions, double click the item and select the new value from the permission settings dialog box.

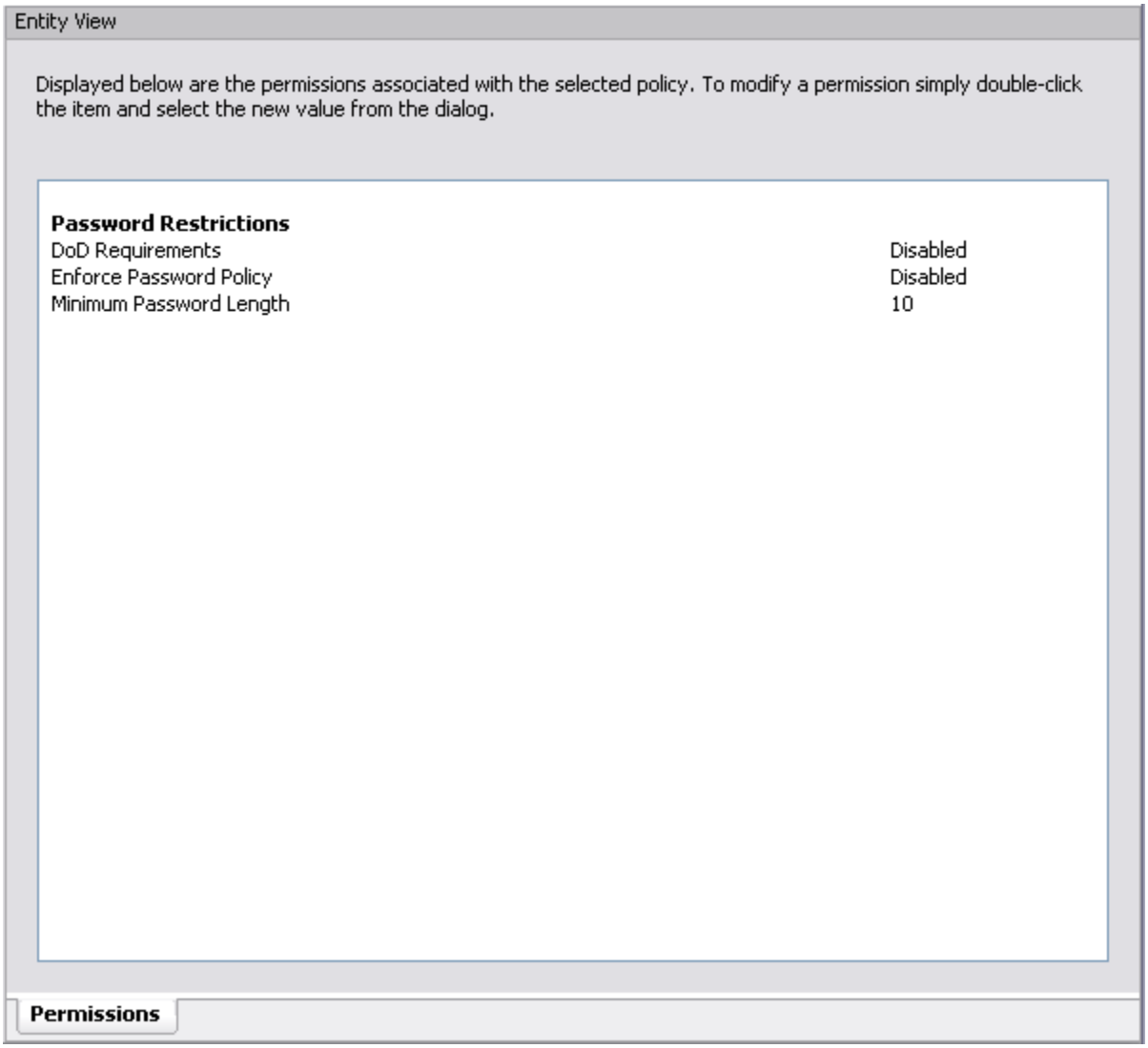

Figure 2-16: Policy Permissions Tab

3. OVERTURE MEDIA MANAGER

3.1. GETTING STARTED

To launch the Overture Media Manager application, double click on the **Overture Media Manager** icon on your desktop, or go to **Start > All Programs > Overture Suite** and then select the **Overture Media Manager** option. When Overture Media Manager is launched the user will be prompted to enter a username and password. Enter *admin* for the username and leave the password blank. The user will be presented with the Media Manager Screen as shown in Figure 3-1. This is Overture's main media management interface. The Media Manager is used to manage the media files for Media Branding products over a network. Users will be able to view, add to, remove from, and activate any media files in their network or Media Branding products.

The Overture Media Manager has four main panels for managing media files. The Overture Media Manager consists of the following panels (see Figure 3-1):

- **Configuration Panel**. See section 3.3.1.
- **Remote Device Panel**. See section 3.3.2.
- **Media Panel**. See section 3.3.2.10.
- **Status Window**. See section 3.3.4.

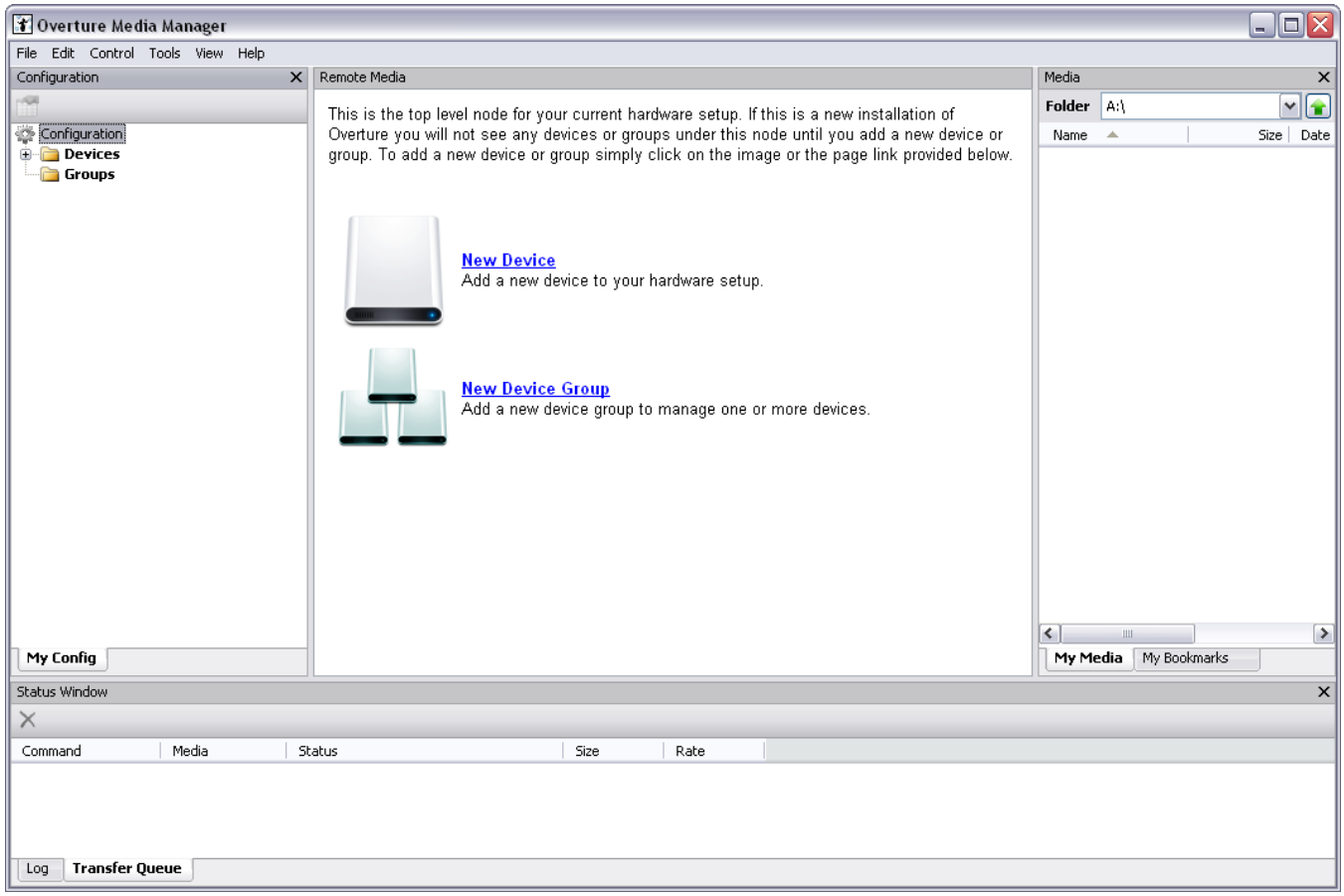

Figure 3-1: Overture Media Manager Screen

3.2. OVERTURE MEDIA MANAGER TOOLBAR

This section describes the functions of the Overture Media Manager drop down menus.

3.2.1. File Menu

The *File* drop down menu provides the following options (see Figure 3-2):

Figure 3-2: File Menu

- **New Device…** enables the user to add a new device to which the user will transfer files and manage media. See section 3.3.1.1.

- **New Device Group…** enables the user to create a new device group to manage media files. Device groups are used for grouping multiple devices that may represent a certain time zone or group of stations, enabling the user to simultaneously send media files to all devices in the group. See section 3.3.1.2.

- **New Bookmark…** enables the user to create a new bookmark. The *My Bookmark* pane acts as a pointer to a directory. Users can designate their favourite folders as bookmarks and then select the bookmark from the directory to view its path. Once this option is selected the user will be presented with a *Create Bookmark* dialog box, as shown in Figure 3-3.

Figure 3-3: Create Bookmark

To create the bookmark, enter the Name of the bookmark into the field and then select the path using the **Browse…** button. Navigate to the appropriate file and select *Open*.

- **New Folder** enables the user to create a new bookmark folder. Once this option is selected the user will be presented with a *Create Bookmark Folder* dialog box, as shown in Figure 3-4. The user can add a name and description to identify the type of bookmarks that will be located in this folder.

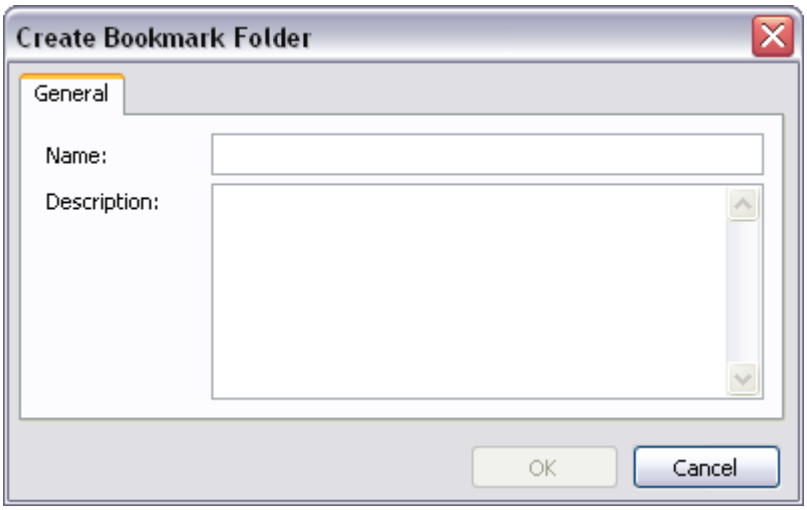

Figure 3-4: Create Bookmark Folder

- **New Playlist…** enables the user to create a new playlist. See section 3.3.3.1.2.

- **Open** enables the user to launch the application associated with the selected extension file in OMM. For example, if the media item selected is a text file, OMM will open the file with the default text file editor, which is typically Notepad. The file type associations are setup in Windows Explorer under *Tools>Folder Options>File Types*.

- **Index** enables the user to retrieve the "thumbnails" for the media on the device. A thumbnail will be created using a frame from the selected media. This thumbnail will be displayed in the remote pane. Thumbnails will only be displayed when the user has used the *Index* function and the *thumbnail* mode is selected by choosing View/Thumbnails or clicking on the *Thumbnail* button in the *Remote Media* View. When the user selects the *Index* option, the Metadata being downloaded will be displayed in the Status window console, as shown in Figure 3-5.

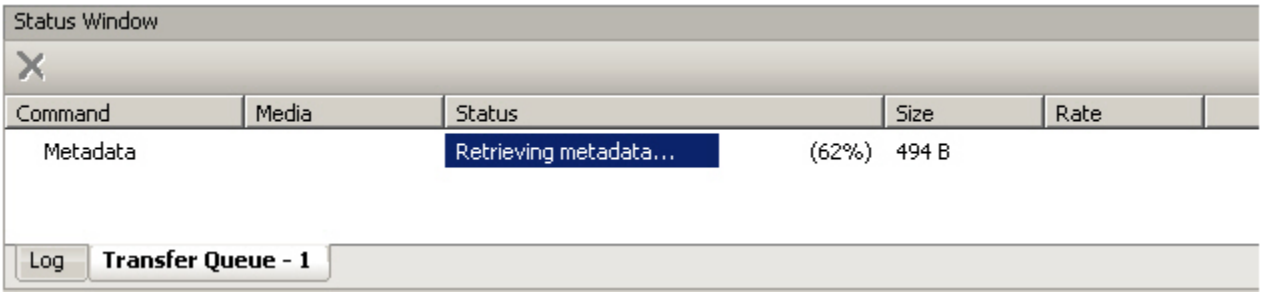

Figure 3-5: Downloading Metadata

After this download completes the user will be able to preview their thumbnails. Once the user retrieves the thumbnails by using the *index* command, the thumbnails will be displayed in the Remote Media pane as shown in Figure 3-6.

Figure 3-6: Remote Media Pane with Thumbnails Present

- **Download Selected** enables the user to select media from the remote pane and transfer it to the media pane. This option will only be available if media is highlighted in the remote pane. It will be grayed out if media is not selected in the remote pane.

- **Security…** this dialog enables the user add and remove FTP accounts for the selected device. To add a new FTP account to the device, enter the username and password into the appropriate fields and then click the 'Add' button. To remove an account, select the FTP account in the list then click the 'Remove' button.

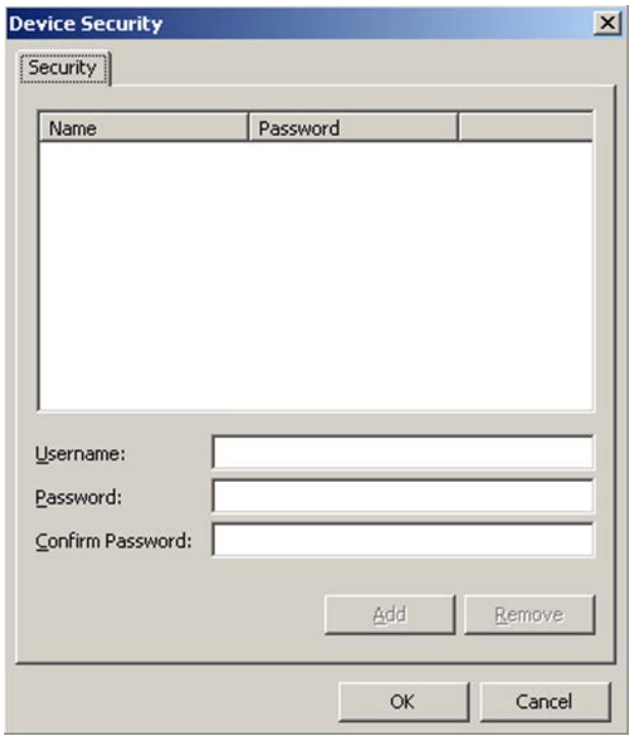

Figure 3-7: Device Security

Overture Media Manager needs to know which FTP account to use when it tries to connect to a device. To do this the user must configure a FTP username and password with the username that was used to login to Overture Media Manager. See section 2.2.3.1 on how to configure Overture users.

- **Upload…** enables the user to upload a media file to the selected device.
- **Upload Selected** enables the user to select media from the media panel and transfer it to the remote pane. This option will only be available if media is highlighted in the media pane. It will be grayed out if media from the media pane is not selected.
- **Upgrade…** enables the user to upgrade the device firmware. See section 3.3.1.3.
- **Properties** enables the user to view the **Device Properties** window.
- **Export Configuration** enables the user to export the configuration to the appropriate product family. When this option is selected, the *Export Configuration* dialog box will appear as shown in Figure 3-8. The two options are Orchestra Server and Overture. Once this is selected a dialog box will appear prompting the user to select the folder the user wishes to export their configurations to. *Export Configuration* allows users to export Overture Media Manager's configuration such as device settings, ftp accounts and group information.

Figure 3-8: Export Configuration

- **Import Configuration** enables the user to import an existing configuration. When this option is selected, the *Browse For Folder* dialog box will appear, as shown in Figure 3-8. Navigate to the appropriate file and select the *OK* button. The user is now able to import an existing configuration.

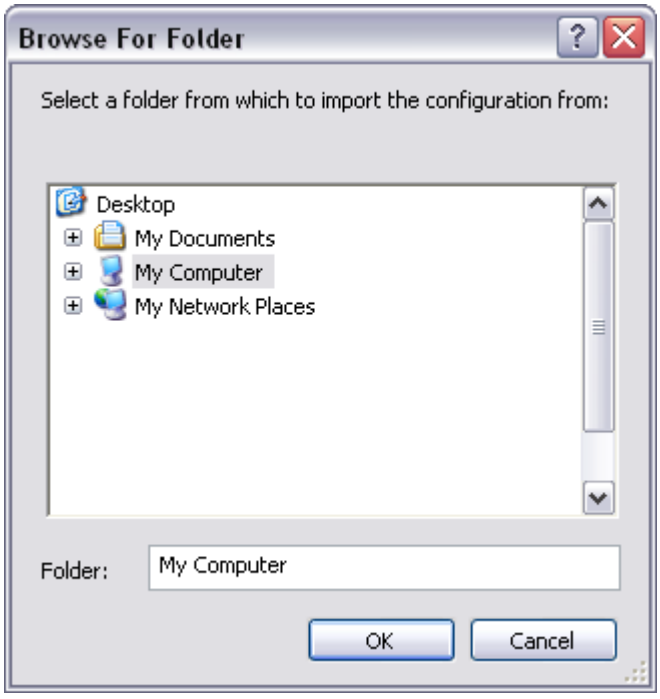

Figure 3-9: Import Configuration – Browse For Folder

- **Logout** enables the user to logout as the current user and login as the same or different user without closing the program.

- **Exit** enables the user to close and exit the Overture Media Manager application.

3.2.2. Edit Menu

The *Edit* drop down menu provides the following options (see Figure 3-10):

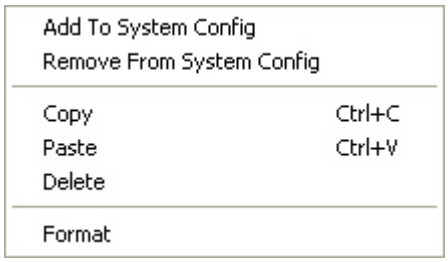

Figure 3-10: Edit Menu

- **Add To System Config** enables the user to add the selected media to the system config file.
- **Remove from System Config** enables the user to remove the selected media from the system config file.
- **Copy** enables the user to copy the selected media file.
- **Paste** enables the user to paste the selected media file. The user can also copy a file without accessing the media pane and paste it into the desired location. To do so, the user must navigate to the appropriate file on the connected computer, copy the file (right-click and select copy or highlight and Ctrl+ C) and then use the paste command to paste the file in the appropriate location in Overture.
- **Delete** enables the user to delete the selected file or device.
- **Format Media…** enables the user to format the compact flash disk.
- **Rename** enables the user to change the name of the selected media.
- **Add to System File Pane** enables the user to add the selected media to the system file pane.

3.2.3. Control Menu

The *Control* drop down menu provides the following options (see Figure 3-11):

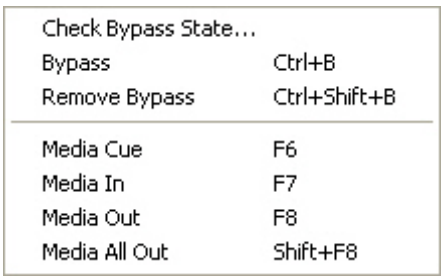

Figure 3-11: Control Menu

- **Check Bypass State…** allows the user to check if the device is running in *Active Video* or in *Bypass mode*. When this option is selected a dialog box will notify the user as to what mode the unit is in. If the unit is in Bypass Mode, it will notify the user that the 'Relay is Active' and when the unit is not in bypass mode it will display "Relay not active".

- **Bypass** enables the user to initiate remote bypass mode. The remote bypass feature triggers the relay built into the keyer output with any processing in between (ie. Disables the keyer logo functionality). When this option is selected it will trigger the Keyer to run in Bypass mode and not in Active Video mode.

- **Remove Bypass** enables the user to remove the bypass mode. When this option is selected, the Bypass mode will be removed from the Keyer and the relay will not be active. Removing bypass will allow the Keyer to run in Active Video mode.

- **Media Cue** enables the user to cue a media file on the selected device or device group. This will load the selected media file into the device's memory cache and output on the preview output of the device.

- **Media In** enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file, fade it into the video signal and display it on both preview and program outputs of the device.

- **Media Out** enables the user to fade the selected media file out of the video signal.

- **Media All Out** enables the user to fade all of the media files out of the video signal. If multiple devices are active this command will fade out all of the media.

Please note for large media (such as big animations being performed in the background) holding the SHIFT key down while performing a media operation (ie. Media Cue or Media in) will force the media operation to be executed in the background. Overture Media Manager will not know if the media has been loaded successfully and it will not time out when waiting. This feature is only necessary if you are using extremely large animations.

3.2.4. Tools Menu

The *Tools* drop down menu provides the following options (see Figure 3-12).

Figure 3-12: Tools Menu

- **User Manager…** enables the user to access Overture User Manager from within OMM. Selecting this option will display an Overture User Manager login screen as shown in Figure 3-13.

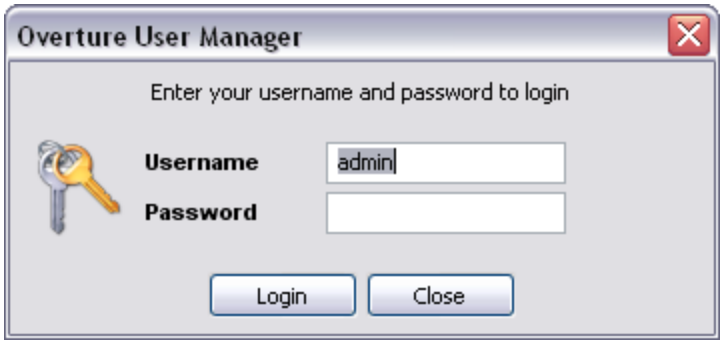

Figure 3-13: Overture User Manager Login Screen

- **Configure ODBC…** enables the user to configure the ODBC settings. The user can set the Interval (in seconds) for which information will be compiled for the data file using data from the ODBC Database. Under the devices field, the user must select a device to which the compiled information will be uploaded to. See Figure 3-14.

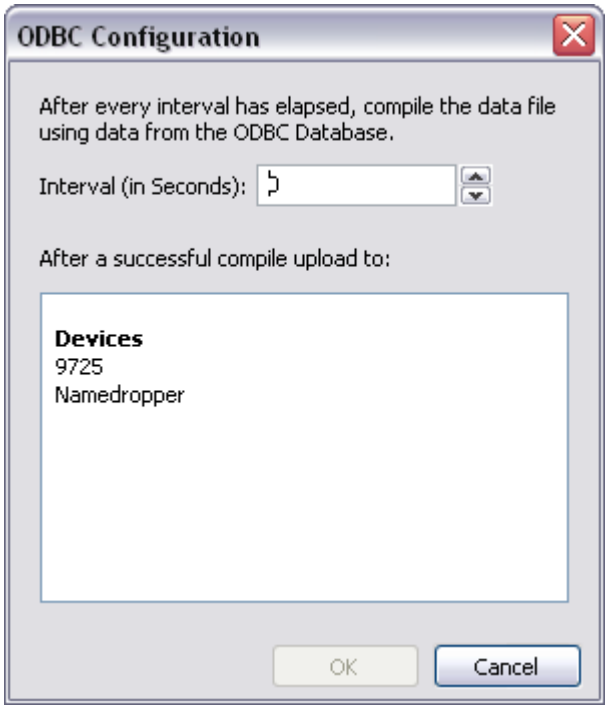

Figure 3-14: ODBC Configuration Window

- **Start Watch Service** enables the user to monitor the watch folders. By default the watch service is started when the media manager is launched. This service monitors the watch folders (right click/Properties for folders on the right side of media manager). When the contents of a watched folder changes the watch service will compile the movie (either mov or avi). The Watch Service is a feature designed to compile avi or mov files without the need to compile them in Overture Media Designer. When avi or mov files are added to the "Watch Folder", the Watch Service will begin to compile the avi or mov file in an .evl logo format and an audio clip (if audio is present with the movie clip). For information on setting the watch service see section 3.3.3.2.2.

- **Stop Watch Service** enables the user to stop the watch service. When mov or avi files are added to the "watch folder" they will not be compiled since the Watch service is disabled. Users not using the Watch Service can disable this option.

3.2.5. View Menu

The *View* drop down menu provides the following options (see Figure 3-15):

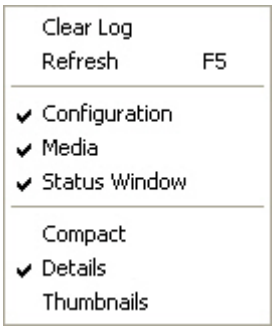

Figure 3-15: View Menu

- **Clear Log** enables the user to clear the contents of the Status Window Log tab. Compilation logs from the Watch Service will be logged in this pane and the "Clear Log" will permanently clear this information.

- **Refresh** retrieves and refreshes the most current version of the selected device, folder or media.

- **Configuration:** Placing a check mark beside this option displays the *Configuration Window*. If a check mark is not placed beside this option, the C*onfiguration Window* will not be displayed.

- **Media Window:** Placing a check mark beside this option displays the *Media Window*. If a check mark is not placed beside this option, the *Media Window* will not be displayed.

- **Status Window:** Placing a check mark beside this option displays the *Status Window*. If a check mark is not placed beside this option, the *Network Activity Window* will not be displayed.

- **Compact:** Placing a check mark beside this option will list the files in *compact* mode. Only the filename will be listed in the *Remote Media* pane.

- **Details:** Placing a check mark beside this option will list all the details of the files in the *Remote Media* pane. (For example, filename, file size, location, date modified, etc...)

- **Thumbnails:** Placing a check mark beside the thumbnail option will display thumbnails of the associated files in the *Remote Media* pane. The thumbnails must first be created by using the *index* command before they can be displayed in the remote pane. See the *Index* description in section 3.2.1 to set up the thumbnail option.

3.2.6. Help Menu

Clicking the *About* button (see Figure 3-16) in the Help drop down menu displays the version number of the Overture software. (See Figure 3-17)

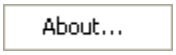

Figure 3-16: Help Menu

Figure 3-17: Help Screen

3.3. OVERTURE MEDIA MANAGER PANELS

The Overture Media Manager is divided into four user panels:

- **Configuration Panel.** See section 3.3.1.
- **Remote Device Panel.** See section 3.3.2.
- **Media Panel.** See section 3.3.2.10.
- **Status Window.** See section 3.3.4.

3.3.1. Using the Configuration Panel

The *Configuration* panel enables the user to add, edit, upload and upgrade devices in the Overture Media Manager.

Figure 3-18: Keyers Panel

To access the *Configuration* panel drop down menu, right click on the *Configuration* heading, *My Devices* item, or *My Groups* item (see section Figure 3-18) in the *Configuration* panel.

The following options can be accessed from the *Configuration* menu:

Figure 3-19: Configuration Menu

- **New Device…** enables the user to add a new device to which the user will transfer files and manage media. See section 3.3.1.1.

- **New Device Group…** enables the user to create a new device group to manage media files. Device groups are used for grouping multiple devices that may represent a certain time zone or group of stations, enabling the user to simultaneously send media files to all devices in the group. See section 3.3.1.2.

3.3.1.1. Adding a Device

In order to manage the media files on the Media Branding products, the user must add the device to the Keyers panel.

A device can be added by right-clicking the *Configuration* heading, *My Devices* item, or *My Groups* item and selecting the *New Device* option from the drop down menu that appears.

A new device can also be added by highlighting the *My Devices* option in the *Configuration* pane and then clicking the **New Device** image or page link that appears in the *Remote Media* pane, as shown in Figure 3-20.

Figure 3-20: New Device Link – Remote Pane

3.3.1.1.1. Configuring the Device Properties

Once selected, the **New Device** Properties window will appear, as shown in Figure 3-21. The *New Device* properties window has three tabs: *General*, *Member Of* and *Upload Folder.*

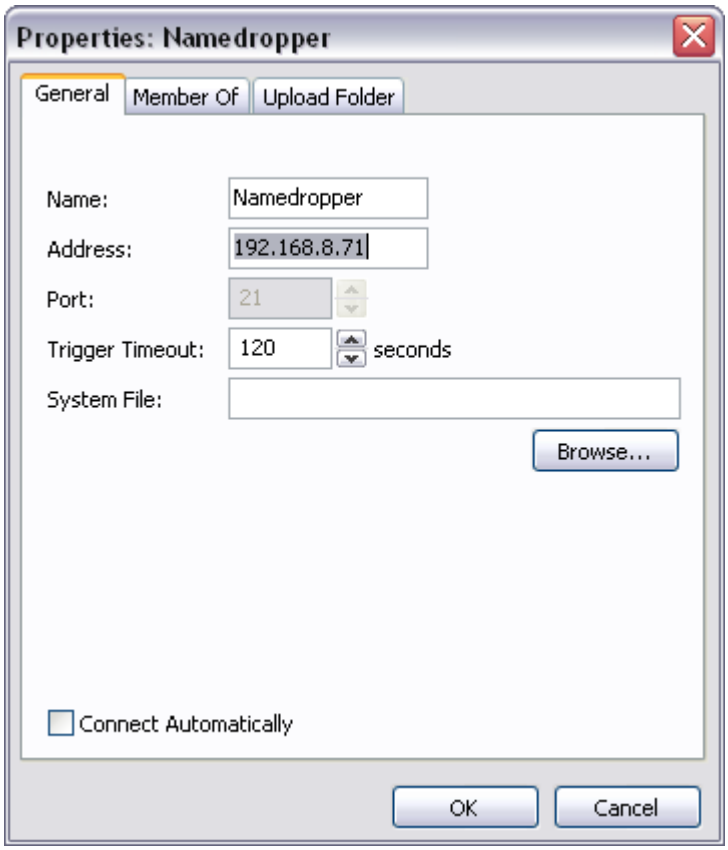

Figure 3-21: Device Properties 'General Tab'

The *General* tab requires that the user set the name, address, port, and system file information. The user must fill in the appropriate information for the following device property fields:

- **Name:** Enter a name that uniquely identifies the device.
- **Address:** Enter the IP address of the device.
- **Port:** Define the port that the device is accessing.
- **Trigger Timeout:** Set the amount of time (in seconds) it will take for a media operation (trigger) timeout to occur.
- **System File:** The user may select or create a system logo database using the System File field. If a system file currently exists, the user can set this file by clicking the **Browse** button and opening the desired file.

  The user can also specify a system file name that does not exist and Overture will create a new file using the entered name. To do this, select the **Browse** button and when the **Select File** window opens, enter a new filename in the **File Name** field. The new file will be created in XML format and can be edited and configured using the "Add to System Config" and "Remove from System Config" options.

- When the **Auto Connect When Needed** check box is filled in, the user is able to set the device to automatically connect to Overture and refresh media when the Overture Media Manager is launched.

The *Member Of* tab enables the user to select the group to which they wish to add the current device.

- The **Groups** field enables the user to select the group that the device will belong to. Refer to Figure 3-22.

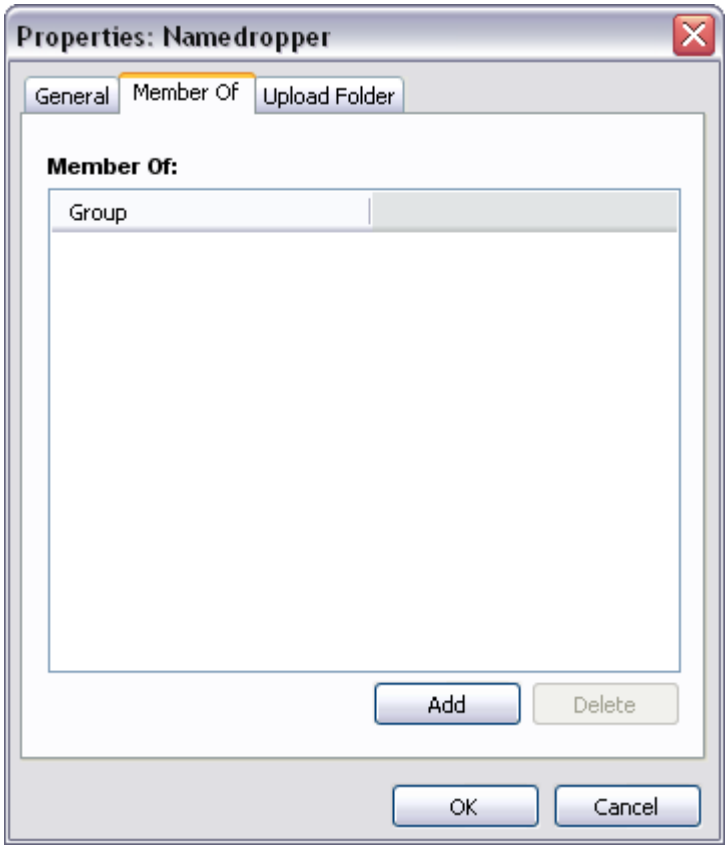

Figure 3-22: Device Properties 'Member Of'

To add the device to a group, select the **Add** button. An *Add Group* dialog box will appear, as shown in Figure 3-23. If the group(s) has already been created in the Media Manager, the group will be listed under the *Names* field. Select the desired group(s) and then click the *OK* button. The group(s) will be listed in the *Member Of* dialog box.

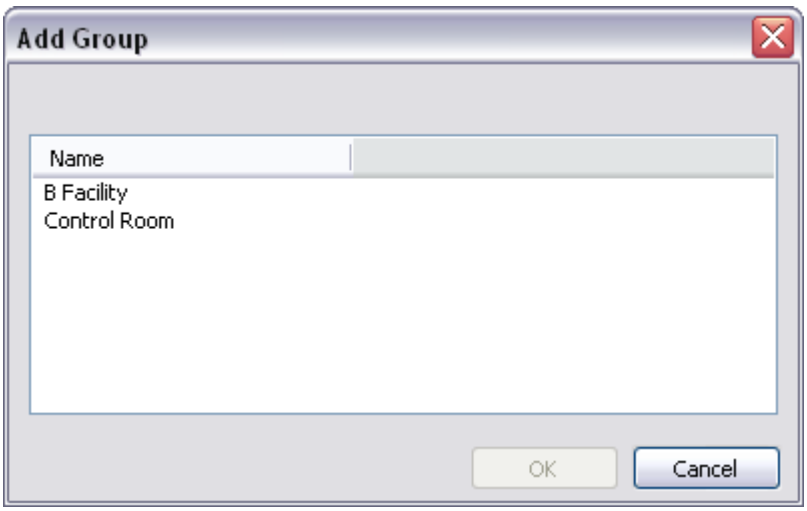

Figure 3-23: New Device – 'Add Group'

The *Upload Folder* tab enables the user to specify the action to be performed when media is uploaded to the current device.

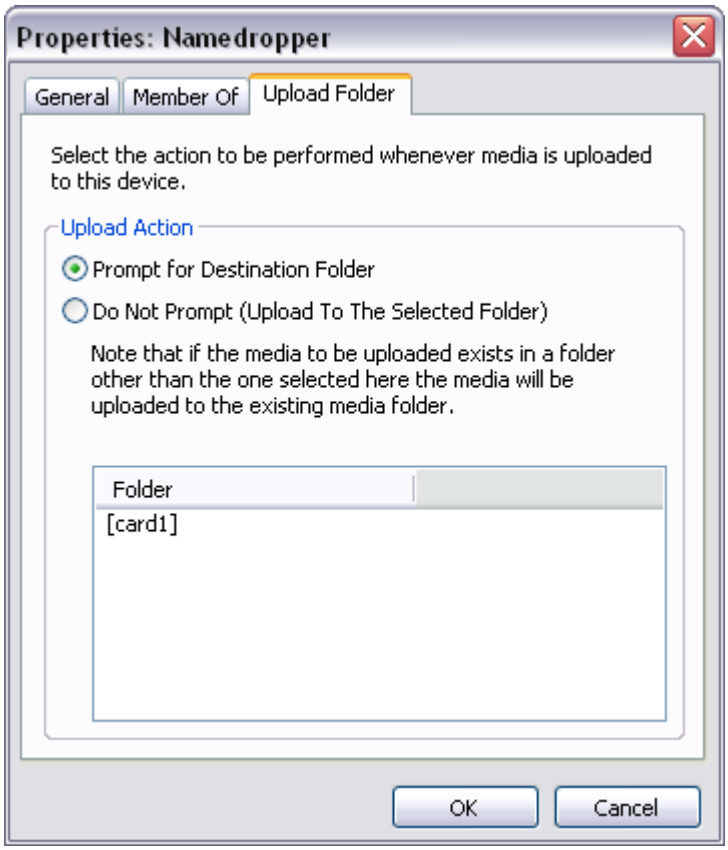

Figure 3-24: Upload Folder

The **Upload Action** section enables the user to select the action that should be taken when media is uploaded to the selected device. There are two options for uploading media:

- **Prompt for Destination Folder:** If the user selects this option, Overture will prompt the user to select the destination folder whenever media is uploaded to this device.

- **Do Not Prompt:** If the user selects this option, Overture will automatically upload the media to the folder selected here.

3.3.1.2. Adding a Device Group

Overture enables the user to create a new group of devices to manage media files. Device groups are used for grouping multiple devices that may represent a certain time zone or group of stations, enabling the user to simultaneously send media files to all devices in the group. The device group enables the user to apply an operation to all the devices in the device group.

A device can be added by right-clicking the *Configuration* heading, *My Devices* item, or *My Groups* item and selecting the *New Device Group…* option from the drop down menu that appears.

A new device group can also be added by highlighting the *My Devices* option in the *Configuration* pane and then clicking the **New Device Group** image or page link that appears in the *Remote Media* pane, as shown in Figure 3-25.

Figure 3-25: New Device Group – Remote Pane

Once selected, the **New Device Group** window will appear, as shown in Figure 3-26. The user will be required to enter the appropriate information in the designated fields.

The *General* tab enables the user to assign the new device group name. Select a name that uniquely identifies the group of devices. Enter the device group name into the *Name* field.

Figure 3-26: General Tab – New Device Group

The *Members* tab enables the user to assign members to the new device group. To add a member to the device group, select the *Members* tab and view the list of available members. Place a check mark beside the member(s) that you wish to add to this device group and select the *OK* button.

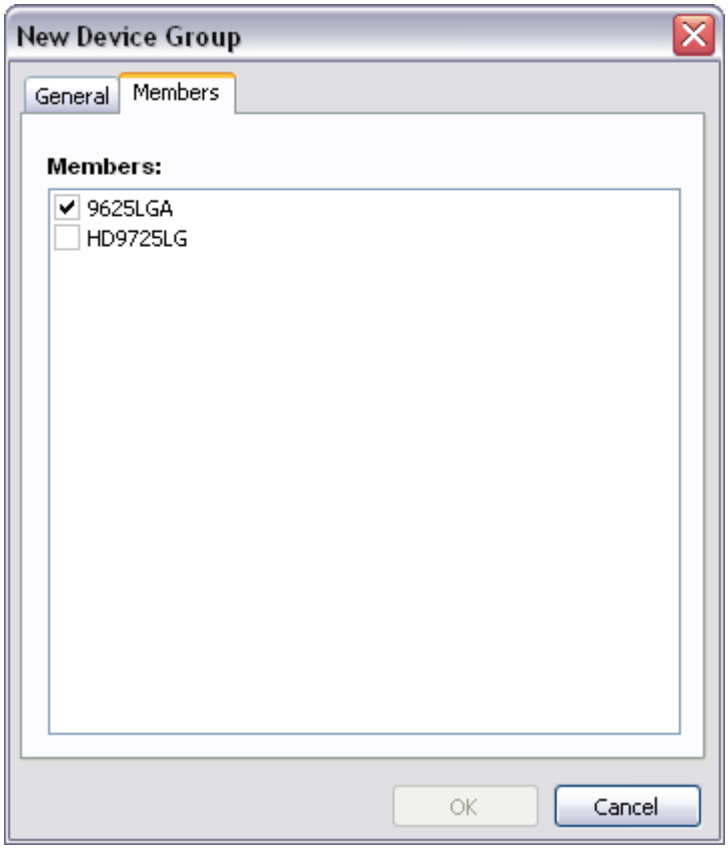

Figure 3-27: Members Tab – New Device Group

3.3.1.3. Upgrading Device Firmware in the Configuration Panel

The device firmware in the *Configuration* Panel can be upgraded using Overture. To access the device firmware, select a device from the *Configuration* list and right-click the mouse button. To upgrade the firmware, the user will select the **Upgrade** option. An upgrade window will appear and the user will then select the location of the BIN file required to upgrade the firmware.

3.3.2. Using the Remote Media Panel

The *Remote Media* pane enables the user to manage the media on the device. The *Remote Media* pane provides access to view media, configure security, upgrade firmware and configure properties.

3.3.2.1. Device Configuration

The *Remote Media* panel enables the user to manage the media on the keyer.

When a device from the *My Devices* option is selected from the *Configuration* pane, the user is provided with a variety of options in the *Remote Media* pane to manage and configure the device, as shown in Figure 3-28.

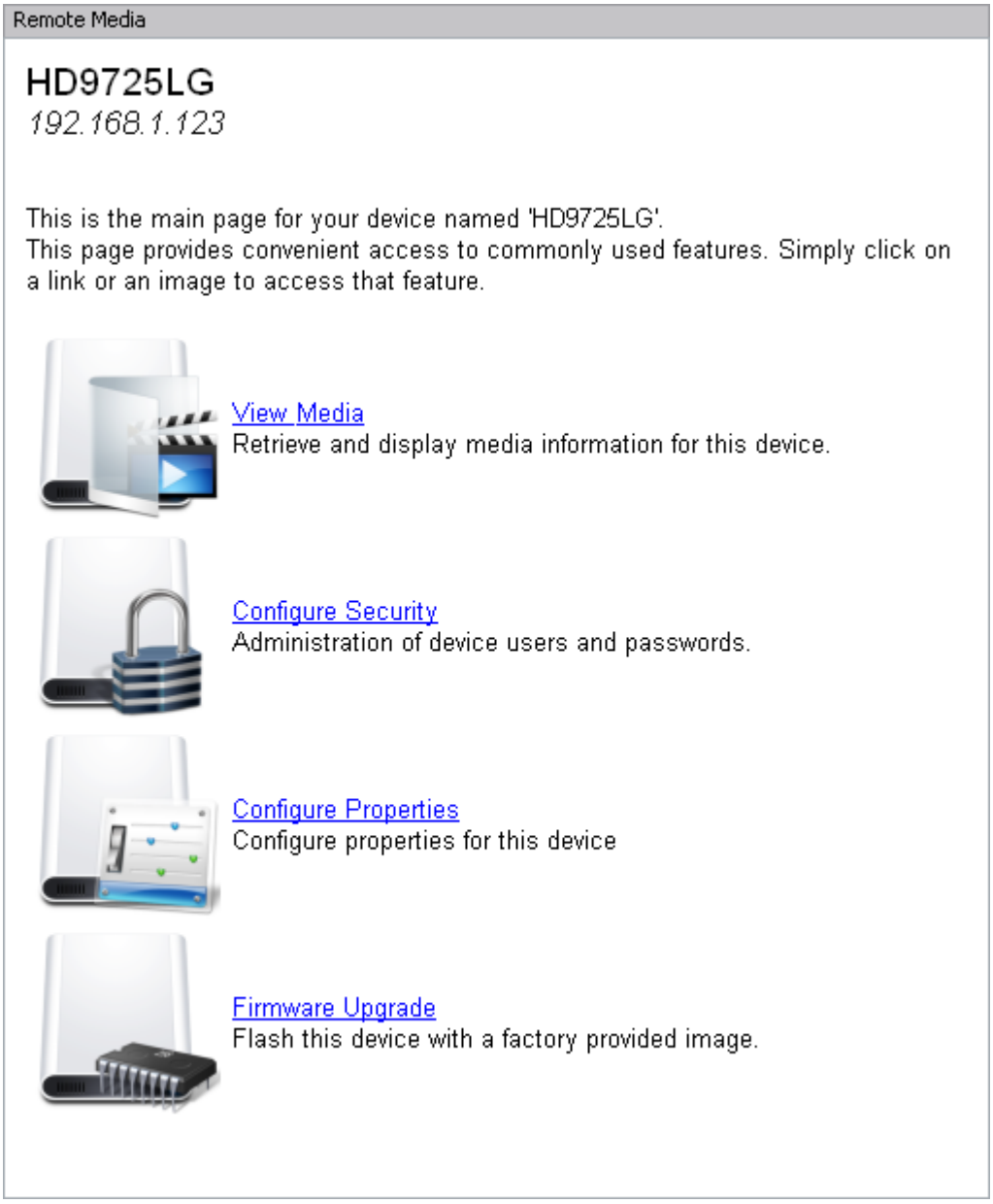

Figure 3-28: Remote Pane – Device Selected

- **View Media:** This option enables the user to receive and display media information for the selected media device. Overture will establish a connection with the device, and receive media information from the device.

- **Configure Security:** This option enables the user to access the security information for the device.

- **Configure Properties:** This option enables the user to set or modify the device properties.

  The properties dialog box is divided into three tabs: *General*, *Member Of* and *Upload Folder*. See section 3.3.1.1.1 for more information on the properties menu.

3.3.2.2. Device Group Configuration

The *Remote Media* panel device group configuration enables the user to easily access the device group properties and configuration. When the user has highlighted an existing device group from the *My Device Group* item in the configuration panel, a list of options will appear in the *Remote Media* window. The name of the device group will be listed in the remote panel and the *Configuration Properties*, *Group Upload*, and *Group Firmware Upgrade* options will be listed, as shown in Figure 3-29.

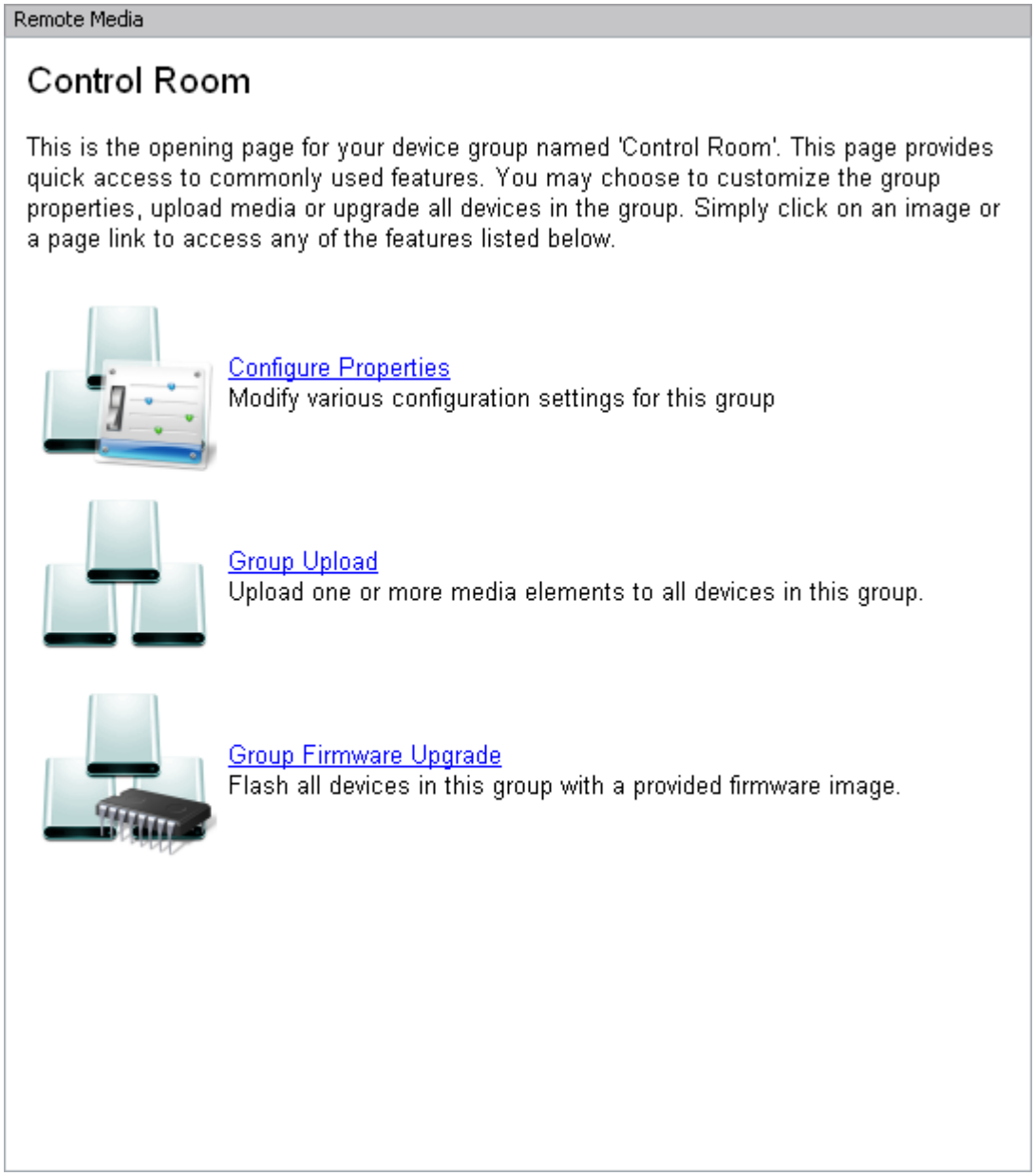

Figure 3-29: Remote Pane – Device Group Selected

- **Configure Properties:** This option enables the user to set the properties of the device group. Upon selecting this option, the user will be presented with a properties dialog box, as shown in Figure 3-30.

The first tab in this dialog box is the *General* tab, which enables the user to modify the existing device group name, as shown in Figure 3-30.

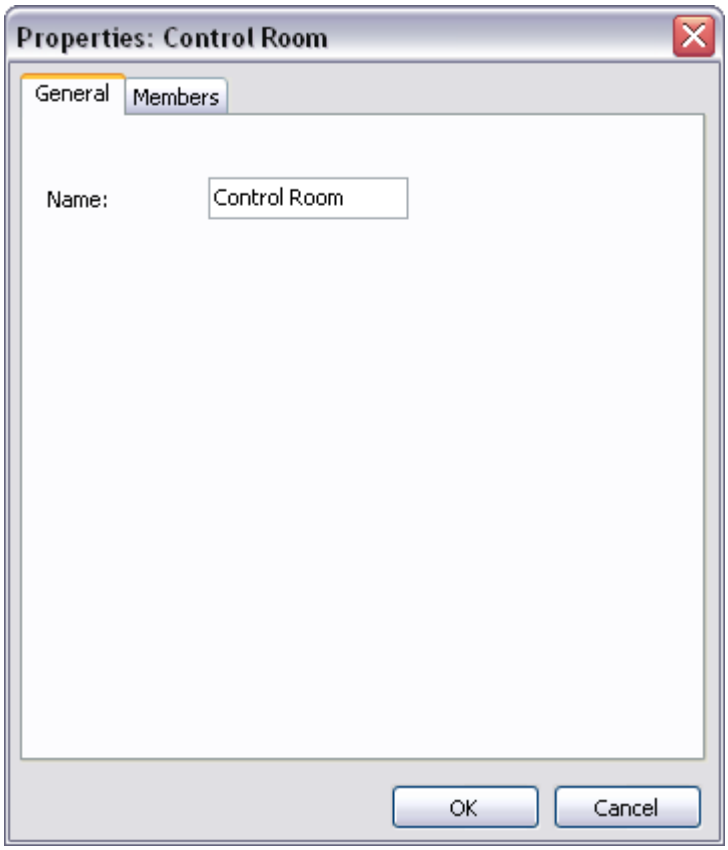

Figure 3-30: General Tab – Device Group

The second tab enables the user to select the members from a list of existing devices, as shown in Figure 3-31. By placing a check mark in the box beside the desired device, the user will assign the selected device to the device group.

