

Graphics Editor

Graphics editor in [AirManager MediaConnect](#) and [NewsCUT](#) allows creating and editing captions and graphic compositions.

This client module permanently interacts with SL NEO Media Database. All initial materials and results of work are usually stored on the server array, providing common network operating process for several users and instantaneous playback of created compositions. SL NEO server implements rendering in the on-fly mode directly within the playback process.

Graphics editor allows working with static graphic files, 32-bit animation and video fragments, using access either directly to Windows files and folders, or to the database and proxy copies stored at the server. A composition may contain sound with a set audio level ratio for every layer.

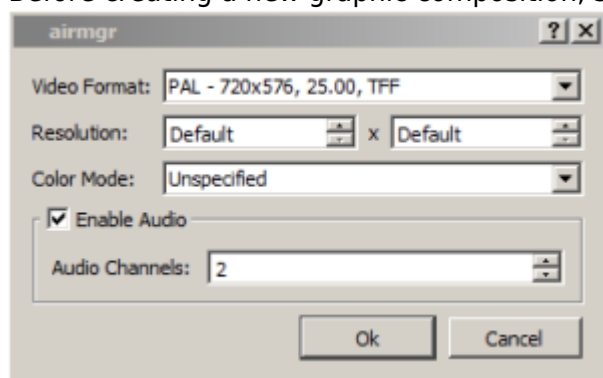
In other respects, graphics editor contains an exhaustive selection of instruments for quick creation of graphics with 2D effects and captions, including roll up captions, "crawlers", "teletypes", TV clocks and displaying RSS feed data. Marking initial texts with tags can be applied to all types of captions, which allows automatic change of text and background color and insert of images. 2D animation management by key points for every object is also available.

Graphics Editor Launch

The editor is launched automatically when:

- Creating a new graphic composition. Right click menu in the Media Browser window: Media Browser→New→Graphics....
- A request for editing an existing graphic composition. Right click menu in the Media Browser window: Media Browser→New→Edit....

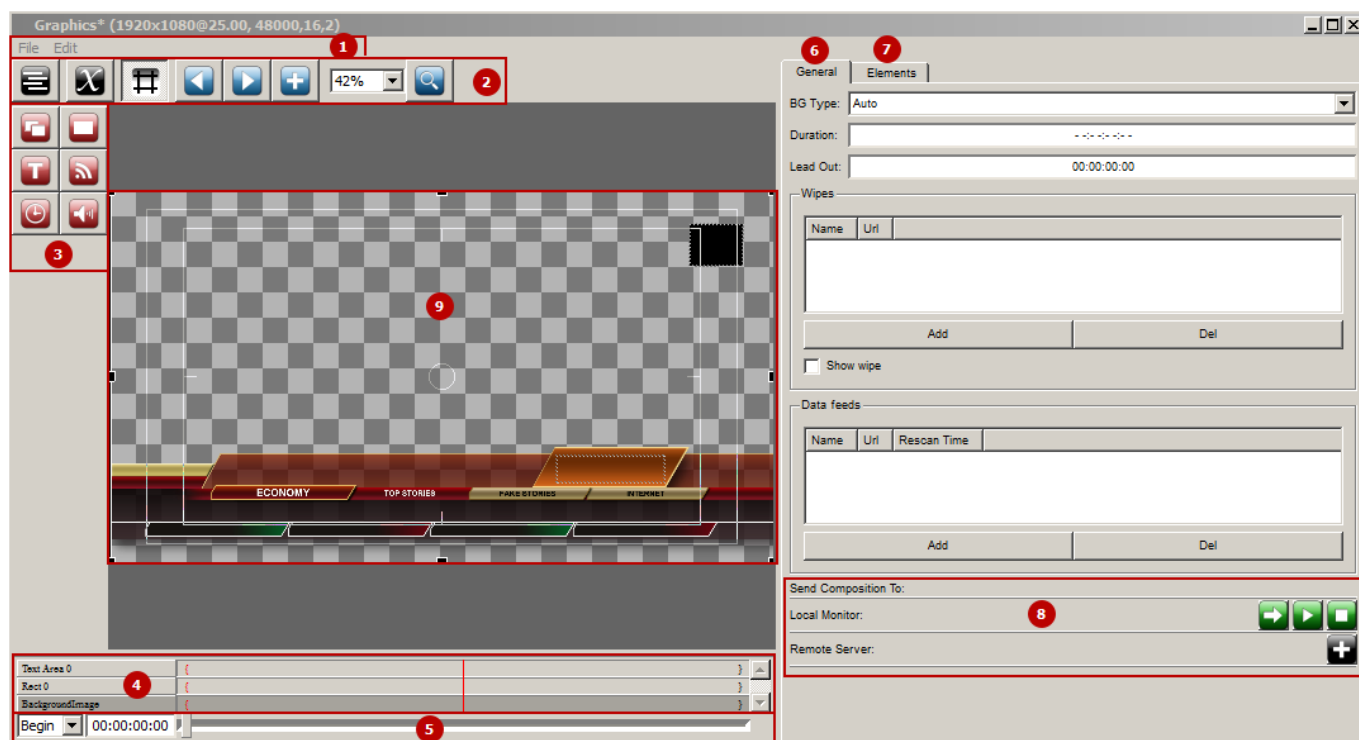
Before creating a new graphic composition, specify its format:

