2025/01/20 11:22

# **Graphics List Function**

The 2.7.0 version added a mechanism for controlling the output of graphics that allows you to:

- control the playback of graphics compositions from a single Graphics window in manual mode.
- load and edit graphic themes in playlist format in the playlist editor.
- when using the MOS Gateway module, get playlist events from NCRS.

	Graphics - (	CASTI @ 25	.00 fps											8
_							DblClic	k to edit						
N	Group	Status	Player	Tape	Date	In Point	Out Point	Start	Start Time	Stop Time	Event Dur	Type	Title	^
1	gri	Play	2		05.08.2021	00:00:00:00	00:00:12:01		14:23:15:21	14:24:04:00	00:00:25:06		simple_lo	wer
2	gr1		2			00:00:00:00	00:00:12:01				00:00:12:01		simple_lo	ner_t
3	gr1		3			00:00:00:00	00:00:12:01				00:00:12:01		simple_lo	wer_t
4	gr4		2			Resolve	Resolve						FINAL_IP	fo_B/
5	gr4		3			Resolve	Resolve						FINAL_In	6_B
6	gr2	Play	4		05.08.2021	Resolve	Resolve		14:23:20:20	14:23:38:19			FINAL In	fo_B
7			2			Resolve	Resolve						LOGO Co	mer 1
8	gr2		2			Resolve	Resolve						test_gr -	test t
9														¥
<b>≜</b> Se	condary Eve	ents												
1	gr2		GR_START			Resolve	Resolve	From Start	00:00:05:00					~
2														
3														~
<														>
N/A	C 🗌 Rej	place 🗹 L	ay 2 Lay 3 Lay	4 Lay 5 Lay	6 Lay 7 Lay 8 L	ay 9 Logo								
													_	- 11

## **Configuring AirManager**

🔁 airmgr												?	$\times$
Preview	Look and fee	Record	list B	roadcast li	st S	itorage	Actions	Services	Caption Previ	ew			
Broadcas	t servers										1		
Name CAST1 CAST2	Host Nun localhost 1 localhost 2	Passwd	GrHost	GrNum	GrPI Local Local	Storages	Lavers ALL ALL	SvncBarLav 1 1	GrStorages	GrCtl Yes No		New serve Delete serve	er ver

Activation of the Graphics List feature is done by toggling the AirManager→Menu File→Configure→Services→Broadcast servers→GrCtl option for the selected program channel:

- Yes the function is enabled, access to the graphics control window: AirManager→Menu Window→Graphics→Channel Name,
- No the function is disabled.

### **Graphics Management**

After activating the Graphics List function, it is possible to use the Graphics window for the corresponding program channel. The Graphics window is visually similar to the Broadcast window which provides playlist management but initially it fulfills a different role and has a number of functional differences:

- allows playlists to be loaded, but they will be a list of clips rather than an executable playlist,
- each clip has individual control buttons Cue, Play, Stop, Freeze, which are placed in the Start column,
- for each clip, the Player column sets the number of the graphical playlist that will be used to play the clip. The playlist number is selected from the drop-down list. The numbering starts with 2, where 2 = CAST\_LAY2,
- The Group column is used to group graphics events (e.g., events of the same design theme), allowing automated switching between them using the Start graphics group and Stop graphics group actions, as well as secondary events of the Graphics or Broadcast window.

The Graphics window supports autogeneration of secondary events allowing you to set up flexible custom graphics playout conditions.

#### Actions

Executable	Parameters	Description				
Start graphics group	• Param 1: Group name • Param 2: Start delay in seconds (Example value: 0.3 - 300ms delay). Optional parameter.	The Start graphics group action fires the first event in the group				
Stop graphics group	The action accepts one parameter: • Param 1: Group name. The group name can be specified using a mask: • * - replaces any number of characters, • ? - replaces a single character, • () - escapes special characters, • [] - matches one character in the specified group.	The Stop graphics group action stops all active events with the specified group.				

