

TEMPLATE CG USER MANUAL

bitonlive

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Template CG - Style & Graphics

Template CG is a simple and fast tool that through a clear interface allows you to customize graphic elements static and animated.

The template created will be available in the **Philo Media Manager**, for planning, and Flu-O Tv for the broadcast.

In the **Template CG** the user can manage in full autonomy graphic elements of various sizes, setting dimensions, colors, location, type of movement, speed, color and size of text.

The content management takes place through the "Content Manager" is a Web Application accessible by all computers on the network through a browser that allows real time updating of texts and images to crawl, tickers and rss.

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Installation

Launch Setup_TemplateCG.exe and follow the indications.



It is recommended that you install **TemplateCG** in default folder (C:\Program Files (x86)\BitOnLive\TEMPLATE CG).

License Updater

When Windows is finished installing the software, open the Windows Startup menu -> BitOnLive-> License Updater

Opens the next window in which to insert address email and code for the activation of the license purchased.

📤 License Updater	
Your mail address	
Product Code	
Authenticate by Mail File	Exit

Your email address will be sent an e-mail from License@bitonlive.com containing a file, save it to your desktop and start the

template CG to activate it.

Features

Function keys	
New	Create a new configuration file
Load	Load the configuration file
Save	Save the configuration file with the changes
Save as	Save the configuration file with a new name
Language	Change the language displayed
a	Lock/Unlock the composition. To make changes must be unlocked
Display	Displays the composition in both the preview that in the items list
Close	Closes the preview of the selected composition and empty the items list
Close All	Closes the preview of all the compositions displayed and empty the items list
Remove	Delete the composition/items
Save	Save the composition
Up	Moves the selected item up to one line in the list, and move the layer backward
Down	Moves the selected item down one line in the list, and move the layer forward
Apply	Applies the changes made to the element and displays the preview



Preview

Using **Templates CG** you can create and manage both the graphic elements that the different layouts to apply to the video output with a single instrument.



Preview and display settings

The section of the preview is common both the graphics management and the scenes management. In this way, it will be possible to simultaneously display through the preview, the application of graphics and scenes.

Device

In the Device area, it is possible to manage the basic settings of the device for which you are creating the graphics.

Before starting to work on graphics or scenes, it is good to set the correct parameters relating to the output device of the TV

Device		
Resolution PAL-16x9 UYVY 720x576@25.00T 16:9	•	Background
Output to device		•

- Resolution: the resolution of the TV output device (e.g. "720x576 PAL 4:3")
- **Background**: The background color of the preview area.
- **Output to device**: Select if available an output device on which to play the preview.