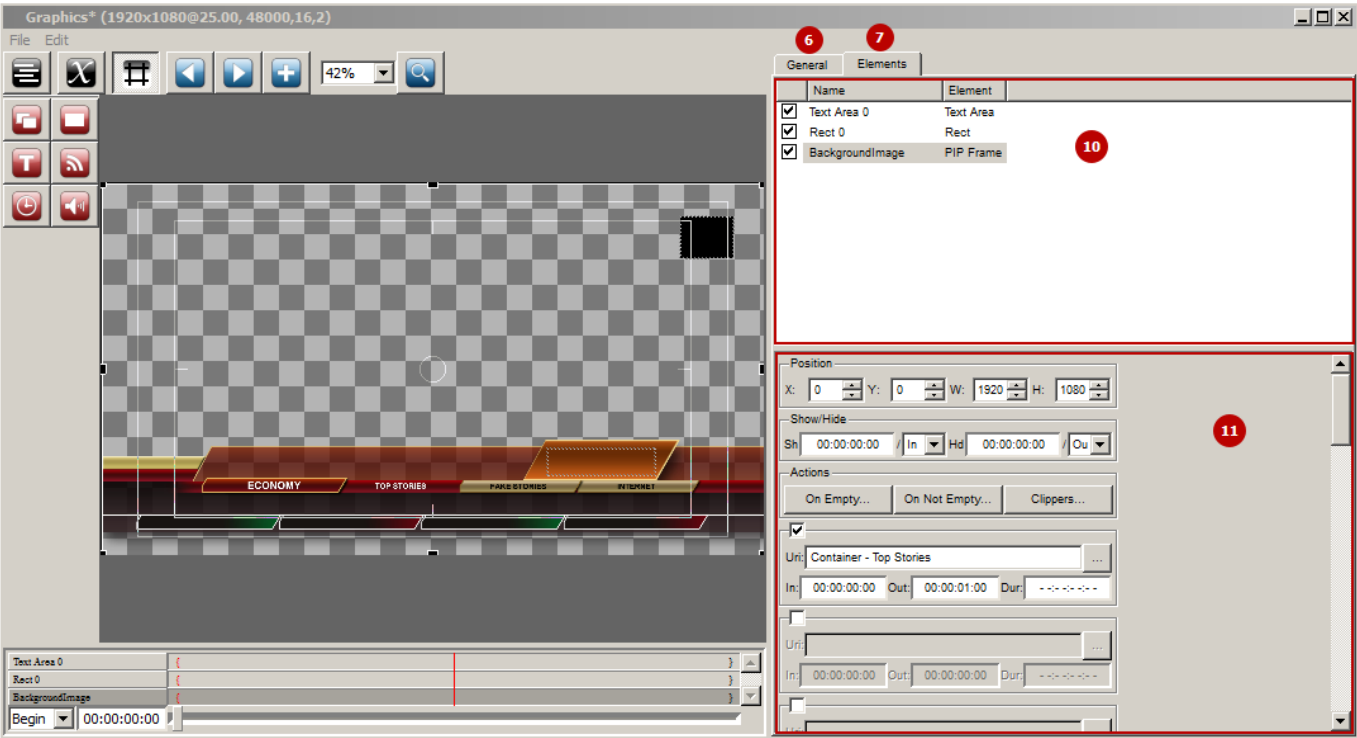


Parameter	Description
Video Format	Select the graphic composition format from the list
Resolution	The option allows setting the graphic composition size in pixels. Added in 2.4.50 version.

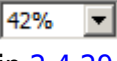
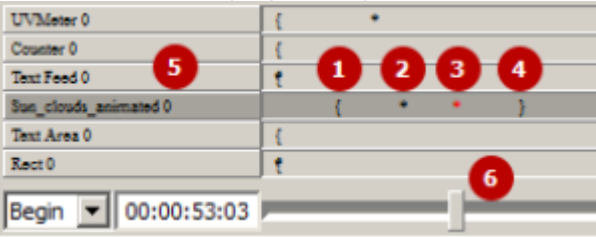
Parameter	Description
Color Mode	Set the color space for the created composition: • BT.601 • BT.709 • BT.2020 • SMPTE ST 2084 • ARIB STD-B67
Enable Audio	Allows turning off audio in the composition. Added in 2.4.44 . version.
Audio Channels	The number of audio channels in the composition. Possible values are from 1 to 16 Added in 2.4.44 . version.

Editor Interface Elements



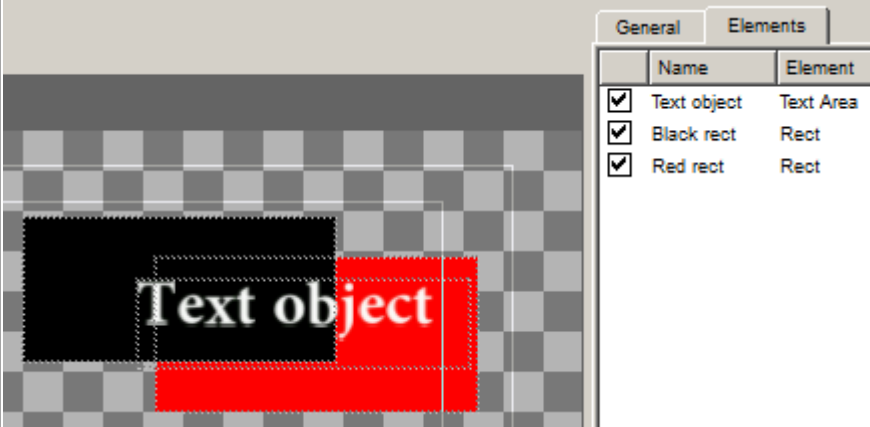


Area		Description
1		The graphics editor menu line.
		File Menu
		•
		New... - creating a new graphic composition
		•
		Load... - opening an existing graphic composition for editing
		•
		Save - saving the composition with a current name
		•
		Save as... - saving the composition with an option of renaming
		•
		Close - closing the graphics editor
		Edit Menu
		•
		Copy - copying a graphic object to clipboard
		•
		Paste - inserting a graphic object from clipboard
		•
		Undo - cancel changes
		•
		Redo - applying changes
		•
		Delete - deleting the graphic object

Area	Description
2	Buttons to control displaying and key frames  - Deinterlace preview - turning on/off the interlacing mode when viewing in the editing window.  - Preview fade ins/outs - turning on/off displaying mixer transitions, wipe transitions and clipping in the editor.  - Display safe area guidelines - turning on/off displaying a “safe zone” frame for captions.  - Go to previous key point - moving the cursor in the area 5 to the previous key frame.  - Go to next key point - moving the cursor in the area 5 to the next key frame.  - Insert key point - adding a key frame to the current graphic object, displaying it as a red point on the object timeline in the area 4 and in its properties.  - Масштаб - setting the scale of the composition visual editing window. Added in 2.4.29 version.  - Zoom In/Out with Mouse - scale control with a mouse. When the button is active, the cursor defines the scaling point, left click zooms in, and left click + Shift zooms out. Added in 2.4.29 version.
3	
4	The list of active graphic objects with timelines.  - The point of appeing on the screen, set by the Show parameter. - Key frame object animations - The cursor position is in the animation point - the point is highlighted red. - The point of object disappearing, set by the Hide parameter. - The object name - The cursor at the scrolling bar More details on object animations.
5	The graphic composition scrolling area, which allows displaying the composition status at a set moment of time.

