

# YOUMIX

(Rev. 1.1 ENG)



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# 1. INTRODUCTION



**YOU MIX** is the software designed to air areas and contents from Windows desktop.

It grabs selectable portions of the desktop to broadcast their contents.

Most popular contents are those from Youtube videos, Windows Media Player, web sites, incoming calls from Skype, web cams, PDF, Google Maps, live streaming and many others.

## APPLICATIONS

Programs with incoming video calls from audience, recorded and live reports for newscasts such as breaking news, video feeds, etc.

The system runs with **BlackMagic** video cards allowing analog and digital audio and video output for broadcast quality SD/HD signal. Grabbed video can be scaled with internal DVE featuring zoom effects with colored video border. PiP effects hides video artifacts in case of poor quality connection. YOU MIX includes Axel Technology's **CG Composer**, an advanced graphics character generator to add titles, clocks, logos, with static and animated background, lower-thirds, frames and foreground objects.

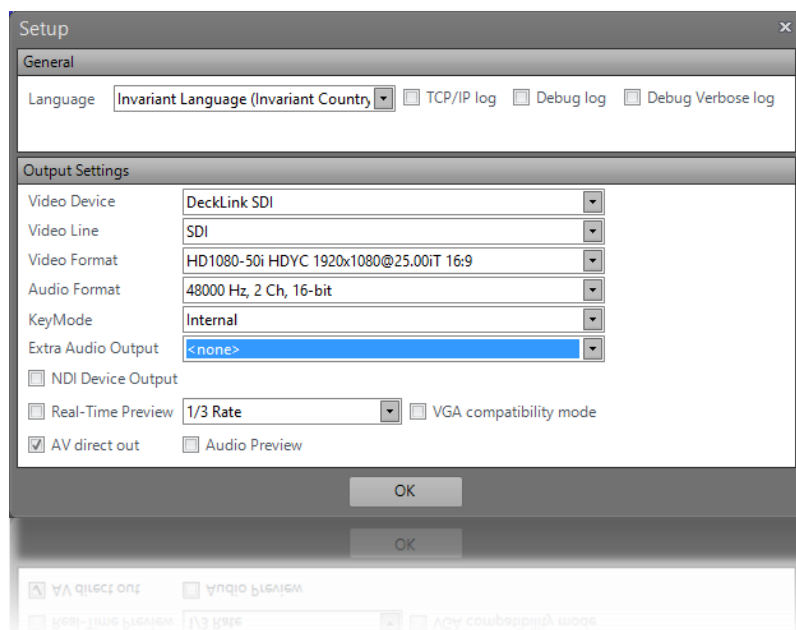
## FEATURES

- Grab desktop and incoming video calls from any PC or mobile device
- Skype®, MSN® and Yahoo® Messenger compatible and others
- Broadcast quality Composite/SDI output
- Internal DVE with zoom effects
- CG Titling with animated backgrounds, crawls, rolls, lower-thirds and frames

## 2. SETTINGS

When running **YOUMIX** InstallShield Wizard, it also installs Axel Technology's **CGComposer** and **Multimedia Pack**.

The first time you run the software after the installation, the Setup page will appear, some parameters will be already set:

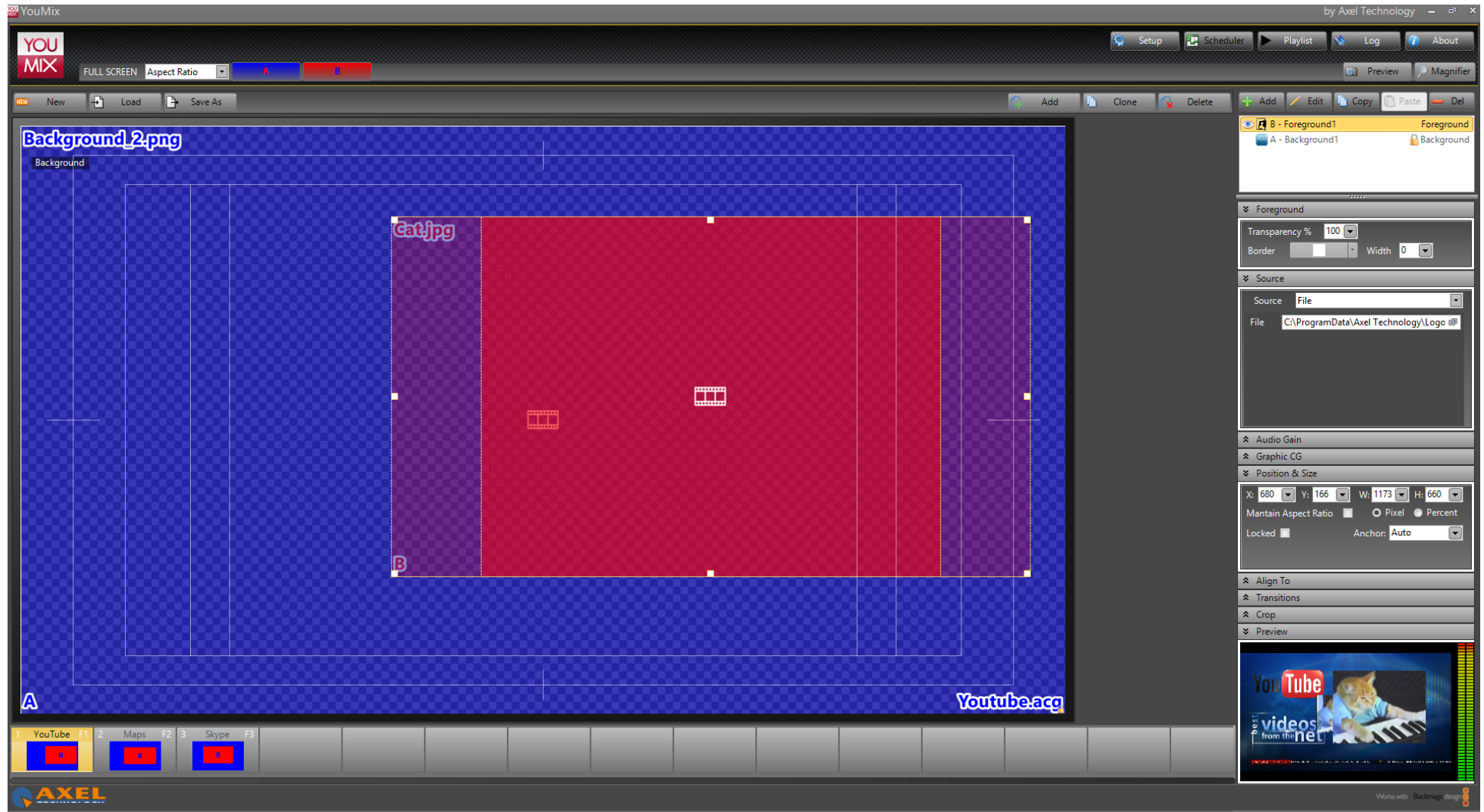


- *Video Device* and *Video Line*: select the BlackMagic output that will be used for the main out
- *Video Format* and *Audio Format*: select the output format you want to use, according to your system
- *KeyMode*: select the output Mode, according to your system
- *Extra Audio Output*: select the audio output that will be used for playing the audio associated to your video source
- *NDI Device Output*: if selected, the YouMix source will be detected as an NDI source by the other softwares.
- *Real-Time Preview*: enable it and select the refresh rate for the preview window. If not enabled, the Preview will show a screenshot of the playout every 5 seconds
- *VGA compatibility mode*: enable it if you cannot see the preview when you remotely connect on the PC (e.g.: with RDP or TeamViewer)
- *AV direct out*: enable/disable it according to your BlackMagic video card model, if you experience any issues on the output
- *Audio Preview*: the audio preview is played by Windows default output

Once you have set the desired values, press OK to save the changes and open YOUMIX. You can also press OK without making any changes, so that you will work with the parameters automatically set by the software, you can change them whenever you want by clicking on the *Setup* button that you find in the software's main window.