Graphical management

Work Area

R:\K\BitOnLiveShared\Graphics\Ch3\default-mixe	ml-ogc				Device	
		Channel		Resolution HD1080-50 HDYC 1920	1080@25.00T 16:9	Background
Load .		TV	•	Output to device		w.
New Save	Save as					
Graphics Scene						
Name	≜1 ≜ logo	Save	CG Prop. Remove Up Down			þ
amsg a	Composition Name	Show Pause Loop X X	Aloba Props			16:46:19
comunication		ago Show Loop 1680 40	255 158x114@25.00 1 frames (0.04 sec)			
🕑 🛅 🍳 logo	logo 🗄 te	ext-ora Show Loop 1657 160	255 162x44@25,00 1 frames (0,04 sec)			
meteo-rss-api	news2017_bitonli 🔲 til	ik_bg_01 Show Loop 0 1010	255 1920x70@25.00 1 frames (0.04 sec)			
msg_telegram	news2017_bitonli 🔲 til	ik_bg_03 Show Loop 0 860	255 1702x151@25.00 1 frames (0.04 sec			
news	news2017_bitonli 🔲 til	ik_bg_02 Show Loop 0 860	255 350x151@25,00 1 frames (0,04 sec)			
news_www	news2017_bitonli til	ik_bg_04 Show Loop 1600 860	255 330x221@25.00 1 trames (0.04 sec)			
news2	news2017_bitonli	ik_opj_200 Loop 1820 990	255 50x50@25.00 1 frames(0.04 sec)			
a news2017_01	news2017 bitonli I til	ik_crawl 01 Show Loop 0 1018	255 1600x60@25.00 1 frames (0.04 sec)			
news2017_02	news2017_bitonli 🔲 til	ik_vent Show Loop 351 863	255 1250x151@25.00 1 frames (04 sec			
news2017_03	news2017_bitonli 🔲 cl	clock Show Loop 1635 840	255 400x400@25,00 1 fran (204 sec)			
a newe2017 hitoplive	news2017_bitonli 🗏 b	bitonlivelogo Show Loop 13 904	255 345x100@25,00 1 frames (0,04 sec) 🕌			
Display Close Close All Re	iove 🖌		ъ		TEMPLATE CG	
Display Times	Common Effects			bit onlive co	Graphics generator - Backgrounds - Static and animated lo	gos -
Entry 0.50 🗘 Show 0.00	Image: A state of the state				Digital clocks - Crawl - Rss with images - Set layout to vide Images slideshow - Preview	o mixer -
Exit 0,50 ≑		01	*	lio TV - Italy 💿 Televis	ion - Italy 🛛 🗱 Radio - Italy 🛛 📱 Radio - L	bya i i i i i i i i i i i i i i i i i i i
Land Land		General				
Group	Item name To	ogo	Visible	X 171 Y 945 Wit	th 158 Height 114	
Group Items Ungroup Items	X 16	680 🔄 Y 40 🔄				
Add View Area	Width 15	58 🚖 Height 114 🚖	E			
	Backcolor	0: 0: 0				
	Alaka Rask 0	Alaba Dava 200				
Indent	Alpha Back 0	Alpha Pore 255				
Left 500 🔄 Right 500 🚖		File				
Top 0 🜩 Bottom 35 🜩	t Scale S	Stretch keep aspect ratio				
P	File R	R:K/BitOnLiveShared/Graphics)CH3/logo_cerchio.png				
		Indent				
	× 0	🕆 Y 0 🚖				
	Width 0	🗢 Height 0 🗢				
		Movement				
	X 0.0					
			· · ·			
						bitonlive
			Apply Cancel			

The working area of the user is substantially divides into four parts:

- A => List compositions
- B => List Items
- C => Management Elements
- D => Preview and display settings (common for graphic management and management scenes)

In order to be able to manage one or more graphic elements it is necessary to load a graphic style through the

key.

In the system are already present two different graphic styles ("default-mixer.ml-CGC" and "default-stream.ml-CGC') which serve as styles of reference for graphics applied respectively to the main output (mixer) or to the individual elements in play on the playout (stream).



List compositions (area A)

Gra	phics	S	cene
			Name 🔬
	ô		amsg
	ô		comunication
▶	6	۲	logo
	ô		meteo-rss-api
	ô		msg_telegram
	ô		news
	ô		news_www
	ô		news2
	ô		news2017_01
	ô		news2017_02
	ô		news2017_03
L	A		news2017 hitoplive
	Displa	у	Close Close All Remove
ſ	splay	Time	s
		Entr	y 0,50 🜩 Show 0,00 🖨
		Ex	it 0,50 🚔
- 0-			
	oup	0.000	a Itoma
	_	Grou	ongroup items
	A	dd Vi	ew Area
L I	ndent		
	L	eft 5	00 🚖 Right 500 テ
	То	op (Bottom 35 🚔 Set

This section lists all the compositions present in style graph loaded.

Select the desired composition and click **Display** to be able to view the content and the preview of the composition in B and C areas.

Double click on the icon in correspondence of the composition elements desired enable the changes.

When the change is enabled, the will become 🛛 🏠

It is possible to display simultaneously even more compositions in such a way as to create separate elements to use simultaneously on air. The **Close** button closes the view of only the selected composition, while the **Close All** key close all open compositions.

