CGLIVE!

(Rev. 2.1 ENG)

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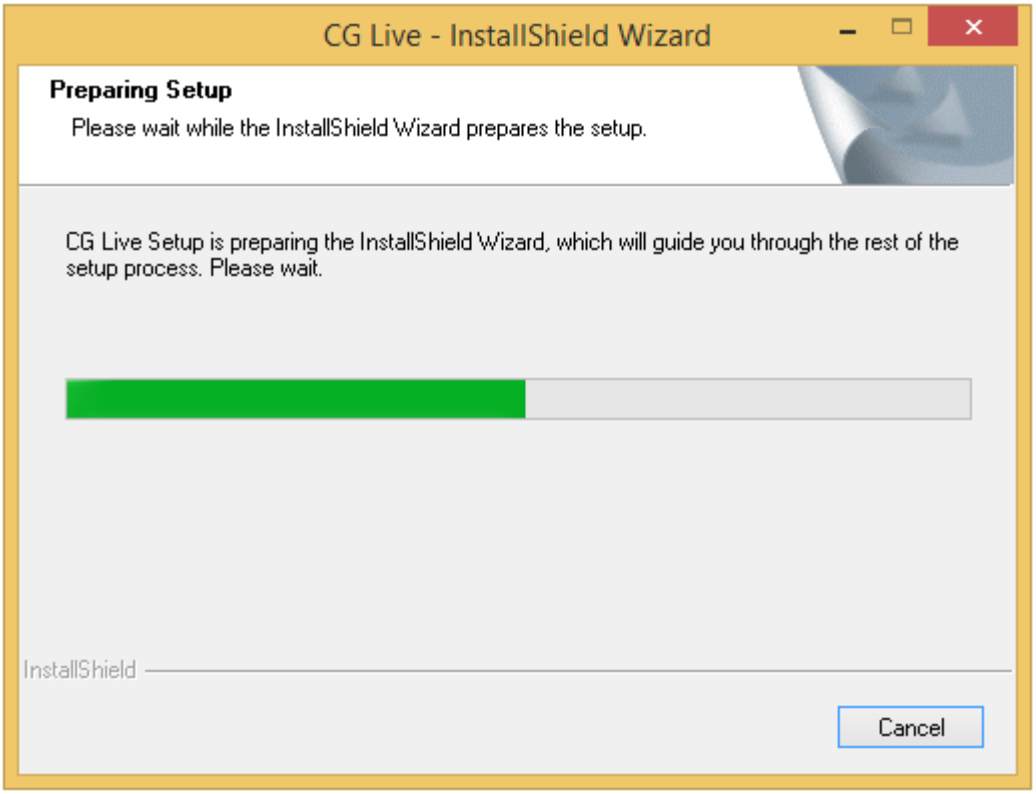
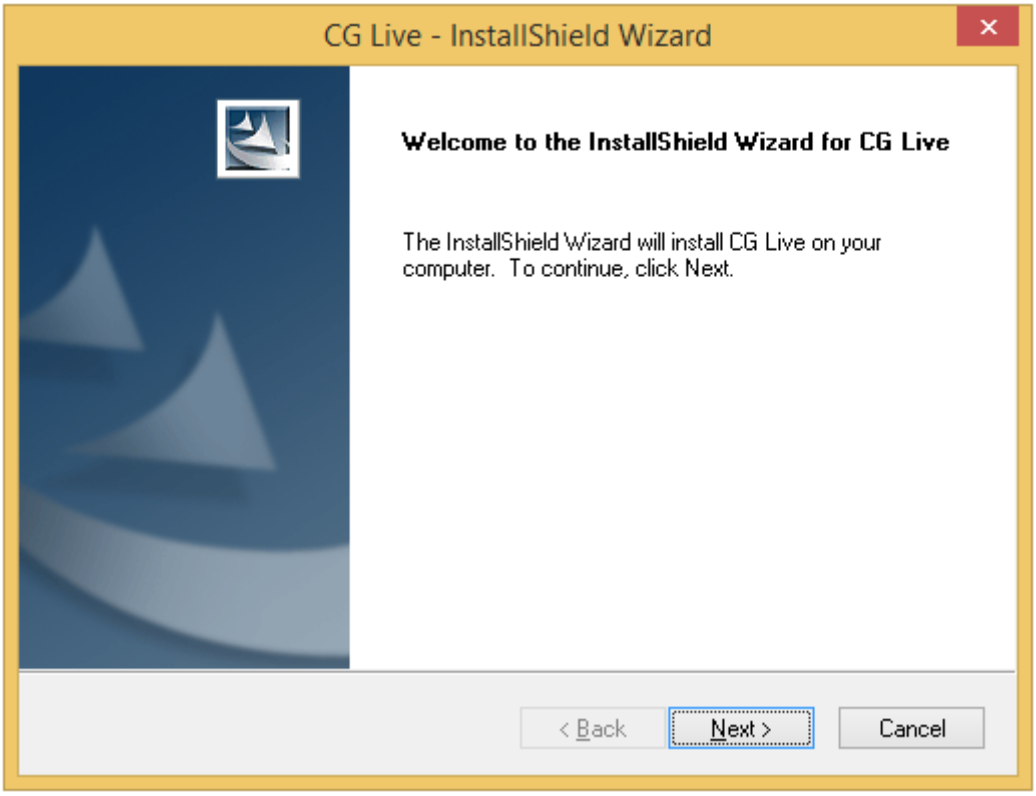
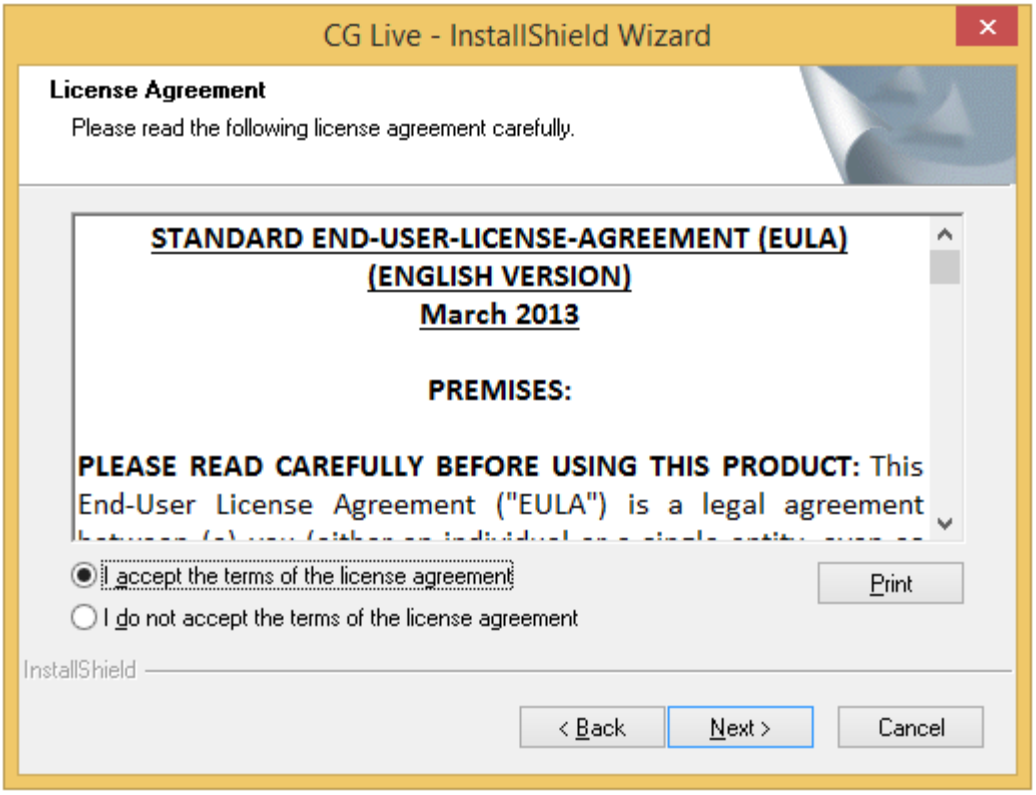
1 INSTALLATION

