Creating Circle Progress Bar

A circle progress bar allows visualizing time left till the beginning of the next event - for instance, till the end of an ad block. The graphic composition will use the Video->Position Mapping function added in the version 2.0.183, which allows parametrizing the number of the displayed video frame by the Counter element value from the same composition.



Creating Graphic Composition

Composition Duration

Graphics - Progress bar - circle* (1920x1080@25.00, 48000,2)	_ _ _×
	General Elements
	BG Type: Auto
	Duration:
	Lead Out: 00:00:00:00
	Name Uld
	Add Del
	Show wipe
	Data feeds
	Name Url Rescan Time
	Add Del
	Send Composition To:
	Local Monitor:
Counter (Remote Server:
	Layer_1:
Begin ▼ 00:00:07:07	

The composition has infinite Duration -:-:-:-.

Graphics Elements

Ger	neral	E	lements
	Name		Element
	Counte	er	Text Counter
	Animat	tion	PIP Frame
I 1			

The composition comprises two elements in the set sequence:

- 1. Counter (Text Counter)
- 2. Animation (PIP Frame)

Counter

Creating Circle Progress Bar

General Elements
Name Element
Counter Text Counter
Animation PIP Frame
Position
Y. 1421 X. 857 X. 450 X. 201 X.
Show/Hide
Sh 00:00:00:00 / In 💌 Hd 00:00:00:00 / Ou 💌
Actions
On Empty On Not Empty Clippers
Type: Counter Count from: Show V Backward V
Sp1: 0 - Sp2: 0 - Sep: d: h: : m: : s:
Offset: Frwd 💌 00:00:10:00 🔽 Proportional font
Date format: YYYY_MM_DD
Counter
Days Hours Minutes
Seconds Tenth Hundradth
Show Overflow

The Text Counter element countdowns time till the end of the composition. The element may be hidden, if displaying the digital counter on the screen is not required - for this, uncheck all boxes in the Counter section.

-Parametrization		
Туре:	External	•

The element has the External type of parametrization from a playlist, which allows users to dynamically set the initial value for the countdown.

Animation

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Ger	ieral E	lements			
	Name	Element			
	Counter	Text Counter	er		
	Animation	PIP Frame			
Po	sition ——				
X:	1404	Y: 54	4 🕂 W: 🛛 5	00 🕂 H:	500 🔶
Sh	ow/Hide —				
Sh	00:00:0	0:00 / 1	n 🔻 Hd	00:00:00:00	/ Ou 🔻
Act	tions				
	On Empty	o	n Not Empty	Cli	ppers
~					
Uri:	circle				
In:	00:00:00	:00 Out	00:00:05:01	Dur: -	
Uri:					
Inc	00:00:00	:00 Out:	00:00:00:00	Dur: 0	0:00:00:00
Uri:					
Inc	00:00:00	:00 Out:	00:00:00:00	Dur: 0	0:00:00:00
-Pa	rametrizatio	n			
ту	pe:	6	External		•
Fe	ed:	Γ			

The PIP Frame element that displays the animated "circle" sequence previously imported to the media base.

The element has the External type of parametrization from a playlist, which allows users to dynamically set the Position Mapping values.

Position Mapping -	
Counter name:	Counter
Counter value IN:	00:00:10:00
Counter value OUT:	00:00:00
Clamp at borders	

PIP Frame has the activated Position Mapping parameter, binding the number of the displayed "circle" frame with the Text Counter element value from this composition:

- Counter name name of the bound counter.
- Counter value IN counter value in seconds, corresponding the IN point in the circle clip.
- **Counter value OUT** counter value in seconds, corresponding the OUT point in the circle clip.

We did not set the smooth appearing/disappearing animation. If needed, the appearance animation may be defined by the Mix In Fade parameter with the 5 frames duration, and the disappearance animation - by the Mix Out Fade effect with the 5 frames duration.

Saving

Save the graphic composition to the media base under the name Progress bar - circle: Graphic Editor \rightarrow File \rightarrow Save As....

Broadcasting Composition On-Air (Secondary Events)

DbiClick to edit						
Start Time	Media	Event Dur	Player	Type	GPI 1	
17:03:42:00	CityViews2 HD	00:00:03:09	MAIN			
17:03:45:09	Robots 4	00:00:25:02	MAIN	adv	On	
17:04:13:09	Robots 1	00:00:27:00	Auto	adv		
17:04:40:09	Cit/Views2HD	00:02:17:00	Auto			

To automatically launch the progress bar during commercials, use the free playlist columns:

- **Type** is used for defining the commercials and calculating time till the end of an ad block. All commercial clips will have the **adv** value.
- **GPI 1** is used for specifying the necessity to launch the progress bar at the clip. Set the On value to show the progress bar.