Item List (area B)

Composition	Nam	e	Show	Pause	Loop	Х	Y	Alpha	Props			
logo		logo	Show		Loop	1680	40	255	158x114@	25,00 1	frames (0,04	4 sec)
logo		text-ora	Show		Loop	1657	160	255	162x44@	25,00 1 fr	ames (0,04	sec)
news2017_bitonli		tik_bg_01	Show		Loop	0	1010	255	1920x70@	25,00 1	frames (0,04	4 sec)
news2017_bitonli		tik_bg_03	Show		Loop	0	860	255	1702x151	@25,00	1 frames (0,0	04 sec
news2017_bitonli		tik_bg_02	Show		Loop	0	860	255	350x151@	25,00 1	frames (0,04	4 sec)
news2017_bitonli		tik_bg_04	Show		Loop	1600	860	255	330x221@	25,00 1	frames (0,04	4 sec)
news2017_bitonli		tik_bg_206			Loop	1820	990	255	100x70@	25,00 1 fr	rames (0,04	sec)
news2017_bitonli		tik_online			Loop	1845	1020	255	50x50@2	5,00 1 fra	mes (0,04 s	ec)
news2017_bitonli		tik_crawl_01	Show		Loop	0	1018	255	1600x60@	25,00 1	frames (0,04	4 sec)
news2017_bitonli		tik_vert	Show		Loop	351	863	255	1250x151	@25,00	1 frames (0,0	04 sec
news2017_bitonli		clock	Show		Loop	1635	840	255	400x400@	25,00 1	frames (0,04	4 sec)
news2017_bitonli		bitonlivelogo	Show		Loop	13	904	255	345x100@	25,00 1	frames (0,04	4 sec)

In the item list section are listed all the graphic elements present in the composition with all the characteristics of the individual elements.

You can enable or disable the display by clicking on **Show** at the desired element. If you have applied the animation functions, you can put in pause by clicking **Pause** or make them change the repetition properties by clicking on **Loop**.

To add new elements, click on one of the following keys and select the area of the element at the desired position inside the preview area (area D).

	Graphic element
Τ	The text box
	Ticker and crawl
	Image

To apply the changes to the composition or to save a new composition it is possible to enter the name in the highlighted field in the image and click on the Save button.

Elements Management (area C)

All the functions related to the selected item in the area B are in the elements management section.

Some of the properties may vary depending on the type of the selected element (graphics, text, Ticker, Image), see for first the generic ones and then those specific to the various types of elements.

Position and Size

To set the position and size of the object, whether it be of type text or graph, use this control panel

- X: horizontal position, from left to right
- Y: the vertical position of the top downwards
- W: The width of the object
- H height of the object

			General	
Item name	ticker-news			Visible
х	0	Y	452	
Width	720 🚖	Height	60	
Backcolor	0; 0; 192	2	×	
Alpha Back	150 🚖	Alpha Fore	255	

<u>Alpha</u>

It is the object transparency, 255 is the maximum value that indicates the color full i.e. no transparency, 0 is the absolute transparency. In the background you can choose the color by clicking on the little black box.

- Back: the transparency of the background (0-255)
- Fore: transparency of the entire object, including background.

Indent

To vary the values of Indent, are zero by default, to indicate the indented relative to the position of the object.

- Left: Positive value moves the object to the right, negative value to the left
- Top: Positive value moves the object to the down, negative value upwards

				Inder
х	0	*	Y O	-
Width	0	*	Height 0	A.

Movement

Vary these values if you want the object is in constant motion.