Area	Description
6	The General tab contains general settings of a graphic composition: • BG Type - backing type. ◦ Opaque - a non-transparent backing used with a full screen graphic composition: for example, when creating a multiscreen composition for displaying SL NEO server input and output signals. ◦ Transparent - a transparent backing (no backing) used when creating captions and compositions with transparency. ◦ Auto (default value) - Transparent. • Duration - general duration of a graphic composition. The default value is <code>-:-:-</code>, meaning the composition has infinite duration. To return the default value, scroll down the mouse wheel or press the down arrow key. • Lead Out - the parameter defines the time needed for a composition with infinite duration to implement disappearing effects to its objects. For example, a composition has mixing disappearing effects, with 20 frames duration for all objects. Pressing Stop Seq or GoTo in the playlist of graphic events would make an “infinite” composition end correctly, with final effects, if you set the Lead Out value to 20 frames. • Wipes - adding static images (BW transition templates) into the composition. • Data Feeds - adding RSS-data sources for further parametrization of the composition, in the format http://server_ip:port/RSS_name. Starting from version 2.0.148, the Data Feeds field can contain variables. For now there is one variable <code>\$(storage)</code>, containing the address of the server with a media base, from which the composition was loaded. For instance, if the composition must always request an RSS-feed with the <code>Feed_1.rss</code> name at the same server that plays the composition, write <code>\$(storage)/rss/Feed_1.rss</code> in the feed URL. This function provides backup when using the built-in RSS generator. Starting from version 2.4.56 work by the HTTPS protocol is supported.
7	The tab with graphic objects settings

Area	Description								
8	Send Composition To: Local Monitor: Remote Server: Layer_1: →▶■ + →▶■ Elements for composition preview control. •  - Load graphics composition to File Monitor/Graphics layer - loads the current composition to the File Monitor window or adds it to a remote server playlist. •  - Play graphics composition in File Monitor/Graphics layer - launches the current composition in the File Monitor window or a remote server playlist. •  - Reset File Monitor/Stop Graphics Layer - stops playback. •  - Add/Remove Remote Server - opens a dialog for adding/deleting servers that may receive graphic compositions. airmgr <table><tr><th>Name</th><th>Address</th><th>Program</th><th>Layer</th></tr><tr><td>Layer_1</td><td>localhost</td><td>1</td><td>1</td></tr></table> Add Remove Ok Cancel TO connect a remote server, specify: ◦ Name - a random playlist name. ◦ Address - the server IP address. ◦ Program - number of the program channel with 1. ◦ Layer - number of the playlist with 0 (0 - the main layer, 1 - the first graphic one etc).	Name	Address	Program	Layer	Layer_1	localhost	1	1
Name	Address	Program	Layer						
Layer_1	localhost	1	1						
9	Visual editing window. Scaling objects is implemented by dragging the black marker in the rectangle corner. By holding Shift and moving the marker will save the picture aspect ratio. The following hot keys are supported: • Ctrl+C - copying a graphic object to clipboard. • Ctrl+V - inserts a graphic object from clipboard. • Ctrl+Z - cancel changes. • Ctrl+Y - apply changes. • Del - deleting the graphic object.								

Area Description	
10	The area displays a sorted list of active graphic objects. In the Name field allows setting a name for every object, the Element field displays the object type. When selecting the object in this window, it becomes selected in the editor window, with all object attributes available for editing displayed in the lower part of the Elements tab. 
	The object position in the list defines its position in the editor concerning other objects. The higher the object is in the list, the closer it is to the audience, visually overlaying all other objects lower in the list. • Raise - move the object higher. • Lower - move the object lower. • Chains - grouping several objects. • New - add a new object to the composition. The new object will be added before the selected object. • Paste - paste an object. • Delete - delete an object.
11	The area for configuring the graphic composition parameters. Available settings depend on the graphic object type. See the detailed description of settings in the Graphic Objects section.

