

InfoCaster[™]



Harris[®] InfoCaster[™] User Guide

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Introduction

Welcome to InfoCaster!

Inscriber® InfoCaster™ is an exciting out-of-the box communications solution that produces powerful attractive multi-zone broadcast-quality page layouts for immediate display on video monitors to capture and inform your audience.

Start InfoCaster To start InfoCaster, double-click on the InfoCaster icon on your computer desktop.



Program Monitoring Feature

Included with InfoCaster is a program-monitoring feature that automatically restarts InfoCaster after a system interruption, such as a program closing or the computer rebooting. The monitor icon is displayed on the task bar at the bottom-right corner of your computer screen.

InfoCaster Monitor



For the most efficient operation, you should keep the program monitor turned on. If there is a system interruption, the monitor automatically logs in (if required), restarts InfoCaster, and starts the last layout that was playing.

However, under some conditions, such as for software installations, you might want to turn the program monitor off so the automatic function does not interfere with other activities.

Exit InfoCaster To exit InfoCaster, use one of these methods.

- Select File > Exit.
If InfoCaster automatically restarts, the program monitoring feature is on. Use the next method to exit InfoCaster.
- Right-click on the monitor icon and select Shut Down InfoCaster. For details on the monitor icon, see “Program Monitoring Feature” on page 2.



Restart InfoCaster

To start InfoCaster with the program monitoring feature on, right-click on the monitor icon and select Start InfoCaster.

To start InfoCaster with the program monitoring feature off, double-click on the InfoCaster icon on your computer desktop.



To set InfoCaster to always load your last opened project when you open InfoCaster, see “Load Last InfoCast on Startup” on page 229.

InfoCaster Workspace

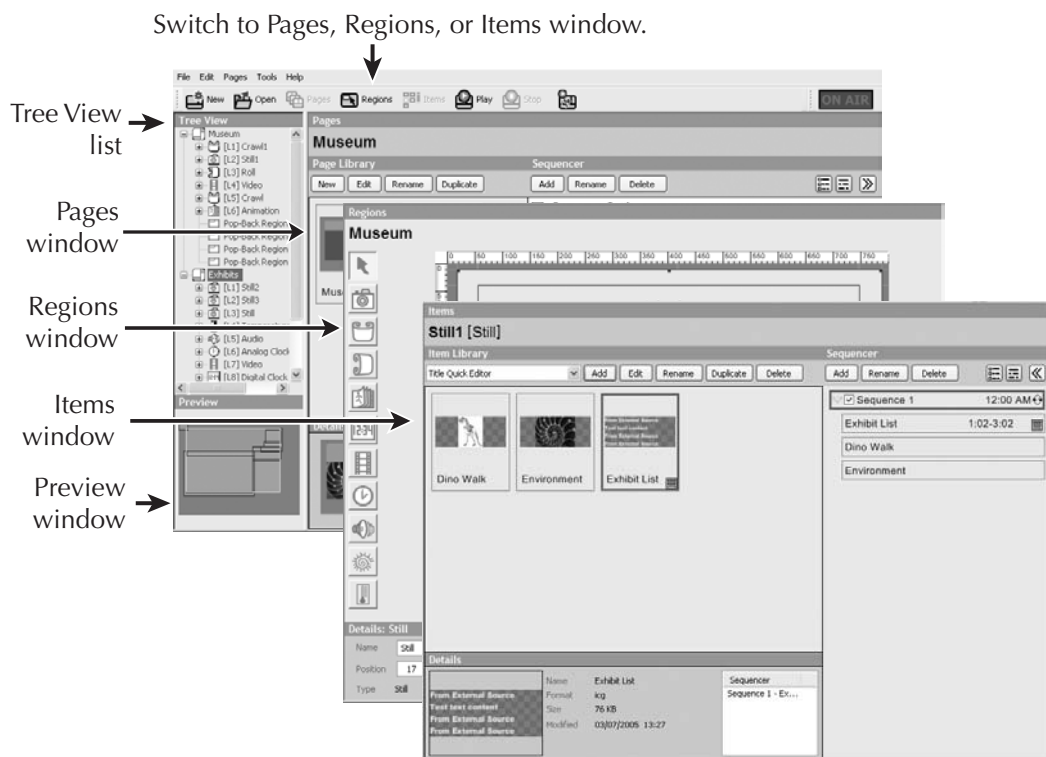
The InfoCaster workspace consists of the Pages window, the Regions window, the Items window, and the Tree View list. Click on the Pages, Regions, or Items button on the main toolbar at the top of the screen to switch windows.

Use the Pages window to add and schedule your InfoCast page layouts.

Use the Regions window to draw regions on your InfoCast page. Use the Items window to add and schedule content in your regions.

The Tree View list is always available on the left side of the screen and displays all of the pages available in the project, as well as the regions, region items and region sequences. Select a page, region, or item by double-clicking on it in the Tree View list or in the appropriate (Pages, Regions, or Items) window.

You can also select a region in the Preview window below the Tree View list.



Purchase Options

InfoCaster is suitable for single installations, large scale networks, and everything in between. InfoCaster offers the following additional options that you can purchase to meet your needs.

- The Inca Ports option enables you to create a region in which you can display layers of data created in your RTX application. The Inca Ports option is also sometimes referred to as the RTXports option.
- InfoCaster Player licences enable you to display your InfoCasts at additional sites.
- InfoCaster Network Manager enable you to manage multiple InfoCaster systems and effectively target localized audiences.

About This Document

This document introduces you to all the major features and tasks available in InfoCaster. It is designed to get you up and running as quickly as possible. You can also select Help > Help in InfoCaster to refer to the online help for further information.

To display the name of buttons and tools, hold the mouse cursor over the item on the screen. If you don't see any text come up, select Help > ToolTips to activate ToolTips.

This document assumes knowledge of Windows-based computers. For instructions on how to use basic Windows features, please refer to the Microsoft web site or to documentation that came with your computer.

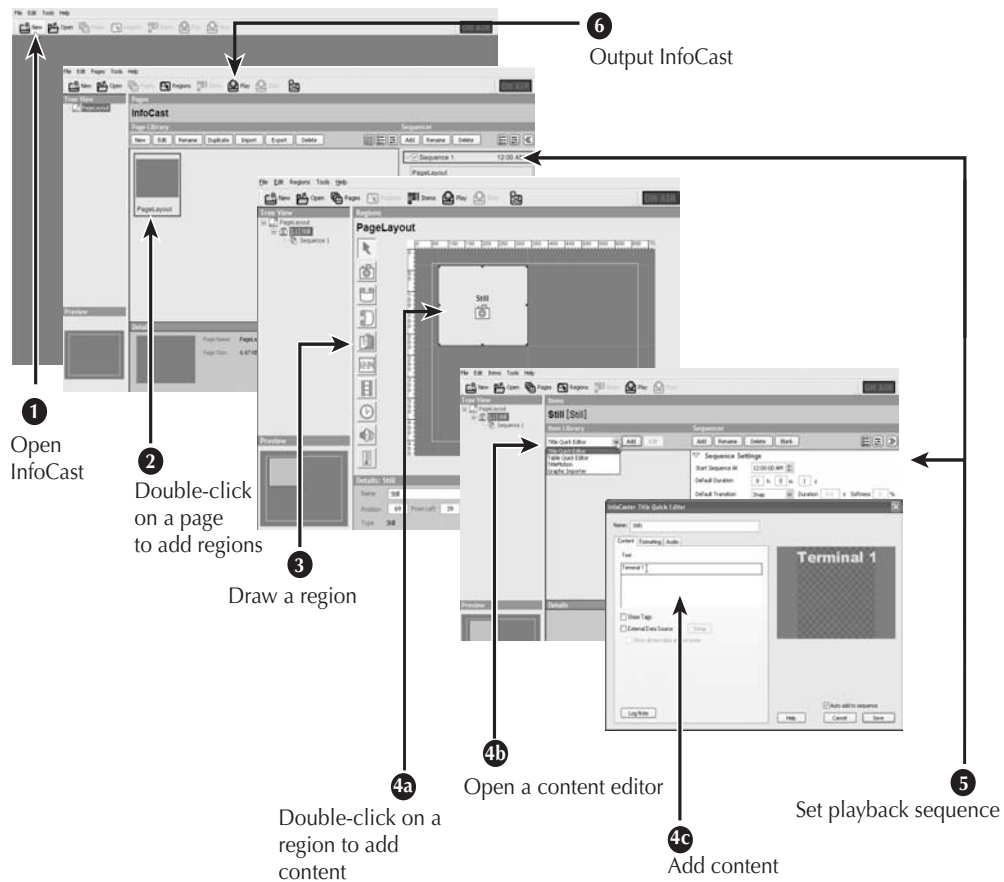
Open an InfoCast

Open InfoCast Overview

The first step for creating digital signage layouts for video display is to open a new or existing InfoCast. An InfoCast is the project file that contains all the pages that you can output in a project.

Only one InfoCast is aired at any given time on an output player. An InfoCast contains pages. Pages contain regions. Regions contain region items.

This chapter also explains how to save and delete your InfoCasts.



Open New or Existing InfoCast

You can start a new InfoCast or open an existing InfoCast from your hard drive, CD, or another location. InfoCaster saves all changes immediately to the default location as you work, so your project is always up-to-date.

Open New InfoCast

- 1 Click on the New button on the toolbar, or select File > New.



- 2 In the New InfoCast dialog box, name your InfoCast, then click OK. The InfoCast opens in the Pages window.



Always Open Last InfoCast

To set InfoCaster to load the last project that was opened every time you start InfoCaster, select Edit > Preferences and check the Load Last Page Layout on Startup checkbox on the General tab in the Preferences dialog box. See “Load Last InfoCast on Startup” on page 229.

Open on Hard Drive

To open an existing InfoCast on your computer’s hard drive:

- 1 Click on the Open button on the main toolbar, or select File > Open.
- 2 In the Open dialog box, select the InfoCast project from the InfoCasts folder on your hard drive, located at C:\InfoCasts by default.

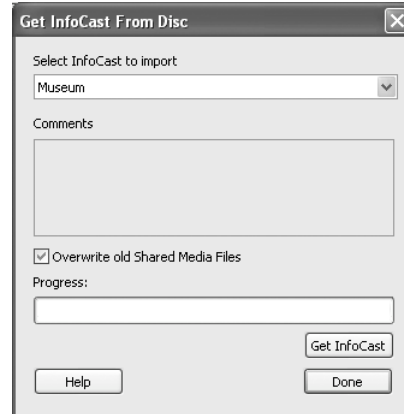
The InfoCast opens in the Pages window.

To check or change the default location of the InfoCasts folder, see “Store InfoCasts In” on page 229.

Open on CD

To open an InfoCast that was saved to CD:

- 1 Select the Get from CD option using one of the following methods.
 - If an InfoCast is already open, select File > InfoCaster CD > Get from CD.
 - If an InfoCast is not already open, select File > Get InfoCast from CD.
- 2 Insert the CD into your CD ROM drive as prompted.
- 3 In the Get InfoCast From Disc dialog box, select an InfoCast from the list, then click the Get InfoCast button. Click Done to close the dialog box.

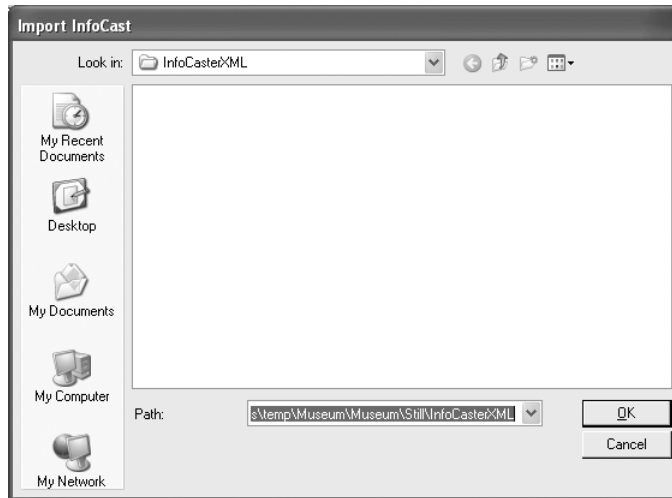


The InfoCast opens in the Pages window.

Import InfoCast

You can import InfoCasts that were exported with the File > Export option. The Export option exports an entire project, leaving all referenced file paths intact.

- 1 Select File > Import.
- 2 In the Import InfoCast dialog box, go to the project folder that you want to import, and double-click on the folder.



- 3 Click OK to import the InfoCast.
The InfoCast copies to your InfoCasts folder, located at C:\InfoCasts by default.
- 4 If an InfoCast is already open, click on the Open button on the main toolbar and select the imported InfoCast from the list that comes up.
If an InfoCast is not already open, the InfoCast you selected automatically opens in InfoCaster.

The InfoCast opens in the Pages window.

Note: You can also import individual pages. See "Import Page" on page 18.

Save InfoCast

InfoCaster automatically saves your work to a default location. You can change the default location. You can also save an InfoCast to a different location on your hard drive or on a CD, and copy an InfoCast without breaking the file paths that are referenced in the InfoCast.

Auto Save

InfoCaster saves all changes immediately to the default location, C:\InfoCasts, as you work, so your project is always up-to-date. You never have to save your InfoCast as you go. Even if something happens to your system, like a power outage, your projects load with your latest changes intact.

All InfoCast projects are saved in the format C:\InfoCasts*(InfoCast name folder)*\(*page name folder*).

To check or change the default location of the InfoCasts folder, see “Store InfoCasts In” on page 229.

Save Copy

To save a copy of your InfoCast to the same location:

- 1 Select File > Save As.
- 2 In the Save As dialog box, enter a new name for the InfoCast and click Save.

InfoCaster saves the selected page to your default InfoCasts folder.

Note: Copying and pasting an InfoCast to a new location can break file paths that are referenced by the InfoCast.

Rename

To save the InfoCast with a different name, select File > Rename, then enter the new InfoCast name as prompted.

Save (Export) to New Location

To save your project to a different location on your computer without breaking any file paths referenced by the InfoCast, use the export option.

Note: Copying and pasting an InfoCast to a new location can break file paths that are referenced by the InfoCast.

- 1 Select File > Export.
- 2 In the Export dialog box, select a new location for the project and click OK.

Use the import option (File > Import) to open exported projects.

Save to CD

To burn an InfoCast project to CD, you must have a properly configured CD ROM burner (CD Read-Write drive) connected to your system.

- 1 Insert a formatted, recordable CD ROM disk into your CD Read-Write drive.
- 2 In InfoCaster, select File > InfoCaster CD > Save To CD.
- 3 In the Save InfoCast To Disc dialog box, enter a name for the CD ROM in the Please Name This Disc field.
- 4 Set your options as follows.

To add notes about the project to the InfoCast file, enter them in the Comments field. The comments appear when you import the project from the CD ROM.

To automatically load the project to the InfoCasts folder (C:\InfoCasts) when you import the InfoCast from the CD ROM, check the Enable Auto Load checkbox.

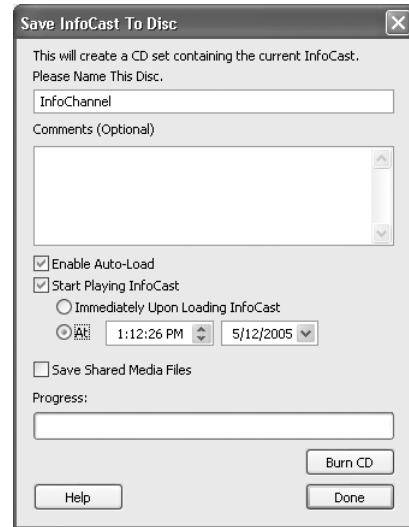
To set a playback start time for the page, check the Start Playing InfoCast checkbox, then choose one of the following options which apply after the page is imported from the CD ROM.

- To start playback as soon as the InfoCast is copied to the InfoCasts folder, choose Immediately Upon Loading InfoCast.
- To set the playback time for the project, choose the At option and enter a start time and date.

If you do not want to set the playback start time, clear the Start Playing InfoCast checkbox.

To put the InfoCast file in a central location for shared referencing, check the Save Shared Media Files checkbox. See "Store Shared Media Files In" on page 230 for details.

- 5 Click the Burn CD button to copy the InfoCast to the CD. The Progress bar displays the level of completion state.
- 6 When the burn is completed, click Done to close the dialog box.



Close or Delete InfoCast

You can close or delete an InfoCast.

Close InfoCast

To close an InfoCast project in InfoCaster, select File > Close.

The active InfoCast project closes, leaving the InfoCaster workspace blank.

Delete InfoCast

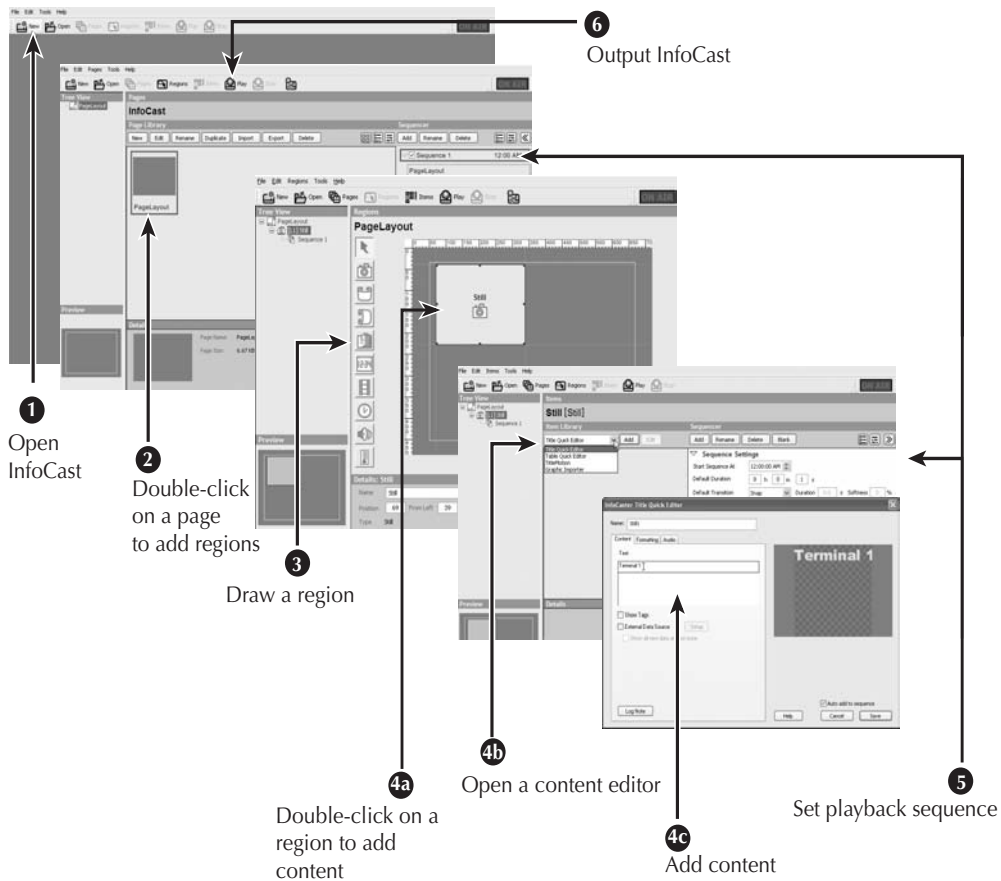
To permanently delete an InfoCast project:

- 1 Select File > Delete.
- 2 In the Delete InfoCast Layout dialog box, select the InfoCast project from the list.
- 3 Click the Delete button. The InfoCast is deleted from the InfoCasts folder, located at C:\InfoCasts by default.
- 4 Close the dialog box.

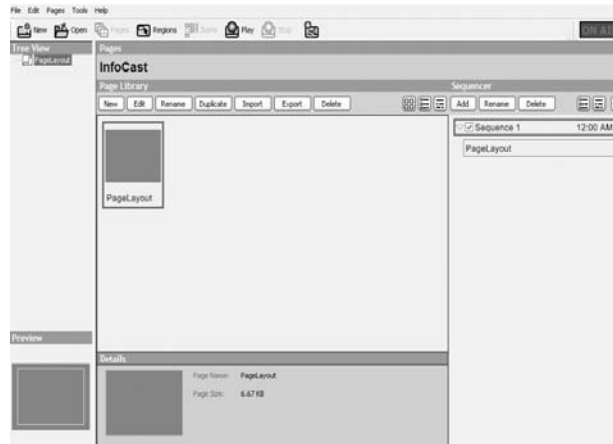
Add Pages to InfoCast

Add Pages Overview

After you open an InfoCast, you add pages to it. Every InfoCast project consists of one or more pages. A page is the layout of the full screen digital signage image that displays on the output screen. Page layouts consist of regions and scheduling information. Pages open in the Regions window, as explained in "Open Page in Regions Window" on page 24.



All the pages that exist in the InfoCast are displayed in the Pages window. You work with pages in the Pages window. When you open an InfoCast, you are automatically switched to the Pages window.



All page layouts are saved in C:\InfoCasts. To change the default folder location, see “Store InfoCasts In” on page 229.

Workflow

By default, a blank page is added to a new InfoCast. To add another page to an InfoCast:

- 1 Switch to the Pages window.
To do this, click on the Pages button on the main toolbar. See “Switch to Pages Window” on page 16.
- 2 Add a new page, copy a page, or import a page.
To do this, click on the New, Duplicate, or Import button on the Pages window toolbar. See “Add, Copy, or Import Page” on page 18.

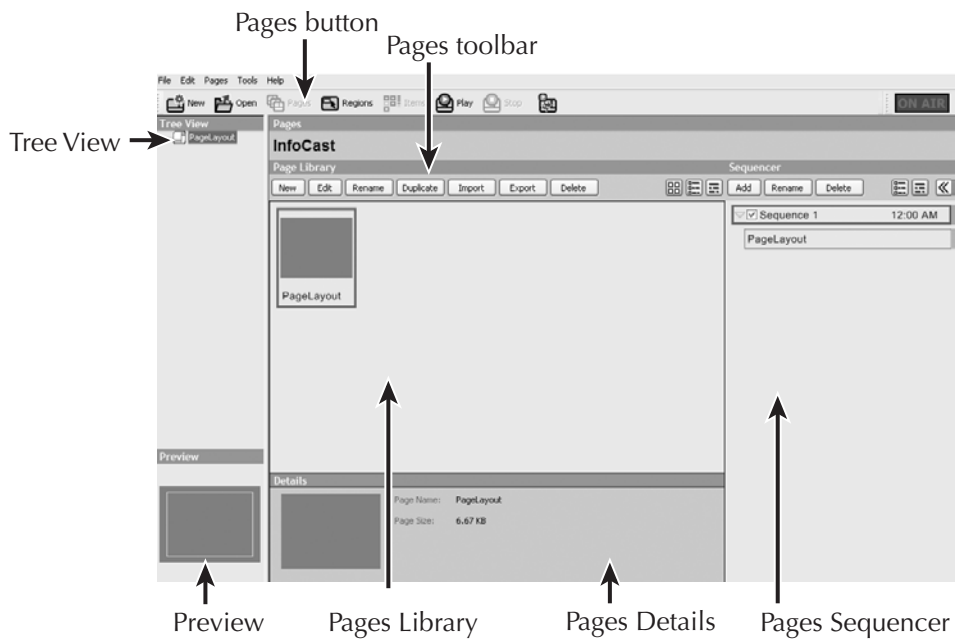
Switch to Pages Window

To switch to the Pages window, use one of these methods.

- Open a new or existing InfoCast. When you open an InfoCast, you are automatically switched to the Pages window.
- Click on the Pages button on the main toolbar.
- Select Tools > Pages.
- Double-click on a page in the Tree View list.

All the pages in the selected InfoCast are displayed in the Page Library.

The Pages window contains a toolbar, Library, Details panel, and Sequencer. The Pages window area changes into the Regions window or the Items window depending on what level of content you are working on. The Tree View list is always available to select pages, regions, region sequences, and region items.



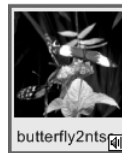
Change Page Display

To save space in the Pages window, you can change the size of the pages displayed in the Page Library and in the Pages Sequence list.

Change Display of Page Library

To change the size of the page display in the Page Library, select Pages > Show Page Library As, then select one of the following options.

Large Thumbnails



Small Thumbnails



Text Only



Change Display of Page Sequencer

To change the size of the page display in the Pages Sequence list, see “Change Sequence Display” on page 209.

Add, Copy, or Import Page

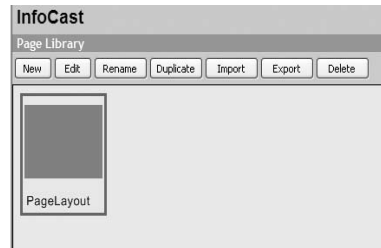
You can add as many pages (layouts) as you want to an InfoCast. You can add a new page, make a copy of a page, or import a page. Each page displays in the Page Library section of the Pages window.

Add New Page

By default, a blank page is automatically added to a new InfoCast.

To add another new page to an InfoCast:

- 1 Click on the New button on the Pages window toolbar. Alternately, you can right-click in the Page Library, then select New Page from the menu. You can also select Pages > Add Page.
- 2 In the New Page Layout dialog box, name the new layout.



Duplicate Page

To add a copy of an existing page to your InfoCast:

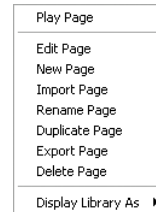
- 1 Select the page in the Page Library.
- 2 Click on the Duplicate button on the Pages window toolbar. Alternately, you can select Pages > Duplicate Page.

A copy of the page is added to the Page Library.

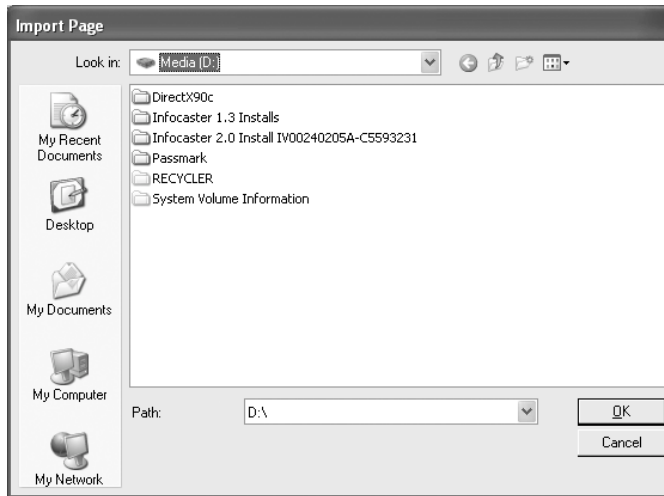
Import Page

You can import pages that were exported with the Export Page command, as explained in "Export Page" on page 19.

- 1 Right-click on a blank space in the Page Library, then select Import Page from the menu. Alternately, you can select Pages > Import Page.



- 2 In the Import Page dialog box, double-click on the folder that is named after the page you want to import, then click OK.

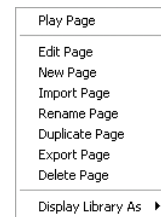


Export Page

To save your page to a new location on your computer without breaking any file paths referenced by the page, export the page.

Note: Copying and pasting a page to a new location can break referenced file paths.

- 1 In the Pages window, right-click on the page you want to export and select Export Page from the menu. Alternately, you can select Pages > Export Page.
- 2 In the Export Page To dialog box, select a new location for the page and click OK.



To open exported pages, import the page. See “Import Page” on page 18.

Edit Page (Layout)

To edit a page’s layout, use one of these methods.

- Click on the Edit button the Pages toolbar.
- Right-click on a page in the Pages window, then select Edit Page from the menu.
- Select Pages > Edit Regions.

The page opens in the Regions window where you can select any region and edit its content. See “Open Page in Regions Window” on page 24 for details.

Rename Page

- 1 Select the page in the Pages window, then click the Rename button in the Pages toolbar. You can also right-click on the page, then select Rename Page from the menu.
- 2 In the Rename Page dialog box, enter a new name for the page, then click OK.

InfoCaster changes the page name in the following places.

- On the page layout in the Pages window, both in the Page Library and in the Page sequence list.
- On the page title displayed in the Tree View list.
- On the page layout folder, located in your InfoCast project folder (C:\InfoCasts\project folder\page folder).

Delete Page

To permanently delete a page from your InfoCast, right-click on the page in the Pages window, then select Delete Page from the menu. Alternately, you can select Pages > Delete Page in Library.

To delete a page from your InfoCast sequence, see “Delete Pages from the Sequence” on page 197.

