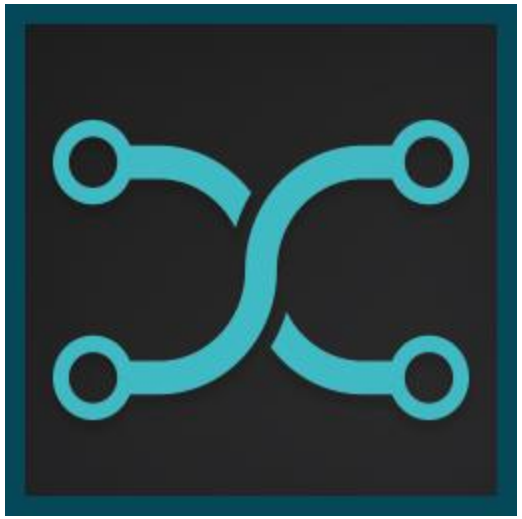
Ultra Cross Converter

(Rev. 1.2 ENG)



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1. INTRODUCTION

Ultra Cross Converter is the most cost-effective solution for broadcast TV channel branding, that combines high-impact graphic design with 2D/3D DVEs picture in picture of your program output, delivering SD/HD themed channel.

It is used to compress live TV Channel into a 2D/3D PIP and add graphics in news 24 style.

Ultra Cross Converter is the key tool to catch audience and characterize your TV channel, fully integrated with Axel automations and playouts, delivering and managing all tv branding aspects.

As an advanced character generator system, **Ultra Cross Converter** provides tickers, crawls, tables, logos, animations, clocks, news alert and commercial bugs insertion with squeezeback DVE on a live input.

All graphic elements can be inserted on three different layers: on the background, inside the PiP (following 2D/3D zoom & compress FX), and on top of them for channel branding. Ultra Cross Converter allows you to have a **LIVE** approach or **SCHEDULED** approach for **Graphics Airing**.

FEATURES

- Advanced cost-effective branding solution
- SD/HD input & output
- Real 2D/3D DVE PIP on a live input
- Real-time data insertion from RSS, .txt, .xlsx etc..
- Graphic insertion of logos, animations, crawls, tables, tickers, slideshows, etc..
- User friendly broadcast & template editor interface
- 15 quick easy recall DVE presets & graphic templates
- Free internal scheduler
- Integration with automation systems
- Programmable GPIs for external contols.

2. CHANNELS PLAYOUT

Ultra Cross Converter is a powerful tool that allows you to manage graphics (crawls, ticker, rolls, clocks, tables, text, etc.) not only inside the PIP (Picture in Picture) layer, but at the same time to manage them in the surrounding area.

Ultra Cross Converter is a multilayer manager for your graphics. Every layer is composed by different pages that you can air or edit when you prefer.

- The First layer (**FOREGROUND)** is directly connected with your TV Station. You can use it to manage the look of your channel (in example the channel logo). This layer is the first one visible.
- The second layer (**PIP DVE)** is the clip layer. All items are directly overlayed on the Clip that you are playing.
- The third layer (**BACKGROUND)** surrounds the PIP DVE layer with different informations (items: in example with crawls, rolls, clocks, stock table, forecast). This layer allows you to have the desired PIP DVE and items positioning.

Remember: resizing the Squeezeback item in the Background layer you will resize all the items of the PIP DVE layer too.

Every layer has 4 default presets that you can change and customize. The original default layers will be available every time you install Ultra Cross Converter.

For every layer you have other 95 empty pages that you can easily customize.

At the top left of the MAIN AREA you can choose a **Multichannel** perspective, overviewing all layers at the same time, or paying attention to a single one: to the **Channel** (Foreground), to the **PIP DVE**, or to the **Background** layers.

2.1 MAIN – LIVE APPROACH

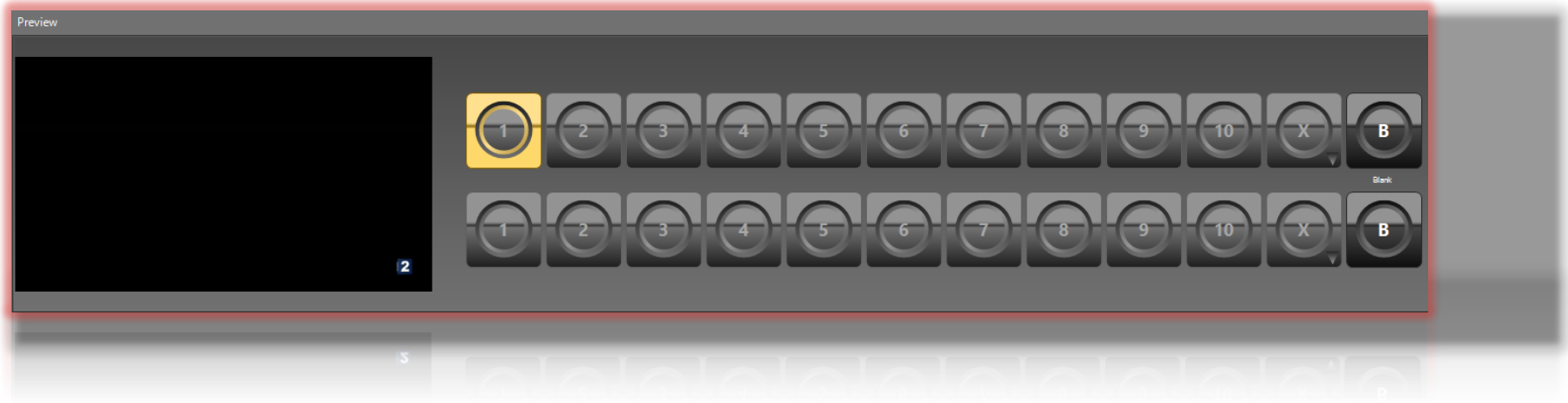
With a live approach you can have the perspective of all layers (Multichannel View) or you can concentrate yourself on a specific one (Single Channel View).

Every layer has different PAGES (presets) that you can recall just with one click.

2.1.1 MULTICHANNEL VIEW

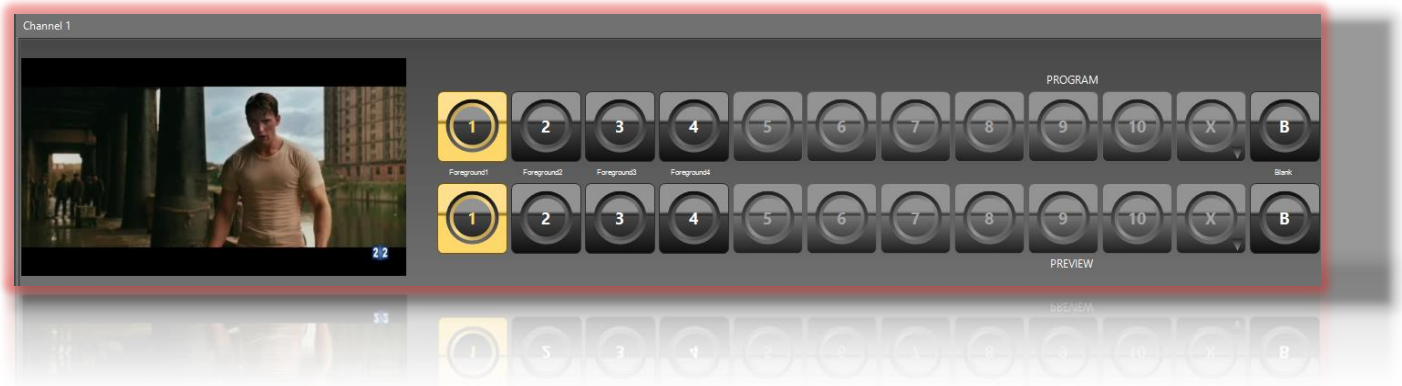
The Multichannel tab allows you to air or to preview the single page of every layer.

2.1.1.1 PREVIEW AREA



From the *Preview Display* you can view the last page previewed in Channel 1, or PIP DVE, or BACKGROUND. Every new previewed page excludes the previous one.

2.1.1.2 CHANNEL 1



From this section you can air or preview the desired Foreground page.

In this example we have chosen the page 1 for the PROGRAM and for the PREVIEW, but the two button lines are independent from each other.

- **PROGRAM PAGE** buttons easily allow you to air the desired page on the **PROGRAM**.

  1, 2, 3, 4 buttons are reserved to the default ones.

  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages.

  You can decide which page between pages 11-99 you want to associate with the Button **X**.

  B button is a Blank Page.

- **PREVIEW PAGE** buttons easily allow you to see the desired page on the **PREVIEW**.

  1, 2, 3, 4 buttons are reserved to the default ones.

  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages.

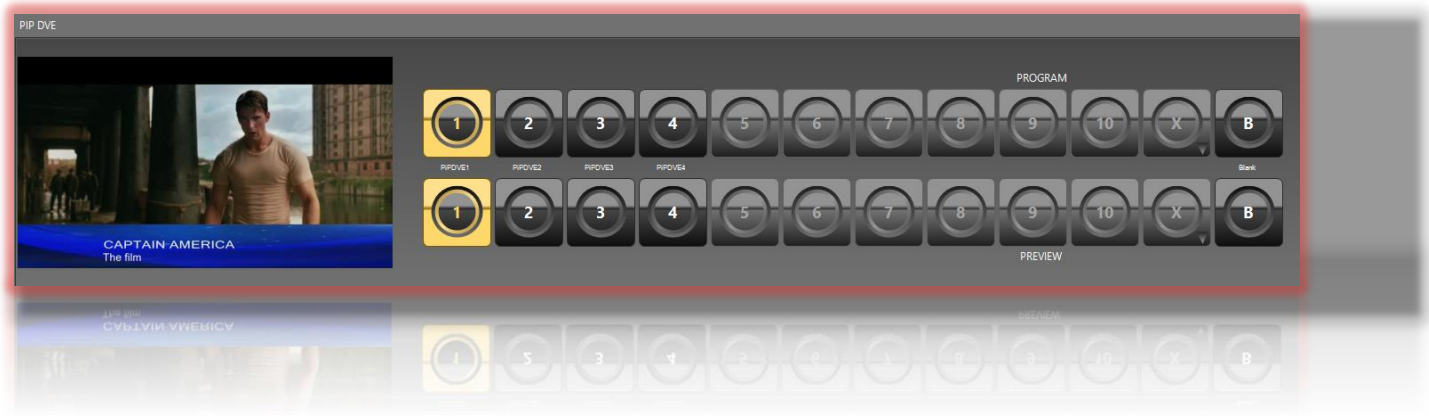
  You can decide which page between pages 11-99 (if available) you want to associate with the Button **X**.

  B button is a Blank Page.

- The **left display** shows the OUTPUT PROGRAM.

In this example you can see the output with the default FOREGROUND page (1)

2.1.1.3 PIP DVE



From this section you can air or preview the desired PIP DVE page.

In this example we have chosen the 1 page for the PROGRAM and for the PREVIEW, but the two button lines are independent from each other.

- **PROGRAM PAGE** buttons easily allow you to air the desired page on the **PROGRAM**.

  1, 2, 3, 4 buttons are reserved to the default ones.

  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages (If the pages are available).

  You can decide which page between pages 11-99 you want to associate with the Button **X**.

  B button is a Blank Page.

- **PREVIEW PAGE** buttons easily allow you to see the desired page on the **PREVIEW**.

  1, 2, 3, 4 buttons are reserved to the default ones.