### 3. LAYOUT MANAGER

When you launch YOUMIX, the main window appears:



## 3.1 TEMPLATES

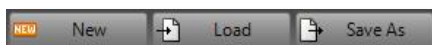
The main area displays the layout of the current template. Each layer of the template is represented by a rectangle and a letter visible in the bottom left corner of the rectangle, while the properties of the selected layer are shown on the right column.

The list of available templates is shown under the main area:



**When you select a template by the related button, its layout appears in the main area, and at the same time it goes on air. You can also select/play a template by pressing the related function key (F1, F2,...).**

To change the position of the templates into the list, use the drag&drop operation.



You can start working with the existing templates, or you can create a new empty project by clicking on the *New* button on the top left of the main area. **ATTENTION:** this action will delete all the templates in the current project.

If you want to save a copy of a template, select it and click on *Save As*, then choose a path and a name. You can insert a template that you have previously saved by clicking on the *Load* button, the loaded template will appear in the list at the bottom.

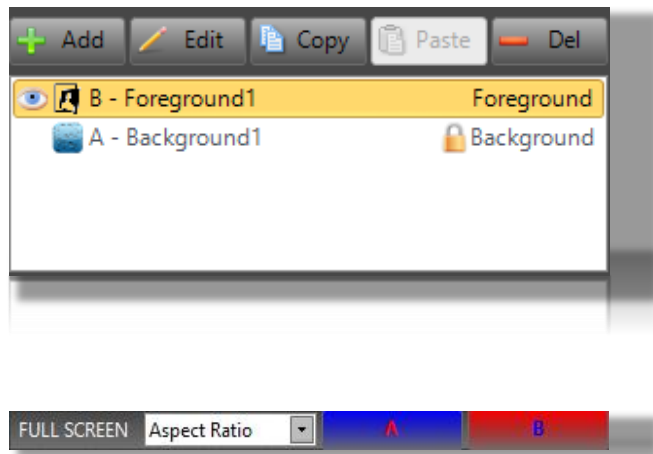


If you want to create a template, click on the *Add* button that you find on the top right of the main area, the new template will appear in the list at the bottom.

Or you can select an existing template and click on the *Clone* button, a new template will appear in the list at the bottom, with the same properties as the original template.

If you want to remove a template from the list, just select it and press the *Delete* button.

### 3.1.1 LAYERS



A template is composed by a *Background* layer and one or more *Foreground* layers. The list of the available layers for the selected template is shown on the box at the top right of the main area.

You can add new Foreground layers, edit their name, duplicate or delete them. It is not possible to duplicate or delete the Background layer.

To select a layer, click on its name into the box, or directly click on it into the main area. When you select a layer, the related properties are shown in the sections under the layer box.

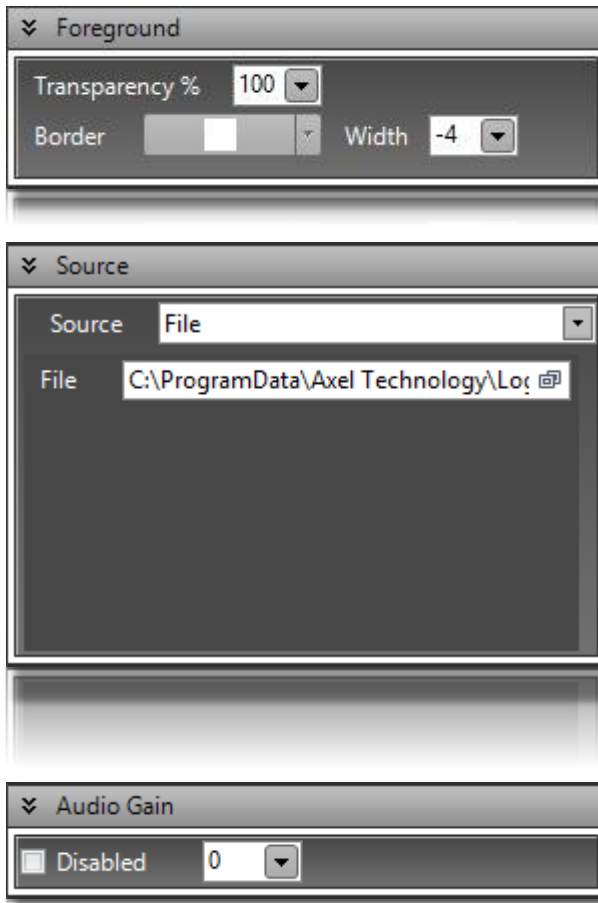
Each Layer is also associated to a button with a letter (A,B,C,...) for the FULL SCREEN mode. The Background layer is always associated to the A letter and to a blue button, while the buttons for the Foregrounds are red.