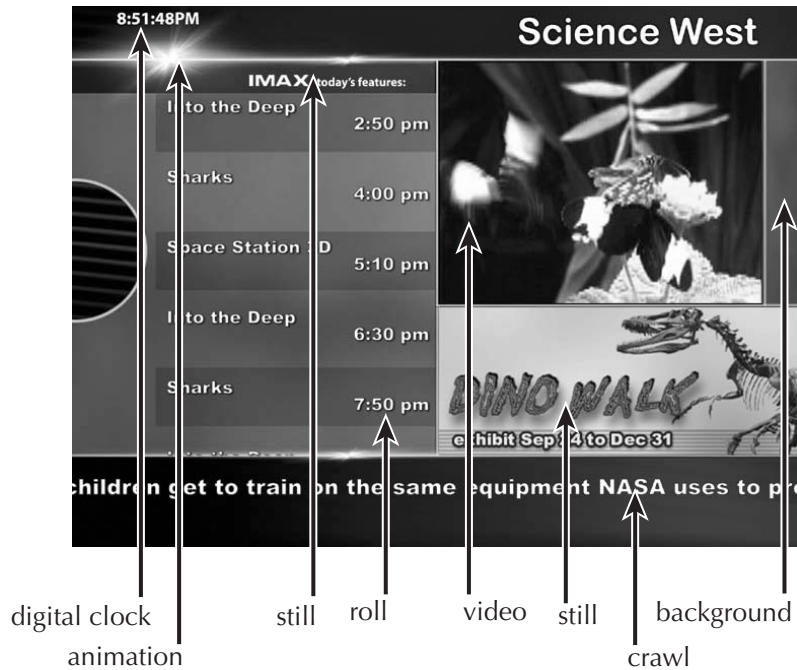
Add Regions to Page

Add Regions Overview

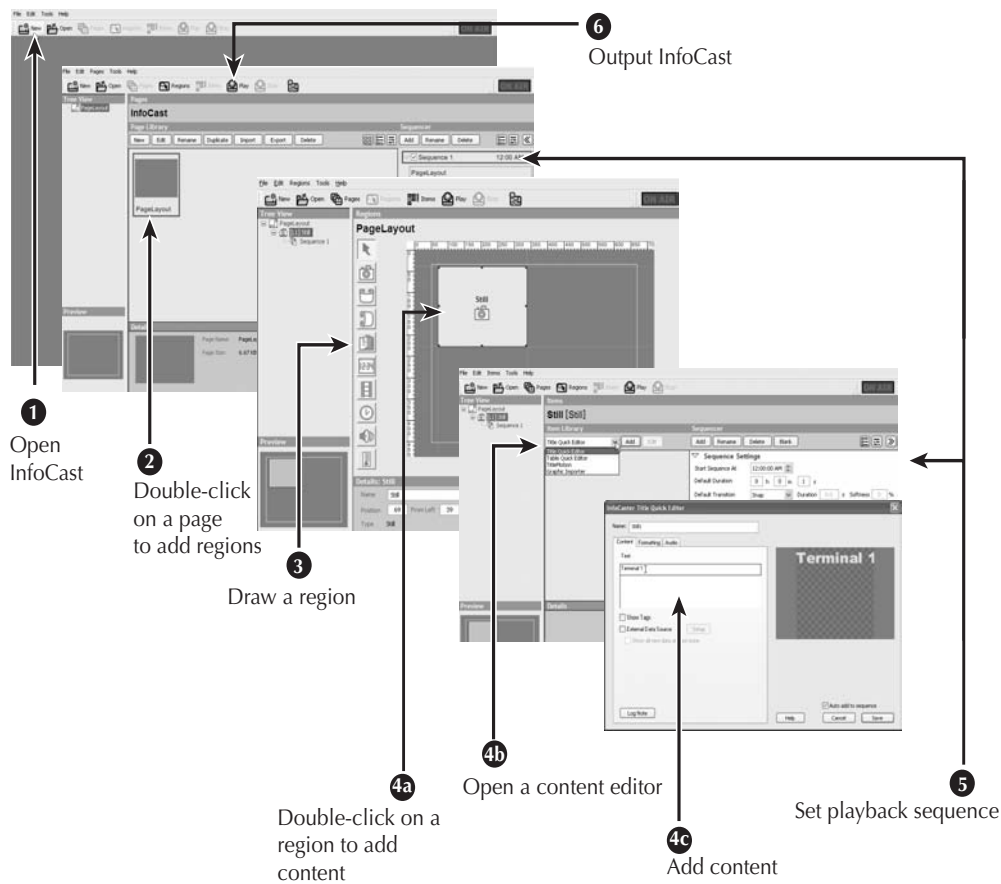
After you have opened an InfoCast and selected a page, add regions to the page. Regions are playback zones or containers on your page layouts into which you place the content (region items) that you want to output. You can add many region items in each region to output at different times.

You can create 10 types of regions in your InfoCasts. Then, open each region to add content. Each region opens in the Items window, as explained in “Open Region in Items Window” on page 42.

- Still regions play static text or graphics, such as titles or logos.
- Crawl regions play text and graphics that move horizontally across the region.
- Roll regions play text and graphics that scroll up or down the region.
- Animation regions play animated text and graphics.
- Digital Clock regions play a real-time digital clock or digital timer.
- Video regions play video clips or live video.



- Analog Clock regions play an imported graphical clock.
- Audio regions play audio independent of other region items.
- With the Inca Ports option, you can air data created in your RTX application. See “Purchase Options” on page 4.
- Temperature regions display a temperature reading from a temperature probe connected to your system.
- You can create a pop-back region and use it to expand or shrink region items during output. See “Draw a Pop-Back Region” on page 32.
- You can create a background that fills up any part of your screen using any of the regions types. See “Draw a Background” on page 32.



Workflow

- 1 Select the page, then switch to the Regions window.
To do this, you can double-click on the page in the Pages window or Tree View list. See “Open Page in Regions Window” on page 24.
- 2 Draw regions on the page.
To do this, select a region tool then click and drag the mouse cursor across the workspace. See “Draw Regions On the Page” on page 26.
- 3 Adjust region settings as needed. See “Adjust Region Settings” on page 35.

Open Page in Regions Window

To add regions to a page layout, select the page and switch to the Regions window.

Select a Page

To select a page, click on the page in the Page Library or in the Tree View list. Double-click to open the page in the Regions window.

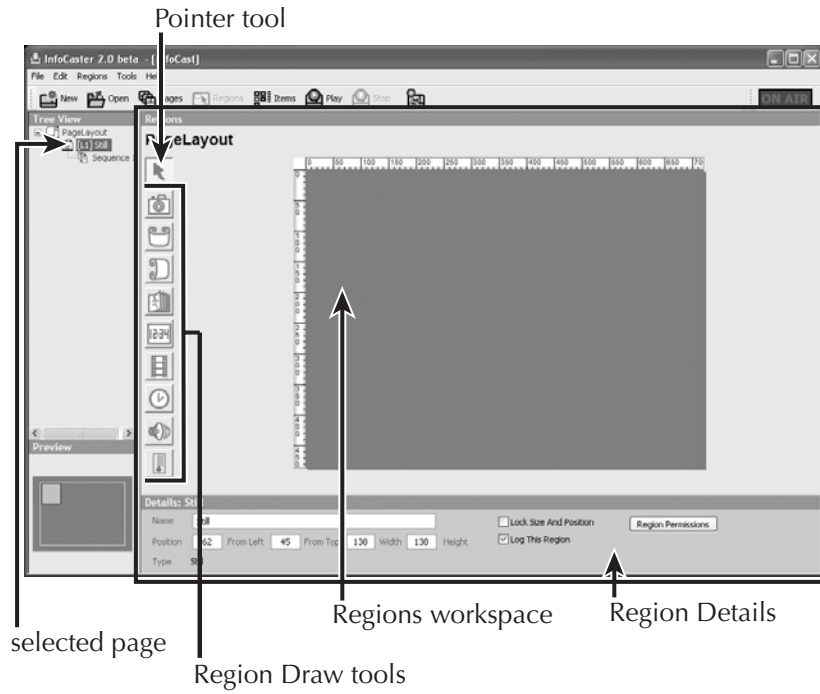
Switch to Regions Window

With the page selected in the Pages window, switch to the Regions window.

- Double-click on the page in the Page Library or in the Tree View list.
- Click on the Regions button on the main toolbar.
- Click on the Edit button the Pages toolbar.
- Select Tools > Regions.
- Select Pages > Edit Regions.
- Right-click on a page in the Pages window, then select Edit Page from the menu.



The page opens in the Regions window, which contains the Region draw tools, the Regions page layout workspace, and a region Details panel.



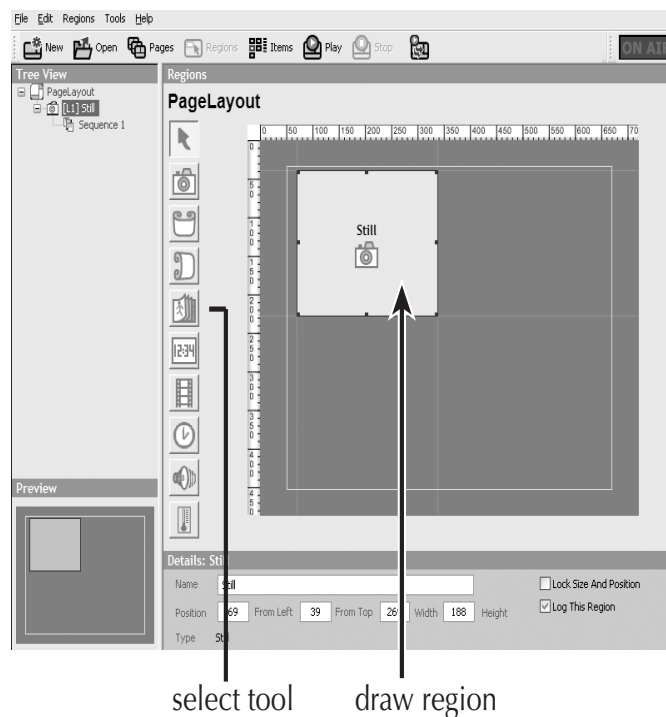
Draw Regions On the Page

After you selected a page and switched to the Regions window, draw regions on the page layout. You can display the safe title area and grid lines on your workspace to help you position your regions.

Workflow

To draw regions on a page:

- 1 Select a region tool in the Regions window. See “Select a Region Tool” on page 28.
- 2 Click in the workspace, then drag the mouse cursor across the workspace to draw the region. See “Draw Regions” on page 31..



Display Safe Title Area

When creating layouts, it's a good idea to keep your items within the safe title area, to avoid having items cut off on certain monitors. The safe title area marks a safe area for displaying items on most output screens. The default safe title area is set at 86% of the layout window.

To display the safe title area:

- 1 Use the Pointer tool in the Regions tools list to click on an area in your Regions workspace that is not occupied by a region item. Alternately, you can select Regions > Show Safe Title Area.
- 2 In the Page Details panel below the workspace, check the Show Safe Title Area checkbox to mark the layout window with a green boundary.

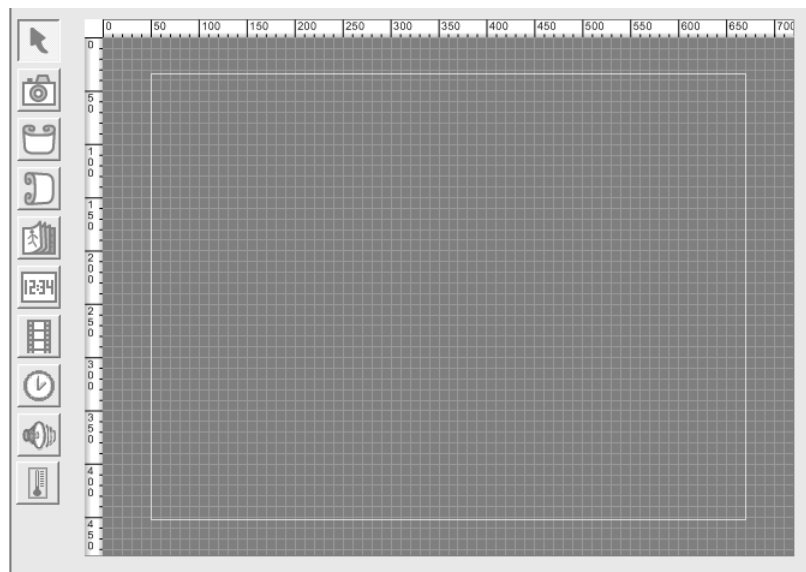
Note: If a region is selected, the safe title options are not displayed.



- 3 To change the safe title area boundary, use one of these methods.
 - Click on the Default button to set the safe title area back to 86% of the screen.
 - Click on the Slide Bar radio button to enable the slide bar. Use the Slide Bar or Percent field to set the safe title area as a percentage of the screen.
 - Click on the radio button next to the Left field to enable these fields. Enter values in the Left, Right, Top, or Bottom fields to set the boundary a certain number of pixels from the left, right, top, and bottom of the screen.

Display Grid Lines on Regions Window

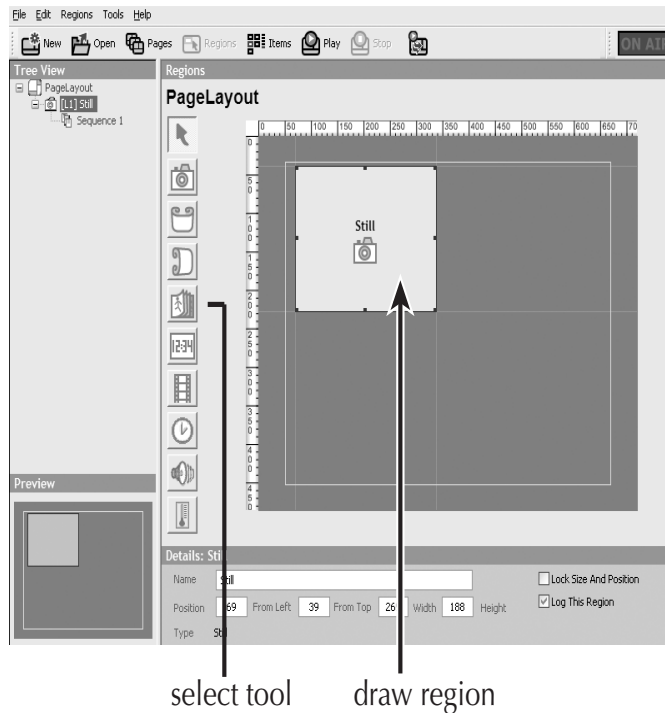
To display grid lines on the Regions window to help you draw and line up your regions, select Regions > Show Grid Lines.



Select a Region Tool

In the Regions window, select the region tool that corresponds to the type of content you want to add, using one of these methods.

- Select a tool on the left side of the screen. You can also select the Pop-Back Region tool from the Regions window menu, as explained in “Pop-Back Region Tool” on page 30..
- Select Regions > Add Region, then select the region tool from the second command list.



Note: To see the name of buttons and tools on the screen, hold the mouse cursor over the item. If you don't see text appear, select Help > ToolTips to activate ToolTips.



Pointer Tool

The pointer tool is automatically selected when you click on a region. Use it to select, size, and move the region, or to change region details.



Still Region Tool

Draw a still region when you want to play non-moving text and/or graphics, such as titles or logos, in a region. The text can be text that you type in or text from an external data source. You can create as many lines of text as you want and are able to display at a time in the selected region. You can connect each line to a different data source. See “Add Still Items” on page 55.



Crawl Region Tool

Draw a crawl region when you want to display text and graphics that move horizontally across the region. The text can be text that you type in or text from an external data source. You can display up to 3 pre-determined characters (space, period, comma, hyphen, or ellipsis) and/or a graphic image, animation, or video clip before each text entry. You can format the background color. See “Add Crawl Items” on page 79.



Roll Region Tool

Draw a roll region when you want to display text and graphics that move up or down the region. The text can be text that you type in or text from an external data source. You can format the background color. See “Add Roll Items” on page 83.



Animation Region Tool

Draw an animation region when you want to play animated text and graphics in a region. You can import animations. You can also create a layout of text and graphics and then animate it. The text can be text that you type in or text from an external data source. See “Add Animation Items” on page 89.



Digital Clock Region Tool

Draw a digital clock region when you want to play a real-time digital clock that displays local or offset time, or a timer that counts up or down. Display a date or text before and/or after the clock, or on its own without the clock. See “Add Digital Clocks” on page 97.



Video Region Tool

Draw a Video region when you want to play video clips or live video in the region. You can expand or shrink the video, or any other region item, as explained in “Set Triggers” on page 210. See “Add Video Items” on page 105.



Analog Clock Region Tool

Draw an analog clock region when you want to play an imported real-time analog clock in a region. InfoCaster provides a selection of analog clock files that you can use. InfoCaster also provides an analog clock building utility. See “Add Analog Clocks” on page 119.



Audio Region Tool

Draw an audio region when you want to play audio that is independent of other region content. You can draw an audio region anywhere in the layout. Adjust the volume, add a delay, and select a frequency (Play Once or Loop). See “Add Audio Items” on page 125.



Inca Ports Region Tool

Draw an Inca Port region when you want to display layers of data created in your RTX application.



Temperature Probe Region Tool

Draw a temperature probe region when you have a temperature probe connected to your system and want to display its current temperature reading in the region. See “Add a Temperature” on page 145.

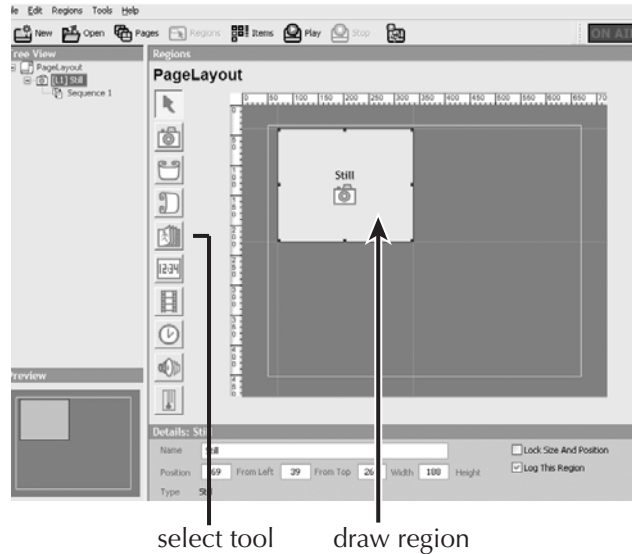


Pop-Back Region Tool

Pop-back regions set the size that a region can expand or contract to when you apply a trigger. Select Regions > Pop-Back Regions in the Regions window. The Pop-Back Region tool becomes available. See “Draw a Pop-Back Region” on page 32 for more information. To use a pop-back region, see “Set Triggers” on page 210.

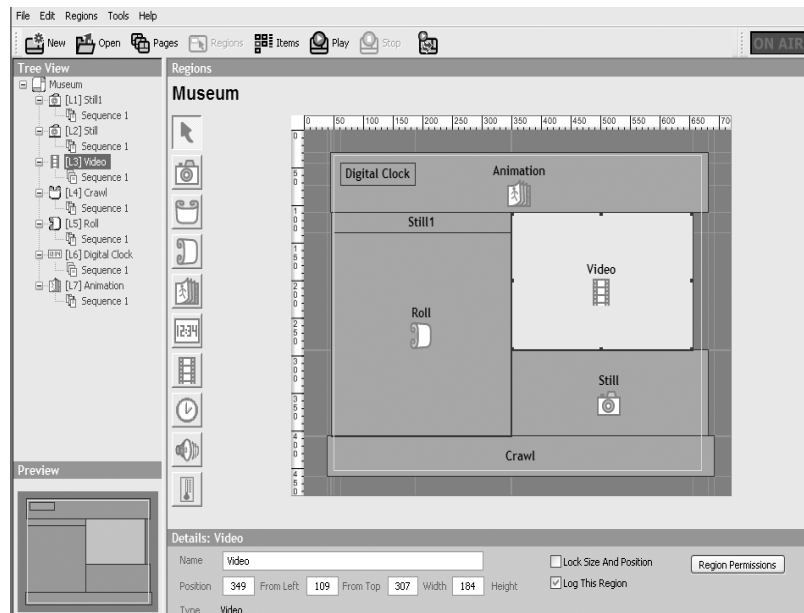
Draw Regions

With the region tool selected, click in the Regions workspace, then drag the mouse cursor across the workspace. The region placeholder is displayed in the workspace.



Repeat these steps until you have drawn all the regions in your page layout. To reposition the region or make any other changes to the region, see

“Adjust Region Settings” on page 35.



Draw a Background

You can create a background using any of the regions types. To create a background:

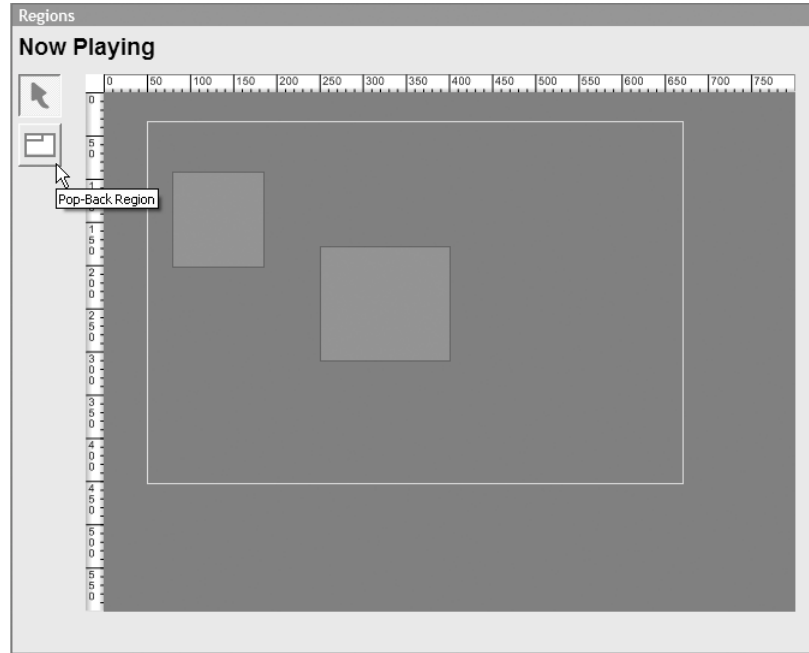
- 1 Draw a region in the layout window that covers the entire area.
- 2 Select **Regions > Arrange Region > Send to Back** to move the region behind all other regions.
- 3 Open a content editor and add content.

Draw a Pop-Back Region

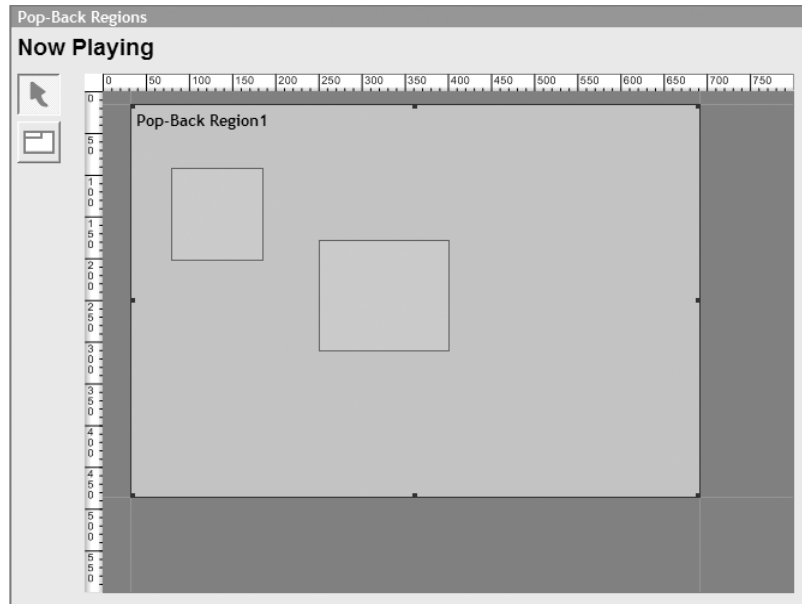
You can expand or shrink any region during output by creating a pop-back region, then setting a trigger. To draw a pop-back region:

- 1 Select **Regions > Pop-Back Regions** in the Regions window.
The Region Tools change to display the Pop-Back Region tool.
Other regions that you have drawn can be seen but cannot be selected.
- 2 Click on the Pop-Back Region tool to select it.

- 3 Click in the Regions workspace and drag the mouse cursor across the workspace to draw your pop-back region.



You can draw as many pop-back regions as you want to use on your InfoCast page. For example, you can draw a full-size region to expand a region to full-size or you can draw a small over-the-shoulder region to shrink a region to that size.



- 4 In the Details panel below the workspace, you can give the region a unique name to make it easier to identify it in a list.

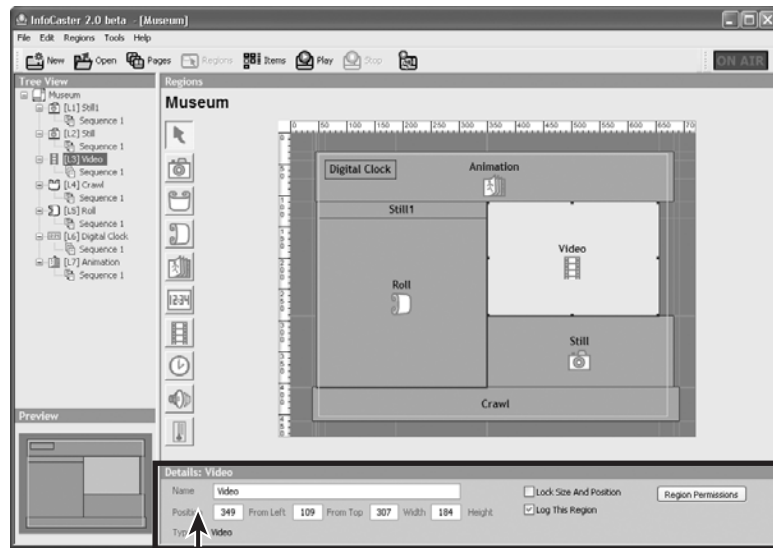
To exit the Pop-Back Regions window and be able to select other regions, select **Regions > Pop-Back Regions** again, to remove the checkmark.

To apply a pop-back region, see "Set Triggers" on page 210.

To add content to your regions, see "Add Items to Regions" on page 39.

Adjust Region Settings

In the Details panel below the Region workspace, you can change settings for the selected region. These options are the same for all the region types.




Details panel

Rename Regions

To give your regions descriptive names, enter a new name for the selected region in the Name field below the Regions workspace. Press ENTER to apply the change. Alternately, you can select Items > Rename Item.


Reposition (Move) Regions

You can change the position of regions on your page layout in two ways.

- Enter values in the From Left or From Top field below the Regions workspace for precise positioning. This places the selected region a certain number of pixels away from the left or top of the layout.
- Drag the region item in the Regions workspace using the Pointer tool. 

Resize Regions

You can change the size of regions on your page layout in two ways.

- Enter pixel values for the selected region in the Width or Height field below the Regions workspace for precise positioning.
- Drag the region's corner or side border in the Regions workspace using the pointer tool. 

Delete Regions

To delete the selected region, use one of these methods.

- Right-click on the region, then select Delete Region from the menu.
- Select Regions > Delete Region.

Lock Region Size & Position

To prevent the selected region from being resized or repositioned, you can lock the region using one of these methods.

- Check the Lock Size and Position checkbox below the Regions workspace.



- Select Regions > Lock Region.

You can still switch to the Items window and edit content when a region is locked.

To unlock a region, remove the checkmark.

Adjust Overlapping Regions

To change the layering order of regions in your page layout, use one of these methods.

- Drag the region up and down in the Tree View list. Drag the region up to move the region in front of other regions, or down to move the region behind other regions.
- Use the options in the Regions > Arrange Region menu.

Designate Player Permissions

If you purchased InfoCaster Player licences for additional sites, click on the Region Permissions button below the Regions workspace. In the Region Permissions dialog box, you can set which regions of the page the sites can modify.

Log Region Playback

To create a log file of all the times a region is aired, check the Log This Region checkbox in the Details panel below the Regions workspace.

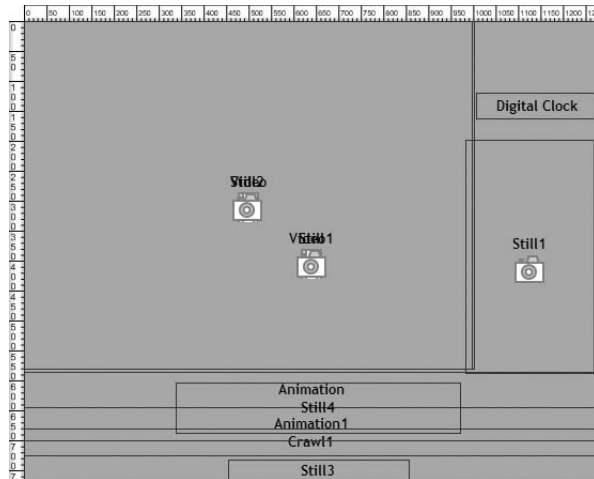
InfoCaster creates a log file that includes the player name, page name, region name, item name, start date, start time, stop date, stop time, and duration. A new log file is created each day, so the playback of an entire day is stored in one log file.

To view a log file, or change default log settings, such as the status of automatic logging, the log file location, or the number of days a log file is kept on your system, see "Log Output" on page 227.