  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages (If the pages are available).

  You can decide which page between pages 11-99 (if available) you want to associate with the Button **X**.

  B button is a Blank Page.

- The **left display** shows the OUTPUT PROGRAM.

In the previously picture and in the following ones you can see that we have changed the original default preset, page1:

In:

2.1.1.4 BACKGROUND

From this section you can air or preview the desired Background page. In this example we have chosen the page 2 for the PROGRAM and the page 3 for the **PREVIEW**, but the two button lines are independent from each other.

- **PROGRAM PAGE** buttons easily allow you to air the desired page on the **PROGRAM**.

  1, 2, 3, 4 buttons are reserved to the default ones.

  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages (If the pages are available. In this case you can see we have created two new pages the 5th and the 6th from the [**PAGES - (PAGE EDITOR (COMPOSER)** section]).

  You can decide which page between pages 11-99 you want to associate with the Button **X**.

  B button is a Blank Page.

- **PREVIEW PAGE** buttons easily allow you to see the desired page on the **PREVIEW**.

  1, 2, 3, 4 buttons are reserved to the default ones.

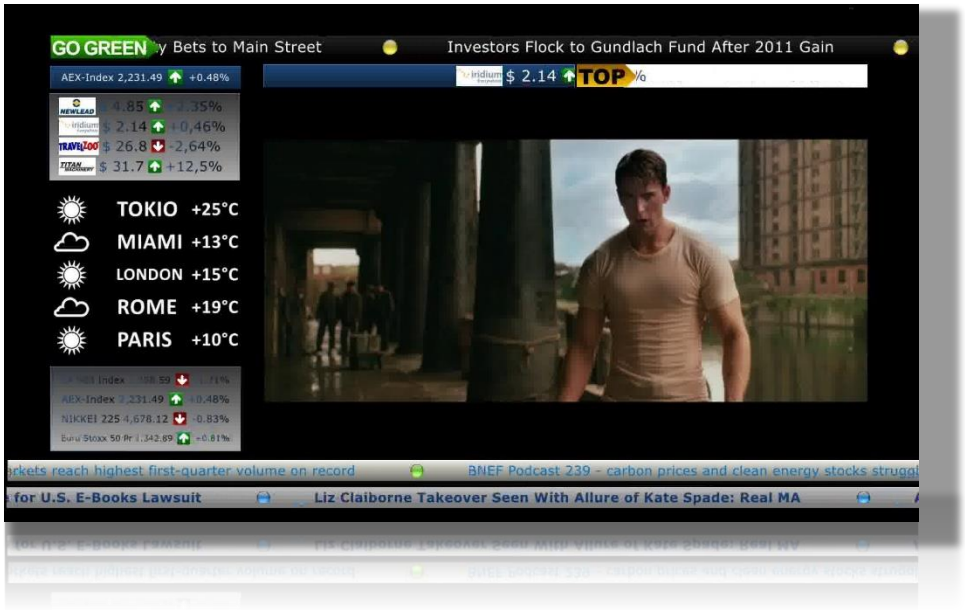
  5, 6, 7, 8, 9, 10 buttons are reserved to the related customizable pages (If the pages are available).

  You can decide which page between pages 11-99 (if available) you want to associate with the Button **X**.

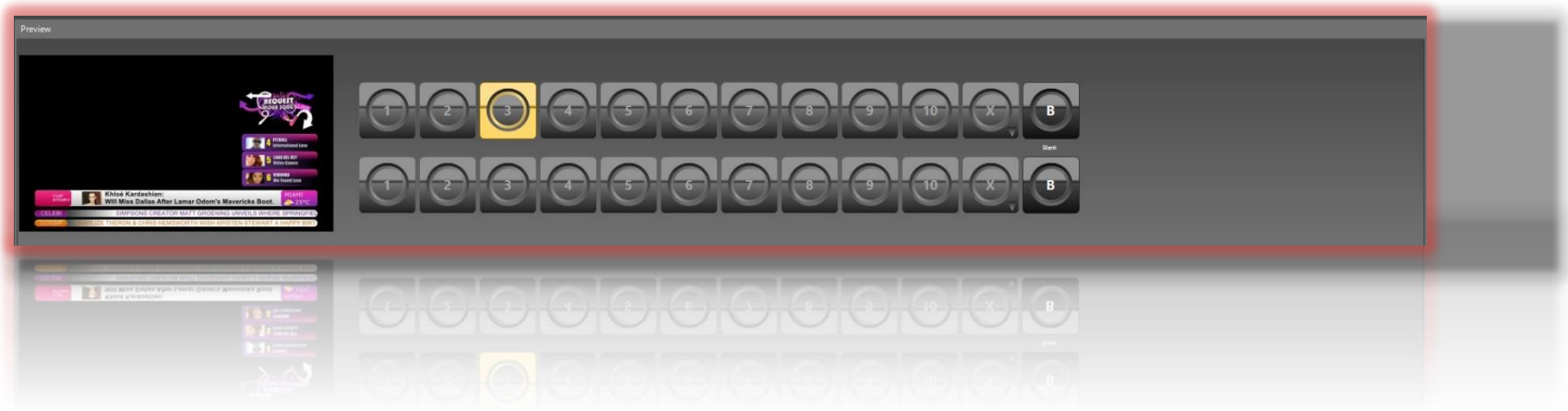
  B button is a Blank Page.

- The **left display** shows the OUTPUT PROGRAM.

In this example you can see the output with the default BACKGROUND, page 2



In this example we have chosen to preview the page 3 (default page) in the **PREVIEW AREA**:

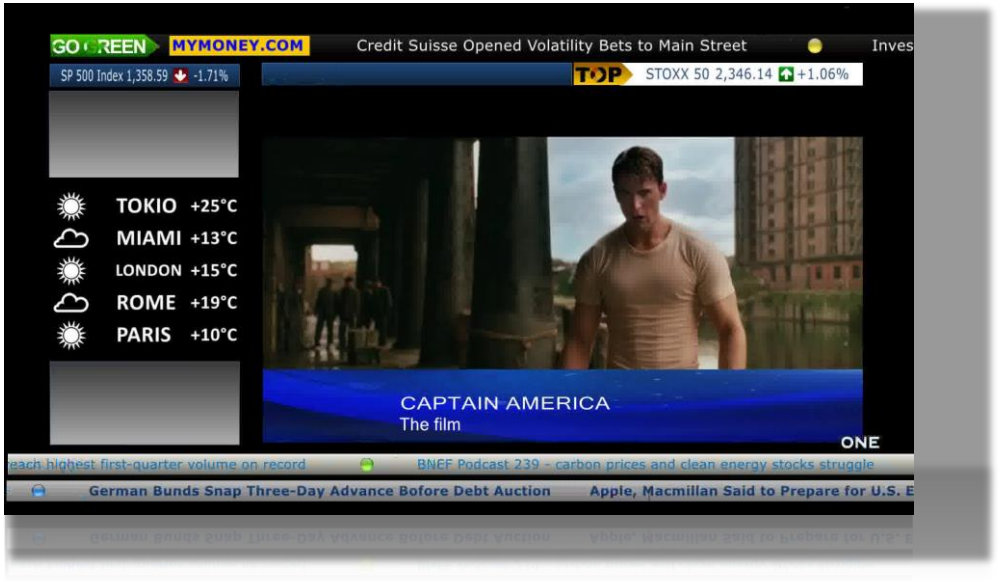


2.1.1.5 POSSIBLE LAYER COMPOSITIONS

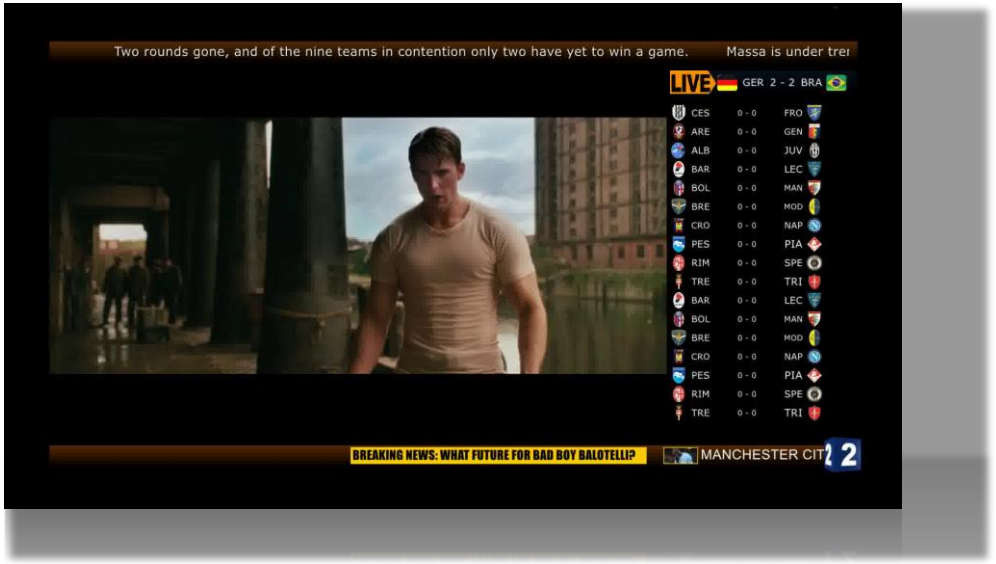
From the Multichannel Tab you can make all the possible layer compositions that you need.

CHANNEL 1: PAGE1 PIP DVE: PAGE1 BACKGROUND: PAGE2

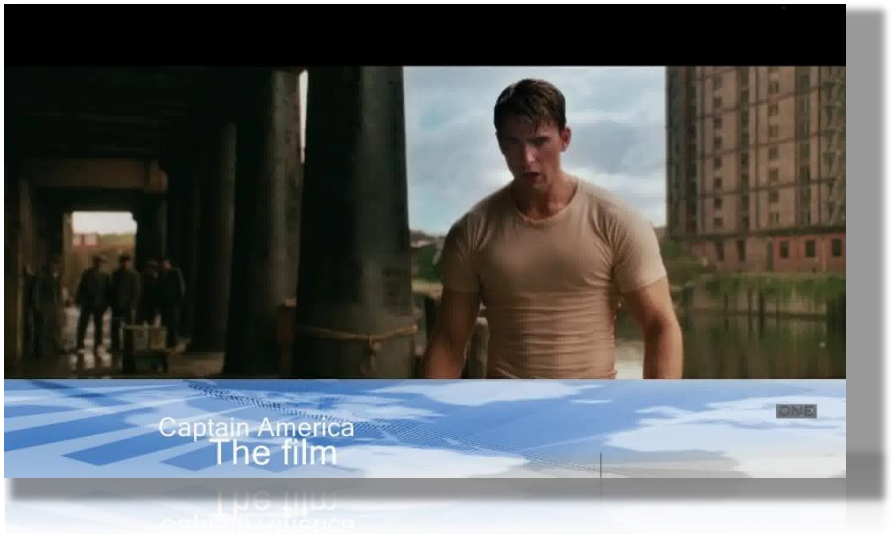
CHANNEL 1: PAGE2 PIP DVE: PAGE1 BACKGROUND: PAGE2



CHANNEL 1: PAGE1 PIP DVE: BLANK BACKGROUND: PAGE4



CHANNEL 1: PAGE2 PIP DVE: PAGE2 BACKGROUND: B (BLANK PAGE)



CHANNEL 1: PAGE4 PIP DVE: B (BLANK PAGE) BACKGROUND: B (BLANK PAGE)

2.1.2 SINGLE LAYER VIEW

In addition to the MULTICHANNEL View, the Playout menu offers a view for each channel (excluding Preview channel).
Each channel shows the visualization of what is going on the air in the Preview channel and also in the selected channel.
This view, compared to the Multichannel one, allows to read the page description of the selected channel and to see the page preview in mouse over. In this way it is easier to remember what page is on the air.
By clicking one of the available pages it is possible to broadcast it. If you have edited one of the pages between 7, 8, 9 and 10 you can active it here. By clicking on X it is possible to associate on of the pages from 11 to 99. B is the Blank page and is always usable.