Open the CGLiveSetup.exe

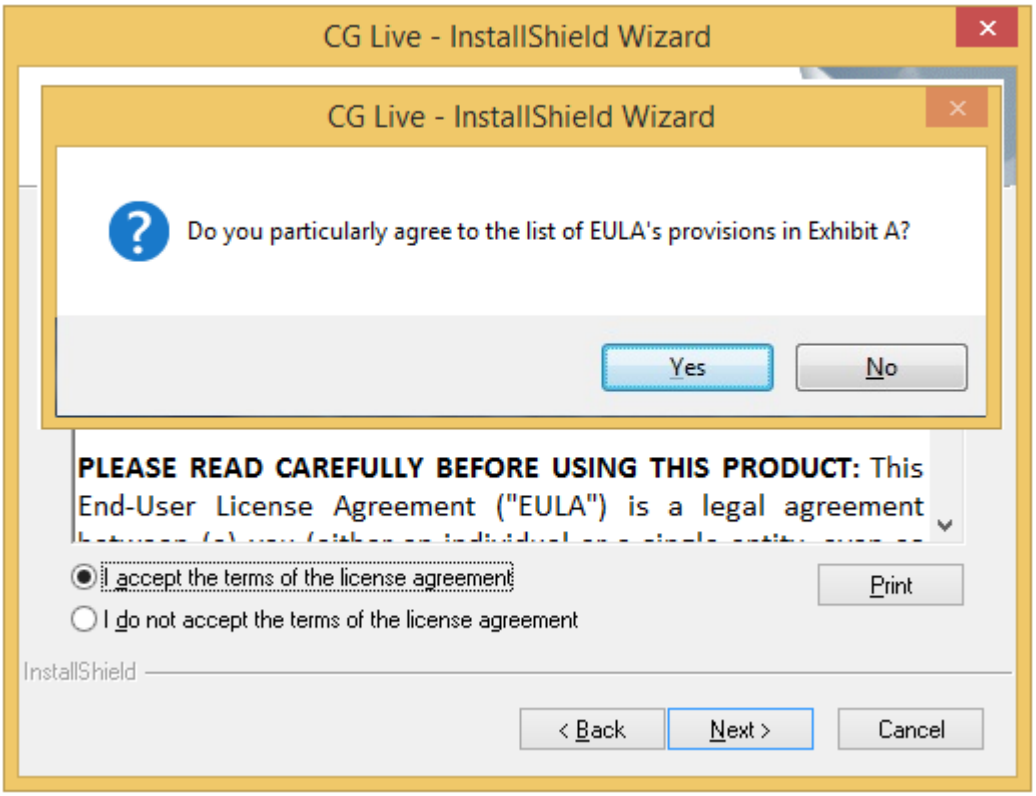




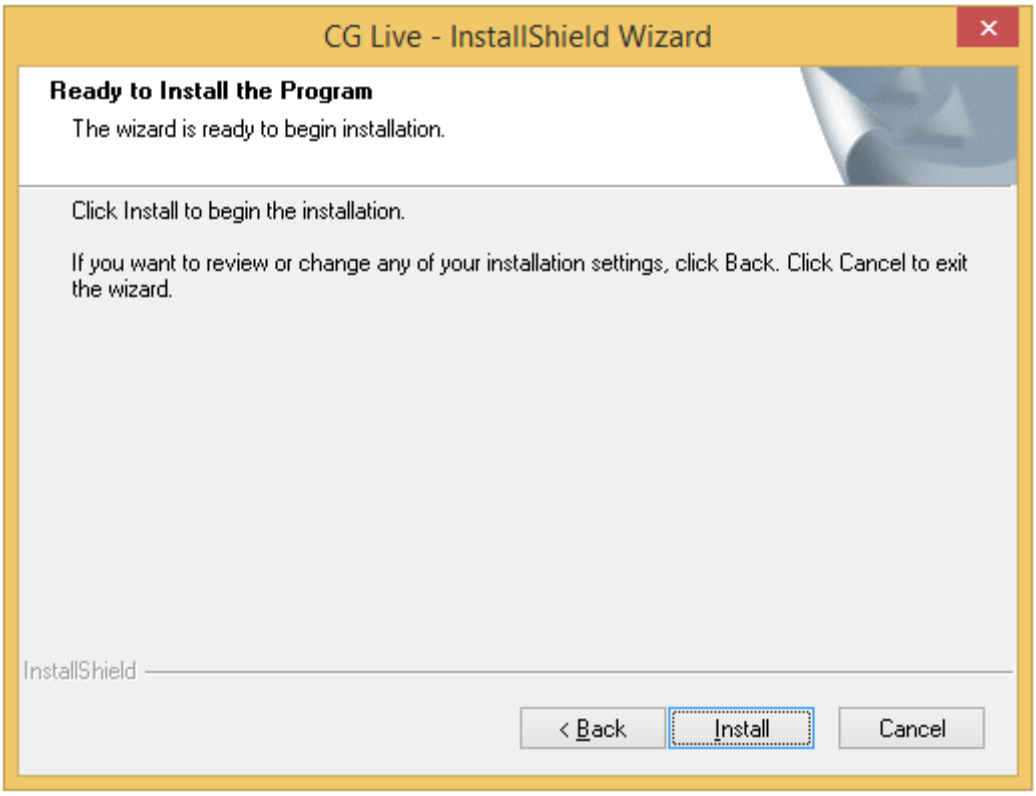
Click on Next



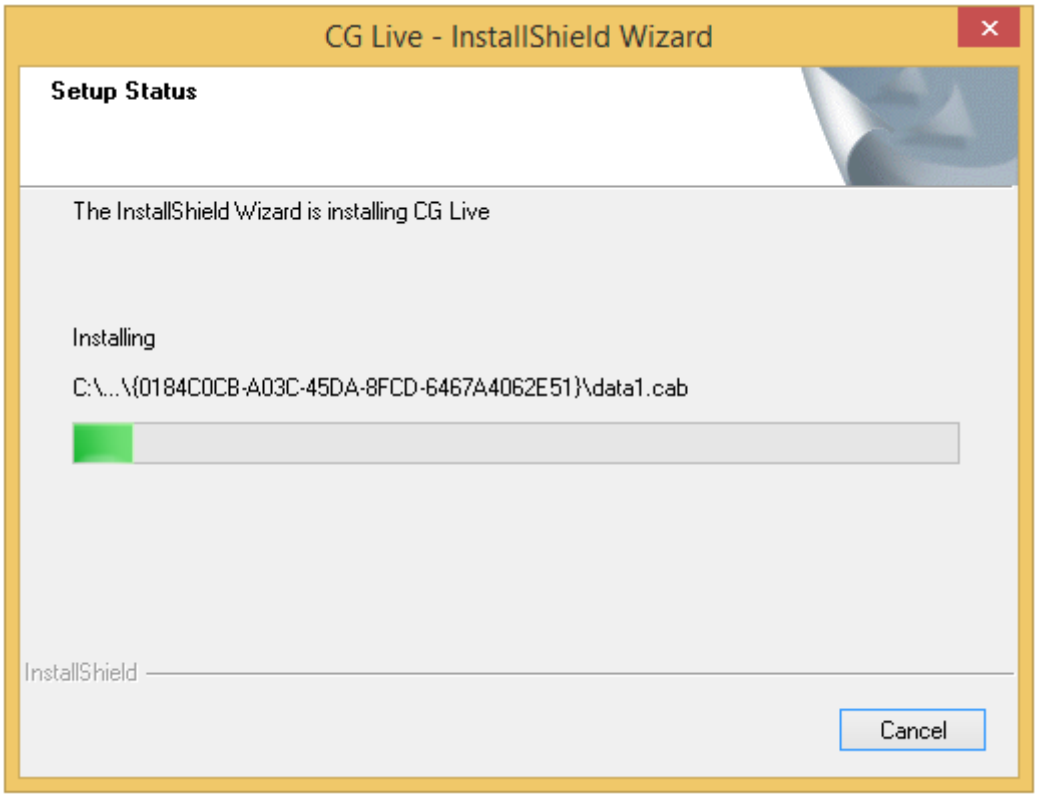
Click on Next

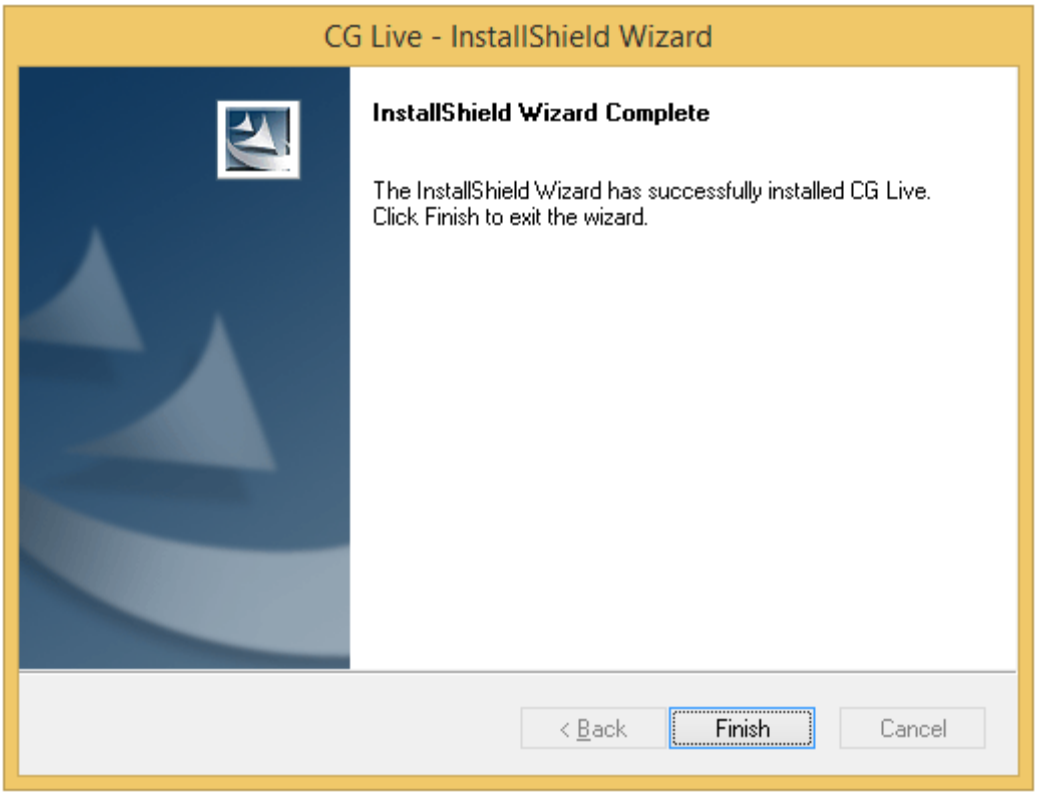


Click on YES

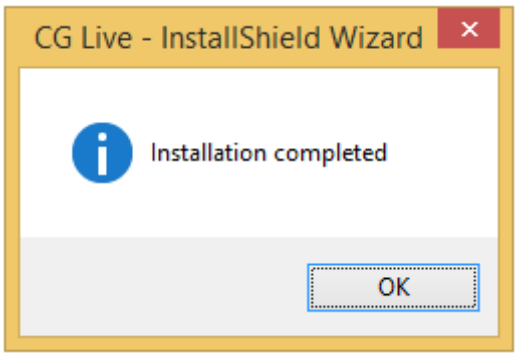


Click on Install





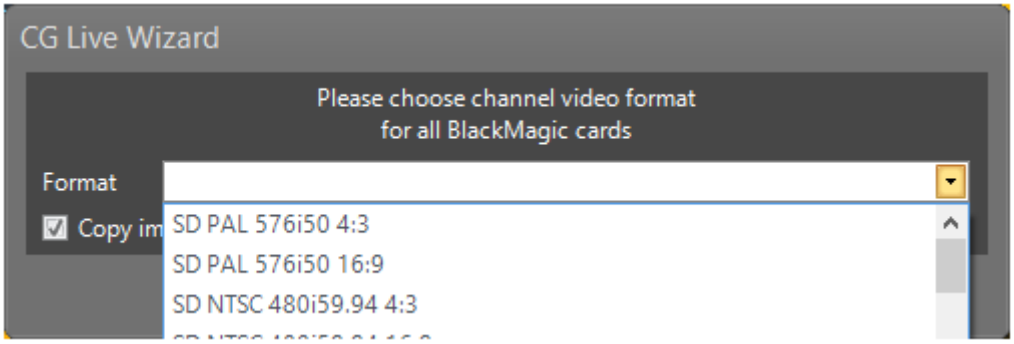
Click Finish for the last configurations and wait for their implementation



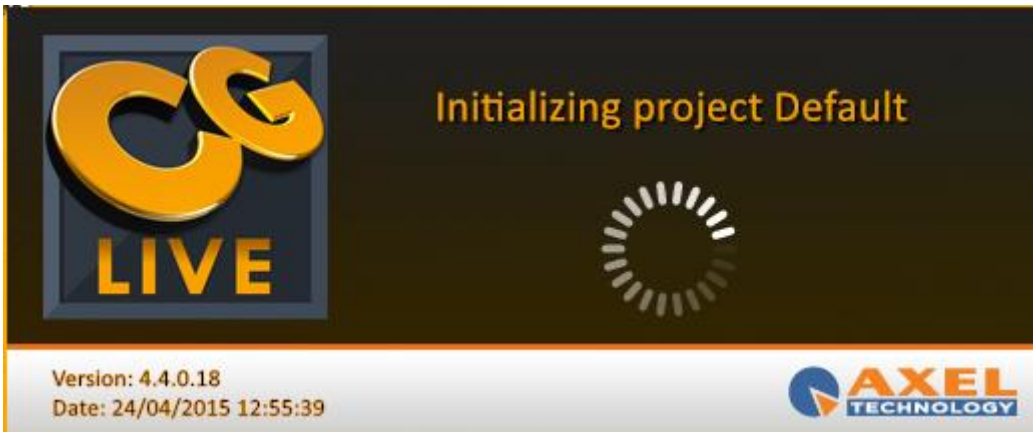
Click OK to complete the installation

2 CG LIVE FIRST OPENING

Click on CGLive icon to open the program.



From this menu select the channel video format



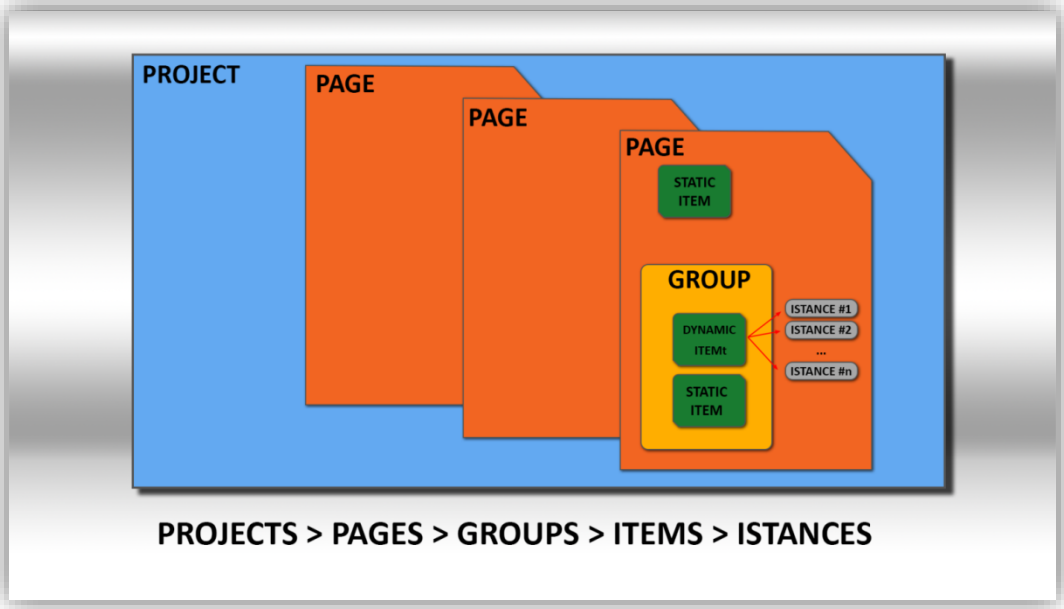
Wait for the CGLive initialization

Wait for the CG Live Engine initialization

For the first CGLive settings see the PROJECT MANAGEMENT chapter.

3 INTRODUCTION

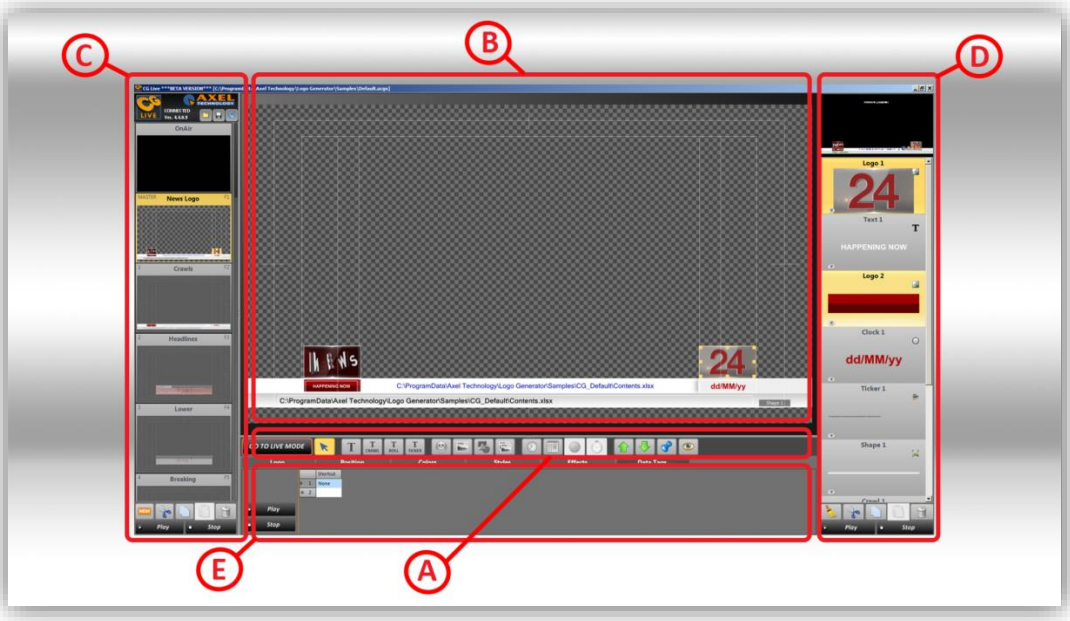
CGLive software permit you to broadcast graphic items on your videos. These **ITEMS** can be very complex, static or animated. A dynamic item and its contents sets up an **ISTANCE.** More istances and more items can be gather together in a **GROUP**. So, a **PAGE** can include more items and more groups. A **PROJECT** is the combination of more pages.



Picture 1 · basic CGLive parts

USER GUI

The CGLive GUI can be schematically divided in 5 sections.



Picture 2 · Interface partition in 5 functional sections.

4 COMMANDS BAR(A)

4.1 EDIT MODE COMMANDS BAR

Main commands are included in the commands bar. The first button of this bar selects for the operative mode: **LIVE!** or **EDIT.**
The **LIVE!** mode permit you to broadcast full pages and individual graphic items.
On the other hand the **EDIT** mode allows you to compose the page structure.
The two modes are mutually exclusive: in LIVE! mode you can not change the pages structure, in EDIT mode you can not work on the aired items.

You can easily switch to LIVE mode and to EDIT mode with the same button. If you are in the EDIT mode you will see GO TO LIVE MODE, otherwise you will see GO TO EDIT MODE.

allows you to select an item in the design area

Click this button and with the mouse add for a static text in the design area

Click this button and with the mouse add for a crawl in the design area

Click this button and with the mouse add for a roll in the design area

Click this button and with the mouse add for a ticker in the design area

Click this button and with the mouse add for a static or animated logo in the design area

Click this button and with the mouse add for a static or animated background picture in the design area

Click this button and with the mouse add for a shape in the design area

Click this button and with the mouse add for a slideshow in the design area

Click this button and with the mouse add for a digital clock in the design area

Click this button and with the mouse add for a table in the design area

Increases Z-Order for the selected element

Decreases Z-Order for the selected element

Locks the selected item. Select the item from the Items section and press this button
to unlock it

HIDE/SHOW the selected item

4.2 LIVE MODE COMMANDS BAR

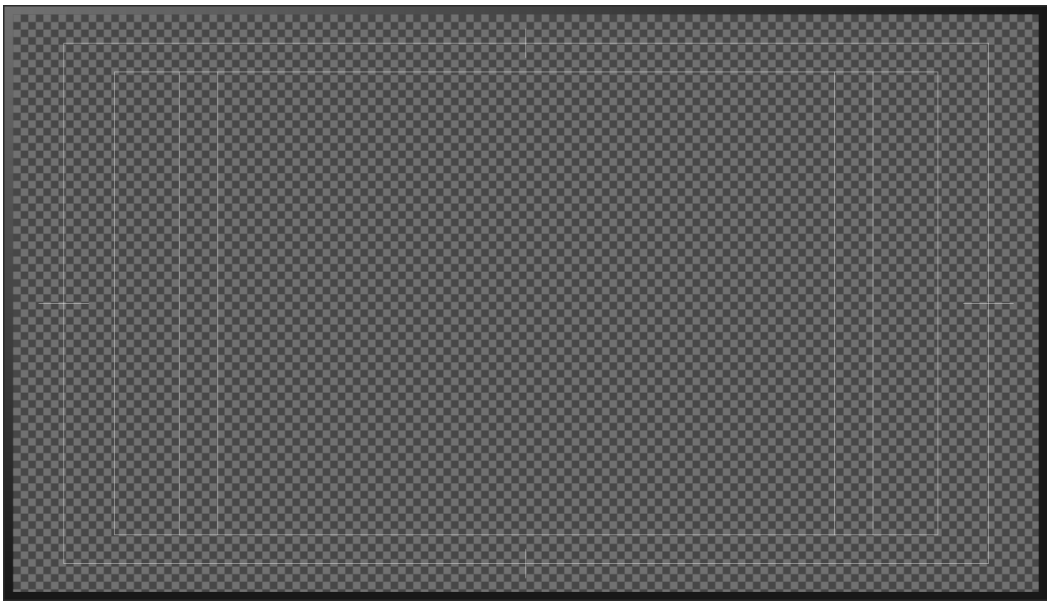
This command clears the selected page, except for the Master Page

This command clears all the pages, Master Page Included

5 DESIGN AREA(B)

The central screen section is the design area. You can have a clear view of the selected page. Here in **EDIT** mode you can add, move or remove items and groups.