Graphic Objects

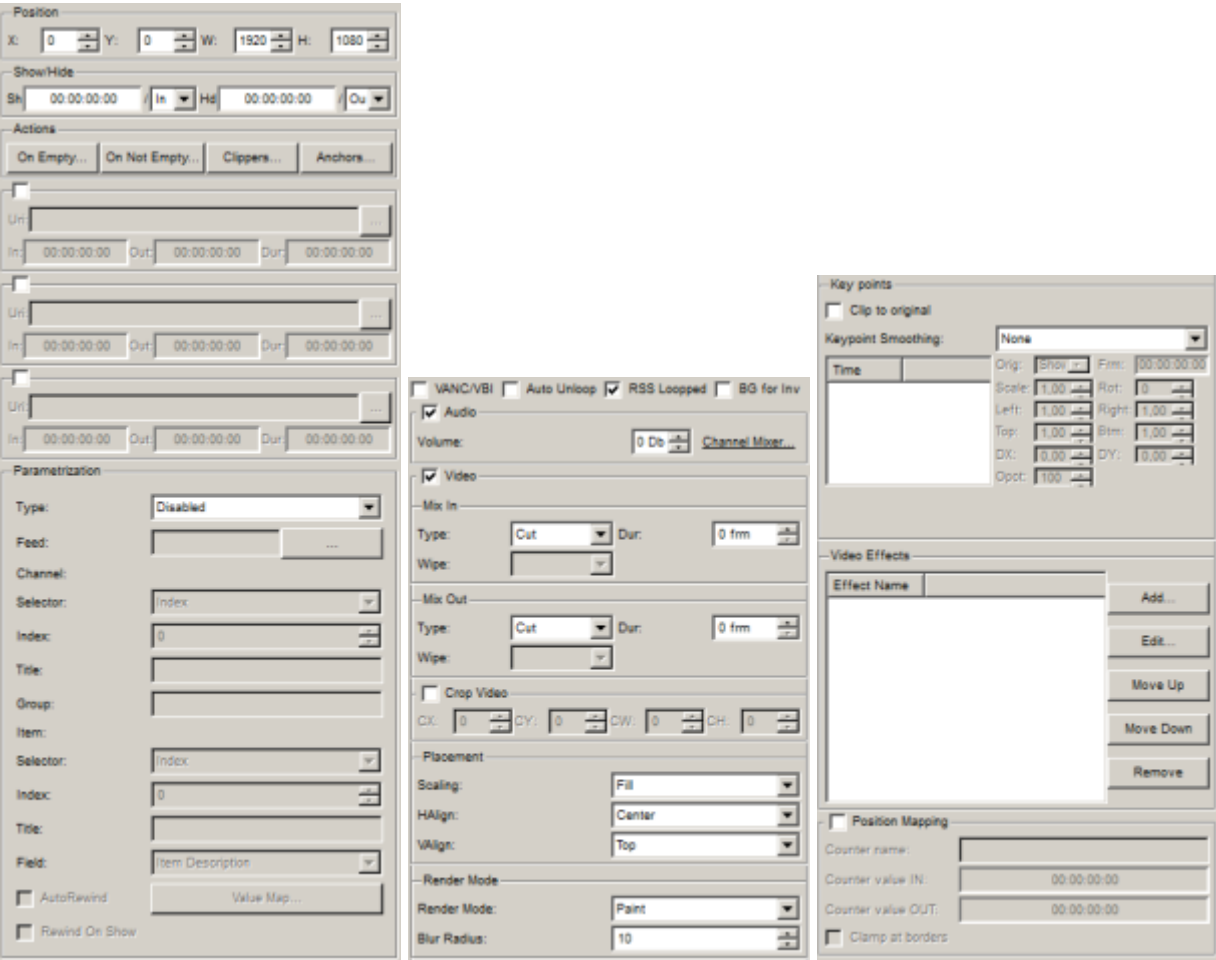
PIP Frame

 PIP frame is a «picture-in-picture» object. PIP objects may contain full screen clips, audiovisual clips-links created in the News CUT app, static and dynamic graphic clips created while importing graphic files (24/32 bit), Live-clips (including TV clock clips).



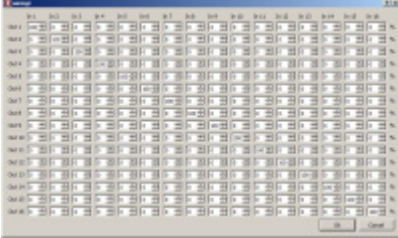
An example of displaying a new object in the editing area.

Object Settings



Parameter	Description
Position	The object position and size on screen. Countdown of coordinates is implemented from the picture left top corner. • X - X offset in pixels, • Y - Y offset in pixels, • W - object width in pixels, • H - object height in pixels.

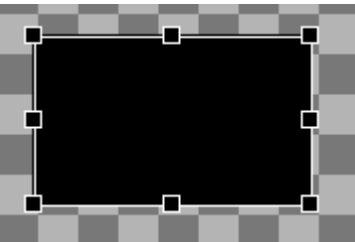
Parameter	Description
Show/Hide	The Show/Hide field allows setting time values, according to which the server delays the PIP object input/output relative to the beginning and end of a graphic composition. For example: when setting the Sh 00:00:02:00/In value, the object will appear in two seconds after the composition starts. When setting Sh 00:00:10:00/In, the object will disappear in ten seconds after the composition starts. When setting Hd 00:00:01:00/Out, the object will disappear one second before the composition ends. • In - the IN point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the In point would coincide with the Bgn point by default. • Out - the OUT point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the Out point would coincide with the End point by default. • Bgn - the point of the graphic composition start. • End - the point of the graphic composition end.
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. A PIP object becomes Empty, when clip playback stops. See Example of Using Graphics Actions. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. See Example of Using Graphics Actions. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Uri	• Uri - a link to the clip loaded to PIP. • [...] - the button opens the window for object selection. • In - time code of the clip initial point. The value is initialized automatically, if a clip is dragged to the editing area from the media base. • Out - time code of the clip final point. The value is initialized automatically, if a clip is dragged to the editing area from the media base. • Dur - clip duration. The value is not set automatically; the default value --:--:-- means the clip will be played in an endless loop. There are three Uri fields provided for one PIP object, which allows displaying captions with dynamic backings, where Uri1 is the backing appearing clip, Uri2 is the backing cycle, and Uri3 is the backing disappearing clip. This function is often used with the Still Frame video effect.
Parametrization	The area of configuring object parametrization in a graphic composition.
VANC/VBI	
Auto Unloop	

Parameter	Description
RSS Looped	
BG for Inv	The function allows using the initial frame covered by a composition as PIP content in case, if PIP video is empty. Amongst other, this allows squeeze-back by launching the corresponding composition in a graphic layer, and displaying content of two previous layers in the PIP window "as is". Example of using the function - Squeezeback Effect . Added in 2.0.127 version.
Audio	The Volume field allows setting an audio level for the layer and specifying the mixing (decreasing) value of sound in dB.
Chanel Mixer	The virtual switcher-mixer of audio-channels with 16x16 dimension 
Video→Mix In	sets the the object layer mixing parameters, when appearing
Video→Mix Out	sets the the object layer mixing parameters, when disappearing
Video→Crop Video	Select the vertical and horizontal "cropping" values for images. • CX - crop the initial video by the X axis from the left (video is scaled depending on the Video→Placement→Scaling option parameters). • CY - from the top • CW - from the right • CH - from the bottom Consider the proxy-copy size
Video→Placement	Clip positioning within the PIP object area • Scaling: ◦ Fill - inserts the clip to the PIP area sizes (without saving the aspect ratio). ◦ Box - inserts the clip to the PIP area, saving the aspect ratio. ◦ None - saves the clip original size without scaling. • HAlign - horizontal alignment (for Scaling: box and none). • VAlign - vertical alignment (for Scaling: box and none).

Parameter	Description
Video→Render Mode	Sets the clip displaying mode in the PIP element. • Render Mode: ◦ Paint - regular clip in PIP displaying. ◦ Blur - In this mode, alpha channel of the clip placed in PIP is used to blur the picture following it. Usage example. ◦ Alpha - the mode allows rendering the PIP object alpha channel to the composition alpha channel (the effect is applied to the lower layers). Thus, random videos/sequences/compositions can be used as masks for graphic compositions. Added in 2.4.51 version. • Blur Radius - the parameter sets the blurring degree and can possess the value from 1 to 40 Added in 2.0.107 version.
Video→Key points	Object Animation by key frames.
Video→Video Effects	The field contains the list of effects that can be applied to the video layer.. Rendering is implemented by the SL NEO server “on the fly” during clip playback. • Add - adds an effect. • Edit - opens the setting window for the selected effect. • Move Up - moves the selected effect up in the list. Effects in the list are applied consequently. • Move Down - moves the selected effect down in the list. • Remove - removes the selected effect. See the description of available video effects.
Video→Position Mapping	Parametrizing the number of the displayed video frame by the Counter element value from the same composition. The function sets two counter values conforming the initial and final points of the video displayed in PIP. Values can be set manually in the composition editor, or parameterized from the playlist. The value is set in seconds and can be, for instance, a result of calculating time to the event start in the playlist. • Counter name - name of the counter containing the values. • Counter value IN - counter value in seconds, corresponding the clip IN point. • Counter value OUT - counter value in seconds, corresponding the clip OUT point. • Clamp at borders -  Fix Me! Added in 2.0.183 version. Usage examples: Accelerating Final Captions and Creating Circle Progress Bar.