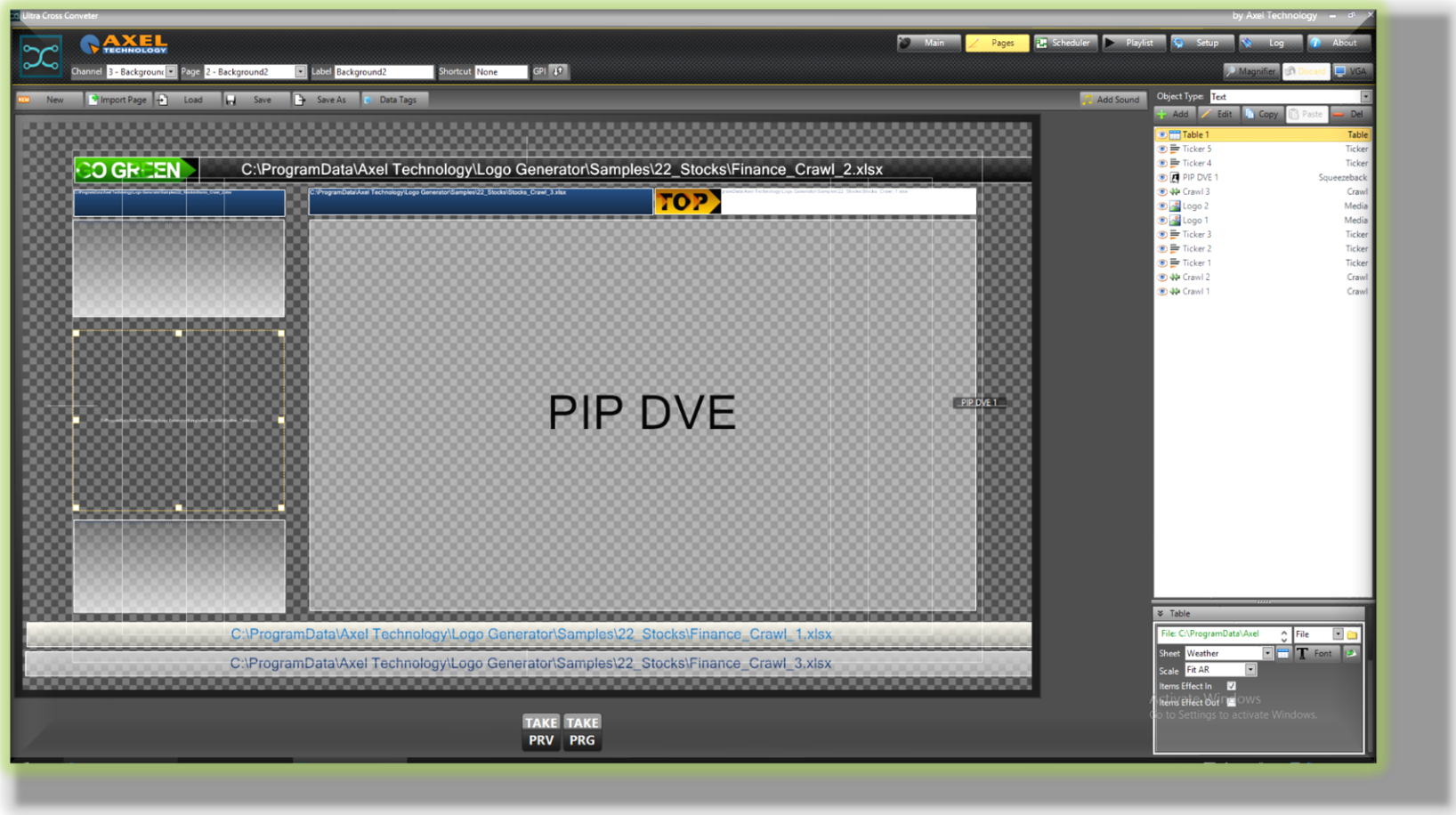
Take Program allows you to send the *Preview Page* to the Program

If **Flip Flop** is activated, by clicking **Take Program** you will automatically exchange the *Preview Page* with the *Program Page*

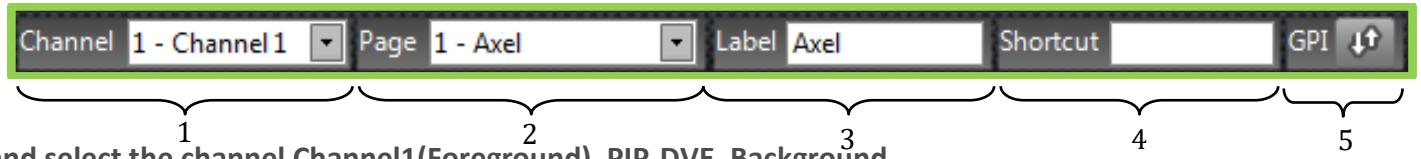
From every channel, by clicking **PiP Full** you will send the *Blank Background Page* to the Program. In this way you will have the PiP in full screen mode.

If **Auto PiP** is activated, the transition between two *Background Program Pages* will be the PiP in a temporary full screen mode.

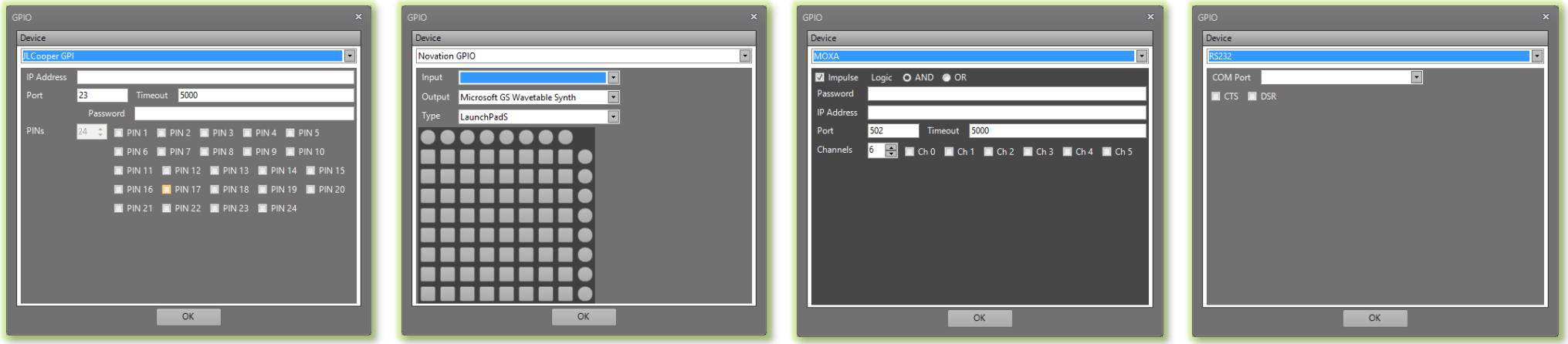
3. PAGES – (PAGE EDITOR/COMPOSER)



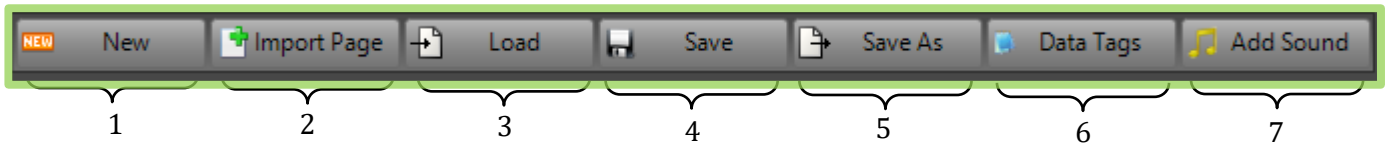
The Composer page is used to create or edit output's pages for each channel. It is possible also to see the changes made to the temporary page with the buttons "TAKE PRV" (on the Preview channel) and to air the page with "TAKE PRG" (on the current channel).



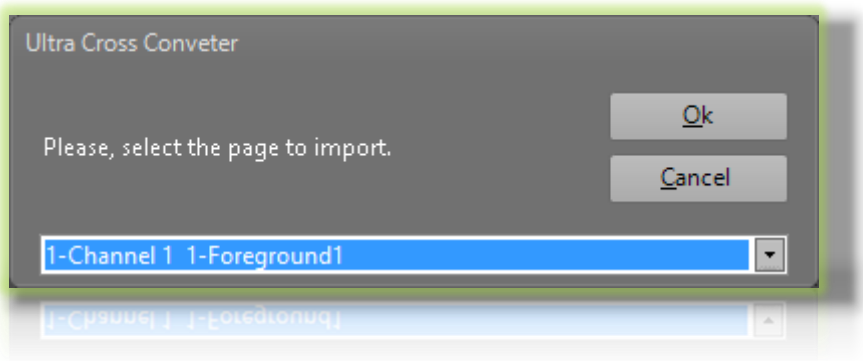
1. **Choose and select the channel Channel1(Foreground), PIP-DVE, Background.**
2. **Select the page you want to modify (From 1 to 4 default. From 5 to 99 customizable).**
3. **Insert a "Label" for the selected page.**
4. **You can add a key combiniation to recall the page from the keyboard when you are on the "main" section.**
5. **You can add a GPI device to select the page. Ultra Cross Converter accepts commands from MOXA boards and RS232 commands:**



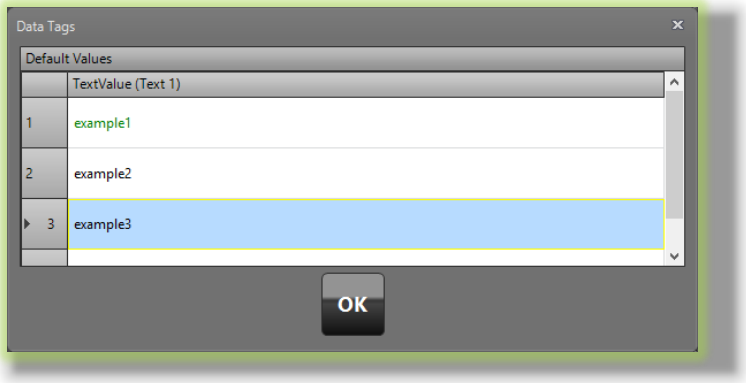
Any changes to the page can be undone using "UNDO", or saved by "SAVE".
In addition, you can see real-time changes to the page without saving using the buttons "Take Preview" and "Take Program".