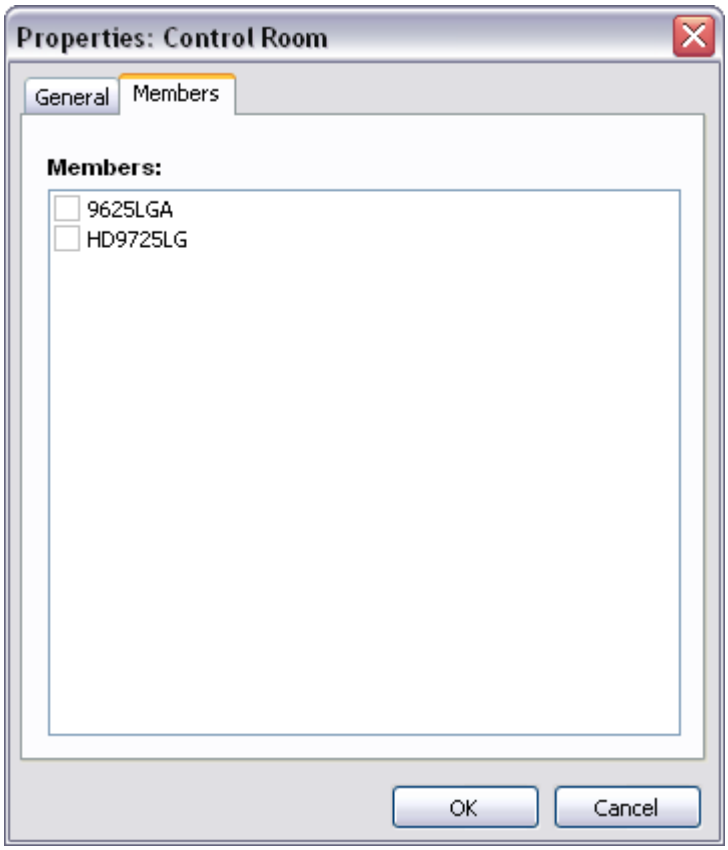

Figure 3-31: Members Tab – Device Group

3.3.2.3. *Remote Media* Messages - Connecting to the Remote Panel

The following screen will be displayed when Overture is trying to establish a connection with the device and receive media information.

Figure 3-32: Attempting to Establish a Connection

If Overture cannot connect to the device, a connection error screen will be displayed as shown in Figure 3-33. If the device is not connecting, check the properties settings to ensure that the device is configured correctly. The user can launch the properties settings by selecting the properties link from the connection error screen as shown in Figure 3-33.

Figure 3-33: Connection Error Screen

If the user is trying to connect to the device but they do not have access, the following *Authentication Failed* screen will be displayed as shown in Figure 3-34. This screen indicates that the logged in user does not have ftp permissions to the selected device. In order to access this device they must login as an authorized user, or the user must have the administrator grant them access to this device. See sections 2.2.3.1 and 2.4.2.3 for more information on setting permissions.

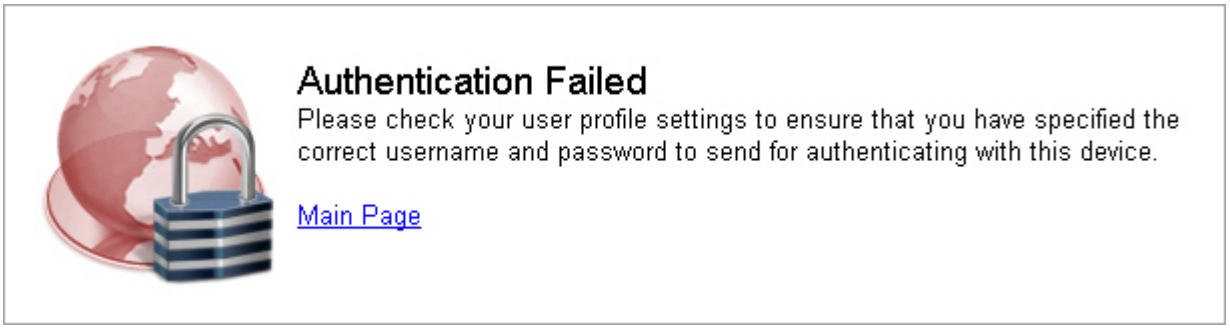

Figure 3-34: Authentication Failed Screen

3.3.2.4. Remote Panel Menus

When a device has established a connection with Overture, the *Remote Media* panel will display a list of the media currently loaded on the device, as shown in Figure 3-35.

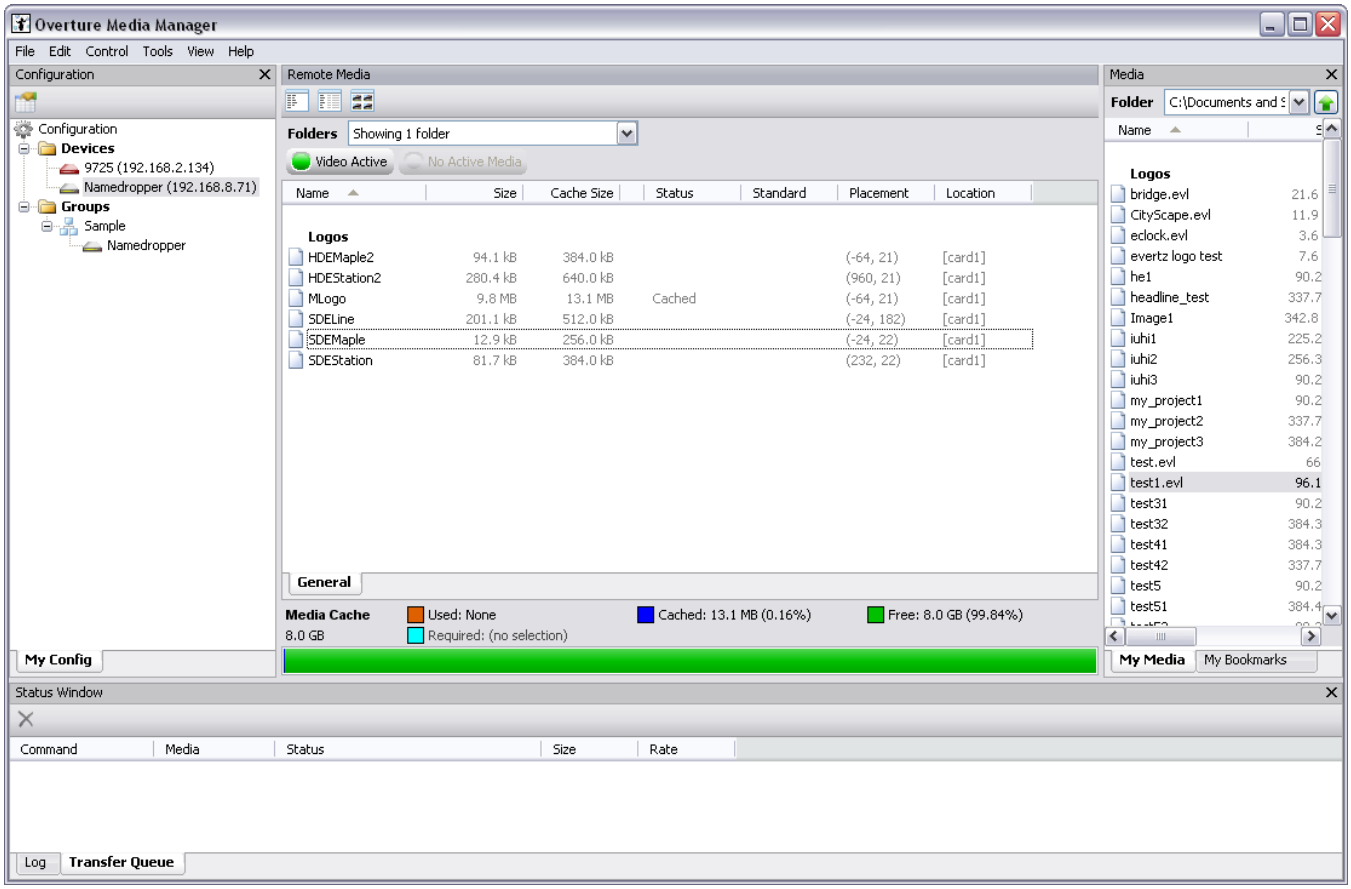

Figure 3-35: Remote Panel

To access the media menu in the remote panel, right mouse click on a media item in the *Remote Media* pane. The Remote Media menu provides the following options:

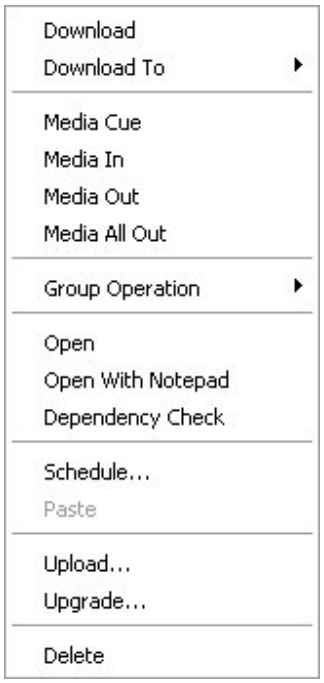

Figure 3-36: Remote Media Menu

- **Download** enables the user to download media to the media pane.
- **Download To** enables the user to download the selected media to the locations listed in the drop down menu.
- **Media Cue** enables the user to cue a media file on the selected device or device group. This will load the selected media file into the device's memory cache and output on the preview output of the device.
- **Media In** enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file and fade it into the video signal.
- **Media Out** enables the user to fade the selected media file out of the video signal.
- **Media All Out** enables the user to fade all of the media files out of the video signal. If multiple devices are active this command will fade out all of the media.
- **Group Operation** enables the user to perform a media operation on a group that the device is a member of (only visible if device is a member of a group).
- **Open** enables the user to open the media with its default editor in OMM (only works with text and playlist files).

- **Open With** enables the user to open the media with the default application used to open the selected type of file from within Windows.

- **Dependency Check** enables the user to scan the media on the device to check for any dependent media or missing files. This check scans for playlists, logos, text files, etc. The dependency check determines the status of the files that the selected file depends on. For example, if the user selects a crawl and the font or text file associated with the crawl is defined, this check will determine its status and identify whether the crawl will be refused due to missing files.

- **Schedule…** enables the user to program and schedule the selected media item. When the user right-clicks on the desired media item in the remote pane and selects the *Schedule…* option from the drop down menu, a calendar dialog box will appear, as shown in Figure 3-37. The user has the ability to schedule the selected media to play on certain days, months, years and times.

    - **Schedule Start Date:** The user can select a day, month and year from the calendar which determines when the selected media will begin to playout.

    - **Scheduler End Date:** The user can select a day, month and year from the calendar which determines when the selected media will end.

    - **Weekday Mask:** If the user wants to play the media on a certain weekday, they can place a check mark beside the appropriate day of the week.

    - **Event Information:** The user can identify the exact time in hours, minutes, seconds, and frames in which the media is to begin and end playing. The duration will be displayed once the start and end times are designated.

      Placing a check mark beside the *Loop Media* check box will enable the media to repeat for the amount of time that the user designates using the *Media In Duration* and *Media Repeat Interval* fields.

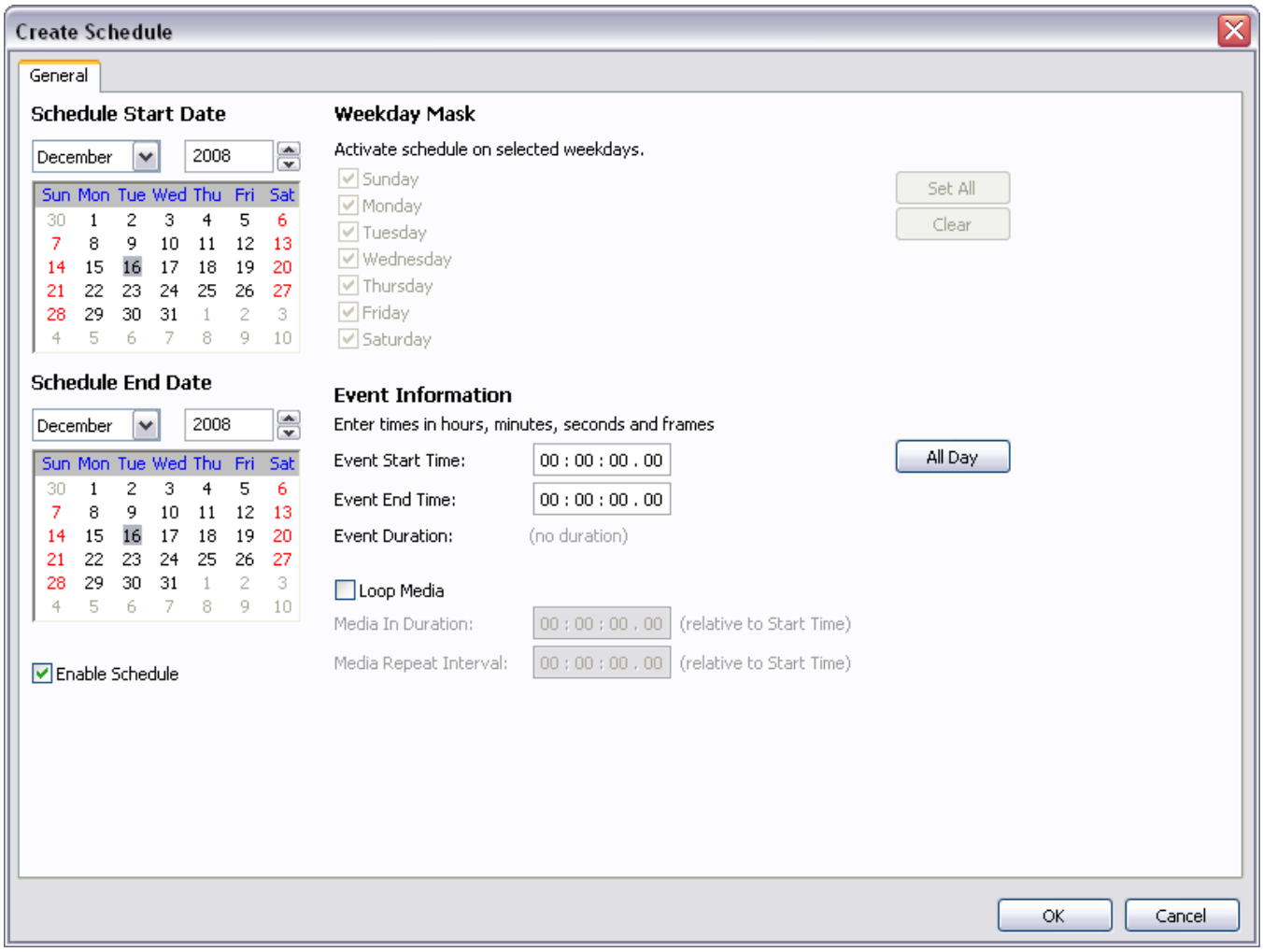

Figure 3-37: Create Schedule Window

- **Paste** enables the user to paste the selected media file. The user can also copy a file without accessing the *media* pane. To do so, the user must navigate to the appropriate file on the connected computer, copy the file (right-click and select copy or highlight and Ctrl+ C) and then use the paste command to paste the file in the appropriate location in Overture.

- **Upload…** enables the user to upload a media file to the selected device. The upload option will open the "Select Destination Folder On Device:" dialog box, as shown in Figure 3-38. This window displays the cards on the device that the user can upload files to.

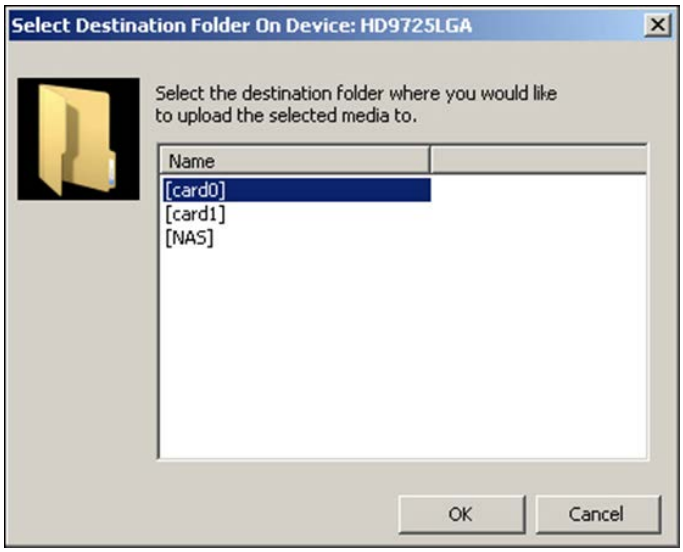

Figure 3-38: Upload Dialog Box

- **Upgrade…** enables the user to upgrade the device firmware. See section 3.3.1.3.
- **Delete** enables the user to remove the selected media from the device.

When a media file is not selected in the Remote Media pane, right clicking in the remote pane will reveal the following menu:

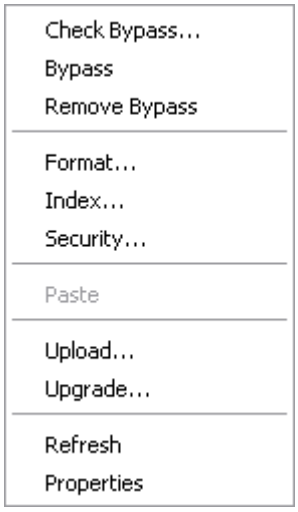

Figure 3-39: System Files Menu

- **Check Bypass State…** allows the user to check if the device is running in *Active Video* or in *Bypass mode*. When this option is selected a dialog box will notify the user as to what mode the unit is in. If the unit is in Bypass Mode, it will notify the user that the 'Relay is Active' and when the unit is not in bypass mode it will display "Relay not active".

- **Bypass** enables the user to initiate remote bypass mode. Selecting this option will put the device into bypass mode. The remote bypass feature triggers the relay built into the keyer output with any processing in between (ie. Disables the keyer logo functionality). When this option is selected it will trigger the Keyer to run in Bypass mode and not in Active Video.

- **Remove Bypass…** enables the user to take the unit out of *Bypass Mode* and back into *Active Video* mode.

- **Format…** enables the user to format the compact flash disk.

- **Index…** enables the user to retrieve the "thumbnails" for the media on the device. A thumbnail will be created using an image from the selected media. This thumbnail will be displayed in the remote pane. Thumbnails will only be displayed if the thumbnail mode is selected by choosing View/Thumbnails or clicking on the *Thumbnail* button in the *Remote Media* View. When the user selects the *Index* option, the Metadata being downloaded will be displayed in the Status window console, as shown in Figure 3-40. After this download completes the user will be able to preview the thumbnails. Please note that the image may be distorted in the thumbnail preview, as Overture is forcing the image into a 4:3 ratio square.

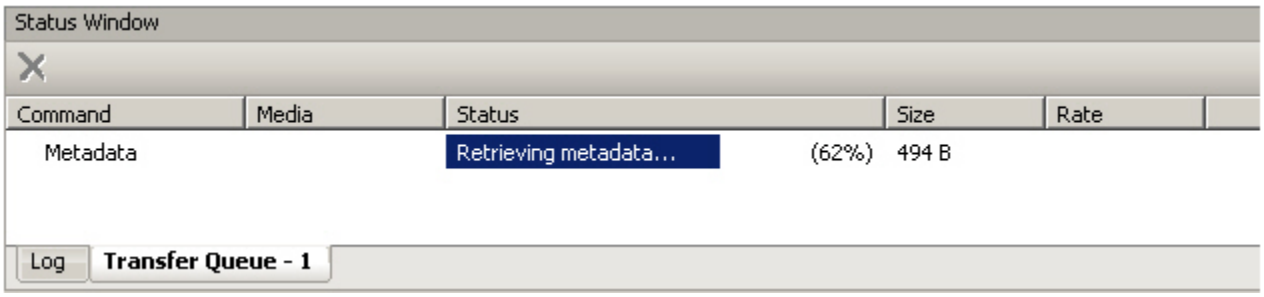

Figure 3-40: Downloading Metadata

Once the user retrieves the thumbnails by using the *index* command, the thumbnails will be displayed in the *Remote Media* pane, as shown in Figure 3-41.

Figure 3-41: Remote Media Pane with Thumbnails Present

- **Security…** this dialog enables the user to add and remove FTP accounts for the selected device. To add a new FTP account to the device, enter the username and password into the appropriate fields and then click the 'Add' button. To remove an account, select the FTP account in the list then click the 'Remove' button.

Figure 3-42: Device Security

Overture Media Manager needs to know which FTP account to use when it tries to connect to a device. To do this the user must configure a FTP username and password with the username that was used to login to Overture Media Manager. See section 2.2.3.1 on how to configure Overture users.

- **Paste** enables the user to paste the selected media file. The user can also copy a file without accessing the media pane. To do so, the user must navigate to the appropriate file on the connected computer, copy the file (right-click and select copy or highlight and Ctrl+ C) and then use the paste command to paste the file in the appropriate location in Overture.
- **Upload…** enables the user to upload a media file to the selected device.
- **Upgrade…** enables the user to upgrade the device firmware. See section 3.3.1.3.
- **Refresh** option enables the user to retrieve the most current version of the file.
- **Properties** enables the user to display the device properties.

3.3.2.5. Remote Panel Views

The *Remote Media p*anel window has three views: Details, Compact, and Thumbnails. The view can be set using the *View* main menu as described in section 3.2.5 or using the view buttons displayed in the *Remote Media* pane, as shown in Figure 3-43.

Figure 3-43: View Buttons

The **Compact** button  enables the user to list the files in *compact* mode. Only the filename will be listed, as shown in Figure 3-44, when the *Remote Media* Pane is in *compact* mode.

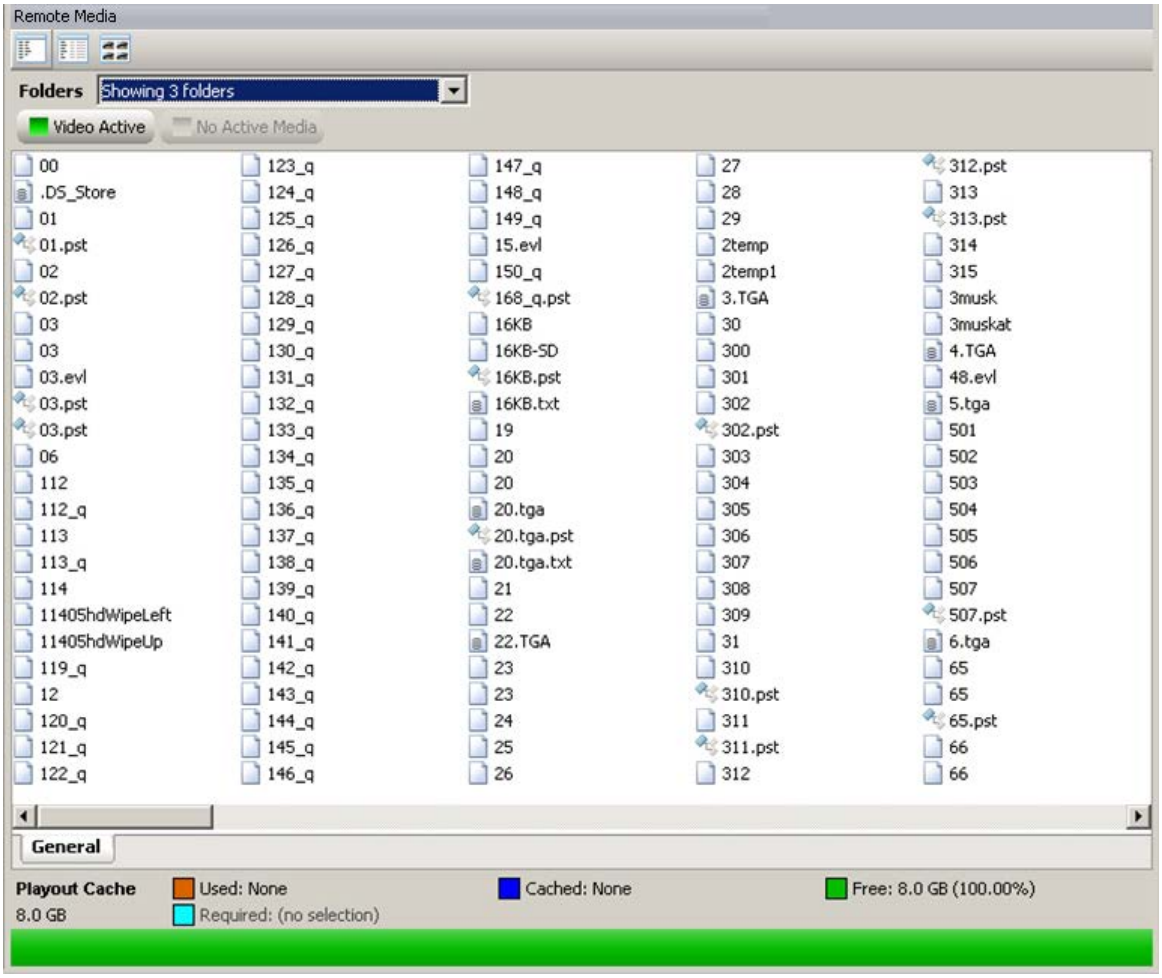

Figure 3-44: Remote Media Pane in Compact Mode

When in **Details** mode  , the user is able to list the following details of the files in the *Remote Media* pane:

- **Name:** This item identifies the filename of the file listed on the *Remote Media* pane.
- **Size:** This item identifies the file size/disk size of the file.
- **Cache Size:** This item identifies the file size of the cached information. This file size is usually bigger than the disk size.

Please note that media with a "Not Available" value listed in the Cache size indicates that this item is not available for cache because Overture may not be able to read the standard.

- **Status:** This item informs the user if the specific file is cached or not cached.
- **Standard:** This item informs the user of the video standard that the file was created in (using Overture Media Designer).
- **Location:** This item identifies the location of the file on the device.

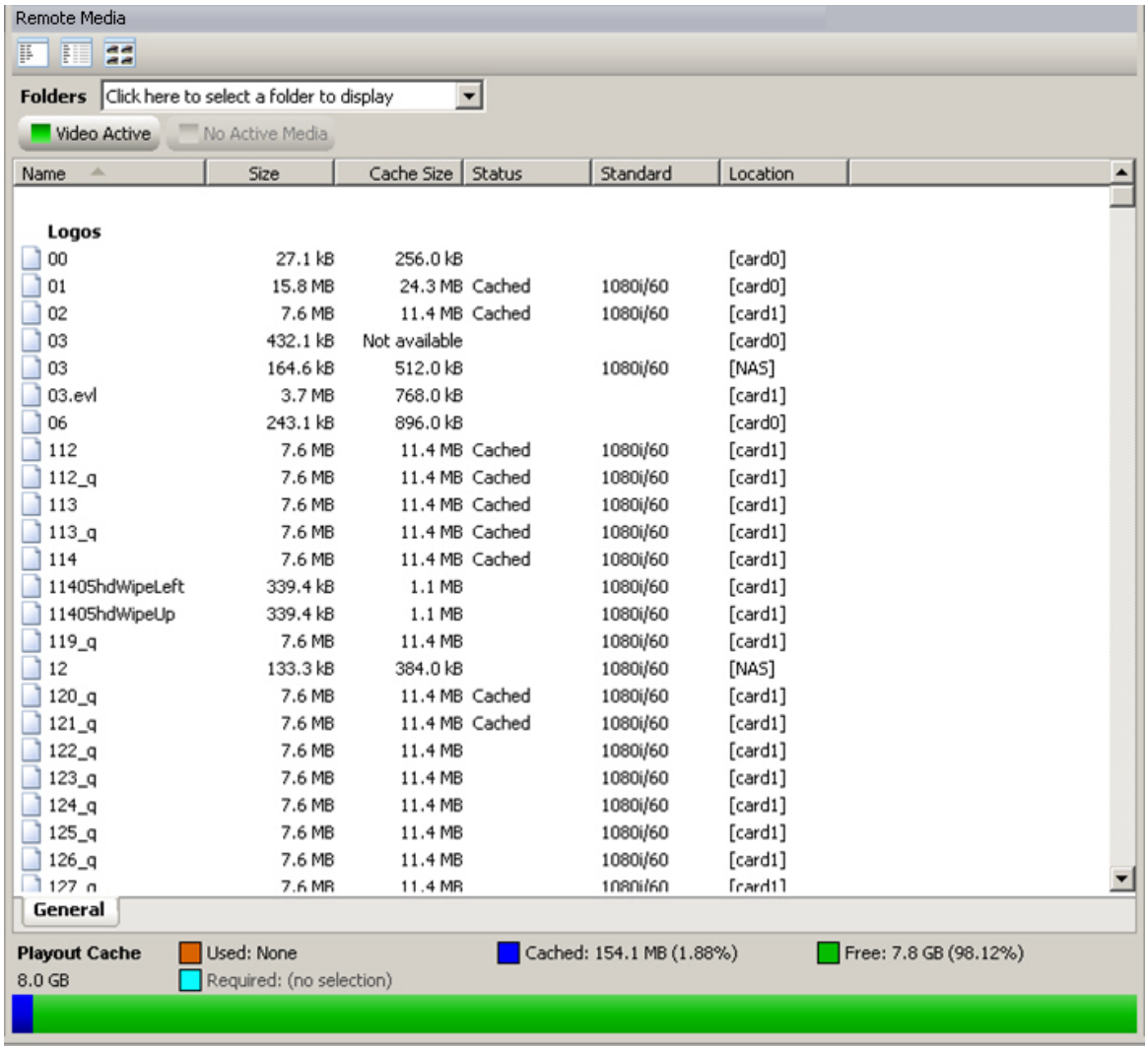

Figure 3-45: Remote Media Pane in Details Mode

The **Thumbnail** button  enables the user to display the thumbnails for each file in the *Remote Media* pane, as shown in Figure 3-46. The user must first index the device before the thumbnails can be displayed. The thumbnail view provides the user with a static preview image of the logo. Please note that the image may be distorted in the thumbnail preview, as Overture is forcing the image into a 4:3 ratio square.

Figure 3-46: Remote Media Pane in Thumbnail Mode

3.3.2.6. Folders Drop Down Menu

The *Remote Media* pane has a drop down folder menu, which enables the user to display the contents of the selected folder in the *Remote Media* pane. For example, Figure 3-47 displays that the user is accessing the Folders drop down menu for the selected device. The device has three folders. Since all of the folders are selected, the device will display all of the media items from all of the folders in the *Remote Media* pane. If the user only wishes to display the contents of one of the folders, then there would only be one checkmark placed beside the appropriate folder and only the media contained in that folder would display in the *Remote Media* pane.

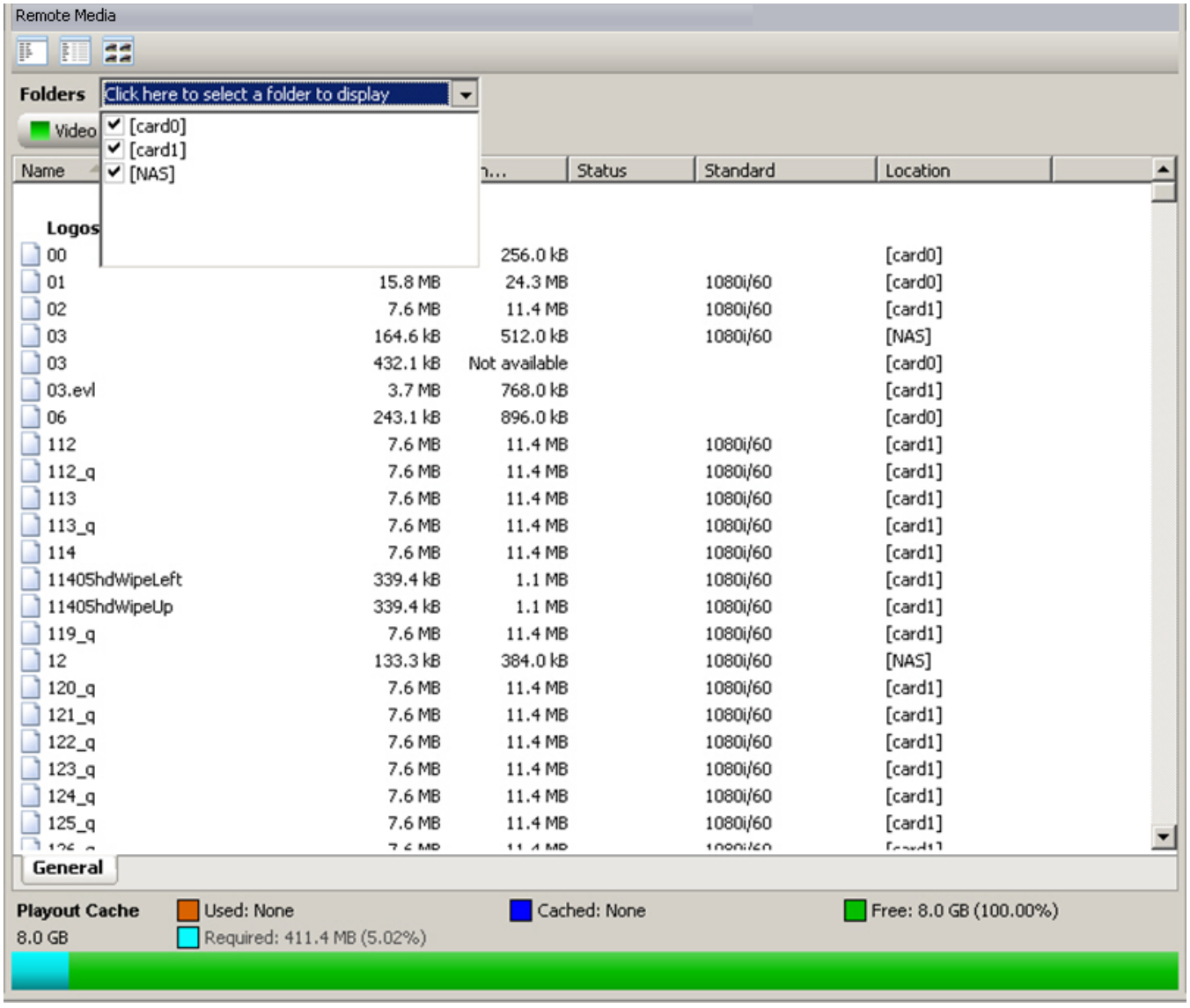

Figure 3-47: Folders Drop Down Menu

3.3.2.7. Monitoring Media

Overture Media Manager enables the user to monitor the status of the media being loaded onto the device. The buttons located under the *Folders* drop down menu enables the user to view the status of the media on the keyer. As shown in Figure 3-48, when the keyer is running active video the *Video Active* button will display the text "Video Active" and the button will be illuminated green. However, unless the element is actively running, the button beside it will be grayed out and will read "No Active Media".

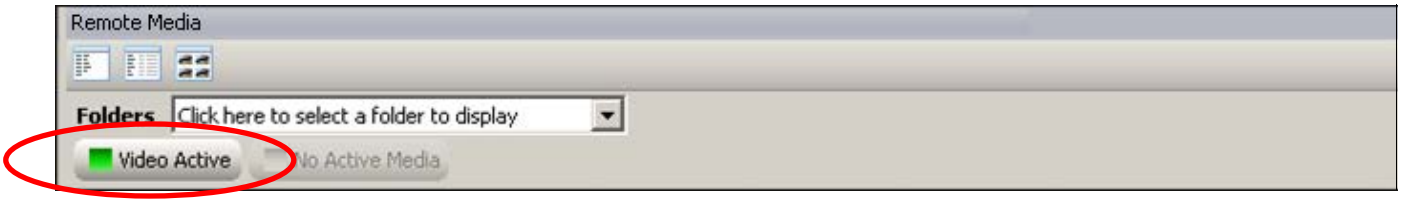

Figure 3-48: "Video Active" Button

When the *Video Active* button is green and the button beside it is blue, the blue button will indicate the number of media elements that are currently active. For example, Figure 3-49 indicates that there are "3 Media Elements Active".

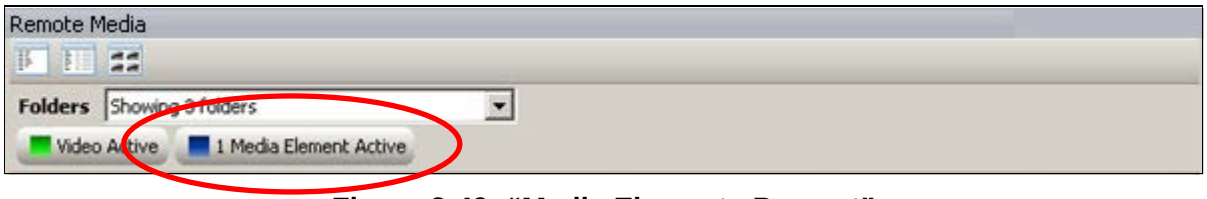

Figure 3-49: "Media Elements Present"

When media elements are active, the active elements will be highlighted in the *Remote Media* pane, as shown in Figure 3-50.

An active media element that is highlighted red in the *Remote Media* pane indicates that the media is on air. The media will be on both the preview and program channel.

An active media element that is highlighted orange in the *Remote Media* pane indicates that the logo is cued and it is on the preview channel.

If a playlist is loaded on the device, the user can see the status for the entire playlist. For example, if a playlist is cued then all of the media in that playlist will be cued and highlighted in the Remote Media pane.

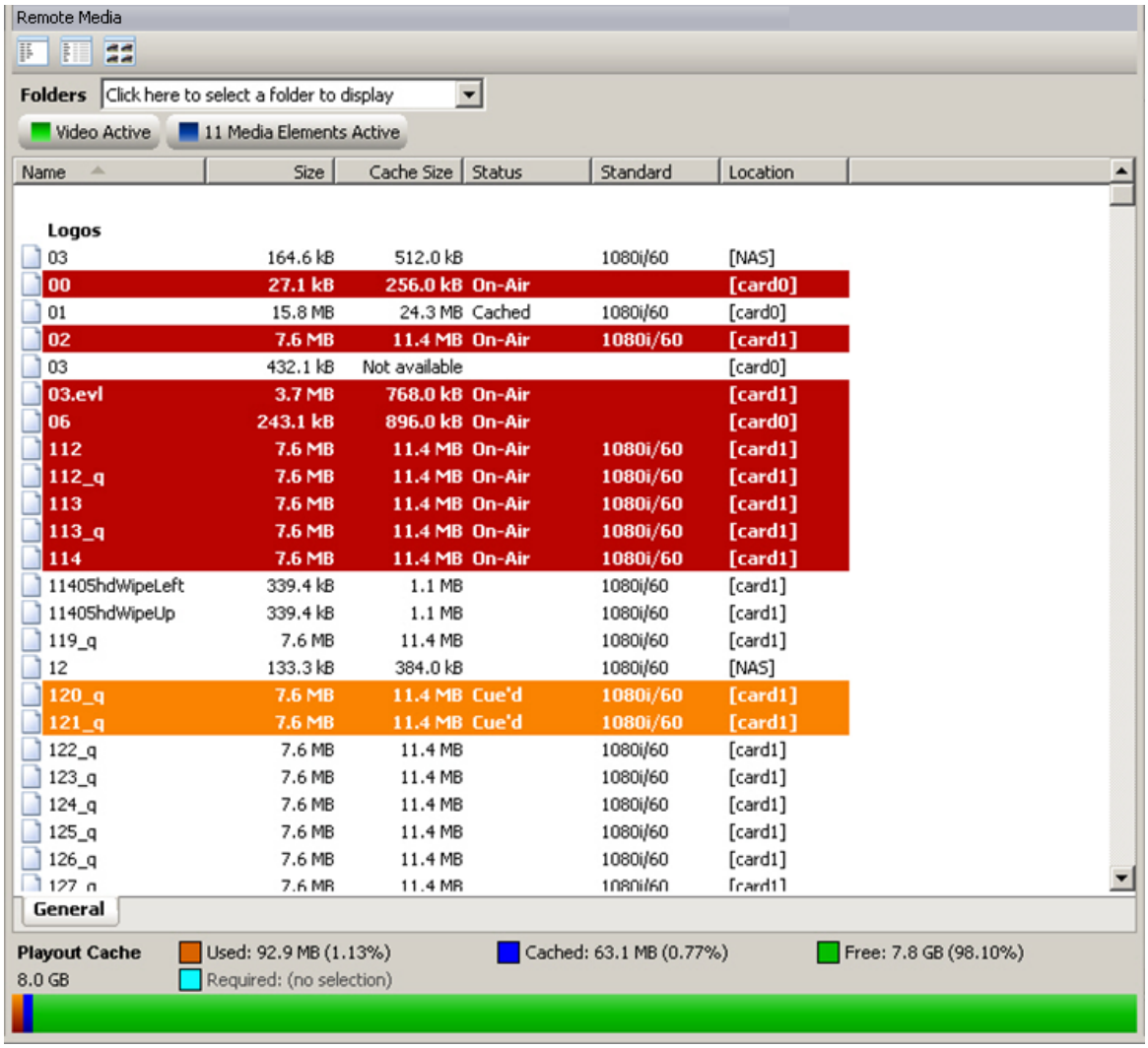

Figure 3-50: Active Media Elements

When the video is in bypass mode, the monitoring button will be red and display the text “Video Bypassed”, as shown in Figure 3-51.

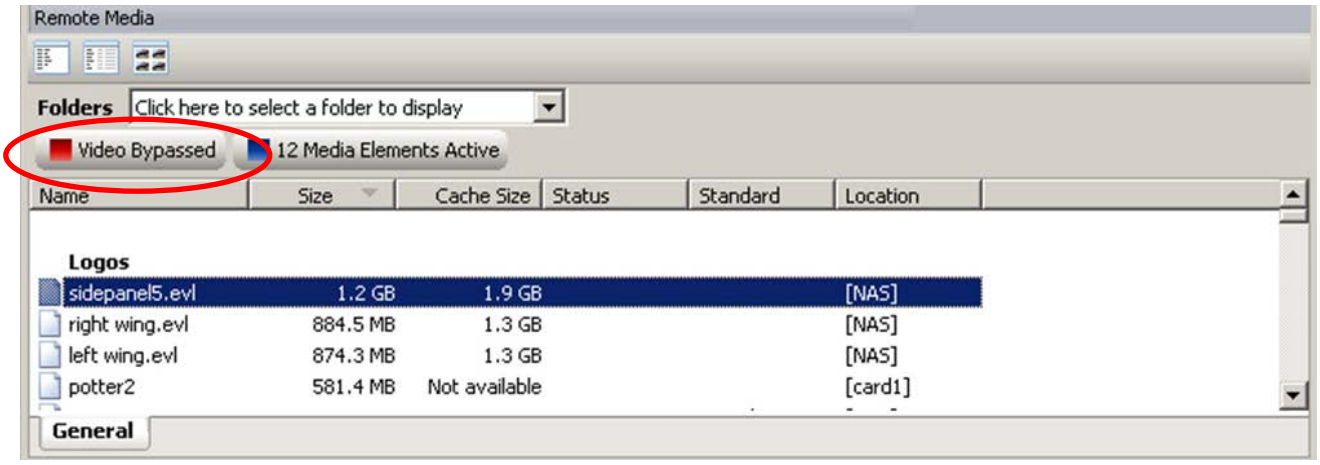

Figure 3-51: Media in Video Bypass Mode

3.3.2.8. Configurable System Logos

Logos can be designated as "system" logos, in which case Overture displays the logos under the **System** tab. Each logo in the system view is marked as either present or missing. System logos that are present will appear in standard black font. System logos that are not present (missing) will be bolded in red and the status will be listed as **Deleted**.

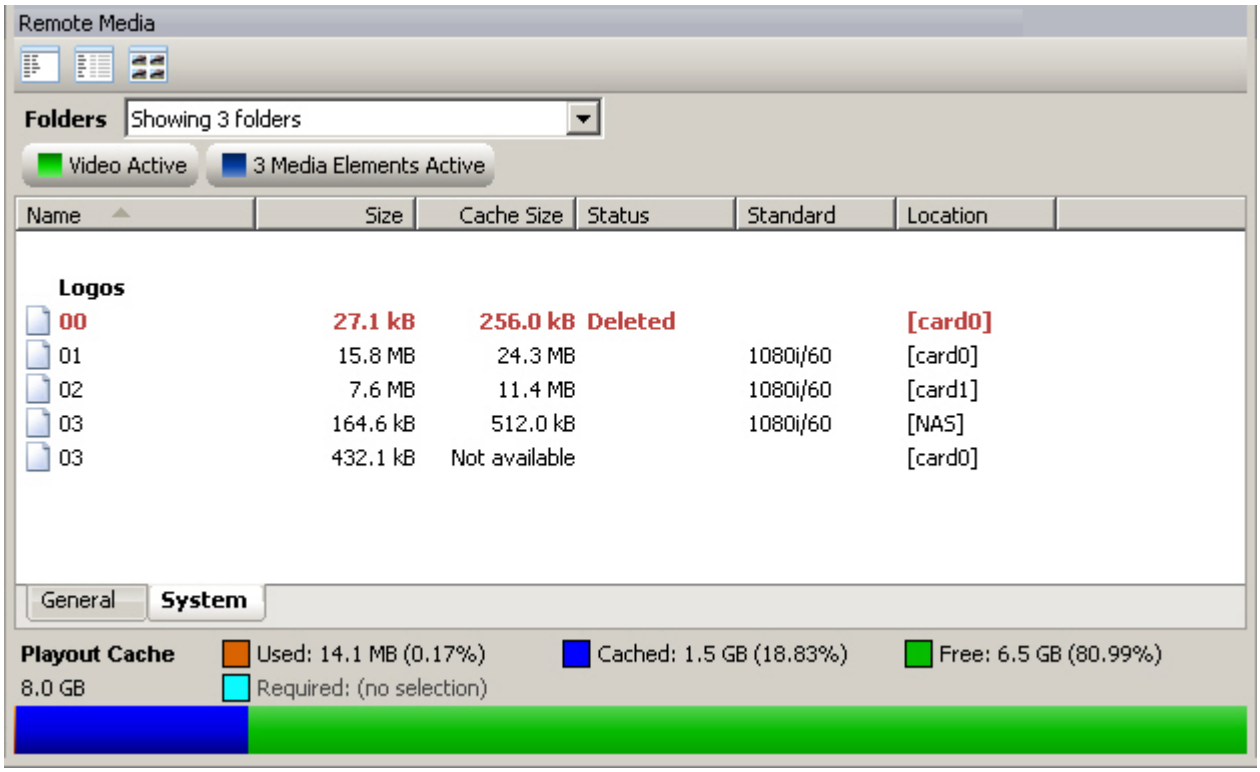

Figure 3-52: System Logo Window

The Overture Media Manager application can maintain a separate System logo XML database for each piece of hardware, thus allowing for independent configuration. The XML database is name and location configurable. Using the **Browse** button in the *Device Properties* window, the user can configure a separate XML file for each hardware device (see section 3.3.1.1.1). Please note that the same XML file can also be reused for each hardware device. Once the system file is specified, Overture configures the XML file by right-clicking the desired file from the *General* tab of the *Remote Media* pane and selecting “Add To System Config” or selecting the “Remove From System Config” option provided in the edit menu. Refer to the **System File** item in section 3.3.1.1.1 for further instructions on configuring a system file.

3.3.2.9. Playout Cache Bar

Overture Media Manager enables the user to view the playout cache on the keyer. The following playout cache meter is displayed in the *Remote Media* pane and determines the amount of playout cache being used.

Used: The orange bar indicates the amount of playout cache that is being used on air.

Cached: The blue bar indicates the amount of playout cached in the memory.

Free: The green bar indicates the amount of playout cache available.

Required: The light blue bar indicates the amount of playout cache required to load the file. The *required* bar is displayed when the media has not been cached and will usually only be shown if the file is large in size.

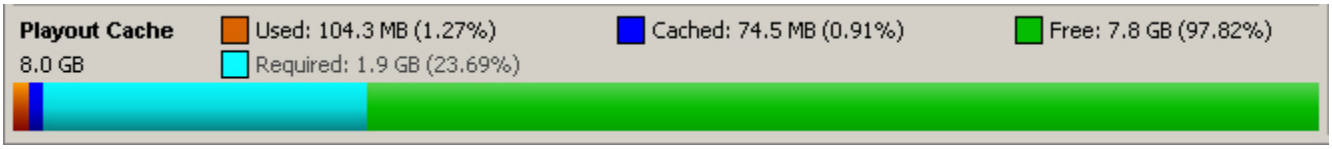

Figure 3-53: Playout Cache

The following table outlines the playout cache calculations. Please note that all video standards will be calculated using 30fps except for the 625 video standard, which will use 25fps.

Logo Size	Total Pixels	Overture Size		Maximum Quantity		Maximum Animation (seconds)	
		YCbR Format	RGB Format	YCbR Format	RGB Format	YCbR Format	RGB Format
512 MB PLAYOUT CACHE							
525 Video Standard							
1/9	38880	228	152	2301	3452	77	115
1/4	87480	513	342	1023	1534	34	51
full	349920	2050	1367	256	384	9	13
625 Video Standard							
1/9	46080	270	180	1942	2913	78	117
1/4	103680	608	405	863	1295	35	52
full	414720	2430	1620	216	324	9	13
720p Video Standard							
1/9	102480	600	400	873	1310	29	44
1/4	230400	1350	900	388	583	13	19
full	921600	5400	3600	97	146	3	5
1080i Video Standard							
1/9	230400	1350	900	388	583	13	19
1/4	518400	3038	2025	173	259	6	9
full	2073600	12150	8100	43	65	1	2
2Gb PLAYOUT CACHE							
525 Video Standard							

1/9	38880	228	152	9206	13808	307	460
1/4	87480	513	342	4091	6137	136	205
full	349920	2050	1367	1023	1534	34	51
625 Video Standard							
1/9	46080	270	180	7767	11651	311	466
1/4	103680	608	405	3452	5178	138	207
full	414720	2430	1620	863	1295	35	52
720p Video Standard							
1/9	102480	600	400	3493	5239	116	175
1/4	230400	1350	900	1553	2330	52	78
full	921600	5400	3600	388	583	13	19
1080i Video Standard							
1/9	230400	1350	900	1553	2330	52	78
1/4	518400	3038	2025	690	1036	23	35
full	2073600	12150	8100	173	259	6	9
4Gb PLAYOUT CACHE							
525 Video Standard							
1/9	38880	228	152	18411	27617	614	921
1/4	87480	513	342	8183	12274	273	409
full	349920	2050	1367	2046	3069	68	102
625 Video Standard							
1/9	46080	270	180	15534	23302	621	932
1/4	103680	608	405	6904	10356	276	414
full	414720	2430	1620	1726	2589	69	104
720p Video Standard							
1/9	102480	600	400	6985	10478	233	349
1/4	230400	1350	900	3107	4660	104	155
full	921600	5400	3600	777	1165	26	39
1080i Video Standard							
1/9	230400	1350	900	3107	4660	104	155
1/4	518400	3038	2025	1381	2071	46	69
full	2073600	12150	8100	345	518	12	17
8Gb PLAYOUT CACHE							
525 Video Standard							
1/9	38880	228	152	36822	55234	1227	1841
1/4	87480	513	342	16366	24548	546	818
full	349920	2050	1367	4091	6137	136	205
625 Video Standard							
1/9	46080	270	180	31069	46603	1243	1864
1/4	103680	608	405	13808	20713	552	829
full	414720	2430	1620	3452	5178	138	207
720p Video Standard							
1/9	102480	600	400	13970	20955	466	699
1/4	230400	1350	900	6214	9321	207	311
full	921600	5400	3600	1553	2330	52	78
1080i Video Standard							
1/9	230400	1350	900	6214	9321	207	311
1/4	518400	3038	2025	2762	4143	92	138
full	2073600	12150	8100	690	1036	23	35

3.3.2.10. Remote Media Split View

Once the user has created a new device group and they have added devices to the group, as described in section 3.3.1.2, all of the media on the devices in the group can be viewed at once. The Remote Media split view allows the user to view the media state for the selected file across multiple devices.