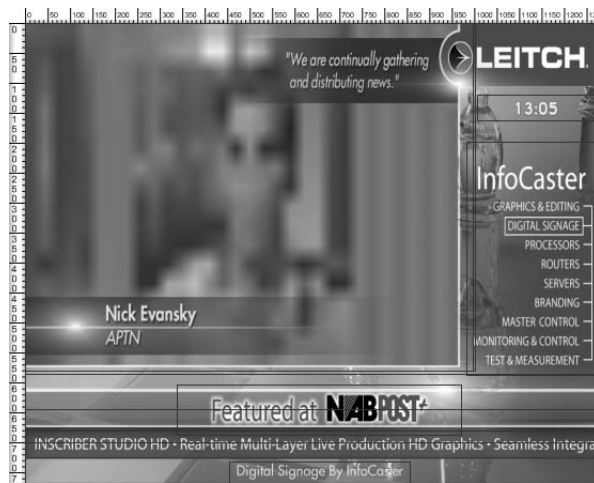
Preview Regions

As you add content to the regions of your page layout, you can view how your layout looks in the Regions window in the following ways.

- Display only the region borders of the page layout. This is the standard view.
To display grid lines or the video safe title area, See "Display Grid Lines on Regions Window" on page 27 or "Display Safe Title Area" on page 26.

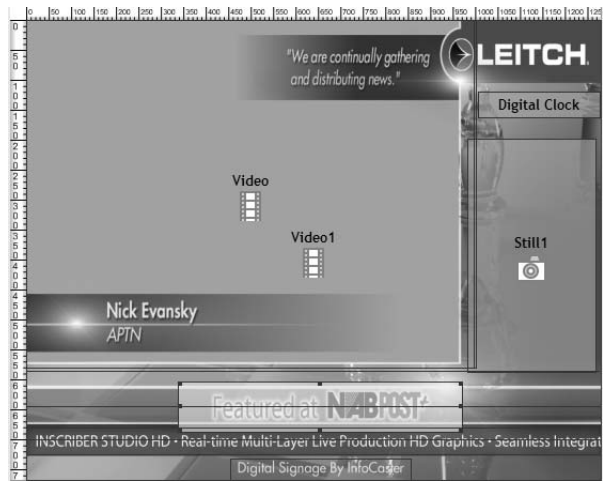


- Display the region borders with a still image representing the content within each region. Select Regions > Preview All Regions.



- Display the region borders with a still image in selected regions only. Select the region, then select Regions > Preview Region.

To remove the still image display from a region, select the region, then deselect Regions > Preview Region.



- Display each region with a still image representing the content but without region borders. Select Regions > Show Page Without Adornments.



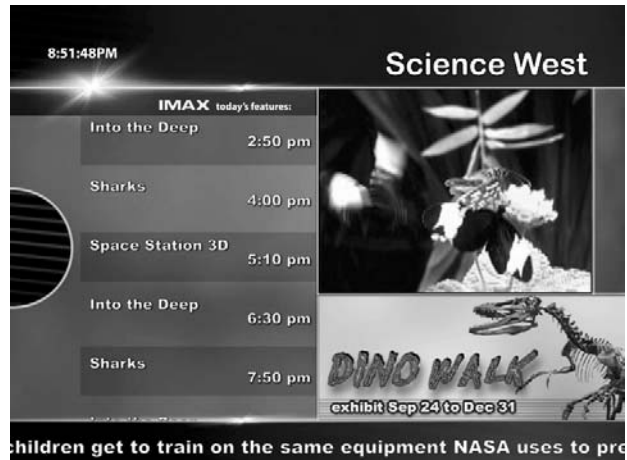
Add Items to Regions

Add Region Items Overview

Once you have drawn regions on a page in your InfoCast, you can add content to your regions.

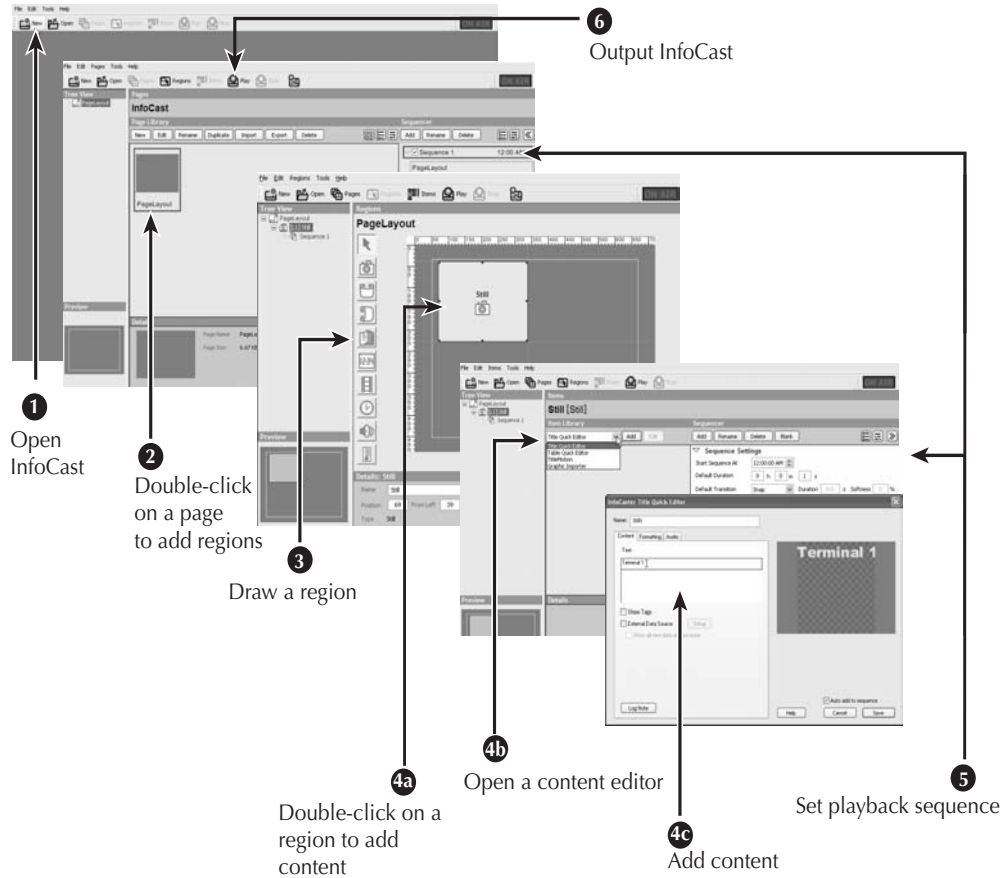
Each region opens in the Items window. A unique set of content editors for each region type becomes available in the Items window. You use the content editors to create region items. You can add multiple items to a region. You can add a blank item to the region to make the region transparent during playback.

When you schedule the playback sequence for the region, you can set when you want each item to air in the region. For example, the video region in our example here plays a butterfly video clip followed by a space video clip.



Workflow

- 1 Open an InfoCast. See “Open an InfoCast” on page 5.
- 2 Add pages to the InfoCast. See “Add Pages to InfoCast” on page 13.
- 3 Add regions to the page. See “Add Regions to Page” on page 21.
- 4 Add content (region items) to each region. See “Open a Content Editor” on page 44.

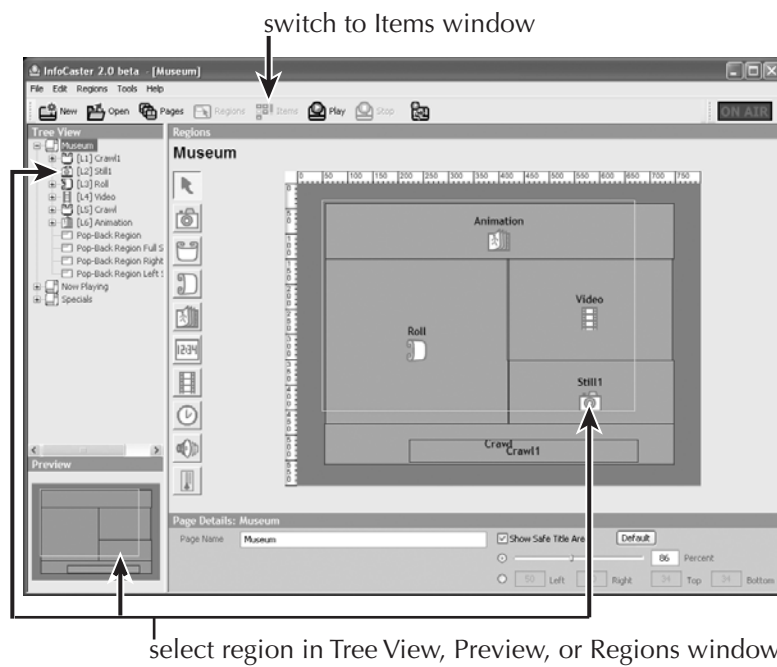


Open Region in Items Window

To add content to your regions, select the region that you want to add region items to, then switch to the Items window.

Select a Region To select a region, use one of these methods.

- Click on the region in the Regions Library.
- Click on a region in the Tree View list.
- Click on a region in the Preview window.



Switch to Items Window

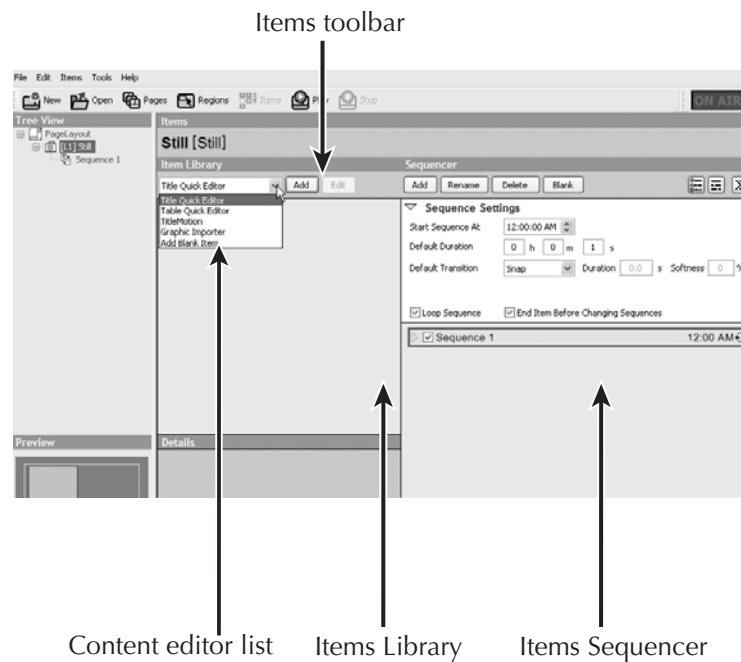
To switch to the Items window, use one of these methods.

- With the region selected, click on the Items button on the main toolbar.
- Select Tools > Items.
- Double-click on the region in the Page Library, in the Tree View list, or in the Preview window.
- Select Regions > Edit Item Sequences to switch to the Items window to schedule the region's playback sequence,

About the Items Window

The selected region opens in the Items window. The Items window contains the following components.

- List of content editors for that region type.
- Toolbar.
- Items Library that displays all the items in the region.
- Sequencer with options and its own toolbar.

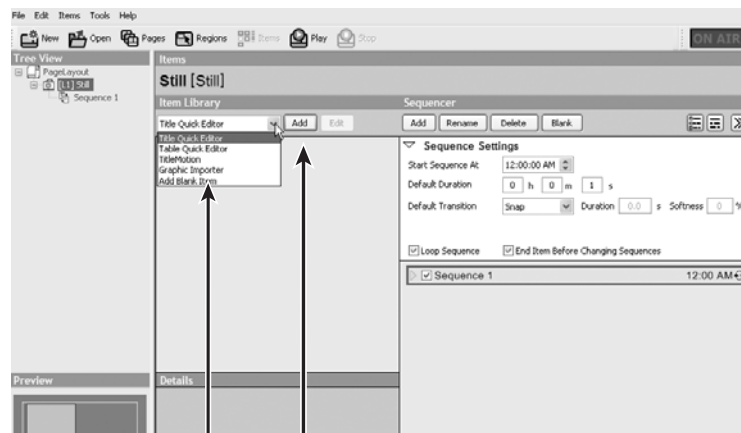


Open a Content Editor

You use a content editor to add and edit region item content. Some region types have more than one content editor. You can add as many items as you want in a region.

To Add Items

- 1 Select a region in your InfoCast page layout, and switch to the Items window. See “Open Region in Items Window” on page 42 for details.
- 2 Select the content editor from the drop-down list in the Items window. Alternately, you can select Items > Add Item, then select the editor from the list.
- 3 Click on the Add button beside the content editor list. The content editor opens. A description of the editors for each region type is provided after the next section below. Also, each of the next 10 chapters documents a region type and all of the content editors that pertain to it.



Select content editor Click Add

About Blank Items

Each editor list contains a Blank Item option. Select Blank Item to create a blank region item. Add the blank region item to your playback sequence to output no content for the set duration without otherwise interrupting your sequence. See “Schedule Playback Sequences” on page 193 for details on sequences.

To Edit Items

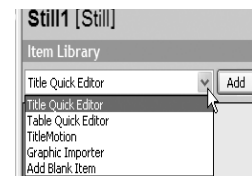
To open a content editor for the purpose of editing a region item, use one of these methods.

- Double-click on the item in the Item Library.
- Click on the item, then click on the Edit button in the Items window toolbar.
- Click on the item, then select Items > Edit Item With, and select the editor from the list.

The editor that was used to create the content opens.

Still Editors

There are four Still region content editors.



Title Quick Editor

Add text to a still region on your layout. The text can be text that you type in or text from an external data source. You can create as many lines of text as you want and are able to display at a time in the selected region. You can connect each line to a different data source. Format the item with a template or with custom settings. Add audio. See "Title Quick Editor" on page 59.

Table Quick Editor

Quickly display information from an external data source during output. Link text lines in Still region items that were created in TitleMotion to columns of external data. See "Table Quick Editor" on page 61.

TitleMotion

Create a layout of text and graphics for your region item. You cannot adjust audio settings in TitleMotion. You can create templates in TitleMotion. The templates created in TitleMotion are available in the Quick Editors. See "TitleMotion" on page 65.

Graphic Importer

Import a still image from a variety of file formats into the selected region. You can set the graphic to fill the entire still region or to maintain the image aspect ratio. Attach audio to graphics using the audio options on the Audio tab. See "Graphic Importer" on page 69.

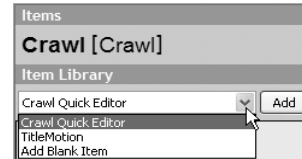
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See "About Blank Items" on page 44.

Crawl Editors

Crawl Quick Editor

Create a simple line of crawling text in your Crawl region. The text can be text that you type in or text from an external data source. Link the text line in Crawl region items that were created in TitleMotion to external data. See "Crawl Quick Editor" on page 81.



TitleMotion

Create a layout of text and graphics for your region item. You cannot adjust audio settings in TitleMotion. You can create templates in TitleMotion. The templates created in TitleMotion are available in the Quick Editors. See "TitleMotion" on page 65.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See "About Blank Items" on page 44.

Roll Editors

Roll Quick Editor

Create rolling text in your Roll region. The text can be text that you type in or text from an external data source. You can format with either a template or custom settings. See "Roll Quick Editor" on page 86.

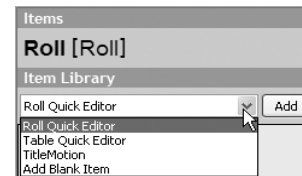


Table Quick Editor

Quickly display information from an external data source during output. You can create as many columns of text as you want and are able to display at a time in the selected region. You can connect each column to a different data source. Link the text line in Roll region items that were created in TitleMotion to columns of external data. See "Table Quick Editor" on page 88.

Animation Editors

TitleMotion

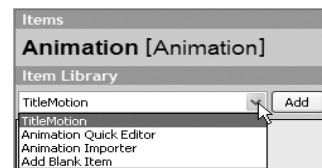
Create a layout of text and graphics for your region item. You cannot adjust audio settings in TitleMotion. You can create templates in TitleMotion. The templates created in TitleMotion are available in the Quick Editors. See “TitleMotion” on page 65.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

TitleMotion

Use TitleMotion’s CG module to create your layout that consists of text and graphics. Then, switch to TitleMotion’s Animation module to add motion to your objects. You can create as many lines of text as you want and are able to display at a time in the selected region. You can connect each line to a different data source in the Animation Quick Editor. See “TitleMotion” on page 65.



Animation Quick Editor

Quickly edit text in animations that you created in TitleMotion. You can connect each line that you created in TitleMotion to a different data source. Set audio options. See “Animation Quick Editor” on page 92.

Animation Importer

Import an animation into the selected region. Attach or adjust audio using the audio options on the Audio tab. See “Animation Importer” on page 94.

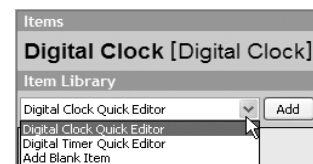
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Digital Clock Editors

Digital Clock Quick Editor

Create real-time clocks displaying local or offset time. The time display is based on your computer clock. See “Digital Clock Quick Editor” on page 100.



Digital Timer Quick Editor

Create a digital timer that counts up or down. Display the day, month, and date. See “Digital Timer Quick Editor” on page 103.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Video Editors

Video Clip Quick Editor

Import a video file into the selected region. See “Video Clip Quick Editor” on page 108.



Live Video Quick Editor

Set the region to display live video. See “Live Video Quick Editor” on page 113.

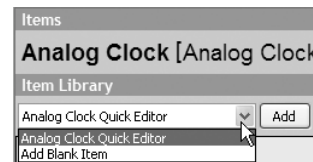
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Analog Clock Editor

Analog Clock Quick Editor

Use the Analog Clock Quick Editor to import an analog clock into your layout. By default, the time displayed by the clock is the local time provided by your computer clock. See “Analog Clock Items Overview” on page 120.



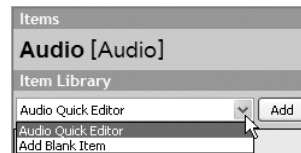
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Audio Editor

Audio Quick Editor

Use the Audio Quick Editor to add audio to the page layout to play when you output the audio region. Adjust the volume, add a delay, and select a frequency (Play Once or Loop). See “Add Audio” on page 75.



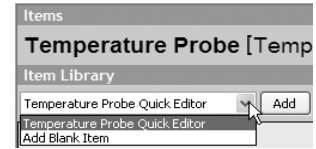
Temperature Probe Editor

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See "About Blank Items" on page 44.

Temperature Probe Quick Editor

If you have a temperature probe connected to your system, use the Temperature Probe Quick Editor to display current temperature readings in your layout. Format the item with custom settings.



Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See "About Blank Items" on page 44.

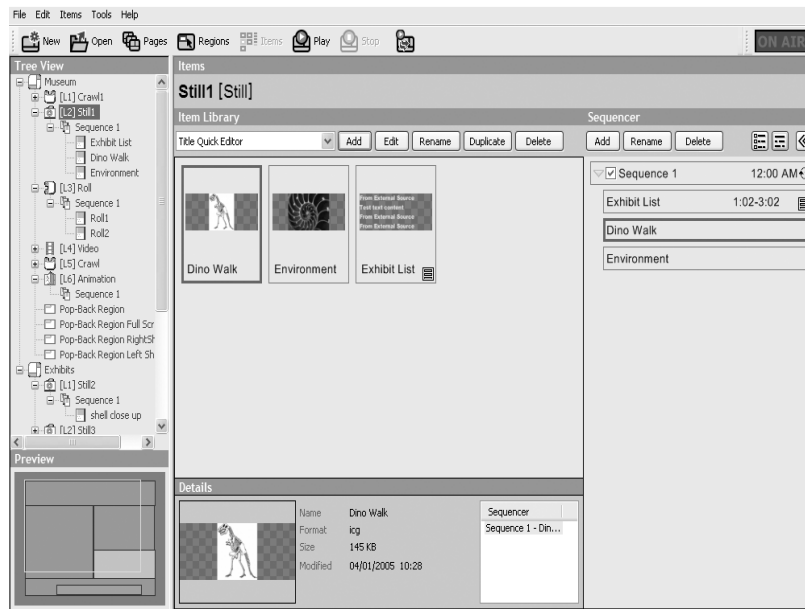
Add Content with the Editor

Use the options on the content editor that you selected to add content to your region, to format the content, and to attach audio to the region item when available.

The next 10 chapters describe the content editors for each region type. Refer to the following 10 chapters for details on using the content editors.

- For Still Regions, see “Add Still Items” on page 55.
- For Crawl Regions, see “Add Crawl Items” on page 79.
- For Roll Regions, see “Add Roll Items” on page 83.
- For Animation Regions, see “Add Animation Items” on page 89.
- For Digital Clock Regions, see “Add Digital Clocks” on page 97.
- For Video Regions, see “Add Video Items” on page 105.
- For Analog Clock Regions, see “Add Analog Clocks” on page 119.
- For Audio Regions, see “Add Audio” on page 75.
- For Inca Port Regions, see “Add Inca Port Content” on page 144
- For Temperature Probe Regions, see “Add a Temperature” on page 145.

Your content (region item) is added to the Item Library.



Automatically Add Items to the Sequence

You can set InfoCaster to automatically add new region items to the end of the currently selected sequence.

Check the Auto Add to Sequence checkbox in the item's content editor.

This is a global setting that applies to all content editors. Selecting the checkbox in one content editor applies the setting to all editors.

Add More Items

To add another item to the same region, select a content editor, then click on the Add button on the toolbar. Add content in the editor that opens.

You can create more region items in the same region when you want the content in that region to change during output. The items can loop during playback. For example, you could add multiple items to a still region displaying movie titles and times. The movie items would loop continuously, displaying one list of movie times followed by the next list of movie times.

About External Data Sources

You can link text lines in still, crawl, roll, and animation region items to the following types of external data sources. For instructions on how to link to an external data source see "Use External Data Sources" on page 152.

- A text (.txt) file on your hard drive.
- An HTTP or FTP page on the internet.
- Text from an XML/RSS source on the internet.
- Text from an ODBC data source.

About Data Tags

Every text line in a Still, Crawl, Roll, or Animation region item that you create in a Quick Editor or TitleMotion editor contains a data tag. A data tag is a name label that InfoCaster uses to link the text line to an external data source.

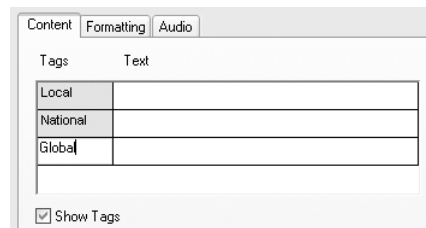
During output, the selected content of the external data source is displayed in the text line. External text displays one entry at a time for stills and animations. You set the item duration and transition using the options in the sequence list, as explained in "Schedule Playback Sequences" on page 193. Rolls and crawls gradually display all the selected entries from the external data source as the item moves across the screen.

A Crawl item contains only one text line or data tag. A Still, Roll, and Animation region item can contain more than one text line, each with its own data tag. Each text line can be linked to a different data source.

View Data Tags

By default, TitleMotion displays the data tags in the workspace.

To display the data tags in a Quick Editor, check the Show Tags checkbox on the Content tab. The tags are displayed to the left of the text fields in the editor.



Data Tag Names

By default, InfoCaster names the data tags as follows.

- The Quick Editors name the data tags Line 1, Line 2, and so on.
- The Table Quick Editor, which is available for stills and rolls, names the cells using the row/column protocol, 1-1, 1-2, 2-1, 2-2, and so on.
- TitleMotion automatically names the data tags in Still and Animation items "Line1", "Line2", and so on, and names data tags in rolls and crawls "1-", and so on. To link text lines in a Still or Animation item created in TitleMotion to more than one column of your external data, the data tag names of your text lines must follow row/column protocol, 1-1, 1-2, 2-1, 2-2, and so on. You cannot edit tag names saved in a template.

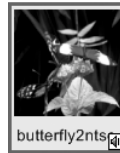
Change Item Display

To save space in the Items window, you can change the size of the items displayed in the Item Library and in the Items Sequence list.

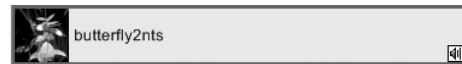
Change Display of Item Library

To change the size of the items displayed in the Item Library, select Items > Show Item Library As, then select one of the following.

Large Thumbnails



Small Thumbnails



Text Only



Change Display of Items Sequencer

To change the size of the items displayed in the Items Sequence list, see “Change Sequence Display” on page 209.

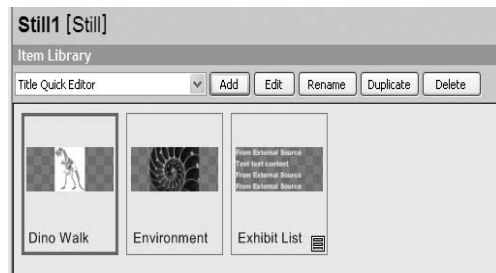
Duplicate Item

To create a copy of the entire item:

- 1 Select the region item in the Item Library.
- 2 Click on the Duplicate button on the Items toolbar. Alternately, you can select Items > Duplicate Item.

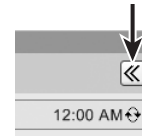
If you can't see the

button, change the size of the Sequence list by clicking on the Brief



Rename Item

- 1 Select the region item in the Item Library.
- 2 Click on the Rename button on the Items toolbar.
If you can't see the button, change the size of the Sequence list by clicking on the Brief View button (double arrows) above the Sequence Settings. See "Change Sequence Display" on page 209 for details.
- 3 In the Rename Item dialog box that opens, rename the item.

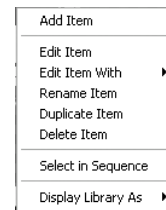


Delete Item

To permanently delete an item from a region, right-click on the region item in the Item Library, then select Delete Item from the menu that comes up.

Alternately, you can select Items > Delete Item in Library.

To delete an item from your region sequence, see "Delete Items from Sequence" on page 204.



Preview Regions Layout

To preview a still image of your region items in a page layout, see "Preview Regions" on page 37.

Add Still Items

Still Items Overview



Still regions play non-moving text and/or graphics, such as titles or logos, in a region. You can enter text or connect each text line to a data source. For instructions on creating and linking to an external data source, see “Use External Data Sources” on page 152.

There are four still region content editors. This chapter contains instructions on how to use them.

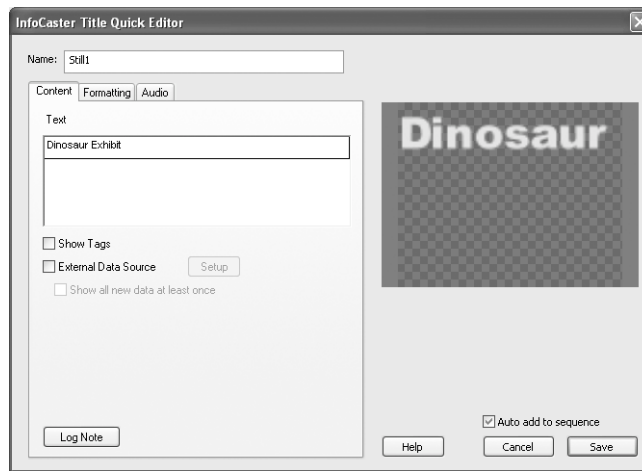
Note that because crawl, roll, and animation regions use similar editors, this chapter refers to them when required.

- Title Quick Editor

Add text to a still region on your layout. The data can be text that you type in or text from one column of an external data source.

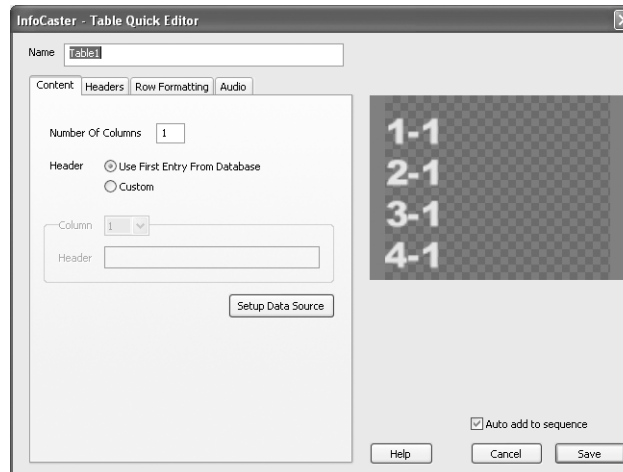
You can create as many lines of text as you are able to display at a time in the selected region. You can connect each line to one column of different data sources.

Add text on the Content tab. Format the item on the Formatting tab. Add audio on the Audio tab. See “Title Quick Editor” on page 59.



- Table Quick Editor

Quickly display information from multiple columns of an external data source during output. Add content on the Content tab. Format headers on the Headers tab. Format content font on the Font Formatting tab. Add audio to the region item on the Audio tab. See “Table Quick Editor” on page 61.