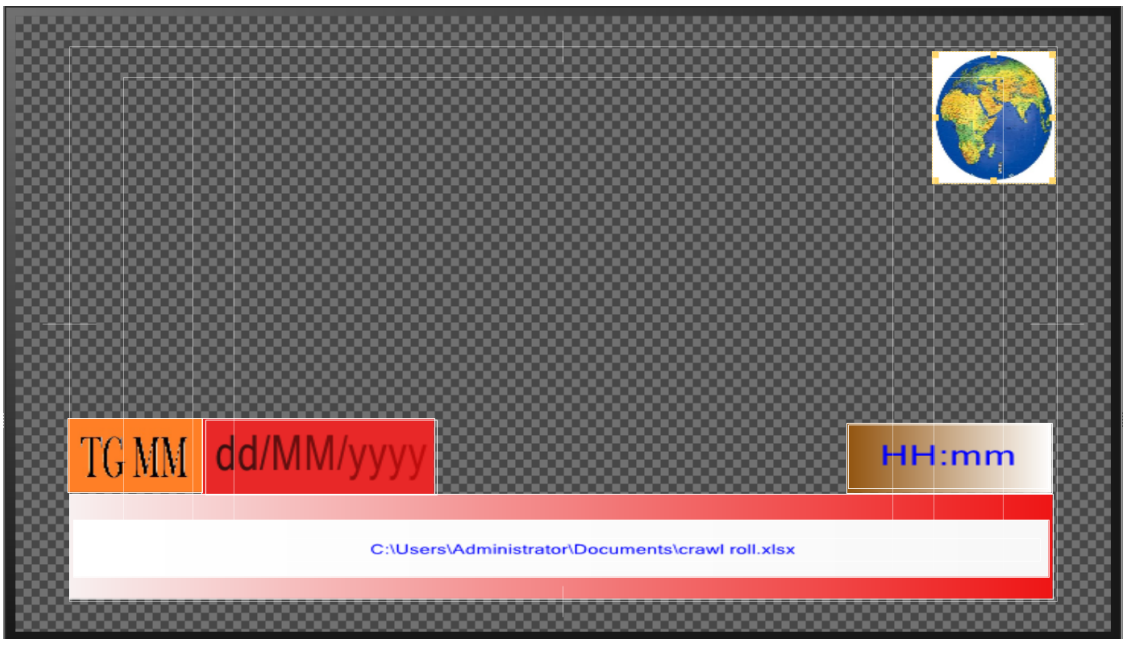
This is an example of an empty page



This page is composed with three main rectangles.

Their corners pixels coordinates depend on the Video Format you choosed.

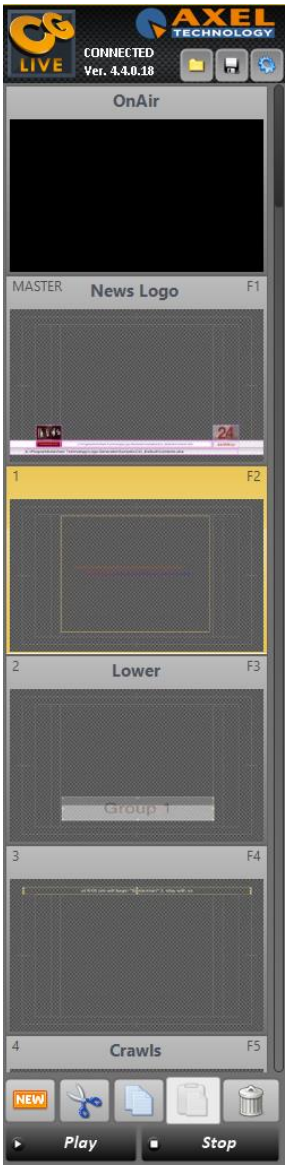
With the commands bar you can add in the page the item you want. Move it in this area and change its parameters.
This is an example of a filled page



Select from the design area the element you want to change, move or remove.

6 PAGES(C)

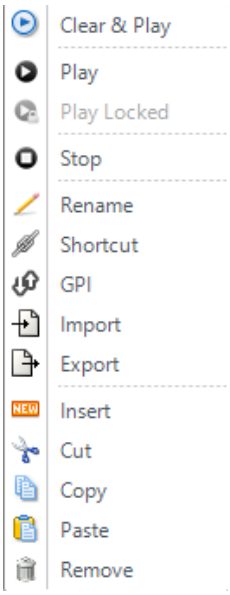
In the left section there are pages previews of the whole project.



Buttons at the bottom of this section or keyboard shortcuts allow you to manage pages and to modify them.
You can insert a page after the current one, you can cut a page, you can copy the current page to paste it, you can delete the page.
All pages are mutually exclusive: the broadcasted page replaces the previous one.

The **MASTER PAGE,** or page 0, has a different behavior. You can overlap on the master page one page at a time. You can manage items of this page individually and independently from the aired page. So items as dedicated logos, telephone numbers, messages can quickly appear or disappear. The Master Page

On every page preview you can right-click with the mouse to open the contextual menu

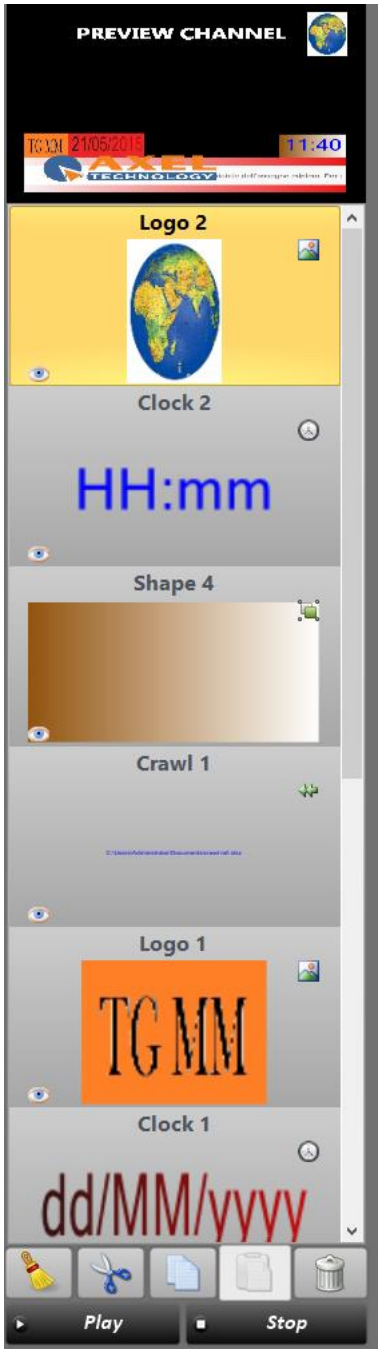


Usually function Keys F1, F2, F3, F4, F5, F6, F7, F8, F9, F10 are default shortcuts to air pages automatically, but you can also create new shortcuts from the last menu.

With the two buttons at the bottom you can air the single page or remove it from the air, also the complete master page.

7 ITEMS(D)

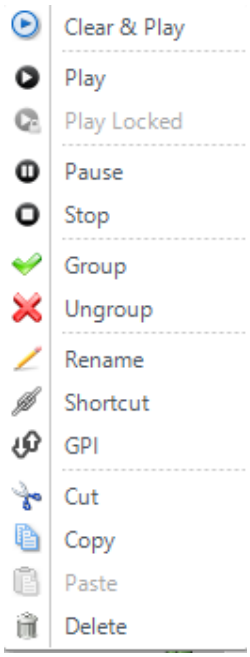
In the right section of the screen you can have a view of the items of the selected page.



From this section, You can select the item that you want to change.

With the two buttons at the bottom you can air the single item or remove it from the air,

On every item preview you can right-click with the mouse to open the following menu



8 PARAMETERS(E)

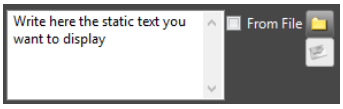
In EDIT mode you have parameters of the selected item in the bottom section of the GUI.

8.1 TEXT

You can have the need to display a static text on the video that you are broadcasting.

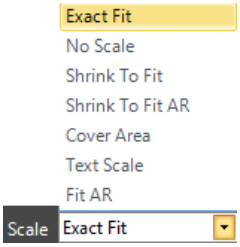
8.1.1 TEXT SECTION

8.1.1.1 TEXT

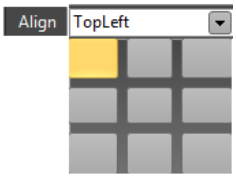


Type the static text you want to display in the white empty space. If you prefer check the “From file” box and click on the folder button to browse for a specific source file for the text.

Click this button if you have checked the “From file” box and you want to directly open the source file



From this menu you can choose the text scale

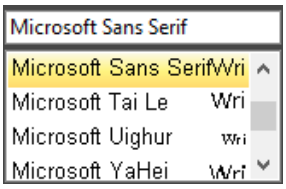


From this menu you can press one of the nine squares to align the text in his text box.

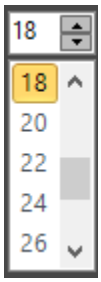
The nine available alignment positions are:

TopLeft,	TopCenter,	TopRight,
MiddleLeft,	MiddleCenter,	MiddleRight
BottomLeft,	BottomCenter,	BottomRight

8.1.1.2 FONT



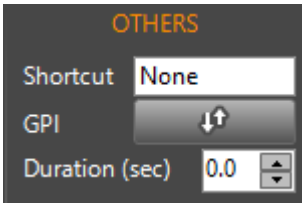
From this menu decide the font for your static text



From this menu decide the font size for your static text(it works only if the
scale=No Scale)

This is the preview space of the text

8.1.1.3 OTHERS



Put a keyboard shortcut to immediately play your text

Put the GPIO parameters for a remote control
Duration in seconds of the text

8.1.2 *POSITION SECTION*

8.1.2.1 LOCATION

It moves the selected static text box by x along the X axis.

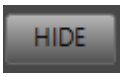
It increases/decreases the selected static box text width

It moves the selected static text box by y along the Y axis.

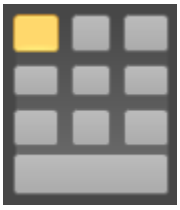
It increases/decreases the selected static text box height

It selects if width and height parameters work in pixel or in percentage unit of measurement

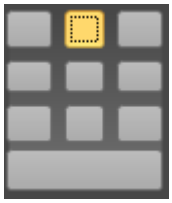
Lock/unlock the selected static text. If the text is locked it means you cannot change it



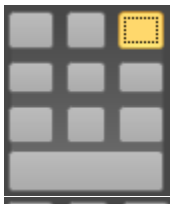
HIDE/SHOW the selected static text in the program output



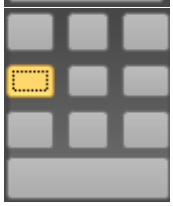
In text box resizing It disables all the top handles and all the left handles.



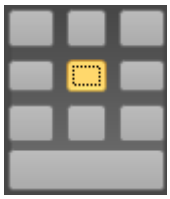
In text box resizing it disables all the top handles



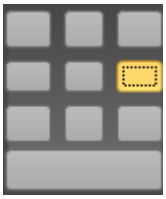
In text box resizing it disables all the top handles and all the right handles



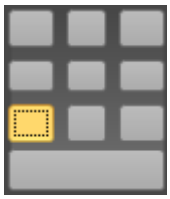
In text box resizing it disables all the left handles



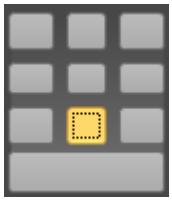
In text box resizing it enables all the handles and resizes the text box maintaining the central symmetry in every variations



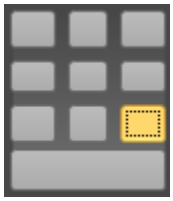
In text box resizing it disables all the right handles



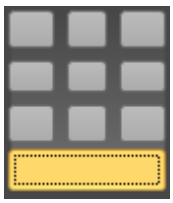
In text box resizing it disables all the bottom handles and all the left handles



In text box resizing it disables all the bottom handles



In text box resizinig it disables all the bottom handles and all the right handles



In text box resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.1.2.2 ALIGN

In text box realignment it takes the left side of the text box aligned with the nearest left border of the screen

In text box realignment it takes the vertical symmetry axis of the text box aligned with the vertical symmetry axis of the screen

In text box realignment it takes the right side of the text box aligned with the nearest right border of the screen

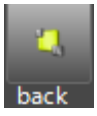
In text box realignment it takes the top side of the text box aligned with the nearest top border of the screen

In text box realignment it takes the horizontal symmetry axis of the text box aligned with the horizontal symmetry axis of the screen

In text box realignment it takes the bottom side of the text box aligned with the nearest bottom border of the screen

8.1.2.3 Z-ORDER

It takes the text in the first visible layer



It takes the text in the last visible layer

It raises the text layer

It lowers the text layer

8.1.3 COLORS SECTION

8.1.3.1 FILL COLORS

The colors section works only if you have NOT selected a text “From File”.

From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color

If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

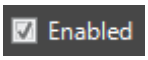
8.1.3.2 BORDER COLORS

From this button decide the way of the color filling of the border

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color of the border

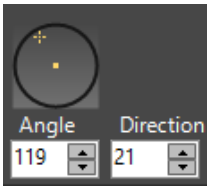
From this menu select the width of the border

8.1.3.3 SHADOW COLOR



Enables/Disables the shadow color for the static text

Click here to change the shadow color



Set the shadow angle directly from the graphic interface(the circle) or with the two parameters “Angle” and “Direction”

8.1.3.4 COLOR PALETTE

When you have chosen which color you want to change, choose your color from this palette or from RGBA(red, green, blue, alpha channel) values. If you want to extract a color from any screen point use the eyedropper .

8.1.3.5 COLOR PREVIEW

Here you can have a preview for the text color.

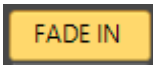
8.1.4 STYLES SECTION

A style is the union between font features and color features. Choose a standard, recent or custom style of the static text from the following boxes.

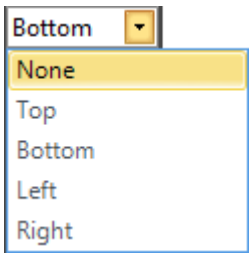
For the style you can also import a .xml file.

8.1.5 EFFECT SECTION

8.1.5.1 TIMING



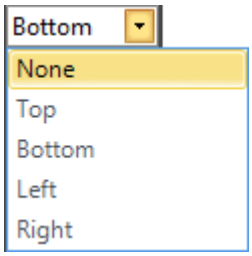
Enables/disables the fade in effect for the selected static text



Fade In starting point for the selected static text

Enables/disables the fade out effect for the selected static text

AxelTech

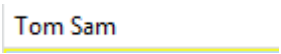


Fade Out ending point for the selected static text

Rules the Fade In/Fade Out length for the selected static text

8.1.6 DATA TAGS SECTION

8.1.6.1 SHORTCUT



Double clicking on this box you can type the text you want to display with the shortcut

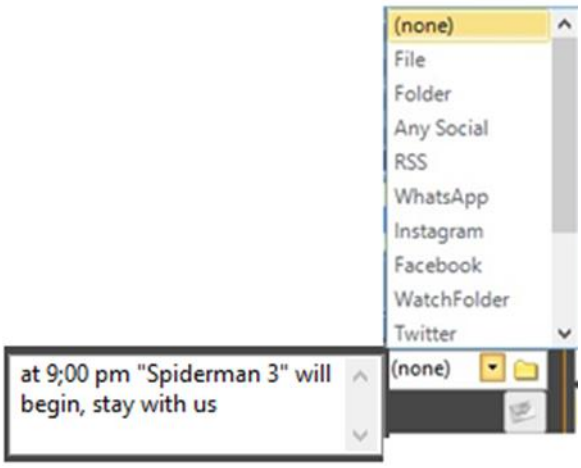
Double clicking on this box you can choose a shortcut for the text you set. Please press the key you want to associate with it. After you have set the shortcut you can use it to recall the text immediately

8.2 CRAWL

You can have the need to display a crawl on the video that you are broadcasting. A crawl is a text that scrolls from left to right or from right to left at the speed that you prefer: it is a primarily horizontal, text-based display in the form of a graphic that typically resides in the lower third of the screen space on a television station or network (usually during news programming).