Clicking on a button, the related layer will be displayed on full screen with a *Transition* animation (see related property). Click again on the same button when you want to return the layer to its original position, or click on another button if you want to set another layer on full screen.

You can choose among three different modes for the full screen layer: *Aspect Ratio*, *No LetterBox* and *Stretch*.

### 3.1.1.1 PARAMETERS

Here below all the properties associated to each layer, divided by sections:



**Transparency:** set the layer transparency in percentage

**Border:** choose the border color from the palette that appears by clicking on the arrow button

**Width:** set the border width in pixels.

Choose the item that you want to display in the selected layer from one of the available options.

**ScreenCapture:** by clicking on the *Capture* button, the software will minimize and a square selection will appear on screen. Move and resize the selection, then press ENTER to confirm. The layout will display, in real time, the selected area of the screen. For a better precision, you can use the *Left*, *Right*, *Top* and *Bottom* parameters.

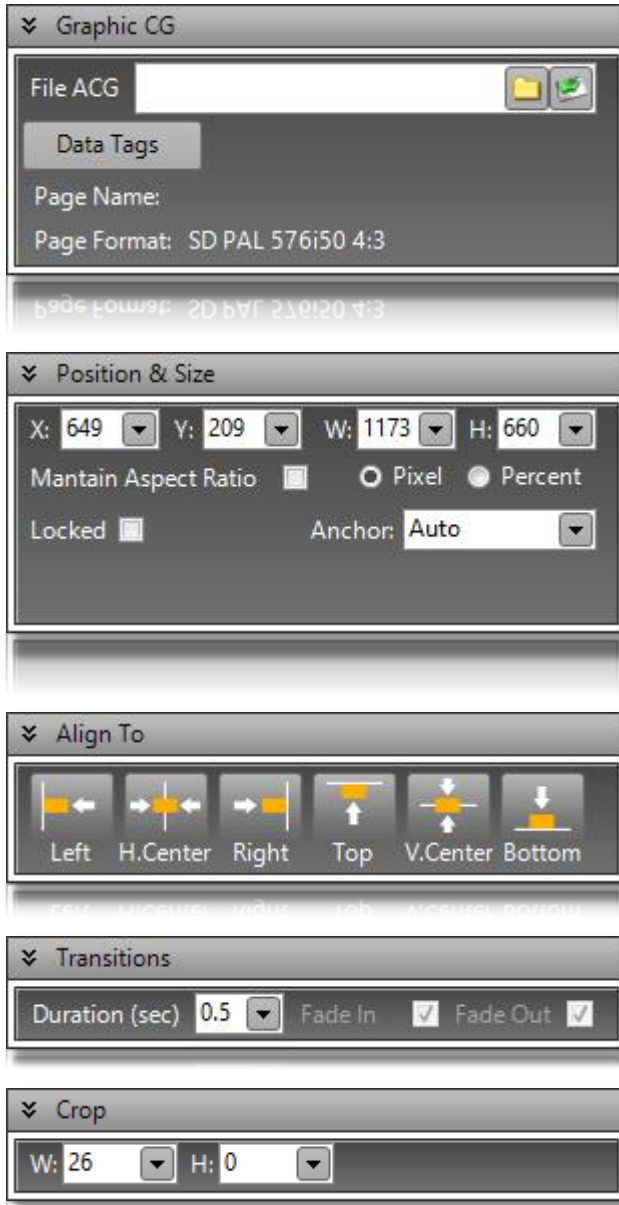
**URL:** set a video streaming URL.

**Live:** click on the *Settings* button to select a video device and format. The layout will display, in real time, the video ingested in the selected device.