- TitleMotion

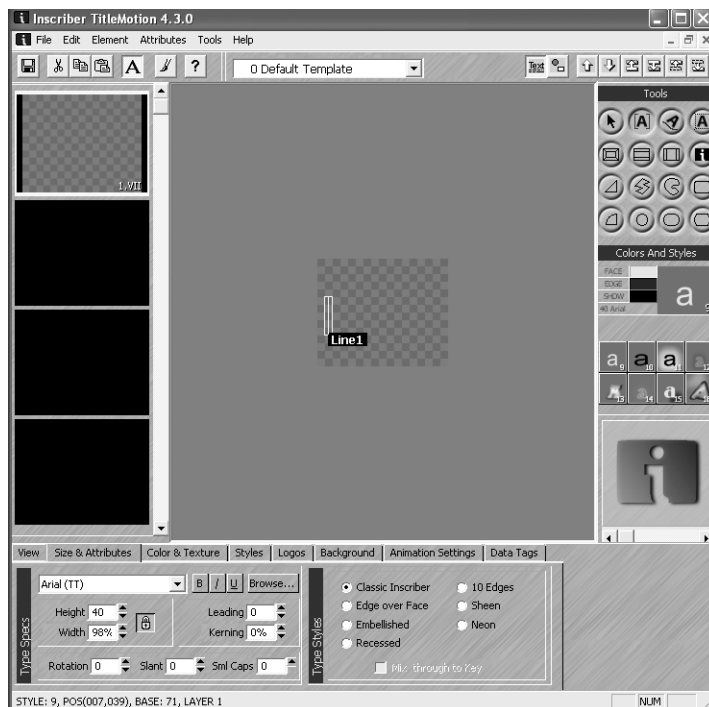
Create a layout that consists of text and graphics for your region item.

Your text content can be text that you type in or text that you link to from an external data source. You create the layout in TitleMotion, but apply the links in the Table Quick Editor.

To add text or graphic content, select a tool from the Tools palette on the right side of the screen. The first row of tools are for text. The other tools draw graphics. Then, enter your text or drag your mouse in the workspace to draw your shape.

Format your content using the tabs below the workspace. You cannot add audio in TitleMotion.

You can create templates in TitleMotion that become available in the Quick Editors. See “TitleMotion” on page 65.

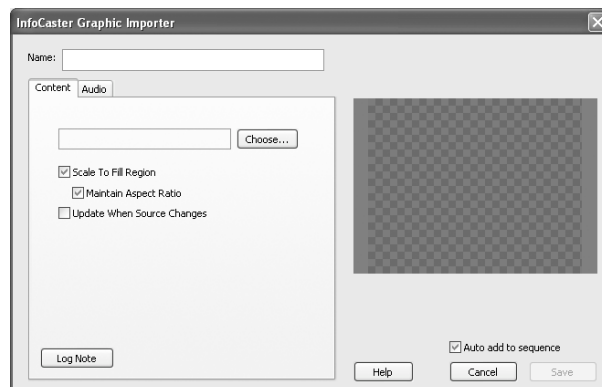


- **Graphic Importer**

Import a still image from a variety of file formats into the selected region. You can set the graphic to fill the entire Still region or maintain the image aspect ratio. Add content on the Content tab. Add audio on the Audio tab. See “Graphic Importer” on page 69.

- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.



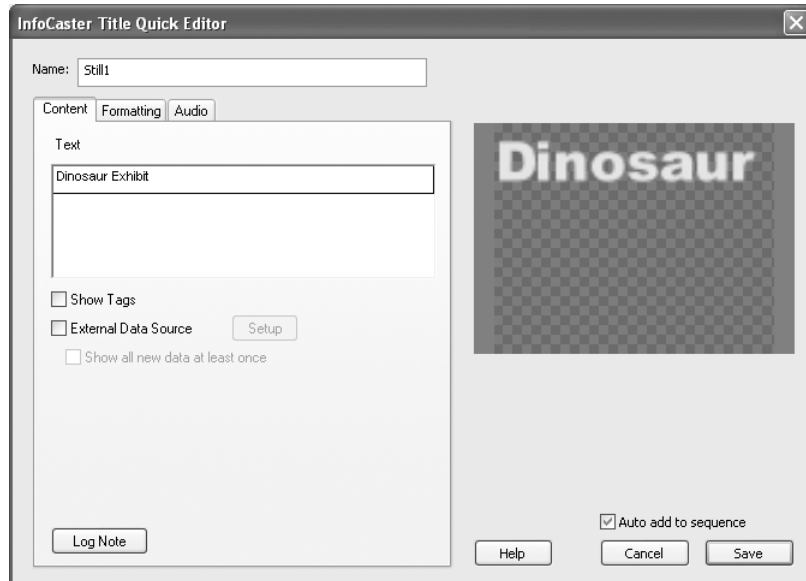
Workflow

- 1 Draw a still region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Title Quick Editor

Select the Title Quick Editor to add non-moving text in your region item. Titles can include multiple lines of text.

Add content on the Content tab. Format the content with a template or with custom settings on the Formatting tab. Add audio on the Audio tab.



Open Content Editor

Open the Title Quick Editor from the Items window.

- 1 Double-click on a still region in the Regions window to switch to the Items window.
- 2 Select the Title Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Enter Text in the Title Quick Editor

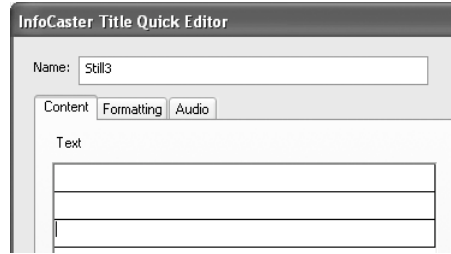
To add text in the Title Quick Editor directly, type the text in the Text box on the Content tab.

- For details on formatting your text, see “Format Text” on page 72.
- For details on linking your title text to a text file, an XML/RSS data feed, or an ODBC data source, see “External Data Sources” on page 151.

Add Multiple Lines of Title Text

Add text lines to display multiple lines of text on output.

- 1 To add text lines, place your cursor in the text box, then press the ENTER key. Press ENTER again to add another line.
- 2 To view the data tags, check the Show Tags checkbox. Each line of text in the Title Quick Editor is labeled with a data tag. Data tags are used to link to external data sources. The external data feature is flexible, so you can link one or all of your text lines to an external data source.
For details on linking your title text to a text file, an XML/RSS data feed, or an ODBC data source, see “External Data Sources” on page 151.



Remove a Text Line

To remove a line of text in the Title Quick Editor, select the text in the text box and press BACKSPACE to delete the text. When the text box is empty, press BACKSPACE again to delete the line.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

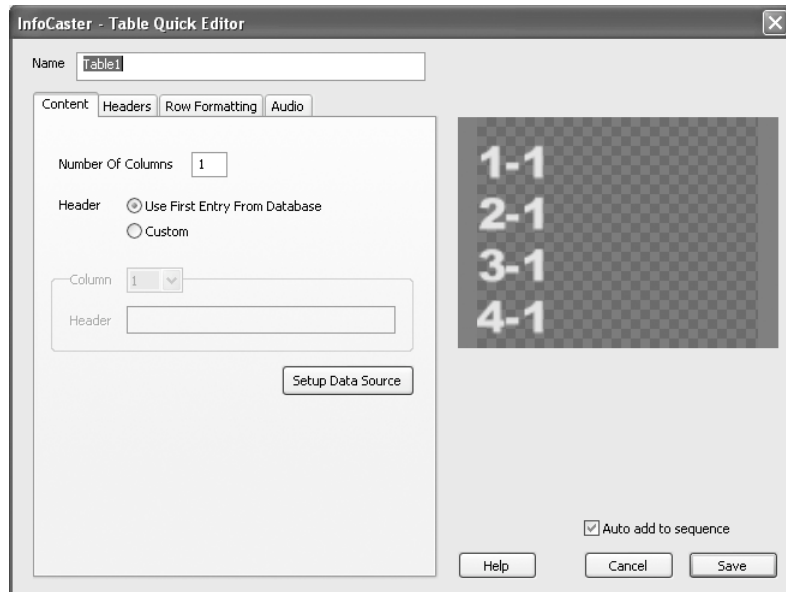
Note: You can create your own templates in TitleMotion.

Next, switch to the Audio tab to play audio with your content. Save your work in the editor. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 194.

Table Quick Editor

Select the Table Quick Editor to quickly create columns for external data in your still or roll region item. You can connect each line to a different data source. See "About External Data Sources" on page 51 for details.

Add content on the Content tab. Format headers on the Headers tab. Format column rows on the Row Formatting tab. Add audio to the region item on the Audio tab.



Open Content Editor

Open the Table Quick Editor from the Items window.

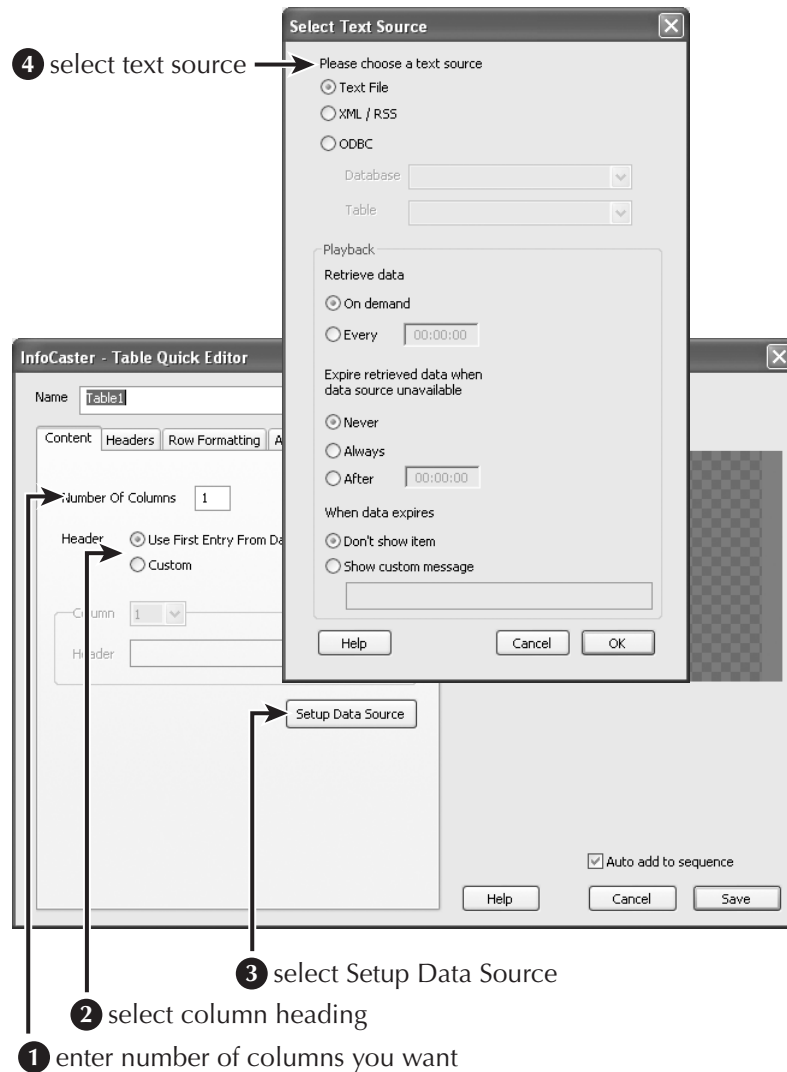
- 1 Double-click on a still region in the Regions window to switch to the Items window.
- 2 Select the Table Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Set Column and Header Options

Set up your columns and heading display options on the Content tab.

- 1 In the Number of Columns field on the Content tab, enter the number of columns you want your table to contain.



- 2 Select the header options.
 - To use the first row of data in each column of your database as the column header, select the Use First Entry from Database option.
 - To create your own custom column headings, select the Custom option. The Column options are enabled.
- 3 If you selected the Custom option, select a column from the Column item list and then enter a name for the column in the Header field. Repeat this step for each column header you want to label.

- 4 To display your column headings on output, switch to the Headers tab and check the Show Header checkbox.

Set Header Formatting Options

Use the options on the Header tab to set the heading display options.

- 1 Switch to the Headers tab.
- 2 Check the Show Header checkbox to enable the formatting options and set the header to display on output.
- 3 Check the Space Below Header checkbox to add extra space between the bottom of the header and the top of the first column row. This space is added to the amount of leading that is set on the Row Formatting tab.
- 4 Enter the number of pixels in the Space Below Header item box. This adds the amount of space (in pixels) that you enter between the bottom of the header and the top of the first column row.
- 5 Use the standard formatting options on the Headers tab to set the display options for your heading text.

For a description of the standard formatting options see “Apply Custom Formatting Options” on page 72.

Set Row Formatting Options

Use the options on the Row Formatting tab to set the row display options.

- 1 Switch to the Row Formatting tab.
- 2 Use the padding options to set the space (in pixels) above and below (Vert) or to the left and right (Horiz) of the text. Enter a number in the Vert or Horiz fields to set the vertical or horizontal padding.
- 3 Use the Custom Widths bar to adjust the width of the columns. By default, columns are spaced evenly. Drag a column separator to customize the width of the columns in your table.
- 4 Use the standard formatting options on the Row Formatting tab to set the display options for your row text.

For a description of the standard formatting options see “Apply Custom Formatting Options” on page 72.

Link to External Data Source

In the Table Quick Editor, use the Setup Data Source button to link to your external data source. For details on linking your table to a text file, an XML/RSS data feed, or an ODBC data source see “Use External Data Sources” on page 152.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

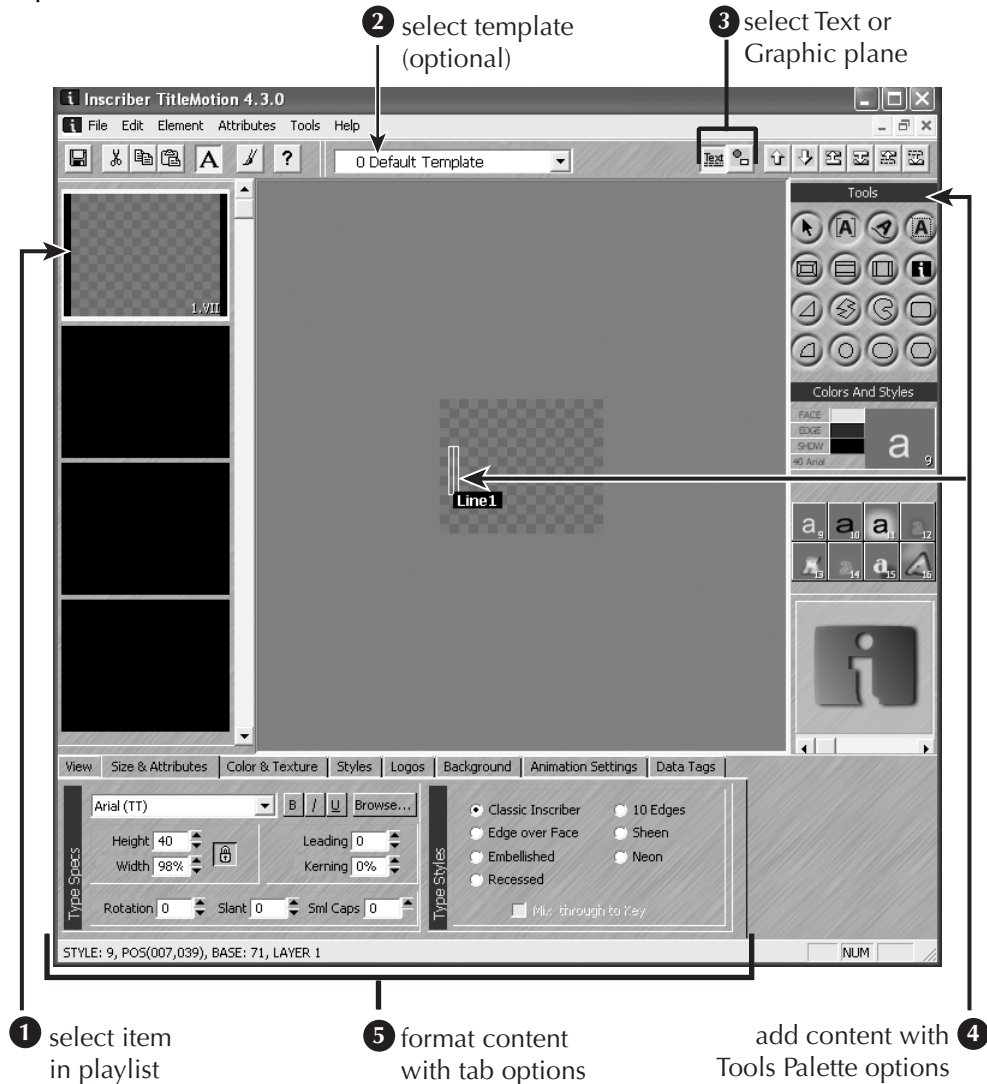
To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

TitleMotion

TitleMotion is a full-featured, broadcast quality character generator that you can use to create high-end titles, rolls, crawls and animations. You can use the templates provided in TitleMotion or create your own templates for still, crawl and roll items. You cannot attach audio to TitleMotion items.



Open Content Editor

Open TitleMotion from the Items window.

- 1 Double-click on a still, roll, crawl or animation region in the Regions window to switch to the Items window.
- 2 Select TitleMotion from the content editor drop-down list.

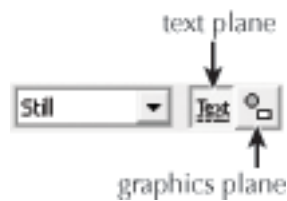
Add TitleMotion Content

- 3 Click the Add button to add a new region item.

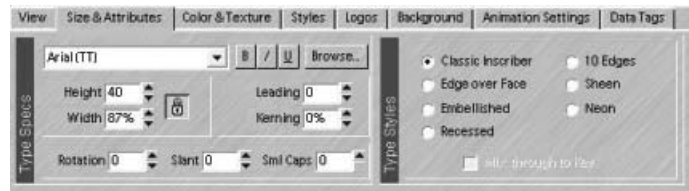
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

To create a still, crawl, roll or animation in TitleMotion:

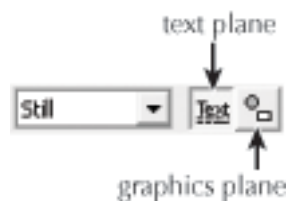
- 1 Select the type of content you want to create (Still, Crawl, Roll, or Animation) from the list at the top of the screen.
- 2 Enter the text in the main workspace. Make sure that the Text plane button is selected.



- 3 Use the tabs below the workspace to format the text.



- 4 To add graphics, click on the Graphics plane button at the top of the screen. Use the tools in the Tools palette on the right side of the screen to draw.



- 5 To create an animation, click on the animation button at the top of the screen to switch to the Animation Editor (FX).
- 6 Select File > Save. TitleMotion closes.



See the TitleMotion Essentials manual that came with InfoCaster or refer to TitleMotion's Online Help menu for further information on using TitleMotion.

Edit Content in TitleMotion or in Content Editor


After you add TitleMotion content to the TitleMotion item, you can edit the content of the TitleMotion item in TitleMotion or in a Content Editor.

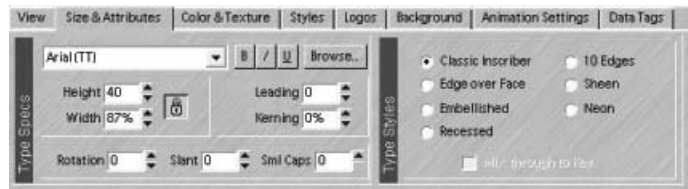
- To edit the content in the TitleMotion application, right-click on the TitleMotion item in InfoCaster, then select Edit with TitleMotion from the list.
- To edit the content with the Title, Roll, Crawl, or Animation Quick Editor, right-click on the TitleMotion item, then select Edit Item with (Title, Roll, Crawl, or Animation) Quick Editor from the list. The commands in the list vary according to the type of item you create in TitleMotion.

Note: The Formatting tab in the (Title, Roll, Crawl, or Animation) Quick Editor is not available when you open the Editor from a TitleMotion item. Format the text in TitleMotion.

Create a Template

Use TitleMotion to create a template for your still, crawl, or roll items in InfoCaster. Once you export the template file you can select the file as your template in the InfoCaster content editors. You can apply templates to title, crawl, and roll items.

- 1 Add text in your TitleMotion workspace. If you are creating a template for your still, crawl, or roll items, make sure you have the right layout-type selected from the list in TitleMotion. 
- 2 Use the tabs below the workspace window to apply formatting options to your text. The formatting options are saved with your template and are applied to your InfoCaster items when you select the template.



- 3 Select File > Export > Export ICG File.
- 4 In the Save As dialog, save your template file.
- 5 Exit TitleMotion.

Format InfoCaster Item with Template

Use the template file to apply consistent formatting to your InfoCaster items. You can apply templates to title, crawl, and roll items.

- 1 In the InfoCaster layout, double-click on the crawl, roll, or still item.

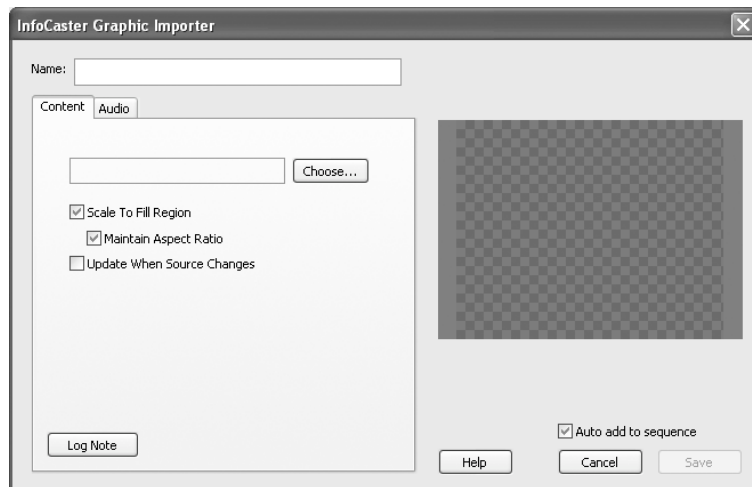
- 2 In the (Title, Roll, or Crawl) Quick Editor, switch to the Formatting tab and select the Template option.
- 3 In the drop-down list, select an .icg template file. The formatting from the template file is applied to the current item.

TitleMotion Documentation

TitleMotion comes with its own set of documentation that is separate from the InfoCaster material. If you would like more information on using TitleMotion, see the TitleMotion Essentials PDF file that came with InfoCaster or refer to TitleMotion's Online Help.

Graphic Importer

Use the Graphic Importer to import a still image (graphic file) from a local drive or from a HTTP or FTP site.



Open Content Editor

Open the Graphic Importer from the Items window.

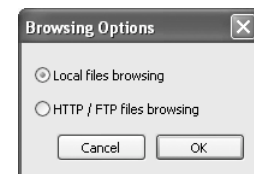
- 1 Double-click on a still region in the Regions window to switch to the Items window.
- 2 Select the Graphic Importer from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Open Image from Hard Drive

Complete the following steps if the image is located on your hard drive.

- 1 Click on the Choose button on the Content tab.
- 2 In the Browsing Options dialog box, select the Local Files Browsing option and then click OK.
- 3 In the Open dialog box select your image file and click Open.
- 4 Click on Open.

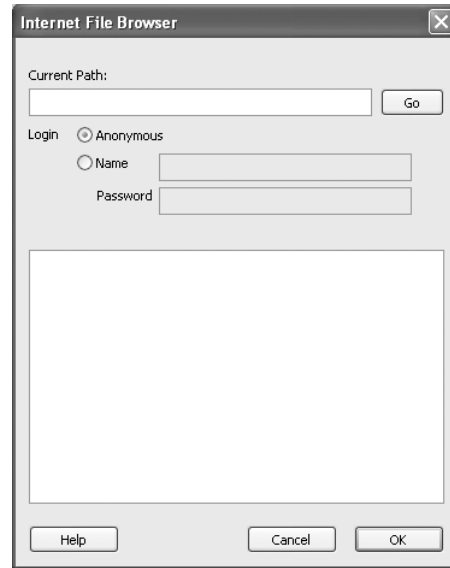


The filename is displayed on the Content tab in the text box next to the Choose button.

Open Image from Internet

Complete the following steps if the image is located on an HTTP or FTP site.

- 1 Click on the Choose button on the Content tab.
- 2 In the Browsing Options dialog box, select the HTTP/FTP Files Browsing option and then click OK.
- 3 In the Internet File Browser dialog box enter the address of the HTTP or FTP site in the Current Path box. The address must start with http://or ftp://.
- 4 Log onto the site with one of the following options:
 - If the site permits anonymous login, select the Anonymous option.
 - If the site requires a name and password, select the Name option, then enter a Name and Password.
- 5 Click on the Go button next to the Current Path box to go to that site.
- 6 The files that are available on the HTTP or FTP site are displayed in the lower portion of the dialog box. Select the graphic file you want.
- 7 Click on OK.



Scale Image to Fill Region

To set the image to fill the entire region, select the Scale to Fill Region checkbox. Filling the region may increase or decrease the size of the original graphic, causing some distortion.

Use the Maintain Aspect Ratio option to set the graphic to scale to the largest possible size without changing the aspect ratio of the original graphic.

Update Image

To set the image to be updated when the source file in the referenced location changes, select the Update when Source Changes checkbox.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

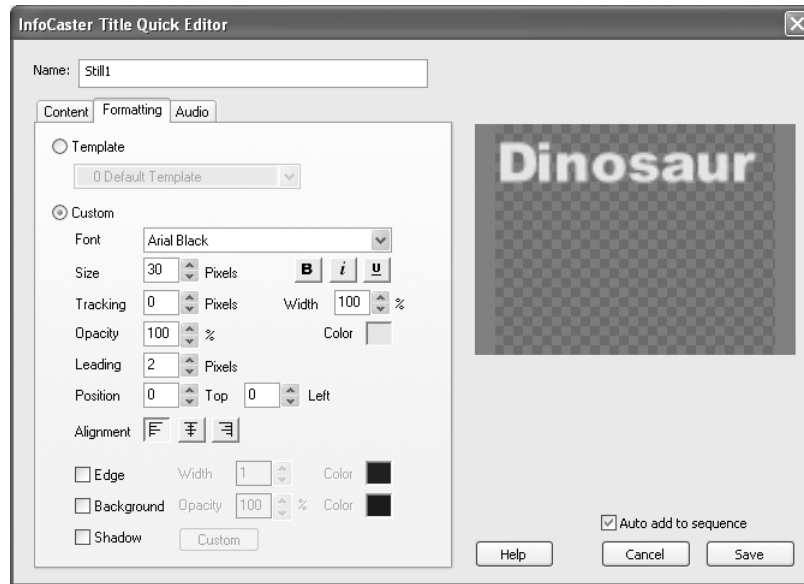
Click on the Save button in the content editor to add the content to the item in the layout.

Format Text

Use the content editors to format the display of your item text. Depending on the item type, text formatting includes font, size, spacing, alignment, position, shadow, and background options.

Open Content Editor

- 1 Double-click on a region in the Regions window to switch to the Items window.
- 2 Select a content editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.



Apply Custom Formatting Options

All items share the same standard formatting options. The options may change slightly depending on the item type.

- 1 Switch to the Formatting tab.
- 2 Select the Custom option.
- 3 Apply the formatting options to your text.
See the following table for a description of the options.

Formatting Option	Function
Font	Lists all the available fonts for your text. Select a font to apply the font to the text.
Size	Sets the size of the text.
B	Applies bold formatting.
<i>i</i>	Applies italicized formatting.
<u>u</u>	Applies underline formatting.
Tracking	Sets the space between characters.
Width	Sets the width of the characters. By default, text is set at 100% of its normal width. Increase the value to expand the text and decrease the value to compress the text.
Opacity	Sets the text opacity. Zero is completely transparent and 100 is completely opaque.
Color	Sets the text color. Click the color chip to open the Color Picker. Select a new color for the text face using the Color Picker tools. <div data-bbox="1117 951 1370 1178" data-label="Image"> <p>The image shows a 'Color Picker' dialog box with a color selection area on the left and a control panel on the right. The control panel includes a dropdown menu set to 'RGB', three input fields for Red (R), Green (G), and Blue (B) values, and 'Cancel' and 'OK' buttons at the bottom. The current values are R: 10, G: 10, and B: 105.</p> </div>
Leading	Sets the amount of space between lines in your roll or title.
Position: Top, Left	Positions the text within the region box. Enter a number in the Top position field to move the text X number of pixels from the top of the region. Enter a number in the Left position field to move the text X number of pixels from the left side of the region. (To position the region item within the page layout, see "Reposition (Move) Regions" on page 35.)
Position: Top, Middle, Bottom	Positions the crawl text at the top, middle, or bottom of the region. This option is for crawls only.
Alignment: Left, Centre, Right	Aligns the text to the left, center, or right-side of the item box.

Edge	Adds an edge to the text. Click on the Color chip to select the edge color.
(Edge) Width	Sets the edge width.
Formatting Option	Function
(Edge) Color	Sets the edge color.
Background	Adds a background to the region. Click on the Color chip to select color.
(Background) Opacity field	Sets background color opacity. Zero is completely transparent and 100 is completely opaque.
(Background) Color	Sets background color.
Shadow checkbox	Adds a shadow to the text.
(Shadow) Custom button	Sets the shadow distance, softness, opacity, color and position. <div data-bbox="948 873 1325 1230" data-label="Image"> </div>

Apply Template Formatting

You can apply formatting from a TitleMotion template to your title, crawl and roll items.

- 1 In the Title, Roll or Crawl Quick Editor, switch to the Formatting tab and select the From File option.
- 2 In the next dialog box, select the .icg template file. The formatting from the template file is applied to the current item.