8.2.1 CRAWL SECTION

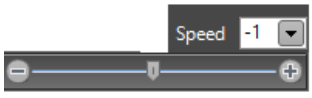
8.2.1.1 CRAWL



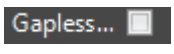
Type the crawl you want to display in the white empty space or check the “From file” box and click on the folder button to browse for a specific source file for the text. Here you can also broadcast a post from a social network previously set in the remote Social Hub application

Click this button if you have checked the “From file” box and you want to directly open the source file

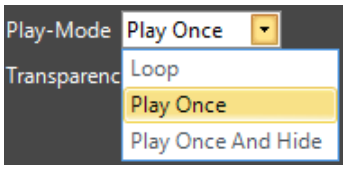
Here you can set the distance between a crawl and his repetition, or between a crawl and the next one.



Here you can set the speed and the direction of the horizontal crawl scroll.



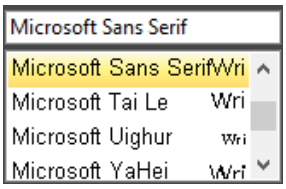
If you check this box there is no gap between a crawl and his repetition, or between a crawl and the next one



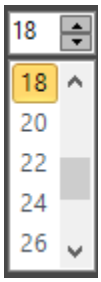
If you selected a social network source, the “Play-Mode’ decides how to repeat the way to display your crawl. “Loop’ plays the crawl in a continuative way. “Play Once” plays the crawl only one time. “Play Once And Hide” plays the logo only once and hides the logo.

If you selected a social network source, the “Social lines’ decides how many social lines it displays.

8.2.1.2 FONT



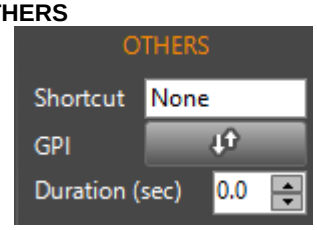
From this menu you can decide the font for your crawl



From this menu you can decide the font size for your crawl

This is the preview space of the crawl

8.2.1.3 OTHERS



Put a keyboard shortcut to immediately play your crawl

Put the GPIO parameters for a remote control Duration

in seconds of the crawl

8.2.2 *POSITION SECTION*

8.2.2.1 LOCATION

It moves the selected crawl box by x along the X axis.

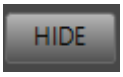
It increases/decreases the selected roll box width

It moves the selected roll box by y along the Y axis.

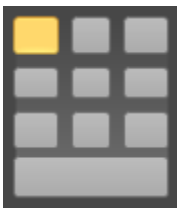
It increases/decreases the selected roll box height

It selects if width and height parameters work in pixel or in percentage unit of measurement

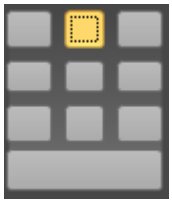
Lock/unlock the selected crawl. If the text is locked it means you cannot change it



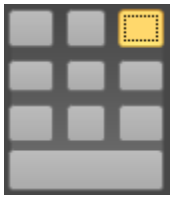
HIDE/SHOW the selected crawl in the program output



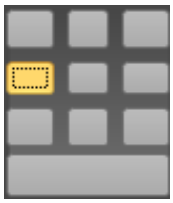
In crawl box resizing It disables all the top handles and all the left handles.



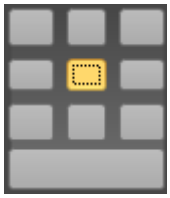
In crawl box resizing it disables all the top handles



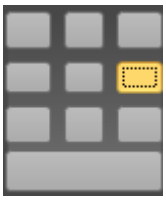
In crawl box resizing it disables all the top handles and all the right handles



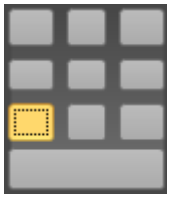
In crawl box resizing it disables all the left handles



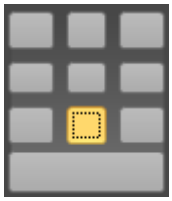
In crawl box resizing it enables all the handles and resizes the crawl box maintaining the central symmetry in every variations



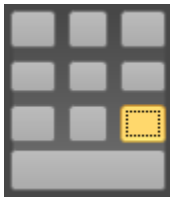
In crawl box resizing it disables all the right handles



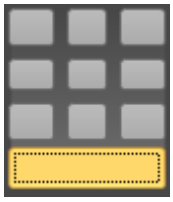
In crawl box resizing it disables all the bottom handles and all the left handles



In crawl box resizing it disables all the bottom handles



In crawl box resizinig it disables all the bottom handles and all the right handles



In crawl resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.2.2.2 ALIGN

In crawl box realignment it takes the left side of the text box aligned with the nearest left border of the screen

In crawl box realignment it takes the vertical symmetry axis of the text box aligned with the vertical symmetry axis of the screen

In crawl box realignment it takes the right side of the text box aligned with the nearest right border of the screen

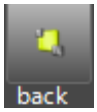
In crawl box realignment it takes the top side of the text box aligned with the nearest top border of the screen

In crawl box realignment it takes the horizontal symmetry axis of the crawl box aligned with the horizontal symmetry axis of the screen

In crawl box realignment it takes the bottom side of the logo aligned with the nearest bottom
border of the screen

8.2.2.3 Z-ORDER

It takes the crawl in the first visible layer



It takes the crawl in the last visible layer

It raises the crawl layer

It lowers the crawl layer

8.2.3 COLORS SECTION

8.2.3.1 FILL COLORS

The colors section works only if you have NOT selected a text “From File”.

From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color

If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

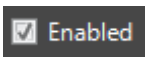
8.2.3.2 BORDER COLORS

From this button decide the way of the color filling of the border

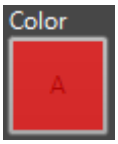
If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color of the border

From this menu select the width of the border

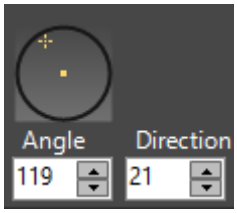
8.2.3.3 SHADOW COLOR



Enables/Disables the shadow color for the crawl



Click here to change the shadow color



Set the shadow angle directly from the graphic interface(the circle) or with the two parameters “Angle” and “Direction”

8.2.3.4 COLOR PALETTE

When you have chosen which color you want to change, choose your color from this palette or from RGBA(red, green, blu, alpha channel) values. If you want to extract a color from any screen point use the eyedropper .

8.2.3.5 COLOR PREVIEW

Here you can have a preview for the crawl color.

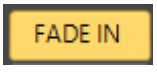
8.2.4 STYLES SECTION

A style is the union between font features and color features. Choose a standard, recent or custom style of the crawl from the following boxes.

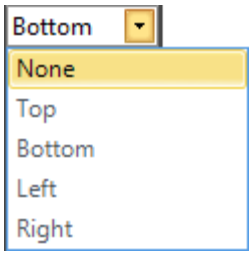
For the style you can also import a .xml file.

8.2.5 EFFECT SECTION

8.2.5.1 TIMING

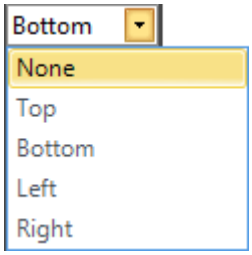


Enables/disables the fade in effect for the selected crawl box



Fade In starting point for the selected crawl box

Enables/disables the fade out effect for the selected crawl box



Fade Out ending point for the selected crawl box

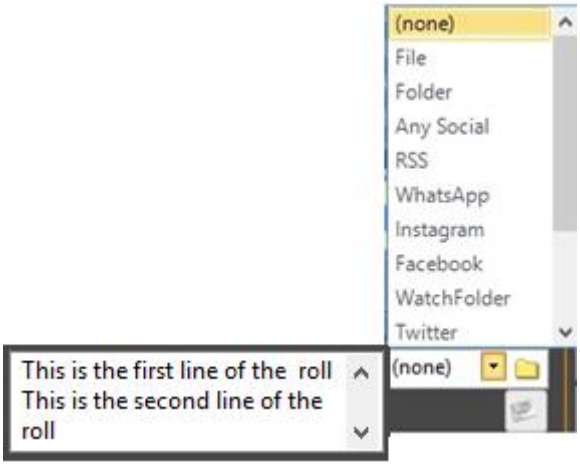
Rules the Fade In/Fade Out length for the selected crawl

8.3 ROLL

You can have the need to display a roll on the video that you are broadcasting. A roll is a text that scrolls in vertical direction: you can make it scroll from bottom to top or from top to bottom at the speed that you prefer. For example a typical use of rolls is in closing credits at the end of a television program.

8.3.1 ROLL SECTION

8.3.1.1 ROLL

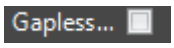


Type the roll you want to display in the white empty space or check the “From file” box and click on the folder button to browse for a specific source file for the roll. Here you can also broadcast a post from a social network previously set in the remote Social Hub application

Click this button if you have checked the “From file” box and you want to directly open the source file

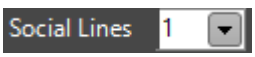
Here you can set the distance between a roll line and the next line.

Here you can set the speed and the direction of th vertical roll scroll.



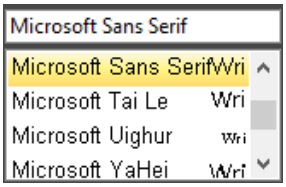
If you check this box there is no gap between a roll and his repetition, or between a roll and the next one

If you selected a social network source, the “Play-Mode’ decides how to repeat the way to display your roll. “Loop’ plays the roll in a continuative way. “Play Once” plays the roll only one time. “Play Once And Hide” plays the roll only once and hides the logo.

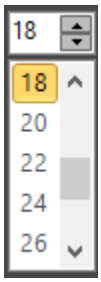


If you selected a social network source, the “Social lines’ decides how many social lines it displays.

8.3.1.2 FONT



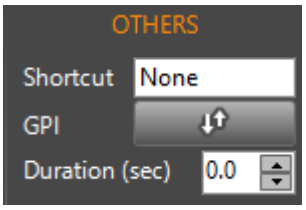
From this menu you can decide the font for your roll



From this menu you can decide the font size for your roll

This is the preview space of the roll

8.3.1.3 OTHERS



Put a keyboard shortcut to immediately play your roll
Put the GPIO parameters for a remote control
Duration in seconds of the roll

8.3.2 *POSITION SECTION*

8.3.2.1 LOCATION

It moves the selected roll box by x along the X axis.

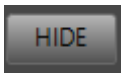
It increases/decreases the selected roll box width

It moves the selected roll box by y along the Y axis.

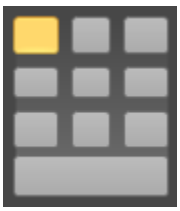
It increases/decreases the selected roll box height

It selects if width and height parameters work in pixel or in percentage unit of measurement

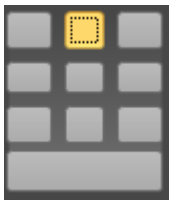
Lock/unlock the selected roll. If the roll is locked it means you cannot change it



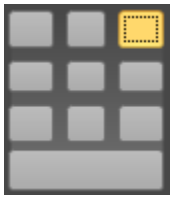
HIDE/SHOW the selected roll in the program output



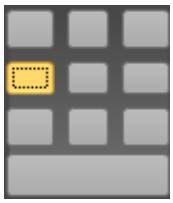
In roll box resizing It disables all the top handles and all the left handles.



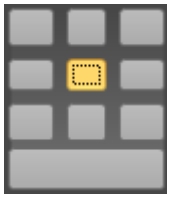
In roll box resizing it disables all the top handles



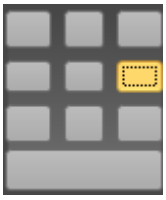
In roll box resizing it disables all the top handles and all the right handles



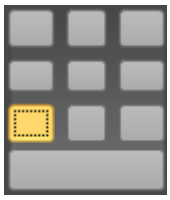
In roll box resizing it disables all the left handles



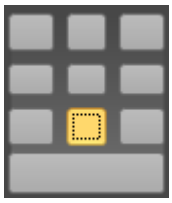
In roll box resizing it enables all the handles and resizes the roll box maintaining the central symmetry in every Variations



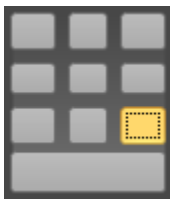
In roll box resizing it disables all the right handles



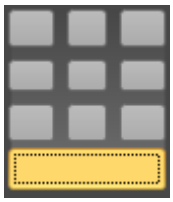
In roll box resizing it disables all the bottom handles and all the left handles



In roll box resizing it disables all the bottom handles



In roll box resizinig it disables all the bottom handles and all the right handles



In roll resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.3.2.2 ALIGN

In roll box realignment it takes the left side of the text box aligned with the nearest left border of the screen

In roll box realignment it takes the vertical symmetry axis of the text box aligned with the vertical symmetry axis of the screen

In roll box realignment it takes the right side of the text box aligned with the nearest right border of the screen

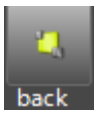
In roll box realignment it takes the top side of the text box aligned with the nearest top border of the screen

In roll box realignment it takes the horizontal symmetry axis of the roll box aligned with the horizontal symmetry axis of the screen

In roll box realignment it takes the bottom side of the logo aligned with the nearest bottom border of the screen

8.3.2.3 Z-ORDER

It takes the roll in the first visible layer



It takes the roll in the last visible layer

It raises the roll layer

It lowers the roll layer

8.3.3 COLORS SECTION

8.3.3.1 FILL COLORS

The colors section works only if you have NOT selected a text “From File”.

From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color

If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

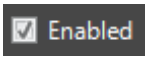
8.3.3.2 BORDER COLORS

From this button decide the way of the color filling of the border

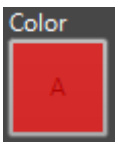
If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color of the border

From this menu select the width of the border

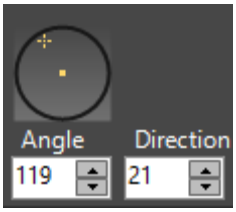
8.3.3.3 SHADOW COLOR



Enables/Disables the shadow color for the roll



Click here to change the shadow color



Set the shadow angle directly from the graphic interface(the circle) or with the two parameters “Angle” and “Direction”

8.3.3.4 COLOR PALETTE

When you have chosen which color you want to change, choose your color from this palette or from RGBA(red, green, blu, alpha channel) values. If you want to extract a color from any screen point use the eyedropper .

8.3.3.5 COLOR PREVIEW

Here you can have a preview for the roll color.

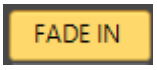
8.3.4 STYLES SECTION

A style is the union between font features and color features. Choose a standard, recent or custom style of the roll from the following boxes.

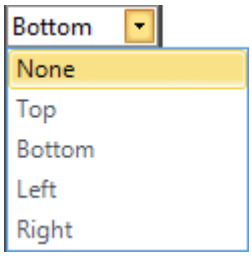
For the style you can also import a .xml file.

8.3.5 *EFFECT SECTION*

8.3.5.1 TIMING

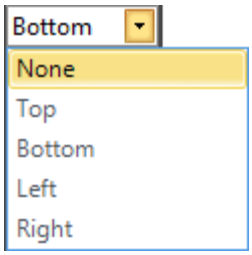


Enables/disables the fade in effect for the selected roll box



Fade In starting point for the selected roll box

Enables/disables the fade out effect for the selected roll box



Fade Out ending point for the selected roll box

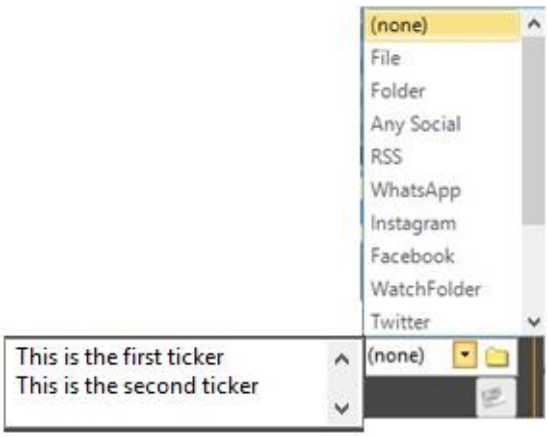
Rules the Fade In/Fade Out length for the selected roll

8.4 TICKER

You can have the need to display a ticker on the video that you are broadcasting. A ticker is a text(e.g. with guest names of a television program or some information you want to give to your audience) that appears on the screen and that disappears from it after the time you prefer, and in the way that you prefer. Differently from crawl or roll his moving behavior is totally based on your preferences.