Rectangle object

 Rectangle object is a rectangle (tinted box, static backing for a caption).



An example of displaying a new object in the editing area.

Object Settings

Position

X: 384 Y: 218 W: 1152 H: 648

Show/Hide

Sh: 00:00:00:00 In Hd: 00:00:00:00 Ou

Actions

On Empty... On Not Empty... Clippers... Anchors...

Frame type: Rectangle

Fill

Color: GCol: Opacity: 100

Grad: Non GCol: GOpac: 100

Outline

Width: 0 Color: Opacity: 100

Grad: Non GCol: GOpac: 100

Key points

Keypoint Smoothing: None

Time	Orig	Show	Frm	00:00:00:00
	SX: 1.00	SY: 1.00		
	DX: 0.00	DY: 0.00		
	Opot: 100			

Parametrization

Type: External

Feed:

Channel:

Selector: Index

Index: 0

Title:

Group:

Item:

Selector: Index

Index: 0

Title:

Field: Item Description

AutoRewind

Value Map...

Rewind On Show

Mix In

Type: Cut Dur: 0 frm

Wipe:

Mix Out

Type: Cut Dur: 0 frm

Wipe:

Parameter	Description
Position	The object position and size on screen. Countdown of coordinates is implemented from the picture left top corner. • X - X offset in pixels, • Y - Y offset in pixels, • W - object width in pixels, • H - object height in pixels.

Parameter	Description
Show/Hide	The Show/Hide field allows setting time values, according to which the server delays the PIP object input/output relative to the beginning and end of a graphic composition. For example: when setting the Sh 00:00:02:00/In value, the object will appear in two seconds after the composition starts. When setting Sh 00:00:10:00/In, the object will disappear in ten seconds after the composition starts. When setting Hd 00:00:01:00/Out, the object will disappear one second before the composition ends. • In - the IN point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the In point would coincide with the Bgn point by default. • Out - the OUT point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the Out point would coincide with the End point by default. • Bgn - the point of the graphic composition start. • End - the point of the graphic composition end.
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. The Rect object becomes Empty, when it disappears from the screen. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Frame type	Sets the Rect object look. • Rectangle - a rectangle • H Line - a horizontal line • V Line - a vertical line • Rounded - a rectangle with rounded corners (including circle and ellipse). Rounding is set by the Radius parameter. • Diamond - a parallelogram. Sloping is set by the Slope parameter.

Parameter	Description
Fill	Turning on/off the rectangle filling. When the option is active, the following parameters are edited: • Color - rectangle filling color • Opacity - the degree of displaying the rectangle filling (Opacity - value reverse to transparency, 100% - completely opaque) • Grad - activates gradient and sets the gradient filling type: ◦ None - gradient is not active; ◦ Vert - vertical; ◦ Hor - horizontal; ◦ LT-RB - from the top left corner to the lower right one; ◦ LB-RT - from the lower left corner to the top right one; • GCol - gradient color; • GOpac - the degree of displaying the gradient color of rectangle filling.
Outline	If needed, there is an option to set an Outline with attributes: • Width - outline width; • Color - outline color; • Opacity - the degree of displaying the outline (100 - completely opaque) • Grad - activates gradient and sets the gradient filling type: ◦ None - gradient is not active; ◦ Vert - vertical; ◦ Hor - horizontal; ◦ LT-RB - from the top left corner to the lower right one; ◦ LB-RT - from the lower left corner to the top right one; • GCol - gradient color; • GOpac - the degree of displaying the outline gradient color.
Key points	Object Animation by key frames.
Parametrization	The area of configuring object parametrization in a graphic composition.
Mix In	sets the object layer mixing parameters, when appearing.
Mix Out	sets the object layer mixing parameters, when disappearing

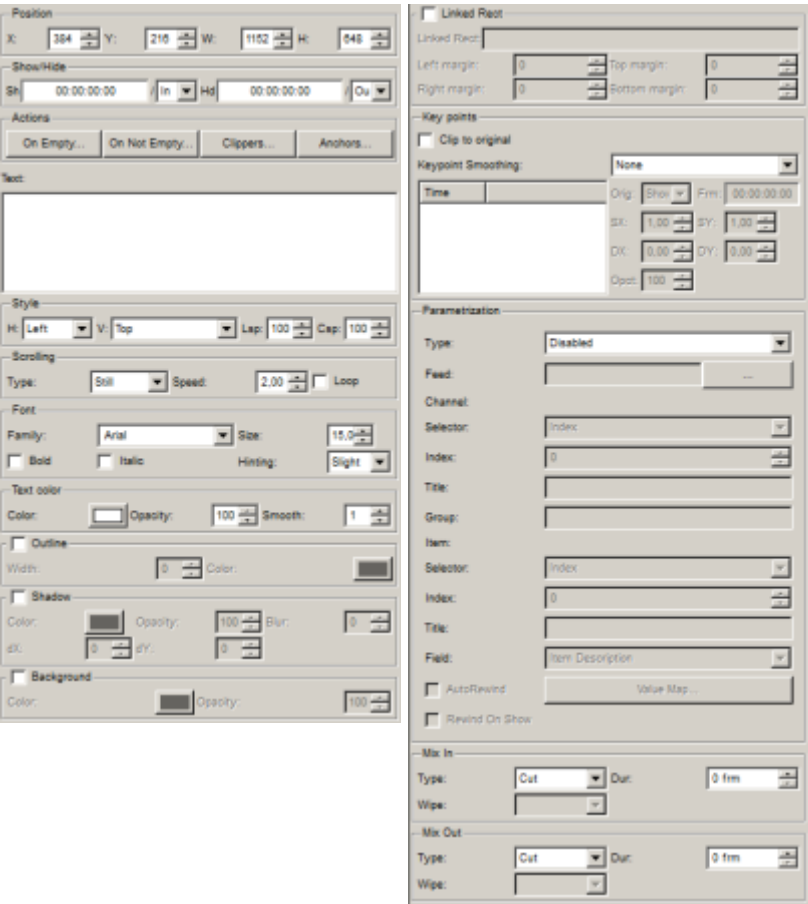
Text object

Text - the text object (caption).



An example of displaying a new object in the editing area.

Object Settings



Parameter	Description
Position	The object position and size on screen. Countdown of coordinates is implemented from the picture left top corner. • X - X offset in pixels, • Y - Y offset in pixels, • W - object width in pixels, • H - object height in pixels.