Add Audio

You can add audio to your region items or you can add audio directly to your layout. When you add audio to your layout, the audio plays independently from the other content in the layout. You can import an audio .wav, mp3, or wm2 file.

Add Audio to Layout

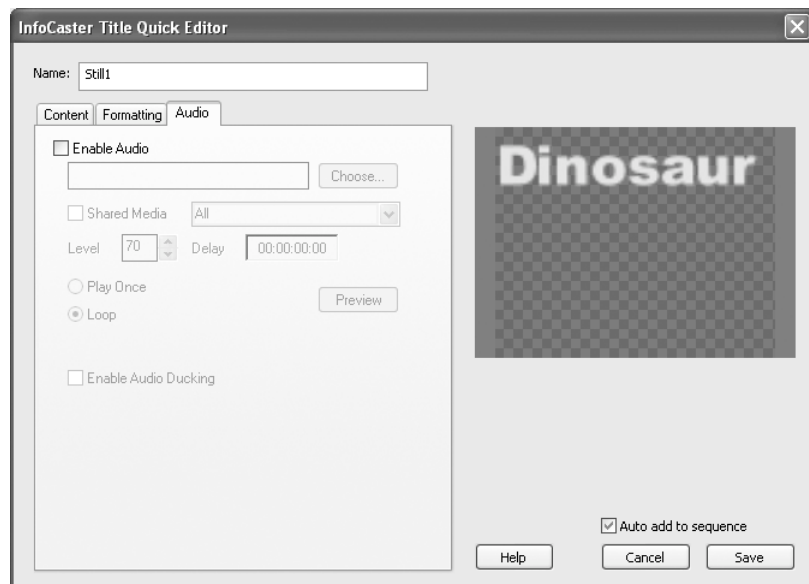
Adding audio to your layout allows you to play an audio file independently from all other layout items.

- 1 To add audio to your layout, select the Audio region tool
- 2 Draw an audio region on your layout.
- 3 Double-click on the audio region to switch to the Items window.
- 4 Select the Audio Editor from the content editor drop-down list.
- 5 Click the Add button to add a new region item.

Apply Audio Options

You can apply audio to the audio region item or to any item in your layout.

- To apply audio to an independent audio region, double-click on the region and open the Audio Editor from the Items window.
- To apply audio to a region item, double-click on the region in the Regions window, select the region item in the Items window, select a content editor and click the Edit button. In the content editor, switch to the Audio tab.



Option	Description
Enable Audio checkbox	Enables the audio options, to add audio to the region item.
Choose	Launches the Open dialog where you can choose your audio file.
Shared Media	Enables the shared media option, to put the audio file in a central location for shared referencing. Then, select the shared media location from the drop-down list.
Shared Media Folder list	Sets the shared media location from the following options. <ul style="list-style-type: none"> • All. Adds the file to the default location C:\Shared Media, which is set in Preferences. See "Store Shared Media Files In" on page 230. • Audio. Adds the file to a sub-folder called Audio under C:\Shared Media. • Type in a sub-folder name to create a new sub-folder under C:\Shared Media. Adds the file to the new sub-folder.
Level	Adjusts the volume for the audio. Audio levels range from zero to 100. Zero mutes the audio completely. One is the lowest audible level and 100 is the highest.
Delay	Delays the audio playback from the start of the region item by the set time, measured in hours:minutes:seconds.
Play Once	Sets the audio file to play once and then stop.
Loop	Sets the audio file to continue playing while the region item is on air. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.
Preview button	Plays the audio file so you can hear the audio before sending it to air.
Enable Audio Ducking checkbox	Sets the audio to trigger a reduction in the audio level of other items that are currently playing. The trigger occurs when the item is played. You can set the audio ducking level on the General tab in the Preferences dialog (Edit > Preferences).

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Add Crawl Items

Crawl Items Overview



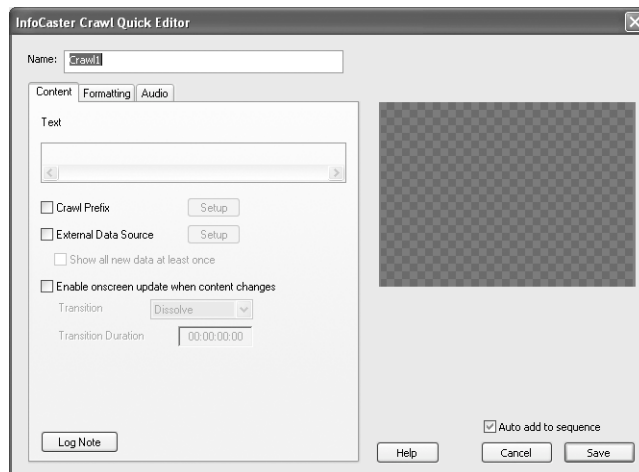
Crawl regions move text and graphics horizontally across the region. You can add text and text separators and set the crawl speed and direction. For instructions on creating and linking to an external data source, see “Use External Data Sources” on page 152.

Note that the following characters cannot be used twice consecutively in crawls: @, #, \$, ^, or &.

There are two crawl region content editors. This chapter contains instructions on how to use them.

- **Crawl Quick Editor**

Create a simple line of crawling text in your crawl region that displays text that you type in or text from an external data source. Add text on the Content tab. Format the item with a template or with custom settings on the Formatting tab. Add audio on the Audio tab. See “Crawl Quick Editor” on page 81.



- **Add Blank Item**

Make the region transparent during playback. See “About Blank Items” on page 44.

- **TitleMotion**

TitleMotion is a full-featured, broadcast quality character generator that you can use to create high-end titles, rolls, crawls and animations. See “Add TitleMotion Content” on page 66 for details.

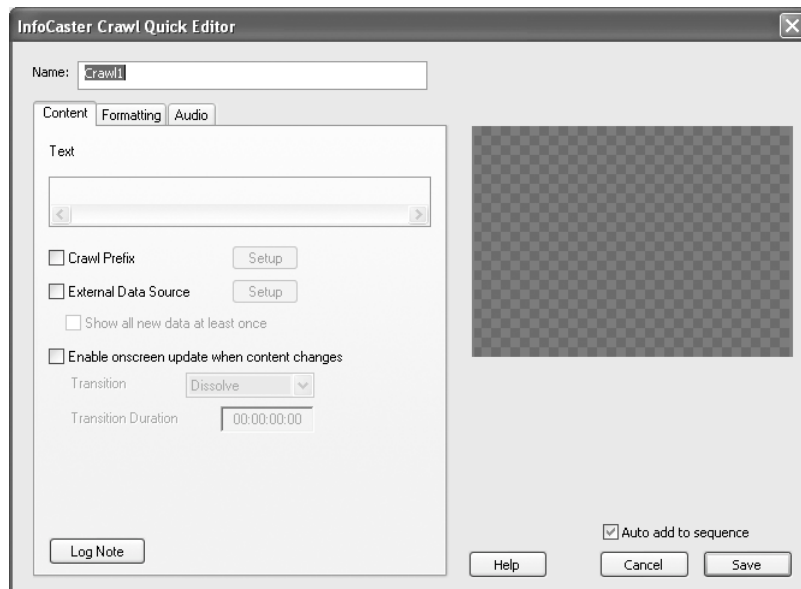
Workflow

- 1 Draw crawl region in Regions window.
- 2 Switch to Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Crawl Quick Editor

Use the Crawl Quick Editor to add text and text separators and add a log note.

Add content on the Content tab. Format the content on the Formatting tab. Add audio on the Audio tab.



Add Crawl Content in the Crawl Quick Editor

To add text in the Crawl Quick Editor directly, type the text in the Text box on the Content tab.

Note that the following characters cannot be used twice consecutively in crawls: @, #, \$, ^, or &.

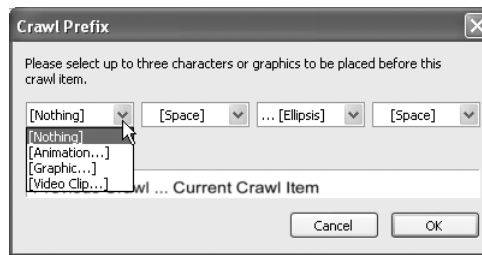
- For details on linking your crawl text to a text file, an XML/RSS data feed, or an ODBC data source, see “External Data Sources” on page 151.
- For details on formatting your crawl text, see “Format Text” on page 72.

Add Text Separator

To add a video clip, animation, or graphic and up to three other pre-determined characters and/or a scalable graphic image before each text entry of your crawl item, do the following:

- 1 Check the Crawl Prefix checkbox on the Content tab.
- 2 Click the Setup button.

- 3 In the Crawl Prefix dialog box that opens, use the four drop-down lists to select up to four items. For example, to place two items in front of your crawl text, select an item from the first list and an item from the second list.



Each of the last three lists contain the following options:

- Nothing
- Graphic (Then, select the file in the Open dialog box.)
- Space
- Period (.)
- Comma (,)
- Hyphen (-)
- Ellipsis (...)

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Add Roll Items

Roll Items Overview



Roll regions scroll text and graphics up or down the region.

You can add text or connect to a data source. For instructions on creating and linking to an external data source, see “Use External Data Sources” on page 152.

You can change the speed of your rolls and set rolls to move up or down. See “Set Item Settings” on page 206 for details on using the Sequence settings.

To change the default direction of all rolls, see “Default Roll Direction” on page 230.

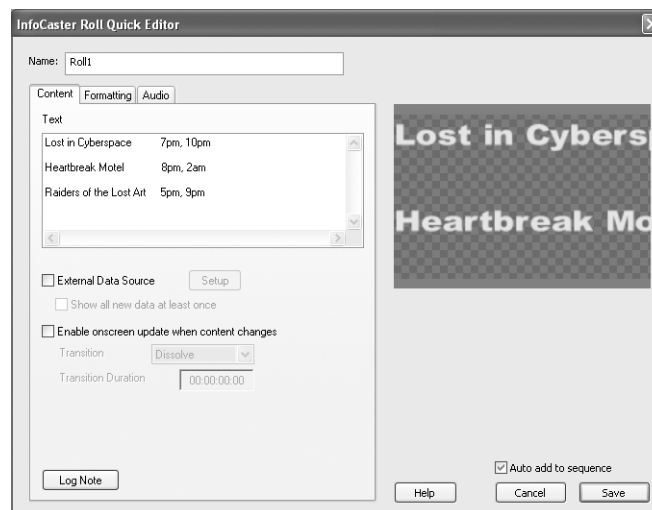
There are three Roll region content editors. This chapter contains instructions on how to use them.

- **Roll Quick Editor**

Create rolling text in your roll region that displays text that you type in or text from an external data source.

Add text on the Content tab. Format the item with a template or with custom settings on the Formatting tab. Add audio on the Audio tab.

See “Roll Quick Editor” on page 86.

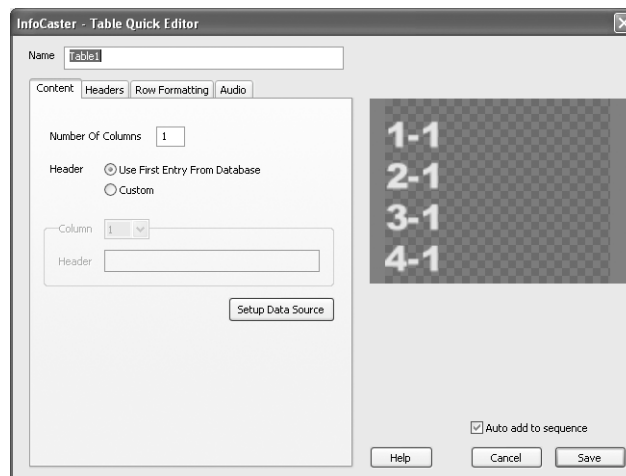


- **Table Quick Editor**

Quickly display information from an external data source during output.

Add content on the Content tab. Format headers on the Headers tab. Format content font on the Font Formatting tab. Add audio to the region item on the Audio tab.

See “Table Quick Editor” on page 88.



- **TitleMotion**

TitleMotion is a full-featured, broadcast quality character generator that you can use to create high-end titles, rolls, crawls and animations.

See “Add TitleMotion Content” on page 66 for details.

- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

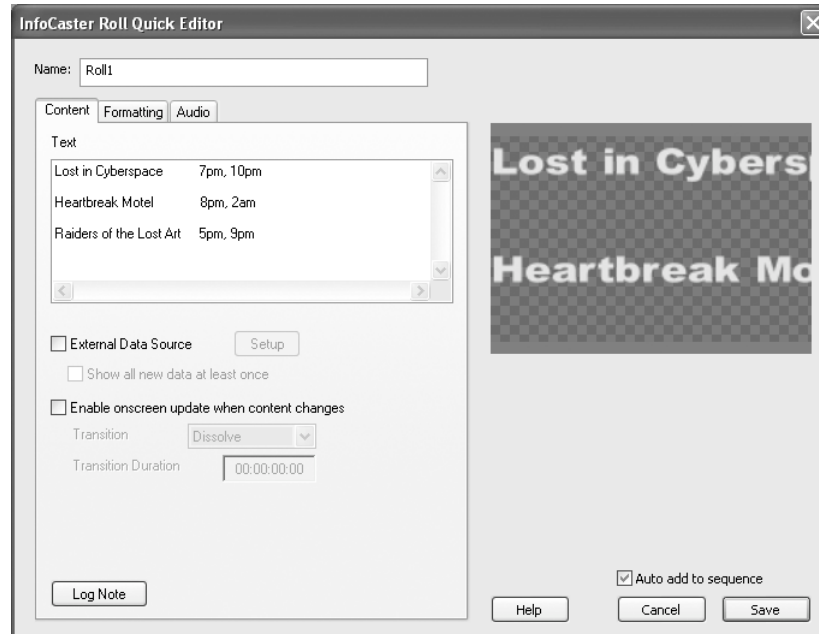
Workflow

- 1 Draw a roll region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Roll Quick Editor

Select the Roll Quick Editor to create rolling text in your region item that displays text that you type in or text from an external data source. For instructions on creating and linking to an external data source, see “Use External Data Sources” on page 152.

Add content on the Content tab. Format the content on the Formatting tab. Add audio on the Audio tab.



Open Content Editor

Open the Roll Quick Editor from the Items window.

- 1 Double-click on a roll region in the Regions window to switch to the Items window.
- 2 Select the Roll Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Add Roll Content in the Roll Quick Editor

To add text in the Roll Quick Editor directly, type the text in the Text box on the Content tab.

- For details on linking your roll text to a text file, an XML/RSS data feed, or an ODBC data source, see “External Data Sources” on page 151.
- For details on formatting your roll text, see “Format Text” on page 72.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

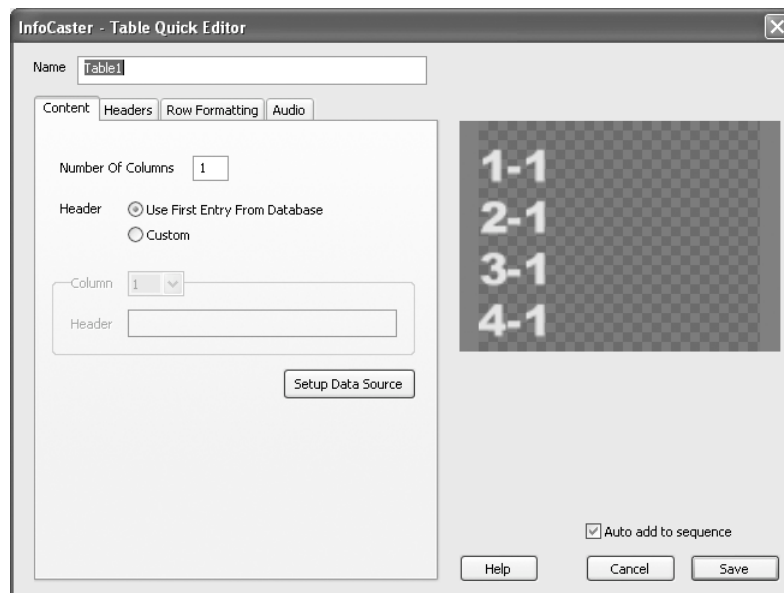
Click on the Save button in the content editor to add the content to the item in the layout.

Table Quick Editor

Select the Table Quick Editor to quickly create columns for external data in your region item. For instructions on creating and linking to an external data source, see “Use External Data Sources” on page 152.

Add content on the Content tab. Format headers on the Headers tab. Format column rows on the Row Formatting tab. Add audio to the region item on the Audio tab.

The Table Quick Editor for roll regions is identical to the Table Quick Editor for still regions. For complete instructions on adding content to a roll region using the Table Quick Editor, refer to “Table Quick Editor” on page 61.



Open Content Editor

Open the Table Quick Editor from the Items window.

- 1 Double-click on a roll region in the Regions window to switch to the Items window.
- 2 Select the Table Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Refer to “Table Quick Editor” on page 61 for complete instructions on adding content to your roll region item using the Table Quick Editor.

Add Animation Items

Animation Items Overview



Animation regions play animated text and graphics.

The text can be text that you type in or text from an external data source. See “About External Data Sources” on page 51 for details.

You can create as many lines of text as you want and are able to display at a time in the selected region. You can connect each line to a different data source.

There are 3 Animation region content editors. This chapter contains instructions on how to use them.

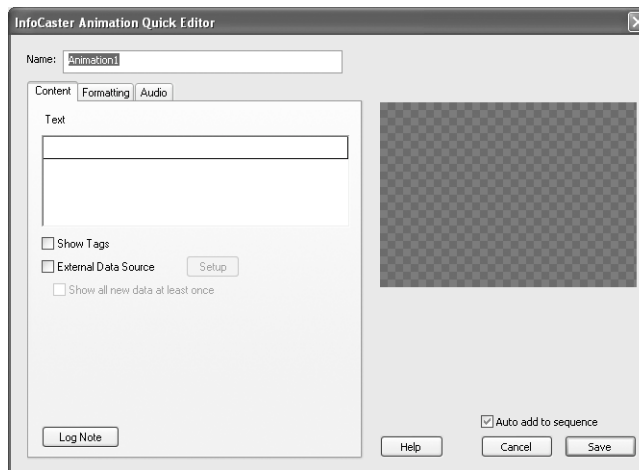
- TitleMotion

TitleMotion is a full-featured, broadcast quality character generator that you can use to create high-end titles, rolls, crawls and animations. See “Add TitleMotion Content” on page 66 for details.

- Animation Quick Editor

Quickly edit the text in animations that you created in TitleMotion, to link to an external data source, and to set audio options. You cannot add an animation with the Animation Quick Editor.

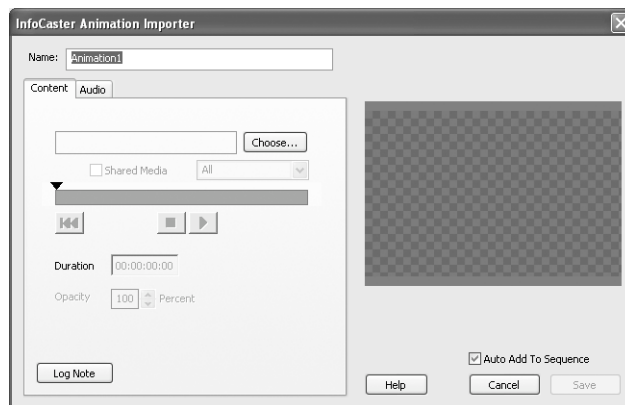
Add text on the Content tab. Add audio on the Audio tab. Format the content in TitleMotion. See “Animation Quick Editor” on page 92.



- Animation Importer

Import an animation into the selected region. Attach or adjust audio using the audio options on the Audio tab.

See “Animation Importer” on page 94.



- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Note that animations play back at the frame rate of the playback device.

- ATI: 1 second = 60 frames
- NTSC: 1 second = 30 frames
- PAL: 1 second = 25 frames

Workflow

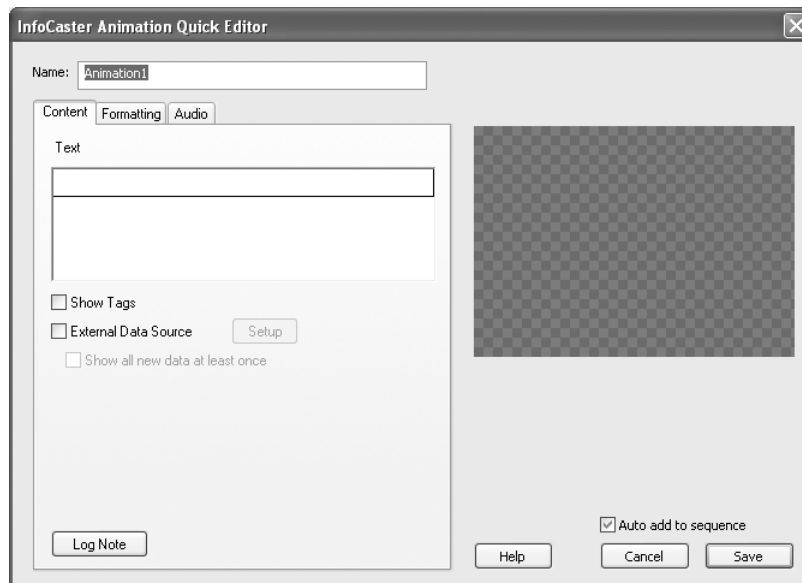
- 1 Draw an animation region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Animation Quick Editor

Select the Animation Quick Editor to edit the text in animations that you created in TitleMotion. You can also link animation text to an external data source, and set audio options.

To use the Animation Quick Editor, create an animation in TitleMotion, as explained in the TitleMotion manual that came with your InfoCaster product or in the TitleMotion online help. Then, edit the animation in the Animation Quick Editor. You cannot add an animation with the Animation Quick Editor.

Add text on the Content tab. Add audio on the Audio tab. To format the content, use TitleMotion.



Open Content Editor

Open the Animation Quick Editor from the Items window.

- 1 Double-click on an animation region in the Regions window to switch to the Items window.
- 2 Select an item in the Items window.
- 3 Select the Animation Quick Editor from the content editor drop-down list.
- 4 Click the Edit button.

Enter Text in Animation Quick Editor

To add text in the Animation Quick Editor directly, type the text in the Text box on the Content tab.

- For details on formatting your text, see “Format Text” on page 72.
- For details on linking your animation text to a text file, an XML/RSS data feed or an ODBC data source, see “External Data Sources” on page 151.

Format Content Use the options on the Formatting tab to set the text display options. For a description of the standard formatting options see “Format Text” on page 72.

Add Audio

See “Add Audio” on page 75 for details on importing audio to play with the item.

Add a Log Note To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

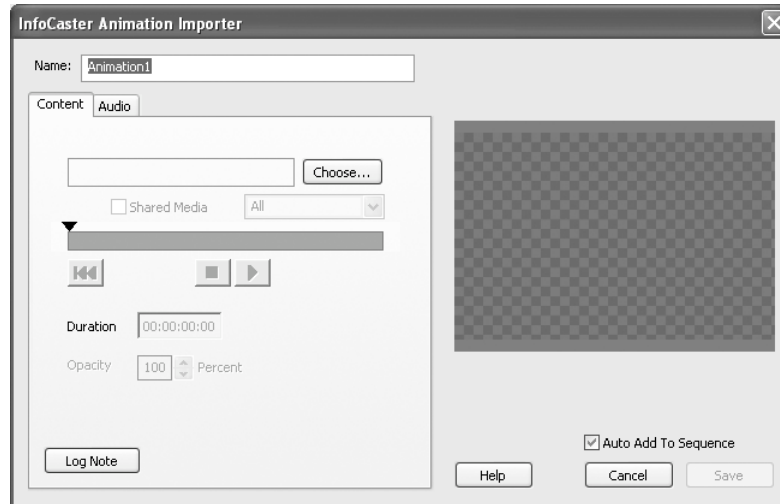
Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day’s log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day’s log file, select File > Open in the Log Viewer.

Save Content Click on the Save button in the content editor to add the content to the item in the layout.

Animation Importer

Use the Animation Importer to import an animation file into the selected region. Attach or adjust audio using the audio options on the Audio tab.



Open Content Editor

Open the Animation Importer from the Items window.

- 1 Double-click on an animation region in the Regions window to switch to the Items window.
- 2 Select the Animation Importer from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Open Animations

- 1 Click the Choose button.

The Choose button is only available when creating a new region item.

- 2 Open your animation as prompted.

To select multiple animations to import at once, hold down the SHIFT or CTRL key as you click. When you click on the Save button in the editor, a region item for each animation that you selected is added to the Items Library.

Save Animation in a Central Location

To put the animation file in a central location so that other region items can use the same file instead of creating copies of the file, check the Shared Media checkbox.

Then, select the shared media location from the following options:

- All: Adds the file to the default location C:\Shared Media, which is set in Preferences. See “Store Shared Media Files In” on page 230.
- Audio: Adds the file to a sub-folder called Audio under C:\Shared Media.
- Type in a sub-folder name to create a new sub-folder under C:\Shared Media. Adds the file to the new sub-folder.

Preview Animation

The timeline indicator on the Content tab represents the entire duration of the animation. The arrow above the timeline shows the animation's current display position. The Duration box displays the animation duration.

To preview the animation, use one of these methods:

- Drag the top arrow indicator above the timeline back and forth to any position in the timeline.
- Use the Play buttons to preview your animation.



Format Content

You can also set the following content options

Adjust Transparency

To adjust the item's level of transparency, select a number in the Opacity box on the Content tab, where 0% represents complete transparency.

Add Audio

See “Add Audio” on page 75 for details on importing audio to play with the item.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Add Digital Clocks

Digital Clock Items Overview



Digital Clock regions play a real-time digital clock or a timer that counts up or down.

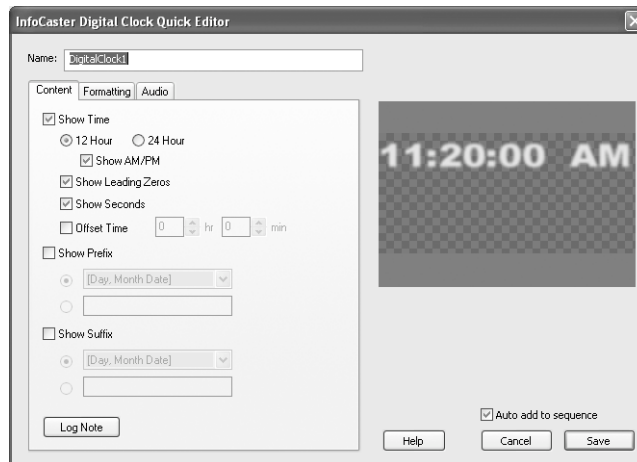
There are two digital clock region content editors. This chapter contains instructions on how to use them.

- **Digital Clock Quick Editor**

Create real-time clocks displaying local or offset time. The time display is based on your computer clock.

Set the time and date display options on the Content tab. Format the content on the Formatting tab. Add audio on the Audio tab.

See “Digital Clock Quick Editor” on page 100.

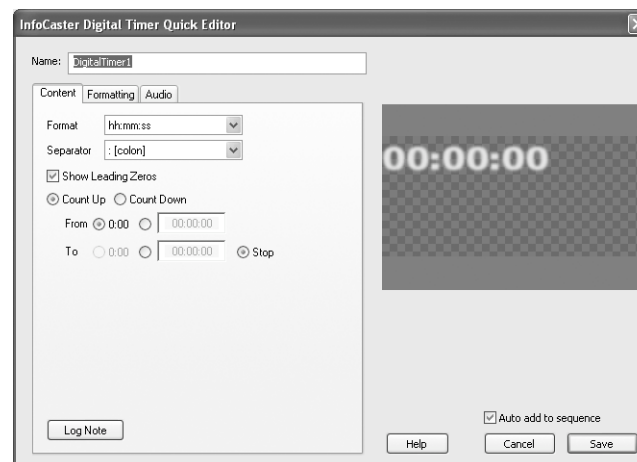


- **Digital Timer Quick Editor**

Create a digital timer that counts up or down. Display the day, month, and date.

Set the timer display options on the Content tab. Format the content on the Formatting tab. Add audio on the Audio tab.

See “Digital Timer Quick Editor” on page 103.



- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Workflow

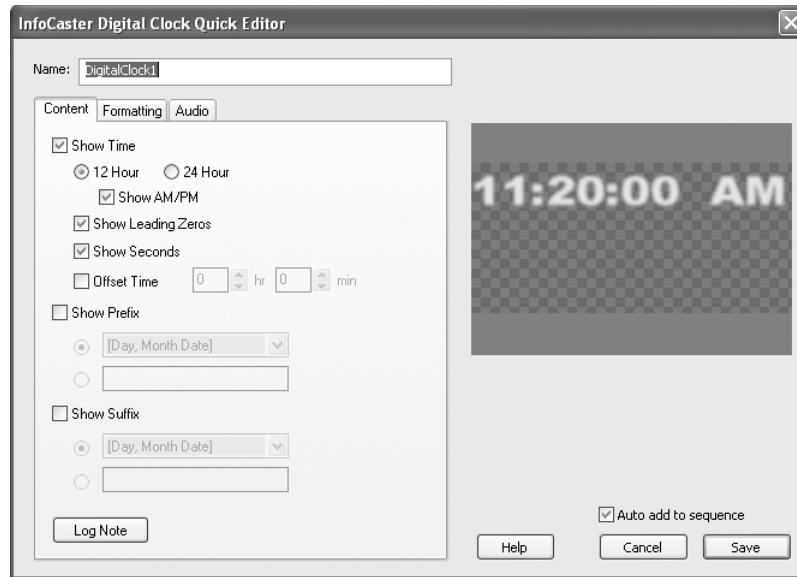
- 1 Draw a digital clock region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Digital Clock Quick Editor

Select the Digital Clock Quick Editor to create real-time clocks displaying local or offset time, and date information.