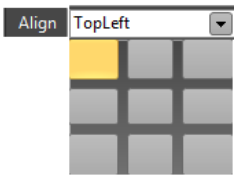
8.4.1 TICKER SECTION

8.4.1.1 TICKER



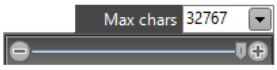
Type the ticker you want to display in the white empty space or check the “From file” box and click on the folder button to browse for a specific source file for the roll. Here you can also broadcast a post from a social network previously set in the remote Social Hub application.

Click this button if you have checked the “From file” box and you want to directly open the source file

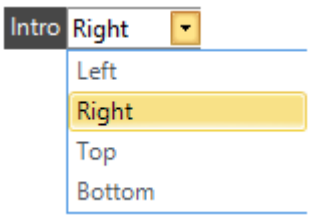


From this menu you can press one of the nine squares to align the ticker in his ticker box.
The nine available position of alignments are:

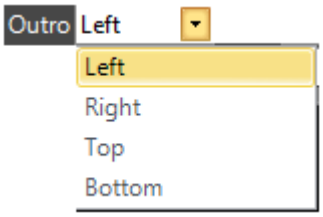
TopLeft,	TopCenter,	TopRight,
MiddleLeft,	MiddleCenter,	MiddleRight
BottomLeft,	BottomCenter,	BottomRight



Here you can decide the line length only if you want to broadcast posts from social networks



Decide here the direction of the appearance of the ticker

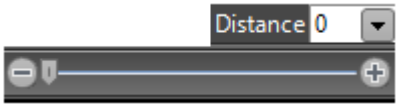


Decide here the direction of the disappearance of the ticker

Here you can set how many lines of your ticker you want to display at the same time

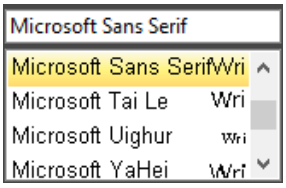
Here you can set the displaying length of the single ticker line

Here you can set the pause length between the displaying of a ticker and his repetition

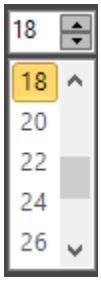


Here you can set the lines distance of a ticker

8.4.1.2 FONT



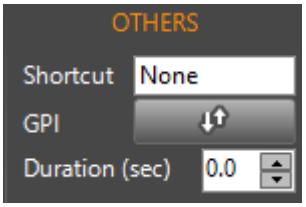
From this menu you can decide the font for your ticker



From this menu you can decide the font size for your ticker

This is the preview space of the ticker

8.4.1.3 OTHERS



Put a keyboard shortcut to immediately play your ticker

Put the GPIO parameters for a remote control

Duration in seconds of the ticker

8.4.1.4 RSS

here you can decide the color, the shade direction and angle for the RSS title, and also the color, the shade direction and the size for the outline (Only if the news of the ticker is taken from an RSS)

8.4.2 *POSITION SECTION*

8.4.2.1 LOCATION

It moves the selected ticker box by x along the X axis.

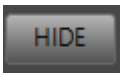
It increases/decreases the selected ticker box width

It moves the selected ticker box by y along the Y axis.

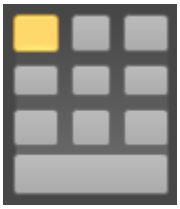
It increases/decreases the selected ticker box height

It selects if width and height parameters work in pixel or in percentage unit of measurement

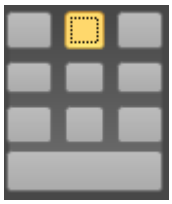
Lock/unlock the selected ticker. If the ticker is locked it means you cannot change it



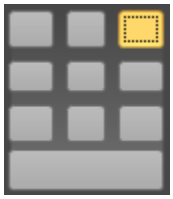
HIDE/SHOW the selected ticker in the program output



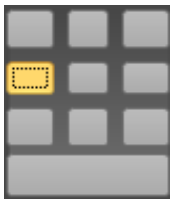
In ticker box resizing It disables all the top handles and all the left handles.



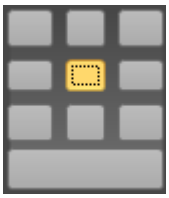
In ticker box resizing it disables all the top handles



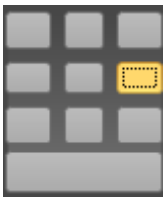
In ticker box resizing it disables all the top handles and all the right handles



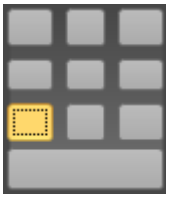
In ticker box resizing it disables all the left handles



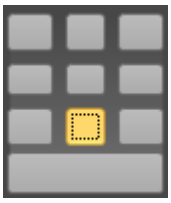
In ticker box resizing it enables all the handles and resizes the ticker box maintaining the central symmetry in every variations



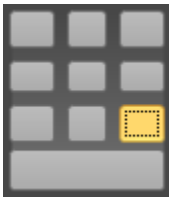
In ticker box resizing it disables all the right handles



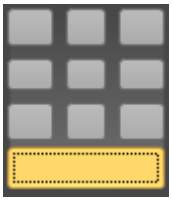
In ticker box resizing it disables all the bottom handles and all the left handles



In ticker box resizing it disables all the bottom handles



In ticker box resizing it disables all the bottom handles and all the right handles



In ticker resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.4.2.2 ALIGN

In ticker box realignment it takes the left side of the ticker box aligned with the nearest left border of the screen

In ticker box realignment it takes the vertical symmetry axis of the ticker box aligned with the vertical symmetry axis of the screen

In ticker box realignment it takes the right side of the ticker box aligned with the nearest right border of the screen

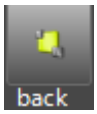
In ticker box realignment it takes the top side of the ticker box aligned with the nearest top border of the screen

In ticker box realignment it takes the horizontal symmetry axis of the ticker box aligned with the horizontal symmetry axis of the screen

In ticker box realignment it takes the bottom side of the ticker box aligned with the nearest bottom border of the screen.

8.4.2.3 Z-ORDER

It takes the ticker in the first visible layer



It takes the ticker in the last visible layer

It raises the ticker layer

It lowers the ticker layer

8.4.3 COLORS SECTION

8.4.3.1 FILL COLORS

The colors section works only if you have NOT selected a text “From File”.

From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color

If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

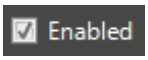
8.4.3.2 BORDER COLORS

From this button decide the way of the color filling of the border

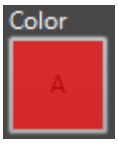
If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color of the border

From this menu select the width of the border

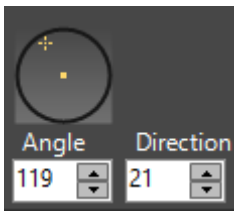
8.4.3.3 SHADOW COLOR



Enables/Disables the shadow color for the ticker



Click here to change the shadow color



Set the shadow angle directly from the graphic interface(the circle) or with the two parameters “Angle” and “Direction”

8.4.3.4 COLOR PALETTE

When you have chosen which color you want to change, choose your color from this palette or from RGBA(red, green, blu, alpha channel) values. If you want to extract a color from any screen point use the eyedropper .

8.4.3.5 COLOR PREVIEW

Here you can have a preview for the ticker color.

8.4.4 STYLES SECTION

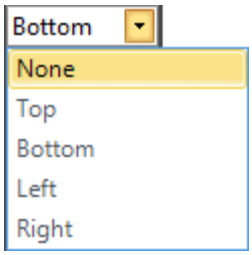
A style is the union between font features and color features. Choose a standard, recent or custom style of the ticker from the following boxes.

For the style you can also import a .xml file.

8.4.5 *EFFECT SECTION*

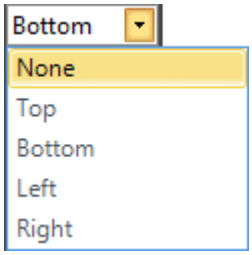
8.4.5.1 TIMING

Enables/disables the fade in effect for the selected ticker box



Fade In starting point for the selected ticker box

Enables/disables the fade out effect for the ticker roll box



Fade Out ending point for the selected ticker box

Rules the Fade In/Fade Out length for the selected ticker

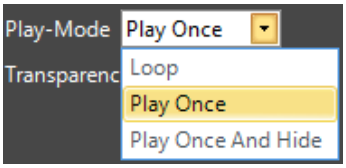
8.5 LOGO

You can have the need to display a logo on the video that you are broadcasting. For example the TV Logo, or the Newscast Logo.

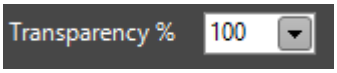
8.5.1 LOGO SECTION

8.5.1.1 LOGO

Clicking on the folder you can browse in your system to select a file



If you selected a file from a folder full of pictures and all are saved with the same name with a progressive number, the "Play-Mode" animates the logo. "Loop" animates the logo in a continuative way. "Play Once" animates the logo only one time. "Play Once And Hide" animates the logo only once and hides the logo.

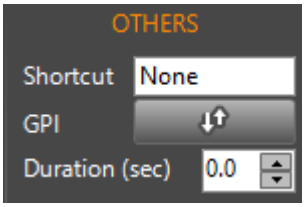


Here you can decide the transparency percentage value.

8.5.1.2 PREVIEW

From this section you can have a preview of the logo file.

8.5.1.3 OTHERS



Put a keyboard shortcut to immediately play your logo
Put the GPIO parameters for a remote control
Duration in seconds of the logo

8.5.2 *POSITION SECTION*

8.5.2.1 LOCATION

It moves the selected logo by x along the X axis.

It increases/decreases the selected logo width

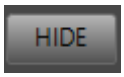
It moves the selected logo by y along the Y axis.

It increases/decreases the selected logo height

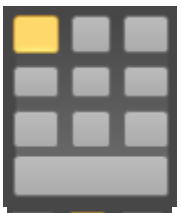
It selects if width and height parameters work in pixel or in percentage unit of measurement

it maintaince the original aspect ratio of the selected logo

Lock/unlock the selected logo. If the logo is locked it means you can not

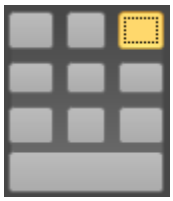


HIDE/SHOW the selected logo in the program output

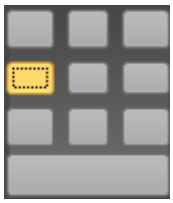


In logo resizing It disables all the top handles and all the left handles.

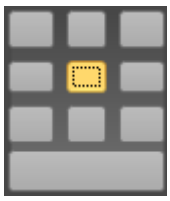
In logo resizing it disables all the top handles



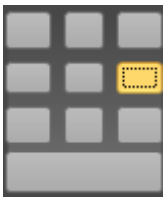
In logo resizing it disables all the top handles and all the right handles



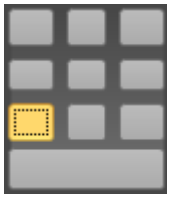
In logo resizing it disables all the left handles



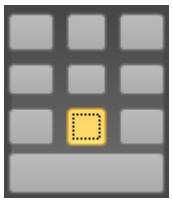
In logo resizing it enables all the handles and resizes the logo maintaining the central symmetry in every variations



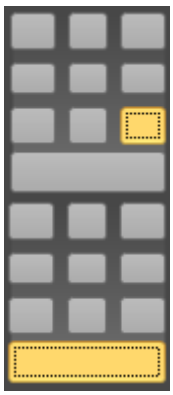
In logo resizing it disables all the right handles



In logo resizing it disables all the bottom handles and all the left handles



In logo resizing it disables all the bottom handles



In logo resizinig it disables all the bottom handles and all the right handles

In logo resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.5.2.2 ALIGN

In logo realignment it takes the left side of the logo aligned with the nearest left border of the screen

In logo realignment it takes the vertical symmetry axis of the logo aligned with the vertical symmetry axis of the screen

In logo realignment it takes the right side of the logo aligned with the nearest right border of the screen

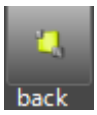
In logo realignment it takes the top side of the logo aligned with the nearest top border of the screen

In logo realignment it takes the horizontal symmetry axis of the logo aligned with the horizontal symmetry axis of the screen

In logo realignment it takes the bottom side of the logo aligned with the nearest bottom border of the screen

8.5.2.3 Z-ORDER

It takes the logo in the first visible layer



It takes the logo in the last visible layer

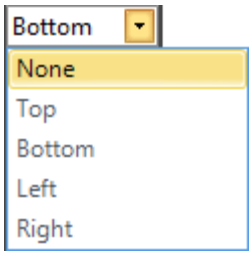
It raises the logo layer

It lowers the logo layer

8.5.3 *EFFECTS SECTION*

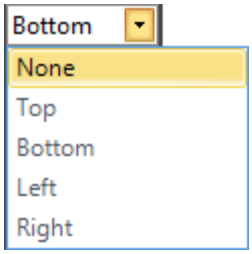
8.5.3.1 TIMING

Enables/disables the fade in effect for the selected logo



Fade In starting point for the selected logo

Enables/disables the fade out effect for the selected logo

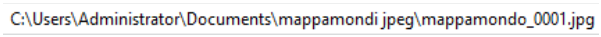


Fade Out ending point for the selected logo

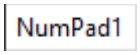
Rules the Fade In/Fade Out length for the selected static text

8.5.4 *DATA TAGS SECTION*

8.5.4.1 SHORTCUT



Set the path for the logo you want to display with the Shortcut



Double clicking on this box you can choose a shortcut for the logo you set. Please press the key you want to associate. After you have set the shortcut you can use it to recall immediately the logo

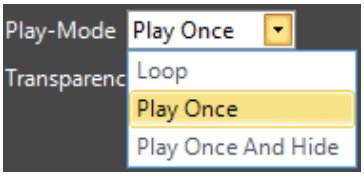
8.6 BACKGROUND

You can have the need to broadcast a digital image (photo, drawing etc.) used as a decorative background for the whole output screen.

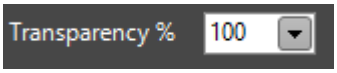
8.6.1 BACKGROUND SECTION

8.6.1.1 BACKGROUND

Clicking on the folder you can browse in your system to select a file

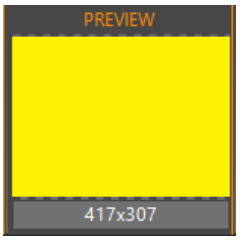


If you selected a file from a folder full of pictures and all are saved with the same name with a progressive number, the "Play-Mode" animates the background. "Loop" animates the background in a continuative way. "Play Once" animates the background only one time. "Play Once And Hide" animates the background only once and hides the background.



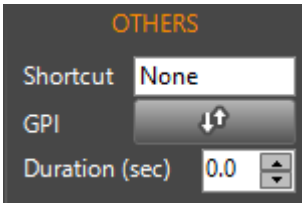
Here you can decide the transparency percentage value

8.6.1.2 PREVIEW



From this section you can have a preview of the background file.