In the configuration pane, select the Device Group that you want to view. Once the device group is selected, all of the media across multiple devices can be viewed in the Remote Media pane. The *Remote Media* pane will be split into two views:

- The top view is called **Logos** and it displays all of the media present on all of the devices in the selected device group.

- The bottom view is called **Selected Media Information** and it displays the individual properties of the item that is selected from the ***Logos*** panel.

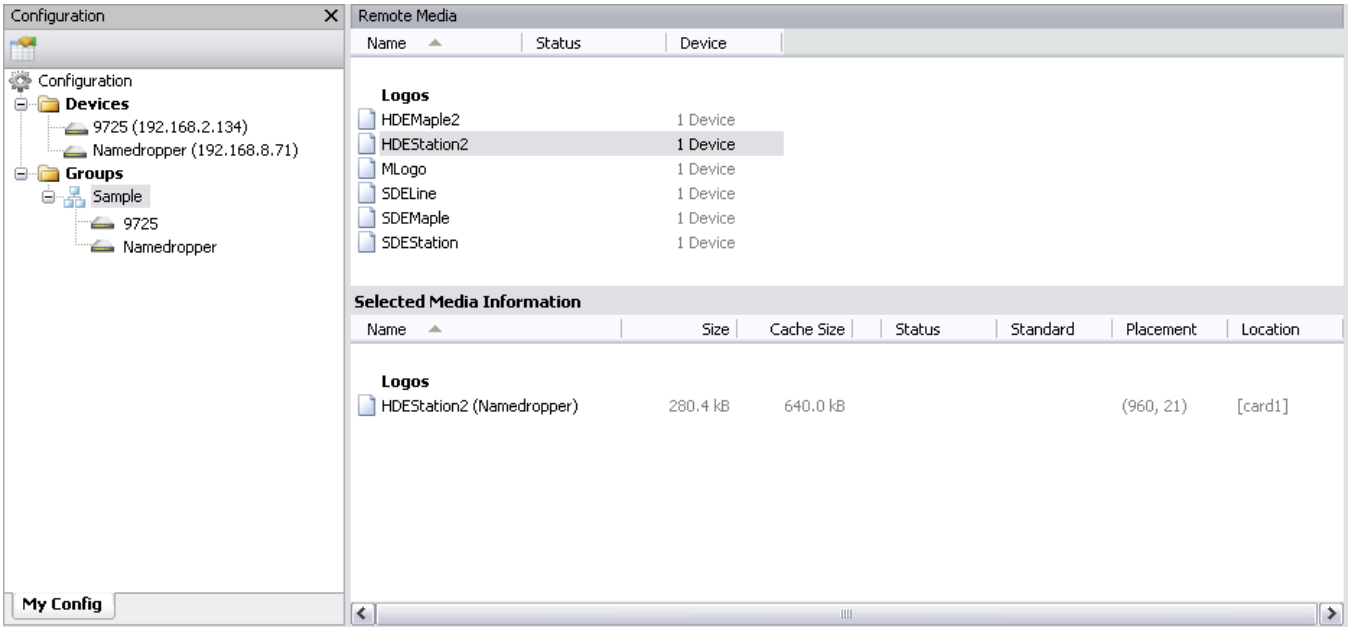

Figure 3-54: Remote Media Split View

3.3.3. Using the Media Panel

The *Media* panel enables the user to manage the media on the devices (see Figure 3-55). When a folder containing media is selected from the Folders drop down menu, the *Media* panel will display all the files stored in the selected folder. The *Media* pane displays the Data Files, Logos (media elements), Sound files and Playlists available in the selected directory.

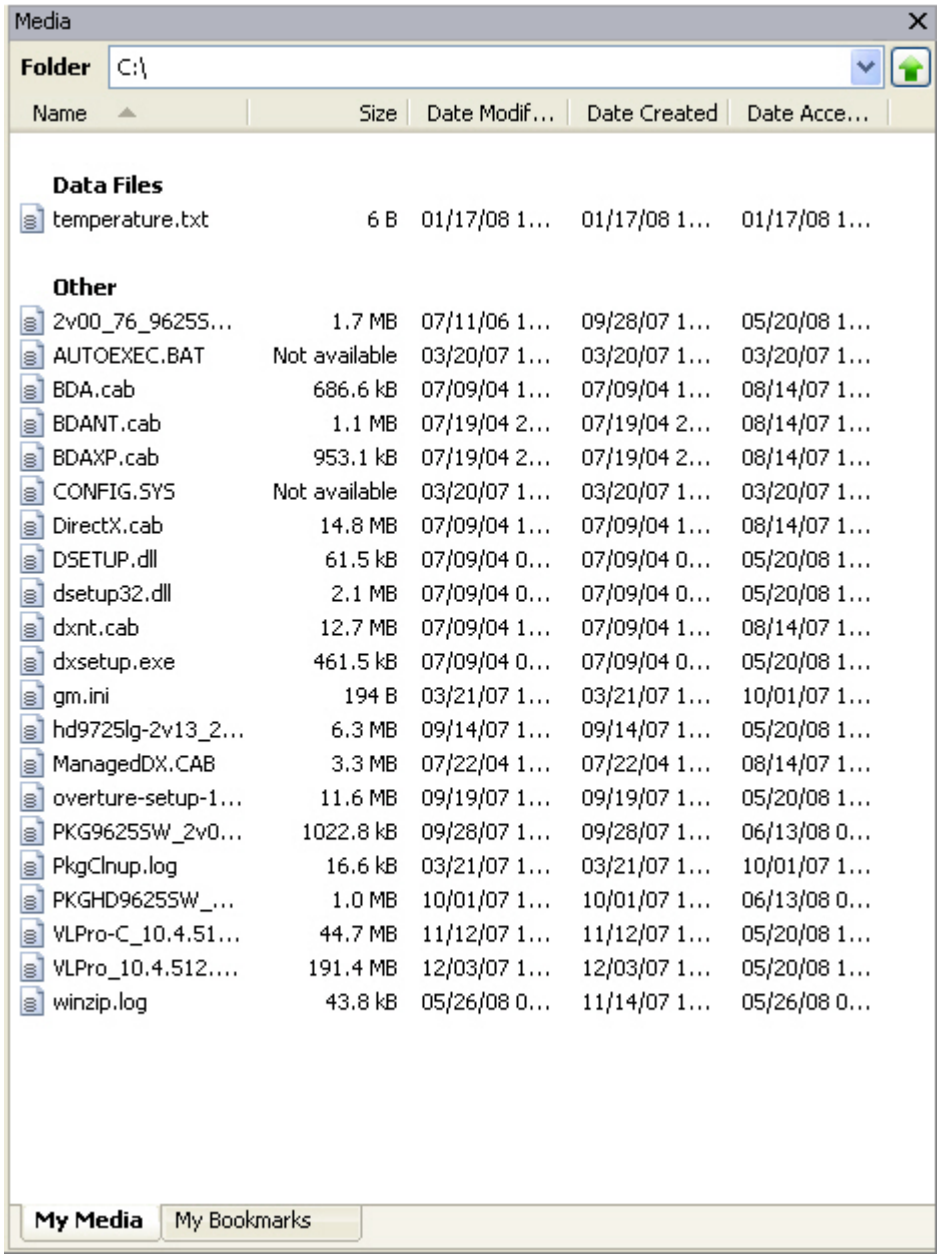

Figure 3-55: Media Panel

Select a file in the **Media** panel and right click the mouse button to access the *Media* menu for that item. This menu allows the user to upload, delete or refresh the media displayed in the **Media** panel.

The *Media* menu provides the following options:

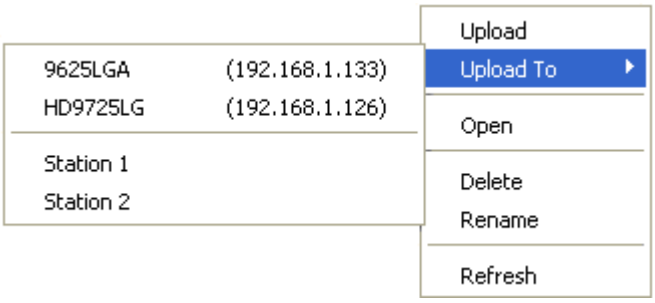

Figure 3-56: Media Menu

- **Upload** enables the user to upload the selected media to the device listed in the remote panel.
- **Upload To** option enables the user to upload the selected media to a device or device group listed in the 'Upload To' sub-menu.
- **Open** enables the user to open and edit the selected file. The only file types that can be opened are text and font files. Based on the type of file, the **Open** option will open the selected file in the appropriate editor. For example, a text file (.txt) will be opened in Windows Notepad.
- **Delete** option enables the user to permanently remove the media file from its location.
- **Rename** enables the user to change the name of the selected media.
- **Refresh** option enables the user to retrieve the most current version of the file.

Selecting the "Delete" option not only removes the file in Overture, it also permanently removes it from the directory in which it resides.

3.3.3.1. Using the Right-Click Media Pane Menu

The user can access this media menu by right-clicking anywhere in the media pane.

Figure 3-57: Right-Click Media Menu

- **New Bookmark…** enables the user to bookmark the selected file.
- **New Data File…** enables the user to create a Crawl or CG Data file. See section 3.3.3.1.1.

- **New Folder…** enables the user to create a new folder.
- **New Playlist…** enables the user to create a new playlist. See section 3.3.3.1.2.
- **Refresh** option enables the user to refresh the page in order to retrieve the most current contents of the folder.
- **Properties** enables the user to set the folder properties and the *watch* specifications. See section 3.3.3.2.1 for more information on the properties window.

3.3.3.1.1. Adding a New Data File

To add a new data file, select the *New Data File…* item from the right-click media menu. The *Select Editor* (as shown in Figure 3-58) will appear enabling the user to select the data file that the user wants to create. The user has the option to create a CG or a Crawl data file.

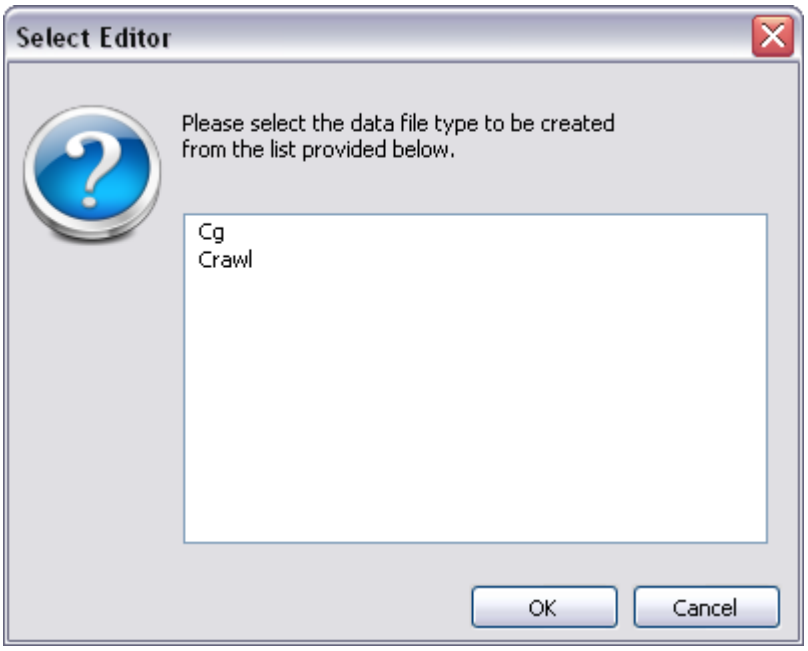

Figure 3-58: Select Editor Dialog Box

Creating a CG Item:

1. If the user wishes to create a CG, they will select *Cg* item from the *Select Editor* window and press the **OK** button.
2. The *CG Editor* window will appear, as shown in Figure 3-59. The CG Editor enables the user to enter text into the *Page Contents* field. The present pages will be listed in the *Pages* section.

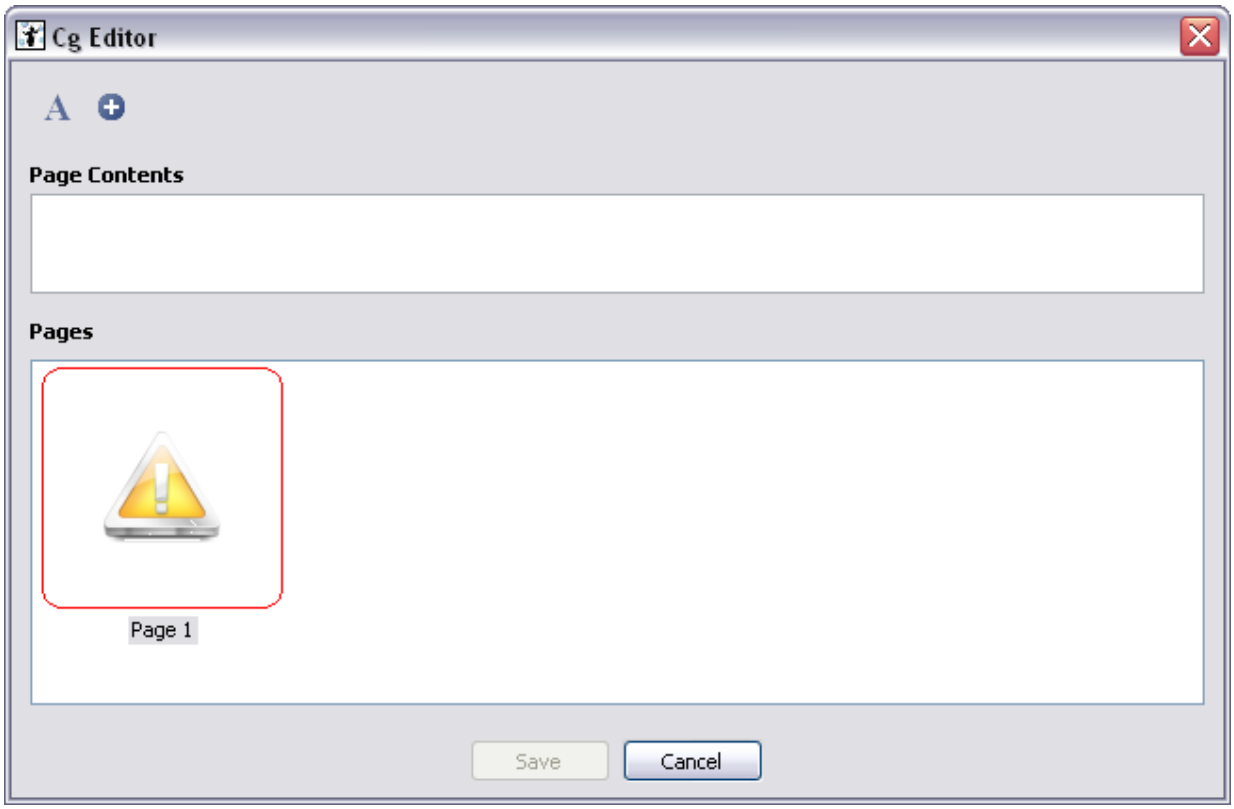

Figure 3-59: CG Editor

3. To edit the font style, select the A button. The *Formatting* window will appear, as shown in Figure 3-60. The user can select the font type, size and colour.

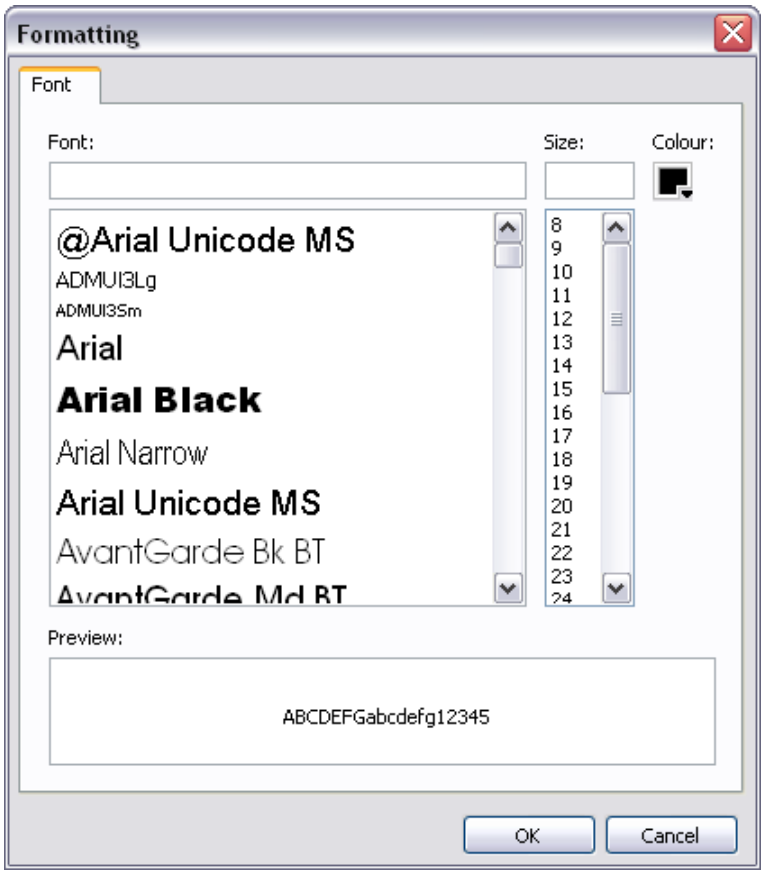

Figure 3-60: Formatting Dialog Box

4. The user can add a bullet by selecting the plus sign button  . Once selected, the *Bullet Properties* window will appear, as shown in Figure 3-61.

5. Enter the name of the bullet into the *Name* field and enter the vertical shift value into the *Vertical Shift* field. Press the OK button to create a bullet. The bullet will be displayed in the Page Contents field beside any text that is entered.

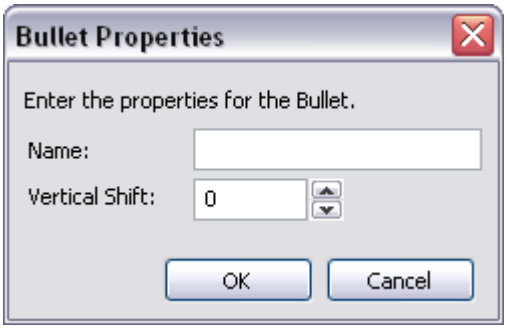

Figure 3-61: Bullet Properties

6. To edit the properties of the bullet, right click in the *Page Content* field and the menu shown in Figure 3-63 will appear. New bullets can be added and edited using this menu. The content

from the current page can be copied and pasted to another page using the copy and paste commands in this menu.

Figure 3-62: Right-Click Page Content Menu

7. To create a new page, right-click in the Pages field. A drop down will appear, as shown in Figure 3-63. Using this menu the user can insert a new page, append a page, delete a page, and move the selected pages left and right.

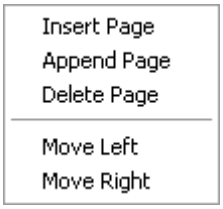

Figure 3-63: Right-Click Page Menu

8. Once all the appropriate information is entered into the different pages, press the Save button to save the Cg item. A *Save As* dialog box will appear prompting the user to fill in a data file name.

Please note that all pages created must contain at least one line of content. If a page does not contain content the user will be unable to save the cg item.

Creating a Data File Crawl:

1. If the user wishes to create a Crawl, they will select the *Crawl* item from the *Select Editor* window and press the OK button.

2. The *Crawl Editor* window will appear as shown in Figure 3-64. The CG Editor enables the user to enter text content and bullets into the main field.

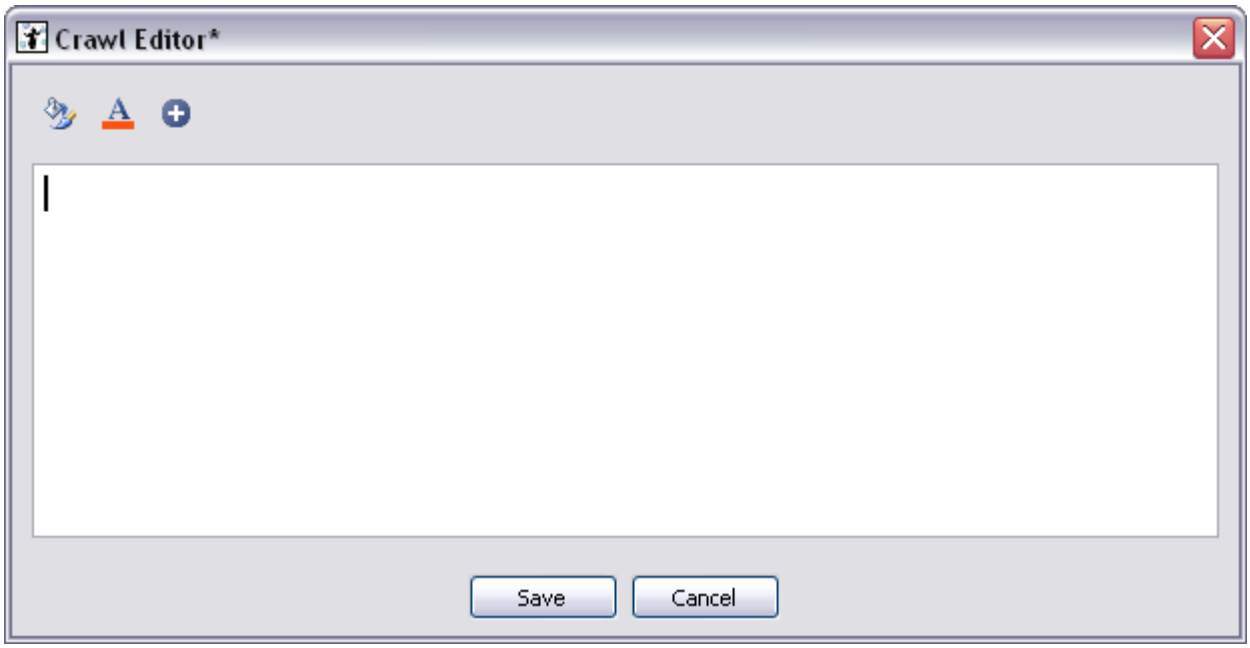

Figure 3-64: Crawl Editor

3. The user can add a bullet by selecting the plus sign button  . Once selected, the *Bullet Properties* window will appear as shown in Figure 3-67.

4. Enter the name of the bullet into the *Name* field and enter the vertical shift value into the *Vertical Shift* field. Press the **OK** button to create a bullet. The bullet will be displayed in the field beside any text that is entered.

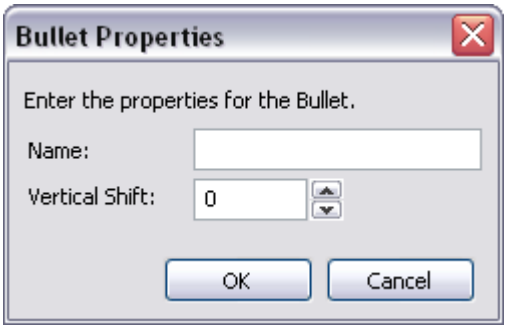

Figure 3-65: Bullet Properties

5. To edit the background colour of the crawl, select the *Set Background Colour* button  . A *Select Background Colour* dialog box will appear prompting the user to select the colour (see Figure 3-66)

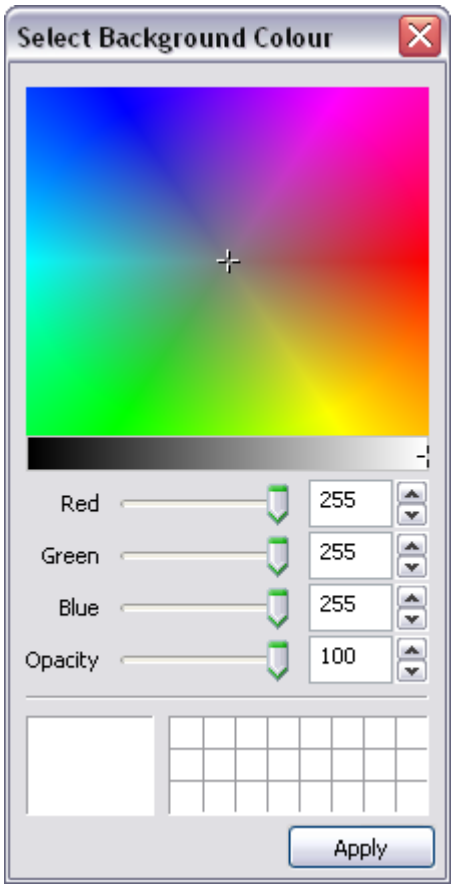

Figure 3-66: Select Background Colour

6. To change the font colour, select the *Set Text Colour* button A and a *Select Text Colour* dialog box, similar to the one shown in Figure 3-66 will appear. Select the desire font colour and press the *Apply* button.

7. Once all the appropriate information is entered into the field, press the **Save** button to save the Crawl item. A *Save As* dialog box will appear prompting the user to fill in a data file name.

Please note that the editor is unable to display the alpha component at this time. However, the colour information written into the file will contain this data.

3.3.3.1.2. Adding a New Playlist

To create a new playlist using OMM, select the *New Playlist…* item from the right-click media menu. The *Create Playlist* window will appear as shown in Figure 3-67. The playlist editor is used to create playlist scripts. This editor gives access to most of the playlist script features for cueing, bringing IN or OUT multiple media files, waiting for a time interval or LTC point. The playlist editor will control groups of media and list items that get accessed sequentially, which essentially controls how the logo will playout.

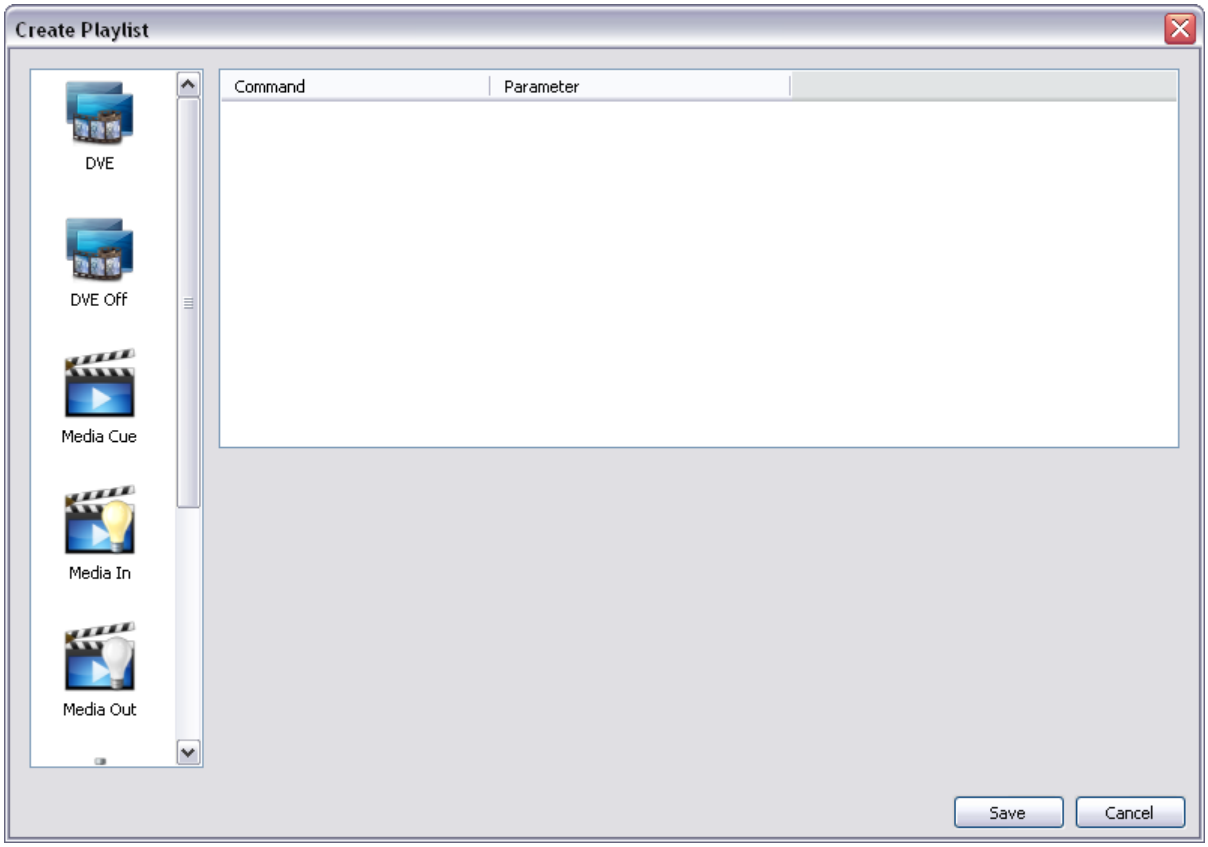

Figure 3-67: Create Playlist Window

The following is a list of commands that can be added to the playlist:

- **DVE:** The DVE feature is meant to be used with the QMG device. The user can select the DVE Layer (either A or B) and set the Move Number.

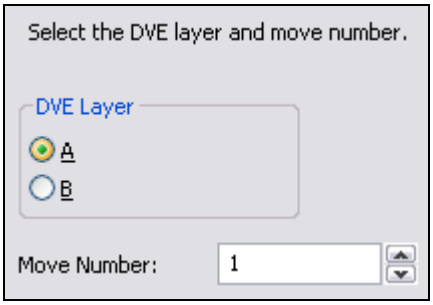

Figure 3-68: DVE Parameters

- **DVE Off:** The DVE Off feature enables the user to turn off one of the DVE layers (A or B).

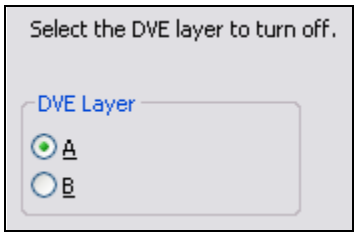

Figure 3-69: DVE Off Parameters

- **Media Cue:** The command enables the user to cue a media file on the selected device. This will load the selected media file into the device's memory cache and output on the preview output of the device.

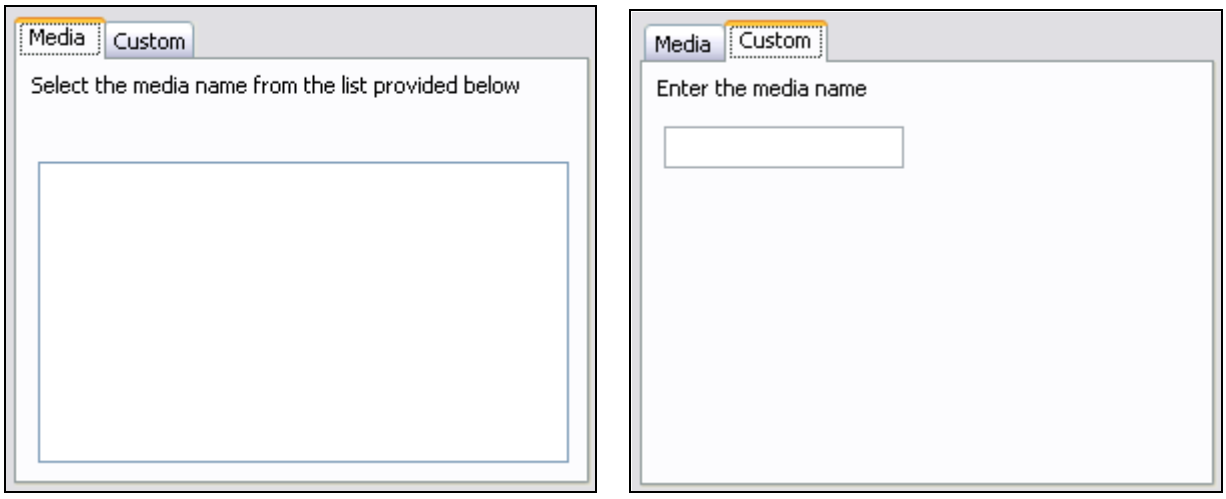

Figure 3-70: Media and Custom Tabs

- **Media In:** This command enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file, fade it into the video signal and display it on both preview and program outputs of the device.

- **Media Out:** This command enables the user to fade the selected media file out of the video signal.

- **Wait For:** This command enables the user to set the wait mode and wait value. The user can set the wait mode by selecting either *Fields, Frames* or *Seconds*. Once the wait mode is determined, enter in the wait value.

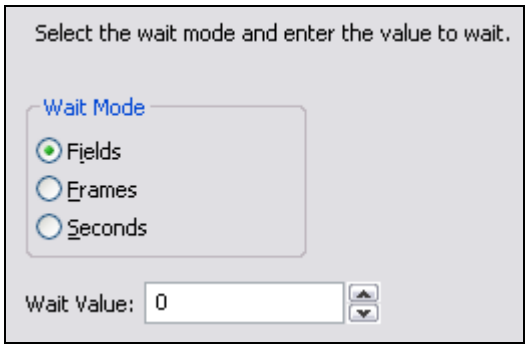

Figure 3-71: Wait For Parameters

- **Wait Out:** This command waits for the playlist to be taken out.
- **Wait Until Timecode:** This command enables the user to set the timecode value. The user can enter the hours, minutes, seconds, and frames for the timecode value.

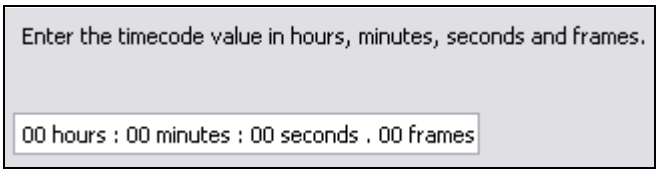

Figure 3-72: Wait Unit Timecode Parameters

3.3.3.2. Using the Folders Drop Down Menu

The *Folder* drop down menu enables the user to navigate through the files on the user's system. The *Folder* menu provides access to all of the drives on the users computer. Use the Plus (+) and Minus (-) buttons to navigate to the desired directory. The contents of the selected directory will be displayed in the *Media* pane, if media files do not exist in the selected directory then the *Media* pane will remain blank.

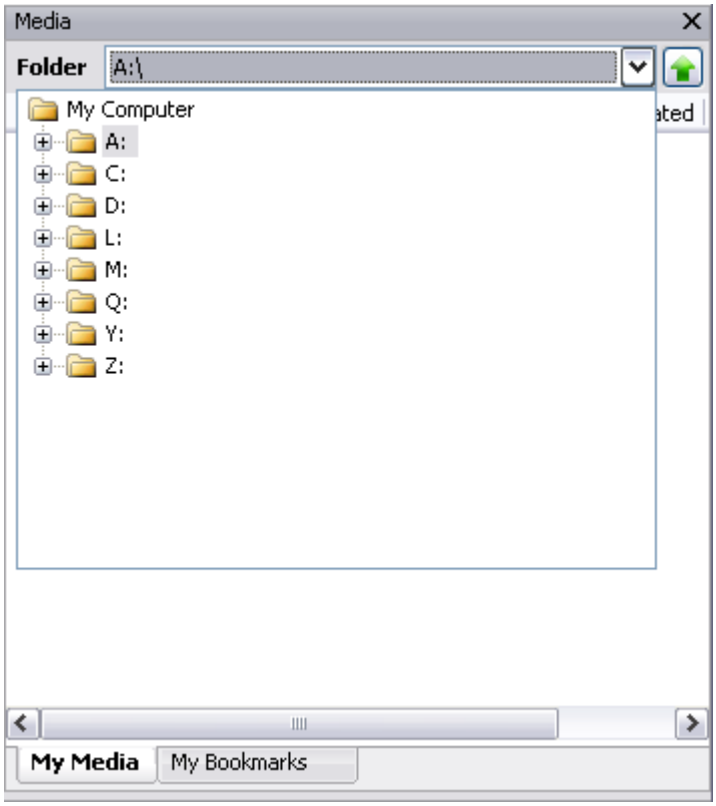

Figure 3-73: Folders Panel

To access the folders menu, right mouse click on a folder in the folders panel. The following menu will appear:

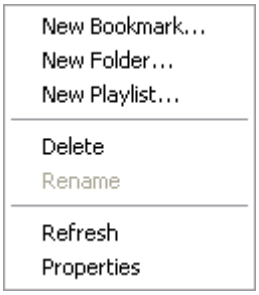

Figure 3-74: Folders Menu

- **New Bookmark…** enables the user to bookmark the selected file.
- **New Folder…** enables the user to create a new folder for bookmarks.
- **New Playlist…** enables the user to create a new playlist. See section 3.3.3.1.2.
- **Rename** enables the user to rename the selected folder.
- **Delete** enables the user to remove the selected folder.

- **Refresh** enables the user to refresh and retrieve the latest information for that folder.

- **Properties** enables the user to set the folder properties and the *watch* specifications. Selecting the properties option will open a *Folder Properties* dialog box, as shown in Figure 3-75. See section 3.3.3.2.1 for more information on the properties window.

3.3.3.2.1. Media Properties Window

Selecting the properties item from one of the drop down menus will provide the user with the following information.

The *General* tab enables the user to assign the selected folder a unique name to easily identify the contents of the folder (see Figure 3-75).

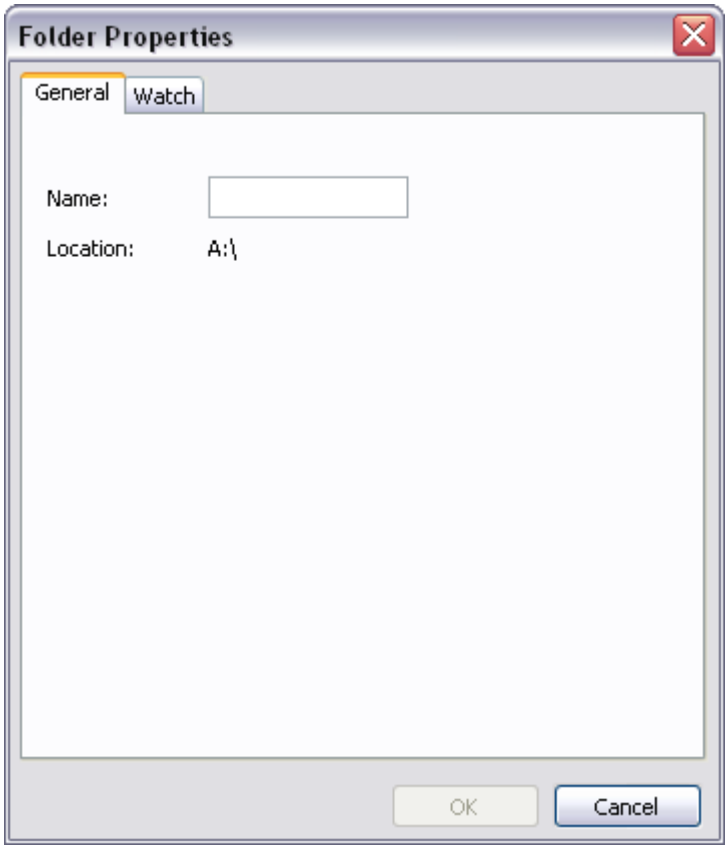

Figure 3-75: General Tab – Folder Properties

The *Watch* tab enables the user to set the *watch* properties for the folder.

To enable monitoring on a folder, place a check mark in the box beside “Watch This Folder” and select the device or device group to which the output files from the movie compilation process will be uploaded to. Refer to Figure 3-76.

Enabling monitoring forces Overture Media Manager to watch for changes in the selected directory. When Overture Media Manager detects a change it will automatically perform the action associated with the type of file that was found. When the action is complete it will upload

the final output to the specified device or device group. See section 3.3.3.2.2 for more information on enabling a *watch* action on a folder.

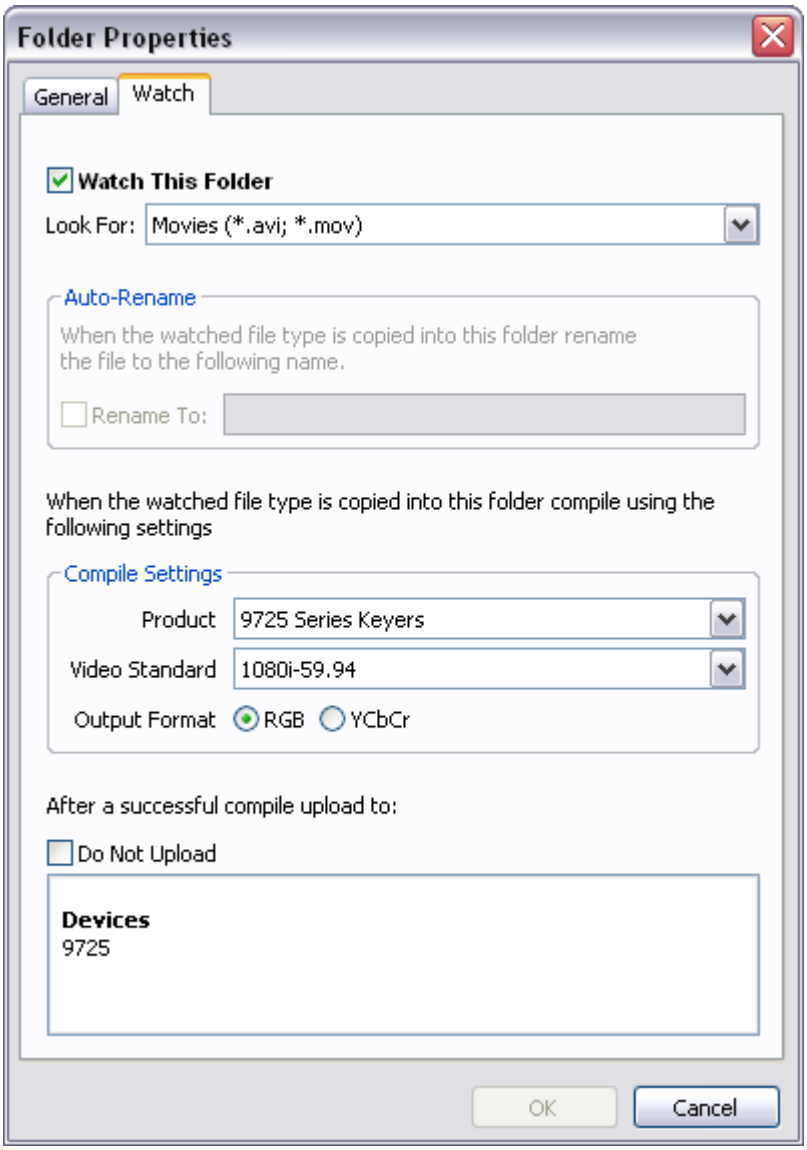

Figure 3-76: Watch Tab – Folder Properties

- **Look For:** The *Look For* drop down menu enables the user to select the file type that the folder is supposed to watch for. The drop down menu in Figure 3-77 provides a list of the available file types that can be watched.
    - **Movies** will be compiled into Evertz Logos.
    - **Images** will be compiled into Evertz Logos.
    - **Text Files** will be renamed (if option is set).
    - **CSV Files** will be used to construct any data files that use the found csv file as the data source.

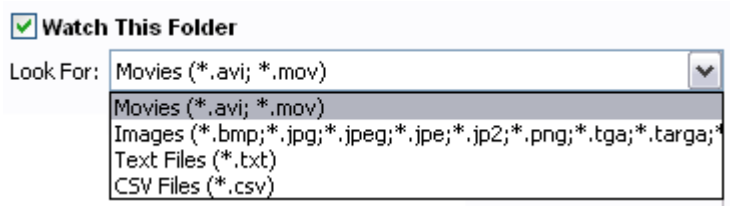

Figure 3-77: Look For Drop Down menu

- **Auto Rename:** The *auto-rename* function will only be available when the *Look For* drop down menu is set to look for text files (.txt). The *auto-rename* feature will be greyed out when any other file type is selected.

    - **Rename To:** When a check mark is placed beside the *Rename To* item, the user can enter a filename into this field. Using the Auto-rename feature enables the user to automatically rename a text file when it is placed in the selected folder. When the watched file type is copied into this folder, the file will be renamed using the name you entered in the *Rename To* field.

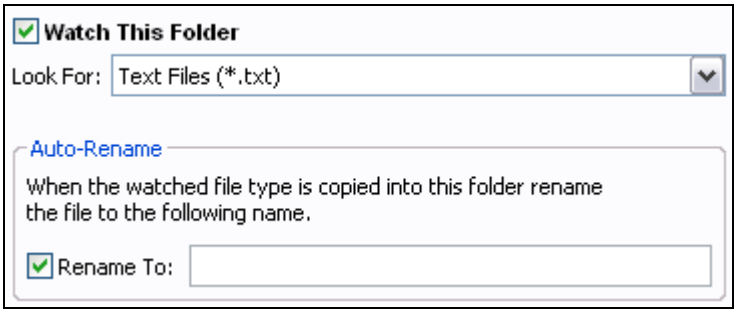

Figure 3-78: Auto-Rename Section

- **Compile Settings:** The *Compile Settings* function will only be available when the *Look For* drop down menu is set to look for Movie files or Image files. When the file types being watched are copied into this folder, the files will be compiled using the settings specified in this section.

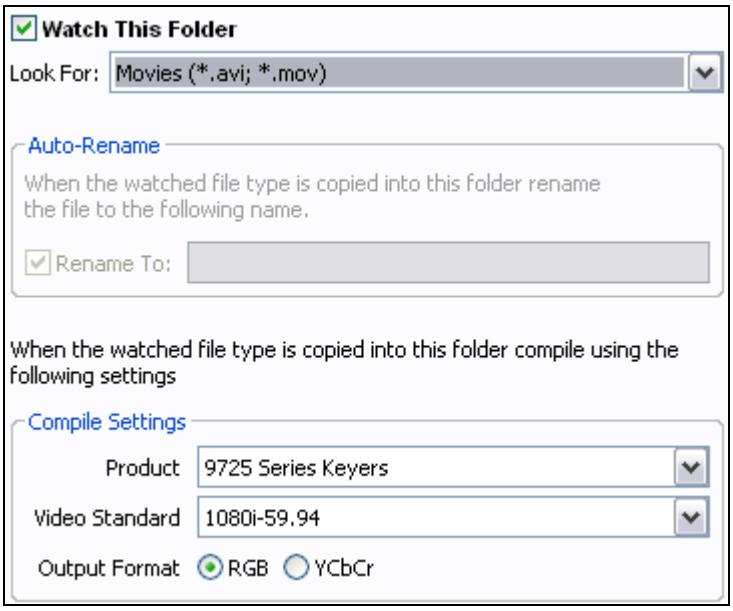

Figure 3-79: Compile Setting Section

- **Product:** Using the drop down menu select the appropriate product series that you are using. Figure 3-80 outlines the available product options.

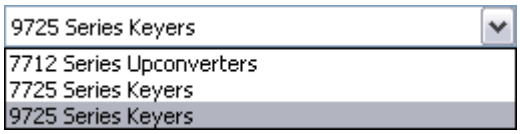

Figure 3-80: Product Selection

- **Video Standard:** Using the drop down menu select the desired video standard to be used when the files are compiled. Figure 3-81 provides a list of the available video standards.

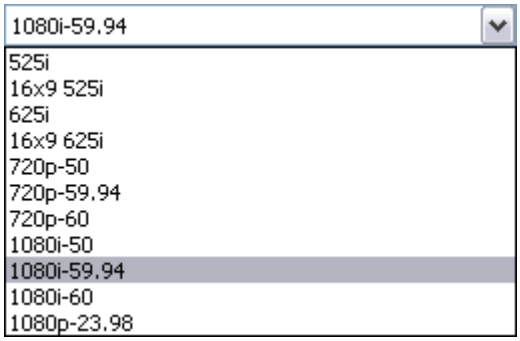

Figure 3-81: Video Standard Drop Down Menu

- **Output Format:** This feature enables the user to select whether the media will be output as RGB format or YCbCr format.

3.3.3.2.2. Enabling Monitoring

Overture Media Manager provides the user with the ability to **Enable Monitoring** via 'watch folders'. In each 'watch' folder the user can put xml files that tell the 'watch' folder how to compile the media in the selected folder.

1. When Overture Suite 2.3 is installed, the overture installer will include five xml files in the following directory `C:\Program Files\Evertz\Overture Suite\omm\watch templates`.
2. A user can simply copy all five of these files and paste them into a "watched" folder in their desired directory. (This will be the folder that the user selects in OMM to apply the "Enable Monitoring" function to.)
3. The user can then modify the files appropriately to automatically control how the media is compiled.

There are multiple files that can be placed in each 'watch' folder. The following default files can be used:

```
default.resource.xml
default.object.prop.video.xml
```

EXAMPLE #1
For example, a sample xml file (`default.resource.xml`) looks similar to the following:

```
<?xml version="1.0" encoding="utf-8"?>
<document xmlns:xi="http://www.w3.org/2001/XInclude">
  <profile>
    <segment frame="$begin" level="100%" repeat="1" />
    <segment frame="$end" level="100%" repeat="$hold" />
  </profile>
</document>
```

There can be multiple <segment ... /> lines within the <profile> block. Each statement tells Overture Media Manager how to encode the loop points for the media file that is being compiled. The above example creates 2 loop points.

First Segment: `<segment frame="$begin" level="100%" repeat="1" />`
The first segment creates an initial loop point, which sets the animation opacity to 100%.

Second Segment: `<segment frame="$end" level="100%" repeat="$hold" />`
The second segment keeps the animation opacity at 100% and tells OMM to repeat the animation until taken out.

EXAMPLE #2
For this example, assume that the animation is set to 100 frames.

```
<?xml version="1.0" encoding="utf-8"?>
<document xmlns:xi="http://www.w3.org/2001/XInclude">
  <profile>
    <segment frame="$begin" level="25%" repeat="1" />
    <segment frame="20" level="50%" repeat="1" />
    <segment frame="40" level="75%" repeat="4" />
    <segment frame="$end" level="100%" repeat="2" />
  </profile>
</document>
```

This example will create an animation with 4 loop points.

First Segment: `<segment frame="$begin" level="25%" repeat="1" />`
The first segment creates the initial loop point, which immediately sets the animation opacity to 25%.

Second Segment: `<segment frame="20" level="50%" repeat="1" />`
The second segment forces the second loop point to start where the first loop point left off at frame 1 and ends at frame 20. At the end of frame 20 the animation opacity will be at 50%.

Third Segment: `<segment frame="40" level="75%" repeat="4" />`
The third loop point starts where the second one left off (frame 21) and ends at frame 40. At the end of frame 40 the animation opacity will be at 75%. This loop point has a repeat of 4, therefore this animation segment will be repeated 4 times (it will play out frames 21 to 40 four times but the animation opacity will reach 75% after the first repeat and will stay at that opacity for the next 3 repeats).

Fourth Segment: `<segment frame="$end" level="100%" repeat="2" />`
The fourth loop point starts where the third one left off (frame 41) and ends at *$end* (*$end* indicates the length of the animation). *$end* could be replaced with 100 since our animation had 100 frames. This loop point has a repeat of 2, which repeats frames 41 to 100 two times.

The **frame=" "** attribute signifies the frame number. This attribute can have any number ranging from 0 to the animation length. The **$begin** and **$end** are special "tags" that OMM understands. For example, *$begin* actually indicates 0 (eg. frame="0" and frame="$begin" indicate the same value) and *$end* is the animation length, therefore in a 100 frame animation *$end* would indicate frame 100.

The **level=" "** attribute is the opacity level. This value can be 0 to 100 and is a percentage of the maximum opacity (100).