1 Removes all the objects from the page. A pop-up will appear to confirm the operation.
2 You can import a composition from other pages using a quick selection pop-up

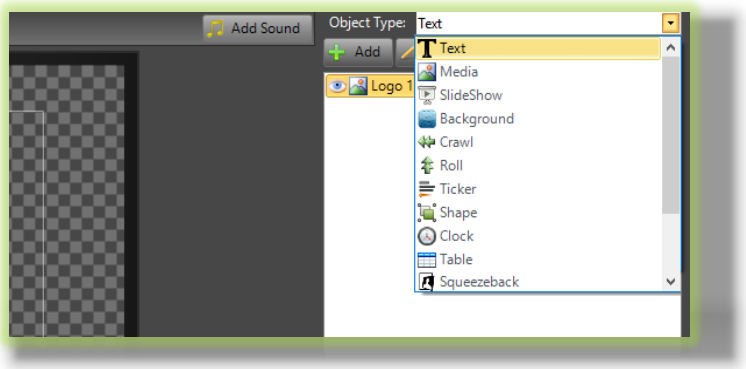


3 Imports Axel Cg File (*.acg), for example pages done and exported previously, or CG Composer pages.
4 This allows you to save the last page changes.
5 This allows you to export the project for a backup copy or to use it into another machine.
6 You can type different Text Values that you can fastly recall. Data Tags are allowed only for TEXT items.



7 Inserts *.mp3 file to your composition.

3.1 OBJECT TYPE



Objects you can import into the project.

SQUEEZEBACK- is the item reserved to the Input Source.

MEDIA– SLIDESHOW– SHAPE:

The supported image file types are: *.tga, *.swf, *.bmp, *.jpg, *.gif, *.png.

TEXT– CRAWL– ROLL– TICKER:

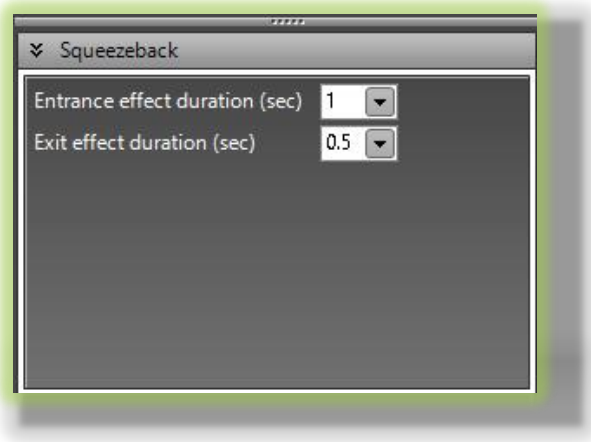
The supported text file types are: *.txt, *.xls, *.xlsx

TABLE- The only supported table file types are *xls and *.xlsx

CLOCK– Does not support any external file

3.1.1 OBJECT BASIC PARAMETERS

3.1.1.1 SQUEEZEBACK



The Squeezeback is the **Ultra Cross Converter** most important object.

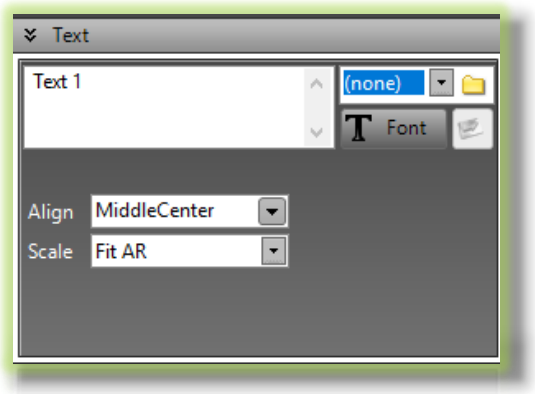
It allows you to have the PIP (Picture in Picture) with your Video Input in the desired place of the screen, in example a music clip, a movie or advertising.

Resizing or moving the Squeezeback you will resize or move all the pages and objects of the PIP DVE layer.

Set here durations of entrance and exit effects.

ATTENTION: This OBJECT works only in the PIP DVE Channel.

3.1.1.2 TEXT



Type the text into the box or browse to get data from file.

If you have selected FILE, the button directly opens the file with the default windows application

The supported file types are **.txt *.xlsx*.

It is also possible to broadcast social network messages through the Axel Technology **Social Hub** software. In this way you can broadcast RSS from web and Html links, email, posts from Social Networks(Instangram, Line, Skype, Weather, Facebook, Twitter, Flickr), SMS messages, Whatsapp messages and texts from any web page.

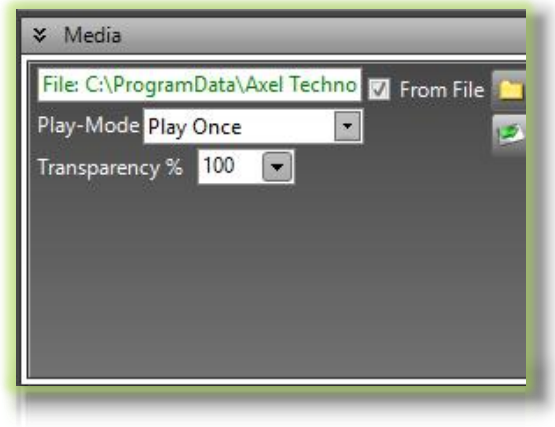
Font: Set font properties for the text

Align: Set properties for text alignment

Scale: Set properties for text scale

3.1.1.3 MEDIA

Browse to find an image or an animation to insert in the composition.



Set properties for the opacity on screen.

Play Mode - this function is useful when you need an animation on different pictures, usually if you want an animated Logo.

If you call all pictures in the same folder with the same name as TWO_0000.png, TWO_0001.png, TWO_0002.png, TWO_0003.pgn and so on, all the pictures will be played fastly. You have to name files with progressive numbers. Select **From File**, and select your first image to have the animation on customized pictures.

Loop: The animation will be played in a Loop Mode

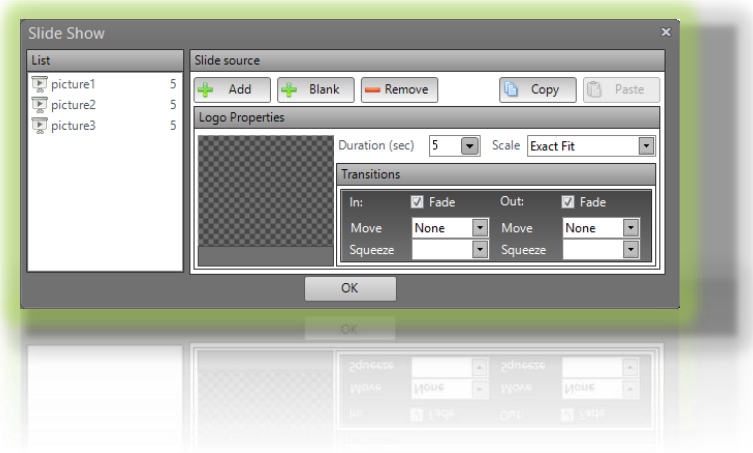
Play Once: The animation will be played once, and it stops on the first picture of the sequence

Play Once And Hide: The animation will be played once and based on the Transitions Menu it disappears

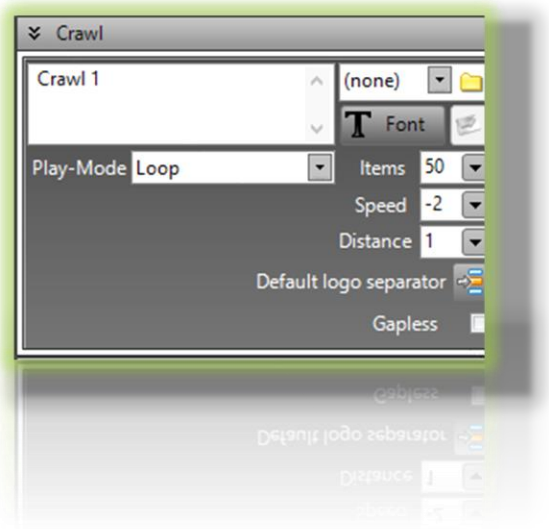
3.1.1.4 SLIDESHOW

This object allows you to create a Slideshow of different pictures. Click **Open Slides.**

Then add or remove pictures to the list and set all desired parameters like Duration, Scale and Transitions.

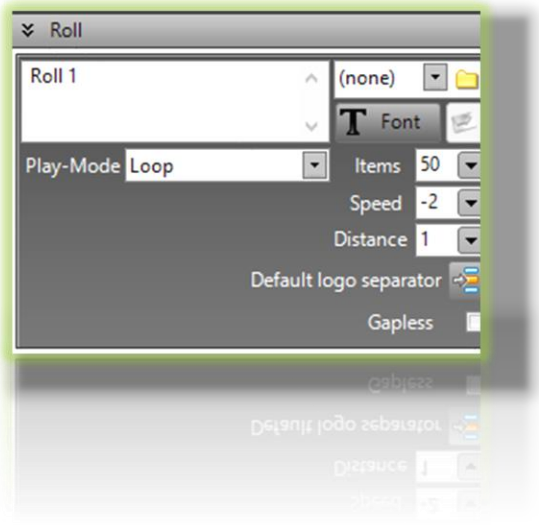


3.1.1.5 CRAWL



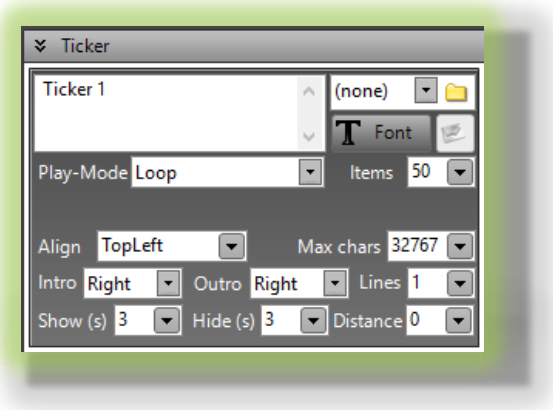
Type the text into the box (none) or browse to get data from **.xls*, **.xlsx*, **.txt* files (file).
If you have selected FILE, the button directly opens the file with the default windows application
It is also possible to fill the crawl with the text of different **.txt* files of the same folder (folder)
You can broadcast social network messages through the Axel Technology **Social Hub** software.
In this way you can broadcast RSS from web and Html links, email, posts from Social Networks(Instangram, Line, Skype, Weather, Facebook, Twitter, Flickr), SMS messages, Whatsapp messages and texts from any web page.
Font: Set font properties for the text
Play-Mode: decide the way to play the crawl displaying.
Sheet: only visible if you have selected a **.xlsx* file, from this parameter you can choose the right sheet of the document.
Default logo separator: Choose the picture file that you want to use as the default logo separator.
Gapless: If you check this box there is no gap between a crawl and his repetition, or between a crawl and the next one
Item: Reserved to Social Network messages, this parameter declares the maximum message number to store in the UCC memory.
Speed: speed and direction of the horizontal scrolling. Negative values move the text of the crawl from right to left, positive values move the text of the crawl from left to right.
Distance: Horizontal distance between two lines of the typed text or between two lines of the **.xlsx* source file.

3.1.1.6 ROLL



Type the text into the box (none) or browse to get data from **.xls, *.xlsx, *.txt* files (file).
If you have selected FILE, the button directly opens the file with the default windows application
It is also possible to fill the crawl with the text of different **.txt* files of the same folder (folder)
You can broadcast social network messages through the Axel Technology **Social Hub** software.
In this way you can broadcast RSS from web and Html links, email, posts from Social Networks(Instangram, Line, Skype, Weather, Facebook, Twitter, Flickr), SMS messages, Whatsapp messages and texts from any web page.
Font: Set font properties for the text
Play-Mode: decide the way to play the Roll displaying.
Sheet: only visible if you have selected an xlsx file, from this parameter you can choose the right sheet of the document.
Default logo separator: Choose the picture file that you want to use as the default logo separator.
Gapless: If you check this box there is no gap between a Roll and his repetition, or between a Roll and the next one
Item: Reserved to Social Network messages, this parameter declares the maximum message number to store in the UCC memory.
Speed: speed and direction of the vertical scrolling. Negative values move the text of the roll from down to up, positive values move the text of the roll from up to down.
Distance: Horizontal distance between two lines of the typed text or between two lines of the xlsx source file.