Parameter	Description
Show/Hide	The Show/Hide field allows setting time values, according to which the server delays the PIP object input/output relative to the beginning and end of a graphic composition. For example: when setting the Sh 00:00:02:00/In value, the object will appear in two seconds after the composition starts. When setting Sh 00:00:10:00/In, the object will disappear in ten seconds after the composition starts. When setting Hd 00:00:01:00/Out, the object will disappear one second before the composition ends. • In - the IN point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the In point would coincide with the Bgn point by default. • Out - the OUT point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the Out point would coincide with the End point by default. • Bgn - the point of the graphic composition start. • End - the point of the graphic composition end.
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. The Text object becomes Empty, when it disappears from the screen. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Text	
Style	• H - horizontal alignment (Left, Right, Center) • V - vertical alignment (Top, Bottom, Center) • Lsp - line spacing • Csp - char spacing

Parameter	Description
Scrolling	Activating the line scrolling option. • Type - the caption scrolling type, ◦ Still - static, ◦ Scroll - the bottom-up scrolling, ◦ Crawl - right to left ticker, ◦ Tele - teletype (character by character input), • Speed - scrolling speed measured in units equal 1/15 from the screen size per second. The speed value must include tenths, e.g. 2,0 or 0,5. Negative values launch the line scrolling from left to right. • Loop - repeat the content scrolling cycle (only for Text objects).
Font	Font Settings • Family - select a font from the list of fonts installed in the system. Since 2.0.148 version, the feature is a free-form data entry, which allows specifying fonts absent in the system that implements editing. • Size - font size in pt. • Bold - bold fonts. • Italic - italic fonts. • Hinting - screen optimization: changing the font outline while its rasterization, to achieve the maximal legibility at the computer screen. The feature is used to provide a more distinct shape of letters for devices with low screen resolution, or displaying text in a small body-size. ◦ None - no hinting, ◦ Slight - low level, ◦ Full - complete hinting.
Text color	Text Color Settings • Color - sets the text filling color. • Opacity - the degree of displaying (the value in percent, opposite to transparency). • Smooth - blurring.

Parameter	Description
Outline	If needed, there is an option to set an Outline with attributes: • Width - outline width; • Color - outline color; • Opacity - the degree of displaying the outline (100 - completely opaque) • Grad - activates gradient and sets the gradient filling type: ◦ None - gradient is not active; ◦ Vert - vertical; ◦ Hor - horizontal; ◦ LT-RB - from the top left corner to the lower right one; ◦ LB-RT - from the lower left corner to the top right one; • GCol - gradient color; • GOpac - the degree of displaying the outline gradient color.
Shadow	If needed, there is an option to set displaying a Shadow with attributes: • Color - shadow color; • Opacity - the degree of shadow displaying (100 - completely opaque); • Blur - shadow blurring; • dX - shadow positioning along the X axis (positive value shifts the shadow to the right); • dY - shadow positioning along the Y axis (positive value shifts the shadow lower);
Background	The text background color and degree of transparency.
Linked Rect	Text area backing created while anchoring a Text object to a Rect object. The backing automatically changes its sizes according to text content. • Linked Rect - specify the anchored Rect object name. • Left margin - the rectangle left margin in pixels. • Right margin - the rectangle right margin in pixels. • Top margin - the rectangle top margin in pixels. • Bottom margin - the rectangle bottom margin in pixels.
Key points	Object Animation by key frames.
Parametrization	The area of configuring object parametrization in a graphic composition.
Mix In	sets the object layer mixing parameters, when appearing.
Mix Out	sets the object layer mixing parameters, when disappearing



For correct displaying of text by the SL NEO server, font sets at the server and network workstation responsible for text editing must be identical.

Text feed

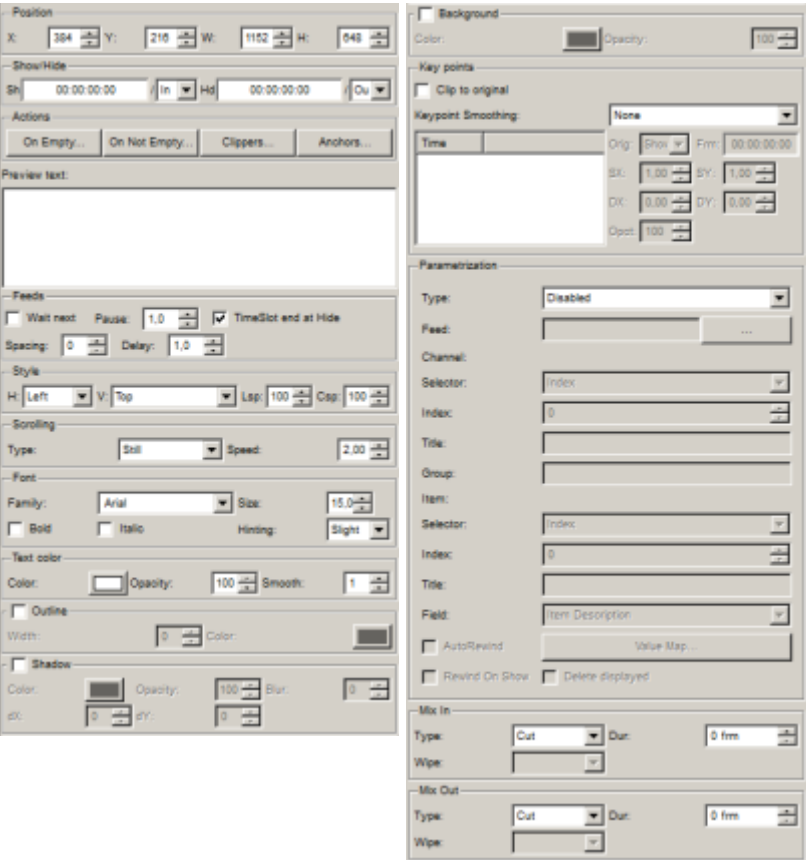


Text Feed is the object containing text automatically read off from external sources and displayed as tickers, scrolling lists etc. Typical examples are SMS-chats, tickers, exchange rates information etc.



An example of displaying a new object in the editing area.

Object Settings



Some settings are described in the Text object description, the table contains the differences.

Parameter	Description
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. The object Text Feed becomes Empty, when there is no more text for displaying. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Preview text	
Feeds	• Wait next - if there are no other messages, the last one will be displayed. • Pause - pause in seconds • Spacing • Delay • TimeSlot end at Hide - ends a line timeslot after object disappearing from the screen. Messages that have not been displayed, will be saved in the queue for the next output. If the object with the inactive «TimeSlot end at Hide» parameter is hidden, playback of messages in the line will be continued, but the element will not be displayed on the screen.
Scrolling	Loop settings are not available for this object.