The **repeat=" "** attribute is the repeat count for the segment. It can have any number ranging from 0 to 32768. The **$hold** attribute is also a special "tag" that equates to 0 internally (which means repeat forever - or - until a command is issued to the keyer to take the logo out). Placing repeat="$hold" and repeat="0" indicates the same value internally.

The "default.resource.xml" file functionality is the same as if you opened Overture Media Designer and added a movie, right clicked on the movie object in the canvas, selected bullet management, clicked properties for the bullet and created loop points in the loop point editor. This file is simply the "backdoor" to the GUI functionality provided by Overture Media Designer.

3.3.3.3. My Bookmarks – Media Panel

The *My Bookmarks* tab lists all of the existing bookmarks and their location, as shown in Figure 3-82.

The user can link to a folder anywhere on their computer or network by creating a bookmark. Once a bookmark is created, the user can double click on the bookmark in the *My Bookmarks* tab and the folder and all its contents will be displayed in the *My Media* tab.

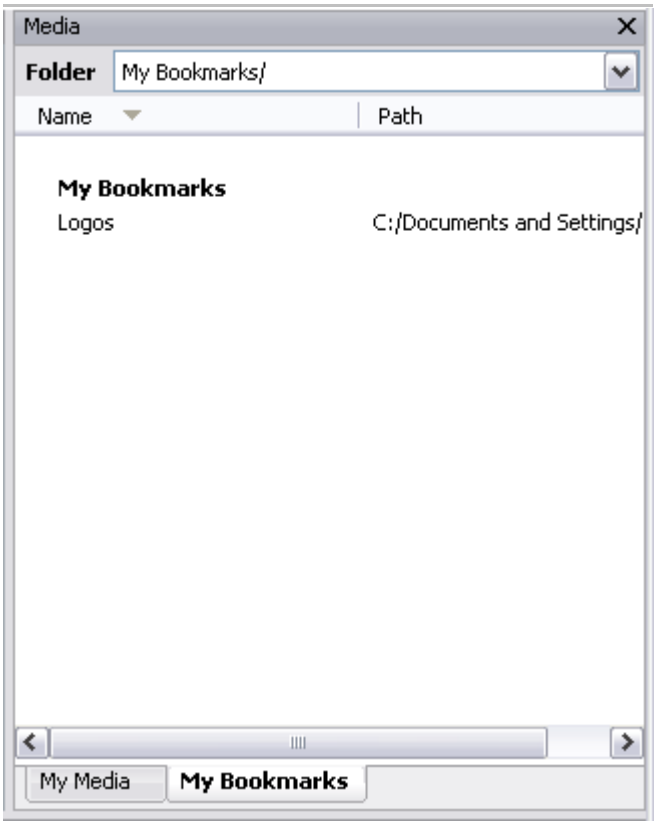

Figure 3-82: My Bookmarks – Media Pane

3.3.3.4. My Bookmarks Drop Down Menu

The My Bookmarks drop down menu enables the user to manage the bookmarks. The user must right-click in the *My Bookmarks* pane to access the drop down menu, as shown in Figure 3-83.

Figure 3-83: My Bookmarks Drop Down Menu

- **New Bookmark…:** This option enables the user to create a new bookmark. Upon selecting this option, the user will be presented with a *Create Bookmark* dialog box, as shown in Figure 3-84. In order to create a new bookmark, the user will be required to enter a unique name to identify the bookmark, select it's path by clicking the **Browse** button and then navigate to the appropriate location. Once the bookmark is created it will be displayed under the *My Bookmark* tab of the *Media* pane.

Figure 3-84: Create Bookmark

- **New Folder…:** This option enables the user to create a new folder. Upon selecting this option, the user will be presented with a *Create Bookmark Folder* dialog box, as shown in Figure 3-85. The user will be prompted to enter a unique folder name and folder description, if desired. Once the folder has been assigned, select the *OK* button.

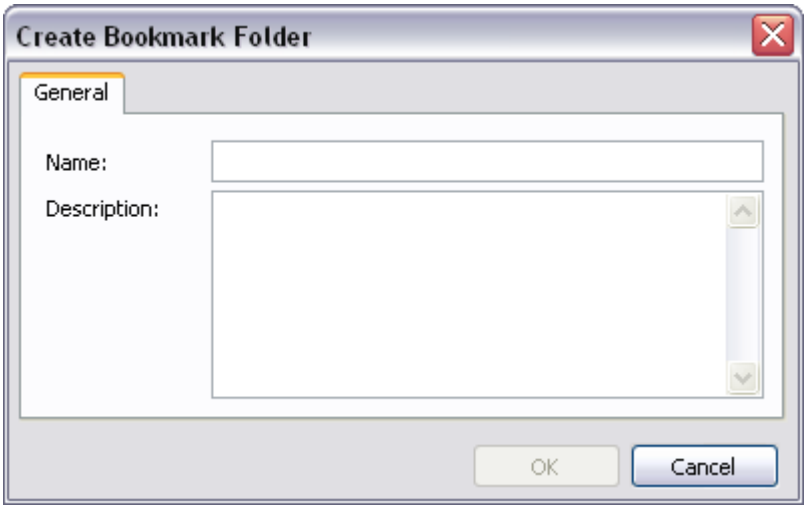

Figure 3-85: Create Bookmark Folder Dialog Box

3.3.3.5. Transferring Media

The user can transfer media to the device (remote media pane) using the right click *Media* pane menu and selecting the *Upload* menu option, or the user can simply select the media item from the *Media* pane and drag it into the *Remote Media* pane window. Doing this will transfer the selected file(s) to the device.

If the file being transferred already exists on the device, a *Confirm Media Replacement* window will appear, as shown in Figure 3-86. This dialog box prompts the user to confirm that they are replacing the selected media. To replace the media, ensure a check mark is placed beside the media item and press the *Replace* button. If you do not wish to replace a media file, uncheck the box beside the media.

If items are being replaced on multiple devices, the user can approve each media replacement individually by selecting the *Next* and *Previous* buttons. The device to which the media is being replaced will be listed under the *Hardware* heading, as shown in Figure 3-86. To replace all selected media, ensure the *Replace Everything* box has a checkmark beside it.

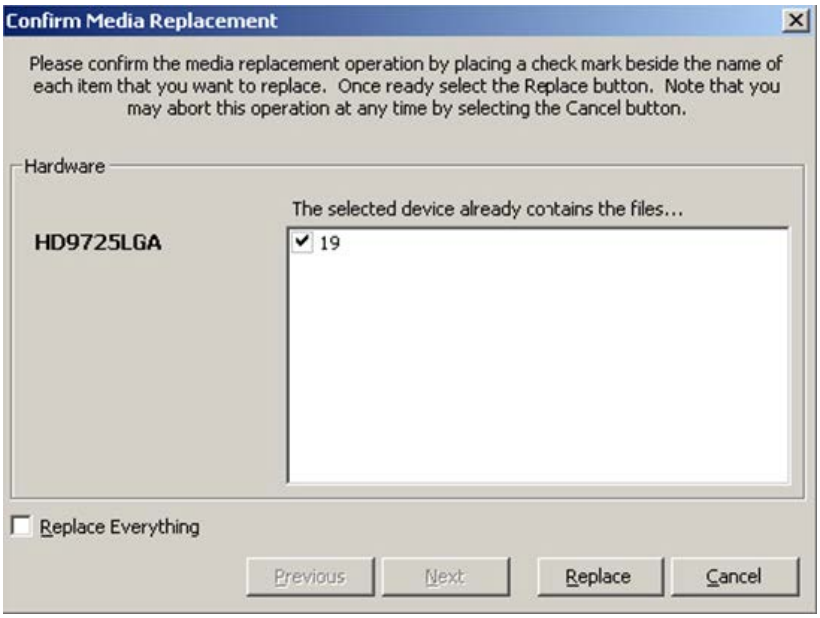

Figure 3-86: Confirm Media Replacement

3.3.4. Using the Status Window

3.3.4.1. Transfer Queue Tab

The *Status Window* panel displays the actions currently being performed by the device. Figure 3-87 displays the *Status Window* panel.

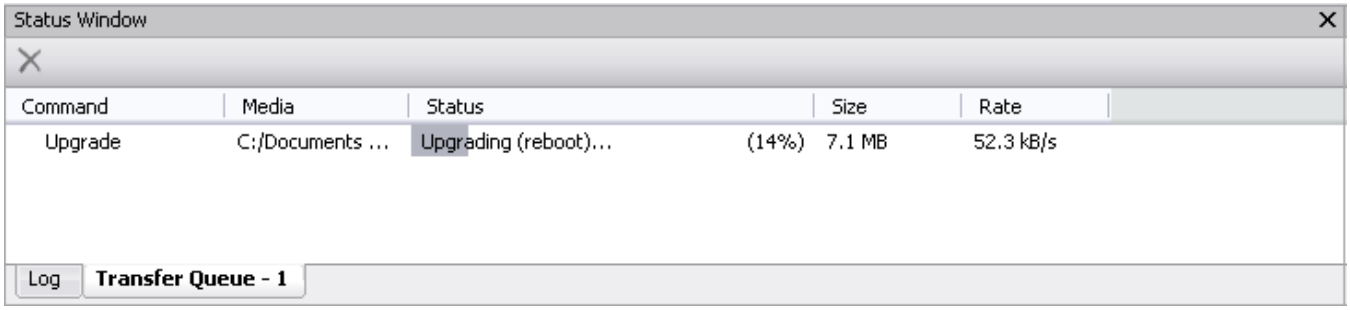

Figure 3-87: Status Window – Transfer Queue Tab

The actions displayed in the Network Activity panel includes:

- **Command:** States the action requested.
- **Media:** Indicates the filename of the media.
- **Status:** Indicates the current state of the transfer and the percentage of its completion.
- **Size:** Indicates the size of the file being transferred.
- **Rate:** Indicates the rate at which the transfer is occurring.

To access the *Status Window* menu, right mouse click the job in the *Transfer Queue* Panel. The following menu will appear which enables the user to manage the job.

Figure 3-88: Active Jobs Menu

- **Cancel** enables the user to cancel the action.

3.3.4.2. Log Tab

The *Log* tab enables the user to log the actions that occur in regards to the watch service. To clear the log file, select the *Clear Log* option from the *View* menu.

Figure 3-89: Status Window – Log Tab

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4. OVERTURE MEDIA DESIGNER

4.1. GETTING STARTED

To launch the Overture Media Designer application, double click on the **Overture Media Designer** icon on your desktop, or go to **Start > All Programs > Overture Suite** then select the **Overture Media Designer** option. The Overture Media Designer application enables the user to create and insert a variety of media components, which will be uploaded to the user's device using the Overture Media Manager. The Media Designer allows the user to import and manipulate the properties of various media files, such as .tiff, .tga, .bmp, .mov, .avi, etc. The Design Canvas screen enables the user to place the logo or text title (i.e. a crawl) in the desired location on the screen based on the video standard. When Overture Media Designer is launched the user will be presented with the Media Designer screen, as shown in Figure 4-1.

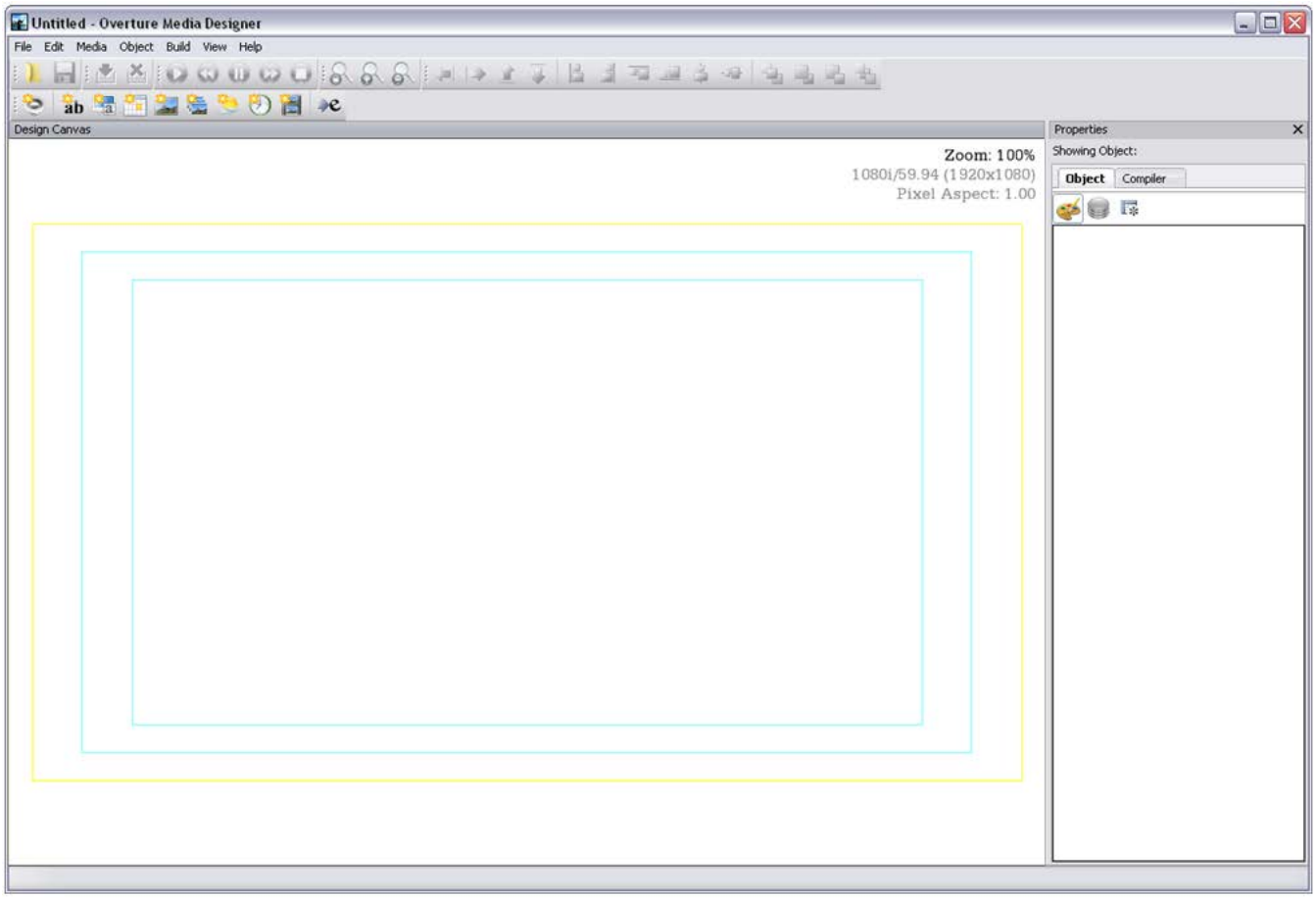

Figure 4-1: Design Canvas Screen

4.2. OVERTURE MEDIA DESIGNER TOOLBAR AND MENUS

This section describes how the toolbar and menus are used in the Overture Media Designer. The toolbar and drop down menu functions are described in sections 4.2.1 to 4.2.8.

4.2.1. Main Toolbar

The Overture Media Designer main toolbar (shown in Figure 4-2) provides the following file management and object modification options.

Figure 4-2: Main Toolbar

Open Project: This button enables the user to open a previously saved Overture Project file (.prj). Click on the **Open Project** button to open the Load Project window. The user will be prompted to select the desired file from the appropriate directory.

Save Project: This button saves the media elements as an Overture Project file.

Build Project: This button enables the user to assemble the project's contents into the appropriate files. See section 4.2.6 for more information.

Cancel Build: This button enables the user to cancel and exit the compile process.

Play: This button enables the user to preview the animated object by playing it on the design canvas.

Step Back: This button enables the user to move the play mode back in one frame increments.

Pause: This button enables the user to pause the playback mode on the current frame.

Step Next: This button enables the user to move the play mode forward in one frame increments.

Stop: This button enables the user to stop the playback mode of the selected object.

Zoom to 100%: This button enables the user to set the design canvas view to 100% (or full size for the particular video standard).

Zoom In: This button enables the user to zoom in on the design canvas (up to 200%).

Zoom Out: This button enables the user to zoom out from the design canvas (up to 25%).

Move Left: This button horizontally moves the selected object to the left.

Move Right: This button horizontally moves the selected object to the right.

Move Up: This button vertically moves the selected object up.


Move Down: This button vertically moves the selected object down.


Align Left: This button enables the user to align all selected objects along the leftmost vertical axis. This button is only accessible when multiple objects are selected.


Align Right: This button enables the user to align all selected objects along the rightmost vertical axis. This button is only accessible when multiple objects are selected.


Align Top: This button enables the user to align all selected objects along the top horizontal axis. This button is only accessible when multiple objects are selected.


Align Bottom: This button enables the user to align all selected objects along the bottom horizontal axis. This button is only accessible when multiple objects are selected.


Align Centers Horizontally: This button enables the user to center all selected objects along the horizontal axis. This button is only accessible when multiple objects are selected.


Align Centers Vertically: This button enables the user to center all selected objects along the vertical axis.


Bring to Top: This button enables the user to bring the selected object to the top of the object stack.


Move Up: This button enables the user to bring an object one step closer to the front.


Move Down: This button enables the user to send an object one step closer to the back.


Send to Bottom: This button enables the user to send the selected object to the bottom of the object stack.


Add Audio: This button enables the user to add an audio file (.wav).


Add Crawl: This button enables the user to add a horizontal crawl object. See section 4.3.


Add CG Item: This button enables the user to add a CG Item object. See section 4.4.


Add Date: This button enables the user to add a date object. See section 4.5.


Add Image: This button enables the user to insert a fill graphic (ex. .tiff, .tga, .jpg, etc). See section 4.6.


Add Image Sequence: This button enables the user to insert a series of images.


Add Temperature: This button enables the user to add a temperature object. See section 4.7.


Add Time: This button enables the user to add a digital or analog time object. See section 4.8.


Add Video: This button enables the user to add a QuickTime movie file (.mov) or Windows movie file (.avi). See section 4.9.


Import Logo: This button enables the user to add a logo object.

4.2.2. File Menu

The File drop down menu provides the following options as shown in Figure 4-3.

Figure 4-3: File Menu

- **New Project…** opens a new design canvas and enables the user to create a new Overture Project file (.prj).
- **Open Project…** will enable the user to open a previously saved Overture Project file (.prj).
- **Close Project** enables the user to exit the existing project and close the current Design Canvas. The user should use caution when selecting this button. A dialog box will appear to prompt the user to save any changes. Any changes that have not been saved at this point **WILL BE LOST**. Always save the project file before exiting.
- **Import Existing Logo…** enables the user to import an existing logo (.evl file) onto the design canvas.
- **Import Project…** enables the user to import a previously created Overture project (.prj file)
- **Save Project** saves the media elements as an Overture Project file (.prj).
- **Save Project As…** enables the user to save the media elements as an Overture Project file (.prj) under a unique file name.
- **Exit** enables the user to close and exit the Overture Media Designer application.

4.2.3. Edit Menu

The Edit drop down menu provides the options shown in Figure 4-4:

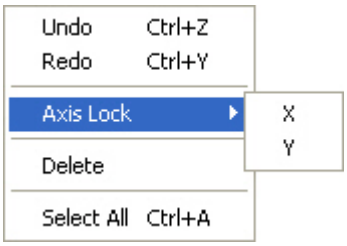

Figure 4-4: Edit Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Axis Lock** enables the user to lock the desired axis so that the objects will move in a straight line horizontally or vertically.
    - **X** enables the user to lock the x-axis so that objects can only be moved vertically on the design canvas.
    - **Y** enables the user to lock the y-axis so that object can only be moved horizontally on the design canvas.
- **Delete** enables the user to remove the selected object from the design canvas.
- **Select All** enables the user to select all of the objects located on the design canvas.

4.2.4. Media Menu

The Media drop down menu provides the options shown in Figure 4-5:

Figure 4-5: Control Menu

- **Play** enables the user to play the selected media on the design canvas. Note that in order to play the object, the selected media must be an animated image or movie.
- **Pause** enables the user to pause the playback mode on the existing frame. Note that in order to play the object, the selected media must be an animated image or video clip.

- **Step Into** enters playback mode and enables the user to step through each individual frame. To enter this mode, select an animated object (ie. Movie, Animation or Logo) and select the **Step Into** option. Using **Step Next** and **Step Previous** allows the user to skip frame-by-frame through the selected object.

  The user must use the *stop*  icon on the toolbar or the *stop* option from the Media drop down menu, in order to exit *Step Into* mode. Please note that modifications to other objects cannot be made until the *Step Into* mode is exited.

- **Step Next** enables the user to toggle through each individual frame of an object. Select *Media>Step Next* to advance to the next frame in the sequence. If the **console** is turned on, the **playback** settings will be displayed in the bottom left hand corner of the design canvas.

- **Step Previous** enables the user to toggle through each individual frame of an object. Select *Media>Step Previous* to return to the previous frame in the sequence. If the **console** is turned on, the **playback** settings will be displayed in the bottom left hand corner of the design canvas.

- **Stop** enables the user to stop the play sequence of the media on the design canvas. Note that in order to use the stop function, the selected media must be an animated image or video clip. Please note that modifications to other objects cannot be made during playback, therefore, the user must select the *stop* option before making any changes to objects.

4.2.5. Object Menu

The *Object* drop down menu provides the options shown in Figure 4-6.

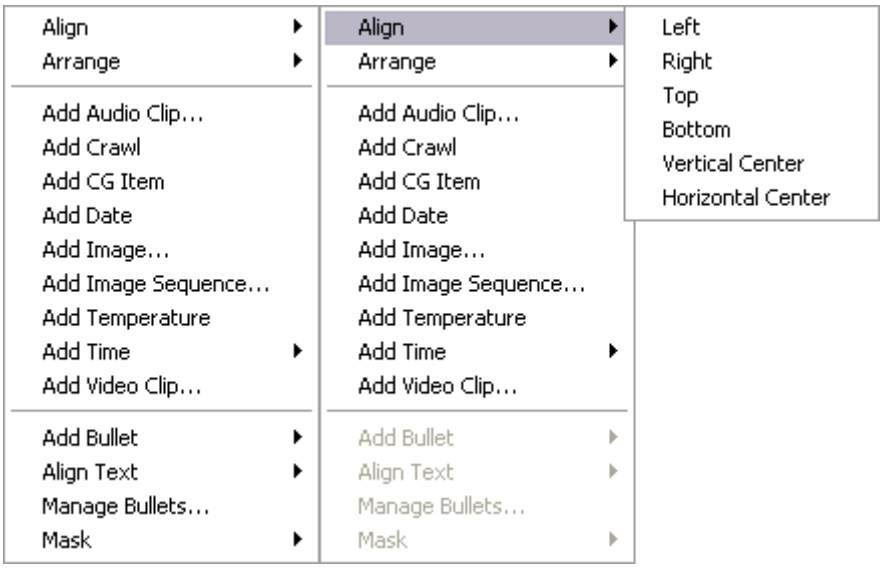

Figure 4-6: Object Menu

The **Align** menu item enables the user to adjust the positioning of the objects relative to each other. Select two or more objects by holding down the ctrl key and clicking on the desired objects on the design canvas. Please note that all of the selected objects will align according to the position of the last object selected. A yellow square around each object will indicate that these objects are selected.

Select one of the following options to position the objects:

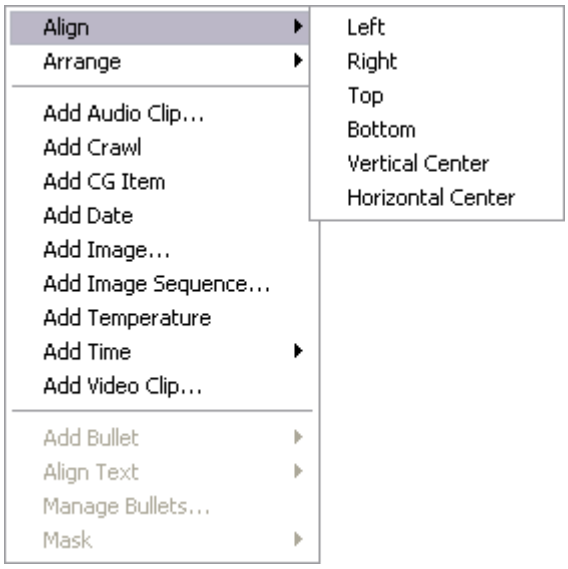

Figure 4-7: Align Sub-menu

- **Left** enables the user to align all selected objects along the left vertical axis.
- **Right** enables the user to align all selected objects along the right vertical axis.
- **Top** enables the user to align all selected objects along the top horizontal axis.
- **Bottom** enables the user to align all selected objects along the bottom horizontal axis.
- **Vertical Center** enables the user to center all selected objects along the vertical axis.
- **Horizontal Center** enables the user to center all selected objects along the horizontal axis.

The **Arrange** menu item enables the user to adjust the layer position of the selected media. Select the **Arrange** option and then click on one of the arrange menu items in the pop up menu.

The following **Arrange** options are available:

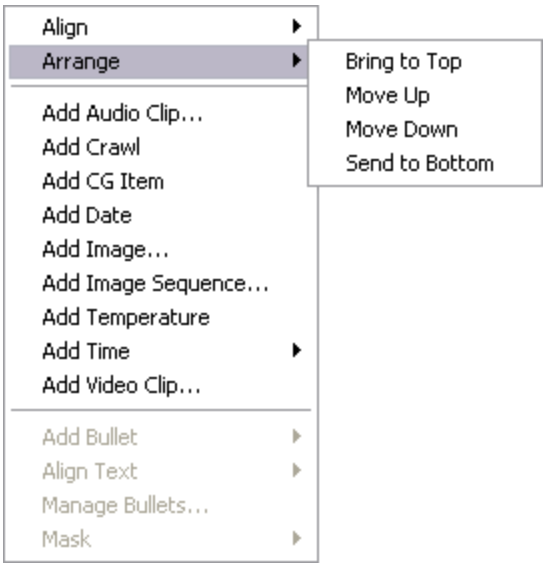

Figure 4-8: Arrange Sub-Menu

- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.

The following *Object* options are used to insert various forms of media:

- **Add Audio Clip…** enables the user to add an audio file (.wav).
- **Add Crawl** enables the user to add a horizontal crawl object. See section 4.3.
- **Add CG Item** enables the user to add a CG Item object. See section 4.4.
- **Add Date** enables the user to add a date object. See section 4.5.
- **Add Image…** enables the user to insert a fill graphic (ex. .tiff, .tga, .jpg, etc). See section 4.6.
- **Add Logo…** enables the user to add a logo object.
- **Add Temperature** enables the user to add a temperature object. See section 4.7.
- **Add Time…** enables the user to add a digital or analog time object. See section 4.8.
- **Add Video Clip…** enables the user to add a QuickTime movie file (.mov) or Windows movie file (.avi). See section 4.9.

- **Add Bullet** enables the user to insert a bullet into a crawl. The crawl object must be selected on the canvas in order for this option to be accessible.

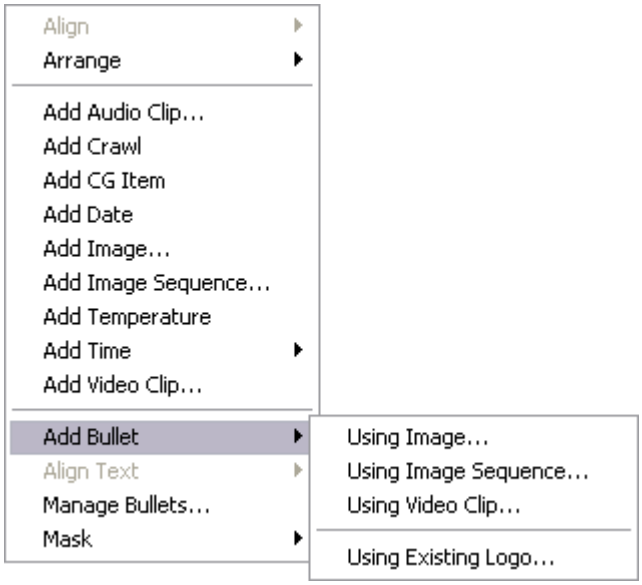

Figure 4-9: Add Bullet… Menu

  - **Using Image…** enables the user to insert a scaled source graphic to fit into a crawl. See section 4.3.6.1 for more information.

  - **Using Image Sequence…** enables the user to insert a scaled sequence of images to fit into a crawl. See section 4.3.6.2 for more information.

  - **Using Video Clip…** enables the user to insert a scaled movie to fit into a crawl. See section 4.3.6.3 for more information.

  - **Using Existing Logo** enables the user to insert a scaled logo to fit into a crawl. See section 4.3.6.4 for more information.

- **Align Text** enables the user to align the text of an object with multiple lines of text. For example, the user could align multiple lines of text in a CG Item. The Align Text options are Left, Center and Right as shown in Figure 4-10.

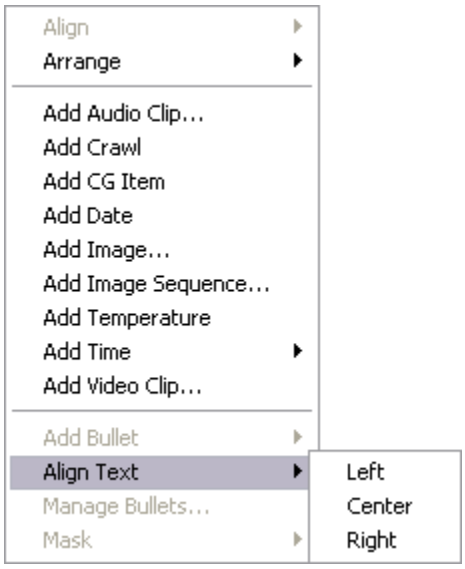

Figure 4-10: Align Text Menu

- **Manage Bullets…** enables the user to manage the bullets in the crawl. Once inserted, use the **Manage Bullets…** option to remove the bullet from the crawl, or modify the playback sequence of the crawl by adjusting the bullet settings in the timeline. See section 4.3.7.

- **Mask** enables the user to manage the mask settings. The crawl object must be selected on the design canvas in order for this option to be accessible.

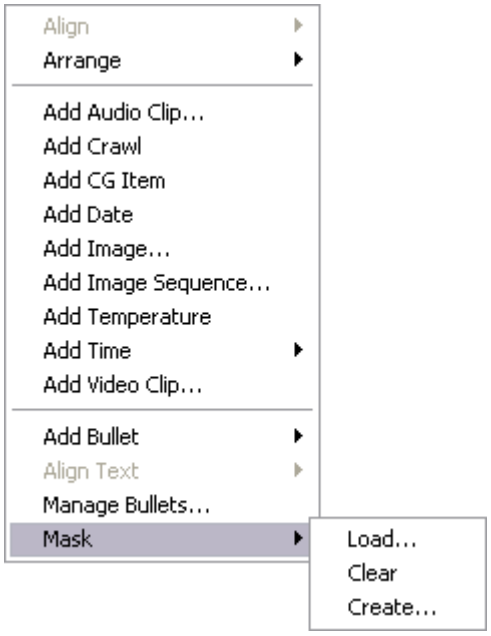

Figure 4-11: Mask Menu

The following options are available in the *Mask* menu.

- **Load…** enables the user to specify an external image that will shape the appearance of the crawl (known as alpha mask or visibility mask). Standard images are supported where a valid mask consists of values from 0 to 255. A value of 255 will be fully opaque, while values that approach 0 become more transparent. A value of 0 represents complete transparency.

  Text can be anchored to the top, center or bottom of the crawl window. The following information is pertinent when applying crawl masks:

  - Suggested mode of operation is to use full screen masks since Overture will auto-place and auto-size the crawls to match the active pixel area of the mask, making manual control unnecessary.
  - Full-width (but not full-height) masks will have Overture auto-place the crawl's X-position as per the mask's active pixels, while the Y-position will be left unchanged.
  - Similarly, full-height (but not full width) masks, will cause Overture to auto-place the crawl's Y-position as per the mask's active pixels, and leave the X-position unchanged.
  - For masks which are neither full-width nor full-height, Overture will leave the position of the crawl unchanged.
  - For all masks, Overture will auto-size the crawl to fit the active pixels of the mask.
  - The position of the crawl may be changed after the mask is applied. The dimensions of the crawl may also be changed as long as they do not exceed the active pixel boundaries of the mask.
  - The start position (top left corner) of the mask is always anchored to the start position of the crawl. In other words, the crawl position cannot be changed with respect to its mask.

- **Clear** enables the user to remove any applied alpha masks on the crawl.

- **Create** enables the user to create a crawl mask using either the *Pixel Amount* or the *Percentage*, as shown in Figure 4-12.

  - **Pixel Amount:** This setting enables the user to adjust the transparency of the crawl on the left and right edges of the object based on pixel amount. For example, if the width of the crawl is 1000 pixels and the user enters the value of 30 in the pixel amount field, then the crawl will have a gradual fade in from pixel 1 at 0% to pixel 30 at 100%. Pixels 31 to 969 will be 100% opacity. On the right side of the crawl, pixel 970 will be 100% opacity and will gradually fade out to 0% opacity at pixel 1000.

  - **Percentage:** This setting enables the user to adjust the transparency of the crawl on the left and right edges of the object based on percentage. For example, if the width of the crawl is 1000 pixels and the user enters a value 2% into the percentage field, then the crawl will have a gradual fade at either side of the crawl based on the percentage. In this particular example, 2% of 1000 pixels would be 20 pixels, therefore the opacity would be 0% at pixel 1 and gradually build up to 100% at pixel 20. Pixels 21 to 979 will be 100% opacity. On the right side of the crawl, pixel 980 will be 100% opacity and gradually fade out to 0% at pixel 1000.

When defining the percentage for the ramp, Overture Media Designer will only search for a file in .png format, as OMD creates this file and will only search the library for items in this format. If the user wishes to use a .tiff file or other formats, then the *load mask* option must be used instead, as the *load mask* will allow the user to import rather than create the file.

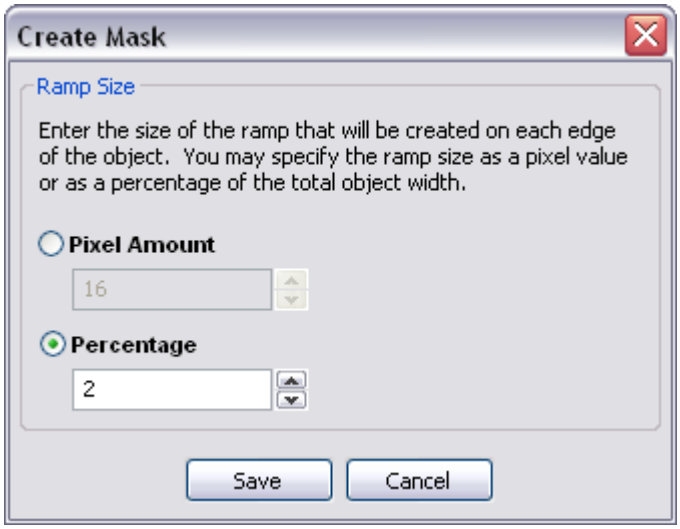

Figure 4-12: Create Mask

4.2.6. Build Menu

The *Build* drop down menu provides the options shown in Figure 4-13:

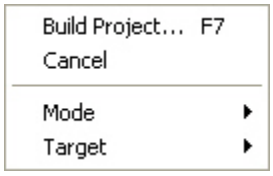

Figure 4-13: Build Menu

- **Build Project…** enables the user to assemble the project's contents into the appropriate files. By selecting **Build Project…** from the build menu, a playlist file (.ekp) and individual object files (ie. crawl, logo, movie, image, etc) will be created for each object that was inserted into the project.

  For example, if the user created a new project and inserted a crawl, a CG Item and a logo onto the design canvas, they would have a total of three objects. Before performing a compile, ensure the project is saved as an Overture project (.prj) file. Once saved, select the *Build Project…* item and Overture will assemble all the necessary files needed to load the contents onto the Keyer. For this particular project, the compile function would create four separate files: a playlist file (.ekp), and three .evl files with no extensions (one file for the crawl, one file for the CG Item and one file for the logo). These files can be loaded individually or as a whole onto the keyer depending on the desired effect.

If the user wants to run the .ekp file on the device, they must load the .ekp and all associated .evl files onto the device from the Overture Media Manager. Running the playlist file (.ekp) enables the user to load all the items at once, as they were created in Overture Media Designer. This enables the user to cue or fade all of the files as a whole, rather than individually loading each file. If the user only wants to fade or cue one of the .evl files created when the playlist was compiled, then they are only required to load the desired .evl file onto the device.

A playlist allows the user to combine a number of media elements into one file. The playlist can contain up to 8 media elements.

Creating a playlist enables the user to set different fade actions for each of the elements. Each element could have a quick out while another element could fade out at 600 frames. If the user wishes to take different elements off air at different times, then the user could set hold points for each element. The hold parameter applies to static logos and not animations.

- **Cancel** enables the user to cancel and exit the compiling process.

- **Mode** enables the user to select the encode mode that will be used to compile the project.

    - **RGB** enables the user to encode the file format in RGB mode. Encoding in RGB allows for a better ratio of source to final output, uses less pixels, and produces a smaller file size.

    - **YCbCr** enables the user to encode the file format in YCbCr mode. YcbCr mode is the most common encode mode.

- **Target** enables the user to select the appropriate target device series to which the media will be transferred. Figure 4-14 displays the target menu options.

  For example, if the device connected to your system is a HD9725LG unit, then you would select the 9700 Series Keyers option as your target.

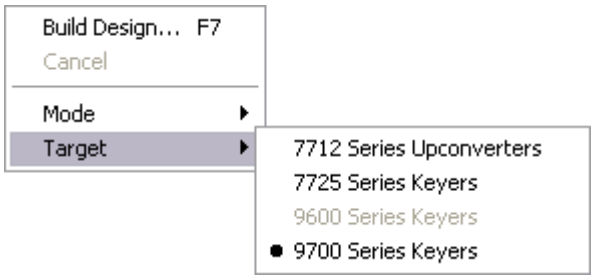

Figure 4-14: Target Menu

4.2.7. View Menu

The *View* drop down menu provides the following options as shown in Figure 4-15.

Figure 4-15: View Menu

- **Video Standard** enables the user to set the video standard. Figure 4-16 displays the available video standard options:

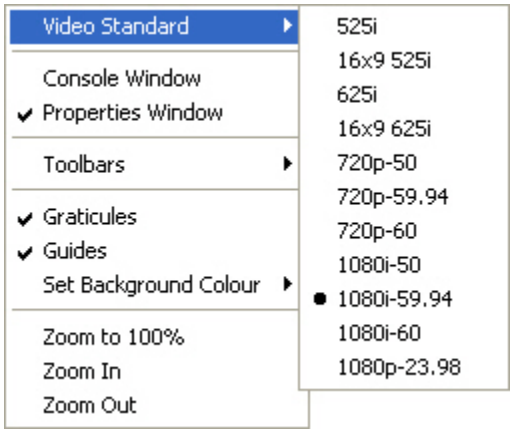

Figure 4-16: Video Standard Sub-Menu

- **Console Window** displays the video specifics on the design canvas. Placing a check mark beside the console option will display the zoom percentage, video standard and pixel aspect in the upper right hand corner of the design canvas.

- **Properties Window** displays the properties of the objects imported onto the design canvas. Placing a check mark beside the *Properties Window* option will display the properties side bar. If the check mark is removed from beside the *Properties Window* option, the properties window will not be displayed.

- **Toolbars** option enables the user to display or hide a specific toolbar in the application. When a check mark is placed beside the appropriate toolbar name, the corresponding toolbar will be displayed in the window view.

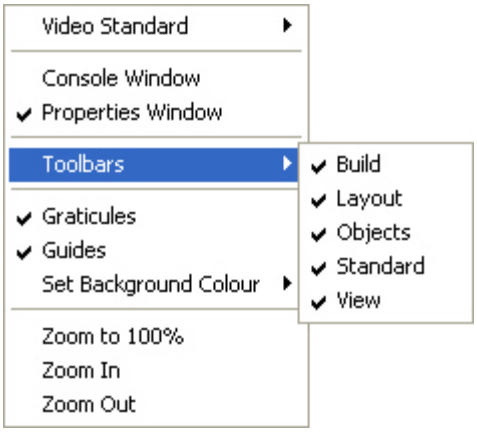

Figure 4-17: Toolbar Sub-Menu

- **Graticules** enable the user to display the graticules, which define safe areas for the particular video standard. A check mark beside the Graticules option will display the graticules on the design canvas. If there is no check mark beside the Graticules option in the menu, then the graticules will not appear on the design canvas. Refer to Figure 4-22.

- **Guides** enable the user to easily position objects on the design canvas. When a check mark is placed beside the **guides** menu item, horizontal and vertical lines will be displayed at the corners of the each selected object. These guidelines will help the user to position the object relative to the graticules and other objects on the design canvas.

- **Set Background Colour** enables the user to change the background colour of the design canvas. Figure 4-18 displays the available options in the *set background colour* sub-menu. Select *black* or *white* from the menu, or click on the *custom…* option to apply a specific background colour.

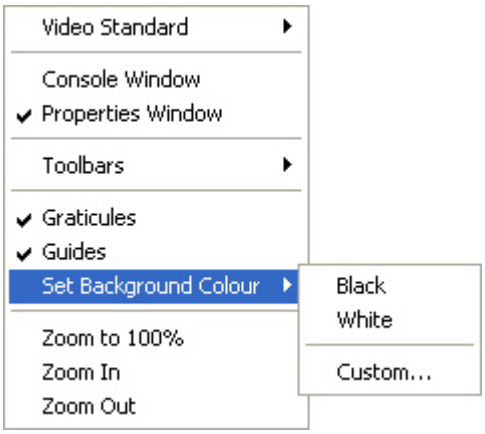

Figure 4-18: Background Colour Sub-Menu

- **Zoom to 100%** enables the user to set the design canvas view to 100% (or full size for the particular video standard).
- **Zoom In** enables the user to zoom in on the design canvas (up to 200%).
- **Zoom Out** enables the user to zoom out from the design canvas (up to 25%).

4.2.8. Help Menu

The *Help* drop down menu provides the following options shown in Figure 4-19.

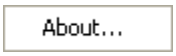

Figure 4-19: Help Menu

- **About…** enables the user to view the Overture Media Designer version number. When the **About** option is selected the *About* screen will be displayed as shown in Figure 4-20.

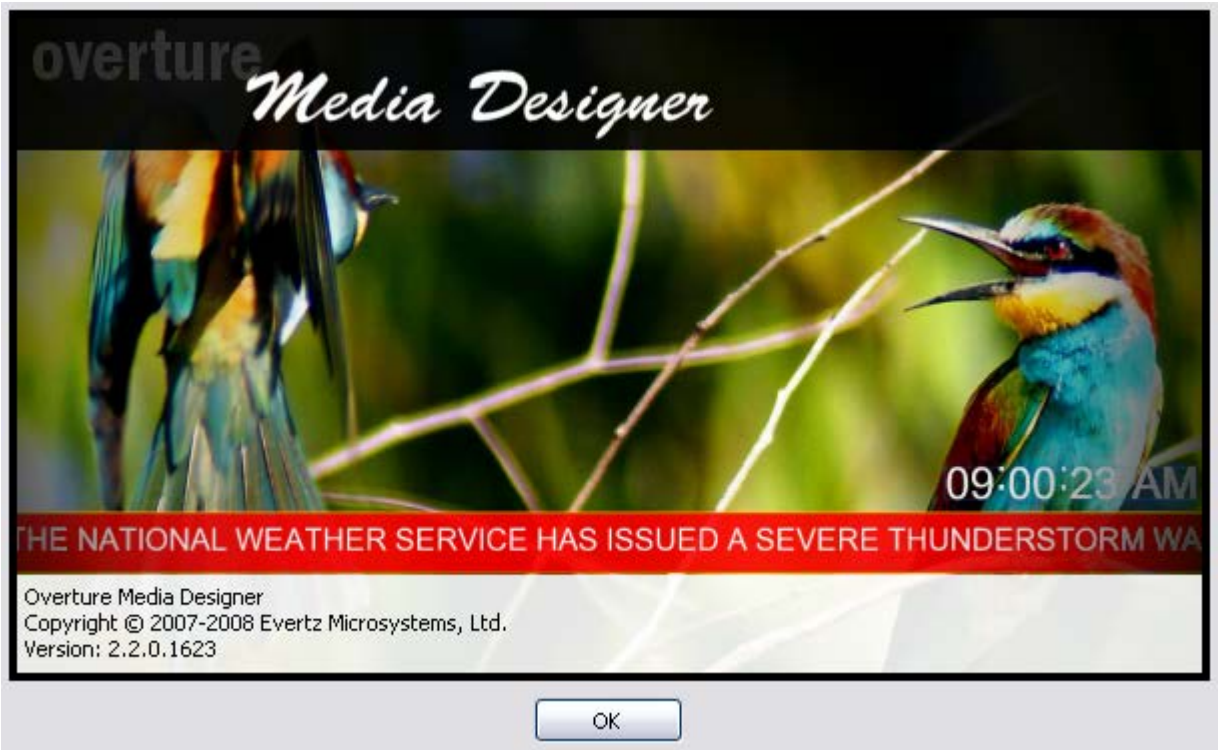

Figure 4-20: About Screen

4.2.9. Design Canvas Menu

Right clicking anywhere on the design canvas will enable access to the options menu. The design canvas menu is shown in Figure 4-21:

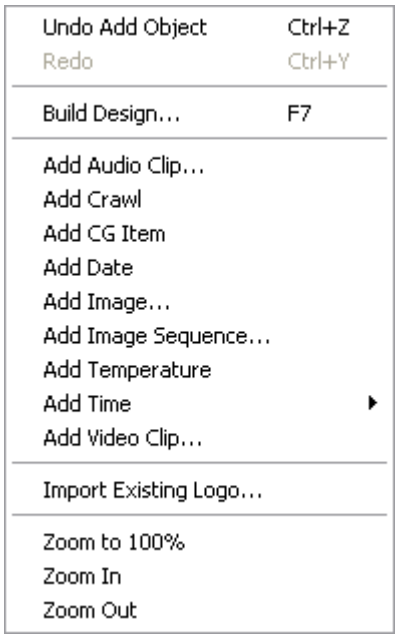

Figure 4-21: Design Canvas Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Build Design** enables the user to assemble the project's contents into the appropriate files. See section 4.2.6.
- **Add Audio Clip…** enables the user to add an audio file (.wav).
- **Add Crawl** enables the user to add a horizontal crawl object. See section 4.3.
- **Add CG Item** enables the user to add a CG Item object. See section 4.4.
- **Add Date** enables the user to add a date object. See section 4.5.
- **Add Image…** enables the user to insert an image and/or series of images (ex. .tiff, .tga, .jpg, etc). See section 4.6.
- **Add Image Sequence…** enables the user to add a logo (.evl file). See section 4.6.
- **Add Temperature** enables the user to add a temperature object. See section 4.7.
- **Add Time** enables the user to add a time object. See section 4.8.

- **Add Video Clip…** enables the user to insert a QuickTime movie file (.mov) or Windows movie file (.avi) to create the media. See section 4.9.

- **Import Existing Logo…** enables the user to import a previously created logo file (.evl).

- **Zoom to 100%** enables the user to set the design canvas view to 100% (or full size for the particular video standard).

- **Zoom In** enables the user to Zoom In on the design canvas (up to 200%).

- **Zoom Out** enables the user to Zoom Out from the design canvas (up to 25%).

4.2.10. Design Canvas Overview

Figure 4-22 outlines the features of the design canvas. When an object is selected on the design canvas, the following features and properties will be displayed on the canvas.

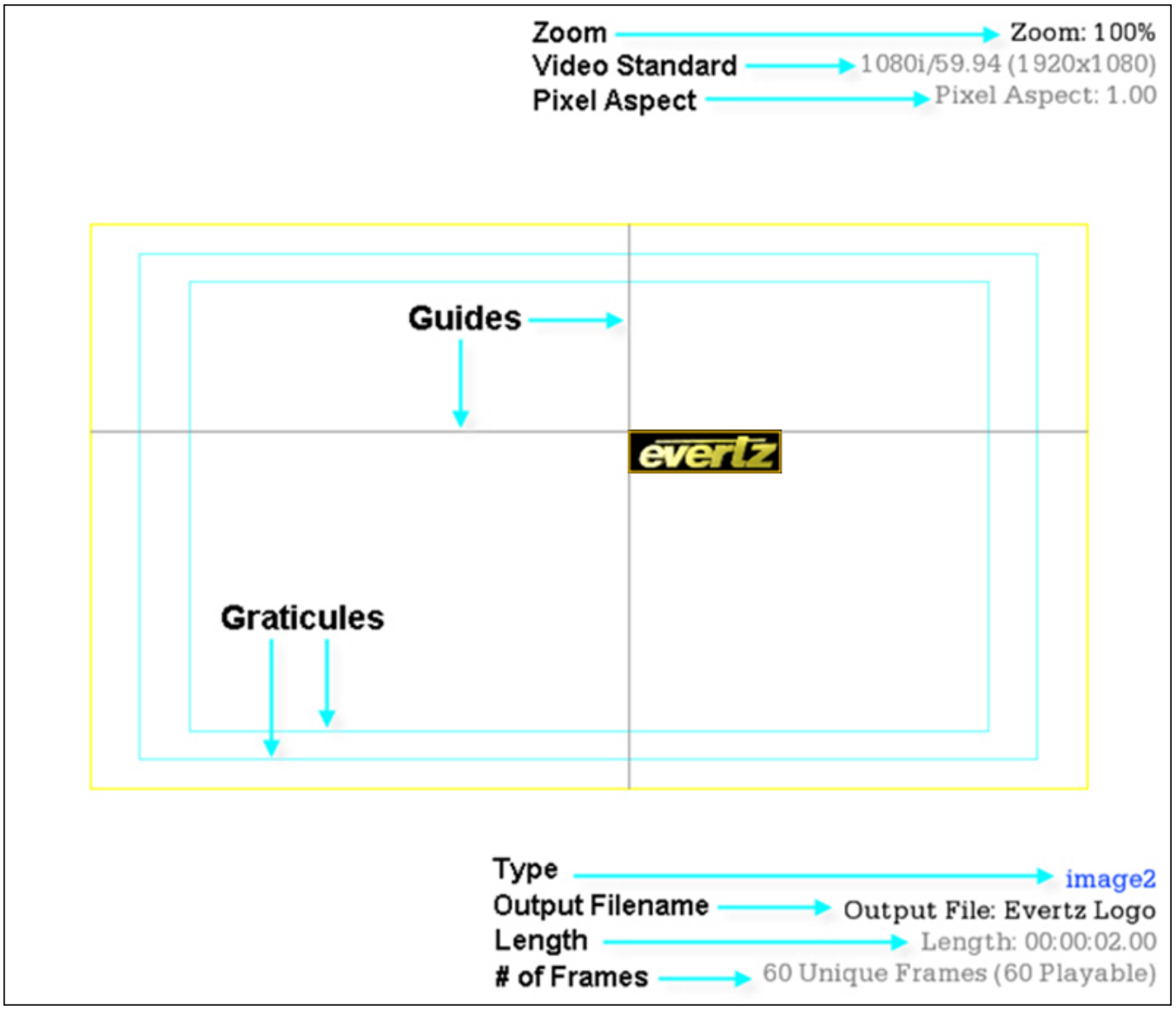

Figure 4-22: Design Canvas

The canvas properties are listed at the top right corner of the design canvas. The following properties are present:

- **Zoom:** Identifies the zoom value of the canvas. If the user zooms in or out on the canvas the zoom value will be reflected here.
- **Video Standard:** This property identifies the video standard being used.
- **Pixel Aspect:** This property identifies the pixel aspect ratio.

The object properties provides the following information:

- **Type:** The first item listed in orange identifies the object type.

- **Output File:** Identifies the filename of the object when it is output (compiled)
- **Length:** Identifies the length (duration) of the clip (in hours, minutes, seconds).
- **Number of Frames:** Identifies the total number of frames in the animation.

The console properties provides the following information:

- **Graticules** define the safe areas for the particular video standard. Placing the content inside of the graticules ensures that the objects will be properly displayed on the canvas. The user can turn the graticules on or off using the *View* menu. A check mark beside the Graticules option will display the graticules on the design canvas. If there is no check mark beside the Graticules option in the menu, then the graticules will not appear on the design canvas.