Set the time and date display options on the Content tab. Set the text display options on the Formatting tab. Adjust the audio settings on the Audio tab.

By default, the time displayed by the digital clock is the local time provided by your computer clock.



Open Content Editor

Open the Digital Clock Quick Editor from the Items window.

- 1 Double-click on a digital clock region in the Regions window to switch to the Items window.
- 2 Select the Digital Clock Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Set Clock Display Options

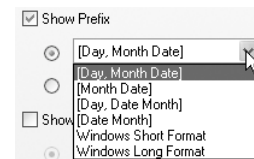
- 1 Check the Show Time checkbox to enable clock display.
If you deselect this option, you can still display the day, month, and/or date (Show Prefix or Show Suffix).
- 2 Select clock display options.
 - Select the 12 Hour option to display the clock in 12 hour format, or

select the 24 Hour option to display the clock in 24 hour format. When you select the 12 hour option, you can check the Show AM/PM checkbox to display the time of day.

- Check the Show Leading Zeros checkbox to display the hour with two digits. For example, if the current time is 9:14, InfoCaster displays 09:14.
- Check the Show Seconds checkbox to display seconds on your clock.
- Check the Offset checkbox to advance or delay your clock by a set amount of time.
 - To advance your clock enter a positive number in the hours (hr) and minutes (min) fields. For example, to advance the clock by one hour ten minutes, enter 1 hr 10 min.
 - To delay your clock enter a negative number in the hours (hr) and minutes (min) fields. For example, to delay the clock by one hour ten minutes, enter -1 hr -10 min.

3 To display a string of text before the digital clock, check the Show Prefix checkbox. Then, select one of the following prefix options:

- Select the first option to choose a preset Day/Date/Month arrangement. The Windows Short Format and Windows Long Format options use the format set in the Microsoft Windows Date and Time Control Panel.



- Select the second option to enter custom text that appears before the digital clock. Enter the text in the text box.

4 To display a string of text after the digital clock, check the Show Suffix checkbox.

- Select the first option to choose a preset Day/Date/Month arrangement. The Windows Short Format and Windows Long Format options use the format set in the Microsoft Windows Date and Time Control Panel.
- Select the second option to enter custom text that appears after the digital clock. Enter the text in the text box.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

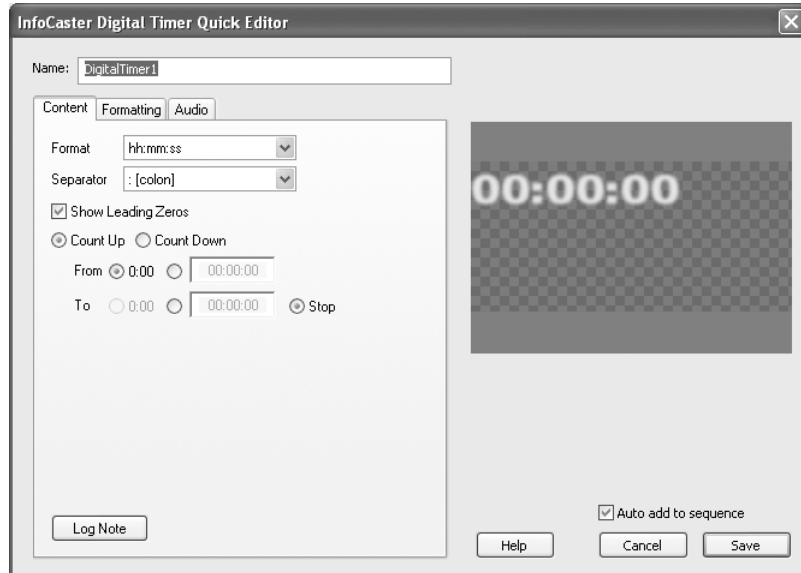
Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Digital Timer Quick Editor

Select the Digital Timer Quick Editor to create a digital timer that counts up or counts down with precision in your digital clock region.

Set the timer display options on the Content tab, set the text display options on the Formatting tab, and adjust the audio settings on the Audio tab.



Open Content Editor

Open the Digital Timer Quick Editor from the Items window.

- 1 Double-click on a digital clock region in the Regions window to switch to the Items window.
- 2 Select the Digital Timer Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Set Timer Display Options

Use the options on the Content tab to determine how the timer displays..

Display Option	Description
Format	Sets the timing elements (hours, minutes, seconds) that the timer displays.

Display Option	Description
Separators	Sets which character separates the hours, minutes, and seconds.
Leading Zeros	Sets the timer to display the time in two digits. For example, 8:00 displays as 08:00.
Count Up	Sets the timer to count-up.
Count Down	Sets the timer to count-down.
From options	Sets the timer to start counting either at 0:00 or at the time set in the available field.
To options	Sets the timer to stop counting at 0:00, at the time set in the available field, or when you choose to stop the timer playback (Stop option).

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Add Video Items

Video Items Overview



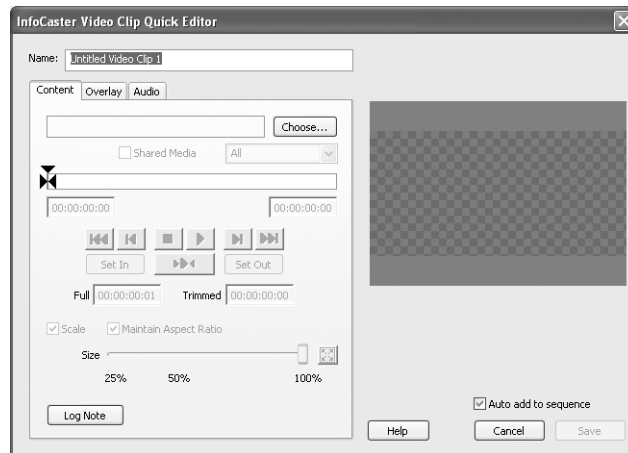
Add video clips or live video to your video region using the content editors in the Items window. There are two video region content editors. This chapter contains instructions on how to use them.

- **Video Clip Quick Editor**

Import a video file into the selected region.

Select which segment to play and set display options on the Content tab, apply graphics to overlay the video on the Overlay tab and adjust audio settings on the Audio tab.

See “Video Clip Quick Editor” on page 108.



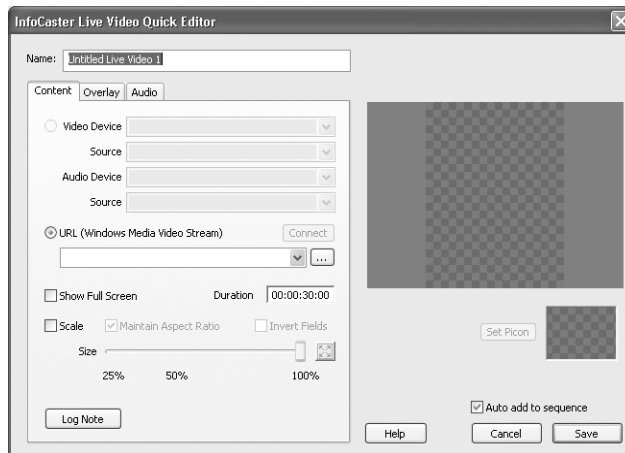
- **Live Video Quick Editor**

Set the region to display live video. Select hardware sources for video and audio, or link to a streaming media file on the Content tab, apply a graphic overlay on the Overlay tab and adjust the audio settings on the Audio tab.

See “Live Video Quick Editor” on page 113.

- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

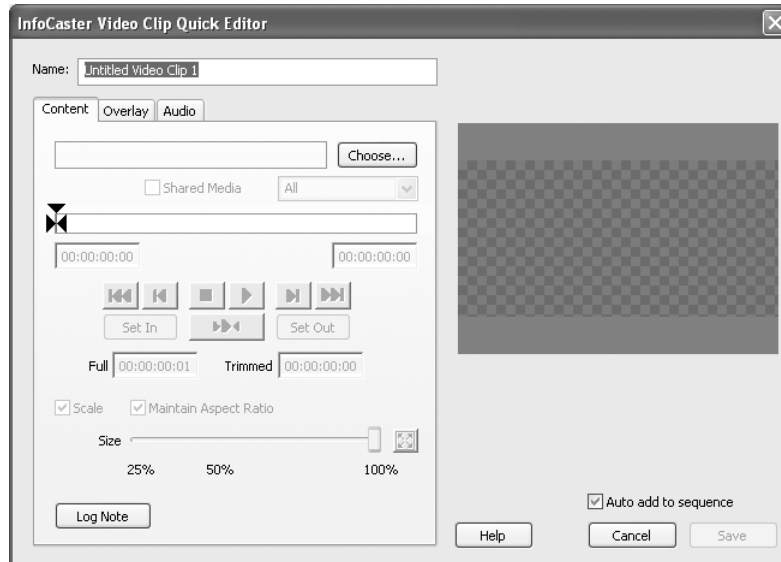


Workflow

- 1 Draw a video region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Video Clip Quick Editor

The Video Clip Quick Editor imports a video clip into the selected region. Select which segment to play and set the display options on the Content tab. Apply a graphic overlay on the Overlay tab. Add audio on the Audio tab.



Open Content Editor

Open the Video Clip Quick Editor from the Items window.

- 1 Double-click on a video region in the Regions window to switch to the Items window.
- 2 Select the Video Clip Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Open Video Clips

- 1 Click the Choose button.
The Choose button is only available when creating a new region item.
- 2 Open your video clip as prompted.
To select multiple video clips to import at once, hold down the SHIFT or CTRL key as you click. When you click on the Save button in the editor, a region item for each video clip that you selected is added to the Items Library.

Save Clip in a Central Location

To put the video clip file in a central location so that other region items can use the same file instead of creating copies of the file, check the Shared Media checkbox.

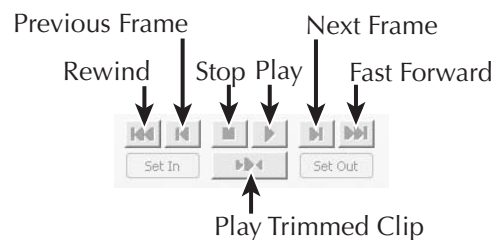
Then, select the shared media location from the following options:

- All: Adds the file to the default location C:\Shared Media, which is set in Preferences. See “Store Shared Media Files In” on page 230.
- Audio: Adds the file to a sub-folder called Audio under C:\Shared Media.
- Type in a sub-folder name to create a new sub-folder under C:\Shared Media. Adds the file to the new sub-folder.

Preview Video Clip

To preview the video, use one of these methods:

- Drag the top arrow indicator above the timeline back and forth to any position in the timeline. The top indicator shows the current playback position of your preview in the editor.
- Use the Play buttons to preview your video.



Trim Clip

To set the In and Out points for the clip, use one of these methods:

- Drag the left indicator in the timeline to the frame that you want to use as the In point. Drag the right indicator in the timeline to the frame that you want as the Out point.
- Enter the timecode of the frame you want to use for the In and for the Out point in the fields below the timeline. The timecode is measured in hours:minutes:seconds:frames (HH:MM:SS:FF). The left field is for the In point and the right field is for the Out field.
- During preview, click the Set In button to set the current frame as the In point and click the Set Out button to set the current frame as the Out point.

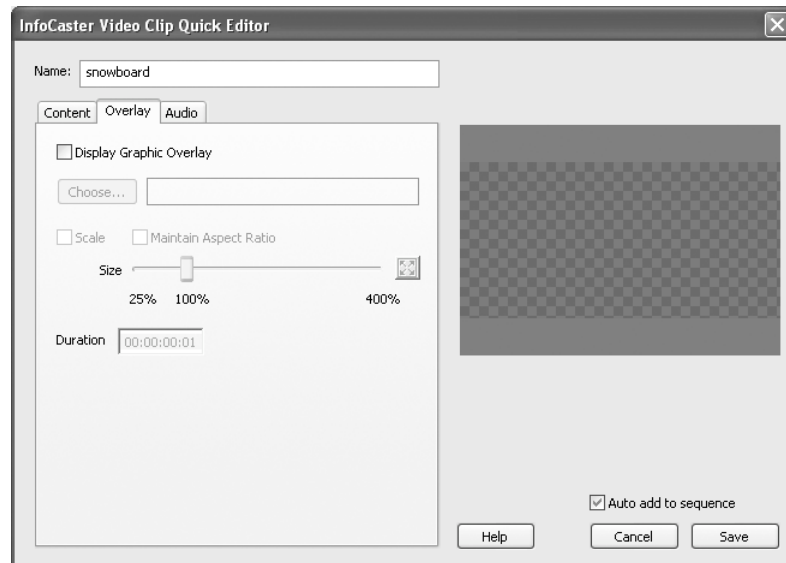
Scale Video Clips

To scale the video, check the Scale checkbox to enable the scale options, then use any of these methods:

- Check the Maintain Aspect Ratio checkbox to display the video clip at the aspect ratio stored in the video file. Clear the checkbox to size the video to the aspect ratio of the region. The video may appear distorted if you don't maintain the aspect ratio.
- Use the Scale slider to size the video display in your region. Click the Best Fit button to scale the video to the dimensions of the region. If the Maintain Aspect Ratio option is selected, the video may not completely fill the width or the height.
- Check the Highest Quality checkbox to display your video with the highest image quality.
- Click and drag the video in the editor's Preview window to reposition the video display in the region.

Add A Graphic Overlay

Apply a graphic to display over the video on the Overlay tab.

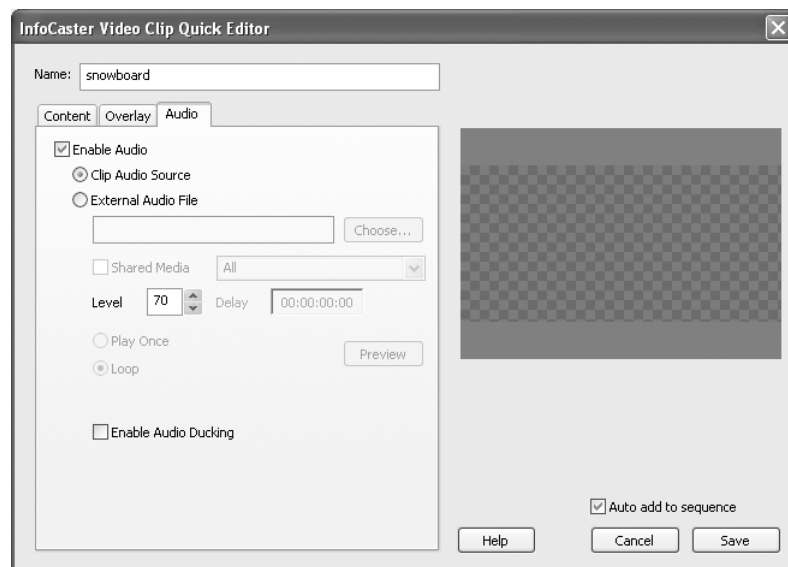


- 1 Check the Display Graphic Overlay checkbox to enable the overlay options.
- 2 Click the Choose button and open your graphic file as prompted. When the graphic first loads, the image displays in the editor's Preview window at 100% of its original size.
- 3 Check the Scale checkbox to enable the scale options. Use the scale options to set the display options for your graphic.
 - Check the Maintain Aspect Ratio checkbox to display the graphic at the aspect ratio stored in the image file. Clear the checkbox to size the graphic to the aspect ratio of the region. The graphic may

- appear distorted if you do not maintain the aspect ratio.
 - Use the Scale slider to resize the graphic.
Click the Best Fit button at the end of the scale slider to scale the graphic to the dimensions of the region. If the Maintain Aspect Ratio option is selected, the graphic may not completely fill the width or the height of the region.
- 4 Click and drag the image in the editor's Preview window to reposition the graphic.

Add Audio

You can mix audio, use the clip's audio or disable audio on the Audio tab.



- 1 Switch to the Audio tab.
- 2 To disable audio, clear the Enable Audio checkbox.
- 3 To enable audio, check the Enable Audio checkbox.
- 4 Select one of the following options
 - To play audio from the video source, select the Clip Audio Source option.
 - To play audio from another source, select the External Audio File option and click on the Choose button. Select the audio file in the next dialog box.
- 5 If you selected external audio, change the Level, Delay or Loop options as required.
 - To adjust the volume for the audio, use the Level option. Audio levels range from zero to 100. Zero mutes the audio completely.

One is the lowest audible level and 100 is the highest.

- To delay the playback of the audio, set a time in the Delay field.
 - To play the audio once and stop, select the Play Once option.
 - To continue playing the audio until the item finishes playback, select the Loop option.
- 6 If you selected external audio, click on the Preview button to hear the audio.
 - 7 Check the Enable Audio Ducking checkbox to set the item's audio to trigger a reduction in the audio level of other items that are currently playing. The trigger occurs when the item's audio is sent to air.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

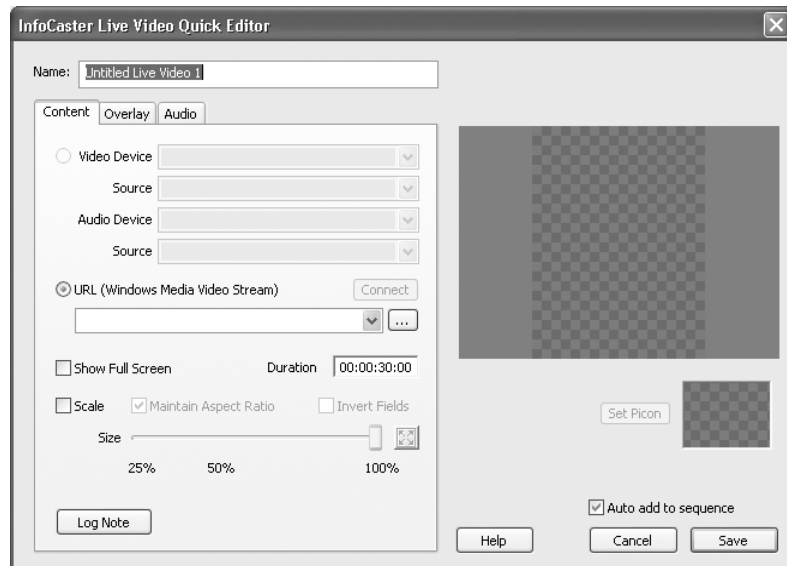
Click on the Save button in the content editor to add the content to the item in the layout.

Live Video Quick Editor

The Live Video Quick Editor sets the region to display live video during playback.

Select hardware sources for video and audio, or link to a streaming media file on the Content tab. Apply a graphic overlay on the Overlay tab. Adjust audio on the Audio tab.

. Video appears at the size it was rendered in



Open Content Editor

Open the Live Video Quick Editor from the Items window.

- 1 Double-click on a video region in the Regions window to switch to the Items window.
- 2 Select the Live Video Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.

If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Add Video from Video Source

You can add video from a video device connected to your system.

- 1 Select the Video Device option on the Content tab.
- 2 Select a hardware device from the Video Device list. The list displays all available hardware devices capable of delivering video. The video device must be installed on the same computer that is running InfoCaster.

- 3 Select a source from the Source list. The list displays the sources available within the selected video device.
- 4 Select an audio device from the Audio Device list. The list displays all available hardware devices capable of delivering audio. The audio device must be installed on the same computer that is running InfoCaster.

Add Streaming Video

You can add video from an .asx or asf media file streaming over the internet.

- 1 Select the URL option on the Content tab.
- 2 Type in the URL or file path for the .asx or .asf media file or click the Browse button next to the field and browse to the file location. You can have an .asx file stored locally which manages the connection to .asf media files.
- 3 Click the Connect button to start streaming the .asx or .asf media file.

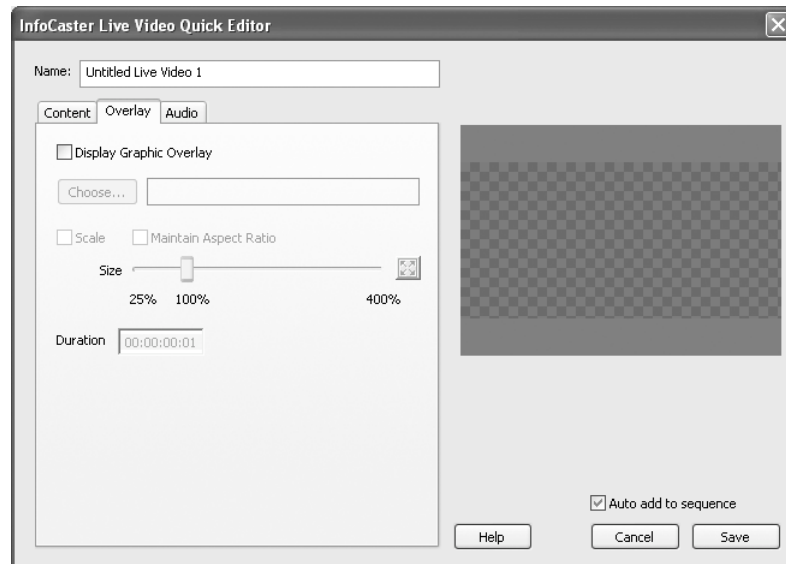
Set Live Video Options

- 1 To display the live video at full screen size during output, check the Show Full Screen checkbox. The live video plays over top of all other regions. After the video region item finishes playback, the other region items are visible on-screen again.
- 2 Enter a duration for the live video display in the Duration field. Time is measured in HH:MM:SS:FF (hours:minutes:seconds: frames).
- 3 To enable the scale options, check the Scale checkbox. Then, use the following scale options to set the video display in the region item.
 - Check the Maintain Aspect Ratio checkbox to display the live video at its original aspect ratio. Clear the checkbox to size the video to the aspect ratio of the region. The video may distort if you clear the checkbox.
 - Use the Scale slider to size the video display in your region. Click the Best Fit button to scale the video to the dimensions of the region. If the Maintain Aspect Ratio option is selected, the video may not completely fill the width or the height.
- 4 To reverse the field order of the incoming live video, check the Invert Field checkbox. Use this option if your input device inputs video in the opposite field order to your output device.
- 5 To set the frame currently displayed in the preview as the image for representing the live video, click the Set Picon button below the Preview window. The image displays in the Items window's Item Library and Sequence list.
- 6 To reposition the video display in the region, click on the video in the editor's Preview window, then drag the video to its new location.

Add a Graphic Overlay

Apply a graphic to display over the video on the Overlay tab. The selected graphic displays over the live video.

- 1 Check the Display Graphic Overlay checkbox to enable the options.

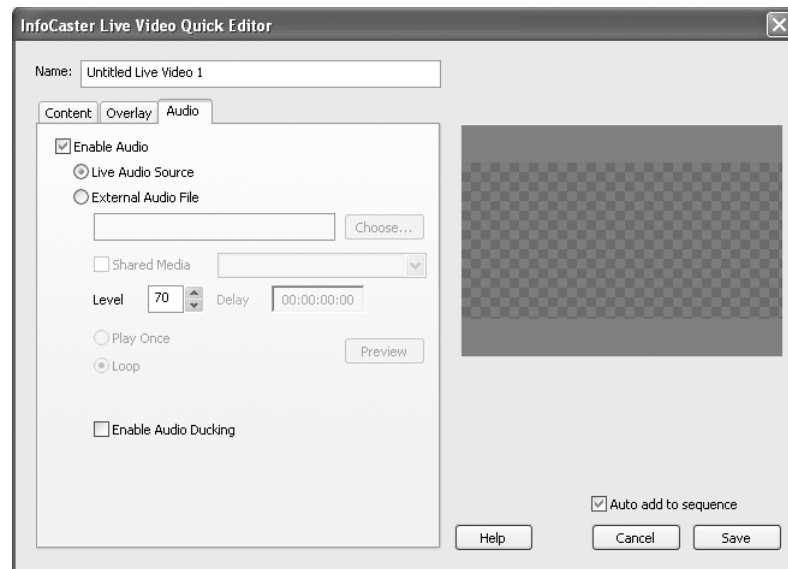


- 2 Click the Choose button, then open your graphic file as prompted.
- 3 Check the Scale checkbox to enable the scale options. Use the following scale options to set the display options for your graphic.
 - Check the Maintain Aspect Ratio checkbox to display the graphic at the aspect ratio stored in the image file. Clear the checkbox to size the graphic to the aspect ratio of the region. The graphic may distort if you clear the checkbox. If you maintain the aspect ratio, part of the graphic may extend outside the region's boundaries.
 - Use the scale slider to size the image to fit your region while maintaining the image aspect ratio.
 - Click on the Best Fit button beside the slider to size the graphic to the best fit possible. If the Maintain Aspect Ratio option is selected, the graphic may not completely fill the region.
- 4 To reposition the graphic, drag the image in the editor's Preview window.

The Duration field displays the set duration of the live video or the playback duration for the graphic. You cannot edit the Duration field when live video is set for playback. However, if there is no live video source selected, enter a playback duration for the selected graphic file. Time is measured in HH:MM:SS:FF (hours:minutes:seconds:frames).

Add Audio to Live Video

You can mix audio, use the live video source's audio or disable audio on the Audio tab..



- 1 Switch to the Audio tab.
- 2 To disable audio, clear the Enable Audio checkbox.
- 3 To enable audio, check the Enable Audio checkbox.
- 4 Select one of the following options
 - To play audio from the live video source, select the Live Audio Source option.
 - To play audio from another source, select the External Audio File option and click on the Choose button. Select the audio file in the next dialog box.
- 5 If you selected external audio, change the Level, Delay or Loop options as required.
 - To adjust the volume for the audio, use the Level option. Audio levels range from zero to 100. Zero mutes the audio completely. One is the lowest audible level and 100 is the highest.
 - To delay the playback of the audio, set a time in the Delay field.
 - To play the audio once and stop, select the Play Once option.
 - To continue playing the audio until the item finishes playback, select the Loop option.
- 6 If you selected external audio, click on the Preview button to hear the audio.

- 7 Check the Enable Audio Ducking checkbox to set the item's audio to trigger a reduction in the audio level of other items that are currently playing. The trigger occurs when the item's audio is sent to air.

Add a Log Note

To add a log note to the item, click the Log Note button on the Content tab. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file, select File > Open in the Log Viewer.

Save Content

Click on the Save button in the content editor to add the content to the item in the layout.

Add Analog Clocks

Analog Clock Items Overview

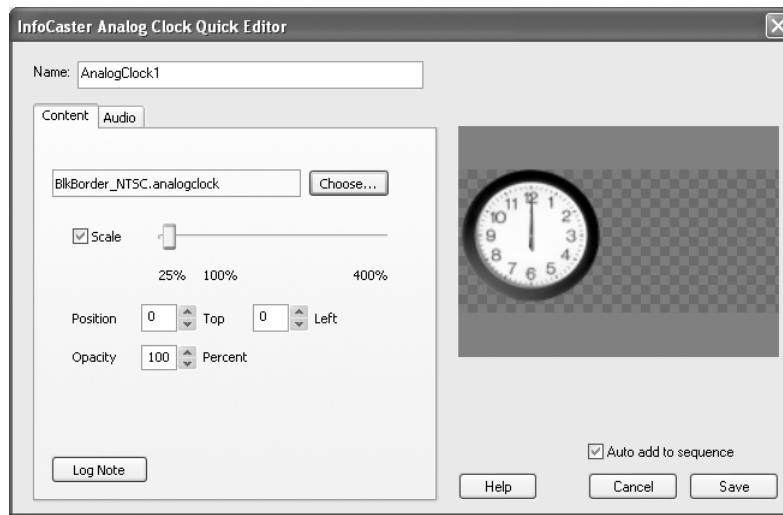


Analog clock regions play a real time analog clock.

There is 1 analog clock editor. This chapter contains instructions on how to use it.

- **Analog Clock Quick Editor**

Import the clock and format it on the Content tab. InfoCaster provides a selection of analog clock files that you can use. InfoCaster also provides an analog clock building utility. Adjust the audio settings on the Audio tab. By default, the time displayed by the clock is the local time provided by your computer clock. See “Analog Clock Quick Editor” on page 121.



- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Workflow

- 1 Draw an analog clock region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Analog Clock Quick Editor

You can import an existing analog clock file into an analog clock item in your layout. InfoCaster ships with sample analog clocks to use in your layouts, or you can use the analog clock building utility to create your own analog clocks. The time displayed by the clock is the local time provided by your computer clock.

Import the clock and format it on the Content tab. Adjust the audio settings on the Audio tab.

Open Content Editor

Open the Analog Clock Quick Editor from the Items window.

- 1 Double-click on an analog clock region in the Regions window to switch to the Items window.
- 2 Select the Analog Clock Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Add Clock

InfoCaster ships with a number of analog clocks, located in InfoCaster\Analog Clock Builder Samples\Clocks. The clock file uses the extension .analogclock or .psd.