For correct displaying of text by the SL NEO server, font sets at the server and network workstation responsible for text editing must be identical.

Text counter

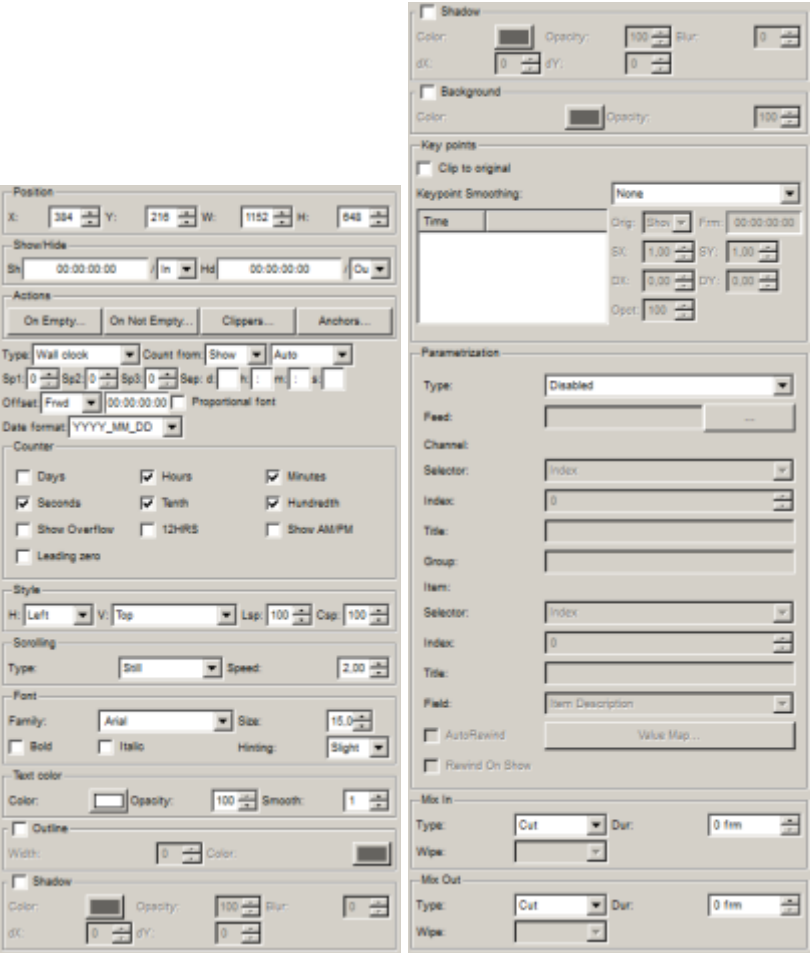


Text counter is a text object that contains a digital counter or a clock displaying current time or date.



An example of displaying a new object in the editing area.

Object Settings



Parameter	Description
Position	The object position and size on screen. Countdown of coordinates is implemented from the picture left top corner. • X - X offset in pixels, • Y - Y offset in pixels, • W - object width in pixels, • H - object height in pixels.

Parameter	Description
Show/Hide	The Show/Hide field allows setting time values, according to which the server delays the PIP object input/output relative to the beginning and end of a graphic composition. For example: when setting the Sh 00:00:02:00/In value, the object will appear in two seconds after the composition starts. When setting Sh 00:00:10:00/In, the object will disappear in ten seconds after the composition starts. When setting Hd 00:00:01:00/Out, the object will disappear one second before the composition ends. • In - the IN point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the In point would coincide with the Bgn point by default. • Out - the OUT point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the Out point would coincide with the End point by default. • Bgn - the point of the graphic composition start. • End - the point of the graphic composition end.
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. The Text object becomes Empty, when it disappears from the screen. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Type	Counter type: • Wall clock - a digital clock. • Counter - a simple counter. • External - the counter value can be set using API (counter_set_value) • Date - displaying the current system date. • Clock Counter - allows creating counters displaying time from/to a certain time of the day. Time of the day is set in the Offset field, direction is set by the switch: Backward - time at the counter decreases, Forward - it increases.

Parameter	Description
Count from	The countdown point for the counter: • Begin - from the composition start. • End - from the composition end. • In - from the composition In point. • Out - from the composition Out point. • Show - from the point of the object appearing on the screen. • Hide - from the point of the object disappearing from the screen.
Countdown direction	• Auto - the default value for this type of counters. • Forward - countdown forward (values increasing). • Backward - countdown backward (values decreasing).
Sp1	Sets an indent to the left of the separator (00*:00*:00.00)
Sp2	Sets an indent to the right of the separator (00:*00:*00.00)
Sp3	Sets an indent between the time value and AM/PM symbols (00:00:00.00*AM)
Sep	The separator of values for days, hours, minutes and seconds.
Offset	The value of offset relative to the timecode, in the 00:00:00:00 format. • Bkwd - backward • Frwd - forward
Proportional font	Sets proportional displaying (emulation of a monospace font).
Date format	The format of date displaying in the Date mode: • YYYY_MM_DD • DD_MM_YYYY • DD_MM_YY • DD_MM • MM_DD_YYYY • MM_DD_YY • MM_DD

Parameter	Description
Counter	Activates and controls displaying the corresponding counter values: "DD HH:MM:SS:DH TI" • Days - days (DD); • Hours - hours (HH); • Minutes - minutes (MM); • Seconds - seconds (SS); • Tenth - tenths (D); • Hundredth - tenths and hundredths (DH); • Show overflow - allows displaying values greater than 60 for minutes and seconds; • 12HRS - activating the 12 hour format ("18:53:12"→"06:53.12"); • Show AM/PM - displaying the AM or PM time interval (TI); • Leading Zero - activating the leading zero for the first left segment (6:53.12→06:53.12). Added in 2.3.95 version.
Font	Font Settings • Family - select a font from the list of fonts installed in the system. Since 2.0.148 version, the feature is a free-form data entry, which allows specifying fonts absent in the system that implements editing. • Size - font size in pt. • Bold - bold fonts. • Italic - italic fonts. • Hinting - screen optimization: changing the font outline while its rasterization, to achieve the maximal legibility at the computer screen. The feature is used to provide a more distinct shape of letters for devices with low screen resolution, or displaying text in a small body-size. ◦ None - no hinting, ◦ Slight - low level, ◦ Full - complete hinting.
Text color	Text Color Settings • Color - sets the text filling color. • Opacity - the degree of displaying (the value in percent, opposite to transparency). • Smooth - blurring.