8.6.1.3 OTHERS



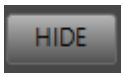
Put a keyboard shortcut to immediately play your background

Put the GPIO parameters for a remote control
Duration in seconds of the background

8.6.2 *POSITION SECTION*

8.6.2.1 LOCATION

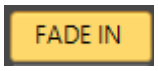
Lock/unlock the selected background. If the background is locked it means you cannot change it



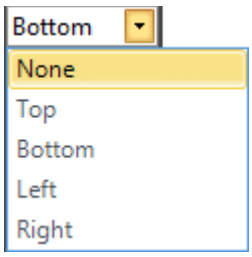
HIDE/SHOW the selected background in the program output

8.6.3 *EFFECTS SECTION*

8.6.3.1 TIMING

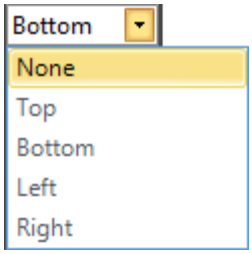


Enables/disables the fade in effect for the selected background



Fade In starting point for the selected background

Enables/disables the fade out effect for the selected background



Fade Out ending point for the selected background

Rules the Fade In/Fade Out length for the selected background

8.7 SHAPE

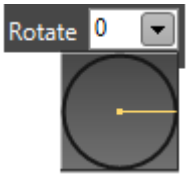
You can have the need to display a shape and to put it, for example, behind the text that you are broadcasting.

8.7.1 SHAPE SECTION

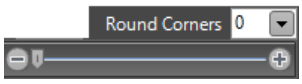
8.7.1.1 SHAPE

Select here the shape type between available ones…

…if you want you can also click on the folder to browse in your system for a specific picture that will be shaped as you have previously chosen in the “shape type”



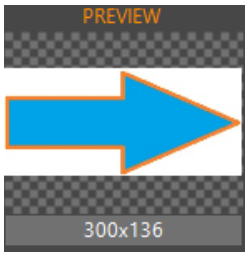
select the rotation angle for you shape



Select the Round Corners value for your shape

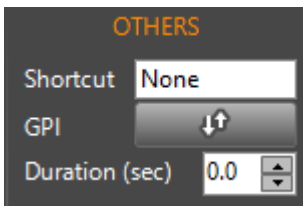
check this box to have the Gamma correction for your shape

8.7.1.2 PREVIEW



From this section you can have a preview of the shape.

8.7.1.3 OTHERS



Put a keyboard shortcut to immediately play your shape
Put the GPIO parameters for a remote control
Duration in seconds of the shape

8.7.2 *POSITION SECTION*

8.7.2.1 LOCATION

It moves the selected shape by x along the X axis

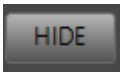
It increases/decreases the selected shape width

It moves the selected shape by y along the Y axis.

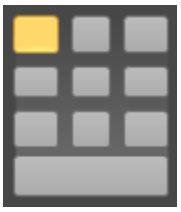
It increases/decreases the selected shape height

It selects if width and height parameters work in pixel or in percentage unit of measurement

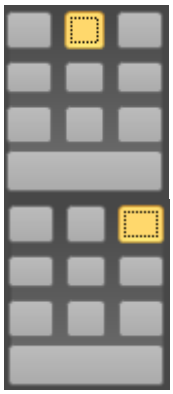
Lock/unlock the selected shape. If the logo is locked it means you cannot change it



HIDE/SHOW the selected shape in the program output

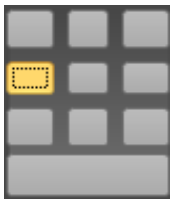


In shape resizing It disables all the top handles and all the left handles.

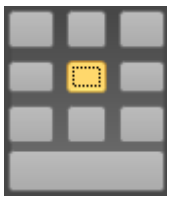


In shape resizing it disables all the top handles

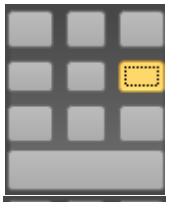
In shape resizing it disables all the top handles and all the right handles



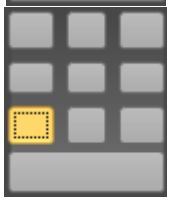
In shape resizing it disables all the left handles



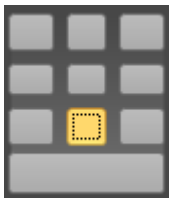
In shape resizing it enables all the handles and resizes the shape maintaining the central symmetry in every variations



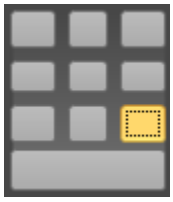
In shape resizing it disables all the right handles



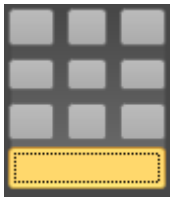
In shape resizing it disables all the bottom handles and all the left handles



In shape resizing it disables all the bottom handles



In shape resizinig it disables all the bottom handles and all the right handles



In shape resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.7.2.2 ALIGN

In shape realignment it takes the left side of the shape aligned with the nearest left border of the screen

In shape realignment it takes the vertical symmetry axis of the shape aligned with the vertical symmetry axis of the screen

In shape realignment it takes the right side of the shape aligned with the nearest right border of the screen

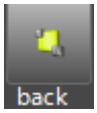
In shape realignment it takes the top side of the shape aligned with the nearest top border of the screen

In shape realignment it takes the horizontal symmetry axis of the shape aligned with the horizontal symmetry axis of the screen

In shape realignment it takes the bottom side of the shape aligned with the nearest bottom border of the screen

8.7.2.3 Z-ORDER

It takes the shape in the first visible layer



It takes the shape in the last visible layer

It raises the shape layer

It lowers the shape layer

8.7.3 COLORS SECTION

8.7.3.1 FILL COLORS

The colors section works only if you have NOT selected an image “From File”.

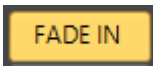
From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color

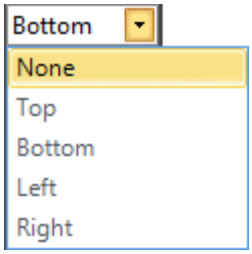
If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

8.7.4 EFFECTS SECTION

8.7.4.1 TIMING

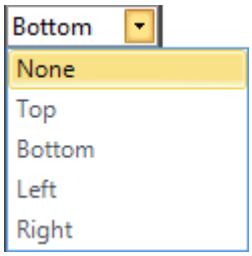


Enables/disables the fade in effect for the selected shape



Fade In starting point for the selected shape

Enables/disables the fade out effect for the selected shape



Fade Out ending point for the selected shape

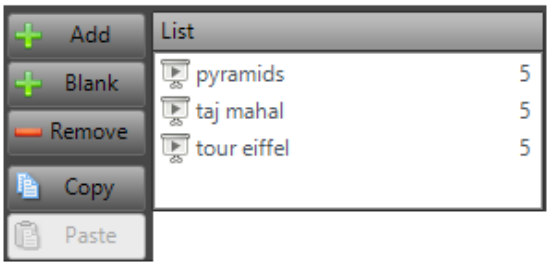
Rules the Fade In/Fade Out length for the selected shape

8.8 SLIDE SHOW

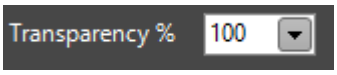
You can have the need to display a slide show on the video that you are broadcasting

8.8.1 SLIDESHOW SECTION

8.8.1.1 SLIDESHOW



-Clicking on “Add” you can browse in your system to select a picture file to add at the Slide Show “List”.
-Clicking on “Blank” you can add for a Blank Slide to your Slide Show “List”
-Clicking on “Remove” you can delete the selected picture from the Slide Show “List”
-Clicking on “Copy” you can copy an already added picture
-Clicking on “Paste” you can paste an already copied picture



Here you can decide the transparency percentage value for the whole slide show.

8.8.2 POSITION SECTION

8.8.2.1 LOCATION

It moves the selected slide show box by x along the X axis.

It increases/decreases the selected slide show box width

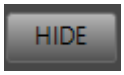
It moves the selected slide show box by y along the Y axis.

It increases/decreases the selected slide show box height

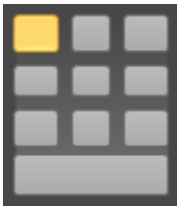
It selects if width and height parameters work in pixel or in percentage unit of measurement

it maintaince the aspect ratio of the selected slide show

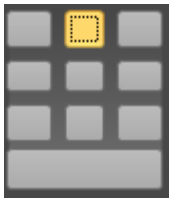
Lock/unlock the selected slide show box. If the logo is locked it means you cannot change it



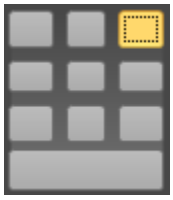
HIDE/SHOW the selected slide show in the program output



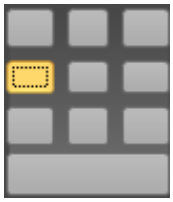
In slide show box resizing It disables all the top handles and all the left handles.



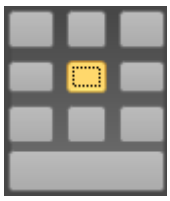
In slide show box resizing it disables all the top handles



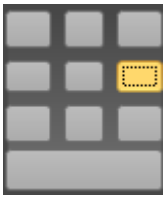
In slide show box resizing it disables all the top handles and all the right handles



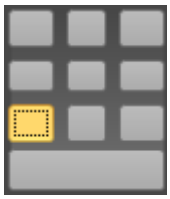
In slide show box resizing it disables all the left handles



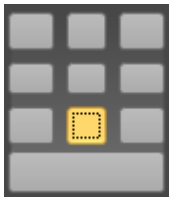
In slide show resizing it enables all the handles and resizes the slide show maintaining the central symmetry in every variations



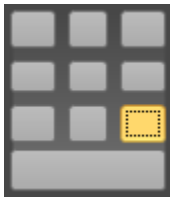
In slide show box resizing it disables all the right handles



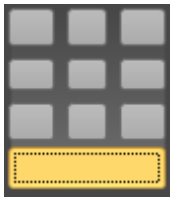
In slide show box resizing it disables all the bottom handles and all the left handles



In slide show box resizing it disables all the bottom handles



In slide show box resizinig it disables all the bottom handles and all the right handles



In slide show resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.8.2.2 ALIGN

In slide show box realignment it takes the left side of the box aligned with the nearest left border of the screen

In slide show box realignment it takes the vertical symmetry axis of the box aligned with the vertical symmetry axis of the screen

In slide show box realignment it takes the right side of the box aligned with the nearest right border of the screen

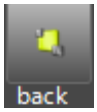
In slide show box realignment it takes the top side of the box aligned with the nearest top border of the screen

In slide show box realignment it takes the horizontal symmetry axis of the slide show box aligned with the horizontal symmetry axis of the screen

In slide show box realignment it takes the bottom side of the box aligned with the nearest bottom border of the screen.

8.8.2.3 Z-ORDER

It takes the slide show in the first visible layer



It takes the slide show in the last visible layer

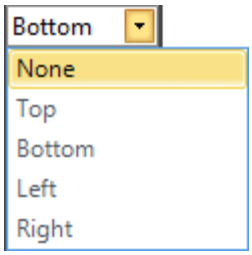
It raises the slide show layer

It lowers the slide show layer

8.8.3 *EFFECTS SECTION*

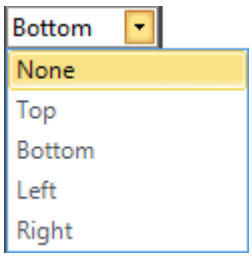
8.8.3.1 TIMING

Enables/disables the fade in effect for the selected slide show



Fade In starting point for the selected slide show

Enables/disables the fade out effect for the selected slide show



Fade Out ending point for the selected slide show

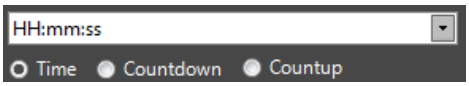
Rules the Fade In/Fade Out length for the selected slide show

8.9 CLOCK

You can have the need to display a clock on the video that you are broadcasting.

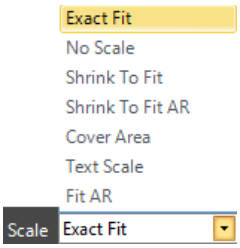
8.9.1 CLOCK SECTION

8.9.1.1 CLOCK

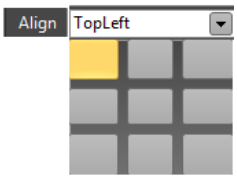


Select the displaying clock type

Select if you want to display the time, a countdown or a countup.



From this menu you can choose the text scale for the Clock

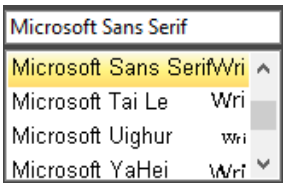


From this menu you can press one of the nine squares to align the clock in his clock box. The nine available alignment positions are:

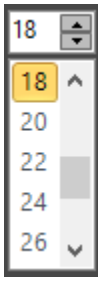
TopLeft,	TopCenter,	TopRight,
MiddleLeft,	MiddleCenter,	MiddleRight
BottomLeft,	BottomCenter,	BottomRight

Choose the “Start Time” value for the Countdown or for the Countup

8.9.1.2 FONT



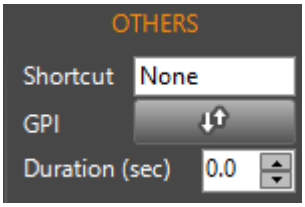
From this menu you can decide the font for your clock



From this menu you can decide the font size for your clock

This is the preview space of the clock

8.9.1.3 OTHERS



Put a keyboard shortcut to immediately play your clock

Put the GPIO parameters for a remote control

Duration in seconds of the clock

8.9.2 *POSITION SECTION*

8.9.2.1 LOCATION

It moves the selected clock box by x along the X axis.

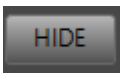
It increases/decreases the selected clock box width

It moves the selected clock box by y along the Y axis.

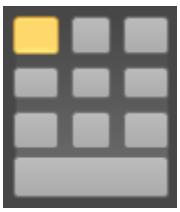
It increases/decreases the selected clock box height

It selects if width and height parameters work in pixel or in percentage unit of measurement

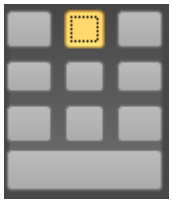
Lock/unlock the selected clock. If the clock is locked it means you cannot change it



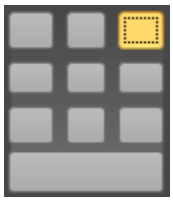
HIDE/SHOW the selected clock in the program output



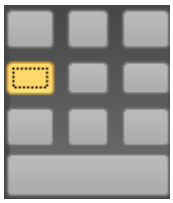
In clock box resizing It disables all the top handles and all the left handles.



