Template CG

Template CG is a simple and fast working tool that through a clear interface allows you to customize static and animated graphic elements; templates created will be available in **Philo**, for planning, and in **Flu-O Tv** for broadcasting.
In **Template CG** the user can control graphics elements in full autonomy, setting size, color, position, type of movement, speed, color and text size.
Content management is done through **Content Manager**, a WebApplication accessible from all computers on the network through a browser, which allows real-time updating of crawl, ticker, and rss texts and images.
Thanks to the perfect integration of Bitonlive products, the creation and management of thematic channels, and not only, is made simple and flexible.

SYSTEM REQUIREMENTS
PLAYOUT

Minimum
CPU Pentium i5, 8 GB RAM

Suggested
CPU Pentium i7, 8 GB RAM, AMD or NVIDIA Graphics Card

Supported Operating Systems
Windows 7, Windows 8, Windows 10

Supported Formats
Support for most used formats, including JPG, GIF, PNG, SWF, TGA.

Supported Languages
English, French, Spanish, Italian, Arabic

Features

- Wallpapers
- Static and animated logo station with transparency support
- Digital clocks
- Counter
- Weather with images
- Crawl with static and/or dynamic content from files
- Vertical/Horizontal Ticker, single/multiple line with static and/or dynamic content from files
- Rss with images and content from web or local sources
- Configuration layout for video mixer
- Tables
- Parameterized graphics with database texts (ex. Title and Author)
- Slideshow images
- Composition groups
- Preview