**File:** browse to select a media file from your system. Media can be images, videos, image sequences, Flash animations,...

It allows you to set a Gain value to be applied to the layer's audio output.





You can insert an .ACG graphic layout managed by Axel Technology's **CG Composer**. Once you choose a layout, you can directly open it by the button which is next to the *browse* icon, edit the layout and save the changes that will be immediately available for the playout.

If the graphic layout has one or more items associated to a text, by clicking on the *Data Tags* button you will be able to add alternative texts to the original one, and then play them in real time by selecting the related cell/row and pressing *OK*.

Set the position and size of the layer on the background. You can modify these values by the parameters in this section, or you can move and resize the layout by drag&drop into the main area.

Select *Maintain Aspect Ratio* if you want to keep the aspect ratio when you resize the layout. The Width and Height values can be expressed in pixels or percentage.

Select *Locked* if you do not want the size and position to be changed.

This section helps you to position the layer by aligning it vertically and horizontally according to the screen.

It does not work if the *Locked* parameter in the *Position & Size* section is selected.

Set the length of the layout's *Fade in* and *Fade out* transition. The transition effect is used when you switch from a template to another or when you use the FULLSCREEN mode.

Set what will be the visible area of the layer, the value of Width and Height is in percentage. The visible area into the layout is red colored, you can adjust the crop also By dragging the sides of the area.



It shows the preview of what is going on the air, the refresh rate is given by the value set in *Real-Time Preview* in the Setup page. If this parameter is not set, the Preview will show a screenshot of the playout every 5 seconds.

### 3.1.2 PREVIEW AND MAGNIFIER



On the top right of the main window, you find two useful tools that can help you during the layout editing:

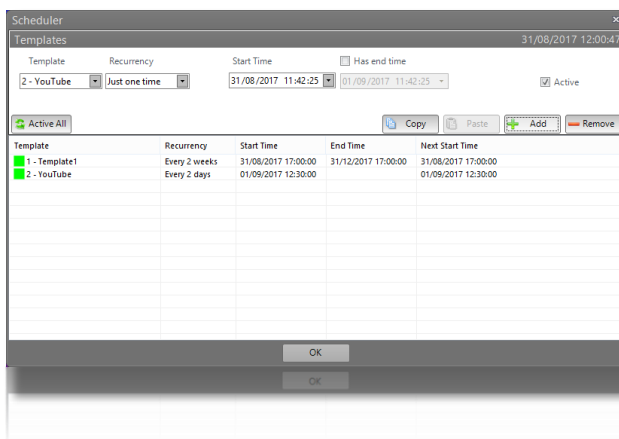
*Preview*: if you select a layer into the template and click on this button, a preview of it will directly appear into the main area, the displayed image will be refreshed every 5 seconds.

*Magnifier*: clicking on this button opens a window that displays a magnified portion of the screen, centered on the mouse pointer. It is very useful when you need to handle the position and size of the objects with more accuracy

## 4. SCHEDULER

With YOUMIX it is possible to schedule the templates to be automatically played according to a set date and time.

Click on the *Scheduler* button that you find on the top right, and a window will open:



First of all, choose a template from the first menu, then choose a recurrency, it may be set in minutes, hours, days, weeks, months or just once. Set a start time for the schedule and, eventually, an end time. Select *Active* in order to enable the schedule, then press *Add* to insert it.

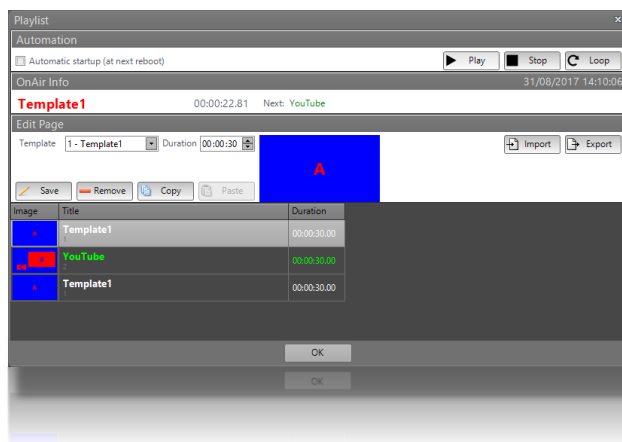
If you want to modify a schedule, select it from the list, its data will appear on top and the *Add* button will turn into *Save*. Once you modified the schedule, click on *Save*.