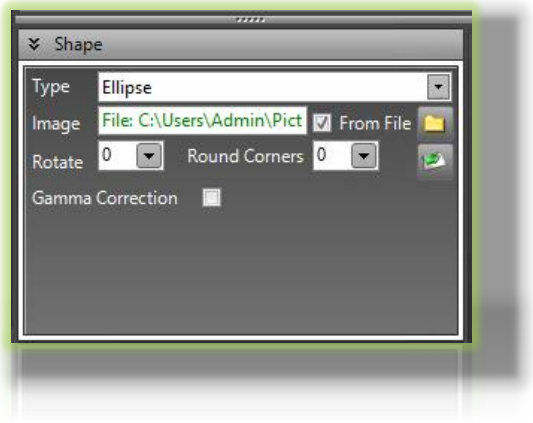
3.1.1.7 TICKER



Type the text into the box or browse to get data from file.
The supported file types are: *.txt *.xlsx.
If you have selected FILE, the button directly opens the file with the default windows application
It is also possible to fill the crawl with the text of different *.txt files of the same folder (FOLDER)
You can broadcast social network messages through the Axel Technology Social Hub software. In this way you can broadcast
RSS from web and Html links, email, posts from social networks(instangram, line, skype, weather, facebook, twitter, flickr), sms messages, whatsapp messages and texts from any web page
Set font properties for the text
Play-Mode: decide the way to play the crawl displaying.
Sheet: only visible if you have selected an xlsx file, from this parameter you can choose the right sheet of the document.

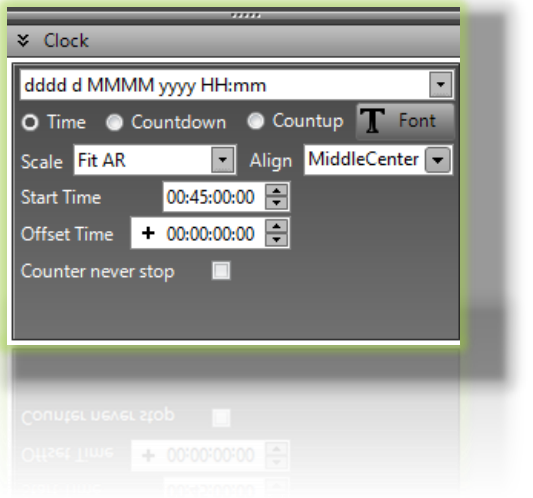
Items: Reserved to Social Network messages, this parameter declare the maximum message number to store in the UCC memory.
Align: Set properties for text alignments
Max Chars: Set the maximum characters to show of a single ticker line
Intro: Set the direction of the animation of the ticker entrance
Outro: Set the direction of the animation of the ticker exit
Lines: Number of ticker lines to show in the same time
Show (s): Number of seconds to show a line
Hide (s): Number of seconds between a line and the following one.

3.1.1.8 SHAPE



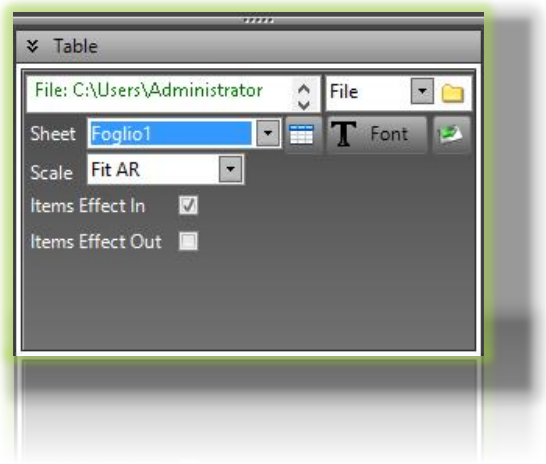
Type: Choose from a selection of shapes the desired one
Image, From File: if you want you can fill the shape with a desired image file. Check **From File** and click to browse the image.
Rotate: Set the desired shape rotation
Round Corners: decide here how much you want to round the shape corners
Gamma Correction: set here if you want to have or not the Gamma Correction.

3.1.1.9 CLOCK



Select from a wide range of options the way to show Date and Time on your screen.
Select if you want to show the Time or if you want a Countdown or a Countup.
Font: Set properties for font style, font size and alignment.
Scale: Set properties for text scale
Start Time: Set the start time for the Countdown and Countup
Offset Time: Set Offset only for Time. You will see the Windows Time plus the Offset (remember you can choose a positive or a negative Offset value).

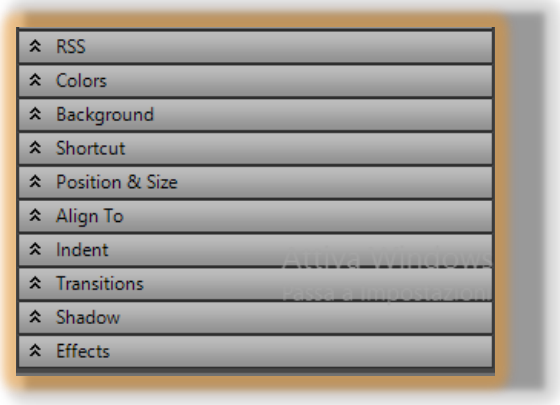
3.1.1.10 TABLE

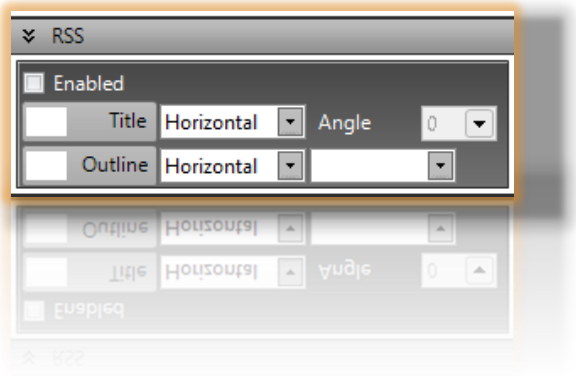


For the table object it is only possible to select a *.xls or *.xlsx **File** from Excel in example. It is possible to select a specific sheet of the file.
Set the right Font, the right Scale, and Items Effects to have interesting transitions for every single cell.

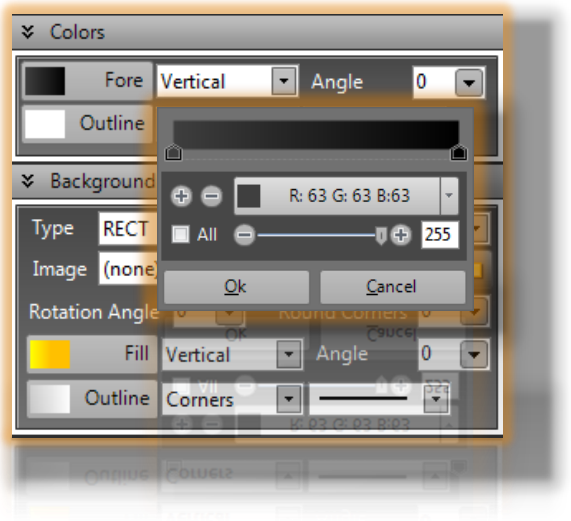
3.1.2 OTHER USEFUL OBJECT SETTINGS

After the object insertion and the selection into the page you can surf in the right menus to customize each object parameter.



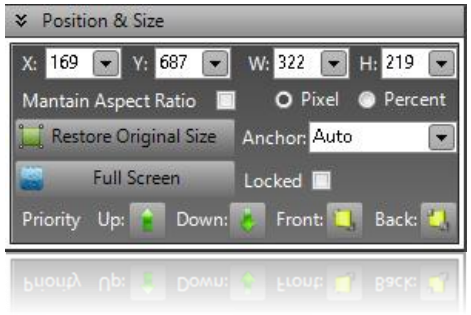


Set the RSS options.



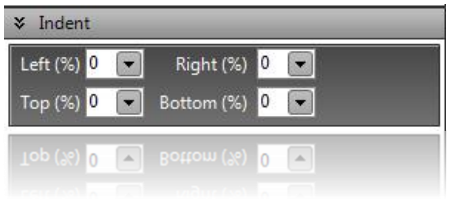
Set the foreground and background colors defining gradients, outlines, transparency for each element.

Assign here the shortcut for the selected item or a GPIO command. Useful only if you want to import the page in our CGLive software.

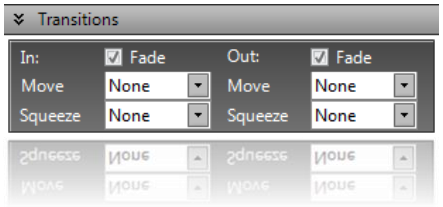


Set position and size (in pixel or percent) of the selected object.
You can maintain the aspect ratio by checking the related box.
“Restore..” will reset all the parameters to the default.
Anchor allows you to resize the object from specific corners or from the center.
Lock will unable position and size changes
Set the selected object in Full Screen Mode.

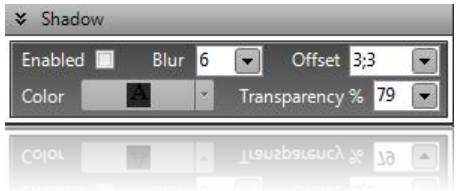
Align the object with few clicks into the screen in specific positions such as center or on the safe area guides.



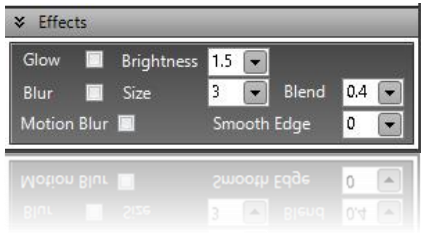
Set specific boundary inside an object. Check our sample to understand how powerful is this feature to create stunning and broadcast graphics!



Catch your audience setting input and output transitions for any object.