- Speed X: horizontal movement, positive from left to right, negative from right to left
- Speed Y: vertical movement, positive from the top downwards, negative from below upwards

	Movement	
X 0,0 🚖	Y 0,0 🚖	
X 0,0	Y 0.0	

Effects

On-Show On-Hide -

You can select multiple effects to be applied to the object in the visualization step (On-Show) and disappearance (On-Hide), these effects are:

- Fade
- Blur: XY (orizontale blur and vertical)
- Blur: X (orizontale Blur)
- Blur: Y (vertical Blur)
- Move: Left (moves from/to the left)
- Move: Right (moves from/to the right)
- Move: Top (moves from/to top margin)
- Move: Bottom (moves from/to bottom margin)
- Squeeze: XY (expands/compresses in vertical and horizontal simultaneously)
- Squeeze: X (expands/compresses horizontally)
- Squeeze: Y (will expand/compress vertically)

- Eada	Endo
Blue Y	Blur : Y
Blue	Blur Y
Move : Left	Move : Left
Move : Right	Move : Right
Move : Top	Move : Top
Move : Bottom	Move : Bottom
Squeeze : XY	Squeeze : XY
Squeeze : X	Squeeze : X
Squeeze : Y	Squeeze : Y

<u>Item</u>

These effects instead, if selected, are always applied to the object.

- Shadow (shadow)
- Blur (blurring)
- Glow brightness (external)
- Motion Blur

Type of graphic elements



<u>Grafiche</u>

The objects are Graphic of predefined geometric shapes of which it is possible to customize the size, position, and color.



Select the type of desired shape, angle of rotation, color and set the size of the rounding of the corners.



The program puts at your disposal the following forms:

T Text

This type of object is completely customizable, from size to font type and the content is static, this means that you can edit

only the program.

Assign a name to the object, select the type (text, date, time), and enter the text.

	Text
Туре	Text
Scale	Normal
Text	

Define the font, size and color.

			Font		
Font	[Font: Name=M	icrosoft Sans Serif, Size=10, Un	its=3, GdiCharSet=1, Gdi	liVerticalFont=False]	
	Forecolor	255; 255; 255	×		
			×		
			~		

If you want to enter text dynamic, whose content may vary automatically during the airing, use the object Ticker.

Ticker

The Ticker are objects that allow the management of texts, sliding on one or more lines, horizontal or vertical, with or without

graphics and images; the content of the ticker is dynamic and the text can be picked up from the .txt, .csv or rss feeds.

	Ticker
Туре	Crawl
Speed	-1.5 🚖
Background	<none></none>
Mode	File •
File	D:\TV TUTORIAL\Graphics\CH1\news.txt
Font	[Font: Name=Microsoft Sans Serif, Size=20, Units=3, GdiCharSet=1, GdiVerticalFont=False]
Forecolor	255; 255; 255

Enter the name of the object in the **Item field name** and choose the type of ticker to enter:

- Crawl : this is the text on a single line that runs horizontally
- Roll: Text can be on multiple lines and slides vertically
- Ticker (nr. Rows): Text appears and disappears on the basis of the effects selected in the area **Effects**, the number of rows displayed are those of the type of chosen ticker.

The sliding direction is given by negative or positive value of speed, Field **Speed**:

- Negative: horizontal scroll from right to left, vertical sliding from the bottom upwards
- Positive: horizontal sliding from left to right, vertical sliding from the top toward the bottom

Type of source text:

- Text: this is static text that can only be changed by the program
- File: The text of the ticker is taken from a file then it will update every time that will be updated the content of the selected file
- RSS Feeds: The contents are imported from the page .xml indicated, the page can be on an external website, and then the connection to the internet is required, or it can be managed through the Content Manager

File File

To add a file to the graphics is sufficient to assign a name to the object, select the file and set the position and size.

	File	
Scale	Normal	
File		

Select the resize from set respects to the selected area and the file through the search key.

Managing Scenes

Work Area



The workspace is divided has 2 sections

A => Management Scenes

D => Preview and display settings (common for graphic management and management scenes)

Scenes

With the term scenes we identify the layout of reproduction.

For each scene you can set the size and position of the stream, deciding transition times audio and video, enabling and

disabling the audio, assigning predefined shapes, edges, inclination etc.

For each scene created corresponds a key in Flu-or, with an image preview and its name, which applies the scene to the master.

Access the section dedicated to the modification of the scenes by clicking on the tab scenes.