- **Guides** enable the user to easily position objects on the design canvas. These guidelines will help the user to position the object relative to the graticules and other objects on the design canvas. The guides can be turned on or off using the *View* menu. When a check mark is placed beside the **guides** menu item, horizontal and vertical lines will be displayed at the corners of each selected object.

4.3. CREATING A CRAWL

To create a horizontal crawl, the user can select the **Add Crawl** option from the **Object** menu (see section 4.2.5) or the main toolbar. Once selected, a horizontal green bar will appear on the design canvas and a list of crawl properties will appear on the right in the Property Settings panel, as shown in Figure 4-23. The user can set the placement of the crawl by selecting and dragging it to the desired position using the mouse or by entering the desired coordinates in the **Placement** property of the crawl **Property Settings** panel.

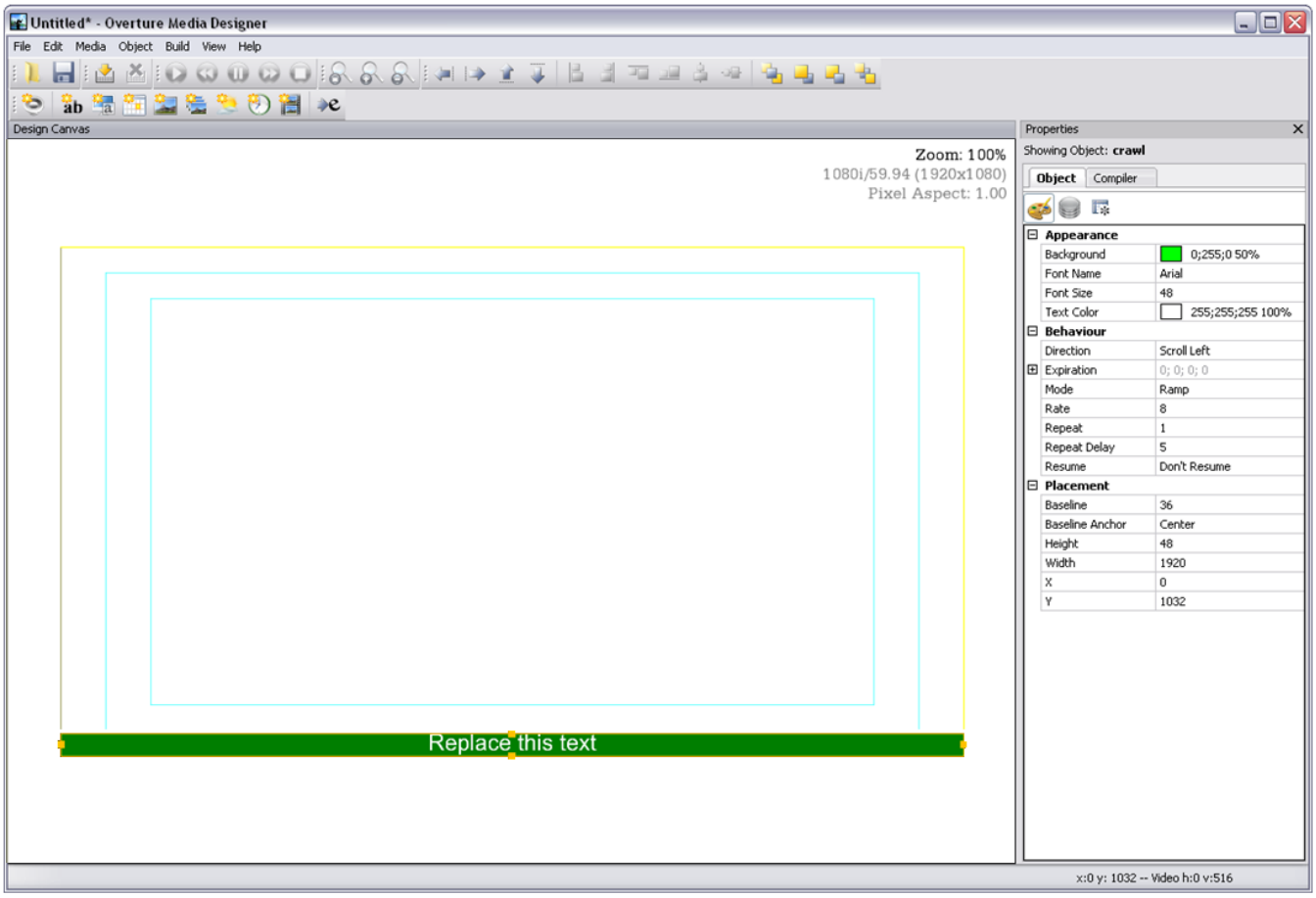

Figure 4-23: Horizontal Crawl on Design Canvas

4.3.1. Crawl Menu

To access the *Crawl* Menu, select the crawl on the design canvas and right-click the mouse button. The *Crawl* Menu will be displayed as shown in Figure 4-24.

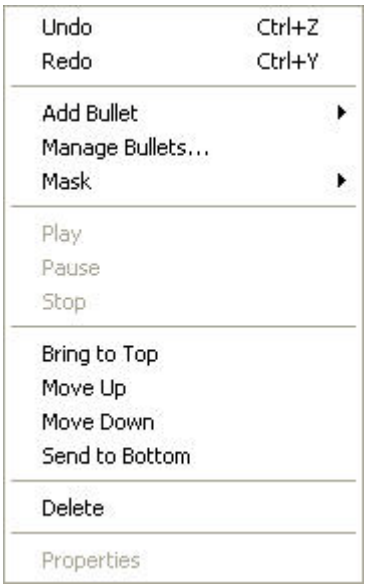

Figure 4-24: Crawl Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Add Bullets** enables the user to insert images, video and logos as bullets in a crawl. Figure 4-25 outlines the options provided in the bullets sub-menu.

Figure 4-25: Bullets Sub-Menu

  - **Using Image…** enables the user to insert a scaled source graphic to fit into a crawl. See section 4.3.6 for more information.
  - **Using Image Sequence…** enables the user to insert a scaled sequence of images to fit into a crawl. See section 4.3.6 for more information.
  - **Using Video Clip…** enables the user to insert a scaled movie to fit into a crawl. See section 4.3.6 for more information.
  - **Using Existing Logo** enables the user to insert a scaled logo to fit into a crawl. See section 4.3.6 for more information.

- **Manage Bullets** enables the user to add or remove the existing bullets.

- **Mask** enables the user to add or remove a mask to the bullet.

Figure 4-26: Mask Sub-Menu

  - **Load…** enables the user to specify an external image that will shape the appearance of the crawl (known as alpha mask or visibility mask). Standard images are supported where a valid mask consists of values from 0 to 255. A value of 255 will be fully opaque, while values that approach 0 become more transparent. A value of 0 represents complete transparency.

    Text can be anchored to the top, center or bottom of the crawl window. The following information is pertinent when applying crawl masks:
    - Suggested mode of operation is to use full screen masks since Overture will auto-place and auto-size the crawls to match the active pixel area of the mask, making manual control unnecessary.
    - Full-width (but not full-height) masks will have Overture auto-place the crawl's X-position as per the mask's active pixels, while the Y-position will be left unchanged.
    - Similarly, full-height (but not full width) masks, will cause Overture to auto-place the crawl's Y-position as per the mask's active pixels, and leave the X-position unchanged.
    - For masks, which are neither full-width nor full-height, Overture will leave the position of the crawl unchanged.
    - For all masks, Overture will auto-size the crawl to fit the active pixels of the mask.
    - The position of the crawl may be changed after the mask is applied. The dimensions of the crawl may also be changed as long as they do not exceed the active pixel boundaries of the mask.
    - The start position (top left corner) of the mask is always anchored to the start position of the crawl. In other words, the crawl position cannot be changed with respect to its mask.

  - **Clear** enables the user to remove any applied alpha masks on the crawl.

  - **Create** enables the user to create a crawl mask using either the *Pixel Amount* or the *Percentage*, as shown in Figure 4-12.

    - **Pixel Amount:** This setting enables the user to adjust the transparency of the crawl on the left and right edges of the object based on pixel amount. For example, if the width of the crawl is 1000 pixels and the user enters the value of 30 in the pixel amount field, then the crawl will have a gradual fade in from pixel 1 at 0% to pixel 30 at 100%. Pixels 31 to 969 will be 100% opacity. On the right side of the crawl, pixel 970 will be 100% opacity and will gradually fade out to 0% opacity at pixel 1000.

- **Percentage:** This setting enables the user to adjust the transparency of the crawl on the left and right edges of the object based on percentage. For example, if the width of the crawl is 1000 pixels and the user enters a value 2% into the percentage field, then the crawl will have a gradual fade at either side of the crawl based on the percentage. In this particular example, 2% of 1000 pixels would be 20 pixels, therefore the opacity would be 0% at pixel 1 and gradually build up to 100% at pixel 20. Pixels 21 to 979 will be 100% opacity. On the right side of the crawl, pixel 980 will be 100% opacity and gradually fade out to 0% at pixel 1000.

  When defining the percentage for the ramp, Overture Media Designer will only search for a file in .png format, as OMD creates this file and will only search the library for items in this format. If the user wishes to use a .tiff file or other formats, then the *load mask* option must be used instead, as the *load mask* will allow the user to import rather than create the file.

- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object.

4.3.2. Crawl Appearance

When the crawl is selected on the design canvas, the crawl properties can be adjusted through the Crawl Property Settings panel located to the right of the design canvas (see Figure 4-27).

If the object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance.

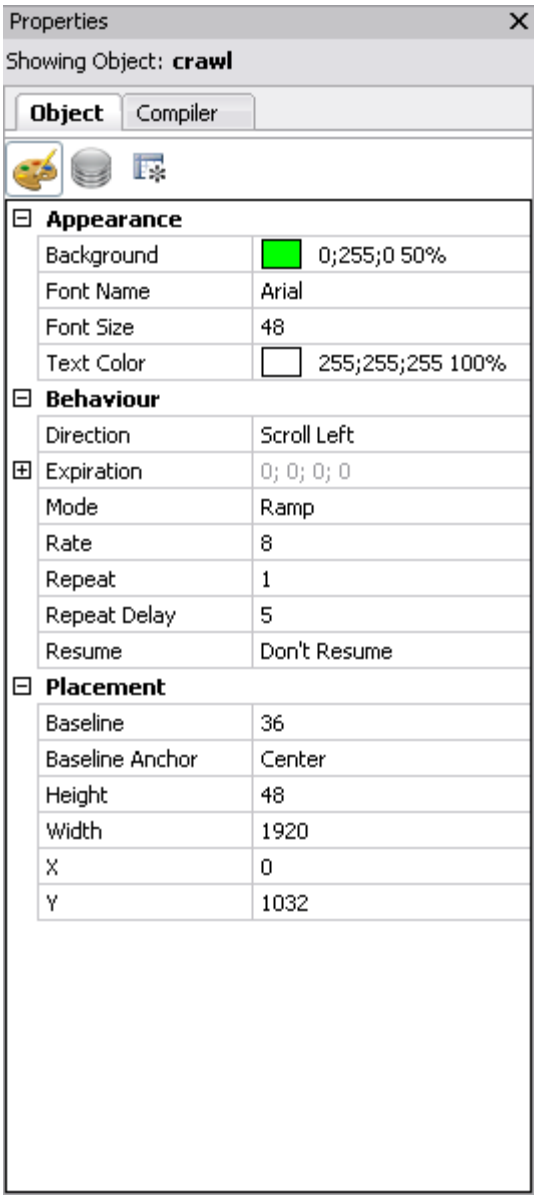

Figure 4-27: Crawl Appearance Tab

4.3.2.1. Crawl Appearance

- **Background** enables the user to set the background colour of the crawl.
- **Font Name** enables the user to specify the font type of the crawl. Note that this font **MUST BE** on the device with the crawl in order for the crawl to appear.
- **Font Size** enables the user to set the size of the crawl font.
- **Text Colour** enables the user to set the colour of the crawl text.

4.3.2.2. Crawl Behaviour

- **Direction** enables the user to set the transition direction of the crawl. The crawl text can only Scroll left, Scroll right or Scroll Up. By changing the direction to "Scroll Up", the crawl will be oriented vertically on the canvas. Please note that the vertical crawl option is primarily used to support Chinese Characters or text that is written vertically. For vertical crawls, the font you are using must support vertical orientation.
- **Expiration** enables the user to set the number of days, hours, minutes and seconds before the crawl expires.
- **Mode** enables the user to control how the crawl initially appears on air. There are three modes: ***Ramp***, the crawl starts at one end of the screen and moves across to the other end; ***Bar***, the crawl background appears across the screen with the content starting from one end and moving across to the other; and ***Bar2***, both the crawl background and content appear across the entire screen.
- **Rate** enables the user to set the scroll rate of the crawl across the screen. The scroll rate is adjustable in terms of seconds or pixels per frame.
- **Repeat** enables the user to set the number of times the crawl will scroll through a complete cycle (i.e. scroll across the screen and then pause). The range for this parameter is 0 to 30 times. If the repeat count is set to 0, the crawl will continue in an endless loop.
- **Repeat Delay** enables the user to set the length of the pause between repeated crawls.
- **Resume** enables the user to resume or stop the crawl. This property has two options. The user can select *Don't Resume*, which will stop the crawl. The second option is *Last On-Air State*, which enables the crawl to resume from the last state before the crawl was faded out.

4.3.2.3. Crawl Placement

Overture enables the user to accurately place an image on the design canvas. The placement of the object is determined by pixel and line position of the object with respect to the top-left corner (0,0) of the video standard selected. The user can enter these values manually or use the mouse to move the object to the desired location.

- **Baseline** enables the user to set the position of the text in relation to the top edge of the crawl background. This parameter allows the user to enter a specific value (in pixels) for the position of the text in the crawl. For example, if the height of the crawl (background) is 500 pixels, and the baseline is set to 400, then the text would be placed near the bottom of the crawl background. However, if the user sets the baseline to 80 pixels, then the text would be placed near the top of the crawl background.

- **Baseline Anchor** option provides a quick method of positioning the text relative to the top edge of the crawl, which enables the user to set the anchor of the text. There are four options to select from which allows the user to vertically position the text in the crawl background bar. The options are *None*, *Top*, *Center* and *Bottom*. For example, if *Top* is the selected value, Overture Media Designer will place the inserted text at the top of the crawl background. OMD automatically adjusts the position of the text when this value is set.

- **Height** enables the user to set the height of the crawl, which is the crawl background not the text. The entered height value must be a multiple of 4.

- **Width** enables the user to view the width of the crawl, which is the crawl background not the text. The entered width value must be a multiple of 4.

- **X** enables the user to set the horizontal position of the crawl on the canvas. The entered value must be a multiple of 2. The position of the crawl can be adjusted manually by entering the **X** coordinate into the property box or by using the mouse to move the crawl and place it in the desired location on the design canvas. If the crawl is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the crawl on the design canvas. The entered value must be a multiple of 2. The position of the crawl can be adjusted manually by entering the **Y** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the crawl is moved with the mouse, the coordinates will be reflected in the **Y** field.

When adjusting the top or bottom of the crawl background, the user should note that the crawl text MIGHT be cropped. If the adjustments are made such that the background is less than the font height of the crawl text, cropping of the text will occur. Users should be aware of this when making the adjustments.

4.3.3. Crawl Data Window

The *Data* property enables the user to set the data content of the crawl. The user can enter static text into the crawl, provide a text file as the content of the crawl, or define a Really Simple Syndication (RSS 2.0) feed as the source for content of the crawl.

If the object is selected on the design canvas, the properties window will appear and the user can select the data button  to view and edit the object's data.

The user can change the content of the crawl by specifying the particular data source to use. Select the specific parameter (either Text String, Text File or RSS) from the *Data Source* and then select the appropriate field to enter the data.

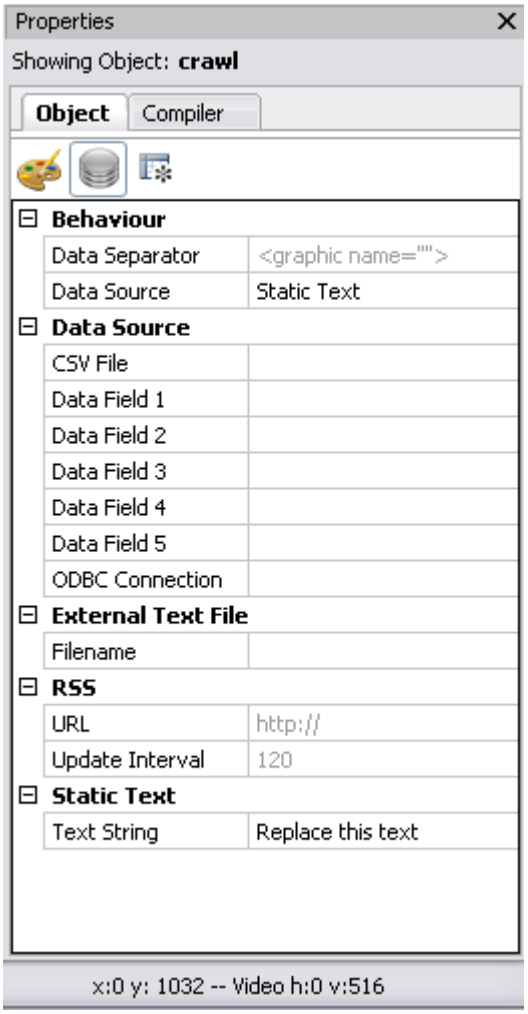

Figure 4-28: Crawl Data Tab

4.3.3.1. Data Behaviour

- **Data Separator** enables the user to set separators for the RSS, Text File, and Text String.

  A crawl separator is a placeholder indicating where an image will be inserted into the crawl. This image is being referenced from the keyer file system (via the internal compact flash, external compact flash or on the network attached storage system – NAS). The separator image can be created in two ways via Overture. Firstly, it can be created manually by inserting a static or animated logo. The other option is to add bullets to a crawl, which create logos when the project is compiled. See section 4.3.6 and 4.3.7.

  When using an external text file or RSS feed the user can (optionally) fill in the data separator. The data separator is meant to serve as an easy way to divide topic "headlines" with a graphical bullet. If the data separator has been filled in, then each time the crawl encounters a new line in the text file it will automatically insert the data separator text into the text that it is going to display, which will cause the crawl to show the designated "bullet".

  Adding spaces at the end of the data separator field will create spaces at the end of each line of text. This can be used if the user does not wish to add a bullet/graphic to the crawl.

  The data separator field is not mandatory if the <graphic name=""> syntax appears in the original text string (whether text file or RSS).

The output filename of the each bullet must match the name defined in the separator. See section 4.3.7.

4.3.3.2. Data Source

In order to access the data source controls, the data source selected in the behaviour section must be set to ***External Text File***.

- **CSV File** enables the user to load a csv file as the source data. Loading a csv file enables the user to pull information from the CSV file and assign it to the CG Item lines.

- **Data Field 1 to 5** enables the user to enter the text for each individual Line. The user can enter unique text information for each Line. Upon selecting the appropriate button ... to launch the corresponding field, the user can fill in unique information for that Crawl Data field.

Figure 4-29: Editing Data Field 1

- **ODBC Connection** enables the user to connect to an ODBC Connection. The ODBC enables connection to a data source, filter, and provides results to the keyer for dynamic crawls and CG Items.

  When the ODBC Connection button is pressed ... the user will be presented with an **ODBC Connection Setup** Dialog Box as shown in Figure 4-30.

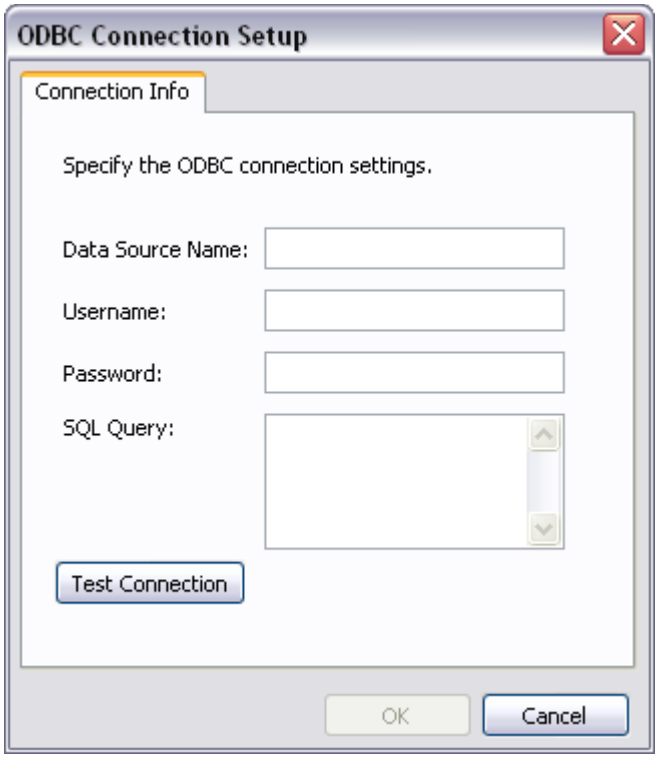

Figure 4-30: ODBC Connection Setup

- **Data Source Name:** Specify the name of the data source to which you are connecting.
- **Username:** Enter the appropriate ODBC Connection username.
- **Password:** Enter the appropriate ODBC Connection password.
- **SQL Query:** Enter the SQL Query information into the SQL Query field.
- **Test Connection:** This button enables the user to test the ODBC connection.

4.3.3.3. External Text File

The user can dynamically change the content of the crawl by selecting the **Text File** parameter from the **Data Source** property. Choose the file by selecting the ... button and then specify a particular text file to use. When the crawl is activated on the Program, the contents of the crawl will be read from the text file. The user can now update the contents of the crawl by updating the text file, then uploading it onto the device.

- **Filename** enables the user to enter the Text File content, when the *Text File* option is selected from the *Data Source* property.

  By default, when using an external text file, the keyer inserts a graphical "bullet" each time a new line is found in the external text file. The bullet that gets inserted is specified using the separator field in Overture. This indicates that the **same** bullet will be inserted for each new line in the text file.

Also, users can embed the <graphic name="*bullet_name*"> syntax directly into the external text file to control where the bullet images will appear in the text order.

The text data file and the crawl MUST be put on the SAME compact flash storage drive of the Media Inserter. When the crawl is pre-cached, the text data file is also loaded.

4.3.3.3.1. Managing Bullets using the External Text File

If the crawl uses an external text file then OMD is not the creator of the text file contents. This indicates that the text file creator must add the <graphic name=""> syntax to the text file in the places where they want bullets to appear, see Figure 4-31. The advantage of using an external text file is that the crawl logo does not need recompiling whenever the text file contents change. The bullets that were added to the crawl at the time of crawl creation were automatically scaled (sized) by OMD to fit in the crawl. Other previously created bullets can be called by the text file but there is no guarantee that the bullets will "fit" into the crawl properly.

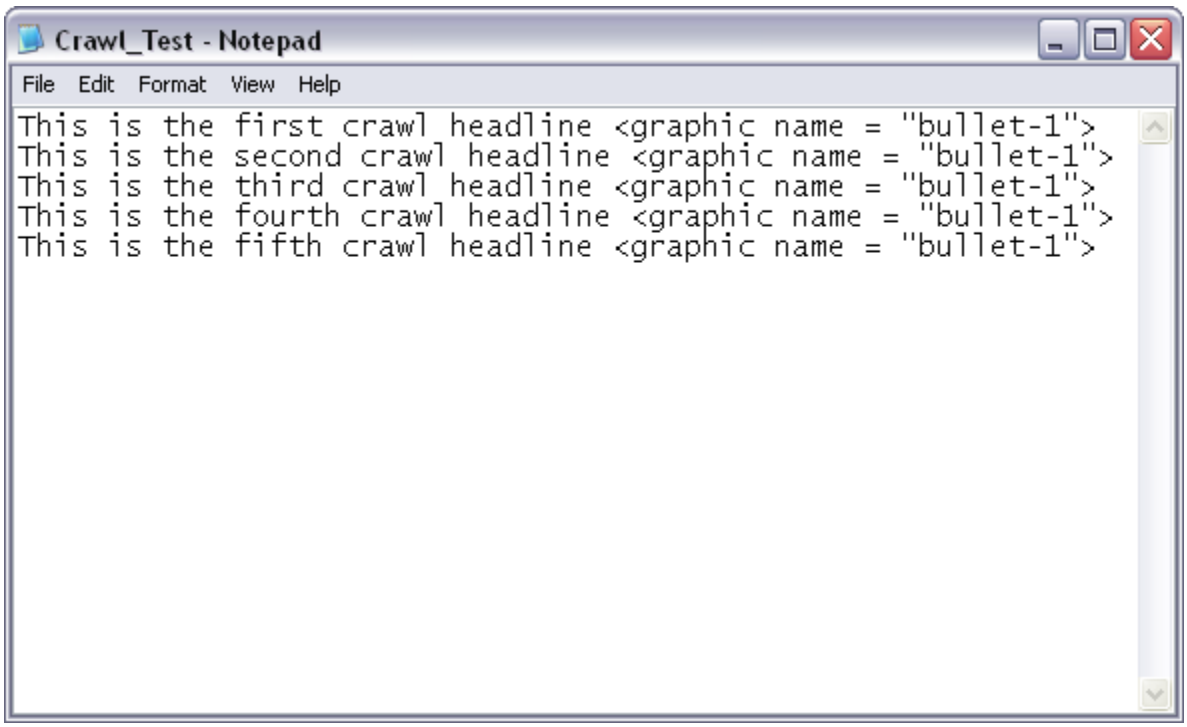

Figure 4-31: Creating Bullets using Text Files

The difference between RSS feeds and external text files is that when the </title> tag is found in the RSS feed it will insert the data separator text as opposed to a new line causing the same insertion when using external text files.

When the separator is assigned in OMD, the bullet will appear after every line return.

The output filename of the each bullet must match the name defined in the separator.

4.3.3.4. RSS

For RSS, the user selects the **RSS** option from the Data Source menu. Click in the RSS **URL** field and select the ... button. A dialog box will appear and the user can enter the location of the RSS feed. For example, for CNN Top Stories RSS feed, the user will need to find the IP address of the source. In this case, the IP address and path for this feed is:

`http://66.150.96.119/rss/cnn_topstories.rss`

The user is required to enter the COMPLETE path. An update interval will need to be configured to determine how often the device will check the RSS source for updates.

For the RSS to work correctly, the 9725 device MUST have a direct connection to the Internet. The connection MUST NOT have a firewall in its path.

- **URL** field enables the user to set the source of the RSS.

  The bullet is inserted in the same manner as the External Text File. In the case of the RSS, the keyer will automatically connect to the RSS URL and retrieve a new copy of the information at intervals determined by the "Update Interval" field.

- **Update Interval** enables the user to determine how often the device will check the RSS source for updates. The interval value is specified in seconds.

4.3.3.4.1. Managing Bullets using RSS

If the crawl uses an RSS feed then the RSS data feed must have the <graphic name=""> syntax embedded in it. The RSS feed has the same benefit as an external text file since the crawl does not need to be recompiled but also has the same limitations in that bullets could have been created in the wrong size.

The RSS feed can contain the <graphic name=""> syntax. The difference between RSS feeds and external text files is that when the </title> tag is found in the RSS feed it will insert the data separator text as opposed to a new line causing the same insertion when using external text files.

The output filename of the each bullet must match the name defined in the separator.

4.3.3.5. Static Text

For the user to access the Static Text option, select the *Static Text* item from the Data Source menu. Once selected, click the ... button in the Text String field to enter the text string content.

- **Text String** enables the user to enter the Text Script content, when the *Text String* option is selected from the *Data Source* property.

  If neither the RSS or external text file is used, the text information in the crawl is specified by entering the desired text into the Text String field in Overture. In order to display the bullet, the user must enter the bullet filename directly into the Text String field.

  For example, Text String = Weather Alert <graphic name="alert_bullet">. A weather alert has been issued for Erie County. <graphic name="topic_bullet"> In other news….etc.

In order for the Crawl to function properly, the user MUST ensure the selected Font Type is loaded onto the device.

4.3.3.5.1. Managing Bullets using Static Text

If the crawl uses static text then the <graphic name=""> syntax must be added to the static text string entered in OMD, see Figure 4-32. The static text gets embedded into the crawl logo and cannot be changed without recompiling the crawl. The user can place the separator anywhere within text.

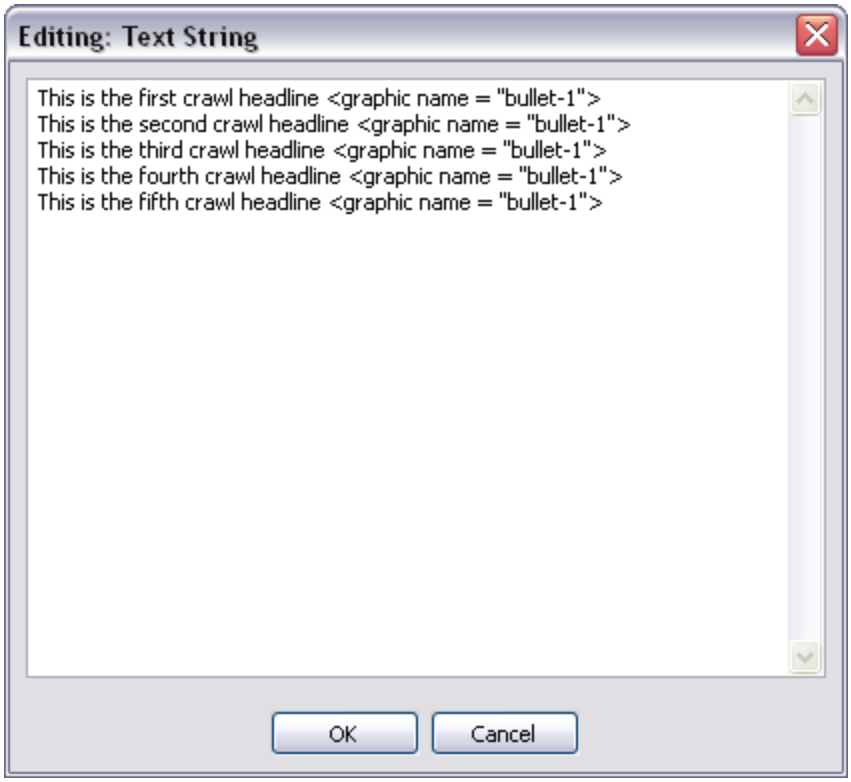

Figure 4-32: Creating Bullets using Static Text

4.3.4. Crawl Effects Window

The *Effects* panel enables the user to specify the transition effects for the *Crawl* object. If the object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects.

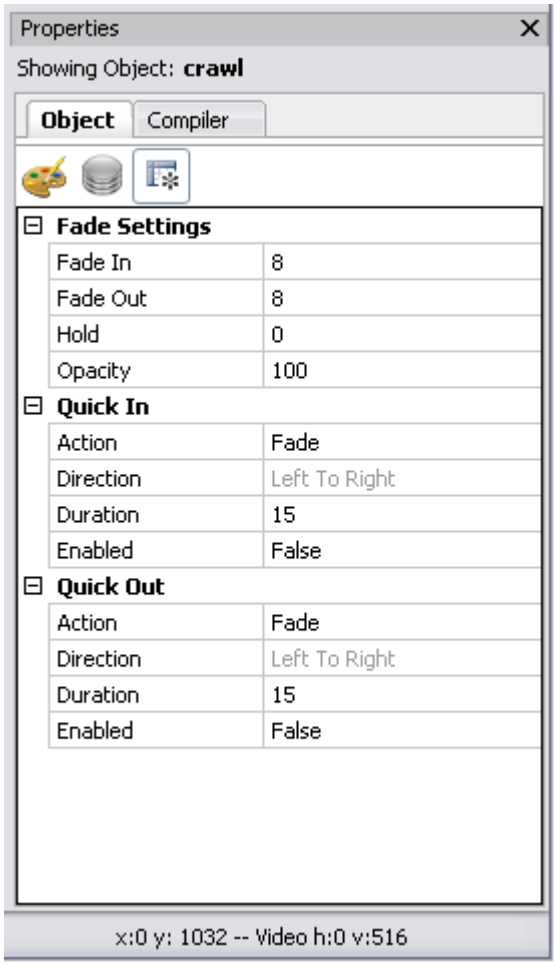

Figure 4-33: Crawl Effects Window

4.3.4.1. Crawl Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.
- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.
- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.
- **Opacity** enables the user to set the opacity of the crawl fade with a valid range of 0 to 100%. The opacity control specifies the key value applied to the media.

4.3.4.2. Crawl Quick In

The Quick Effects **In** provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.3.4.3. Crawl Quick Out

The Quick Effects **Out** provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.3.5. Crawl Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

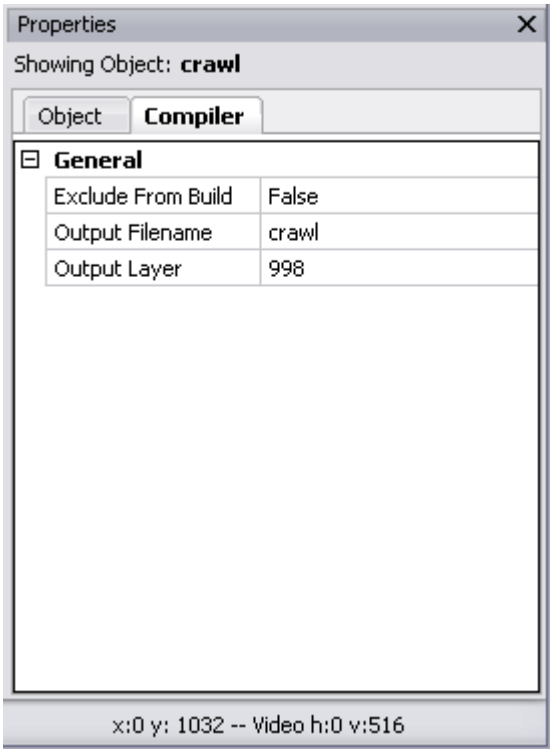

Figure 4-34: Crawl Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select **True** if the user does NOT want the selected object to be included in the compile build. Select **False** if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output filename. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.3.6. Adding a Static or Animated Graphic to the Crawl

Overture will allow users to import logos or scale static images, animated graphics or movies to fit into a crawl. This is accomplished by right-clicking the crawl on the design canvas and selecting one of the options listed in the **Add Bullets** sub-menu. The following sections describe how to insert the different types of bullets.

Please note that when bullets are added in OMD it does not mean that the bullet will actually appear in the crawl. The determining factor is whether the string that the crawl is displaying wants the bullets to appear. This is set using the Data Crawl behaviours, see section 4.3.3. Making bullets appear can happen in one of three ways; External Text File (4.3.3.3), RSS Feed (4.3.3.4), Static Text (see section 4.3.3.5).

In general, bullets are added to the crawl in OMD to ensure that the bullet is the right size and aspect ratio for the crawl being generated. The crawl text *must* infer usage of the bullet by encoding the html syntax <graphic name="bulletname"> at the position in the text string where the user wants the bullet to appear.

The output filename of the each bullet must match the name defined in the separator.

4.3.6.1. Add Bullets Using an Image

To insert an image into a crawl select **Bullets > Add Image…** option from the right-click crawl menu. Once this option is selected, the **Select Source Graphic** window will appear as shown in Figure 4-43.

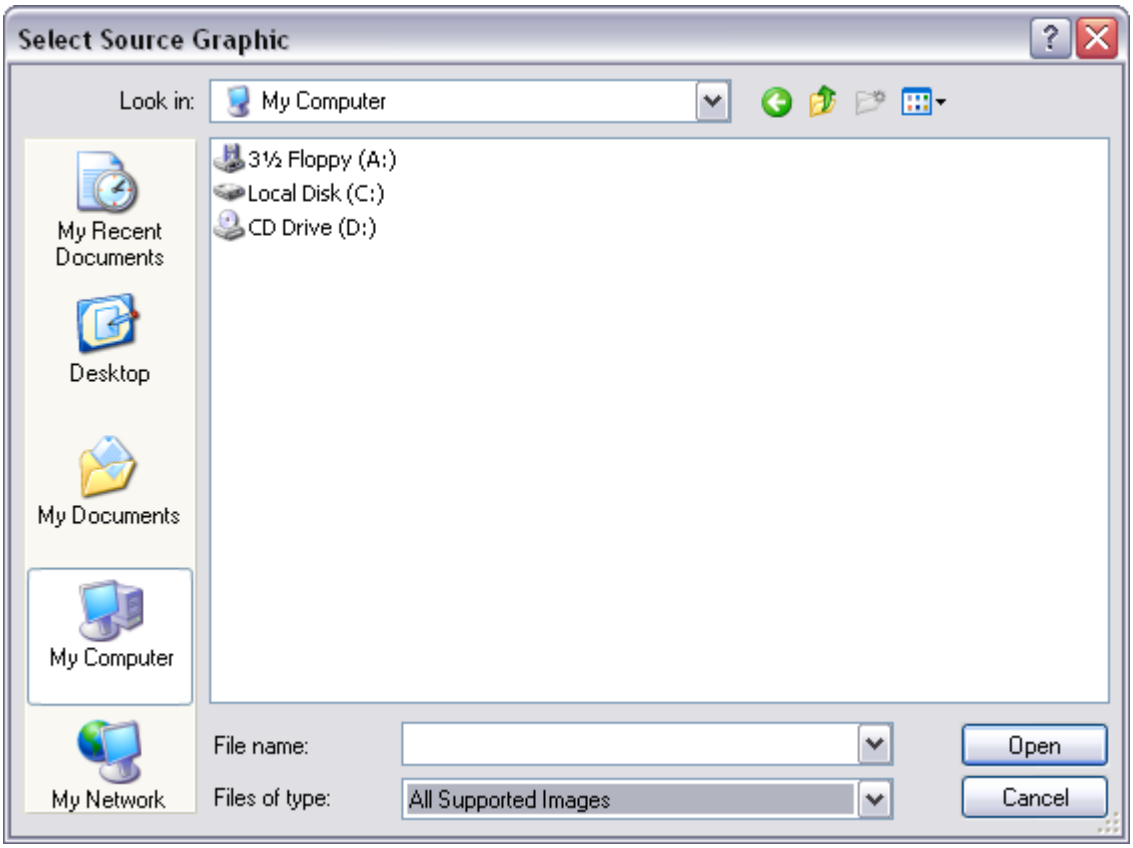

Figure 4-35: Select Source Graphic

Locate the desired file in the appropriate directory and select the **Open** button. If the logo is too large to fit into the crawl, a **Size Options** screen will appear as shown in Figure 4-44.

The following options will be displayed:

- **Fit resource inside object** resizes the logo to fit inside the dimensions of the crawl.
- **Increase object height** stretches the height of the crawl in order for the logo to fit inside the crawl.
- **Leave as is (clipping may occur)** inserts the logo into the crawl without resizing the logo. The logo may be clipped if it is larger than the crawl.

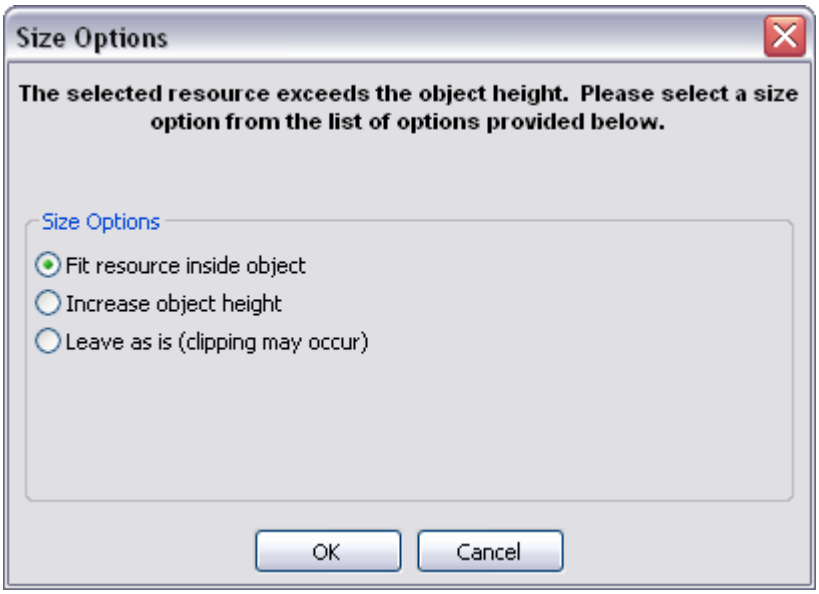

Figure 4-36: Size Options Window

4.3.6.2. Add Bullets Using an Image Sequence

To insert an image sequence into a crawl select **Bullets > Add Image Sequence…** option from the right-click crawl menu. The **Image Sequence Builder** window will appear and the user will be prompted to insert an image, as shown in Figure 4-37.

The **Image Sequence Builder** is divided into two sections: Source Graphics and Key Graphics (Optional). The **Source Graphics** column inserts the actual image(s), whereas the **Key Graphics (Optional)** column is used to add image(s) that represent how the fill image is presented on the screen. The **Source** is the image that appears on the design canvas and the **Key** is the space that the image fills.

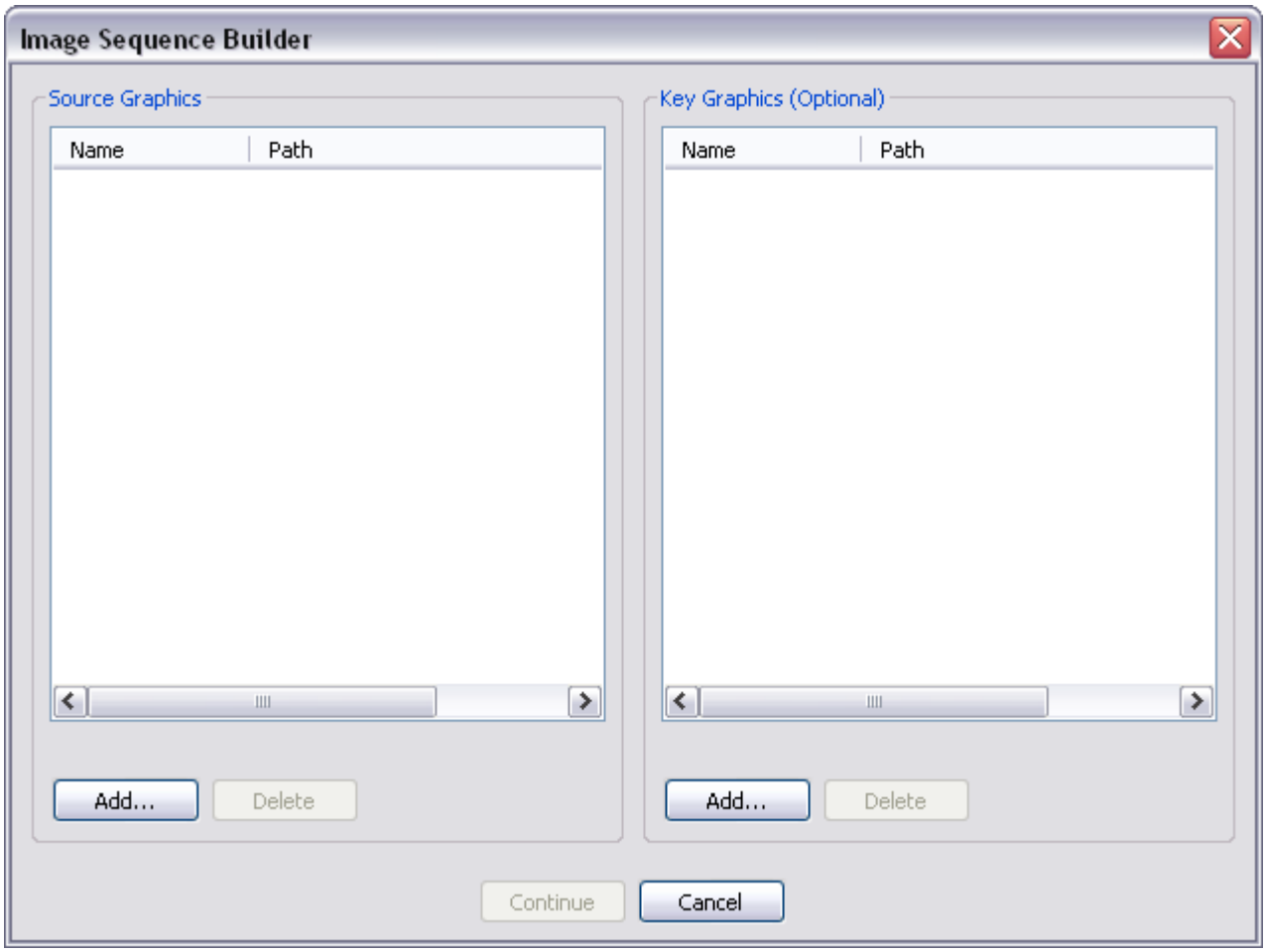

Figure 4-37: Image Sequence Builder Window

The user can add a fill image or multiple images by selecting the **Add…** button under the **Source Graphics** column. The **Select Image(s)** dialog box will appear as shown in Figure 4-38. The **Select Image(s)** window allows the user to navigate to the appropriate directory, and select the desired image. Select the **Open** button to add the image(s) to the **Source Graphics** list. Repeat the same procedure to insert the image(s) into the **Key Graphics (Optional)** column.

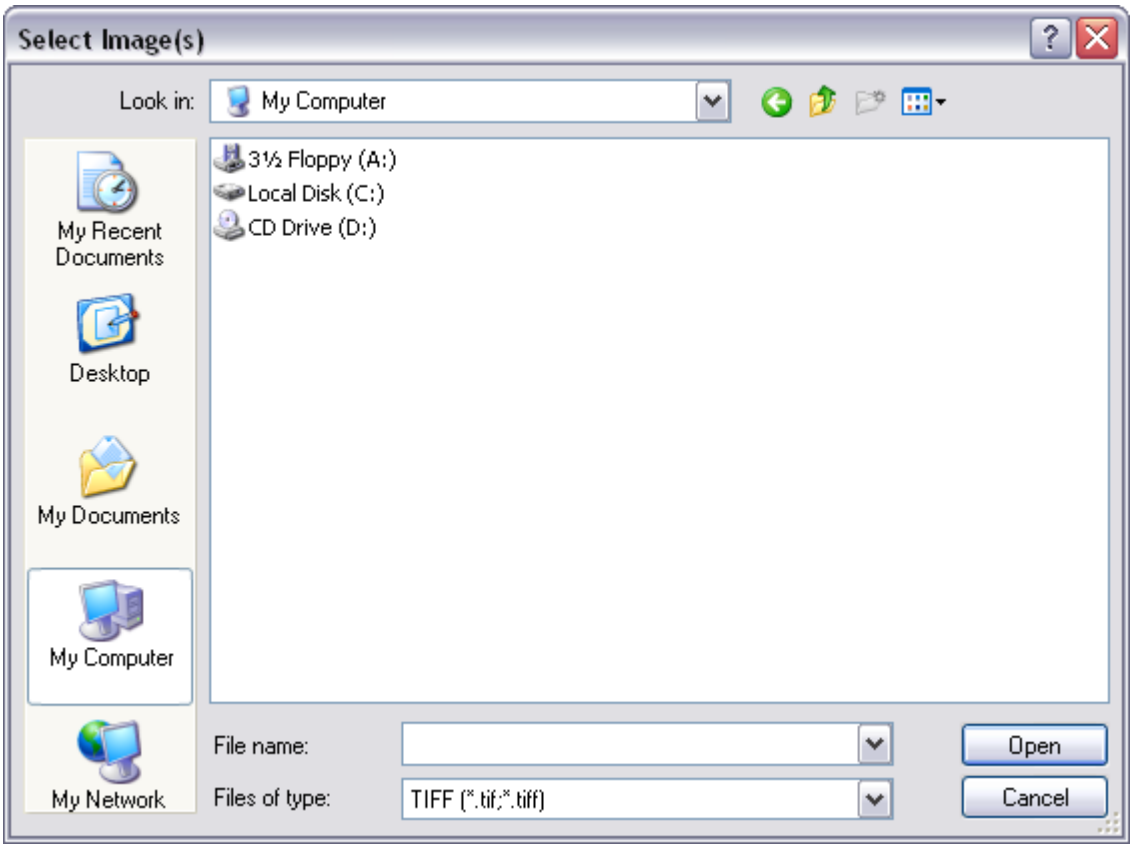

Figure 4-38: Select Image(s) Window

It is common for a screen such as the one shown in Figure 4-39 to appear when selecting and opening an image. The **Select Insert Operation** window may appear if the user is trying to import a single image that is part of a larger sequence of images. To insert all of the images in a sequence select the ***Insert Complete Sequence*** option. To insert only the images listed after the selected image in the sequence, select the ***Insert Partial Sequence (from selection to end)*** option. To insert only the individual image, select the ***Insert Selected Image*** option. Once an option is selected the image(s) will be displayed in the appropriate column of the **Image Sequence Builder** window.

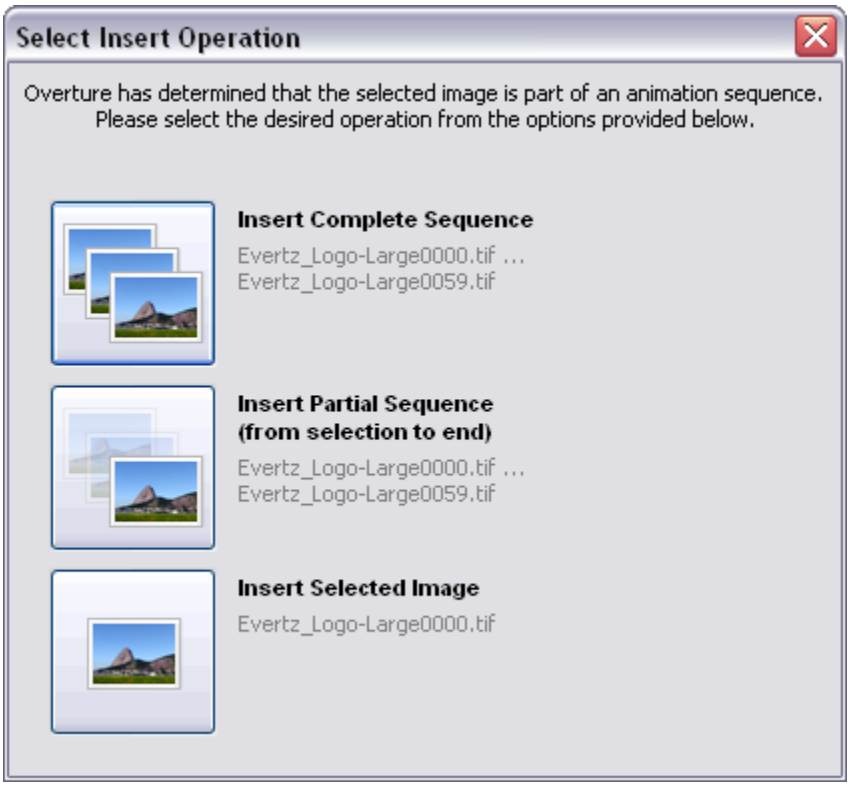

Figure 4-39: Select Import Function Window

To remove an image from either the **Source Graphics** or the **Key Graphics (Optional)** column, highlight the image in the appropriate column and select the **Delete** button under the corresponding column.

Once the desired images have been selected, click on the **Continue** button at the bottom of the window.

If the image(s) is larger than the crawl dimensions, the **Size Options** window (see Figure 4-40) will appear and display the following options:

- **Fit resource inside object** resizes the image to fit inside the dimensions of the crawl.
- **Increase object height** stretches the height of the image in order for the image to fit inside the crawl.
- **Leave as is (clipping may occur)** inserts the image into the crawl without resizing the image. The image may be clipped if it is larger than the crawl.