Press *Copy* and then *Paste* if you want to duplicate the selected schedule.

Select a schedule and press *Remove* to delete it.

## 5. PLAYLIST

The Playlist tool allows you to create and play a sequence with the available templates. Click on the *Playlist* button that you find on the top right, and a window will open:



Select a *Template* from the related menu, assign a *Duration* and click on *Save*, it will appear in the list below. Repeat the same operation to add other templates to the sequence.

Select a line into the sequence and click on *Copy* and then on *Paste* if you want to replicate it, or click on *Remove* if you want to delete it from the sequence.

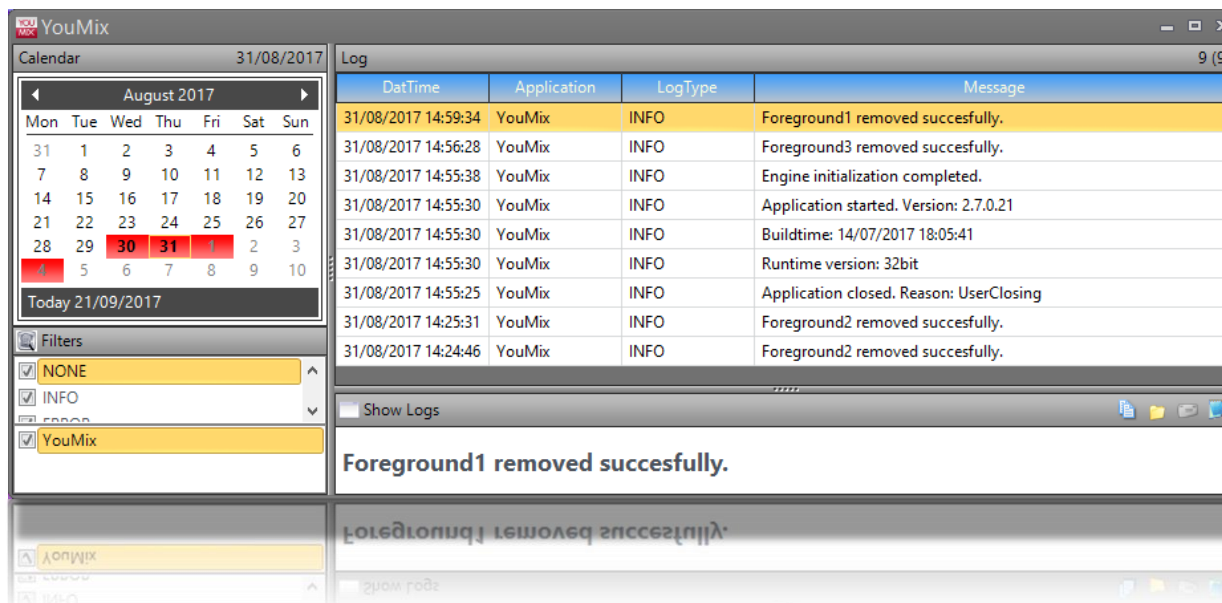
Select a line and drag it if you want to change its position into the sequence.

Once your sequence is ready, press *Play* on the top right of the window to start playing it. If you have selected the *Loop* option, the sequence will play continuously until you will click on *Stop*, otherwise it will play once.

If you want to start playing the sequence from a specific line, right click on it and select *Prepare* from the menu (the label will turn green), then press *Play*.

You can save your sequences with the *Export* option, select a path and a name and the software will save the current sequence into an XML file. When you want to load a saved sequence, click on *Import* and select the related XML file.

## 6. LOG



In the **Log** section you can read the daily operations log of the program.

On the left you can select a date by the *Calendar*, the related information will appear in the *Log* window on the right.

A *Filters* section is present under the calendar, so you can filter the displayed logs according to the data type.

The *Show Logs* window will display the Message of the line selected in the *Log* window.