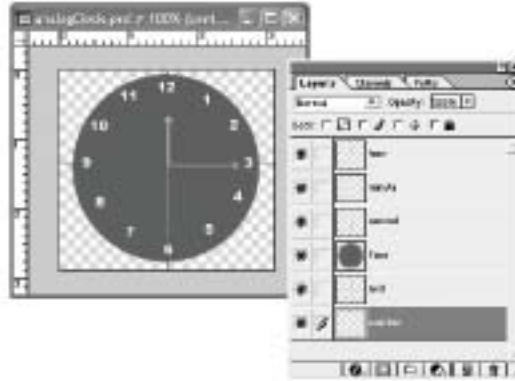
- 1 To add content, click on the Choose button.
- 2 In the Open dialog, open the NTSC or PAL folder, depending if you want an NTSC or PAL clock. The folders are located in the InfoCaster\Analog Clock Builder Samples\Clocks folder.
- 3 Select a clock and then click Open.

Create a Clock in Photoshop

To create a custom clock in Adobe Photoshop, you must add the clock elements on specific layers.

- 1 In Photoshop, open a new document.
- 2 Add the following six layers in the Layers palette: hour, minute, second, face, axis, center.

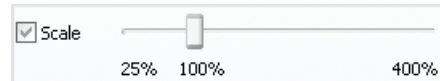
- 3 Add your clock elements to the appropriate layer.



- Hour: Place the image of the hour hand on the hour layer.
 - Minute: Place the image of the minute hand on the minute layer.
 - Second: Place the image of the second hand on the second layer.
 - Face: Place the image of the clock face on the face layer.
 - Axis: Place the image of the clock axis on the axis layer.
 - Center: Place a filled pixel on the center layer that anchors the center of the face and the rotation axis of the clock hands.
- 4 Save the clock as a .psd file.
 - 5 Use the Analog Clock Editor to add the clock to your layout.

Scale Clock

To change the size of the analog clock within the region, check the Scale checkbox, then drag the Scale control to the left to decrease the size or to the right to increase the size.



Note: You can also resize the analog clock item box in the layout window. Drag the control point on the box, or use the Size W (width) and H (height) boxes in the Item panel to resize the item box. If you resize the item box, the analog clock stays the size set in the Content Editor.

Position Clock

To position the clock within the region box, enter a number in the Position Top box to move the clock the set number of pixels from the top of the item border. Enter a number in the Position Left box to move the clock the set number of pixels from the left side of the item border.



Note: You can also move the analog region in the Regions window. Drag the item box to a new position in the Regions window, or use the Pos X and Y boxes in the Details panel to position the region box.

Adjust Clock Transparency

To adjust the item's level of transparency, select a number in the Opacity box on the Content tab, where 0% represents complete transparency.

Add Log Note

To add a log note to the item, click the Log Note button. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file select File > Open in the Log Viewer.

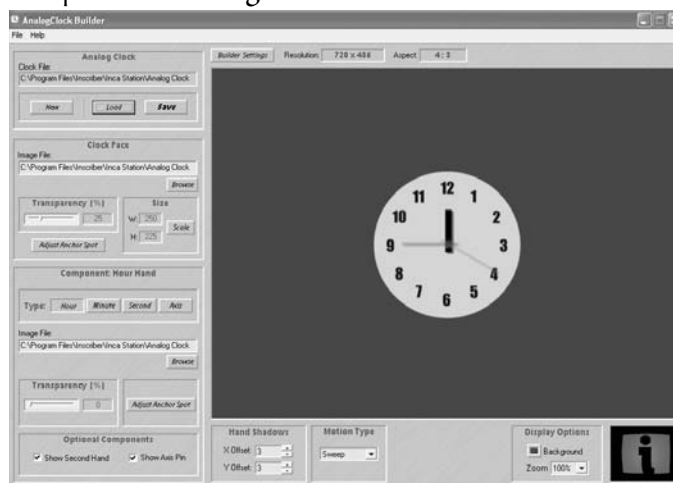
Save Content

Click on the Save button in the Content Editor to add the content to the item in the layout.

Build Analog Clocks

Use the Analog Clock Builder utility to create your own analog clocks. To open the Analog Clock Builder, select Start > Programs > Insciber > InfoCaster > Utilities > Analog Clock Builder.

For instructions on how to use this utility to create an analog clock file, use the Help menu in Analog Clock Builder.



Add Inca Port Items

Add Inca Port Content



With the purchase of the Inca Port option, you can display layers of data created in your RTX application in the Inca Port region in your layout. The Inca Port option is also referred to as the RTXport option.

Add Content

Use the Inca Port options in the Regions window to display the content from an RTX application in the Inca Port region in your layout.

- 1 Make sure that RTX is open on your system.
- 2 In InfoCaster, select the Inca Port region in the Regions window.
- 3 In the Name field of the region details section below the Regions window, enter the name of the RTX surface area exactly as it is found in the RTX .exe code. This name is set in the SharedID property of the Framebuffer object.
- 4 Run the RTX application to output the region content.

Note: You can open the Inca Port region in the Items window, but you cannot schedule Inca Port regions using the Sequencer. Inca Port content will output when you play your InfoCast and you run the RTX application.

Add a Temperature

Temperature Items Overview



If you have a temperature probe connected to your system, you can display current temperature readings in your layout.

There is 1 temperature probe region content editor. This chapter contains instructions on how to use it.

- Temperature Probe Quick Editor

Add a temperature reading to the region.

- Add Blank Item

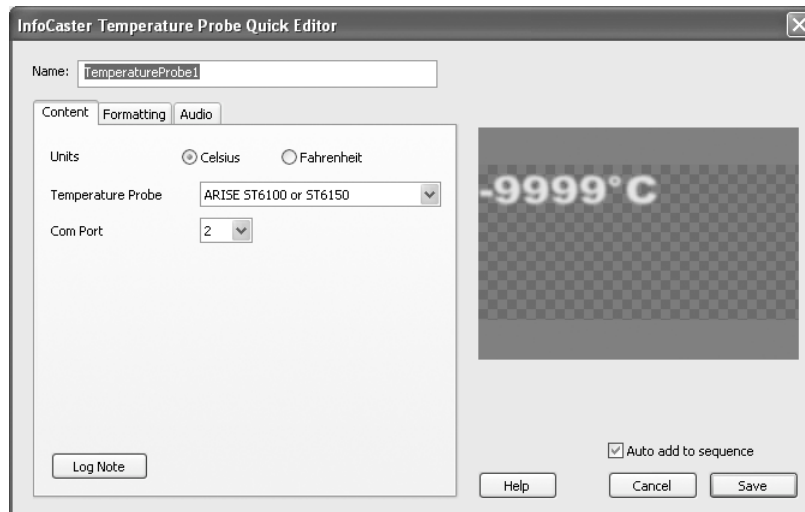
To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 44.

Workflow

- 1 Draw a temperature region in the Regions window.
- 2 Switch to the Items window and add (or edit) content.
- 3 Format the content or apply other options as desired. You can import audio to play when the item is on-air.
- 4 Save the content.

Temperature Quick Editor

Use the Temperature Quick Editor to display the current temperature in your layout. You can enter the temperature manually or set InfoCaster to read the temperature from a temperature probe connected to your system.



Open Content Editor

Open the Temperature Quick Editor from the Items window.

- 1 Double-click on a temperature region in the Regions window to switch to the Items window.
- 2 Select the Temperature Quick Editor from the content editor drop-down list.
- 3 Click the Add button to add a new region item.
If you want to edit an existing region item, select the item in the Items window, select the editor and click the Edit button.

Set-Up Temperature Probe

In the Temperature Quick Editor you can display the temperature reading from the temperature probe connected to your system.

- 1 Select the default units for your temperature probe reading: Celsius or Fahrenheit.
- 2 Select your device from the Temperature Probe list.
- 3 Select the COM port that the temperature probe is connected to from the COM Port list.

Add Log Note

To add a log note to the item, click the Log Note button. The Log Note window allows you to enter information to record in the playback log every time the item plays.

Enter any notes about the item in the text box without pressing ENTER, and then click Save. The note is displayed in the log file each time the item plays.

To view the current day's log file, select Tools > Log Viewer. The log viewer opens displaying the current log file. To open a different day's log file select File > Open in the Log Viewer.

Save Content

Click on the Save button in the Content Editor to add the content to the item in the layout.

External Data Sources

Use External Data Sources

InfoCaster allows you to link your text-based region items to content in an external data source. Text-based region items include still, roll, crawl, or animation items. Region item data tags link to the external data source, and display the text in the external file on output. Maintaining your data in an external file allows you to update your information easily. You can link your items to text files, XML/RSS data feeds, and ODBC data sources.

Data Tags

Still, roll, crawl, and animation items use data tags to link to the external data source. See the following table for a description of the data tags in each editor.

Region Type	Data Tag Description
Still	<ul style="list-style-type: none">• Title items use multiple data tags to link to multiple external data sources, or to multiple columns/feeds in one data source. You can edit the name of the data tag in the Title Quick Editor.<ul style="list-style-type: none">• To view the data tags, check the Show Tags checkbox on the Content tab in the Title Quick Editor.• To add a new data tag/text line in the Title Quick Editor, click in the text box and then press ENTER.• To remove a data tag/text line, select the text in the text box and press BACKSPACE to delete the text. When the text box is empty, press BACKSPACE again to delete the tag.• Table items use multiple data tags to link to multiple columns/feeds in one data source. Each column in the Table Quick Editor has a labeled data tag. The first column's data tag is I-1, the second column's data tag is I-2, and so on. The data tag labels are visible when you link to your external data source.
Roll	Roll items have one data tag that you can link to one external data source. The data tag is labeled I-1 and is visible when you link to your external data source.

Region Type	Data Tag Description
Crawl	Crawl items have one data tag that you can link to one external data source. The data tag is labeled Field 1 and is visible when you link to your external data source. Use the prefix options to set the characters between the text entries in the external file.
Animation	<p>Animation items can have multiple tags that you can link to one external data source. You can edit the tags in TitleMotion, when you create your animation.</p> <ul style="list-style-type: none"> • To view the data tags, check the Show Tags checkbox on the Content tab in the Animation Quick Editor. • To add a new data tag/text line, use the Data Tags tab in TitleMotion. • To remove a data tag/text line, open the animation in TitleMotion and delete the data tag.

External Data Output

The item type determines how the external data displays during output. See the following table for details.

Region Type	Output
Still	<ul style="list-style-type: none"> • Titles display one entry at a time during output. Each entry displays for the amount of time set in the Item Duration field in the content editor. The transition and duration options are available after you link to your external data source. • Tables displays the number of entries that fit in the title table item. <p>For example, if the item box is sized to display six rows and the data source contains six entries, all six entries display on output. If the item box is sized to display three rows and the data source contains six entries, the first three entries play for the amount of time set in the Item Duration field in the content editor, followed by the next three entries. The transition and duration options are available after you link to your external data source.</p>
Roll	Gradually displays the content as the text moves across the screen.

Region Type	Output
Crawl	Gradually displays the content as the text moves across the screen. If you use a prefix/separator between your crawls, the prefix displays before the content on each line.
Animation	Display one entry at a time during output. Each entry displays for the amount of time set in the Item Duration field in the content editor. The transition and duration options are available after you link to your external data source.

External Data Features

After you link your items to an external data source, the external data features become available in the content editors. The features include Show All New Data at Least Once, Enable On Screen Update, and Data Transition and Duration options. You must link to the external data source before the options are available.

Show All New Data at Least Once

The Show All New Data at Least Once option is recommended if you update your data constantly and if it is important to show all data in the text file before playing new updates. The option is available for still, roll, crawl, and animation items.

- 1 On the Content tab in the Title, Table, Crawl, Roll or Animation Quick Editor, check the Show All New Data at Least Once checkbox to playback all data in the text file once before it renders new data. The option is available after you link to your external data source.
- 2 Click the Save button to save the setting.

Disabling this option sets InfoCaster to render and display new data almost immediately as the data source is updated.

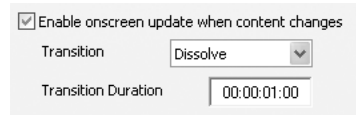
Enable On Screen Update

The Enable On Screen Update option sets InfoCaster to display your updated text immediately on-screen. Updates you make in the content editor or in an external source are immediately updated during output. The option is available for roll and crawl items.

The Enable On Screen Updates option is recommended if your text contains information like temperatures or sports scores where the spacing remains constant. The option is not recommended if the length of your text entries change, since the spacing of the text will not adjust until the item playback starts from the beginning. For example, a text entry that is

longer than the current entry will not display entirely, and a text entry that is shorter than the current entry will contain extra space.

- 1 On the Content tab in the editor, check the Enable On Screen Update checkbox on the Content tab.
- 2 Set the transition options that apply when the information is updated.
 - Select a transition type from the Transition drop-down list.
 - Set a transition duration in the Transition Duration field. Duration is set in hours:minutes:seconds:frames.



If you don't want to apply a transition, enter 00:00:00:00 in the Transition Duration field.

When the Enable On Screen Update option is not selected, the item is updated with new content once playback starts at the beginning.

Note: The Enable Onscreen Update option is available for both external data and text entered in the Crawl or Roll Quick Editor.

Set Transition Options

The transition and duration options allow you to apply a transition between the layers of external data. This option is available for title and table items.

- 1 On the Content tab in the editor, select a transition from the Transition drop-down list. The transition applies when the new layer of data display on-air.
- 2 Set the duration of the transition in the Transition Duration item box. The duration is set in seconds.

Set Item Duration

The Item Duration sets the display duration for each layer of data. This option is available for title and table items.

On the content tab in the editor, set the display duration for the external data output in the Item Duration boxes. The duration is set in minutes and seconds.

Use Text Files as Data Source

The text line(s) in a still, roll, crawl, or animation contain data tags. InfoCaster uses these data tags to link the content of an external data source to your item. The external data displays as the item content during output. Before linking to your external data source, you need to create your data source. This section describes how to create and link to a text file.

Text File Types

There are two main types of text files you can use in InfoCaster: linear text files and database text files that contain multiple columns. See the following table for a description of the two types.

Text File Type	Description
Linear Text File	<p>Contains information that InfoCaster reads line-by-line. InfoCaster reads the data directly from the text file, one line at a time.</p> <p>Link Method: Set InfoCaster to read the data directly from the text file.</p>
Database Text File	<p>Contains two or more columns that InfoCaster reads as a database table. When InfoCaster reads the text file through the ODBC driver the column formatting is retained and you can apply additional settings to the text data. Advanced ODBC settings are available to set the text formatting and display options.</p> <p>Link Method: Set InfoCaster to read the data through the ODBC driver. You can then link to the file as an ODBC database and apply advanced formatting options.</p>

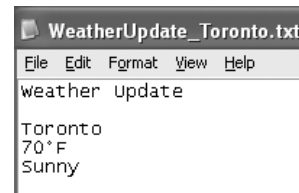
Create a Linear Text File

Linear text files contain information that InfoCaster reads one line at a time. The item type determines how the text displays on output.

Region Type	Output
Still	<ul style="list-style-type: none"> • Titles display one entry at a time during output. Each entry displays for the amount of time set in the Item Duration field in the Title Quick Editor. The transition and duration options are available after you link to your external data source. • Tables display the number of entries that fit in the table item in the layout window. <p>For example, if the item box is sized to display six rows and the data source contains six entries, all six entries display on output. If the item box is sized to display three rows and the data source contains six entries, the first three entries play for the amount of time set in the Item Duration field in the Table Quick Editor, followed by the next three entries. The transition and duration options are available after you link to your external data source.</p>
Roll	Gradually displays the content as the text moves across the screen.
Crawl	Gradually displays the content as the text moves across the screen. If you use a prefix/separator between your crawls, the prefix displays before the content on each line.
Animation	Displays one entry at a time during output. Each entry displays for the amount of time set in the Item Duration field in the Animation Quick Editor. The transition and duration options are available after you link to your external source.

Use the following steps to create a linear text file.

- 1 Open a text editor, like Windows Notepad (Start > Programs > Accessories > Notepad).
- 2 Type your first entry, such as a word, number, or phrase.
- 3 Press ENTER and add another entry.



4 Continue adding entries as needed.

5 Save the file as a .txt file.

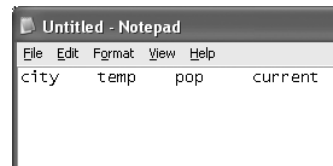
See Also: For information on linking to a linear text file see “Link to Linear Text File” on page 162.

Create Database Text File

Database text files contain information that InfoCaster reads as a database table. When you set InfoCaster to read the multiple-column text file through the ODBC driver, the columns remain formatted properly. Advanced ODBC settings are available to set the text formatting and display options.

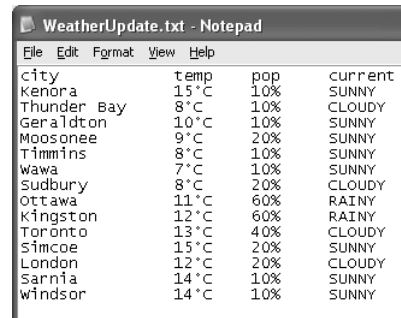
If you set InfoCaster to read the data directly from the text file (rather than through the ODBC driver), your items read each line as a single row and ignores the column formatting.

- 1 Open a text editor, like Windows Notepad (Start > Programs > Accessories > Notepad).
- 2 On the first line of text in the file, type the name of the first column heading.
- 3 Press the TAB key and enter your second column heading. You can press the TAB key twice for proper spacing, if necessary.



You do not have to use tabs as the delimiter (column separator) between your columns. You can use commas or your own custom delimiter. You will set the delimiter type when you link to the text file in InfoCaster.

- 4 Enter the remaining column headings, using the TAB key (or other delimiter) to move to the next column.
- 5 Press ENTER to move to the second line. The data begins on the second line.
- 6 Add the first data entry, such as a word, number, or phrase, under the first column heading.
- 7 Press TAB (or other delimiter) to move to the second column, and add the column entry.
- 8 Add the remaining column entries, using the TAB key (or other delimiter) to move to the next column.
- 9 Press ENTER to move to the next line of text, as needed.
- 10 Continue adding your column entries in each new line, using the TAB key (or other delimiter) to move to the next column.
- 11 Save the file as a .txt file to a unique folder.

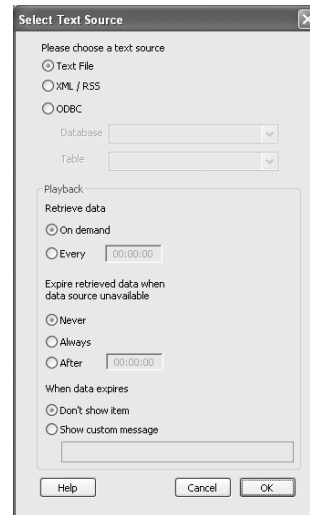


See Also: For information on linking to a database text file see .

Link Item to Text File

The following steps describe how to link to your external data source in InfoCaster.

- 1 In InfoCaster double-click on the region to open the Item Library.
- 2 Click on a region item in the Item Library.
- 2 Select a Quick Editor from the Editor list and click the Edit button.
- 3 In the Content tab, select the external data source option.
 - For the Title, Roll, Crawl and Animation Quick Editors check the External Data Source checkbox and then click the Setup button.
 - For the Table Quick Editor click the Setup Data Source button.
- 4 In the Select Text Source dialog, select the Text File option.
- 5 Set your playback options.



Playback Option	Description
Retrieve Data	<p>Sets when InfoCaster checks the text file for new information.</p> <ul style="list-style-type: none"> • Select On Demand to set InfoCaster to update items when the data source is updated. InfoCaster does not play any item when the data source is not available. • Select Every and enter a time (hours:minutes:seconds) to set how often InfoCaster should look for new information. InfoCaster plays the last available data if the data source is not available. This prevents your output from disappearing.

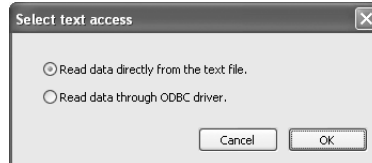
Playback Option	Description
Expire Retrieved Data	<p>Sets when InfoCaster will expire external data if the data source is unavailable. For example, your data source may be unavailable if your data source is stored on a network and the network is down.</p> <ul style="list-style-type: none"> • Select Never if you want to play the last data available to InfoCaster when the data source is unavailable. • Select Always if you want to expire the last data available to InfoCaster when the data source is unavailable. • Select After and enter a time to set how long the data source can be unavailable before the data is expired. The time is displayed in hh:mm:ss (hours:minutes:seconds).
When Data Expires	<p>Sets what InfoCaster displays when the data has expired.</p> <ul style="list-style-type: none"> • Select the Don't Show Item option if you do not want to play items that have expired. • Select the Show Custom Message option if you want to display a message when the data has expired. Type in your custom text in the field.

- 6 Click OK to apply your settings and move to the next dialog.
 - If you are linking to a linear text file, where InfoCaster reads the data directly from the text file, complete the steps in the next section "Link to Linear Text File" on page 162.
 - If you are linking to a multiple-column text file where InfoCaster reads the data through an ODBC driver and retains column formatting, complete the steps in the section "Link Item to Database Text File" on page 164.
 - If you are linking to a text file ODBC database, complete the steps in the section "Link to Database" on page 180.

Link to Linear Text File

The following information describes how to set InfoCaster to read data directly from the linear text file. On output, the text displays line-by-line.

- 1 If necessary, complete steps 1 - 5 in the previous section: "Link Item to Text File" on page 160.
- 2 In the Select Text Access dialog, choose the Read Data Directly from the Text File option, and then click OK to move to the next dialog.



- 3 In the Select Text Sources dialog, click on the Choose button.
- 4 In the next dialog box, select the location of your text file.
 - Select the Local Files Browsing option if your text file is located on your hard drive or a local network.
 - Select the HTTP/FTP Files Browsing option if your text file is located on an HTTP or FTP website.
- 5 Click OK.
- 6 Complete the following steps based on your selection: Local Files Browsing or HTTP/FTP Files Browsing.

Local Files Browsing

If you selected Local Files Browsing, complete the following steps:

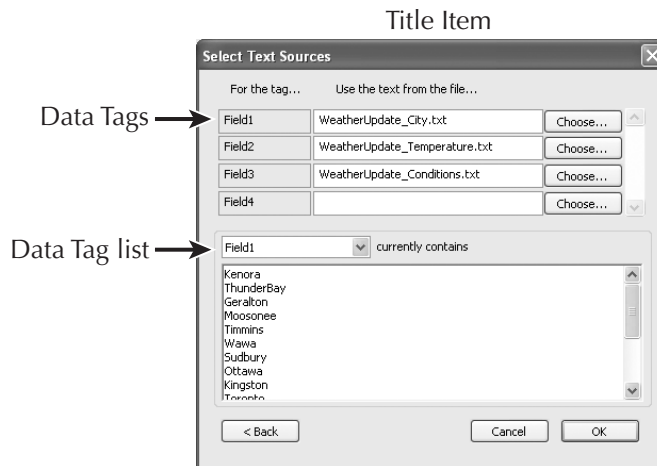
- a In the Open dialog, select your text file.
- b Click the Open button.

HTTP/FTP Files Browsing

If you selected HTTP/FTP Files Browsing, complete the following steps:

- a In the Internet File Browser dialog, enter the address of the HTTP or FTP site in the Current Path box. The address must start with http:// or ftp://.
- b Log on to the site by selecting one of the following Login options:
 - If the site permits anonymous login, select the Anonymous option.
 - If the site requires a name and password, select the Name option, then enter a Name and Password.
- c Click the Go button to go to that site. The files that are available at the HTTP or FTP site are displayed in the lower portion of the dialog.
- d Select the text file and then click OK.

- 7 Back in the Select Text Sources dialog box, the name of the file you selected is displayed in the Field box and the text is displayed in the lower portion of the dialog box.



You can select more files, depending on the region type.

- Crawl Items: Only select one file.
- Roll Items: Only select one file.
- Title Items: Select a file for each available line. Select a data tag from the Data Tag list to preview the text file content.
- Table Items: Select a file for each available line. Each line represents a table column. The first line with the data tag I-1, represents the first column. The second line with the data tag I-2, represents the second column, and so on. Use the Data Tag list to preview the text file contents.
- Animation Items: Select a file for each available line. Select a data tag from the Data Tag list to preview the text file content.

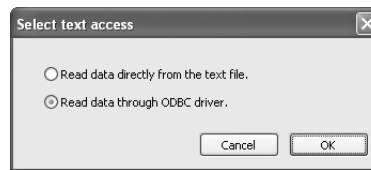
For information on how each item outputs the text see the Region Type table on page 157.

- 8 Click OK in the dialog to return to the content editor.
- 9 Click Save in the content editor.

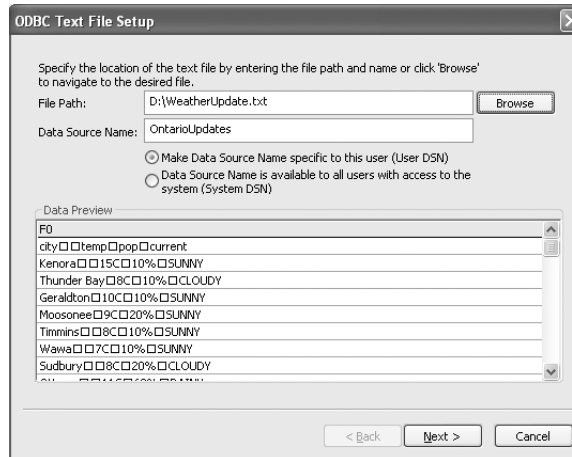
Link Item to Database Text File

The following information describes how to set InfoCaster to read the text file through an ODBC driver. Reading the text file through an ODBC driver allows you to set ODBC formatting options that apply to multiple-column text files. After reading the text file through the ODBC driver, you can apply advanced formatting options in the Select Database Items dialog.

- 1 If necessary, complete steps 1 - 5 in the previous section: "Link Item to Text File" on page 160.
- 2 In the Select Text Access dialog, choose the Read Data from ODBC Driver option, and then click OK to move to the next dialog.



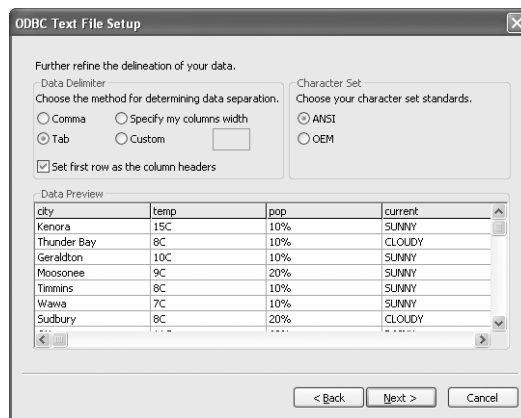
- 3 In the ODBC Text File Setup dialog, click the Browse button to select your text file. The text displays in the data preview.



- 4 Enter a name for the data in the Data Source Name field.
- 5 Set the user availability option for the data source name.
 - Make Data Source Name Specific to this User registers the text file database for the current logged-on user. If someone else logs on to the computer, the database is not visible.
 - Data Source Name is Available to All Users registers the text file database in a global location on the computer and is visible for any logged-on user.
- 6 Click Next.

- 7 In the next dialog, select the delimiter (column separator) used in the text file from the Delimiter list: Comma, Tab, Specify Column Width, or Custom. If you used a custom delimiter, enter the character in the Custom item box.

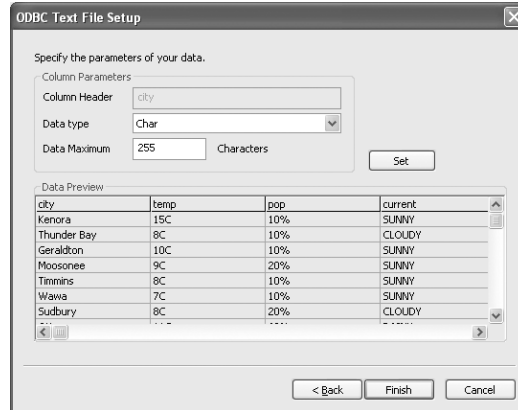
Note: The Specify My Column Width option allows you to separate your columns by setting a column width in the next dialog. For details on setting the column width, see “Specify My Column Width Option” on page 168.
- 8 Check the Set first row as the column headers checkbox if you want to change the first row of text entries into column headings.



- 9 Select the ANSI or OEM character set.
 - Select ANSI if the application used to create the text file uses the ANSI character set. ANSI is typically used with Windows.
 - Select OEM (original equipment manufacturer) if the application used to create the text file uses the OEM character set. OEM is typically used with DOS.

Leave ANSI as the default if you're not sure of the character set. ANSI and OEM character sets share a number of characters, but each set also has unique characters. If you notice your text file characters do not display properly during preview or playback you can return to this dialog and change the character set.
- 10 Click Next. The next dialog shows you the data type contained in each column of the text file.

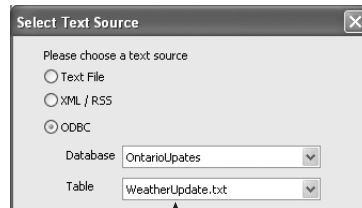
- 11 To change the data format, select a new data type from the Data Type item list.