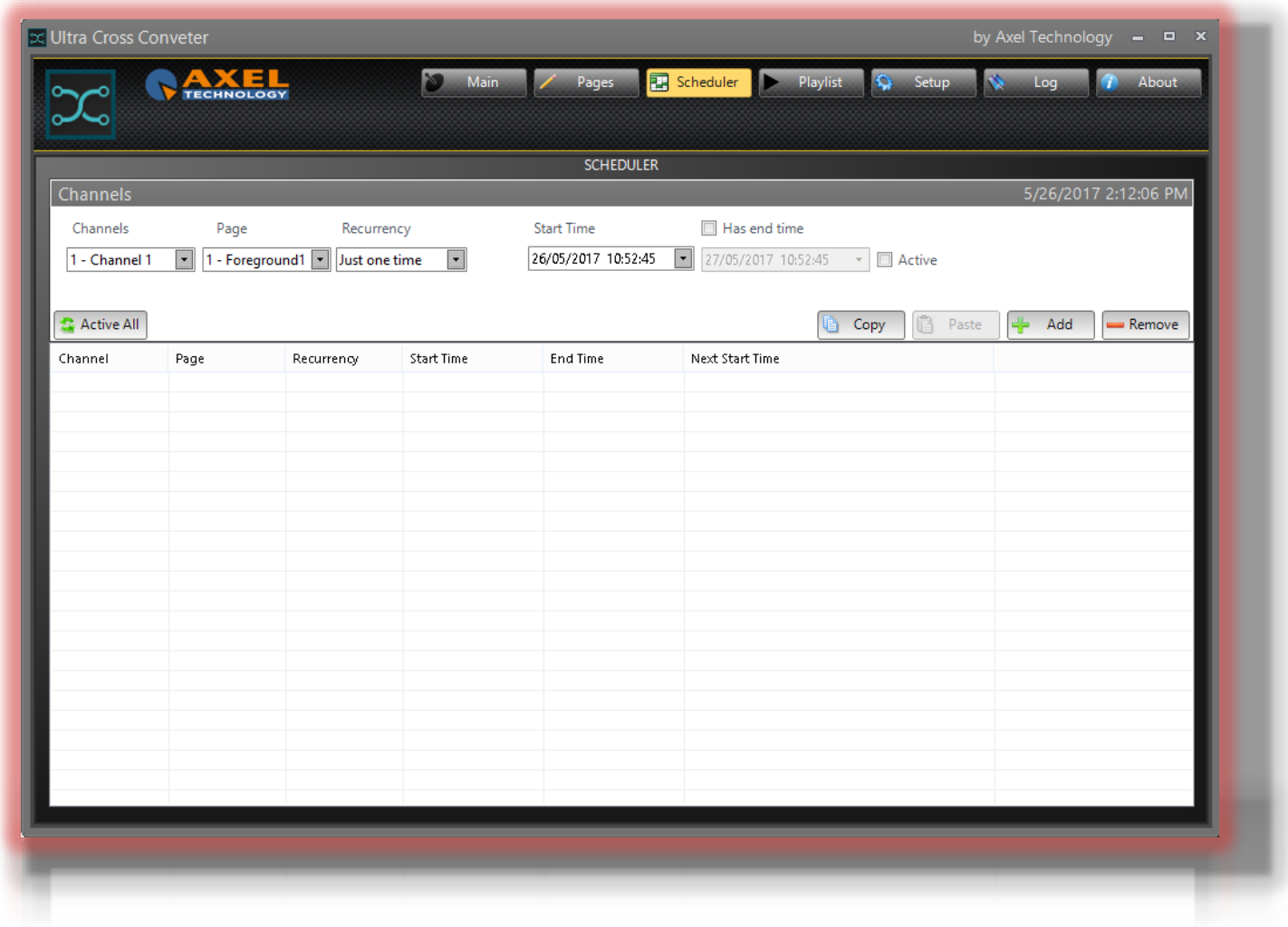
Set options to customize shadows and give a good look to your project.



Give to your object Glow or Blur effects

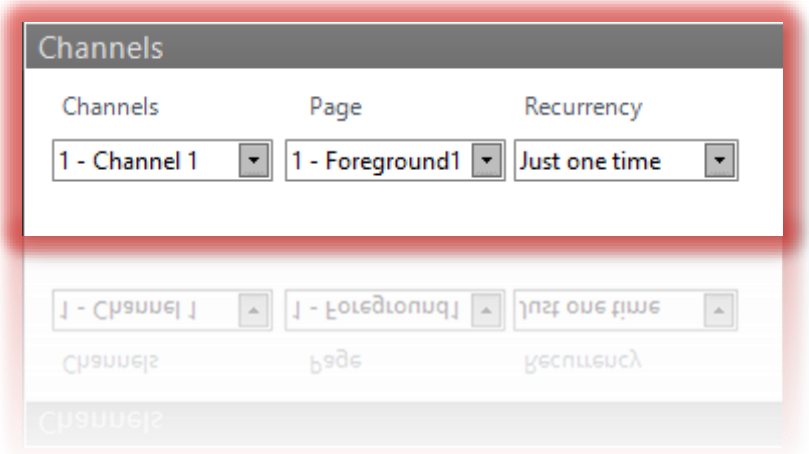
Store and manage your logos and animations for a quick recall.

4. SCHEDULER



The Scheduler section allows the user to set a specific schedule of all pages of all Channels. Each page can have a Start Time and if you want an End Time too. It is possible to choose the Recurrency of every page

.



Here you can select the Channel, the Page and the desired Recurrency to add the page to the scheduler.

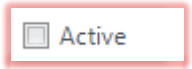
Recurrency: With this parameter the selected page will be sent to the Program with a repetition. This repetition is ruled by the recurrency.

The first page recurrency will be at the *Start Time*:

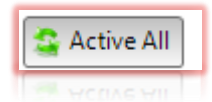
Decide between:

- *Just one time* (Only in this case we suggest you to use the *Has end time* if desired)
- *Every n minutes*
- *Every n hours*
- *Every n days*
- *Every n weeks*
- *Every n months*

ATTENTION: If there is a conflict between two pages of the same Channel, the page with the more recent start time will win. This law is valid also in a conflict between the **Scheduler** and with the **Playlist**.



Check this box if you want to activate the page



Press this button if you want to activate all the pages

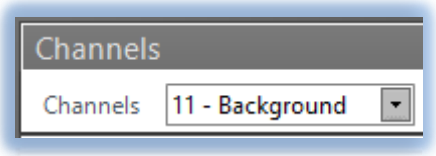
Select a page in the table and with the following buttons is possible to move, copy, past, add, remove, select, change and save it.(**Attention**: Only not active pages could be deleted)

5. PLAYLIST

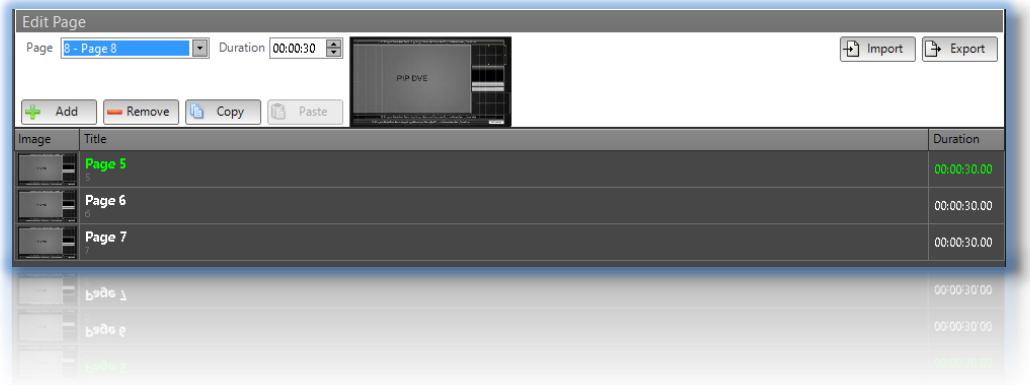
With different pages of the same channel (or layout) you can create a sequence **The Playlist.**

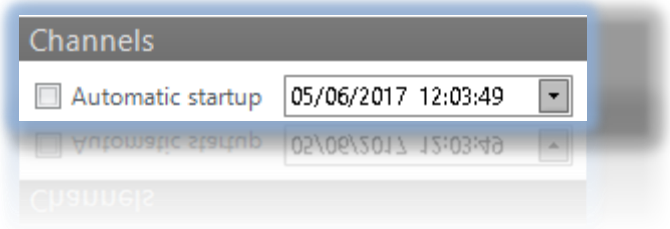
The **Playlist** is specific for a single Channel and you can reproduce it when you want.

*In example you can create a specific Playlist designed for the **Background***



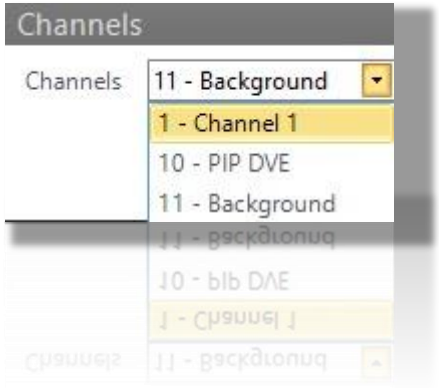
You could want a playlist composed by an automatic sequence of pages: pag4, page5 , page6. Page7…



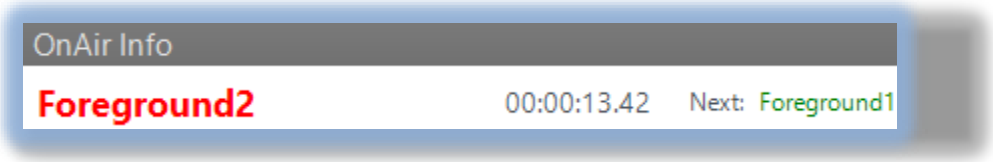


If you want you can have an automatic startup of the playlist. Here you can set the desired date and time. Check the parameter if you want this option enabled.

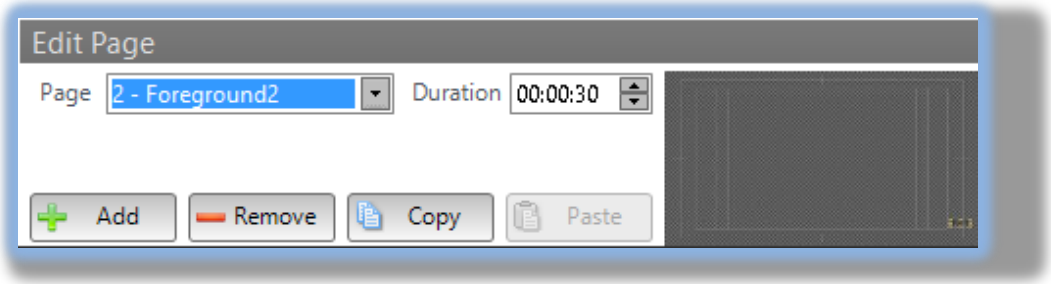
Or if you prefer, press Play when you want to instantly broadcast the Playlist previously created. It is also possible to have a loop of the selected playlist after the Play pressure.



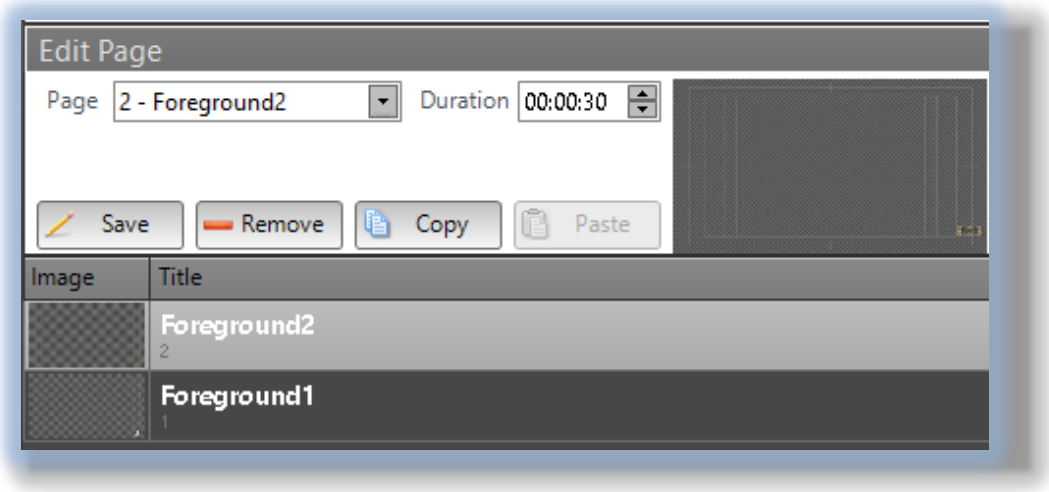
ATTENTION: The single Channel Playlist is independent from other Channels.
It is possible to reproduce different Playlists related with different Channels in the same time.