Parameter	Description
Outline	If needed, there is an option to set an Outline with attributes: • Width - outline width; • Color - outline color; • Opacity - the degree of displaying the outline (100 - completely opaque) • Grad - activates gradient and sets the gradient filling type: ◦ None - gradient is not active; ◦ Vert - vertical; ◦ Hor - horizontal; ◦ LT-RB - from the top left corner to the lower right one; ◦ LB-RT - from the lower left corner to the top right one; • GCol - gradient color; • GOpac - the degree of displaying the outline gradient color.
Shadow	If needed, there is an option to set displaying a Shadow with attributes: • Color - shadow color; • Opacity - the degree of shadow displaying (100 - completely opaque); • Blur - shadow blurring; • dX - shadow positioning along the X axis (positive value shifts the shadow to the right); • dY - shadow positioning along the Y axis (positive value shifts the shadow lower);
Background	The text background color and degree of transparency.
Key points	Object Animation by key frames.
Parametrization	The area of configuring object parametrization in a graphic composition.
Mix In	sets the object layer mixing parameters, when appearing.
Mix Out	sets the object layer mixing parameters, when disappearing



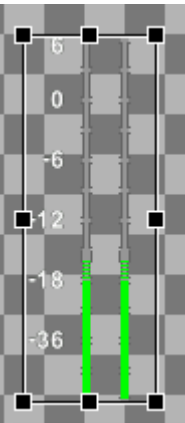
For correct displaying of text by the SL NEO server, font sets at the server and network workstation responsible for text editing must be identical.

Sound level meter



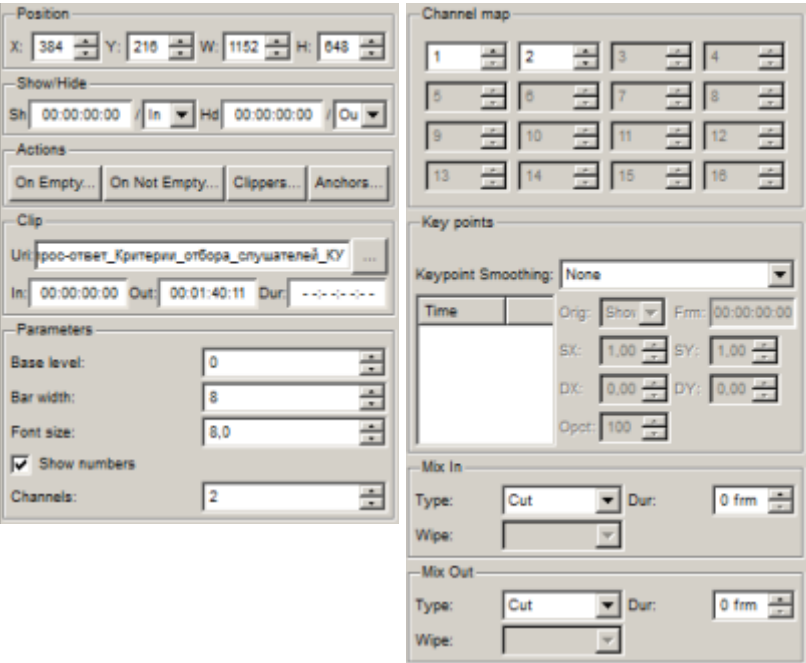
Sound Level meter is a specialized element for displaying sound levels, used when building

compositions for multiscreen displaying input and output signals of SL NEO servers.



An example of displaying a new object in the editing area.

Object Settings



Parameter	Description
Position	The object position and size on screen. Countdown of coordinates is implemented from the picture left top corner.
	•
	X - X offset in pixels,
	•
	Y - Y offset in pixels,
	•
	W - object width in pixels,
	•
	H - object height in pixels.

Parameter	Description
Show/Hide	The Show/Hide field allows setting time values, according to which the server delays the PIP object input/output relative to the beginning and end of a graphic composition. For example: when setting the Sh 00:00:02:00/In value, the object will appear in two seconds after the composition starts. When setting Sh 00:00:10:00/In, the object will disappear in ten seconds after the composition starts. When setting Hd 00:00:01:00/Out, the object will disappear one second before the composition ends. • In - the IN point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the In point would coincide with the Bgn point by default. • Out - the OUT point. If the composition wasn't trimmed in a playlist or in the File Monitor window, the Out point would coincide with the End point by default. • Bgn - the point of the graphic composition start. • End - the point of the graphic composition end.
Actions	• On Empty - the option sets execution of Skylark Graphic API commands upon the "Empty" condition. The Text object becomes Empty, when it disappears from the screen. • On Not Empty - the option sets execution of Skylark Graphic API commands upon the "Not Empty" condition. • Clippers - setting "clipping" rectangles. • Anchors - setting object anchoring vertically and horizontally to other graphic composition objects. Added in 2.3.12 version.
Uri	• Uri - a link to the clip loaded to the sound level indicator. • [...] - the button opens the window for object selection. • In - time code of the clip initial point. The value is initialized automatically, if a clip is dragged to the editing area from the media base. • Out - time code of the clip final point. The value is initialized automatically, if a clip is dragged to the editing area from the media base. • Dur - clip duration. The value is not set automatically; the default value --:--:-- means the clip will be played in an endless loop.
Parameters	• Base level - the basic level. • Bar width - the scale width (from 1 to 20). • Font size - the font size. • Show numbers - displaying the numeric scale. • Channels - the number of analyzed channels (the number of displayed scales).
Channel map	
Key points	Object Animation by key frames.

Parameter	Description
Parametrization	The area of configuring object parametrization in a graphic composition.
Mix In	sets the object layer mixing parameters, when appearing.
Mix Out	sets the object layer mixing parameters, when disappearing

Transitions (Wipes)

[Mixing the object layer](#) when appearing/disappearing.

Object Animation

[Graphic objects animation](#) by key frames.

Clipping

Work with a [clipping rectangle](#).

Parametrization

[Object parametrization](#)

Graphics Actions

- [Example of Using Graphics Actions](#)
- [Skylark Graphic API Commands](#)

Examples

- [Configuring “Now Playing” Captions](#)
- [Configuring “Coming up Next” Captions](#)



- [Squeezeback Effect](#)
- [Blur Effect](#)
- [Accelerating Final Captions \(Video Position Mapping\)](#)
- [Creating Circle Progress Bar \(Video Position Mapping\)](#)

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