Nares Candition Selv_arcia_jae Add Strange 1 Add 1 Add 1 Strange 2 Add 1 Strange 1 Strange 1 Add 1 Strange 1 <tr< th=""><th></th><th>LNOE4</th><th>P.</th><th></th><th>7 × 1</th><th></th><th>Cityles</th></tr<>		LNOE4	P.		7 × 1		Cityles
Add Brenop Rule name: Add Brenop Rule name: Add Proper Id: Type You able: Add Wanable: Add Add Add Type it Station Add Wanable: Gottoolog You able: Gottoolog Vanable: Gottoolog Start Time Start Time Start Time Start Progress bar - dr. Progress bar - dr. Outdouble:		Name	Candition				
Add Add Starring Rule name: adv_dride_bar Variable: Trgs Trgger ft Is Equal Value: adv VAO Image: Start From Tride Media Start True Start From Start True Start Progress bar - dr.			_circle_bar_type wadv	Migoi L_mode = on			_
Annop 1 × Rule name: adv_dride_bar Variable: Type Trigger ft: Is Equal Value: adv VAIO W Vanishie: Coll Variable: Coll Start True Start From Start True Start Progress bar - dr. Start True Progress bar - dr.	_				Add		
Rule rane: adv_orde jaar Verable: Trge Trgger if: ja Equal Value: adv Varable: OT11Mode Varable: OT11Mode Varable: OT11Mode Value: On Start Tree Start From Start Tree Start Progress bar - dr.	airmgr						<u>†</u> ×
Variable: Trype Trigger H: Is Equal Value: adv Value: adv Variable: G711Node Variable: G711Node Value: G71 Value: G71 Value: G7 Value:	Rule name:	adv_orde_bar					
Trigger II: Is Equal Image: Control of the second	Variable:	Type					-
Value: edv AVO V Variable: G711Mode Proger It: In Equal Value: On Event In: Start Time Start From Trile Media Duration Comment Start Time Start From Trile Media Duration Comment	Tigger If:	Is Equal					
AHO Wendahit: CP11 Mode Image: CP12 Mode Trogger It: Tar Equal Image: CP12 Mode Value: Cin Image: CP12 Mode Start Time Start From Title Start Time Start From Title Ob:00:00:00:00 From Start Progress bar - dr.	Value:	adv	_				
Variable: [FT1 Node Trigger H: Is Equal Value: On Event bit: Start Time Start From Title Media Ourston Connent Start Time Start Progress bar - dr	40						
Trigger H Is Equal Value: On Dent Net Start True Start True Start True Start From Title Media Outstoon Construct Outstoon Construct	Variable:	GP11 Mode					-
Value: On E Event Not Start Time Start From Tide Media Ouration Comment 0000000000 From Start Progress bar - dr., Progress bar - dr.,	Tipper If:	Is Equal					-
Start Time Start From Title Media Duration Conment 00:00:00:00 From Start Progress bar - dr. Progress bar - dr.	Value: Fuent lat-	On	*				
00:00:00:00 From Start Progress bar - dr. Progress bar - dr	Start Time	Start From	Title	Media	Duration	Convent	
	00:00:00:00	From Start	Progress bar - dr	Progress bar - cir			
Add Edt Reneve			Add	EBL R	eneve		
Ok Cancel						Ok (lancel

Configure a new rule for automatic generation of events by certain adv_circle_bar conditions: AirManager→Broadcast window→right click→Secondary Event Generation Rules....

First set the triggering conditions: IF Type=adv AND GPI1 Mode=0n, launch the Event list tasks. Add a new task by clicking Add.

airmgr					<u>?</u> ×
General	Keyer GPI Other	1			
Start Time:	00:00:00:00		Start Type:	From Start	•
Media:	Progress bar - circle	Parms	Player:		
IN Point:	00:00:00:00		OUT Point:	00:00:00:00	
Duration:			TC Origin:	None	•
Transition:	Cut 💌		Transition speed:	Instant	•
Wipe mask:			Lead Out:	00:00:00:00	
Title:	db://localhost:9902^		Comment:		
Group:			Type:		
				Ok Can	cel

Select the previously saved graphic composition in the Media window. Press Params to move to parametrization settings of the composition.



The original Counter and Val In values of the Animation element require a variable for calculation of time left till the end of the ad block.

Erase the Counter field value and press Insert Variable. Select the following values:

1. Set a value to calculate for the next field

Insert Variable	<u>?</u> ×
Choose Variable: Next item field	•
Ok	Cancel

2. Set a condition by which the Type NOT= adv field will be found. This allows to select the first clip after commercials, as it will not have the adv value in the Type field.

Insert Varia	ble - Next item field	? X
Trigger column:	Туре	•
Operation:	Is NOT Equal	¥
Trigger value:	adv	
Occurrence:	0	<u></u>
Value column:	Time to Start	•
[Ok Car	ncel

3. Take the calculated Time to Start value that contains time in seconds till the beginning of a certain element defined earlier.

The value $(!time_to_start:type!=adv/0)$ will be inserted into the Counter field, copy it to the Val In field. Now these values will be calculated automatically in the moment of execution of Secondary Event rules.

Download example

The 2017 media base contains a composition example: Graphics/Counters/Progress bar - circle.

From: http://www.wiki.skylark.tv/ - **wiki.skylark.tv**

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