Here you can read infos about the OnAir page, the remaining time to the start of the next one and the name of the next page.



Select here the Channel Page that you want to add in the Playlist and its duration. In the right display you can see a Page Preview. Then click on **[Add]**

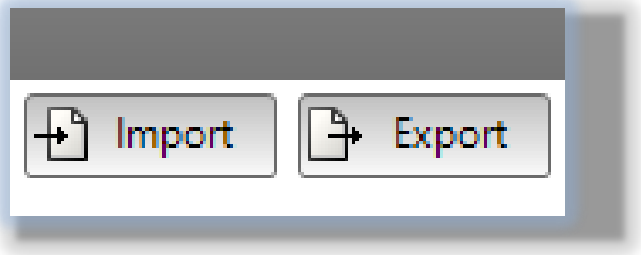


Here you can see that we have added two pages. You can see the pages in the bottom list.

Select the one you want to change and click on **[Save]**. It is possible to change the **Page** and the **Duration**.

Select the one you want to remove and click on **[Remove]**

Select the one you want to copy and click on **[Copy].** Then click on **[Paste]**

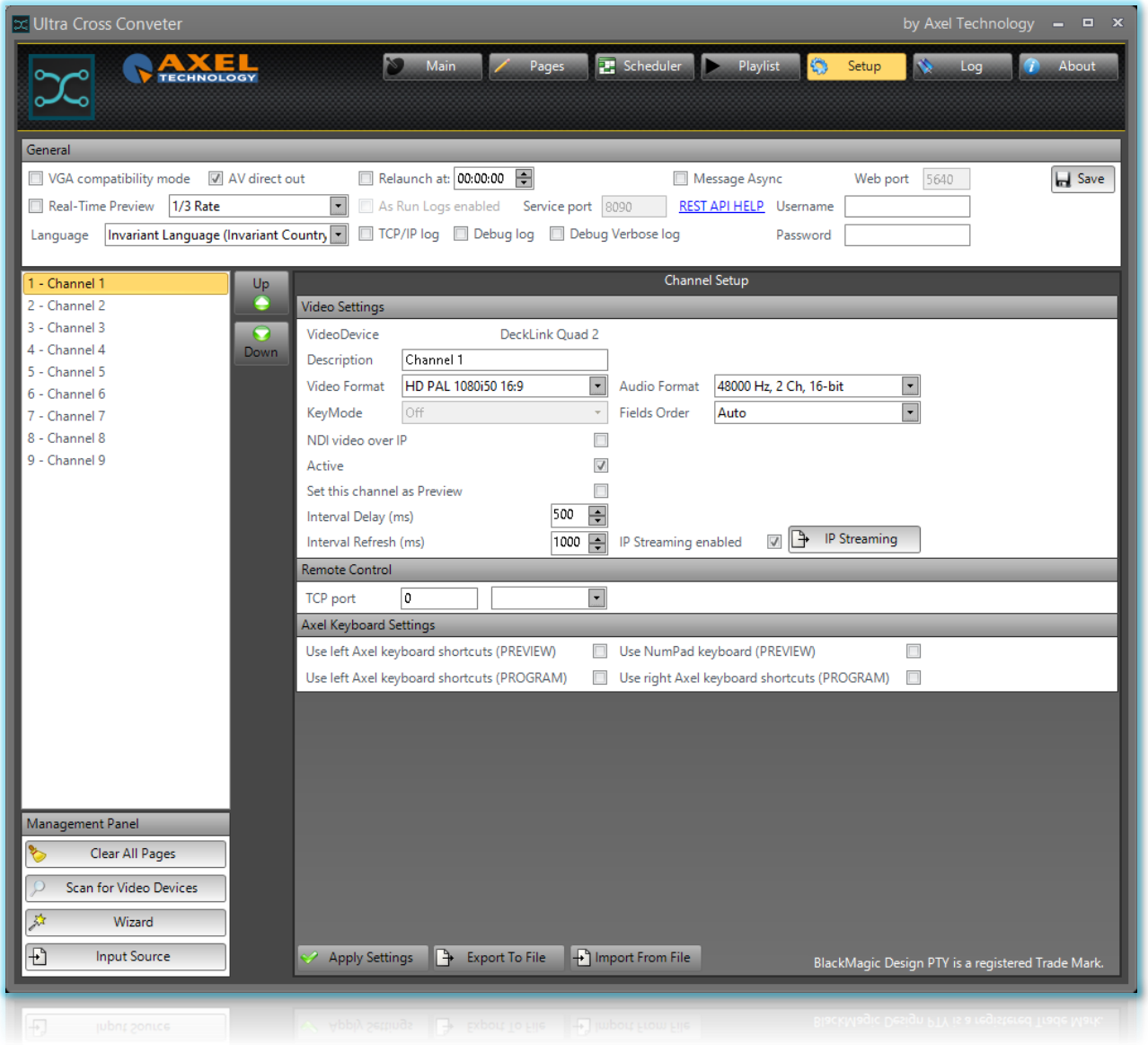


Import: allows you to import an existing *.xml playlist

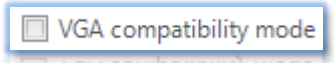
Export: allows you to export the playlist in a *.xml file

These are the columns of the bottom list.

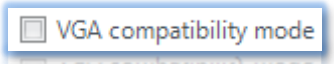
6. SETUP


Ultra Cross Conveter
by Axel Technology
Main
Pages
Scheduler
Playlist
Setup
Log
About
General
VGA compatibility mode
AV direct out
Relaunch at:
00:00:00
Message Async
Web port
5640
Save
Real-Time Preview
1/3 Rate
As Run Logs enabled
Service port
8090
REST API HELP
Username
Language
Invariant Language (Invariant Country
TCP/IP log
Debug log
Debug Verbose log
Password
1 - Channel 1
2 - Channel 2
3 - Channel 3
4 - Channel 4
5 - Channel 5
6 - Channel 6
7 - Channel 7
8 - Channel 8
9 - Channel 9
Up
Down
Channel Setup
Video Settings
VideoDevice
DeckLink Quad 2
Description
Channel 1
Video Format
HD PAL 1080i50 16:9
Audio Format
48000 Hz, 2 Ch, 16-bit
KeyMode
Off
Fields Order
Auto
NDI video over IP
Active
Set this channel as Preview
Interval Delay (ms)
500
Interval Refresh (ms)
1000
IP Streaming enabled
IP Streaming
Remote Control
TCP port
0
Axel Keyboard Settings
Use left Axel keyboard shortcuts (PREVIEW)
Use NumPad keyboard (PREVIEW)
Use left Axel keyboard shortcuts (PROGRAM)
Use right Axel keyboard shortcuts (PROGRAM)
Management Panel
Clear All Pages
Scan for Video Devices
Wizard
Input Source
Apply Settings
Export To File
Import From File
BlackMagic Design PTY is a registered Trade Mark.

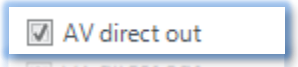
In **General** mask:



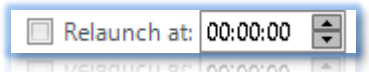
By checking this box you enable the DirectShow framework. This could be useful in example with Remote Desktop



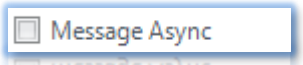
By unchecking this box you enable the Direct3D framework. This is more performant



By checking this parameter you reduce the Buffer between **UCC** and the Video Card

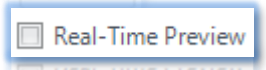


By cheching this parameter you will relaunch UCC automatically at the selected time.

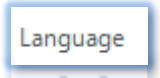


By checking this parameter, every **UCC** Error messages will not compromise the software functioning.

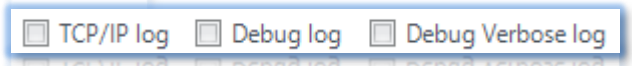
Save your general settings



The preview in every **UCC** previews area will be displayed at this VideoRate



Select between available **UCC** languages



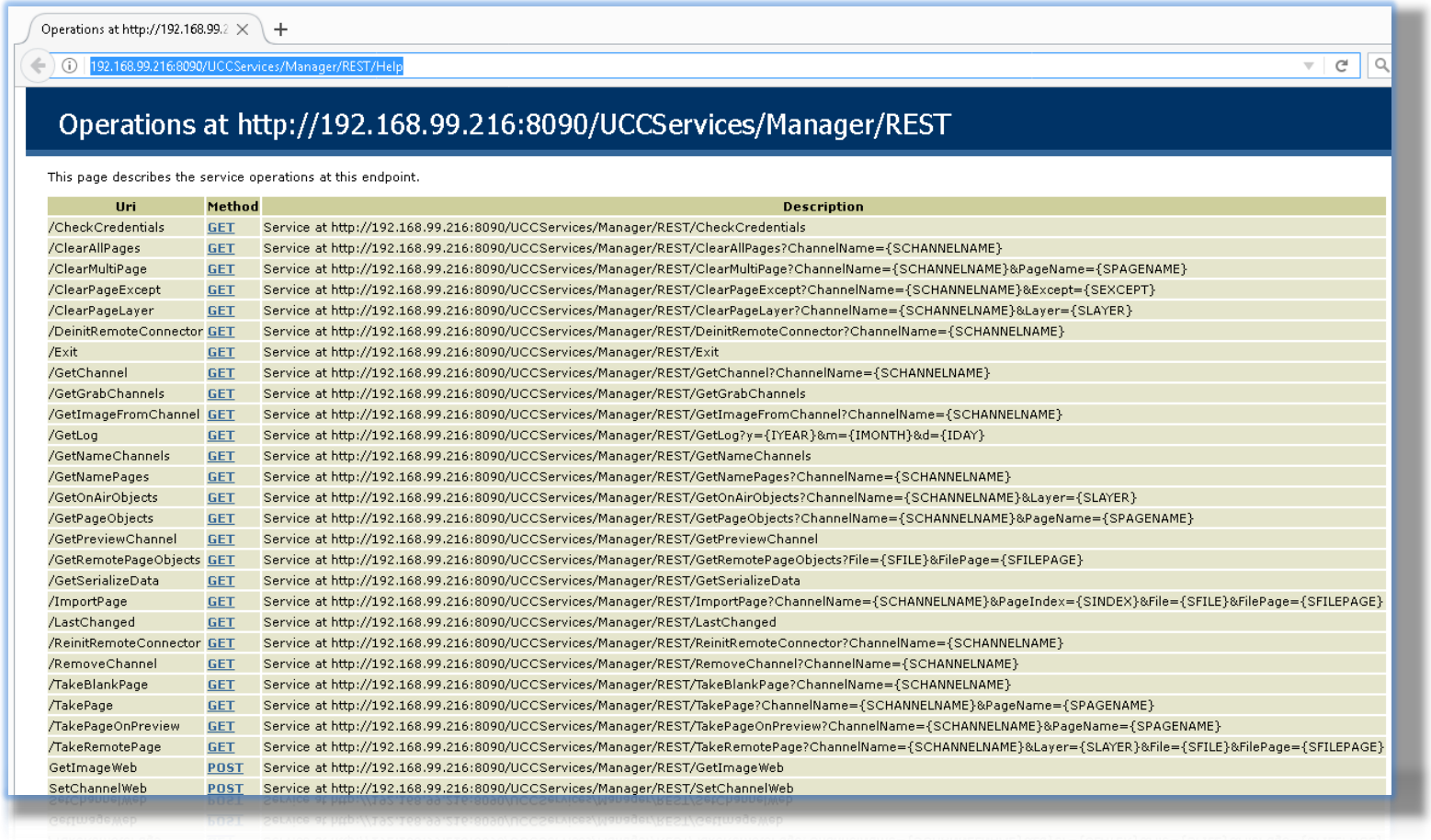
TCP/IP log Debug log Debug Verbose log – Select which kind of logs you want to enable.