The Graphics control list supports control using the action mechanism:

#### Example

Graphics -	CAST1 @ 25.00	) fps											1 23	
	Etch	Mar and	The second s	Data 1	a Balat	Disclick to	o edit	Circl Tree	days True	E and D a	Res.			
N Group	Status	Bauer	Tape	Date 1	n Pont 0	Aut Point 3	cart	Start Time	Stop Time	Event Dur	Type	Tibe	_	ì
1 91	Play	2		05.08.2021 0	0300300300 00	200012201		14:26:02:08	PE26:50:12	00:00:39:21		sinple_lo	MACK.	
3 01		3		0	0-00-00-00 00	00:12:01				00:00:12:01		simple_lo	Wer 1	
4 gr4		2		R	esolve Re	solve						FINAL IN	tfo B	
5 gr4		3		R	esolve Re	tsolve	1.000					FINAL In	fo By	
6 72	Play C	4	2	05.08.2021 R	tesolve Re	esolve 🛛		14:26:07:07	14:26:10:16			PINAL IP	fo B	
7		2		R	esolve 👍	esolve 👔						LOGO Co	mer t	
8 gr2		2		R	lesolve Re	esolve 🛛						test_gr -	test !	
9								1					_	1
<ul> <li>Secondary Ev</li> </ul>	ents							<b>V</b>						
1 72		GR_START		R	lesolve Re	esolve P	rom Start	00:00:05:00						h
2														
3														e
<														5
			d set set	ب اه را د ب	0 1									
NA C BR	ернасе 🖂 ау	2 Lay 3 Lay 4	a si si ray ol	cay r   cay o   cay :	alrodo									
			-											
Broadcast -	CAST1_LAY2 -	RUNNING @	25 00 fps											
14:26:10						DblClick to	edit							
N Group	Status	Player	Tape	Date	In Point	Out Point	Start	Start Tim	e Stop Time	Event Dur	Type	TR	e f	4
1 gr1	Play	DSK2		05.08.2021	00:00:00:00	00:00:12:01	Manual	14:26:02:	08 14:26:50:	12 00:00:39:2	1	sim	ple_k	
2														
3														
4														
5														
0														,
A Conservations From	and a													
1	0110													
2													- í	ì
3													_	
														1
<		_												2
Play :				si	imple_lower_third	1				- 00:00:	08:07/(00:00	):39:22)/00:0	00:48:0	14
NLK C Lo	op Set 00:00:0	0:00 Tot: 00:0	0 8:04 Done:	00:00:08:07 Left:	00:00:39:22	Replace								
_			•										_	í
Repadcast -	CASTLLAV4 -	RUNNING (8)	25.00 fee											
14:26:10	CASTIJEAN	instanting gra	cano ipa			DblClick to	edit							
N Group	Status	Player	Table	Date	In Point	OutPoint	Start	Start Time	Stop Time	Event Dur	Type	Tré	_	~
1 - 2	Dier	19374	TOPIC	05.08.2021	00-00-00-00	00-00-00-00	Manual	14-36-074	07 14-26-10-1	6 00-00-03-0	1995	FIN		
2	1.004	CORC 4		U.L. U.L. ZUZI	00.00.00.00	00.00.00.00		1.10.07.1					~	
3														
4														
5														
6														
7													_	v
Secondary Fue	ots													
1													_	
2														í
3														1
														Ĩ.
6														2
Play :				FINAL	_Info_BAR_NEV	VS_Design				-	00:00:03:08	/(::)/		-
	C-1 00 00 00	100 T-+ 00.00	0.02.00	A-1 00.00 00.00	00.00.00 IT	Beeleen								

The screenshot is an example of graphics event distribution for the case when the simple\_lower\_third event from Graphics CAST1 line 1 is manually triggered. The Player column for this event is set to 2, so the simple\_lower\_third clip is sent to CAST1\_LAY2 for playback.

Five seconds after playback starts, a secondary event configured for simple\_lower\_third is triggered, which triggers the first element of the gr2 group. This is possible because of a preconfigured program channel action that monitors the GR\_START value in the Player column of the secondary event and executes a "Start graphics group" action with the group name gr2.

In turn, the system finds the first element with a group value equal to gr2 and then starts it for playback in the corresponding graphics layer (CAST1\_LAY4, since Player=4).

From: https://wiki.skylark.tv/ - **wiki.skylark.tv** 

Permanent link: https://wiki.skylark.tv/functions/graphics\_list

Last update: 2024/09/10 16:20