Graphics				
8 - PLAYLIST + NEWS	•			
Master Stream 3				
Stream 4 Stream 5 Stream 6				
Stream 7 Stream 8 Stream Aux				

Select from the pulldown menu a scene to display it in the area of preview and editing options.

In the list below you can change the order of the layout by dragging the different streams within the list (the layout in the first floor is the one at the top of the list).

<u>Stream</u>

The different streams are each represented by a different color, as indicated on the Preview present in Flu-or TV



The setting of the input devices on different stream is performed through "TV Playout Configuration".

(See Manual Flu-OR TV sez. Input)

General

		General		
Description				
Background				
Alpha	255	🗧 📃 Flip Horizontal		
		Flip Vertical		
Mask	<none></none>		•	

- **Description**: Enter the login name of the scene
- BackGround: select a file to use as the background of the scene
- Alpha: transparency value to assign to the selected stream in the list.
- Flip Horizontal/Vertical: invert horizontally or vertically the image of the selected stream
- Mask: enables a mask to the selected stream

Video and Audio

	Video	
Enable	Transition Time (ms) 1000	
	Audio	
Enable	Transition Time (ms) 1000	

Video

- Enable: Enables the selected stream
- Transition Time: milliseconds of video transition Audio
- Enable: enables the audio of the selected stream
- Transition Time: milliseconds of audio transition

Source and Target

Source						
x	0	* *	Y	0	×	
Width	1920	×	Height	1080	×	
		Г	arget			
х	190	* *	Y	150		
Width	1200	* *	Height	675		

Source

- X/Y: initial position to capture the video source
- Width/Height: width and height of the capture of video source to play
 - Target
- X/Y: position of the stream
- Width/Height: dimensions of the stream

Offset edges and corners



Border

- Width: border size to be applied to the stream in pixels
- Color: color of the border

bitonlive Template CG - How To

Insert a clock

Launch the software, open the file to edit, click on the Add button and select Date / Time.

Assign a name to the item and write **hh:mm** in the text field to obtain for example **17:23**.

Position the text using the X and Y fields

Click the button Click the button and select the color.

Click **Apply** to apply the changes and see them in preview in the simulation to the right.

To permanently save the composition click on tatus Add Items and Save sovrasvrivendo to the current file.

Options

- HH Displays the time in the format 0-24
- Hh Displays the time in the format 0-12
- M Displays the minutes in format 0-59
- Mm Displays the minutes in format 00-59 min
- S Displays the number of seconds format 0-59
- Ss Displays the number of seconds format 00-59 min
- F Displays tenths in format 0-9
- T Displays if AM or PM (A-P)
- D Displays the day in numerical format (1-31)
- Dd Displays the day in numerical format (01-31)
- M Displays the numeric month (1-12)
- MM Displays the numeric month (01-12)
- Y Displays the year in numeric format to 2 digits
- Yy Displays the year in numeric format to 2 digits (preceded by zero if the year less than 10)
- Yyyy Displays the year in numeric format to 4 digits

Insert a Crawl - scrolling text on a single line with content from file

Launch the software, open the file to edit, click on the **Add button** and select **Ticker**. Assign a name to the item, choose **crawl** as an object type to Insert, **none** in the **Background list** because we do not want to enter no image as wallpaper, and **files** as a source.

Click the button Select file to select the TXT file in which will be written to the texts of the crawl.

Set the sliding speed of the text if the value is positive the text scrolls from left to right if it is negative and vice versa; a value indicative to begin to work is 2.

As already indicated for the clock, click the button

A Font to customize the font and color of the text.

Click **Apply** to apply the changes and see them in the preview on the right.

To permanently save the composition click on tatus Add Items and Save sovrasvrivendo to the current file.

Template CG - Faq

I changed the graphics but does not update in Onda

If you changed the template of the graphics in use but in Onda do not appear the changes:

- If you have added a new composition it is necessary to add it also in the <u>automazione</u> in the Philo.
- In any case for the first 3 elements ladder in the graphics have been preloaded and therefore certainly not yet contains the changes carried out.