REST API HELP

By clicking on this link you will read all the possible REST API commands.

In this way you can control your UCC for every browsers of your network.

The Syntax of the REST API commands has to be **HTTP://*LOCALHOST*:8090/UCCSERVICES/MANAGER/REST/...**



Operations at http://192.168.99.216:8090/UCCServices/Manager/REST

This page describes the service operations at this endpoint.

Uri	Method	Description
/CheckCredentials	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/CheckCredentials
/ClearAllPages	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ClearAllPages?ChannelName={SCHANNELNAME}
/ClearMultiPage	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ClearMultiPage?ChannelName={SCHANNELNAME}&PageName={SPAGENAME}
/ClearPageExcept	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ClearPageExcept?ChannelName={SCHANNELNAME}&Except={SEXCEPT}
/ClearPageLayer	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ClearPageLayer?ChannelName={SCHANNELNAME}&Layer={SLAYER}
/DeinitRemoteConnector	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/DeinitRemoteConnector?ChannelName={SCHANNELNAME}
/Exit	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/Exit
/GetChannel	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetChannel?ChannelName={SCHANNELNAME}
/GetGrabChannels	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetGrabChannels
/GetImageFromChannel	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetImageFromChannel?ChannelName={SCHANNELNAME}
/GetLog	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetLog?y={IYEAR}&m={IMONTH}&d={IDAY}
/GetNameChannels	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetNameChannels
/GetNamePages	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetNamePages?ChannelName={SCHANNELNAME}
/GetOnAirObjects	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetOnAirObjects?ChannelName={SCHANNELNAME}&Layer={SLAYER}
/GetPageObjects	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetPageObjects?ChannelName={SCHANNELNAME}&PageName={SPAGENAME}
/GetPreviewChannel	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetPreviewChannel
/GetRemotePageObjects	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetRemotePageObjects?File={SFILE}&FilePage={SFILEPAGE}
/GetSerializeData	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetSerializeData
/ImportPage	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ImportPage?ChannelName={SCHANNELNAME}&PageIndex={SINDEX}&File={SFILE}&FilePage={SFILEPAGE}
/LastChanged	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/LastChanged
/ReinitRemoteConnector	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/ReinitRemoteConnector?ChannelName={SCHANNELNAME}
/RemoveChannel	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/RemoveChannel?ChannelName={SCHANNELNAME}
/TakeBlankPage	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/TakeBlankPage?ChannelName={SCHANNELNAME}
/TakePage	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/TakePage?ChannelName={SCHANNELNAME}&PageName={SPAGENAME}
/TakePageOnPreview	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/TakePageOnPreview?ChannelName={SCHANNELNAME}&PageName={SPAGENAME}
/TakeRemotePage	GET	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/TakeRemotePage?ChannelName={SCHANNELNAME}&Layer={SLAYER}&File={SFILE}&FilePage={SFILEPAGE}
GetImageWeb	POST	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/GetImageWeb
SetChannelWeb	POST	Service at http://192.168.99.216:8090/UCCServices/Manager/REST/SetChannelWeb

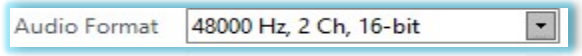
In the **Channel Setup** mask you have **Video** Settings, **Remote Control** settings (to use our **Social Hub** software in the UCC) and **Axel Keyboard Settings**.

This field shows you the current Video Device

Customizable Description of this Channel

You can see the Video Format and it is also possible to select another one.

You can see the Audio Format and it is possible to select another one



Select here the Fields Order (Auto, First Field, Second Field, Progressive)

With Ultra Cross Converter you can also generate an NDI streaming. It could be seen and used allover your own Network.

Decide if you want to Active or Deactive this channel.

Decide if you want to set this Channel as Preview or not

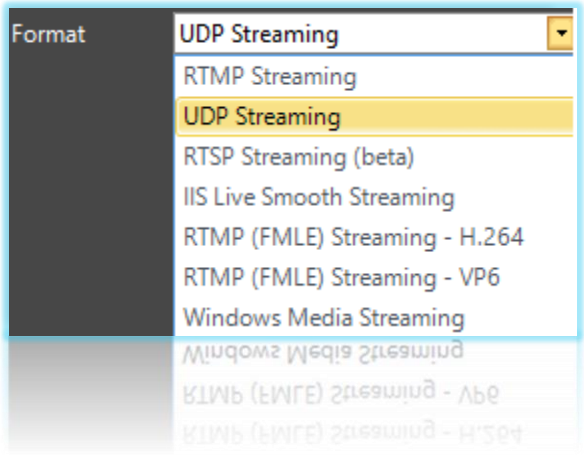
With this parameter you can set the time of the transition of the page (page entrance and page exit)

As you know, It is possibile to use an external source file in a page item. This parameter allows you to set the Time to automatically refresh the external source files.

By checking this parameter you can enable the **UCC** Video Streaming.

By pressing the **IP STREAMING** button you can set the streaming parameters.

From **Ultra Cross Converter** you can stream video through the internet using different transport protocols and different tools (**RTMP**, **UDP**, **RTSP**, **IIS Live Smooth**, **RTMP (FMLE) - H. 264**, **RTMP (FMLE) - VP6**, **Windows Media**).

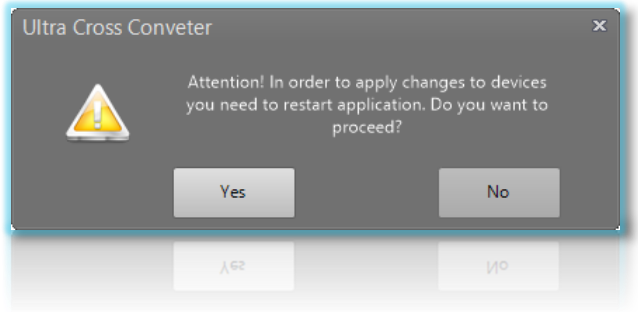


In the following example we have created an UDP Streaming at the following target **udp://239.0.0.9:1234**

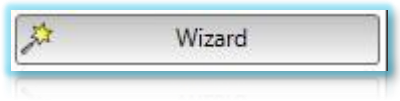
By pressing this button you can scan for available Video Devices connected with your PC.

If you say **Yes**, the UCC automatically detects the Video Card. We suggest you to use a BlackMagic DeckLink.

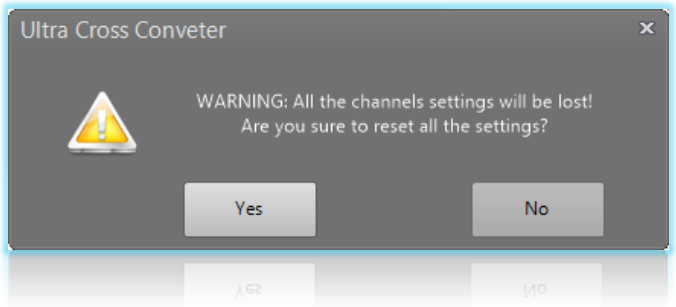
Then you have only to select the desired Output Video Format between the availables.



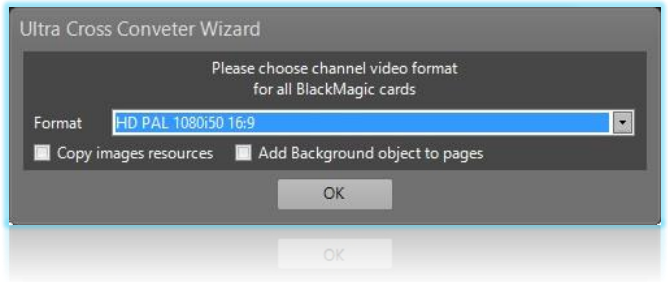
By pressing the **Wizard** button you will be guided in the Video Format configuration.



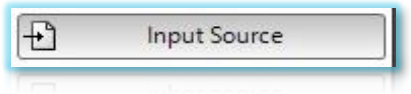
Click **Yes** to start the **Wizard**



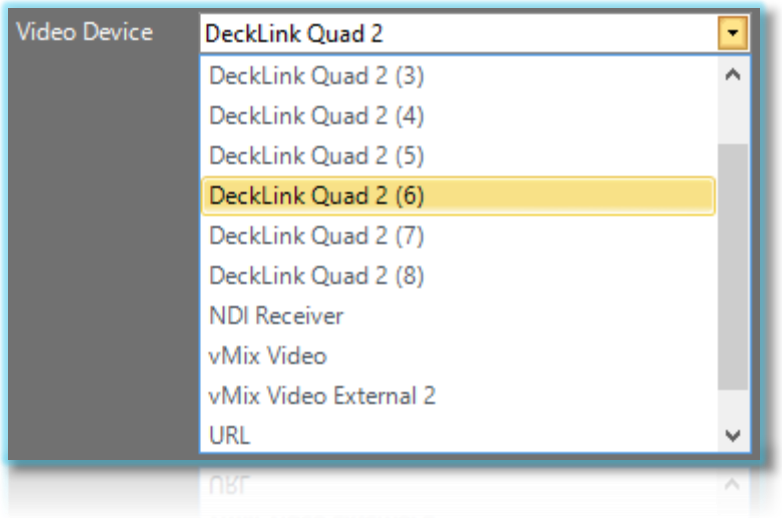
Select the desired Channel Video Format



Through this button you can set all details of the Video Input Source.

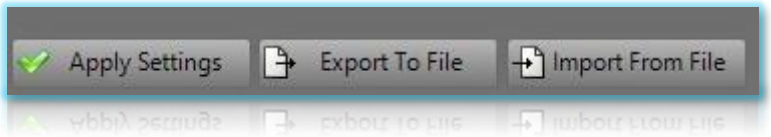


Here you can select an SDI source from a BlackMagic Video Device, an NDI (Network Device Interface) source in your network, or the source from the vMix software (virtual multisource mixer sdi and ndi).



Attention: Each Video device could have different Video Lines, in example you can have different NDI Streamings in your network. Select it in the **Video Line** parameter

Apply Channel Settings using the related button. From this sections you can also export or import a complete *.acgs file (graphic project).



7. LOG

In the **Log** section you can read for the **UCC** Logs. This section is organized in two tabs: **Log** and **As Run**.

In the **Log** tab you can read all the Logs connected with the **UCC**.

In the **As Run** tab you can find all the Logs connected with Channels, Devices, Pages, Objects.

8. FINAL CONSIDERATIONS AND AXEL TECHNOLOGY CONTACTS

Axel Technology S.r.L. - Via Caduti di Sabbiuno 6/F - 40011 Anzola Emilia (BO) - Italy
info@axeltechnology.com - ph. +39 051 736555 - fax +39 051 736170 - www.axeltechnology.com
Cap. Soc. Int . Vers € 500.000,00 - C.f/P.Iva 01735031203 - Reg. Impr. n. 01735031203 - R.E.A. n. 369206/BO