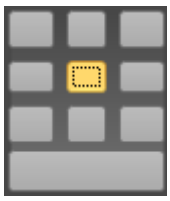
In clock box resizing it disables all the top handles



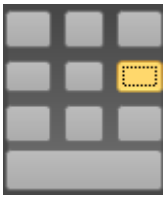
In clock box resizing it disables all the top handles and all the right handles



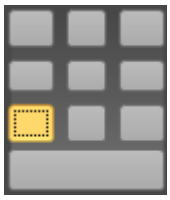
In clock box resizing it disables all the left handles



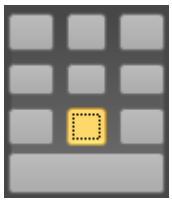
In clock resizing it enables all the handles and resizes the clock maintaining the central symmetry in every variations



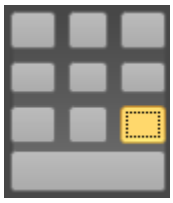
In clock box resizing it disables all the right handles



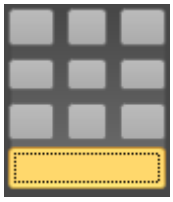
In clock box resizing it disables all the bottom handles and all the left handles



In clock box resizing it disables all the bottom handles



In clock box resizinig it disables all the bottom handles and all the right handles



In clock resizing it enable all the handles. Every resize is free from aspect ratio

AxelTech

Restore the original size of the object

8.9.2.2 ALIGN

In clock box realignment it takes the left side of the clock box aligned with the nearest left border of the screen

In clock box realignment it takes the vertical symmetry axis of the clock box aligned with the vertical symmetry axis of the screen

In clock box realignment it takes the right side of the clock box aligned with the nearest right border of the screen

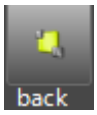
In clock box realignment it takes the top side of the text box aligned with the nearest top border of the screen

In clock box realignment it takes the horizontal symmetry axis of the clock box aligned with the horizontal symmetry axis of the screen

In clock box realignment it takes the bottom side of the clock box aligned with the nearest bottom border of the screen

8.9.2.3 Z-ORDER

It takes the clock in the first visible layer



It takes the clock in the last visible layer

It raises the clock layer

It lowers the clock layer

8.9.3 COLORS SECTION

8.9.3.1 FILL COLORS

From this button decide the way of the color filling

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second Color

If you have chosen a gradient way of color filling, select here the direction of the direction of the shade between first color and second color

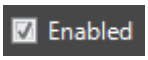
8.9.3.2 BORDER COLORS

From this button decide the way of the color filling of the border

If you have chosen a gradient way of color filling, select here if you want to change the first color or the second color of the border

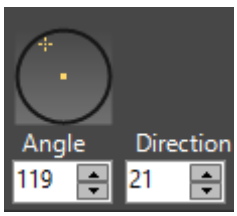
From this menu select the width of the border

8.9.3.3 SHADOW COLOR



Enables/Disables the shadow color for the roll

Click here to change the shadow color



Set the shadow angle directly from the graphic interface(the circle) or with the two parameters “Angle” and “Direction”

8.9.3.4 COLOR PALETTE

When you have chosen which color you want to change, choose your color
from this palette or from RGBA(red, green, blu, alpha channel) values. If you want to extract a color from any screen point use the eyedropper

8.9.3.5 COLOR PREVIEW

Here you can have a preview for the clock color.

8.9.4 STYLES SECTION

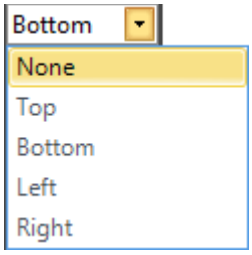
A style is the union between font features and color features. Choose a standard, recent or custom style of the clock from the following boxes.

For the style you can also import a .xml file.

8.9.5 *EFFECT SECTION*

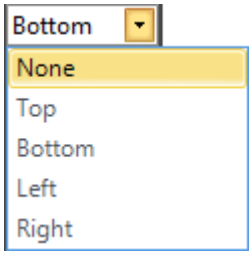
8.9.5.1 TIMING

Enables/disables the fade in effect for the selected clock box.



Fade In starting point for the selected clock box

Enables/disables the fade out effect for the selected clock box



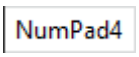
Fade Out ending point for the selected clock box

Rules the Fade In/Fade Out length for the selected clock

8.9.6 *DATA TAGS SECTION*

8.9.6.1 SHORTCUT

Double clicking on this box you can type the clock type you want to display with the shortcut



Double clicking on this box you can choose a shortcut for the clock you set. Please press the key you want to associate with it. After you have set the shortcut you can use it to recall the roll immediately

8.10 TABLE

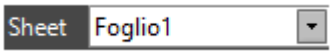
You can have the need to display data on the video that you are broadcasting.

8.10.1 TABLE SECTION

8.10.1.1 TABLE

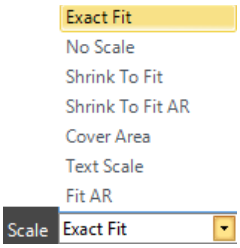
For a table it is available only the “File” source. Click on the folder button to browse for a specific excel file(.xlsx).

opens the source file directly



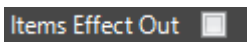
select between available excel sheets the one you want to display

select here a cell range to display



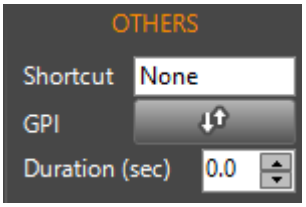
From this menu you can choose the text scale

Check this box to have an entrance transition effect for very row of the xlsx Table



Check this box to have an exit transition effect for every row of the xlsx Table

8.10.1.2 OTHERS



Put a keyboard shortcut to immediately play your table

Put the GPIO parameters for a remote control

Duration in seconds of the table

8.10.2 ***POSITION SECTION***

8.10.2.1 LOCATION

It moves the selected table by x along the X axis.

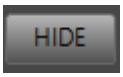
It increases/decreases the selected table text width

It moves the selected static table by y along the Y axis.

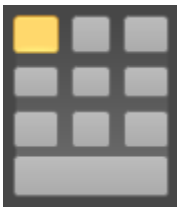
It increases/decreases the selected table height

It selects if width and height parameters work in pixel or in percentage unit of measurement

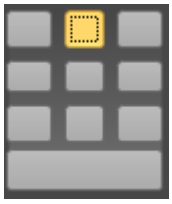
Lock/unlock the selected table. If the table is locked it means you cannot change it



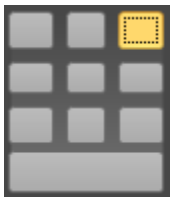
HIDE/SHOW the selected table in the program output



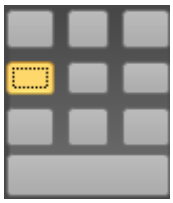
In table box resizing It disables all the top handles and all the left handles.



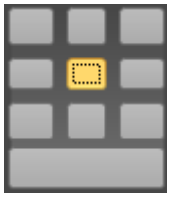
in table box resizing it disables all the top handles



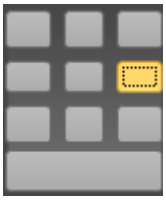
In table box resizing it disables all the top handles and all the right handles



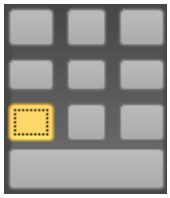
In table box resizing it disables all the left handles



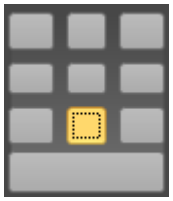
In table resizing it enables all the handles and resizes the table maintaining the central symmetry in every variations



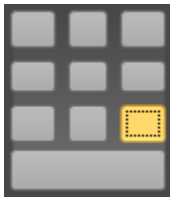
In table box resizing it disables all the right handles



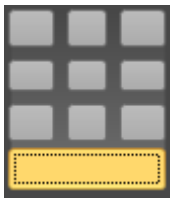
In table box resizing it disables all the bottom handles and all the left handles



In table box resizing it disables all the bottom handles



In table box resizinig it disables all the bottom handles and all the right handles



In table resizing it enable all the handles. Every resize is free from aspect ratio

Restore the original size of the object

8.10.2.2 ALIGN

In table box realignment it takes the left side of the table box aligned with the nearest left border of the screen

In table box realignment it takes the vertical symmetry axis of the table box aligned with the vertical symmetry axis of the screen

In table box realignment it takes the right side of the table box aligned with the nearest right border of the screen

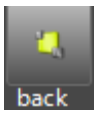
In table box realignment it takes the top side of the table box aligned with the nearest top border of the screen

In table box realignment it takes the horizontal symmetry axis of the table box aligned with the horizontal symmetry axis of the screen

In table box realignment it takes the bottom side of the table box aligned with the nearest bottom border of the screen.

8.10.2.3 Z-ORDER

It takes the table in the first visible layer



It takes the table in the last visible layer

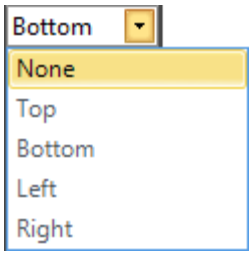
It raises the table layer

It lowers the table layer

8.10.3 ***EFFECT SECTION***

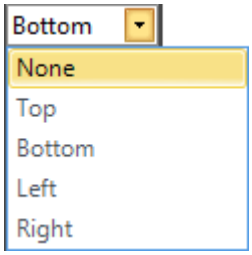
8.10.3.1 TIMING

Enables/disables the fade in effect for the selected table



Fade In starting point for the selected table

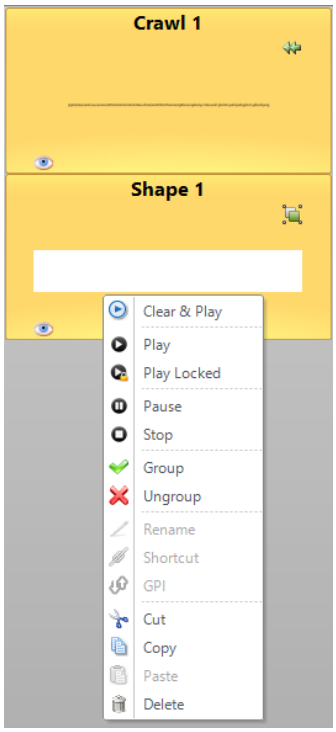
Enables/disables the fade out effect for the selected table



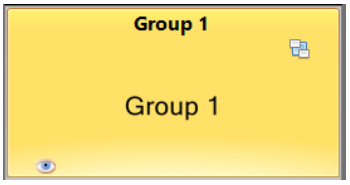
Fade Out ending point for the selected table

Rules the Fade In/ Fade Out length for the selected table

9 GROUPS



To create a group select here the items, right click on one of them, and press “Group”.

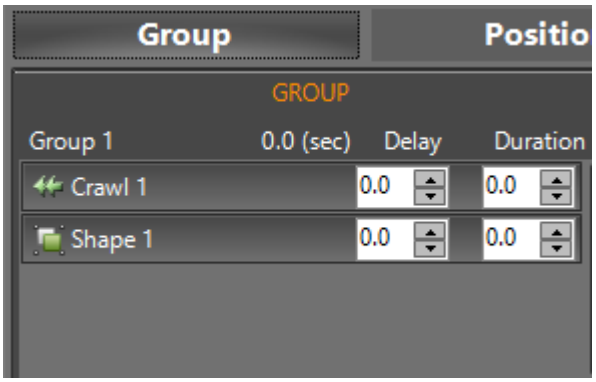


CG Live puts all the selected items in the Group, as shown in the picture.

To ungroup them again, right click on the group and click “Ungroup”

After the group creation, it works as a single item except for the group parameters:

9.1.1 GROUP PARAMETERS



for every item that you have in the group you can select the Delay and the Duration.

9.1.1.1 OTHERS

Put a keyboard shortcut to immediately play your group
Put the GPIO parameters for a remote control

Other parameters work exactly as for other items..

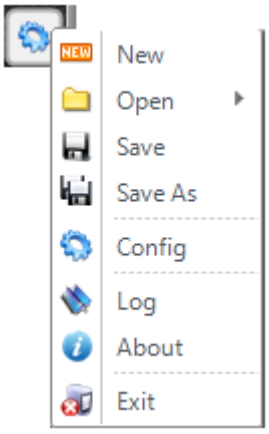
10 PROJECT MANAGEMENT

At the top left part of the screen, on pages previews you have three buttons to manage the project

To open a project in .acgs* format

To save a project in .acgs format

To open project settings

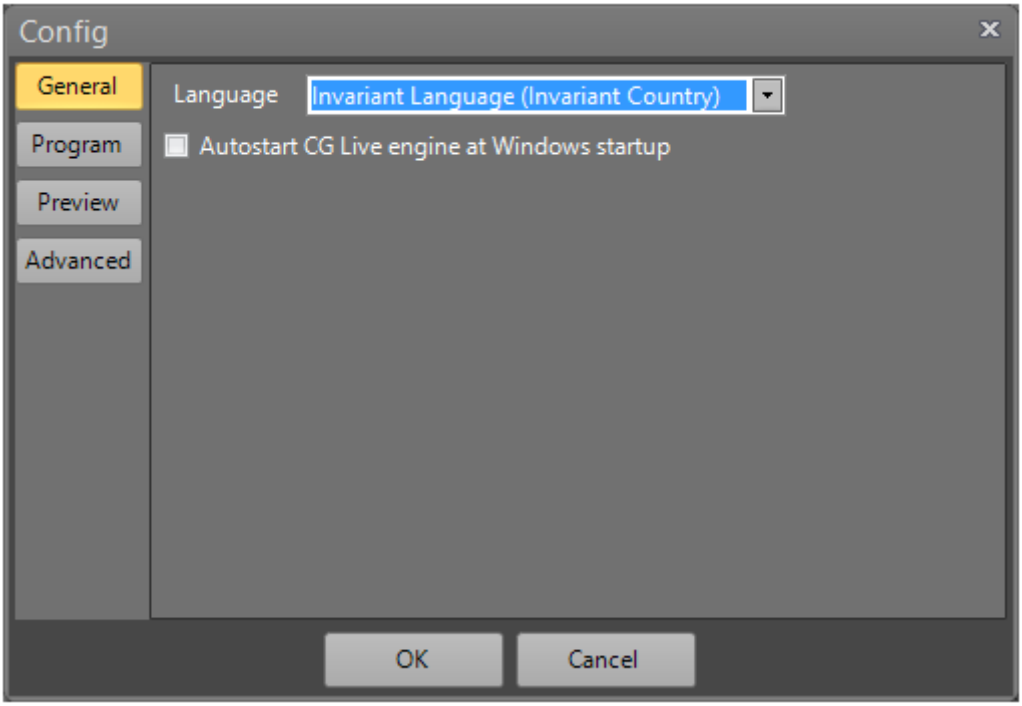


Click on the “open settings” button and choose if you want to: create a new project, open an existing project, Save the current project, Save As the current project, enter in the project configuration panel, read the CG Live! program logs, enter in the About section, Exit from CG Live!.