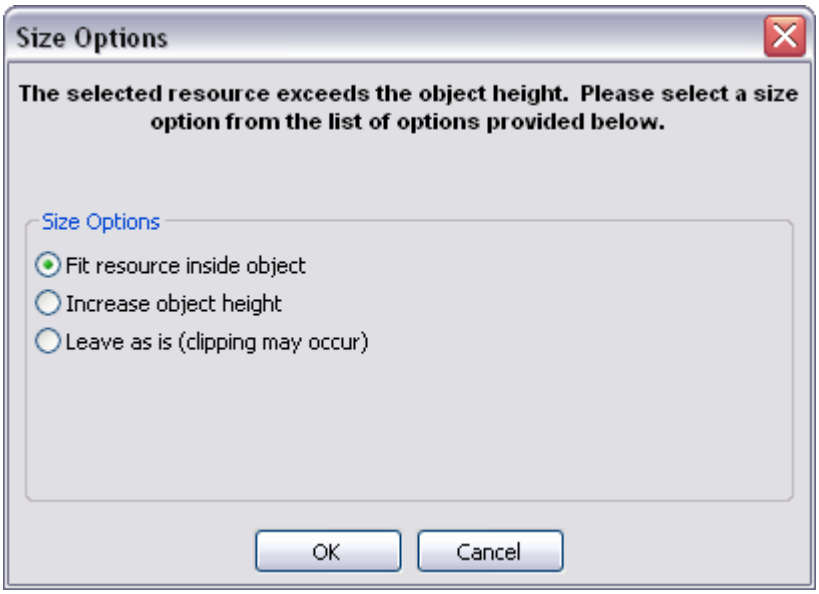

Figure 4-40: Size Options Window

4.3.6.3. Add Bullets Using a Video Clip

To insert a video clip into a crawl select **Bullets > Add Video Clip…** option from the right-click crawl menu. Once this option is selected, the **Select Source Movie** window will appear as shown in Figure 4-41. Locate the movie file (.avi or .mov) and select the **Open** button to insert the movie into the crawl.

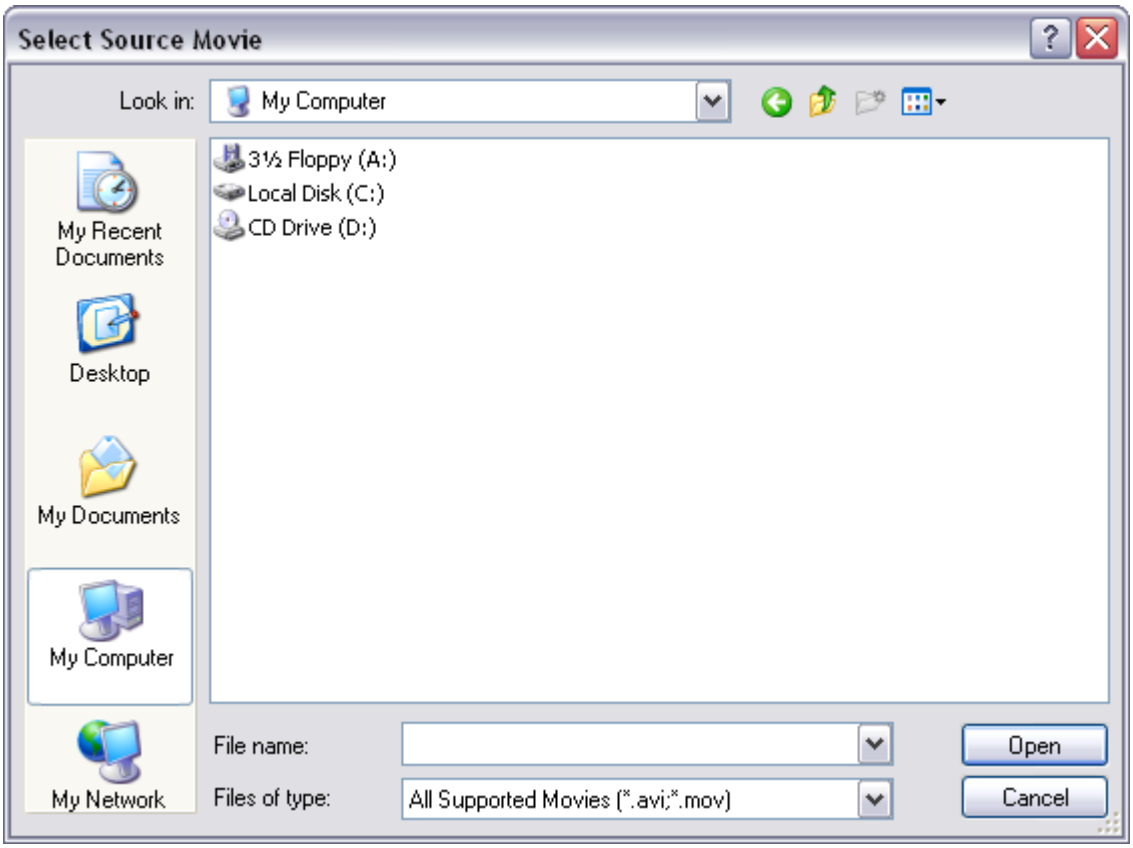

Figure 4-41: Select Source Movie Window

If the movie's dimensions are larger than the crawl dimensions, the **Size Options** window (see Figure 4-42) will appear and display the following options:

- **Fit resource inside object** resizes the movie to fit inside the dimensions of the crawl.
- **Increase object height** stretches the height of the movie in order for the movie to fit inside the crawl.
- **Leave as is (clipping may occur)** inserts the image into the crawl without resizing the image. The movie may be clipped if it is larger than the crawl.

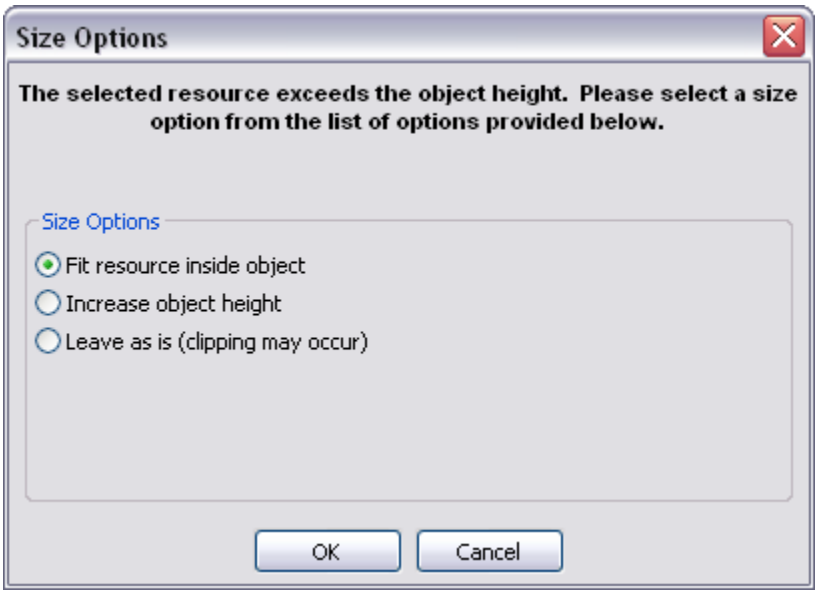

Figure 4-42: Size Options Window

4.3.6.4. Add Bullets by Using Existing Logos

To insert a logo into a crawl select **Bullets > Import Logo** option from the right-click crawl menu. Once this option is selected, the **Select Source Logo** window will appear as shown in Figure 4-43.

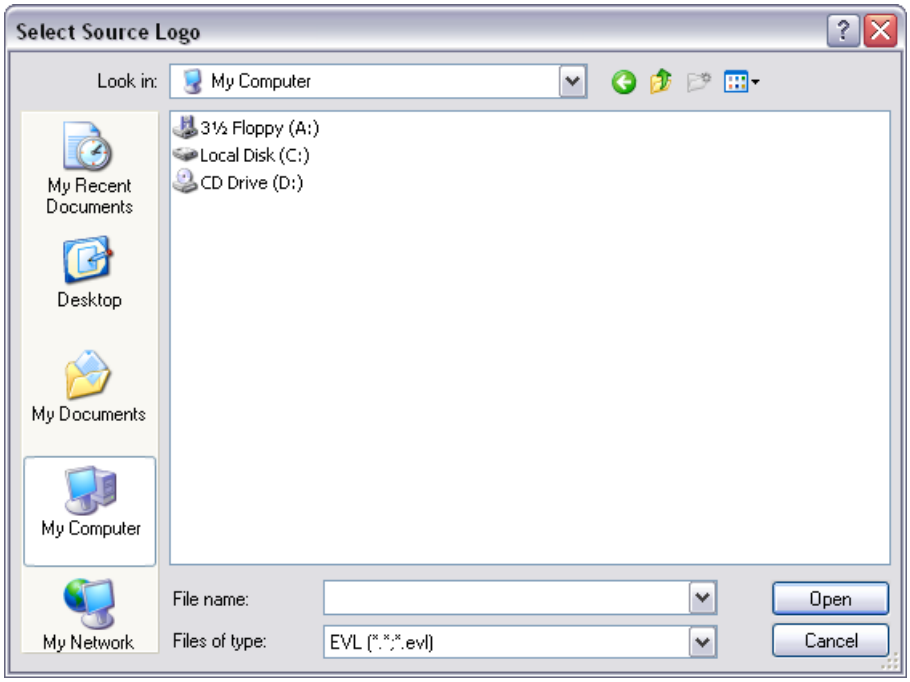

Figure 4-43: Select Source Logo

Locate the desired file in the appropriate directory and select the **Open** button. If the logo is too large to fit into the crawl, a **Size Options** screen will appear as shown in Figure 4-44.

The following options will be displayed:

- **Fit resource inside object** resizes the logo to fit inside the dimensions of the crawl.
- **Increase object height** stretches the height of the crawl in order for the logo to fit inside the crawl.
- **Leave as is (clipping may occur)** inserts the logo into the crawl without resizing the logo. The logo may be clipped if it is larger than the crawl.

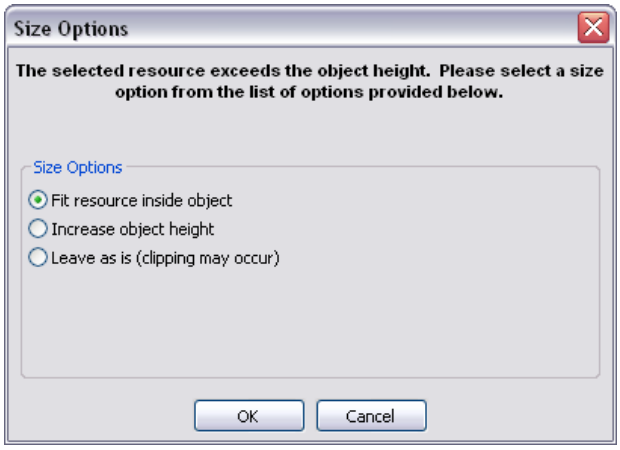

Figure 4-44: Size Options Window

4.3.7. Managing Bullets

Once bullets are present in the crawl, the bullets can be managed. The crawl must be selected on the design canvas in order to enable bullet management. Select the crawl and right-click the crawl object then select the **Manage Bullets** item from the pop up menu, or navigate to the toolbar and select the **Object > Manage Bullets** menu item. The following Manage Bullets screen will appear, as shown in Figure 4-45.

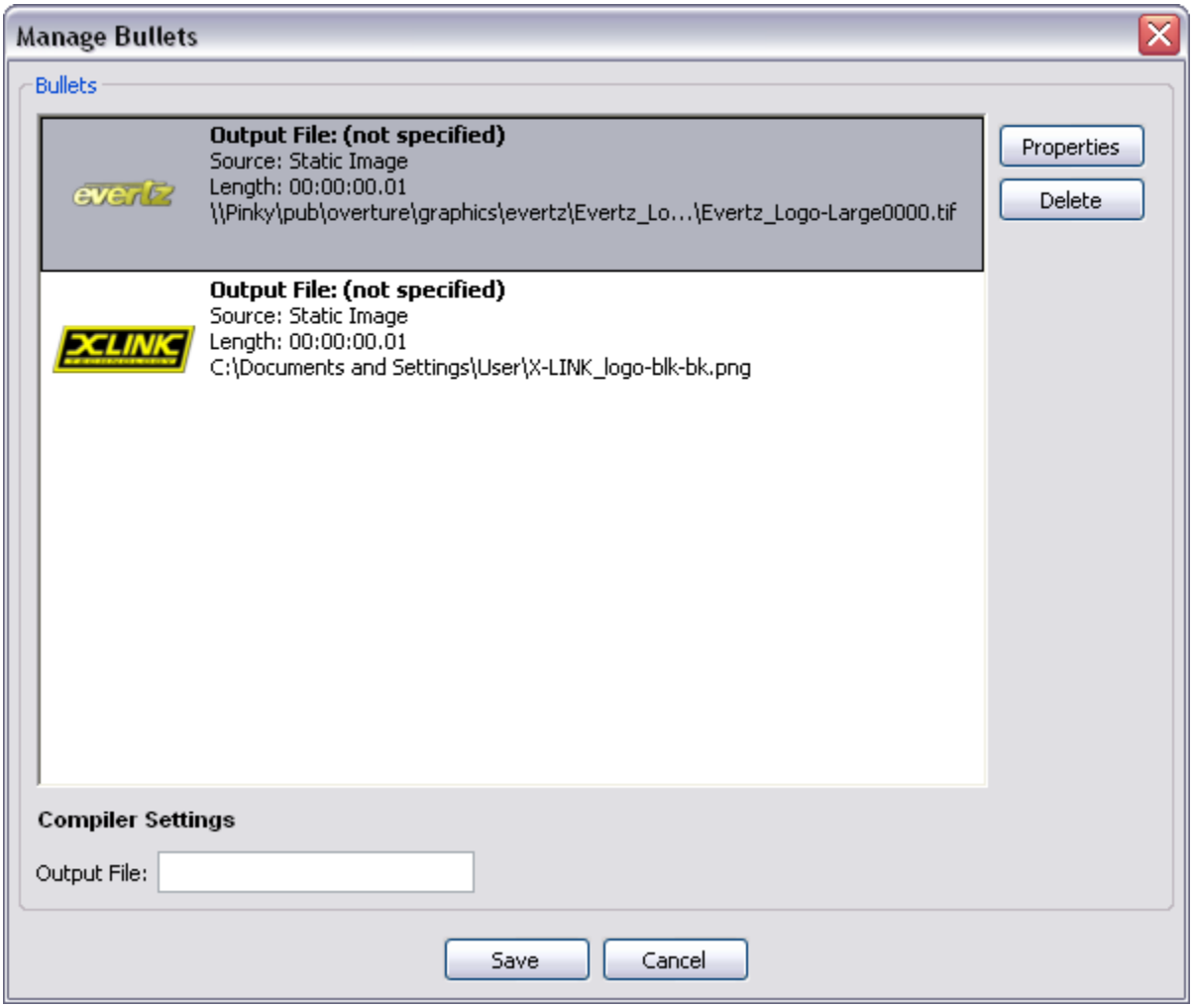

Figure 4-45: Manage Bullets

The Bullets Manager enables the user to adjust the playback properties and remove the crawl bullets. The user can edit the playback of the bullet frame-by-frame, the same way that the user modifies the playback sequence of an animation or movie clip. To modify the playback sequence of a bullet, select the desired object in the **Manage Bullets** window. The bullet will be highlighted in blue, indicating that the specific bullet has been selected. Once selected, click on the properties button to modify the object. Refer to section 4.3.8 for instruction on how to edit the playback properties in the bullet loop point editor. Once the user has edited the sequence, select the **OK** button to apply changes and return to the **Manage Bullets** window. Select **Cancel** to exit the **Bullet Loop Point Editor** and return to the Manage Bullets window without applying the changes.

The Bullet Manager also allows the user to remove a bullet from the crawl. To remove a bullet, highlight the bullet in the Manage Bullet window and select the **Delete** button.

There is an **Output File** field at the bottom of the Manage Bullets window, which enables the user to change the output name. To specify an output file name, highlight the bullet in the Manage Bullet window and type an identifier name in the Output File field. The bullet will be assigned an output name, which is used to identify the file when the project is compiled.

Any editing that has been done in the Bullet Manager, including the modifications made in the bullet loop point editor, will not take effect unless the **SAVE** button is pressed. Otherwise, the changes made will be cancelled when the **CANCEL** button is selected or the close button  is clicked. Once the bullet manager has been closed, any editing can be undone by using the undo/redo options.

Please note that when bullets are added in OMD it does not mean that the bullet will actually appear in the crawl. The determining factor is whether the string that the crawl is displaying wants the bullets to appear. This is set using the Data Crawl behaviours, see section 4.3.3. Making bullets appear can happen in one of three ways; External Text File (4.3.3.3), RSS Feed (4.3.3.4), Static Text (see section 4.3.3.5).

In general, bullets are added to the crawl in OMD to ensure that the bullet is the right size and aspect ratio for the crawl being generated. The crawl text *must* infer usage of the bullet by encoding the html syntax <graphic name="bulletname"> at the position in the text string where the user wants the bullet to appear.

4.3.7.1. Managing Bullets using the External Text File

If the crawl uses an external text file then OMD is not the creator of the text file contents. This indicates that the text file creator must add the <graphic name=""> syntax to the text file in the places where they want bullets to appear, see Figure 4-46). The advantage of using an external text file is that the crawl logo does not need recompiling whenever the text file contents change. The bullets that were added to the crawl at the time of crawl creation were automatically scaled (sized) by OMD to fit in the crawl. Other previously created bullets can be called by the text file but there is no guarantee that the bullets will "fit" into the crawl properly.

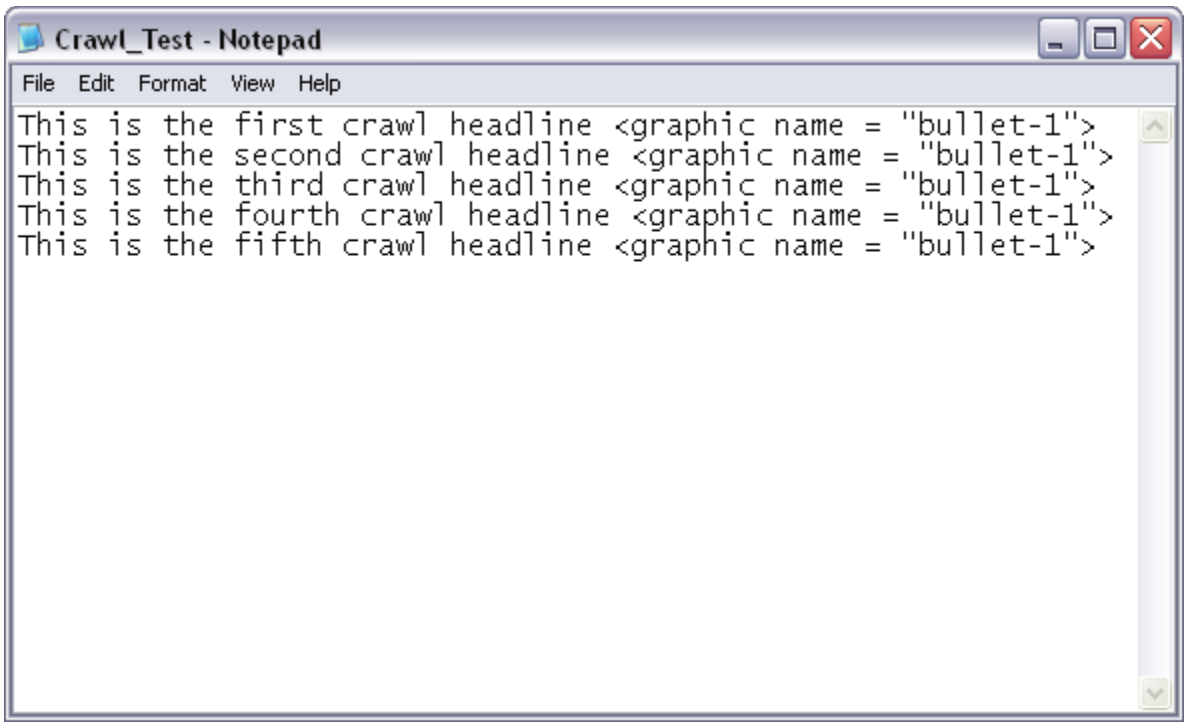

Figure 4-46: Creating Bullets using Text Files

The difference between RSS feeds and external text files is that when the </title> tag is found in the RSS feed it will insert the data separator text as opposed to a new line causing the same insertion when using external text files.

When the separator is assigned in OMD, the bullet will appear after every line return.

The output filename of the each bullet must match the name defined in the separator.

4.3.7.2. Managing Bullets using RSS

If the crawl uses an RSS feed then the RSS data feed must have the <graphic name=""> syntax embedded in it. The RSS feed has the same benefit as an external text file since the crawl does not need to be recompiled but also has the same limitations in that bullets could have been created in the wrong size.

The RSS feed can contain the <graphic name=""> syntax. The difference between RSS feeds and external text files is that when the </title> tag is found in the RSS feed it will insert the data separator text as opposed to a new line causing the same insertion when using external text files.

The output filename of the each bullet must match the name defined in the separator.

4.3.7.3. Managing Bullets using Static Text

If the crawl uses static text then the <graphic name=""> syntax must be added to the static text string entered in OMD, see Figure 4-47. The static text gets embedded into the crawl logo and cannot be changed without recompiling the crawl. The user can place the separator anywhere within text.

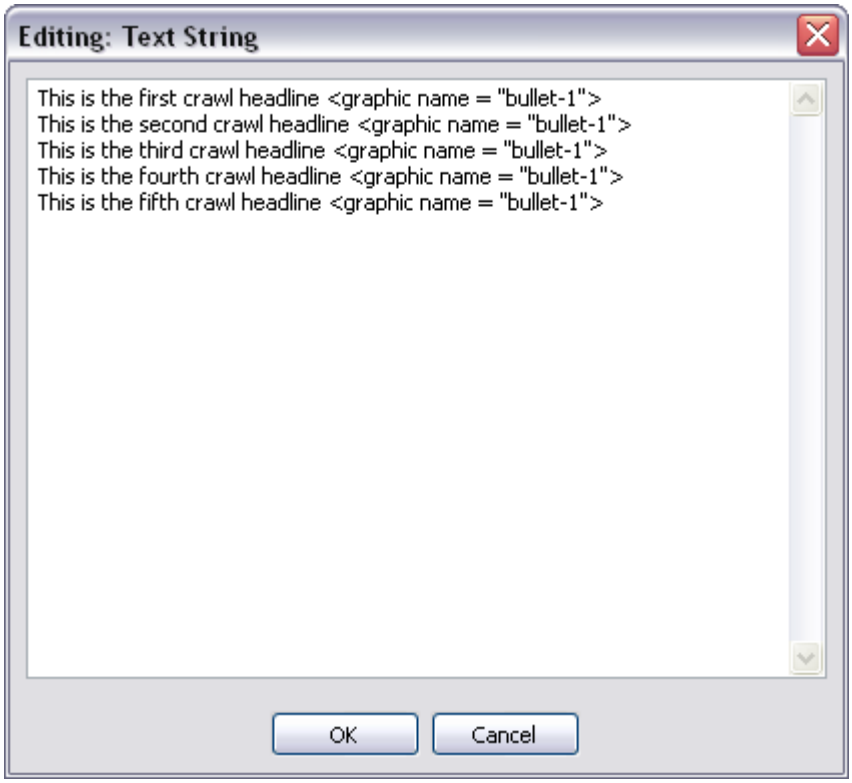

Figure 4-47: Creating Bullets using Static Text

4.3.7.4. Managing Separators

When using an external text file or RSS feed the user can (optionally) fill in the data separator. The data separator is meant to serve as an easy way to divide topic "headlines" with a graphical bullet. If the data separator has been filled in, then each time the crawl encounters a new line in the text file it will automatically insert the data separator text into the text that it is going to display, which will cause the crawl to show the designated "bullet". The data separator field is not mandatory if the <graphic name=""> syntax appears in the original text string (whether text file or RSS).

4.3.8. Bullet Loop Point Editor

The Loop Point Control window displays each individual frame in an image sequence (see Figure 4-75). Each frame is numbered in the bottom left hand corner of the individual frame box.

Figure 4-48: Bullet Loop Point Editor

The Loop Point Control window enables the user to view the properties of the loop points. The **Sequence** column identifies the number of loop points (key frames) present in the image sequence. When the Loop Point Control window is first opened it will display the number 2 in the **Sequence** column. These two points indicate the beginning point (frame 1) and the end point (last frame). For example, Figure 4-75 shows that the image sequence is 60 frames in length; therefore, the **Start** frame is 1 and the **End** frame is 60.

The **Start** column identifies the frame number of the first frame in a frame segment and the **End** column identifies the frame number of the last frame in the frame segment. For example, an image sequence is 30 frames in length and a new loop point is inserted at frame 10, creating a total of three loop points in this sequence. Therefore, the first frame segment would **Start** at 1 and **End** at 9 and the second frame segment would **Start** at 10 and **End** at 30.

The **Opacity** property displays the opacity of the frame. The opacity of the selected loop point can be adjusted to create a fade effect. For example, setting the opacity of a **Start** point to 0% and the opacity of the **End** point to 100% will create a fade in effect.

The **Status** column displays whether the frame segment is held until taken out or repeated at the selected loop point.

The loop points can be adjusted using key commands or mouse controls. Sections 4.3.8.1 and 4.3.8.2 describe these controls.

4.3.8.1. Editing the Loop Points Using the Keyboard Controls

The loop points and frame segments can be edited using the key commands on the keyboard. Table 4-1 provides a list of keyboard commands that can be used to insert, edit and adjust loop point controls.

KEY	DESCRIPTION
LEFT arrow ⬅	The **LEFT** arrow key is used to navigate to the previous frame in the animated image sequence.
RIGHT arrow ➡	The **RIGHT** arrow key is used to navigate to the next frame in the animated image sequence.
+	The PLUS key (**+**) is used to zoom in on the frames view.
-	The MINUS key (**-**) is used to zoom out on the frames view.
I	The "**I**" key is used to insert a loop point in the current (selected) frame.
D	The "**D**" key is used to delete a loop point in the current (selected) frame.
H	The "**H**" key is used to insert a hold. The hold is applied to the segment of frames between the two loop points. The segment will be marked as **Hold Until Taken Out** under the status column in the loop point editor. Note that currently only one hold sequence per animation is supported. Therefore, other existing hold sequences will be changed to "Repeat Once". This change is performed without warning.
R	The "**R**" key is used to increase the number of repeat counts of a segment. Each time the "**R**" key is pressed another repeat count is added.
R + **SHIFT**	By holding the **SHIFT** key while pressing the "**R**" key, the user can decrease the number of repeat counts of a segment. Each time the "**R**" + **SHIFT** keys are pressed a repeat count is removed.
UP arrow ⬆	When positioned on a loop point (key frame), the **UP** arrow will increase the opacity in 1% increments.
DOWN arrow ⬇	When positioned on a loop point (key frame), the **DOWN** arrow will decrease the opacity in 1% increments.
UP arrow + **SHIFT** ⬆	When positioned on a loop point (key frame), holding the **SHIFT** key while pressing the **UP** arrow will increase the opacity to 100%.
DOWN arrow + **SHIFT** ⬇	When positioned on a loop point (key frame), holding the **SHIFT** key while pressing the **DOWN** arrow will decrease the opacity to 0%.

Table 4-1: Loop Point Control Key Commands for Image Objects

4.3.8.2. Editing the Loop Points Using the Mouse Controls

The loop point parameters can also be adjusted using the mouse controls. Double-clicking a frame in the sequence will insert a loop point at the beginning of the selected frame. To adjust the opacity of the loop point, select and move the point up or down to the desired opacity level. While dragging the loop point up and down, the **Opacity** column will display the numeric opacity value.

To access other loop point controls, right mouse click on a frame in the sequence to reveal the loop point menu. The loop point menu, shown in Figure 4-76, enables the user to edit the loop point parameters using the following controls.

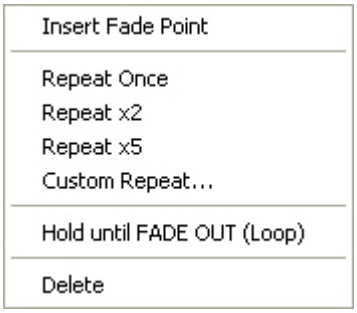

Figure 4-49: Loop Point Menu

- **Insert Fade Point** enables the user to insert a loop point in the current (selected) frame.
- **Repeat Once** enables the user to repeat the frame segment once.
- **Repeat x2** enables the user to repeat the frame segment twice.
- **Repeat x5** enables the user to repeat the frame segment five times.
- **Custom Repeat** enables the user to assign the number of times the frame segment will repeat. Selecting this option will reveal the *Custom Repeat* dialog box, as shown in Figure 4-50. The user will enter the desired custom repeat value into the *Repeat* field and then select the *OK* button.

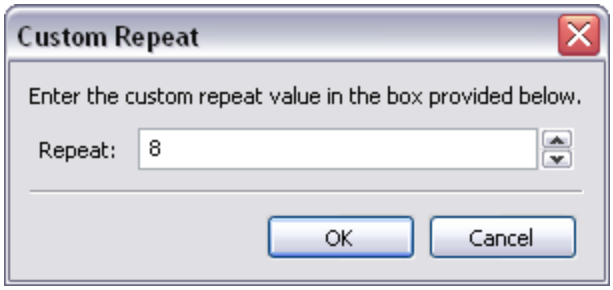

Figure 4-50: Custom Repeat Dialog Box

- **Hold until FADE OUT (Loop)** enables the user to insert a hold. The hold is applied to the segment of frames between the two loop points.

  Note that currently only one hold sequence per animation is supported. Therefore, other existing hold sequences will be changed to “Repeat Once”. This change is performed without warning.

- **Delete** will remove the loop point from the sequence. The **Delete** option will be grayed out if the user has NOT right mouse clicked a selected loop point in the sequence.

4.4. CREATING A CG ITEM

The CG Item feature allows the user to create a one to three line “headliner” that can be faded, wiped, or pushed on. The source of the headliner is a text file created by the user that contains the desired headliners.

To create a CG Item, the user can select the **CG Item** from the **Object** menu (see section 4.2.5) or the main toolbar. The CG Item consists of three lines of text and a display area. The user can set the placement of the CG Item by selecting and dragging it to the desired position using the mouse or by entering the desired coordinates in the **Placement** property of the CG Item **Property Settings** panel.

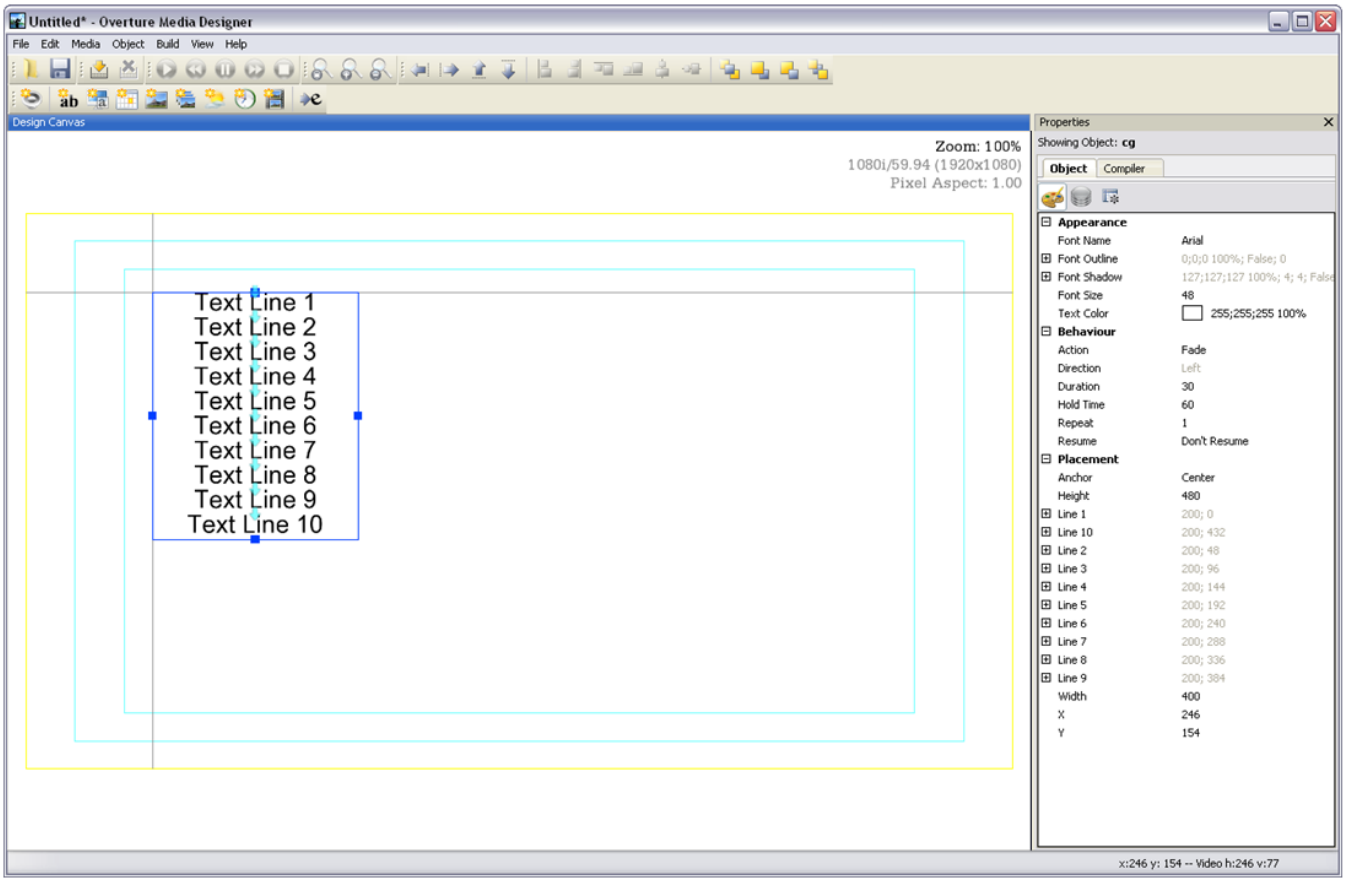

Figure 4-51: CG Item on Design Canvas

4.4.1. CG Item Menu

To access the CG Item menu, select the CG Item on the design canvas and right-click the mouse button. The CG Item menu provides the options shown in Figure 4-52.

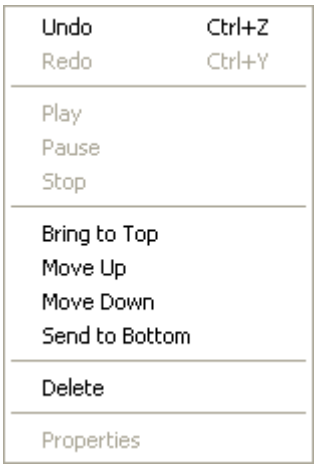

Figure 4-52: CG Item Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object from the design canvas.

4.4.2. CG Item Appearance

When the object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance (see Figure 4-53).

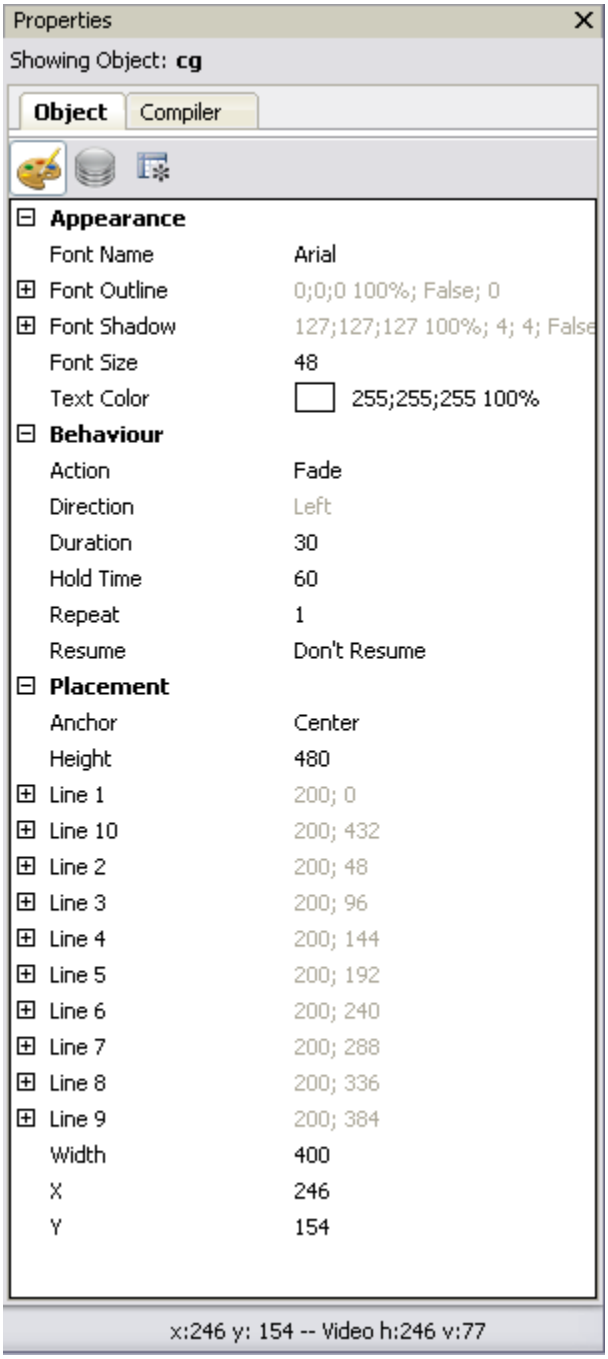

Figure 4-53: CG Item Attributes

4.4.2.1. CG Item Appearance

- **Font Name** enables the user to specify the font type of the text.
- **Font Outline** enables the user to add an outline to the text.
    - **Colour** enables the user to set the colour of the font outline.
    - **Show Outline** has two options, true or false. When set to true the font outline is visible and when set to false the font outline is hidden.
    - **Size** enables the user to set the size of the font outline.
- **Font Shadow** enables the user to add a shadow to the text.
    - **Colour** enables the user to set the colour of the font shadow.
    - **Depth; H** enables the user to set the horizontal depth of the shadow around the text. The range of the shadow depth is from 1 to 16 pixels.
    - **Depth; V** enables the user to set the vertical depth of the shadow around the text. The range of the shadow depth is from 1 to 16 pixels.
    - **Show Shadow** has two options, true or false. When set to true the font shadow is visible and when set to false the font shadow is hidden.
- **Font Size** enables the user to adjust the size of the font.
- **Text Colour** enables the user to adjust the colour of the font.

4.4.2.2. CG Item Behaviour

- **Action** enables the user to set the action of the CG Item. The three action options are Fade, Wipe, or Push.
- **Direction** enables the user to specify the direction of the action. There are four direction options: Left, Right, Up and Down.
- **Duration** enables the user to specify the duration of the action (in frames). The transition time range is from 1 to 60 frames.
- **Hold Time** enables the user to set the duration of the transition in frames. The valid transition hold time range is from 1 to 600 frames.
- **Repeat** enables the user to select the number of times that the logo can be repeated. The repeat function is written into the logo, so that when it is exported and played out the logo will be repeated the number of times designated in OMD.
- **Resume** enables the user to determine whether the logo should return to its last on-air state once it has played out or not resume playout. The options are *Don't Resume* and *Last On-Air State*.

4.4.2.3. CG Item Placement

Overture enables the user to accurately place an image on the design canvas. The placement of the object is determined by pixel and line position of the object with respect to the top-left corner (0,0) of the video standard. The user can enter these values or use the mouse to move the object. The size of the object box is determined in terms of pixels and lines from the top-left corner of the highlighted object box.

When defining either the height or width of the display, the user **MUST** be aware they are defining the area where the text will appear. If the font or text line is too large or too long, this area will crop the text based on its size.

- **Anchor** enables the user to set the anchor (start point) for the CG Item. There are three options to select from, which allow the user to vertically position the CG Item in the CG text space. The options are Left, Center and Right.

- **Height** enables the user to view the height of the CG Item. The height value must be set to a multiple of 4.

The CG Item can support up to 10 lines. The position of each line can be set individually. For the sake of simplicity, only Line 1 will be described in this manual.

Line 1

  - **X** enables the user to set the horizontal position of Line 1 on the canvas. To adjust the horizontal position of the CG Item, enter the desired coordinate for the **X** field of the **Line 1** property. The entered value must be a multiple of 2.

  - **Y** enables the user to set the vertical position of Line 1 on the design canvas. To adjust the vertical position of the CG Item, enter the desired coordinate for the **Y** field of the **Line 1** property. The entered value must be a multiple of 2.

- **Width** enables the user to set the width of the CG Item background. The width value must be set to a multiple of 4.

- **X** enables the user to set the overall horizontal position of the CG Item on the canvas. The entered value must be a multiple of 2. The position of the CG Item can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the overall vertical position of the CG Item on the design canvas. The entered value must be a multiple of 2. The position of the CG Item can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.4.3. CG Item Data Window

If the CG Item object is selected on the design canvas, the properties window will appear and the user can select the data button  to view and edit the object's data. See Figure 4-54.

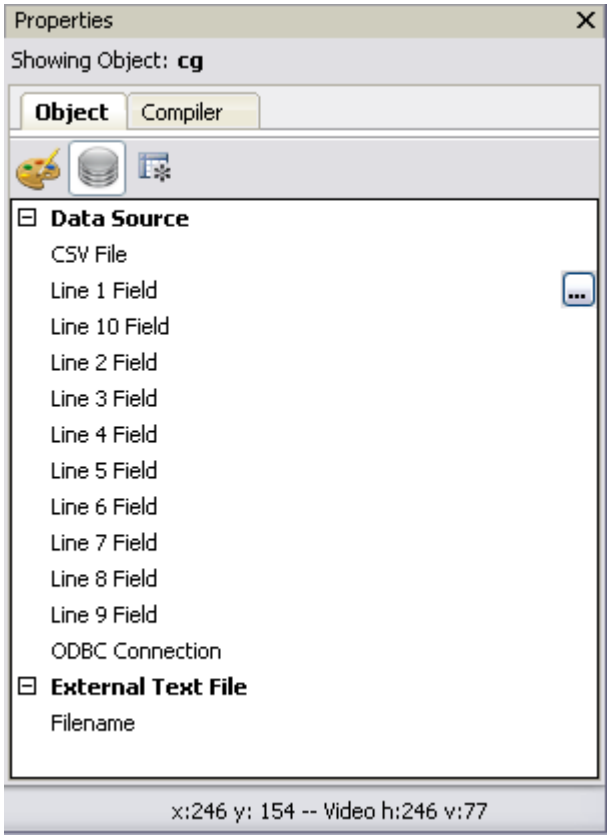

Figure 4-54: CG Item Data Window

4.4.3.1. Data Source

- **CSV File** enables the user to load a csv file as the source data. Loading a csv file enables the user to pull information from the CSV file and assign it to the CG Item lines. The dialog box in Figure 4-55 will open enabling the user to select the appropriate CSV file.

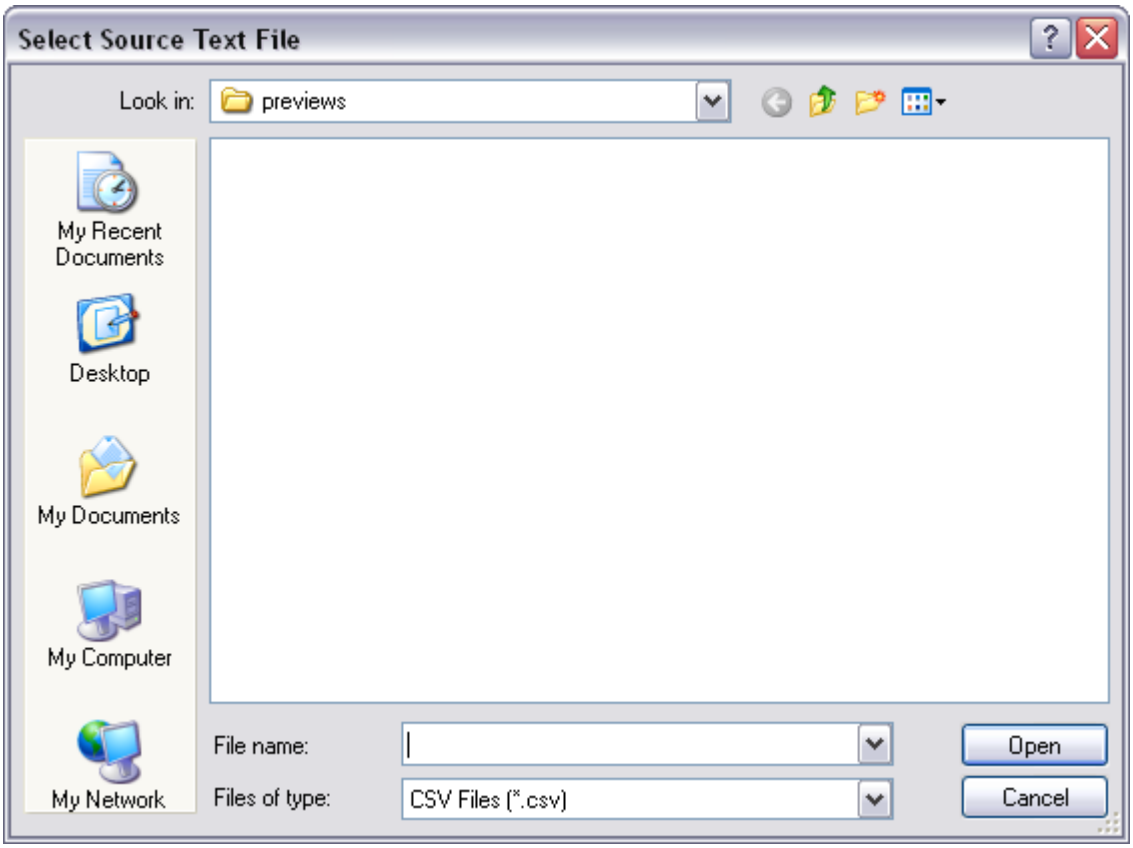

Figure 4-55: Opening CSV File Dialog Box

- **Line 1 to 10 Field** enables the user to enter unique text information for each individual Line. Upon selecting the appropriate button ... to launch the corresponding field, the user can fill in unique content for that CG Item.

  Figure 4-56 displays the dialog box that will open when the *Line 1 Field* item is selected.

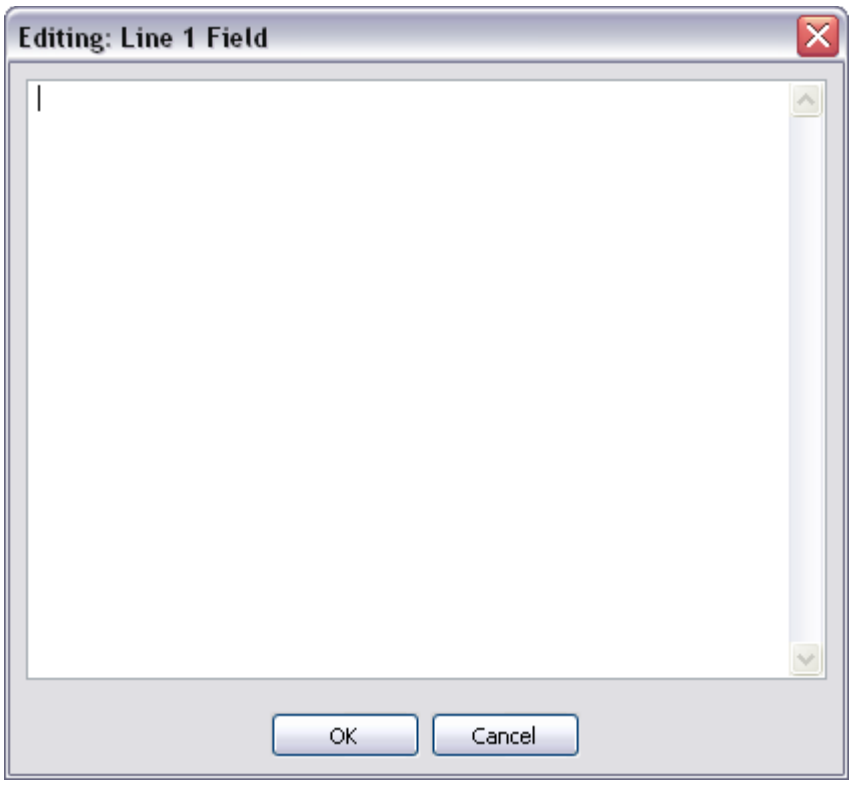

Figure 4-56: Line 1 Field Editing Window

- **ODBC Connection** enables the user to connect to an ODBC Connection. The ODBC enables connection to a data source, filter, and provides results to the keyer for dynamic crawls and CG Items.

  When the ODBC Connection button is pressed ... the user will be presented with an **ODBC Connection Setup** Dialog Box as shown in Figure 4-57.

  - **Data Source Name:** Specify the name of the data source to which you are connecting.
  - **Username:** Enter the appropriate ODBC Connection username.
  - **Password:** Enter the appropriate ODBC Connection password.
  - **SQL Query:** Enter the SQL Query information into the SQL Query field.
  - **Test Connection:** This button enables the user to test the ODBC connection.

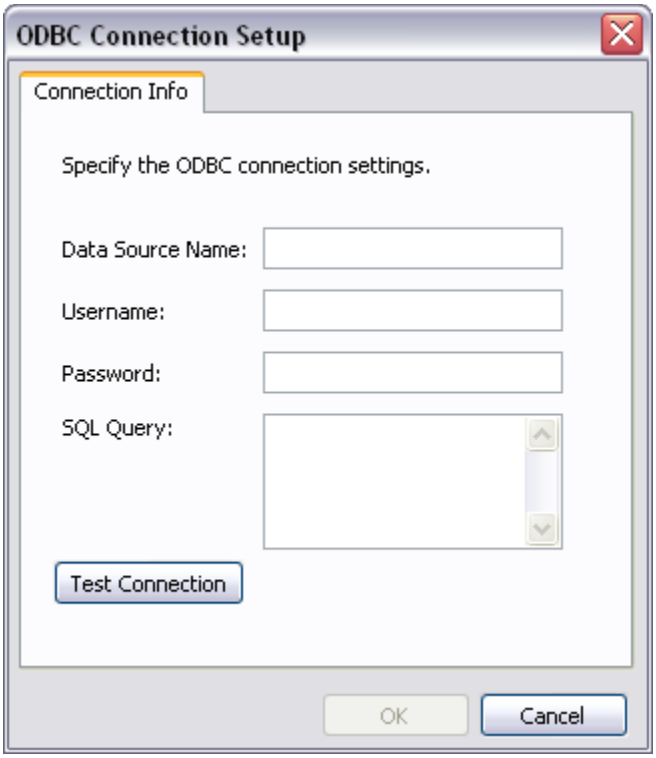

Figure 4-57: ODBC Connection Setup Window

4.4.3.2. CG Item External Text File

- **Filename** enables the user to specify the source of the text file. The text file is a normal text that contains the headlines.

4.4.3.2.1. Creating an External Text Source File

To create the source file, the user will need to use either WordPad or Notepad. The file is a simple Text file (see Figure 4-58). In the file, each headline is separated by a blank line (carriage return only). Currently, the CG text headliner feature allows for **UP TO THREE** lines per headline. The length of each line in the headline is based on the font type and size selected for the headline.

The maximum size that the source file can be is 64 headlines or 8Kbytes (depending on which occurs first).