Opening the config button you will see the following configuration pane sections

*Axel Technology format for project layouts

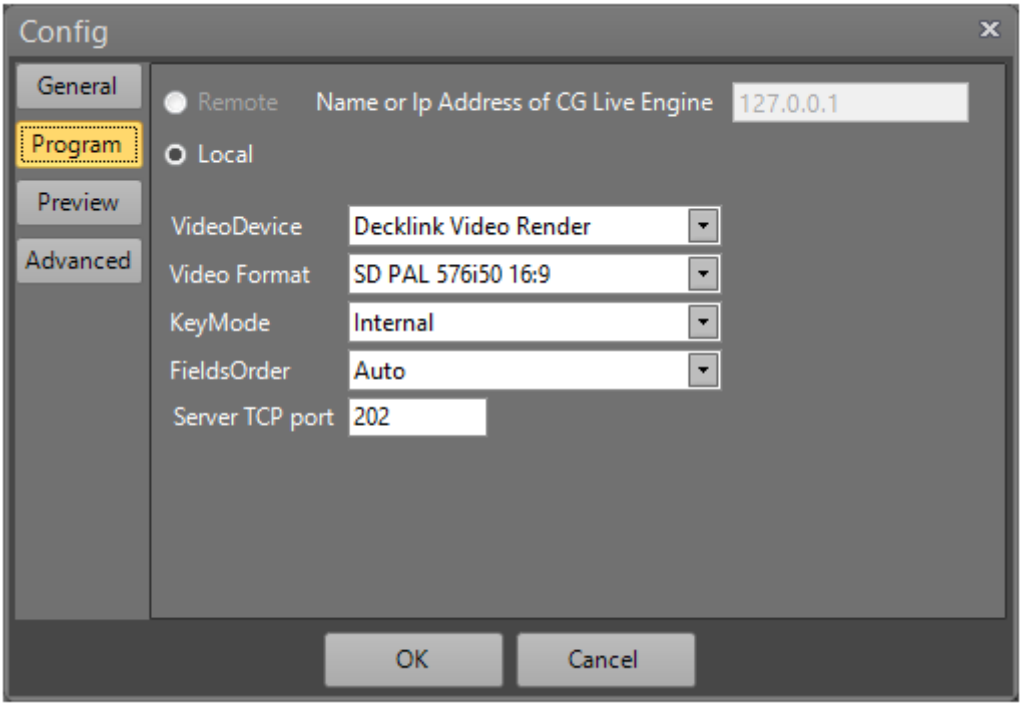
10.1 GENERAL SETTINGS



From this section of the configuration panel you can:

- change the CG Live! language.
- Choose if the CG Live engine autostarts at Windows startup

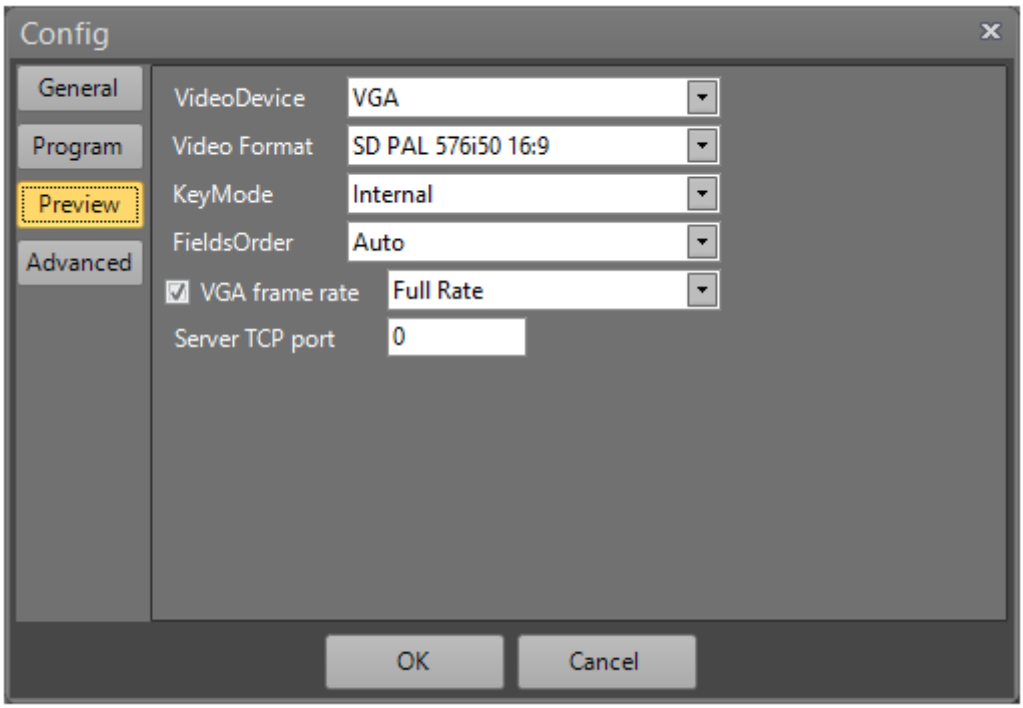
10.2 PROGRAM SETTINGS



From this section of the configuration panel you can:

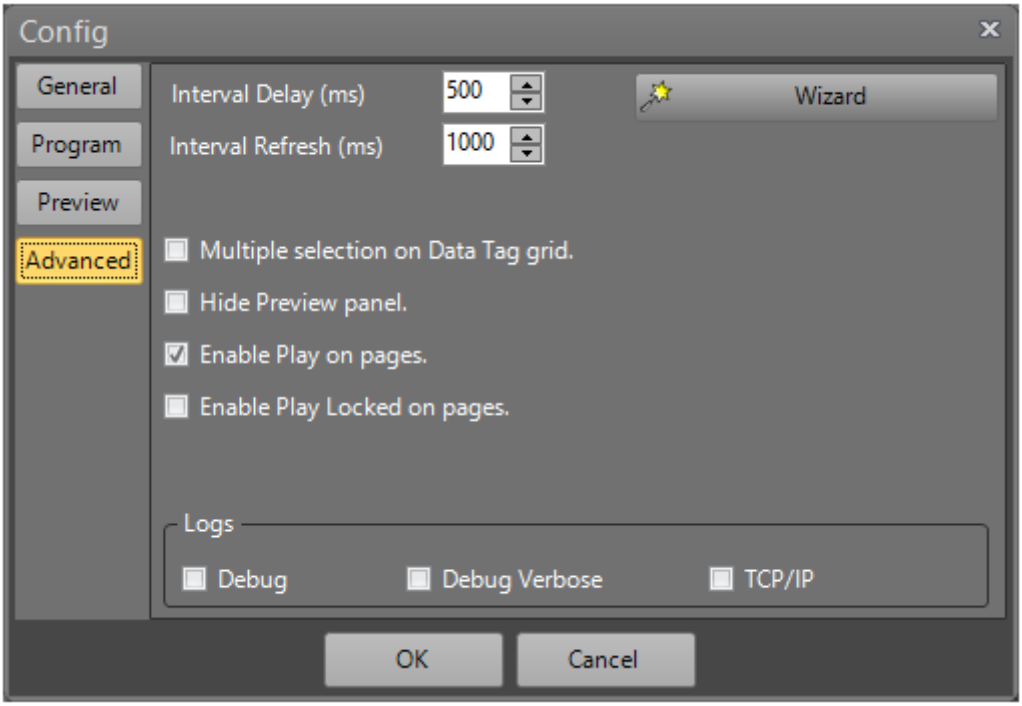
- Choose if the CG Live Engine is on Local PC or in a Remote PC. If it is in a Remote PC, type for his Name or IP Address.
- Select the output Video Device for the playout
- Select the Video Format for the playout
- Select if the Key Mode is External, Internal, OFF (see the Glossary)
- You can choose for the correct fields order to ensures proper playback of your interlaced video.
- Type the TCP port for the CG Live remote control.

10.3 PREVIEW SETTINGS



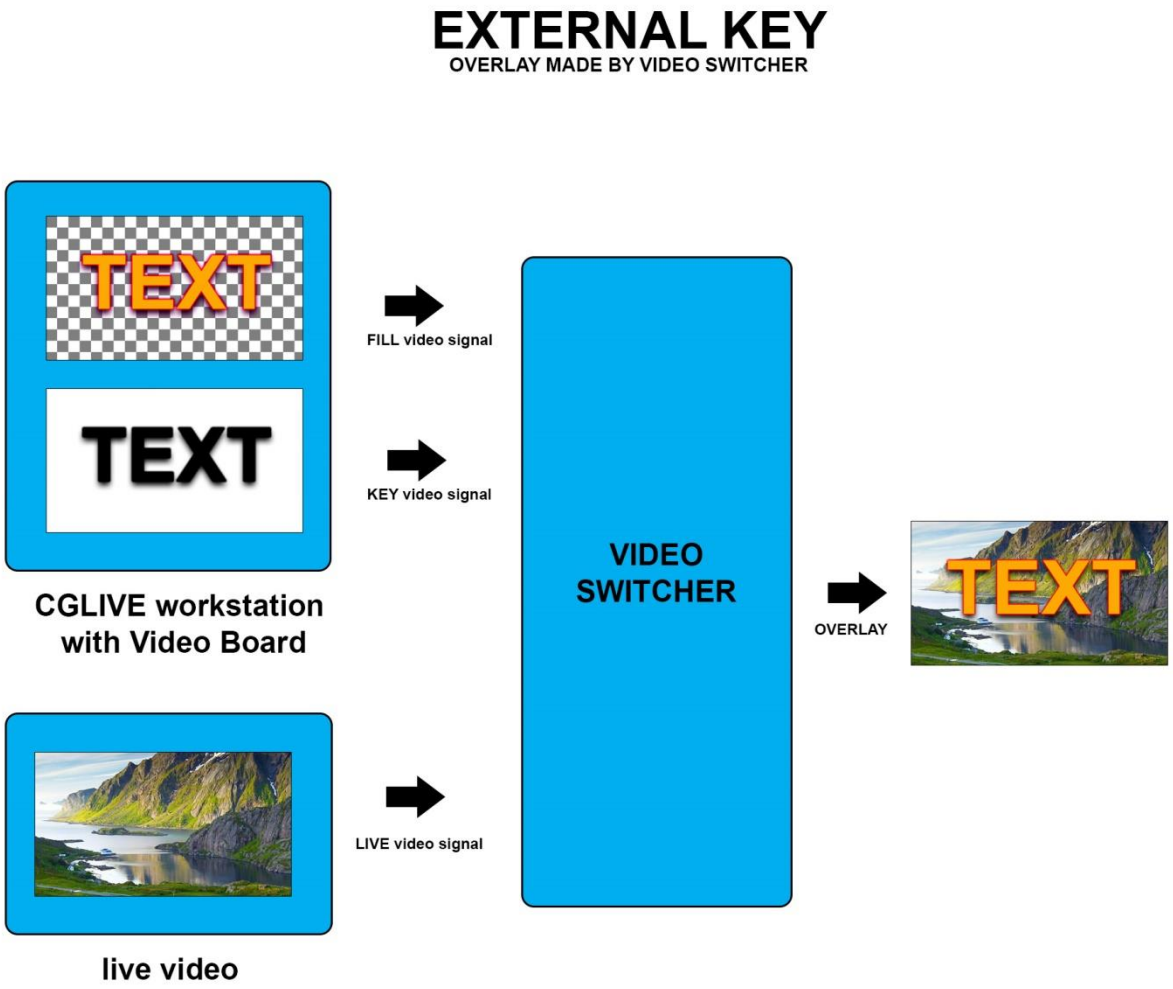
- Select the output Video Device for the preview
- Select the Video Format for the preview
- Select if the preview Key Mode is OFF, Internal or External(See the Glossary)
- You can choose for the correct fields order to ensures proper playback of your interlaced video.
- If you have selected VGA for the Video Device select the frame rate you prefer
- Type the TCP port for the CG Live remote control.

10.4 ADVANCED SETTINGS

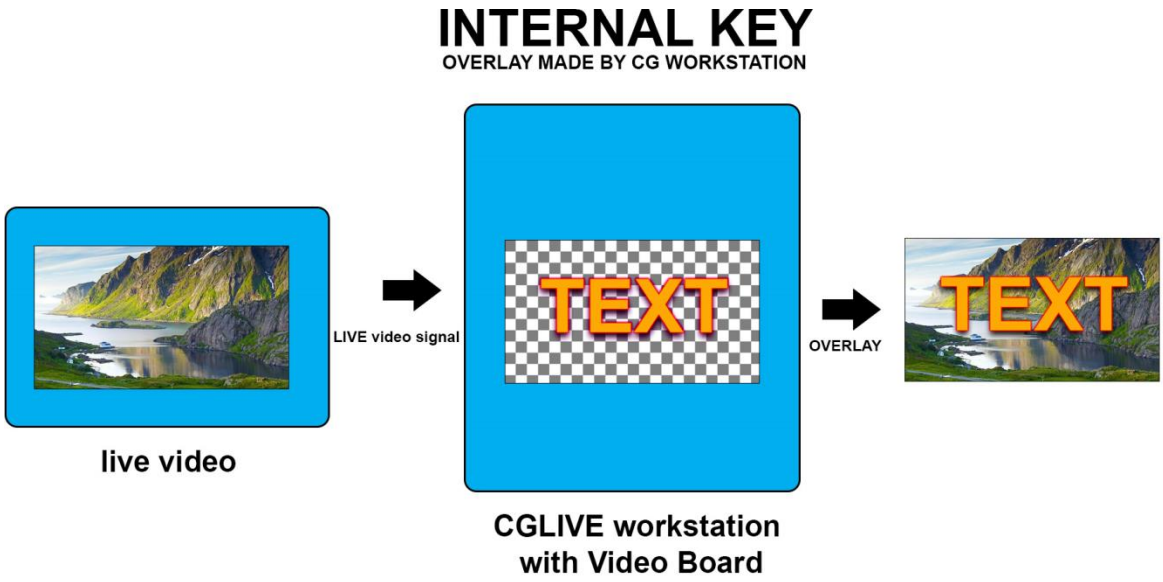


- Default milliseconds Interval Delay for transitions
- Default Interval Refresh for items from file
- on Data Tag grid Enable /disable to play selected items in different row of the grid
- Hide /Show the preview panel
- Enable/disable the Play button on pages
- Enable/disable the Play Locked button on pages. Play Locked differently from the normal play button allows you to play more than one pages at a time. (The play button for the Master Page works always as the play locked for other pages)
- Logs Detail level

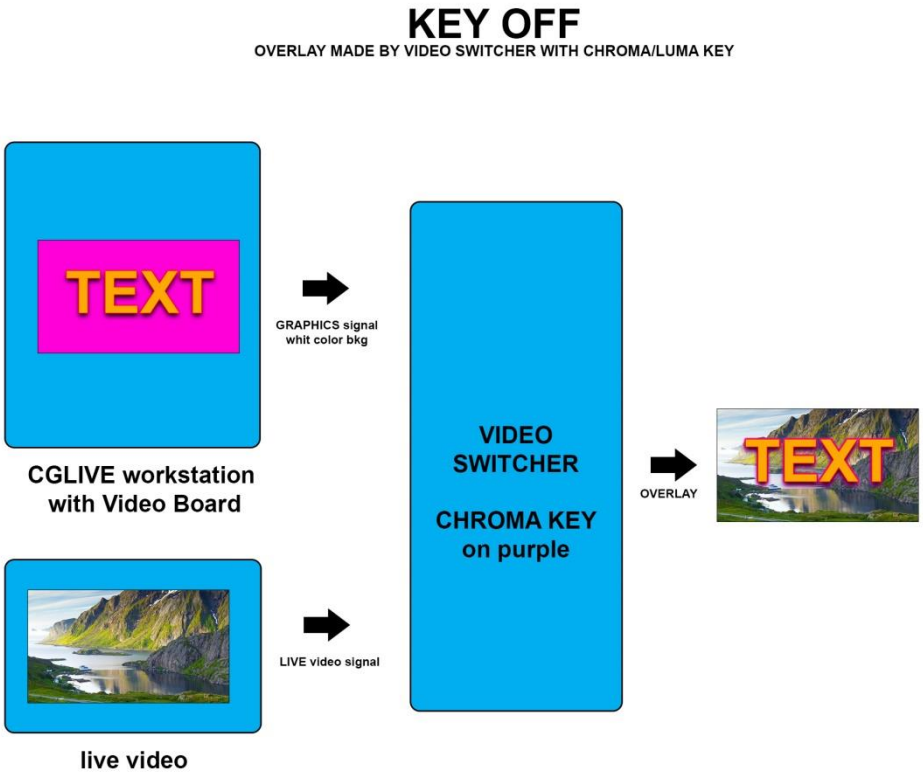
11 GLOSSARY



Key mode external: The graphics is overlayed by an external video switcher via key and fill signals. You need a board with key and fill outputs (I.e. Decklink Extreme 4K). This is the way that allows better output. Video switcher linear-key allow a perfect overlay, alpha channel management and a clear and crisp output.



Key mode internal: The graphics is overlayed on the throughput video by the video board. You need a board with input and output connections (i.e. Decklink Studio). If the Character Generator workstation crash, video signal is lost.



Key mode off: The graphics covers all the screen, without overlay. Also the graphics background is sent to the video output. You can overlay graphics with an external video switcher via chromakey or lumakey. Very poor output.

12 FINAL CONSIDERATION AND AXEL TECHNOLOGY CONTACT

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