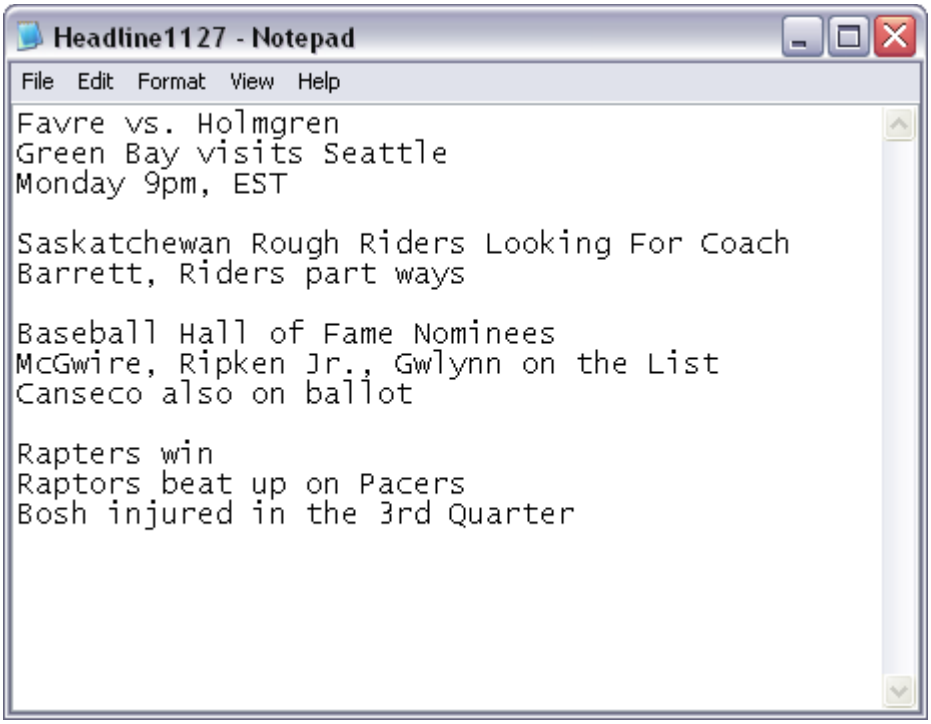

Figure 4-58: Sample Text Source File

4.4.4. CG Item Effects Window

When the CG Item object is selected on the design canvas, the properties window will appear and the user can select the *effects* button  to view and edit the object effects. See Figure 4-59. The Effects panel enables the user to specify the transition effects for the CG Item object.

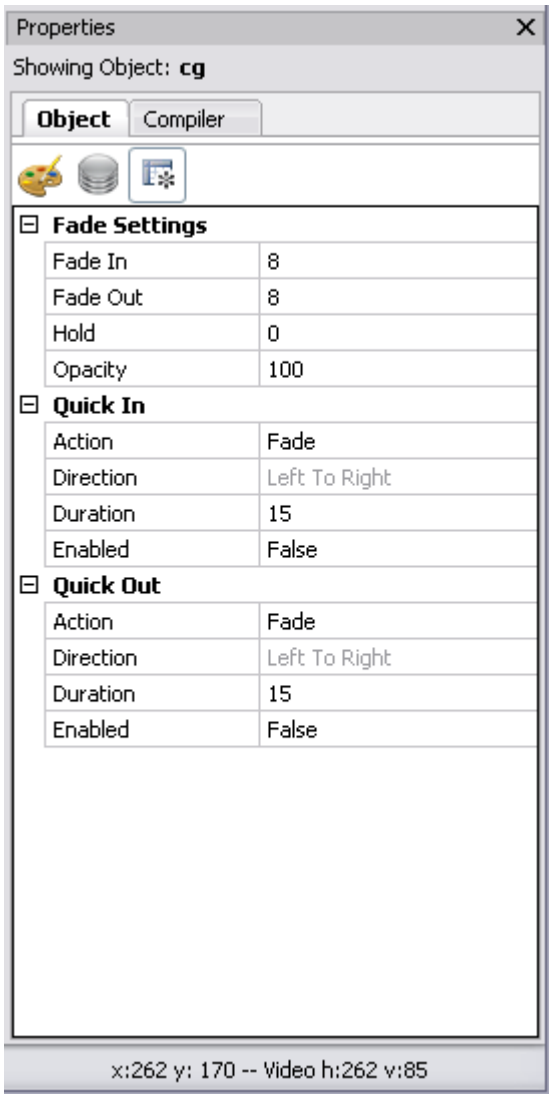

Figure 4-59: CG Item Effects Window

4.4.4.1. CG Item Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.

- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.

- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.

- **Opacity** enables the user to set the opacity of the CG Item fade with a valid range of 0 to 100%. The Opacity control specifies the key value applied to the media.

4.4.4.2. CG Item Quick In

- The Quick Effects **In** section provides the following options:
  - **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
  - **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
  - **Duration** allows the user to specify the duration of the action (in frames).
  - **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.4.4.3. CG Item Quick Out

- The Quick Effects **Out** section provides the following options:
  - **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
  - **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
  - **Duration** allows the user to specify the duration of the action (in frames).
  - **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.4.5. CG Item Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

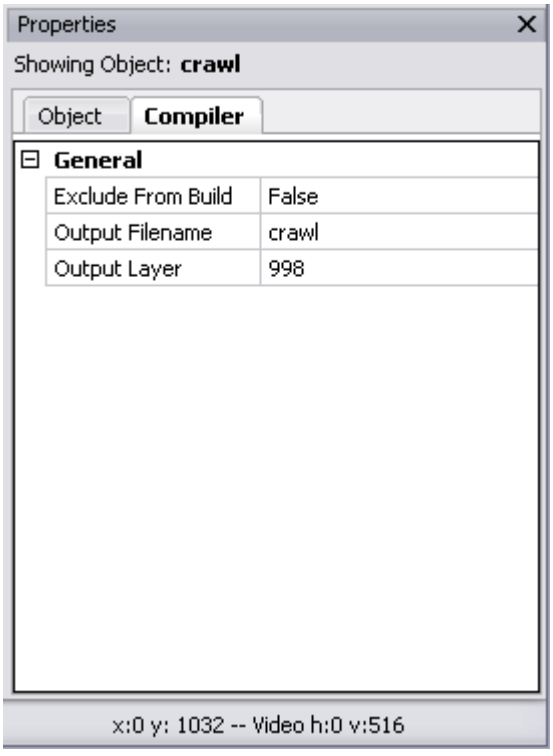

Figure 4-60: Crawl Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select **True** if the user does NOT want the selected object to be included in the compile build. Select **False** if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output file name. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.5. CREATING A DATE

To create a Date object, the user can select the **Add Date** option from the **Object** menu (see section 4.2.5) or the main toolbar. Once selected, the user will see a date object appear on the design canvas as shown in Figure 4-61. The user can set the placement of the date by selecting and dragging it to the desired position using the mouse or by entering the desired coordinates in the **Placement** property of the Date **Property Settings** panel.

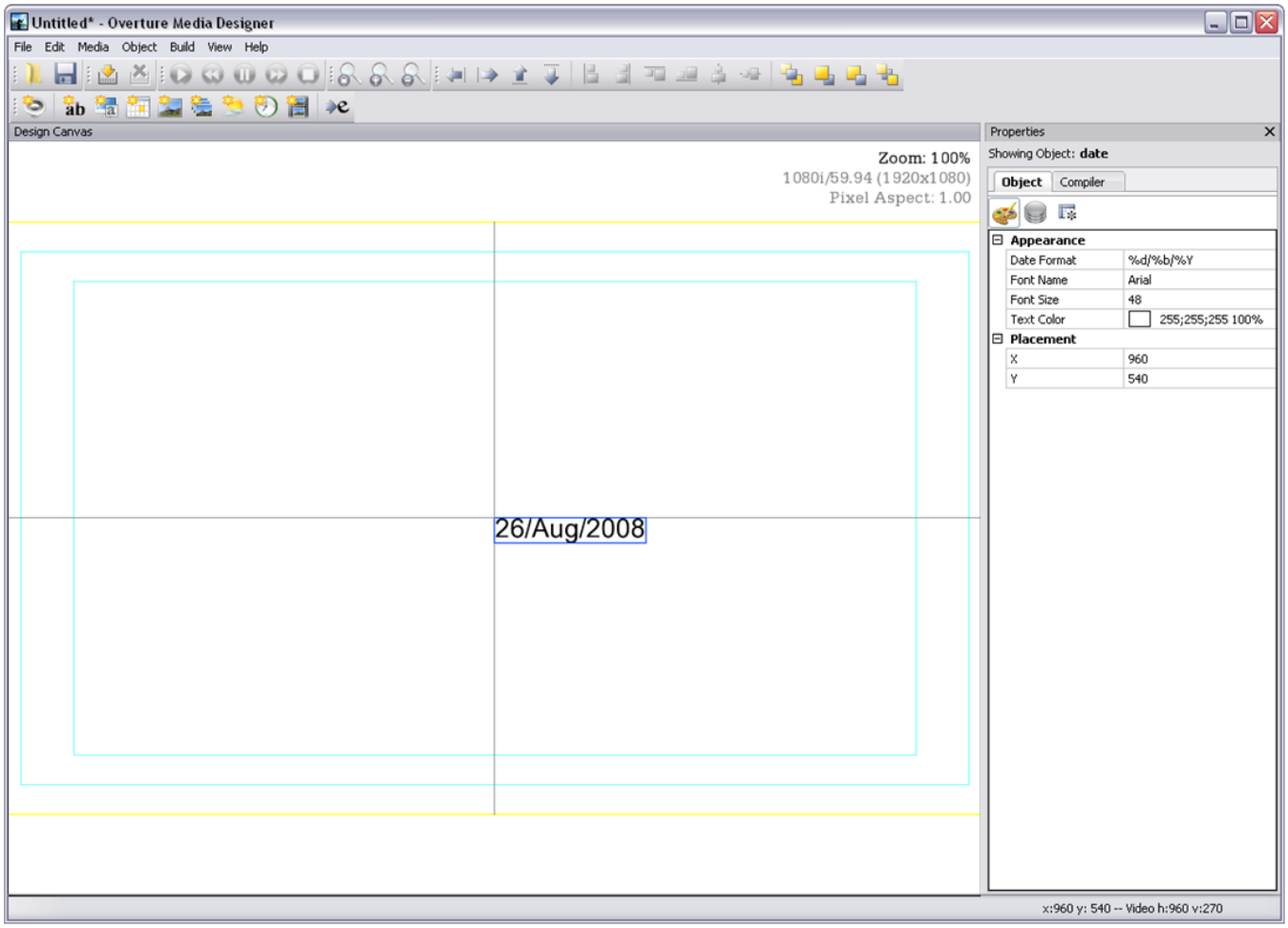

Figure 4-61: Date Object on Design Canvas

4.5.1. Date Menu

To access the Date menu, select the date object on the design canvas and right-click the mouse button. The Date menu provides the options shown in Figure 4-62.

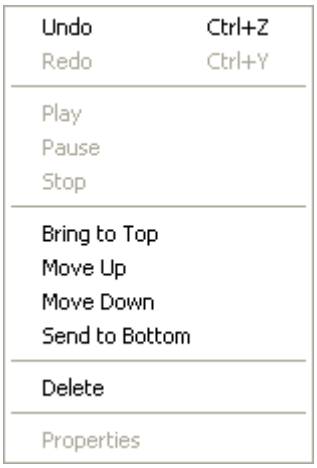

Figure 4-62: Date Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object from the design canvas.

4.5.2. Date Appearance

When the date object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance (see Figure 4-63).

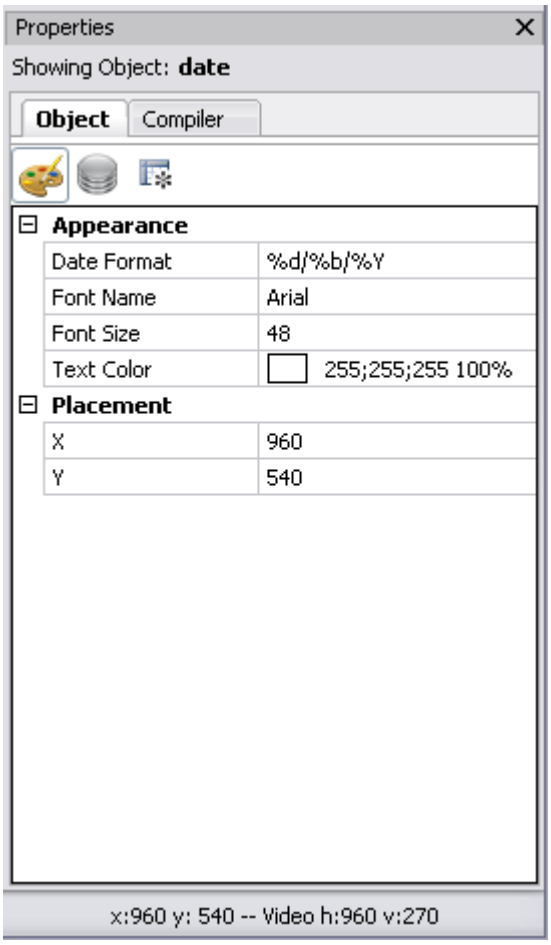

Figure 4-63: Date Property Settings Panel

4.5.2.1. Date Appearance

- **Date Format** enables the user to set the format of the date.
- **Font Name** enables the user to specify the font type of the date.
- **Font Size** enables the user to set the font size of the date.
- **Text Colour** enables the user to set the font colour of the date.

4.5.2.2. Date Placement

- **X** enables the user to set the horizontal position of the Date object on the canvas. The entered value must be a multiple of 2. The position of the Date object can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the Date object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the Date object on the design canvas. The entered value must be a multiple of 2. The position of the Date object can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the Date object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.5.3. Date Effects

When the Date object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects. See Figure 4-64. The Effects panel enables the user to specify the transition effects for the date object.

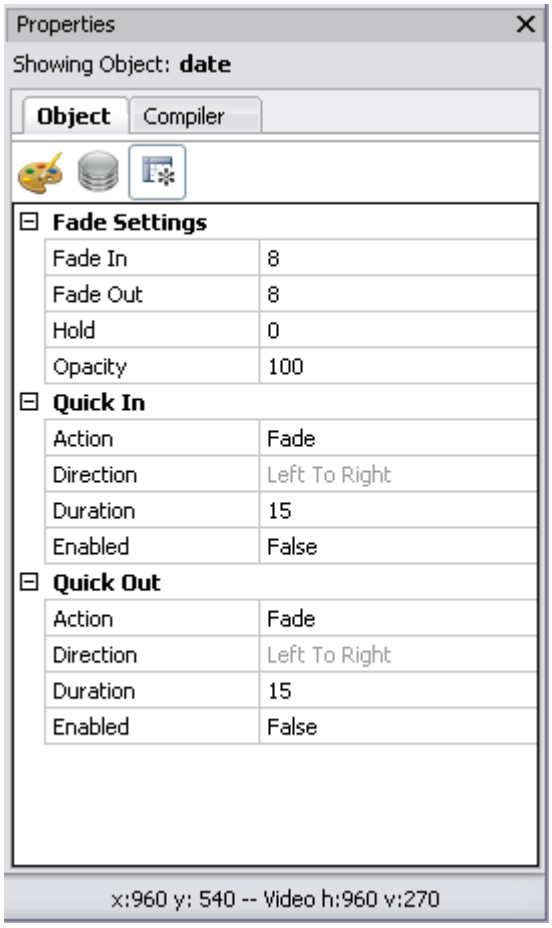

Figure 4-64: Date Effects Window

4.5.3.1. Date Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.

- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.

- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.

- **Opacity** enables the user to set the opacity of the date fade with a valid range of 0 to 100%. The opacity control specifies the key value applied to the media.

4.5.3.2. Date Quick In

The Quick Effects **In** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.5.3.3. Date Quick Out

The Quick Effects **Out** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

In order for the Date to function properly, the user MUST ensure the selected Font Type is loaded onto the device.

4.5.4. Date Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

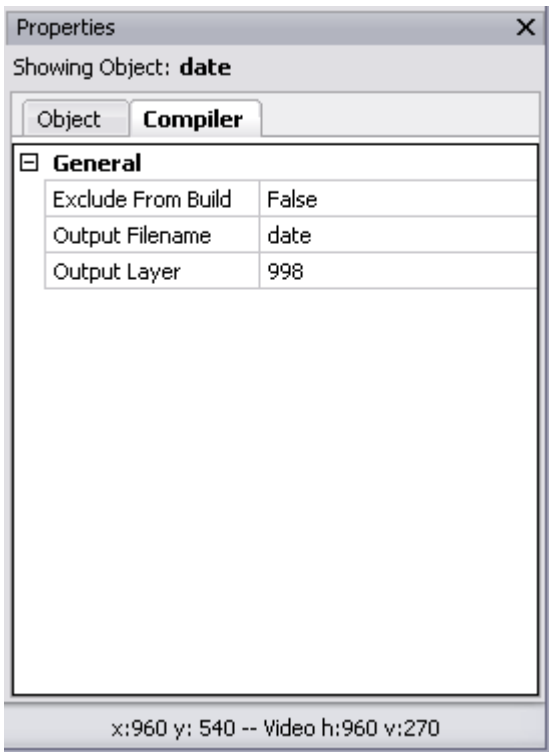

Figure 4-65: Date Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select **True** if the user does NOT want the selected object to be included in the compile build. Select **False** if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output filename. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.6. CREATING AN IMAGE OR IMAGE SEQUENCE OR ADDING A LOGO

An image and image sequence can be configured in the same way. Inserting an image imports a single graphic and importing an image sequence imports a series of images, which create an animated sequence.

A logo shares the same properties as an image sequence, therefore for the sake of simplicity refer to this section for instruction on configuring the parameters of a logo.

To add a logo, select the *Import Logo* button from the main toolbar  . A *Select Source Logo* dialog box will appear, as shown in Figure 4-66. The user will be prompted to navigate to the appropriate folder and selected the logo file. Please note that the user will only be able to select an evl logo file type.

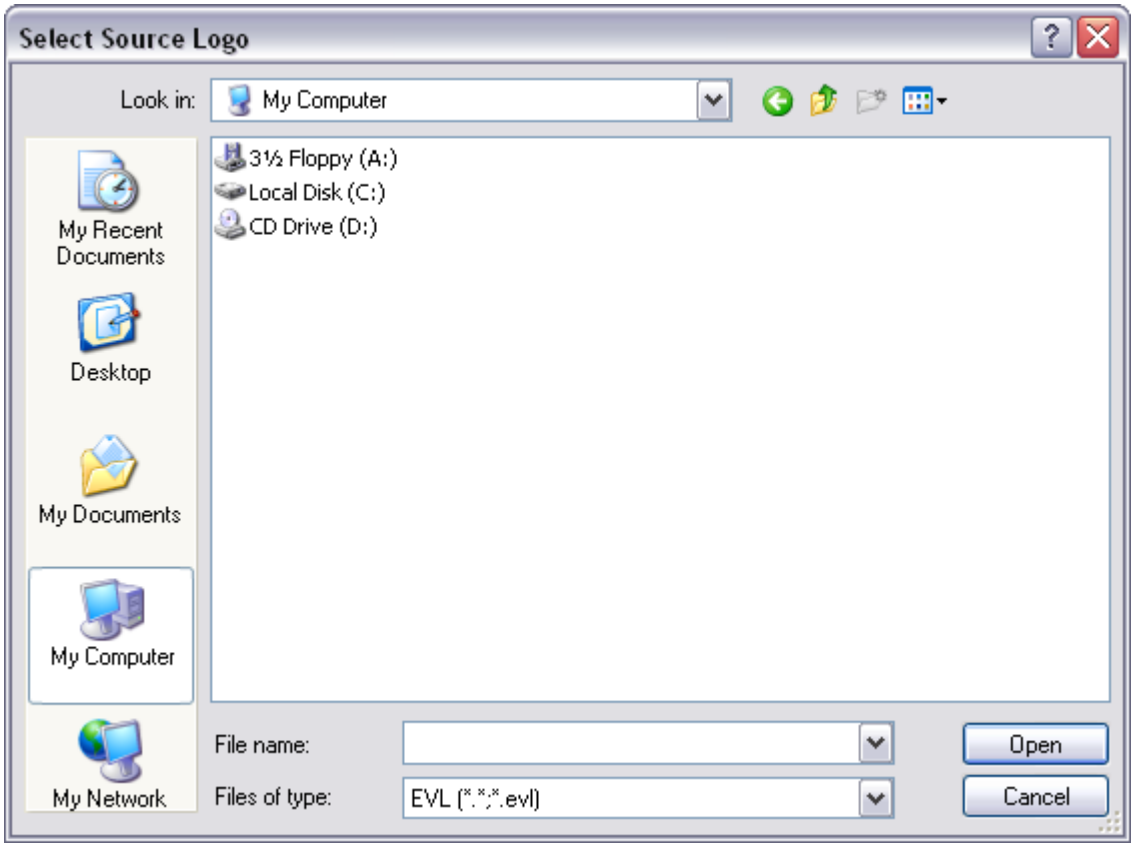

Figure 4-66: Select Source Logo

To create an Image sequence, the user must select **Add Image Sequence** from the **Object** menu (see section 4.2.5). Creating an image using the **Add Image** option enables the user to insert a single image or a series of image files (animation) onto the design canvas. The **Image Sequence Builder** window will appear and the user will be prompted to insert an image, as shown in Figure 4-67.

The **Image Sequence Builder** is divided into two sections: Source Graphics and Key Graphics (Optional). The **Source Graphics** column inserts the actual images, whereas the **Key Graphics (Optional)** column is used to add images that represent how the fill image is presented on the screen. The **Source** is the image that appears on the design canvas and the **Key** is the space that the image fills.

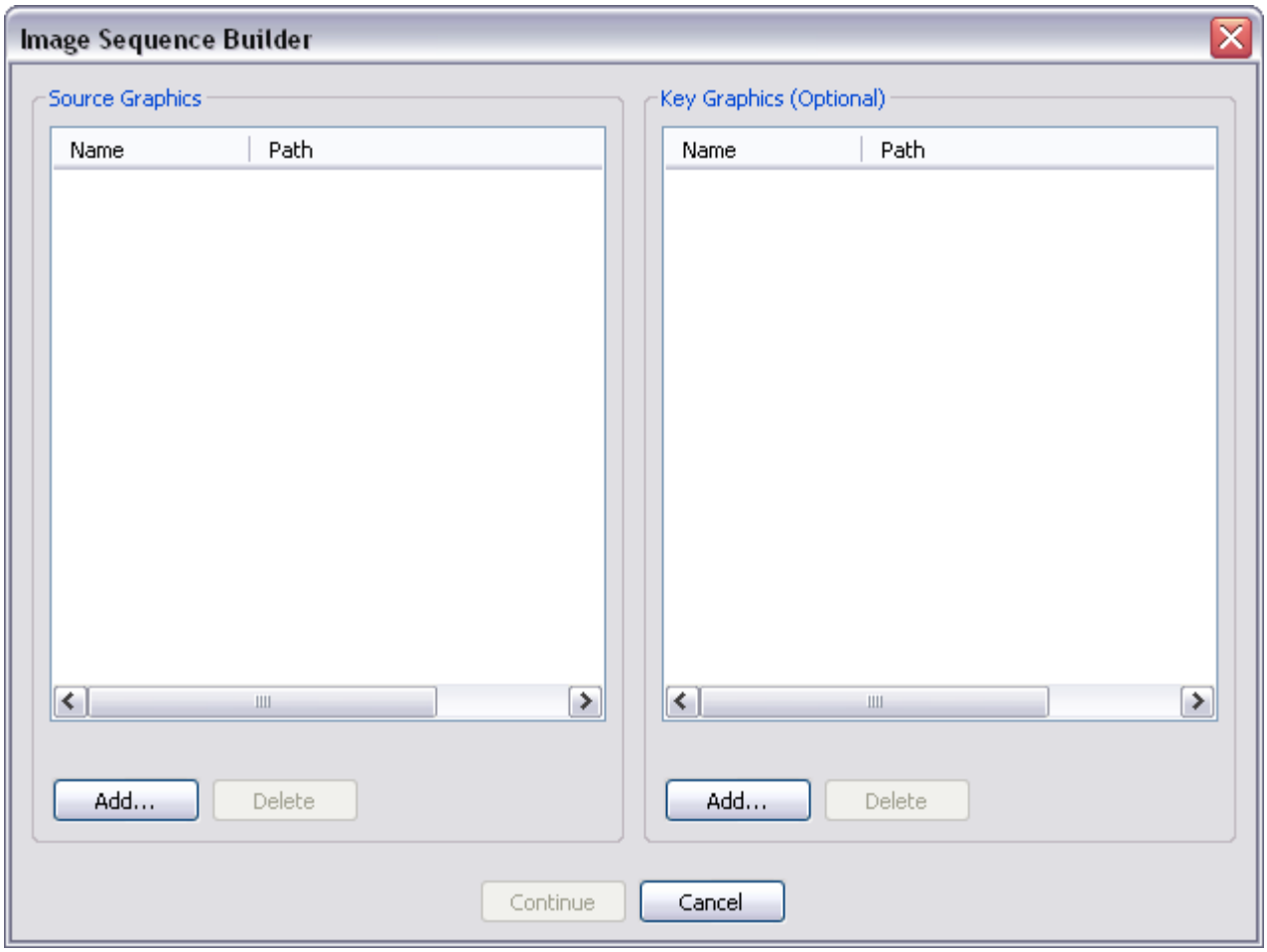

Figure 4-67: Image Sequence Builder Window

Once the **Image Sequence Builder** dialog box appears, the user can add a fill image or multiple images by selecting the **Add…** button under the **Source Graphics** section. The **Select Image(s)** dialog box will appear as shown in Figure 4-68. The **Select Image(s)** window allows the user to navigate to the appropriate directory, and select the desired image. Select the **Open** button to add the image to the **Source Graphics** list. Repeat the same procedure to insert an image into the **Key Graphics (Optional)** column.

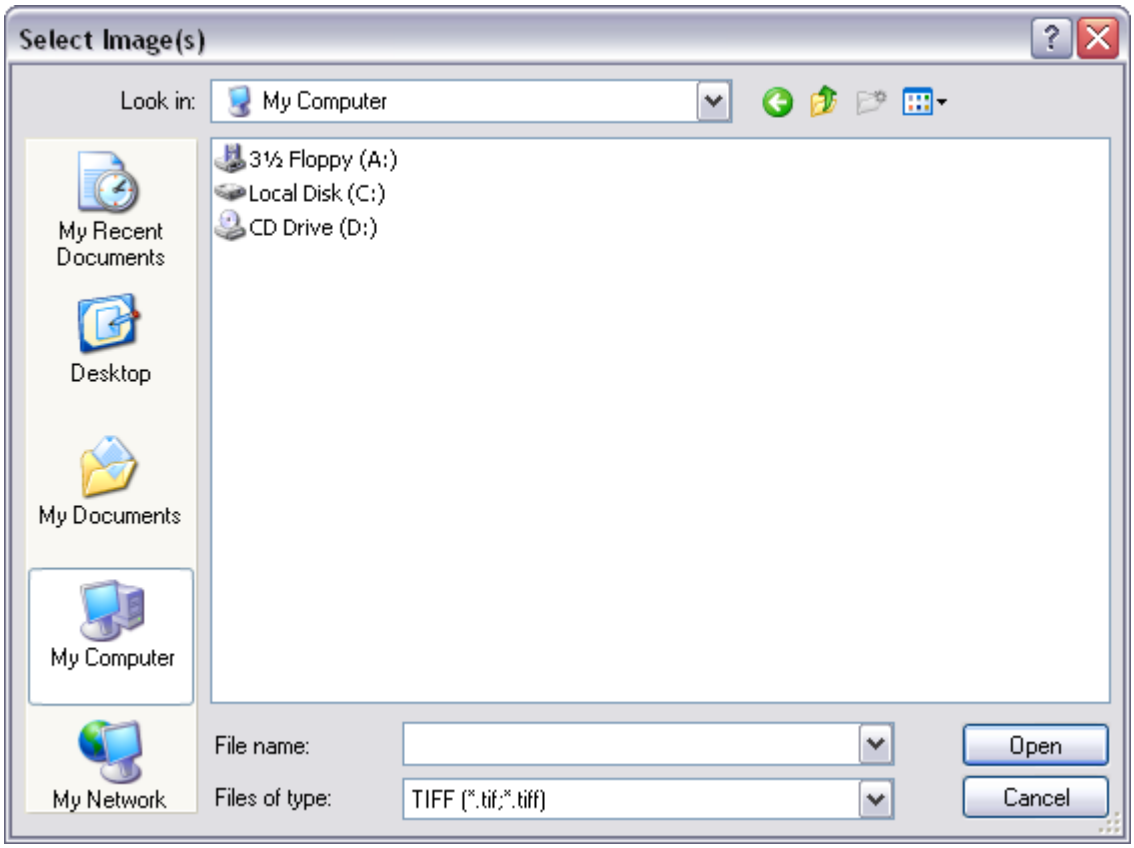

Figure 4-68: Select Image(s) Window

It is common for a screen such as the one shown in Figure 4-69 to appear when selecting and opening an image. The **Select Insert Operation** may appear if the user is trying to import a single image that is part of a larger sequence of images. To insert all of the images in a sequence select the ***Insert Complete Sequence*** option. To insert only the images listed after the selected image in the sequence, select the ***Insert Partial Sequence (from selection to end)*** option. To insert only the individual image, select the ***Insert Selected Image*** option. Once an option is selected the image(s) will be displayed in the appropriate column of the **Image Sequence Builder** window.

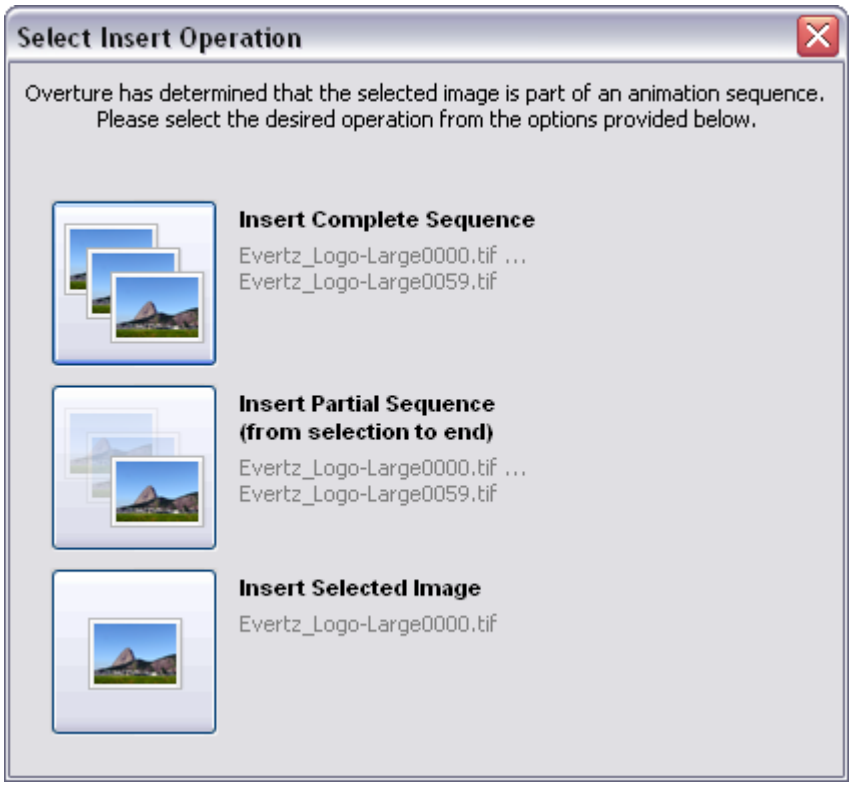

Figure 4-69: Select Insert Operation Window

To remove an image from either the **Source Graphics** or the **Key Graphics (Optional)** column, highlight the image in the appropriate column and select the **Delete** button under the corresponding column.

Once the desired images have been selected, click on the **Continue** button at the bottom of the screen.

Once the image is inserted, the image will be displayed on the design canvas as shown in Figure 4-70. The user can then set the placement of the image by selecting the image object and dragging it to the desired position using the mouse or by entering the coordinates in the **Placement** property of the image **Property Settings** panel (see section 4.6.2.1).

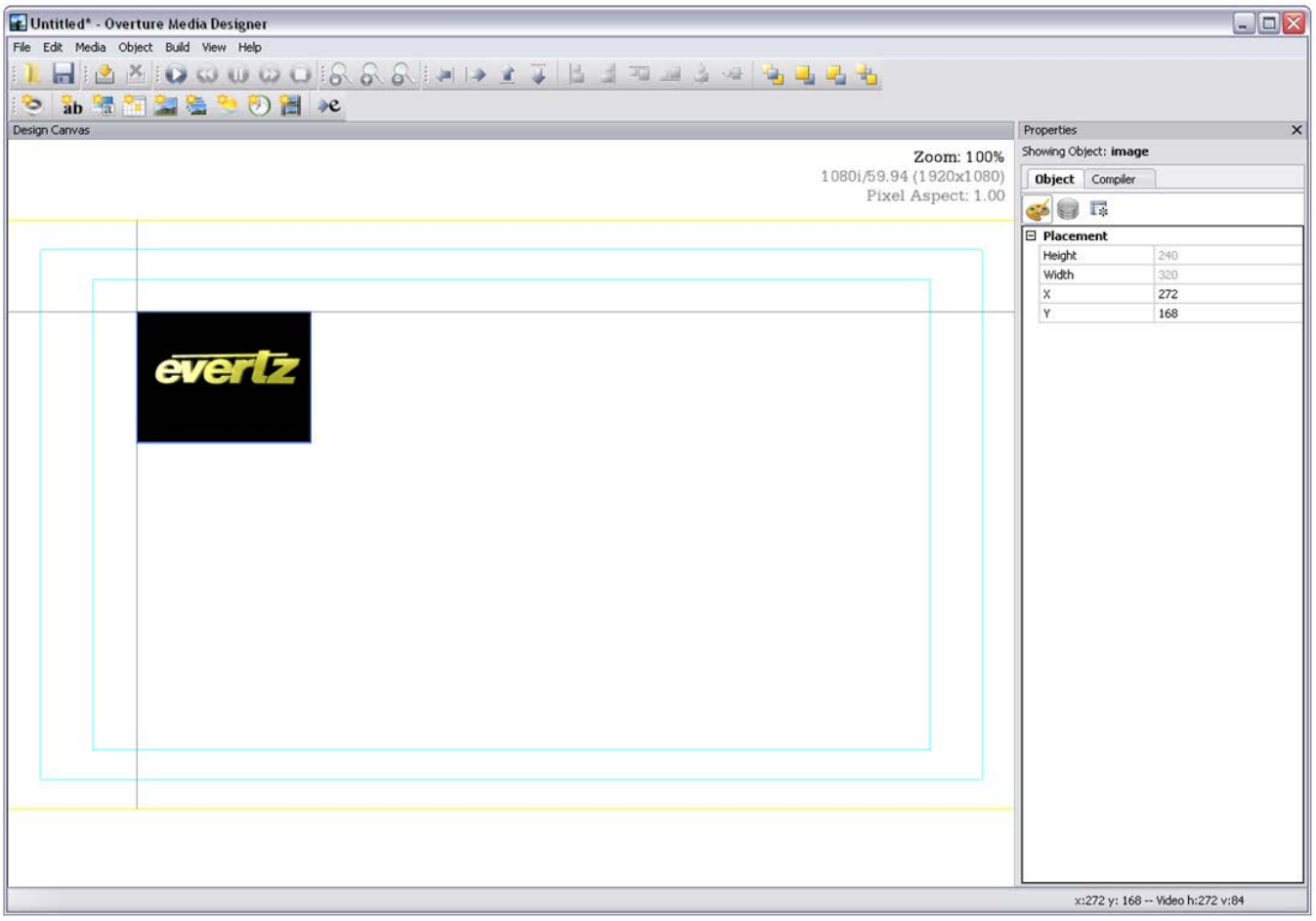

Figure 4-70: Image Sequence Object on Design Canvas

4.6.1. Image Sequence Menu

To access the Image menu, select the image on the design canvas and right-click the mouse button. The Image menu provides the options shown in Figure 4-71.

Figure 4-71: Image Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to re-instate the undone action.
- **Play** enables the user to play the animated image on the design canvas.
- **Pause** enables the user to pause the animated image on the design canvas.
- **Stop** enables the user to stop the animated image's play mode.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object from design canvas.
- **Properties** opens the Loop Point Control which enables the user to view and edit the animated image sequence frame by frame. (See section 4.6.5)

4.6.2. Image Appearance

When the image object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance (see Figure 4-72).

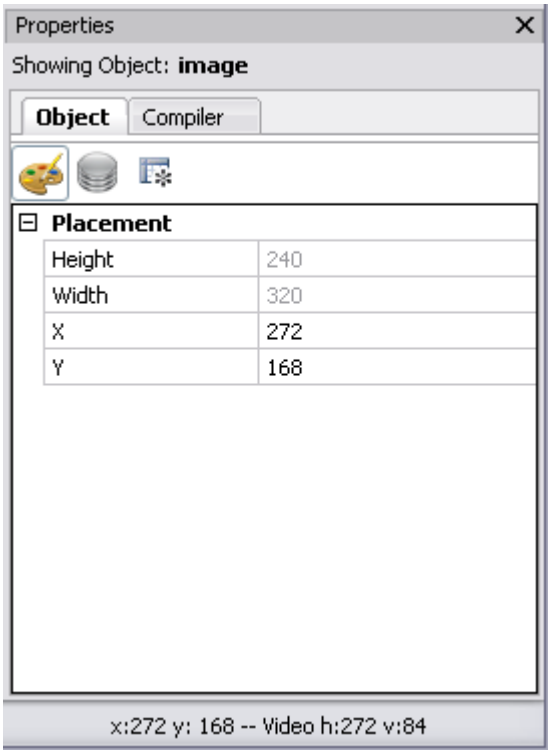

Figure 4-72: Image Appearance Window

4.6.2.1. Image Placement

- **Height** enables the user to view the height of the image. The entered height value must be a multiple of 4.

- **Width** enables the user to view the width of the image. The entered width value must be a multiple of 4.

- **X** enables the user to set the horizontal position of the Image on the canvas. The entered value must be a multiple of 2. The position of the Image can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the Image and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the Image on the design canvas. The entered value must be a multiple of 2. The position of the Image can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the image and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.6.3. Image Effects

When the Image object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects. See Figure 4-73. The Effects panel enables the user to specify the transition effects for the Image object.

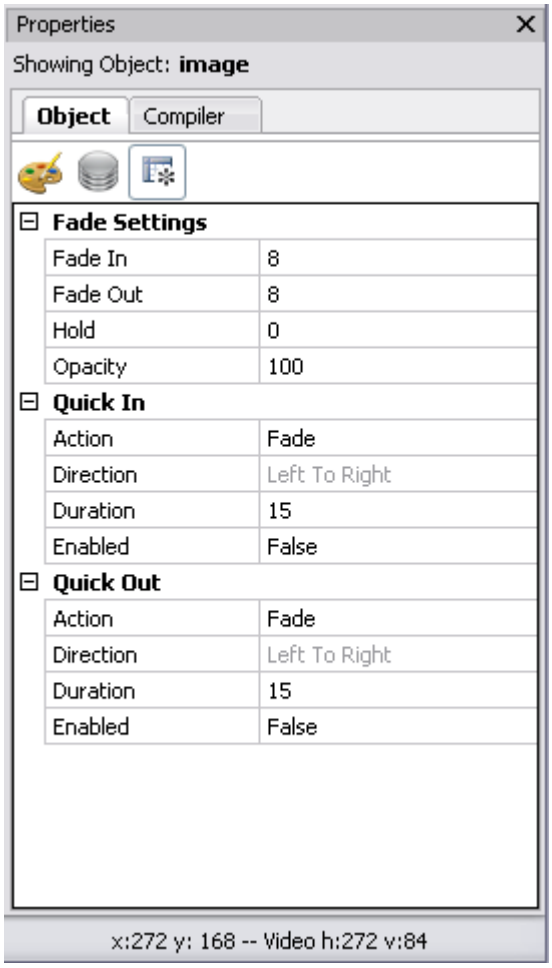

Figure 4-73: Image Effects Window

4.6.3.1. Image Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.
- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.
- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.
- **Opacity** enables the user to set the opacity of the image fade with a valid range of 0 to 100%. The Opacity control specifies the key value applied to the media.

4.6.3.2. Image Quick In

- The Quick Effect **In** section provides the following options:
  - **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
  - **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
  - **Duration** allows the user to specify the duration of the action (in frames).
  - **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.6.3.3. Image Quick Out

- The Quick Effect **Out** section provides the following options:
  - **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
  - **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
  - **Duration** allows the user to specify the duration of the action (in frames).
  - **Enabled**, when set to true, the quick effects action will be enabled. When set to false, the quick effects action will be disabled.

4.6.4. Image Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

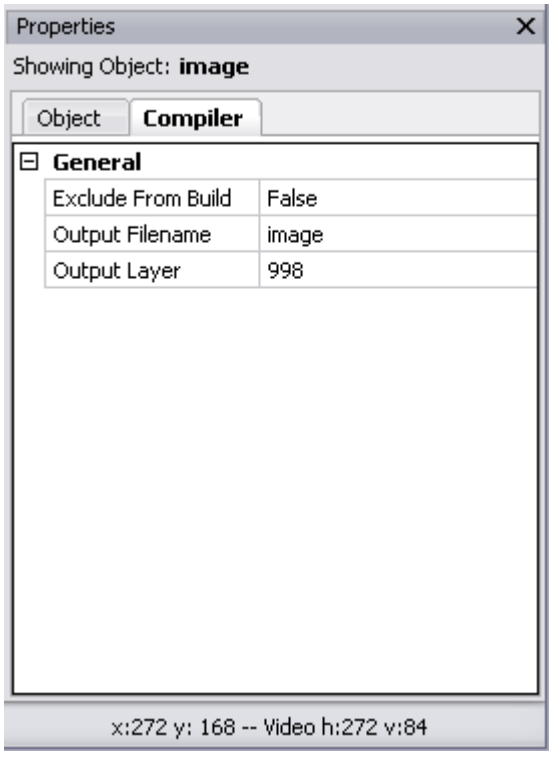

Figure 4-74: Image Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select **True** if the user does NOT want the selected object to be included in the compile build. Select **False** if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output filename. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.6.5. Editing Loop Points of an Image Sequence

To access the Loop Point Control window, right mouse click the inserted image on the design canvas. Once the image menu pops up, select the **Properties** option from the menu and the **Loop Point Control** window will appear (see Figure 4-75). The Loop Point Control window enables the user to view individual frames and edit the sequence. The user can insert loop points, which enables segments to be faded in and out, repeated, or held until removed.

Figure 4-75: Loop Point Control Window for an Animated Image

The Loop Point Control window displays each individual frame in an image sequence (see Figure 4-75). Each frame is numbered in the bottom left hand corner of the individual frame box.

The Loop Point Control window enables the user to view the properties of the loop points. The **Sequence** column identifies the number of loop points (key frames) present in the image sequence. When the Loop Point Control window is first opened it will display the number 2 in the **Sequence** column. These two points indicate the beginning point (frame 1) and the end point (last frame). For example, Figure 4-75 shows that the image sequence is 60 frames in length; therefore, the **Start** frame is 1 and the **End** frame is 60.

The **Start** column identifies the frame number of the first frame in a frame segment and the **End** column identifies the frame number of the last frame in the frame segment. For example, an image sequence is 30 frames in length and a new loop point is inserted at frame 10, creating a total of three loop points in this sequence. Therefore, the first frame segment would **Start** at 1 and **End** at 9 and the second frame segment would **Start** at 10 and **End** at 30.

The **Opacity** property displays the opacity of the frame. The opacity of the selected loop point can be adjusted to create a fade effect. For example, setting the opacity of a **Start** point to 0% and the opacity of the **End** point to 100% will create a fade in effect.

The **Status** column determines whether the frame segment is held until taken out or repeated at the selected loop point.

The loop points can be adjusted using key commands or mouse controls. Sections 4.6.5.1 and 4.6.5.2 describe these controls.

4.6.5.1. Using the Key Commands

The loop points and frame segments can be edited using the key commands on the keyboard. Table 4-2 provides a list of keyboard commands that can be used to insert, edit and adjust loop point controls.

KEY	DESCRIPTION
LEFT arrow ⬅	The **LEFT** arrow key is used to navigate to the previous frame in the animated image sequence.
RIGHT arrow ➡	The **RIGHT** arrow key is used to navigate to the next frame in the animated image sequence.
+	The PLUS key (**+**) is used to zoom in on the frames view.
-	The MINUS key (**-**) is used to zoom out on the frames view.
I	The "**I**" key is used to insert a loop point in the current (selected) frame.
D	The "**D**" key is used to delete a loop point in the current (selected) frame.
H	The "**H**" key is used to insert a hold. The hold is applied to the segment of frames between the two loop points. The segment will be marked as **Hold Until Taken Out** under the status column in the loop point editor. Note that currently only one hold sequence per animation is supported. Therefore, other existing hold sequences will be changed to "Repeat Once". This change is performed without warning.
R	The "**R**" key is used to increase the number of repeat counts of a segment. Each time the "**R**" key is pressed another repeat count is added.
R + **SHIFT**	By holding the **SHIFT** key while pressing the "**R**" key, the user can decrease the number of repeat counts of a segment. Each time the "**R**" + **SHIFT** keys are pressed a repeat count is removed.
UP arrow ⬆	When positioned on a loop point (key frame), the **UP** arrow will increase the opacity in 1% increments.
DOWN arrow ⬇	When positioned on a loop point (key frame), the **DOWN** arrow will decrease the opacity in 1% increments.
UP arrow + **SHIFT** ⬆	When positioned on a loop point (key frame), holding the **SHIFT** key while pressing the **UP** arrow will increase the opacity to 100%.
DOWN arrow + **SHIFT** ⬇	When positioned on a loop point (key frame), holding the **SHIFT** key while pressing the **DOWN** arrow will decrease the opacity to 0%.

Table 4-2: Loop Point Control Key Commands for Image Objects

4.6.5.2. Using the Mouse Controls

The loop point parameters can also be adjusted using the mouse controls. Double-clicking a frame in the sequence will insert a loop point at the beginning of the selected frame. To adjust the opacity of the loop point, select and move the point up or down to the desired opacity level. While dragging the loop point up and down, the **Opacity** column will display the numeric opacity value.

To access other loop point controls, right mouse click on a frame in the sequence to reveal the loop point menu. The loop point menu, shown in Figure 4-76, enables the user to edit the loop point parameters using the following controls.

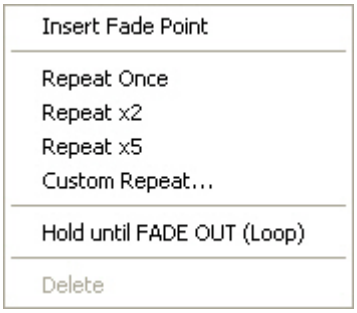

Figure 4-76: Loop Point Menu

- **Insert Fade Point** enables the user to insert a loop point in the current (selected) frame.
- **Repeat Once** enables the user to repeat the frame segment once.
- **Repeat x2** enables the user to repeat the frame segment twice.
- **Repeat x5** enables the user to repeat the frame segment five times.
- **Custom Repeat** enables the user to assign the number of times the frame segment will repeat. Selecting this option will reveal the *Custom Repeat* dialog box, as shown in Figure 4-50. The user will enter the desired custom repeat value into the *Repeat* field and then select the *OK* button.

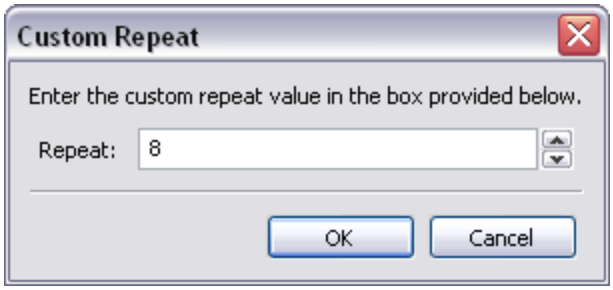

Figure 4-77: Custom Repeat Dialog Box

- **Hold until FADE OUT (Loop)** enables the user to insert a hold. The hold is applied to the segment of frames between the two loop points.

  Note that, currently, only one hold sequence per animation is supported. Therefore, other existing hold sequences will be changed to "Repeat Once". This change is performed without warning.

- **Delete** will remove the loop point from the sequence. The **Delete** option will be grayed out if the user has NOT right mouse clicked a selected loop point in the sequence.

4.6.6. Preview the Animation

The animation can be previewed in Overture Media Designer. To preview the animation, right click the animation object on the design canvas and then select *play* from the drop down menu. The user can also control the playback mode via the main panel control or the main *Media* menu.

Once the animation is in playback mode, the user will be able to preview it on the design canvas. The playback specifications will be displayed in the lower left hand corner of the screen, as shown in Figure 4-78.

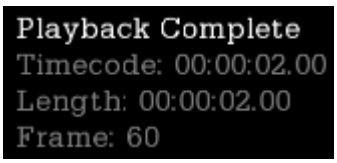

Figure 4-78: Playback Specifications

- **Timecode:** This item identifies the timing in frames.
- **Length:** This item identifies the time in duration.
- **Frame:** This item displays the current frame number.

Please note, that any changes made in the Overture Media Designer (for example, fades, repeats, etc) can be previewed using the *play* command before the animation is compiled into an .evl.

The following is a list of playback commands:

Play: This button enables the user to preview the animated object by playing it on the design canvas.

Step Back: This button enables the user to move the play mode back in one frame increments.

Pause: This button enables the user to pause the playback mode on the current frame.

Step Next: This button enables the user to move the play mode forward in one frame increments.

Stop: This button enables the user to stop the playback mode of the selected object.

4.7. CREATING A TEMPERATURE OBJECT

To create a Temperature Object, the user can select **Add Temperature** from the **Object** menu (see section 4.2.5) or the main toolbar. A temperature object will appear on the design canvas as shown in Figure 4-79. The user can then set the placement of the temperature by selecting the temperature object and dragging it to the desired position using the mouse or by entering the desired coordinates in the **Placement** property of the temperature **Property Settings** panel.

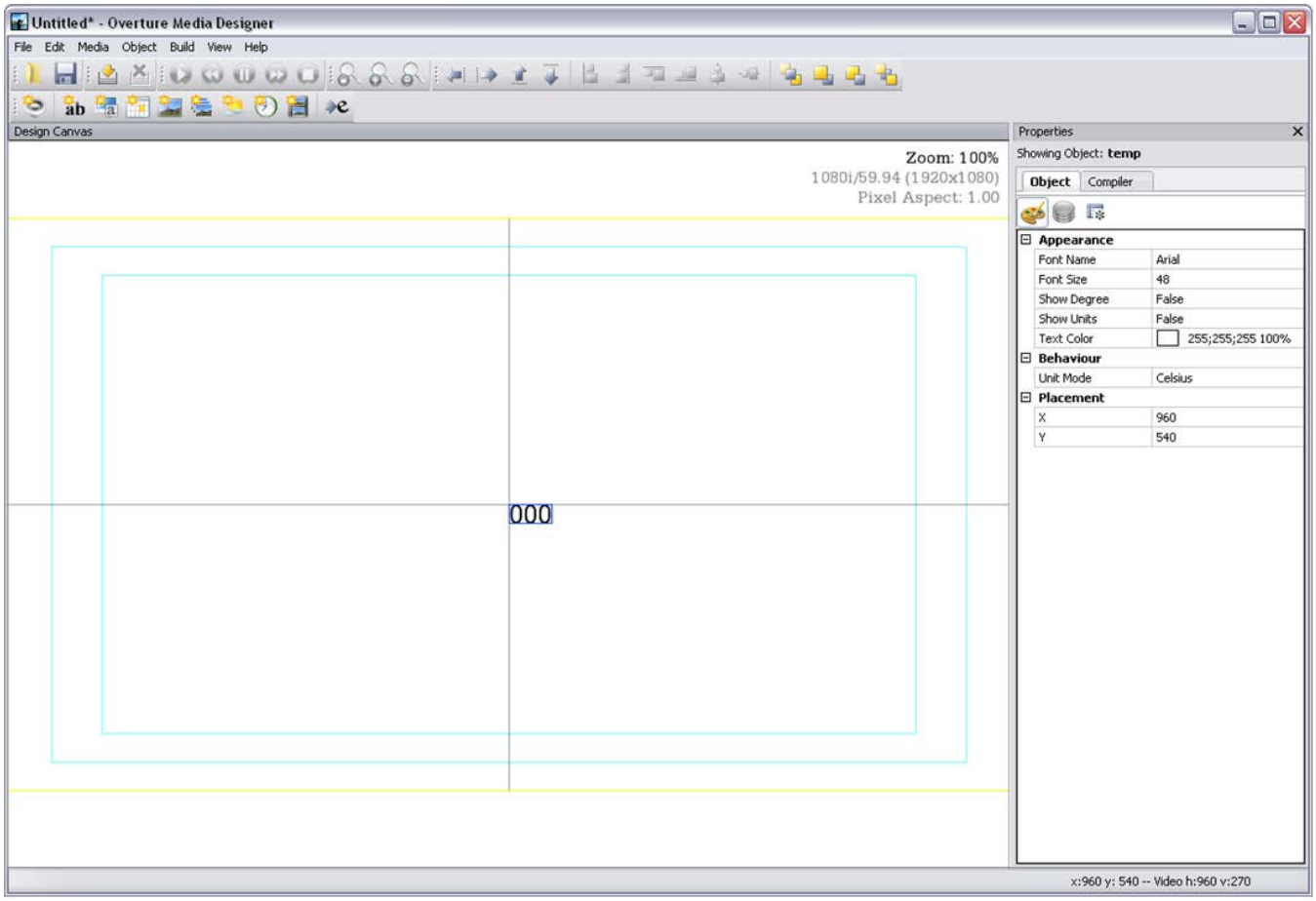

Figure 4-79: Temperature Object on Design Canvas

4.7.1. Temperature Menu

To access the temperature menu, right mouse click the temperature object on the design canvas. The Temperature menu provides the following options shown in Figure 4-80:

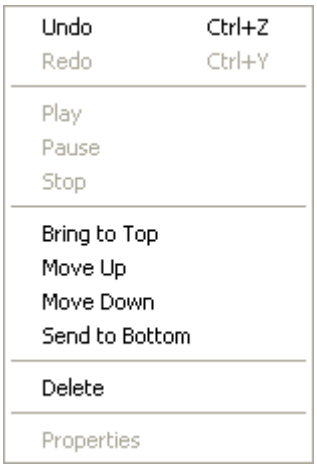

Figure 4-80: Temperature Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object.

4.7.2. Temperature Appearance

When the temperature object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance.

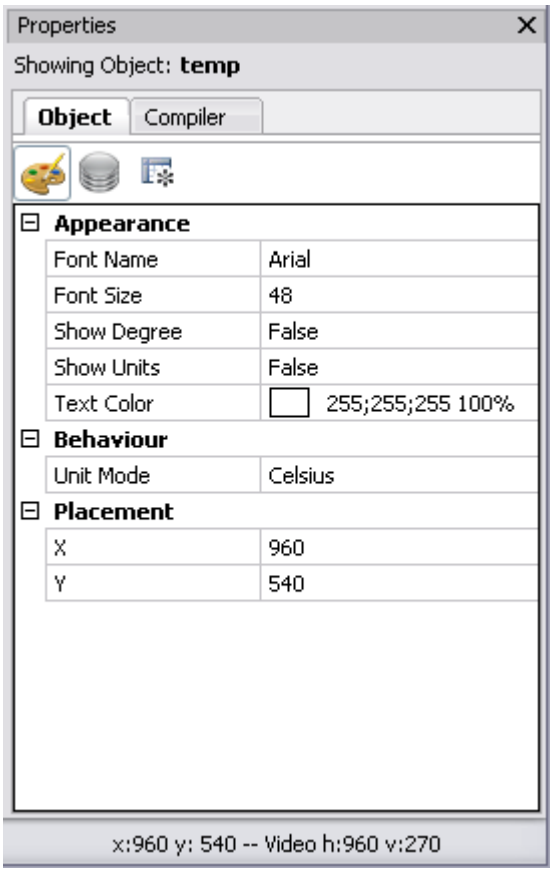

Figure 4-81: Temperature Appearance Panel

4.7.2.1. Temperature Appearance

- **Font Name** enables the user to specify the font type of the temperature text.
- **Font Size** enables the user to set the font size of the temperature text.
- **Show Degree**, when set to *True* the Temperature on the design canvas displays the degree ° symbol. If set to *False*, the degree ° symbol will not be displayed.
- **Show Units**, when set to *True* the Temperature on the design canvas displays the unit mode of either Celsius or Fahrenheit. If set to *False*, the units will not be displayed.
- **Text Colour** enables the user to set the font colour of the temperature text.

4.7.2.2. Temperature Behaviour

- **Unit Mode** enables the user to set the unit mode to Celsius or Fahrenheit.

4.7.2.3. Temperature Placement

- **X** enables the user to set the horizontal position of the temperature object on the canvas. The entered value must be a multiple of 2. The position of the temperature object can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the temperature object on the design canvas. The entered value must be a multiple of 2. The position of the temperature object can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.7.3. Temperature Effects

When the Temperature object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects. See Figure 4-82. The Effects panel enables the user to specify the transition effects for the temperature object.

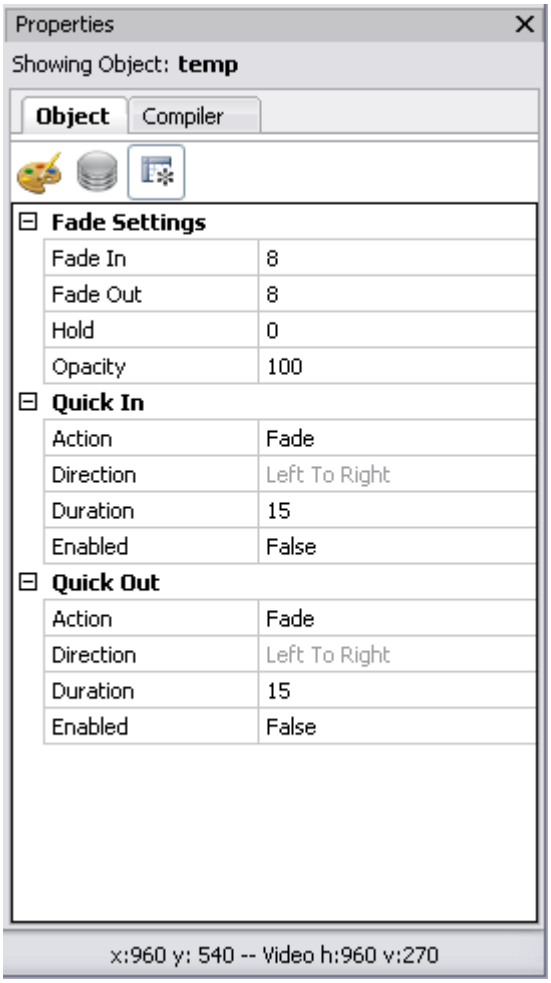

Figure 4-82: Temperature Effects Panel

4.7.3.1. Temperature Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.
- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.
- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.
- **Opacity** enables the user to set the opacity of the image fade with a valid range of 0 to 100%. The Opacity control specifies the key value applied to the media.

4.7.3.2. Temperature Quick In

The Quick Effects **In** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled** when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

4.7.3.3. Temperature Quick Out

The Quick Effects **Out** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

In order for the Temperature to function properly, the user MUST ensure the selected Font Type is loaded onto the device.

4.7.4. Temperature Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

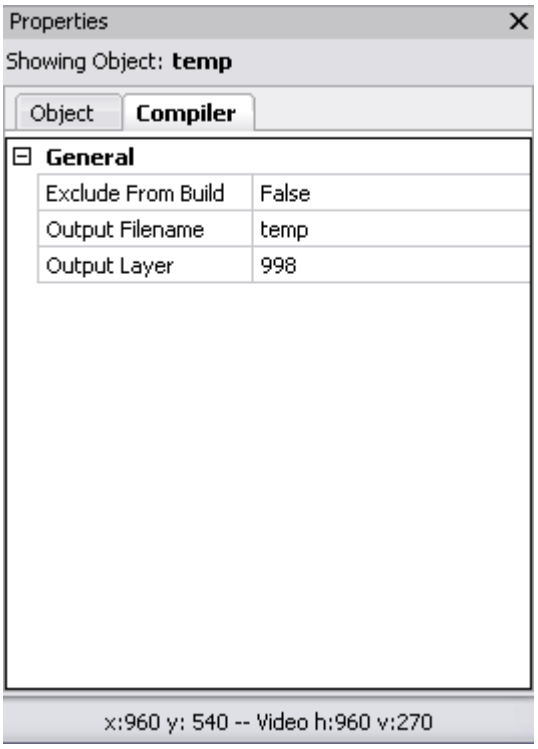

Figure 4-83: Temperature Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select *True* if the user does NOT want the selected object to be included in the compile build. Select *False* if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output file name. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.8. CREATING A TIME OBJECT

To create a Time Object, the user can select the **Add Time** item from the **Object** menu (see 4.2.5) or the main toolbar. A time object will appear on the design canvas as shown in Figure 4-84. The user can set the placement of the clock by selecting the clock object and dragging it to the desired position using the mouse or by entering the desired coordinates in the **Placement** property of the time **Property Settings** panel.

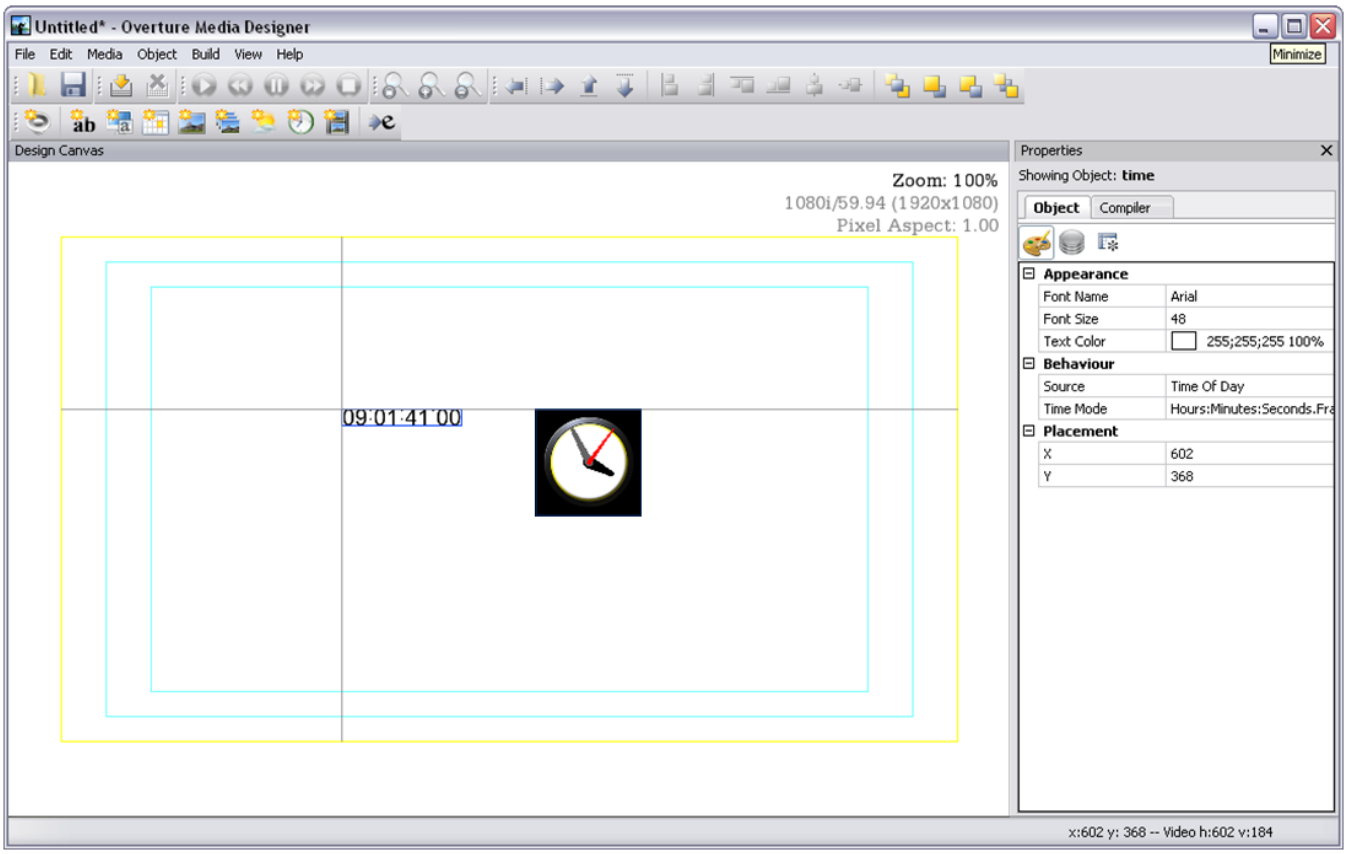

Figure 4-84: Time Object on Design Canvas

The user has the option to select an analog or digital clock item. From the **Object** drop down menu or the right-click canvas menu, select the **Add Time…** menu item and then select either the Analog Clock or Digital Clock option.

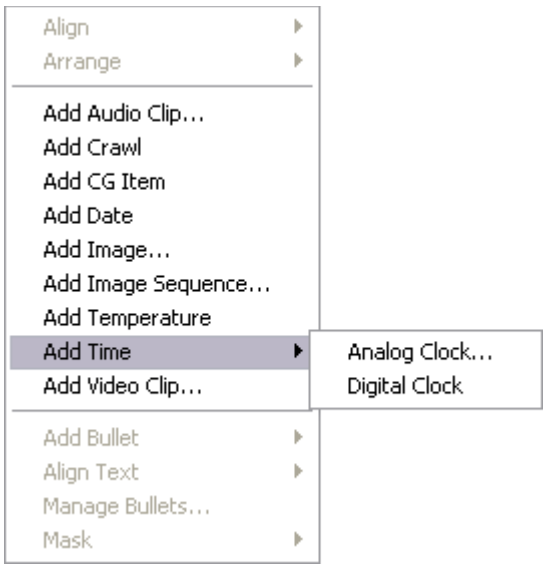

Figure 4-85: Add Time Option – Object Menu

4.8.1. Time Menu

To access the Time menu, right mouse click the time object on the design canvas. The Time menu provides the following options shown in Figure 4-86:

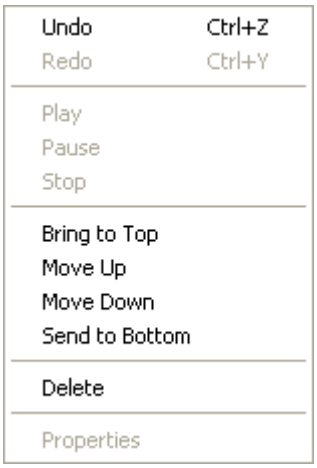

Figure 4-86: Time Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.

- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object from the design canvas.

4.8.2. Digital Time Appearance

When the digital clock object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance (see Figure 4-87).

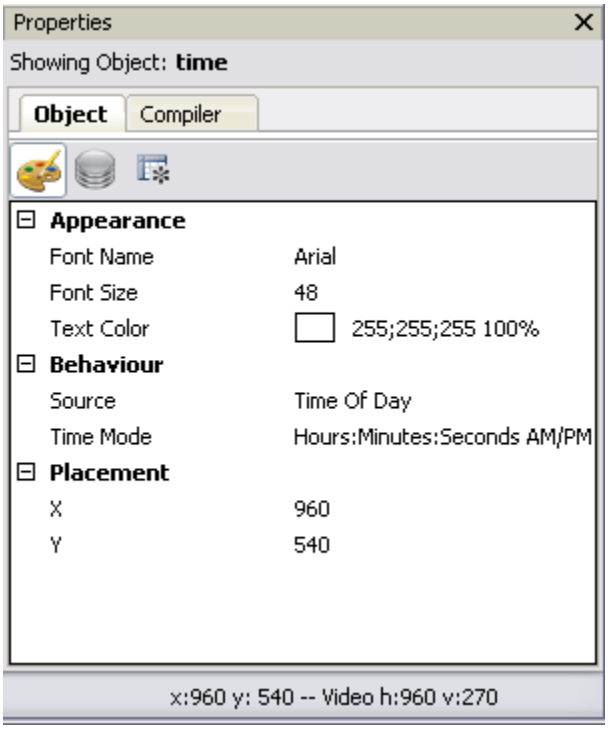

Figure 4-87: Digital Time Appearance Panel

4.8.2.1. Digital Clock Appearance

- **Font Name** enables the user to specify the font type of the time text.
- **Font Size** enables the user to set the font size of the time text.
- **Show Frames**, when set to *True* the frames will be displayed. The **Show Frames** parameter is only accessible if the **Time Mode** is set to **24 Hour** Time.
- **Show Meridiem**, when set to *True* the meridiem will display the AM or PM time units. The **Show Meridiem** parameter is only accessible if the **Time Mode** is set to **12 Hour** Time.
- **Show Seconds**, when set to *True* the seconds' digits will be displayed.
- **Text Colour** enables the user to set the colour of the time text.

4.8.2.2. Digital Clock Behaviour

- **Source** enables the user to select the source of the time. There are three options, *Time Of Day, Timer 1* and *Timer 2*. **Time of Day** sets the source of the clock to time of day. **Timer 1** sets the source of the clock to user-defined Timer 1 on the device. **Timer 2** sets the source of the clock to user-defined Timer 2 on the device.

- **Time Mode** enables the user to set the time to one of the various time mode options. Figure 4-88 provides a list of the time mode options available when using the digital clock.

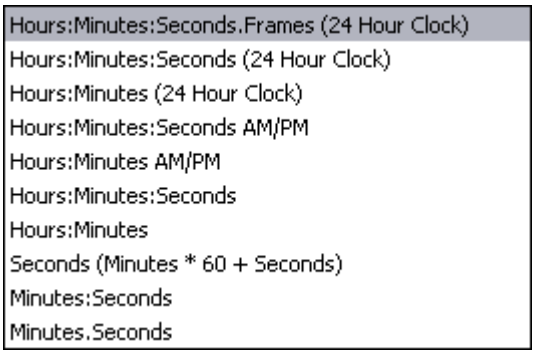

Figure 4-88: Time Mode Options

4.8.2.3. Digital Clock Placement

- **X** enables the user to set the horizontal position of the time object on the canvas. The entered value must be a multiple of 2. The position of the time object can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the time object on the design canvas. The entered value must be a multiple of 2. The position of the time object can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.8.3. Analog Time Appearance

When the analog clock object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance. (See Figure 4-89)

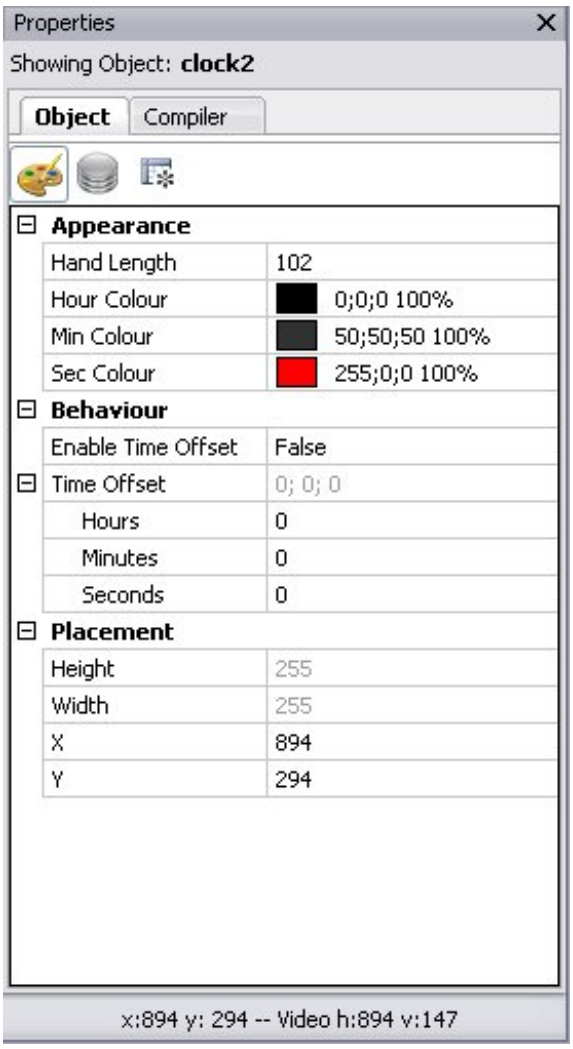

Figure 4-89: Analog Clock Appearance Panel

4.8.3.1. Analog Clock Appearance

- **Hand Length** enables the user to set the length of the second hand.
- **Hour Colour** enables the user to set the colour of the hour hand.
- **Min Colour** enables the user to set the colour of the Minute hand.
- **Sec Colour** enables the user to set the colour of the second hand.

4.8.3.2. Analog Clock Behaviour

- **Enable Time Offset** enables the user to set the time offset. Setting the time offset to *true* will enable the time offset and setting it to *false* will disable the time offset.
    - **Hours** enables the user to offset the clock by a designated hour.
    - **Minutes** enables the user to offset the clock by a designated minute.
    - **Seconds** enables the user to offset the clock by a designated second.

4.8.3.3. Analog Clock Placement

- **Height** enables the user to view the height (in pixels) of the selected analog clock image. Please note that the image size cannot be scaled or adjusted in OMD. To change the size of the image, the file would have to be modified in another graphics program and imported back into OMD.

- **Width** enables the user to view the width (in pixels) of the selected analog clock image. Please note that the image size cannot be scaled or adjusted in OMD. To change the size of the image, the file would have to be modified in another graphics program and imported back into OMD.

- **X** enables the user to set the horizontal position of the time object on the canvas. The entered value must be a multiple of 2. The position of the time object can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the time object on the design canvas. The entered value must be a multiple of 2. The position of the time object can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the object and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.8.4. Time Effects

When the Time object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects. See Figure 4-90. The Effects panel enables the user to specify the transition effects for the time object.

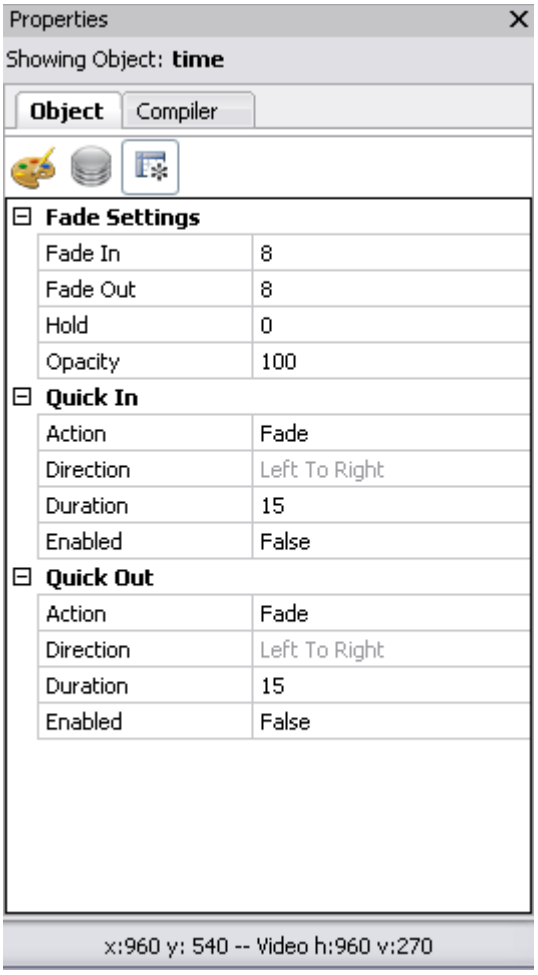

Figure 4-90: Time Effects Panel

4.8.4.1. Time Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.
- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.
- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.
- **Opacity** enables the user to set the opacity of the image fade with a valid range of 0 to 100%. The Opacity control specifies the key value applied to the media.

4.8.4.2. Time Quick In

The Quick Effects **In** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

4.8.4.3. Time Quick Out

The Quick Effects **Out** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

In order for the Time to function properly, the user MUST ensure the selected Font Type is loaded onto the device.

4.8.5. Time Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

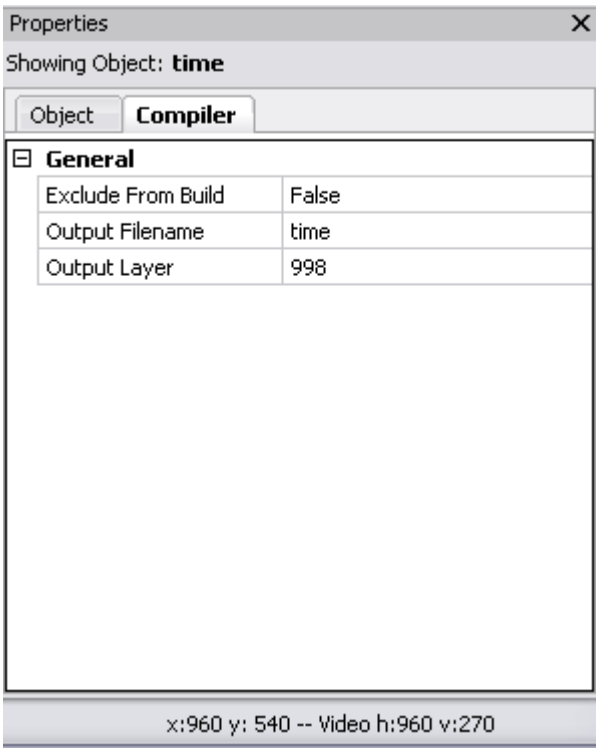

Figure 4-91: Time Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select *True* if the user does NOT want the selected object to be included in the compile build. Select *False* if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output file name. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.9. CREATING A VIDEO CLIP

To create a Movie, the user can select **Add Video Clip…** option from the **Object** menu (see section 4.2.5) or the main toolbar. The **Select Source Movie** window will appear, and the user will be prompted to locate the movie file, as shown in Figure 4-92. Once the movie is inserted, the movie object will be displayed on the design canvas as shown in Figure 4-93. The user can then set the placement of the movie by selecting the movie object and dragging it to the desired position using the mouse or by entering the coordinates in the **Placement** property of the movie **Property Settings** panel (see section 4.9.2.1). Please note that when importing a movie, the audio and video will be imported as two separate objects.

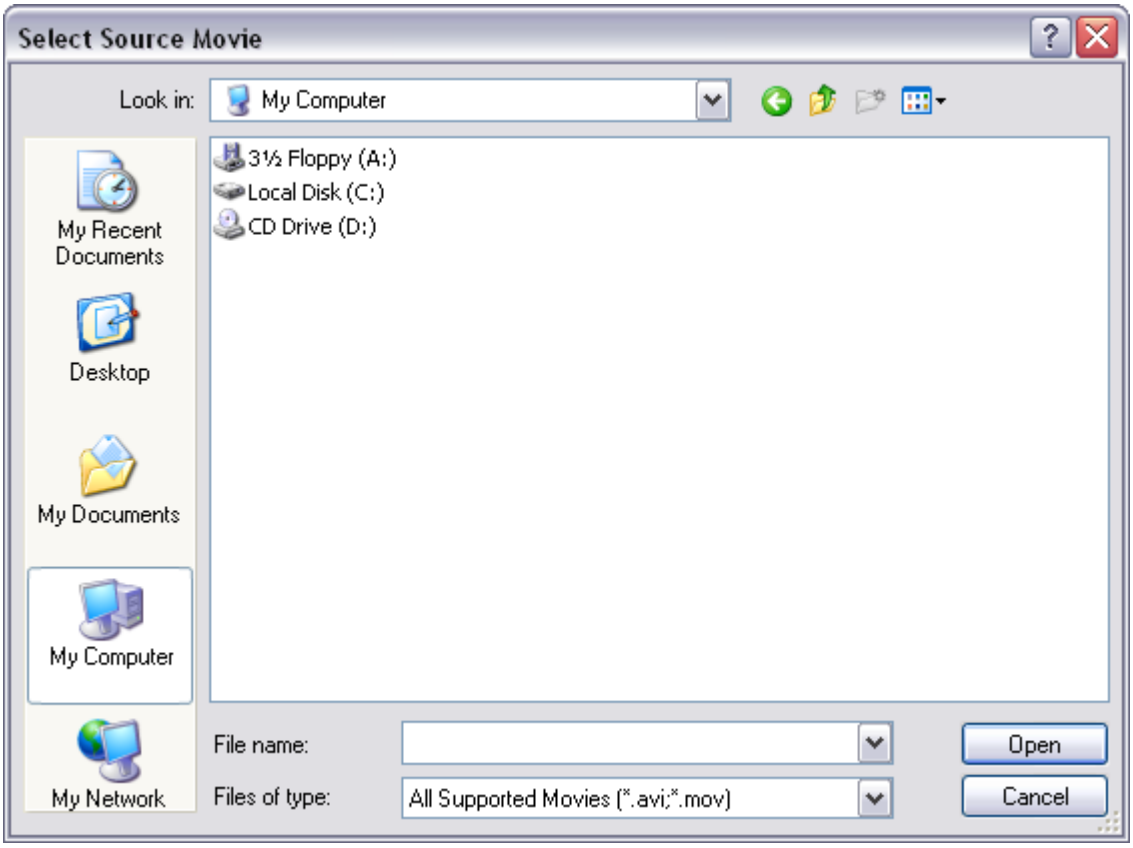

Figure 4-92: Source Movie Window

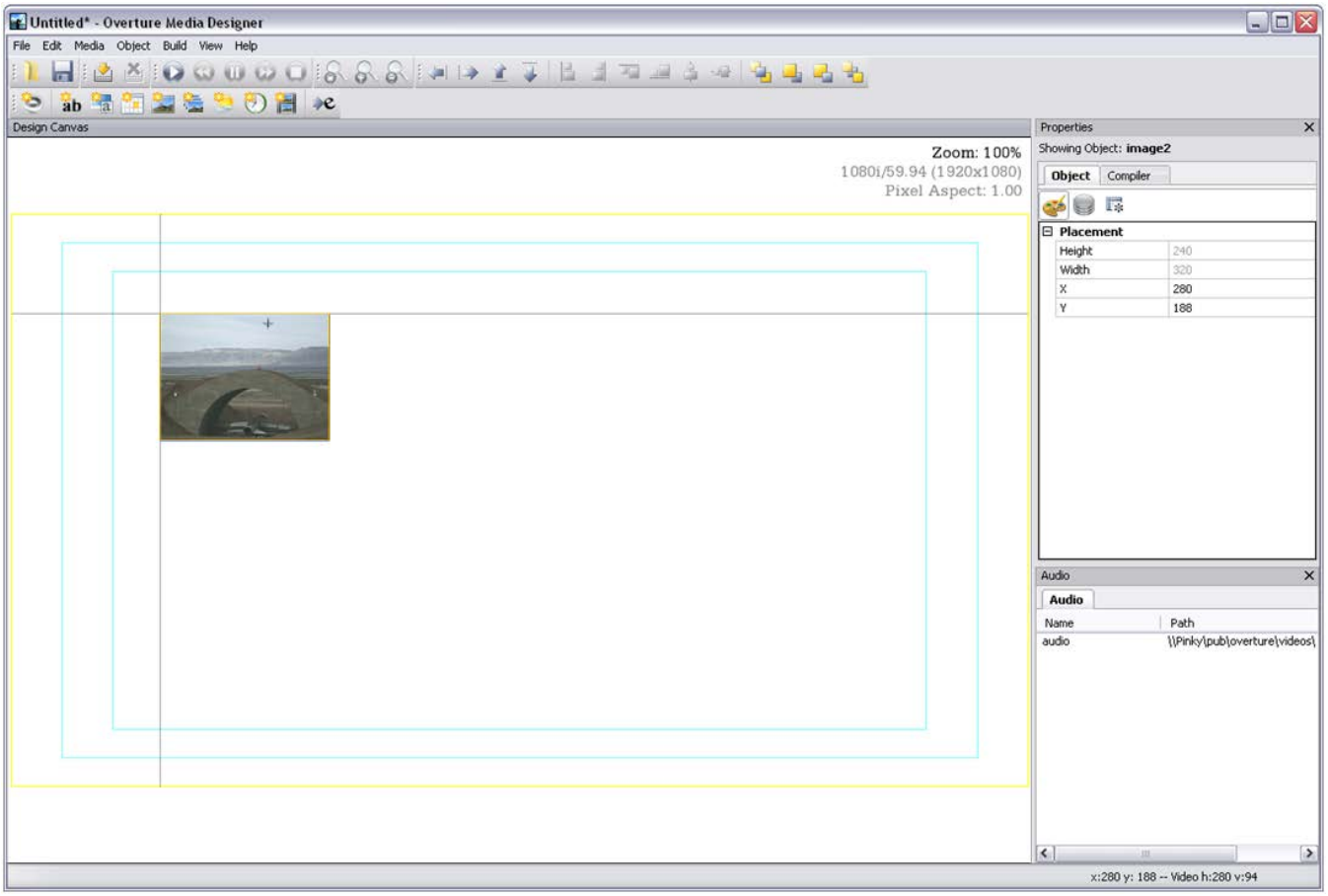

Figure 4-93: Video Object on Design Canvas

4.9.1. Video Menu

To access the Movie menu, select the movie on the design canvas and right-click the mouse button. The Movie menu provides the options shown in Figure 4-94:

Figure 4-94: Video Clip Menu

- **Undo** enables the user to undo the previous action.
- **Redo** enables the user to reinstate the undone action.
- **Play** enables the user to play the movie on the design canvas.
- **Pause** enables the user to pause the movie on the design canvas during playback mode.
- **Stop** enables the user to stop the movie's play mode.
- **Bring to Top** enables the user to bring the selected object to the top of the object stack.
- **Move Up** enables the user to bring an object one step closer to the front.
- **Move Down** enables the user to send an object one step closer to the back.
- **Send to Bottom** enables the user to send the selected object to the bottom of the object stack.
- **Delete** enables the user to remove the object from design canvas.
- **Properties** opens the Loop Point Control which enables the user to view and edit the movie sequence frame by frame. (See section 4.9.5)

4.9.2. Video Clip Appearance

When the video clip object is selected on the design canvas, the properties window will appear and the user can select the appearance button  to view and edit the object's appearance (see Figure 4-95).

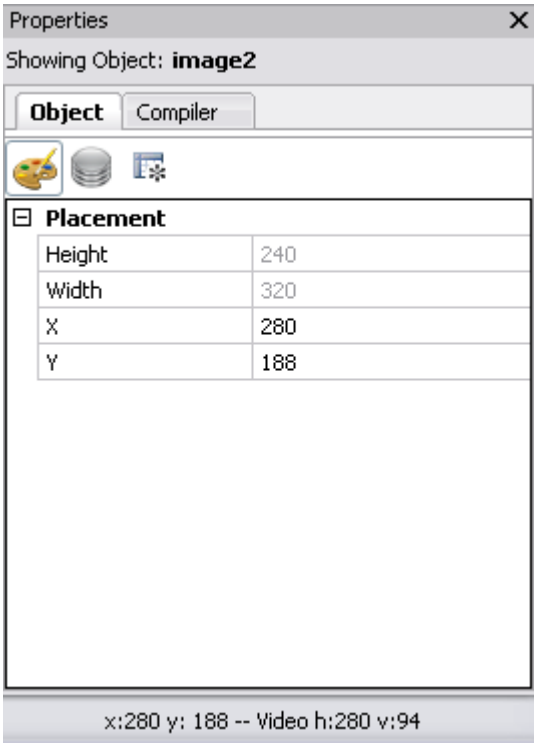

Figure 4-95: Video Clip Attributes Window

4.9.2.1. Video Clip Placement

- **Height** enables the user to view the height of the movie background. The entered height value must be a multiple of 4.

- **Width** enables the user to view the width of the movie background. The entered width value must be a multiple of 4.

- **X** enables the user to set the horizontal position of the movie on the canvas. The entered value must be a multiple of 2. The position of the movie can be adjusted by entering the **X** coordinate into the property box or by using the mouse to move the movie and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **X** field.

- **Y** enables the user to set the vertical position of the movie on the design canvas. The entered value must be a multiple of 2. The position of the movie can be adjusted by entering the **Y** coordinate into the property box or by using the mouse to move the movie and place it in the desired location on the design canvas. If the object is moved with the mouse, the coordinates will be reflected in the **Y** field.

4.9.2.2. Video Clip Effects

When the Video Clip object is selected on the design canvas, the properties window will appear and the user can select the effects button  to view and edit the object effects. See Figure 4-96. The Effects panel enables the user to specify the transition effects for the video clip object.

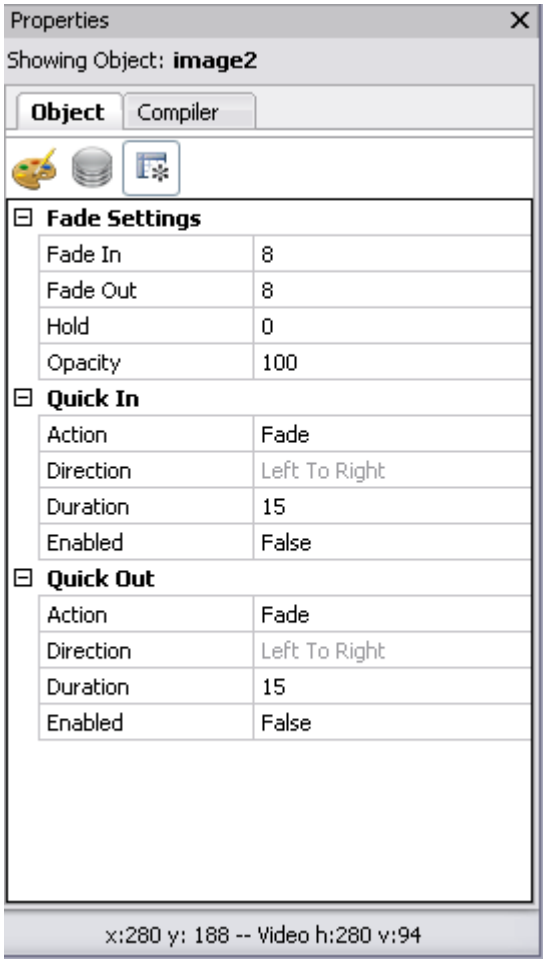

Figure 4-96: Video Clip Effects

4.9.2.3. Video Clip Fade Settings

- **Fade In** enables the user to specify the Fade In duration (in frames). The valid range is 1 to 600 frames.

- **Fade Out** enables the user to specify the Fade Out duration (in frames). The valid range is 1 to 600 frames.

- **Hold** enables the user to specify the hold duration (in frames). Enter a value of 0 to hold the media on-air until taken out. A valid transition hold time range is from 1 to 600 frames.

- **Opacity** enables the user to set the opacity of the movie fade with a valid range of 0 to 100%. The Opacity control specifies the key value applied to the media.

4.9.2.4. Video Clip Quick In

The Quick Effects **In** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

4.9.2.5. Video Clip Quick Out

The Quick Effects **Out** section provides the following options:

- **Action** enables the user to set the action to be executed when the media is triggered. The three actions available include fade, wipe, and push.
- **Direction** enables the user to specify the direction of the action (Does not apply to Fade actions).
- **Duration** allows the user to specify the duration of the action (in frames).
- **Enabled**, when set to *true*, the quick effects action will be enabled. When set to *false*, the quick effects action will be disabled.

4.9.3. Video Compiler Window

The compiler window enables the user to set the properties of the object, which will be used to identify the individual object name and output layer when the playlist is compiled.

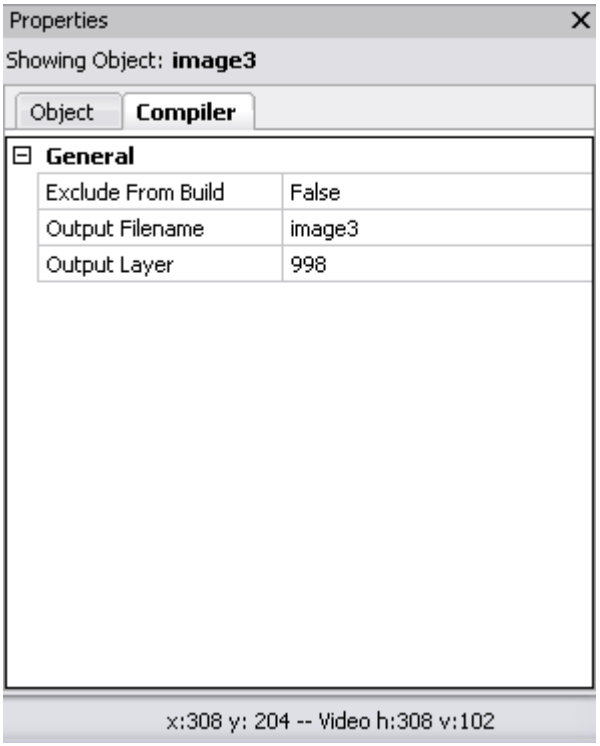

Figure 4-97: Video Compiler Window

- **Exclude From Build** enables the user to set whether the selected object will be included or excluded from the compiling process. Select *True* if the user does NOT want the selected object to be included in the compile build. Select *False* if the user does want to include the selected object in the compile build.

- **Output Filename** enables the user to assign the object an output file name. When the project is compiled, the object will be identified by the name specified in this field.

- **Output Layer** enables the user to assign the object to an output layer. This setting determines the output layer of the object.

4.9.4. Video Clip Audio

When a video clip is added which contains audio, the audio tab will appear in a separate panel. The audio from the video clip will be displayed as a separate object in the tab, as shown in Figure 4-98. When the project is compiled the video clip audio will export as a separate object. The user can delete the audio by right-clicking on the audio object in the audio tab and selecting **Delete** when the option appears.

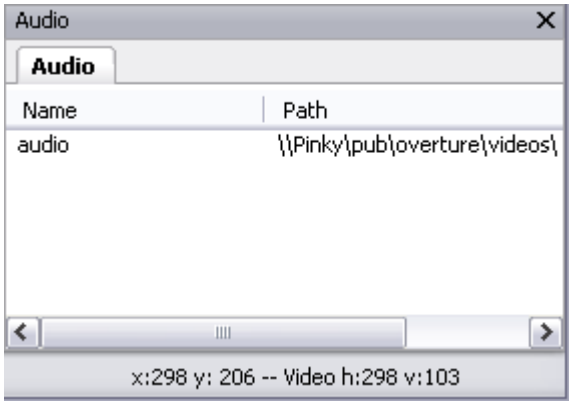

Figure 4-98: Video Clip Audio Window

4.9.5. Editing Loop Points for a Video Clip Sequence

To access the Loop Point Control window, right mouse click the inserted movie on the design canvas. Once the movie menu pops up, select the **Properties** option from the menu and the **Loop Point Control** window will appear (see Figure 4-99). The Loop Point Control window enables the user to view individual frames and edit the movie sequence. The user can insert loop points, which enables frame segments to be faded in and out, repeated, or held until removed.

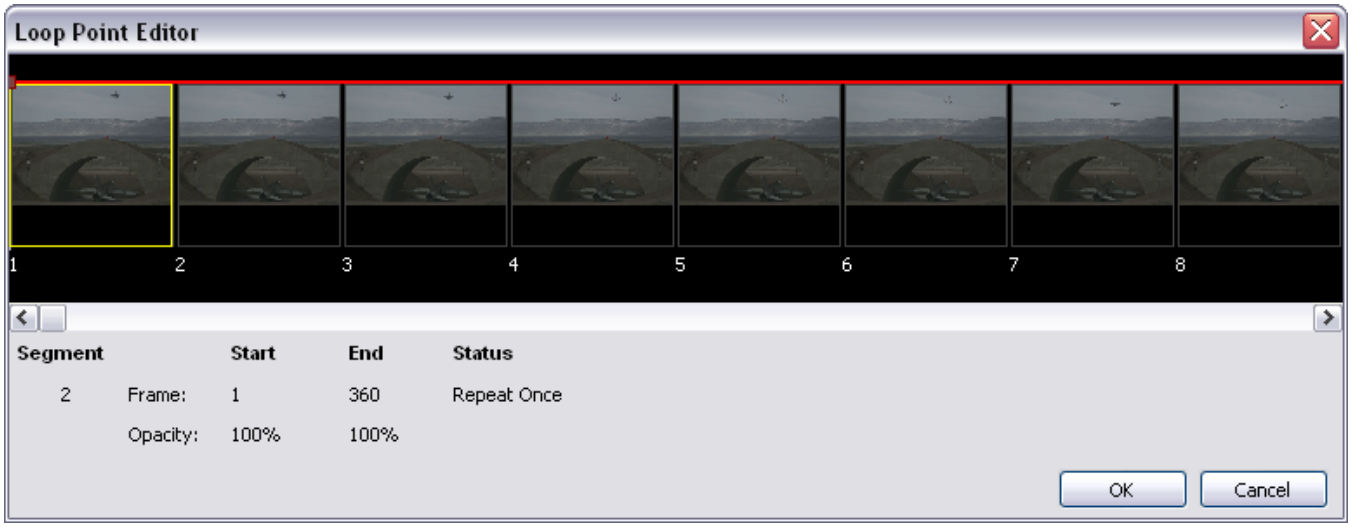

Figure 4-99: Loop Point Control Window for a Video Clip Object

The Loop Point Control window displays each individual frame in a movie sequence (see Figure 4-99). Each frame is numbered in the bottom left hand corner of the individual frame box.

The Loop Point Control window enables the user to view the properties of the loop points. The **Sequence** column identifies the number of loop points (key frames) present in the movie sequence. When the Loop Point Control window is first opened it will display the number 2 in the **Sequence** column. The two points listed in the sequence column indicate the beginning point (frame 1) and the end point (last frame). For example, Figure 4-95 shows that the movie sequence is 195 frames in length; therefore, the **Start** frame is 1 and the **End** frame is 195.

The **Start** column identifies the frame number of the first frame in a frame segment and the **End** column identifies the frame number of the last frame in the frame segment. For example, a movie sequence is 30 frames in length and a new loop point is inserted at frame 10, creating a total of three loop points in this sequence. Therefore, the first frame segment would **Start** at 1 and **End** at 9 and the second frame segment would **Start** at 10 and **End** at 30.

The **Opacity** property determines the opacity of the frame. The opacity of the selected loop point can be adjusted to create a fade effect. For example, setting the opacity of a **Start** point to 0% and the opacity of the **End** point to 100% will create a fade in effect.

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The **Status** column determines whether the frame segment is held until taken out or repeated at the selected loop point.

4.9.5.1. Using the Key Commands

The loop point parameters can be edited using the key commands on the keyboard. The following keyboard commands can be used to insert, edit and adjust loop point controls.

KEY	DESCRIPTION
LEFT arrow ⬅	The **LEFT** arrow key is used to navigate to the previous frame in the movie sequence.
RIGHT arrow ➡	The **RIGHT** arrow key is used to navigate to the next frame in the movie sequence.
+	The PLUS key (**+**) is used to Zoom In on the frames view.
-	The MINUS key (**-**) is used to Zoom Out on the frames view.
I	The "**I**" key is used to insert a loop point in the current (selected) frame.
D	The "**D**" key is used to delete a loop point in the current (selected) frame.
H	The "**H**" key is used to insert a hold. The hold is applied to the segment of frames between the two loop points. The segment will be marked as **Hold Until Taken Out** under the status column in the loop point editor. Note that currently only one hold sequence per animation is supported. Therefore, other existing hold sequences will be changed to "Repeat Once". This change is performed without warning.
R	The "**R**" key is used to increase the number of repeat counts of a segment. Each time the "**R**" key is pressed another repeat count is added.
R + **SHIFT**	By holding the **SHIFT** key while pressing the "**R**" key, the user can decrease the number of repeat counts of a segment. Each time the "**R**" + **SHIFT** keys are pressed a repeat count is removed.
UP arrow ⬆	When positioned on a loop point, the **UP** arrow will increase the opacity in 1% increments.
DOWN arrow ⬇	When positioned on a loop point, the **DOWN** arrow will decrease the opacity in 1% increments.
UP arrow + **SHIFT** ⬆	When positioned on a loop point, holding the **SHIFT** key while pressing the **UP** arrow will increase the opacity to 100%.
DOWN arrow + **SHIFT** ⬇	When positioned on a loop point, holding the **SHIFT** key while pressing the **DOWN** arrow will decrease the opacity to 0%.

Table 4-3: Loop Point Control Key Commands for Movie Objects

4.9.5.2. Using the Mouse Controls

The loop point parameters can also be adjusted using the mouse controls. Double-clicking a frame in the sequence will insert a loop point at the beginning of the selected frame. To adjust the opacity of the loop point, select and move the point up or down to the desired opacity level. While dragging the loop point up and down, the **Opacity** column will display the numeric opacity value.

To access other loop point controls, right mouse click on a frame in the sequence to reveal the loop point menu. The loop point menu, shown in Figure 4-100, enables the user to edit the loop point parameters using the following controls.

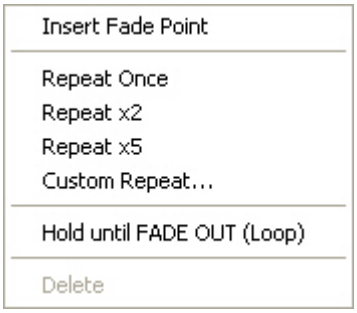

Figure 4-100: Loop Point Menu

- **Insert Fade Point** enables the user to insert a loop point in the current (selected) frame.
- **Repeat Once** enables the user to repeat the frame segment once.
- **Repeat x2** enables the user to repeat the frame segment twice.
- **Repeat x5** enables the user to repeat the frame segment five times.
- **Custom Repeat** enables the user to assign the number of times the frame segment will repeat. Selecting this option will reveal the *Custom Repeat* dialog box, as shown in Figure 4-101. The user will enter the desired custom repeat value into the *Repeat* field and then select the *OK* button.

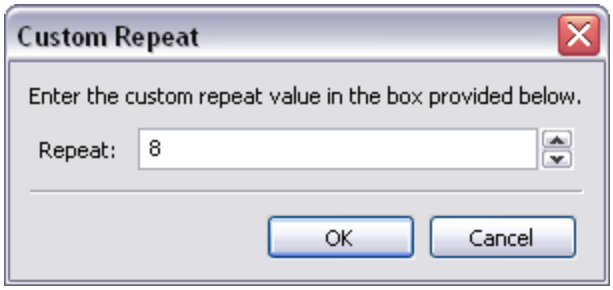

Figure 4-101: Custom Repeat Dialog Box

- **Hold until FADE OUT (Loop)** enables the user to insert a hold. The hold is applied to the segment of frames between the two loop points.

  Note that currently only one hold sequence per movie is supported. Therefore, other existing hold sequences will be changed to "Repeat Once". This change is performed without warning.

- **Delete** will remove the loop point from the sequence. The **Delete** option will be grayed out if the user has NOT right mouse clicked a selected loop point in the sequence.

4.9.6. Preview the Video Clip

The animation can be previewed in Overture Media Designer. To preview the animation, right click the animation object on the design canvas and then select *play* from the drop down menu. The user can also control the playback mode via the main panel control or the main *Media* menu.

Once the animation is in playback mode, the user will be able to preview it on the design canvas. The playback specifications will be displayed in the lower left corner of the design canvas, as shown in Figure 4-102.

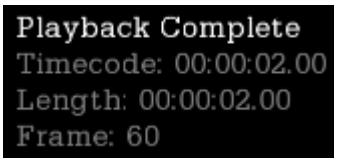

Figure 4-102: Video Clip Playback Specifications

The playback specifications provides the following information:

- **Timecode:** This item identifies the timing in frames.
- **Length:** This item identifies the time in duration.
- **Frame:** This item displays the current frame number.

Please note, that any changes made in the Overture Media Designer (for example, fades, repeats, etc) can be previewed using the *play* command before the animation is compiled into an .evl.

The following is a list of playback commands:

Play: This button enables the user to preview the animated object by playing it on the design canvas.

Step Back: This button enables the user to move the play mode back in one frame increments.

Pause: This button enables the user to pause the playback mode on the current frame.

Step Next: This button enables the user to move the play mode forward in one frame increments.

Stop: This button enables the user to stop the playback mode of the selected object.

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