- 12 To set a character limit for the column text, click on a column entry and then type a number in the Data Maximum field. Click the Set button.

Note: If you selected Specify My Column Width in the last dialog you need to set the width for each column at this point. For information on setting the column width, see the following topic, "Specify My Column Width Option" on page I68.

- 13 Click Finish to return to the Select Text Source dialog.

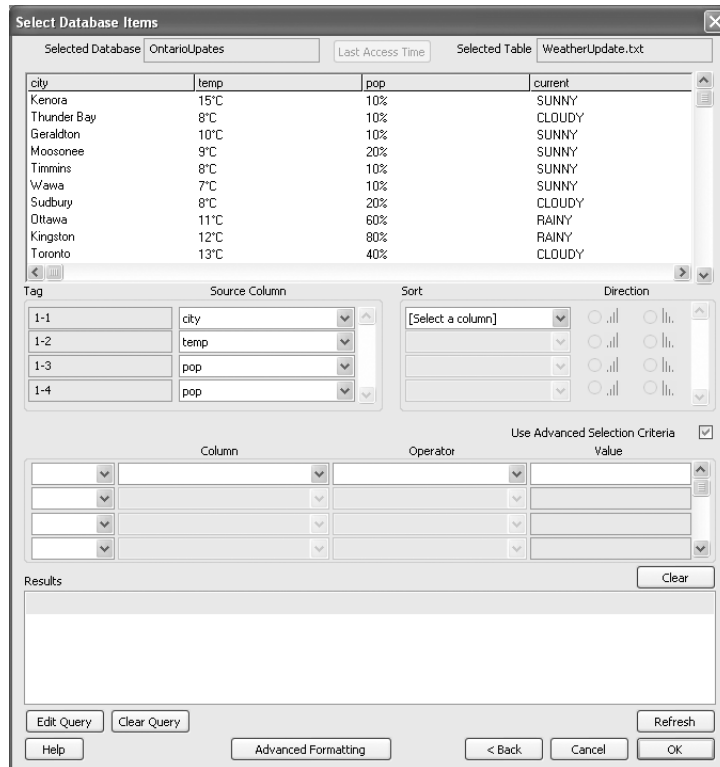


↑
Database text file listed as ODBC data source.

In the Select Text Source dialog, notice your database text file is now listed as an ODBC datasource.

- 14 In the Select Text Source dialog, click OK. The Select Database Items dialog opens.

- From the Source Column drop-down list, link the data tags to the column you want to output. For table items, the data tag for the first column is I-1, the data tag for the second column is I-2, and so on.



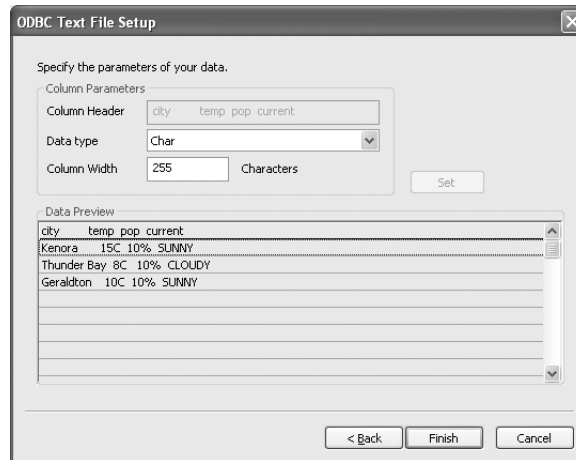
- Click OK to return to the content editor and then click Save to save the item.

See Also: See “Select Database Items for Output” on page 181 for more details on the Select Database Items dialog.

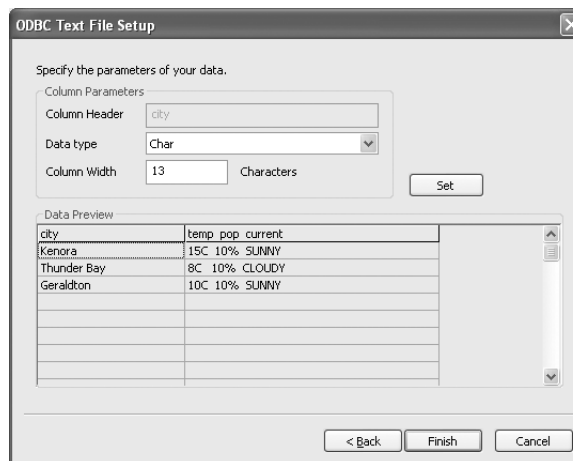
Specify My Column Width Option

If you selected Specify My Column Width as the Data Delimiter option in the first ODBC Text File Setup dialog (see step 7 in the previous procedure), you need to set the number of characters in each column, so your columns display properly.

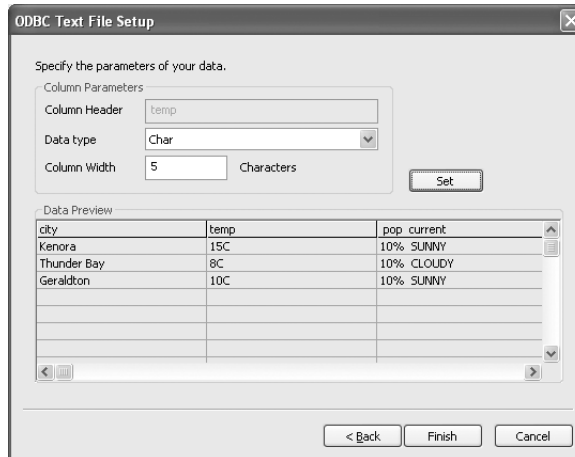
- 1 In the last ODBC Text File Setup dialog, click on the first row.
- 2 Enter the number of characters for the first column in the Column Width field and then click the Set button to apply the width.



- If some of the characters from your first column move to the second column, click an entry in the first column again and increase the number in the Column Width field.
- If some of the characters from the second column stayed in the first column, click an entry in the first column again and decrease the number in the Column Width field.



- 3 Click on the first entry in the second column and enter the number of characters for the column in the Column Width field. Click the Set button to apply the width.



- 4 Continue setting the column width for the remaining columns.

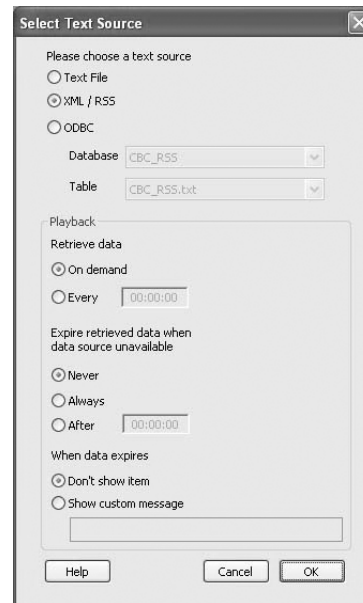
Link to XML/RSS Data Feed

You can link your layout to an XML source, like an RSS data feed. When you link to an RSS data feed, RSS sends the latest updates from the data feed to your layout. To use the XML/RSS data feed in your item, first select XML/RSS as your data source and then set up the data feed.

Select XML/RSS as Data Source

Use the External Data options to select the XML/RSS data feed as the data source for your item.

- 1 In InfoCaster double-click on the region to open the Item Library.
- 2 Click on a region item in the Item Library.
- 3 Select a Quick Editor from the Editor list and click the Edit button.
- 4 In the Content tab, select the external data source option.
 - For the Crawl, Roll, Title and Animation Quick Editors check the External Data Source checkbox and then click the Setup button.
 - For the Table Quick Editor click the Setup Data Source button.
- 5 In the Select Text Source dialog, select the XML/RSS option.
- 6 Set your playback options.



Playback Option	Description
Retrieve Data	<p>Sets when InfoCaster checks the text file for new information.</p> <ul style="list-style-type: none"> • Select On Demand to set InfoCaster to update items when the data source is updated. InfoCaster does not play any item when the data source is not available. • Select Every and enter a time (hours:minutes:seconds) to set how often InfoCaster should look for new information. InfoCaster plays the last available data if the data source is not available. This prevents your output from disappearing.
Expire Retrieved Data	<p>Sets when InfoCaster will expire external data if the data source is unavailable. For example, your data source may be unavailable if your data source is stored on a network and the network is down.</p> <ul style="list-style-type: none"> • Select Never if you want to play the last data available to InfoCaster when the data source is unavailable. • Select Always if you want to expire the last data available to InfoCaster when the data source is unavailable. • Select After and enter a time to set how long the data source can be unavailable before the data is expired. The time is displayed in hh:mm:ss (hours:minutes:seconds).
When Data Expires	<p>Sets what InfoCaster displays when the data has expired.</p> <ul style="list-style-type: none"> • Select the Don't Show Item option if you do not want to play items that have expired. • Select the Show Custom Message option if you want to display a message when the data has expired. Type in your custom text in the field.

7 Click OK to apply your settings and move to the next dialog.

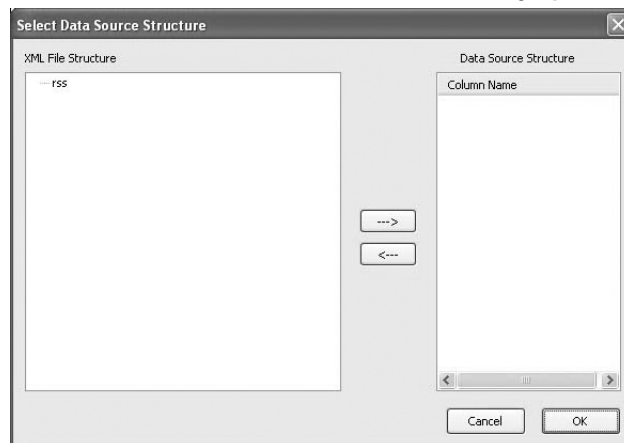
Set Up XML Data Source

In the Select Data Source Structure dialog you can select the data for output.

- 1 If necessary, complete steps 1 - 5 in the previous section: "Select XML/RSS as Data Source" on page 170.
- 2 In the XML Data Source Setup dialog, enter the path to the XML file. If the XML/RSS data is located on the internet, start the URL with http://.

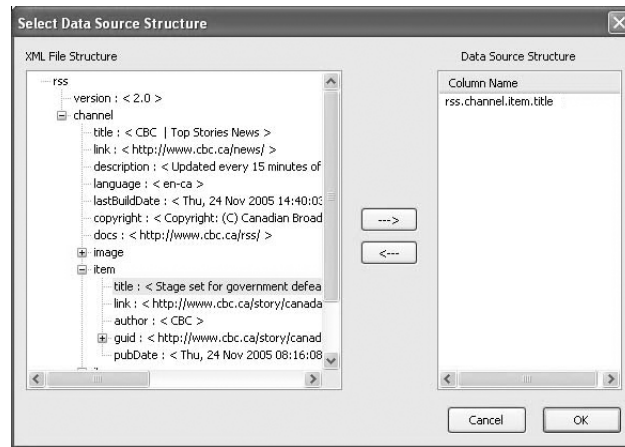


- 3 Enter a name for the XML source in the Data Source name field.
- 4 Click OK. The Select Data Source Structure dialog opens.

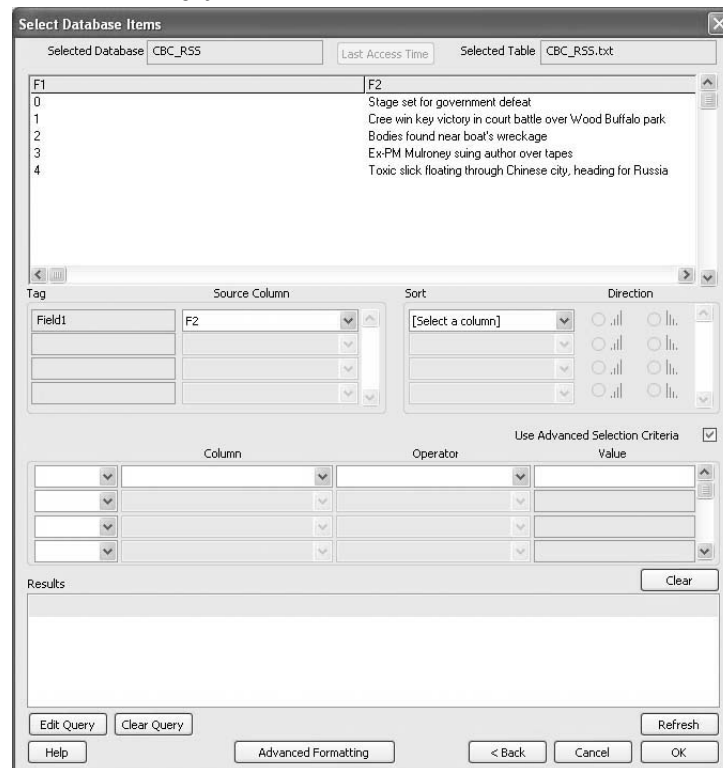


- 5 In the Select Data Source Structure dialog, select an item in the XML File Structure list that you want to display in your region.

- Click the right arrow to move the item to your data structure and set the item to play the data feed on output.



- Click OK. The Select Database Item dialog opens.
- From the Source Column drop-down list, select the column you want to output. The selected column links to the item data tag. If you have more than one data tag, you can link to more than one column.



- Click OK to return to the content editor and then click Save to save the item.

See Also: See “Select Database Items for Output” on page 181 for more details on the Select Database Items dialog.

Create ODBC Data Source

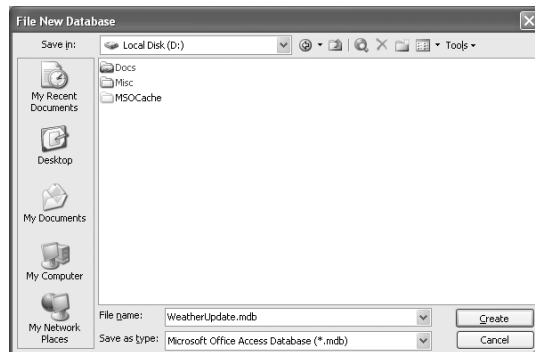
The Open Database Connectivity (ODBC) protocol allows different programs, like Microsoft Access and Microsoft Excel, to share information held in database applications. You can easily create a database and place almost any type of information in it, including weather data, TV shows, and arrival/departure times. After you create your database you can link the data to your InfoCaster item.

Create Database in MS Access

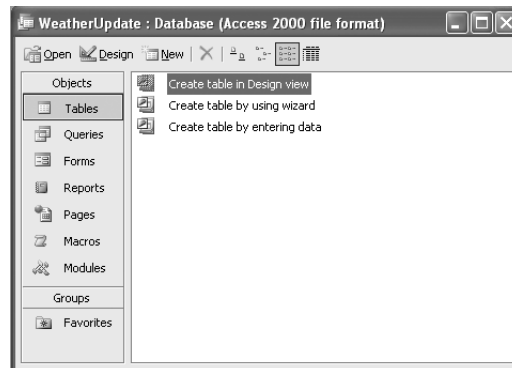
Create a database file in any ODBC-compliant software such as MS Access and MS Excel. When you change the data in this file, the data in InfoCaster changes as well.

To create a database file in MS Access complete the following steps.

- 1 Open Microsoft Access and start a new Blank Access Database. Depending on the version of Access you use, the Blank Access Database option is accessed in different ways. If you're unsure where the option is, select File > New.
- 2 In the New Database window, enter a name and select a location for your database. Click the Create button.



- 3 In the Database window, double-click on the Create Table in Design View option.



- 4 In the new Table window enter ID in the first Field Name text box and select Auto Number as your Data Type.
- 5 Right-click on the ID entry and select Primary Key from the menu. In Access, every table must have a column that uniquely identifies each table row.
- 6 Enter the field names (or column headings) and data types for your table. Your field names are your column headings.

Field Name	Data Type
ID	Text
	Text
	Memo
	Number
	Date/Time
	Currency
	AutoNumber
	Yes/No
	OLE Object
	Hyperlink
	Lookup Wizard...

Field Name	Data Type
ID	AutoNumber
city	Text
temp	Text
pop	Text
current	Text

- 7 Select File > Save. In the Save As dialog, enter a name for your table.
- 8 Select View > Datasheet View to view the table cells.
- 9 Enter your information in the table cells and save the table.

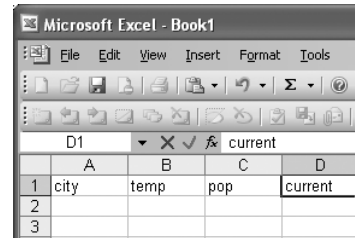
ID	city	temp	pop	current
1	Kenora	15°C	10%	SUNNY
2	Thunder Bay	8°C	10%	CLOUDY
3	Geraldton	10°C	10%	SUNNY
4	Moosonee	9°C	20%	SUNNY
5	Timmins	8°C	10%	SUNNY
6	Wawa	7°C	10%	SUNNY
7	Sudbury	8°C	20%	CLOUDY
8	Ottawa	11°C	60%	RAINY
9	Kingston	12°C	60%	RAINY
10	Toronto	13°C	40%	CLOUDY
11	Simcoe	15°C	20%	SUNNY
12	London	12°C	20%	CLOUDY
13	Sarnia	14°C	10%	SUNNY
14	Windsor	14°C	10%	SUNNY
(AutoNumber)				

Create Database in MS Excel

Create a database file in any ODBC-compliant software such as MS Access and MS Excel. When you change the data in this file, the data in InfoCaster changes as well.

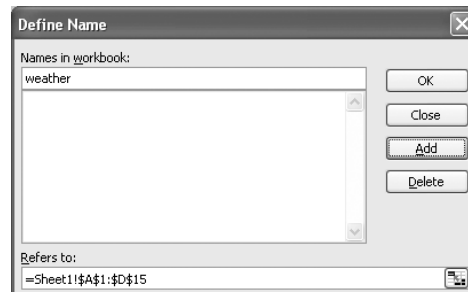
To create a database file in MS Excel complete the following steps.

- 1 Open Microsoft Excel.
- 2 Enter your column headings in the first cell of the column. InfoCaster uses the heading to refer to the column text.
- 3 Enter your information in the table cells.
- 4 Highlight all of the cells you want included in your table. Make sure to include the headings as well. You can highlight the cells by clicking and dragging your mouse over the cells, or by clicking on the first cell and then SHIFT+clicking on the last cell.



	A	B	C	D
1	city	temp	pop	current
2	Kenora	15°C	10%	SUNNY
3	Thunder Bay	8°C	10%	CLOUDY
4	Geraldton	10°C	10%	SUNNY
5	Moosonee	9°C	20%	SUNNY
6	Timmins	8°C	10%	SUNNY
7	Wawa	7°C	10%	SUNNY
8	Sudbury	8°C	20%	CLOUDY
9	Ottawa	11°C	60%	RAINY
10	Kingston	12°C	60%	RAINY
11	Toronto	13°C	40%	CLOUDY
12	Simcoe	15°C	20%	SUNNY
13	London	12°C	20%	CLOUDY
14	Sarnia	14°C	10%	SUNNY
15	Windsor	14°C	10%	SUNNY

- 5 Select Insert > Name > Define.
- 6 Enter a name for your table and then click the Add button. The name must be one word only, and must not contain spaces, underscores, slashes, or dashes. Click OK to close the dialog.
- 7 Save the Excel spreadsheet.



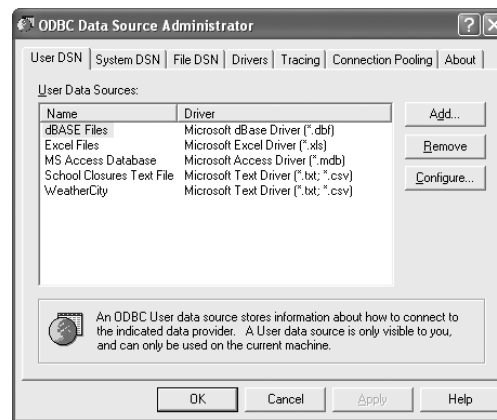
Add Database to ODBC System List

After you create your database tables, add the database to your system list. You need to add your database to the system list before InfoCaster can read the database content.

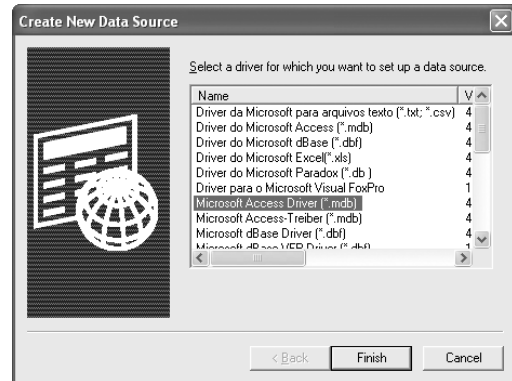
Add Database to ODBC System List

To add an MS Access or MS Excel file to an ODBC system list complete the following steps. If you are using a different application, the steps will differ slightly.

- 1 In Windows, open the Data Sources (ODBC) option.
 - In Windows XP view: Select Start > Control Panel > Performance and Maintenance > Administrative Tools > Data Sources (ODBC).
 - In Windows Classic view: Select Start > Control Panel > Administrative Tools > Data Sources (ODBC).
- 2 Select the User DSN tab or the System DSN tab.
 - The User DSN tab registers the database for the current logged-on user. If someone else logs on to the computer, the database is not visible.
 - The System DSN tab registers the database in a global location on the computer and is visible for any logged-on user.
- 3 Click the Add button to open the Create New Data Source dialog.
- 4 Select the driver from the list for your database.



- If you're connecting to an Access database select Microsoft Access Driver (*.mdb).
- If you're connecting to an Excel spreadsheet select Microsoft Excel Driver (*.xls).

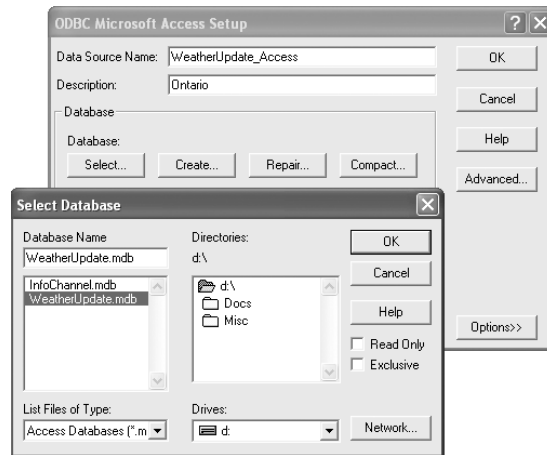


5 Click the Finish button to add the selected driver to the system and to continue with the database set up.

6 In the new dialog enter a name for the data source.

7 Select your external data source.

- For Access data, click the Select button. In the dialog, navigate to and select your database. Clear the Read Only checkbox if necessary.
- For Excel data, click the Select Workbook button. In the dialog, navigate to and select your spreadsheet. Clear the Read Only checkbox if necessary.



8 Click OK in all the dialogs until you return to Windows.

Link Item to ODBC Data Source

You can create your ODBC database in any ODBC compliant program, including MS Access and MS Excel. Before linking your item in InfoCaster to your ODBC database, you need to add your database to the ODBC system list. See "Add Database to ODBC System List" on page 178 for details.

Link to Database

The following steps describe how to link to your ODBC data source in InfoCaster.

- 1 In InfoCaster double-click on the region to open the Item Library.
- 2 Click on a region item in the Item Library.
- 3 Select a Quick Editor from the Editor list and click the Edit button.
- 4 In the Content tab, select the external data source option.
 - For the Crawl, Roll, Title and Animation Quick Editors check the External Data Source checkbox and then click the Setup button.
 - For the Table Quick Editor click the Setup Data Source button.
- 5 In the Select Text Source dialog, select the ODBC option.
- 6 Select a database from the Database list.
- 7 Select the database table from the Table list. For text file databases the text file name displays as the table name.
- 8 Set your playback options.

Playback Option	Description
Retrieve Data	<p>Sets when InfoCaster checks the text file for new information.</p> <ul style="list-style-type: none">• Select On Demand to set InfoCaster to update items when the data source is updated. InfoCaster does not play any item when the data source is not available.• Select Every and enter a time (hours:minutes:seconds) to set how often InfoCaster should look for new information. InfoCaster plays the last available data if the data source is not available. This prevents your output from disappearing.

Playback Option	Description
Expire Retrieved Data	<p>Sets when InfoCaster will expire external data if the data source is unavailable. For example, your data source may be unavailable if your data source is stored on a network and the network is down.</p> <ul style="list-style-type: none"> • Select Never if you want to play the last data available to InfoCaster when the data source is unavailable. • Select Always if you want to expire the last data available to InfoCaster when the data source is unavailable. • Select After and enter a time to set how long the data source can be unavailable before the data is expired. The time is displayed in hh:mm:ss (hours:minutes:seconds).
When Data Expires	<p>Sets what InfoCaster displays when the data has expired.</p> <ul style="list-style-type: none"> • Select the Don't Show Item option if you do not want to play items that have expired. • Select the Show Custom Message option if you want to display a message when the data has expired. Type in your custom text in the field.

9 Click OK to apply your settings and move to the next dialog.

Select Database Items for Output

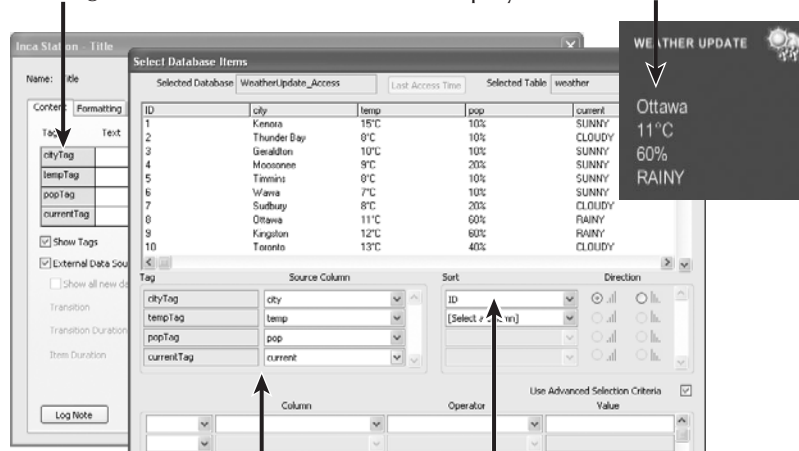
In the Select Database Items dialog you can select specific data for output, set the data output order, and apply special formatting to specific table entries.

- 1 If necessary, complete steps 1 - 7 in the previous section: "Link to Database" on page 180.
- 2 Select a column name from the Source Column drop-down list to link the data tag on the left to the database column. If you do not want a

column in your database to display during output, do not link the column to a data tag.

Data tags in content editor.

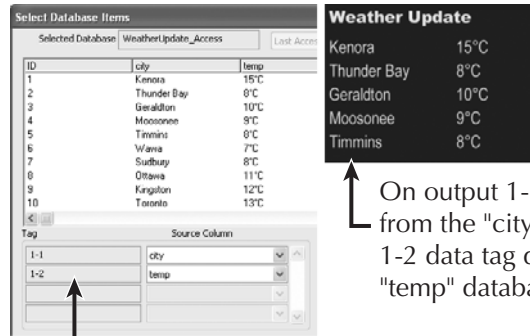
On output item data tags display linked column content.



Link data tags to database columns.

Select a column to order content output.

For table items that display multiple columns of text, the data tags in the Table Quick Editor are set as 1-1 for the first column, 1-2 for the second column, and so on. When you link the data tag to the database column, InfoCaster displays the column contents as a list on output.



On output 1-1 data tag displays data from the "city" database column and 1-2 data tag displays data from the "temp" database column.

Table item data tags:

- 1-1 data tag is the first column in the item,
- 1-2 data tag is the second column in the item.

- 3 From the Sort drop-down list select a column for ordering content output. If you do not select a sort column InfoCaster plays the text in the order listed in the table.
- 4 Select the ascending or the descending option located beside the Sort list to determine if the selected column content is sorted in ascending order or descending order.
 - Columns with numerical data are sorted from smallest number to largest (ascending order) or largest number to smallest (descending order).
 - Columns with textual data are sorted alphabetically from A - Z (ascending order) or in reverse alphabetical order from Z - A (descending order).

- Click the Refresh button at the bottom of the window to view the data selected for output. The Results area displays the table entries sorted for output. The Layout number indicates when the content is displayed on output: first, second, third, and so on.



Title Item Example

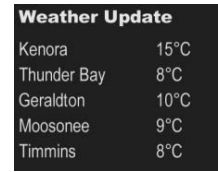


Table Item Example

Layout	cityTag	tempTag
1	Kenora	15°C
2	Thunder Bay	8°C
3	Geraldton	10°C
4	Moosonee	9°C

Layout	1-1
1	Moosonee
1	Timmins

2	Wawa

The Layout number indicates what content displays first, second, third, and so on.

Set Specific Table Entries for Output

In the Select Database Items dialog, use the Advanced Selection Criteria section to set specific table entries for playback.

- Select the AND option or the OR option from the first drop-down list to help set the playback criteria.

AND: Sets InfoCaster to display the table entries that meet the criteria set in the current row and the row above. The table entries must have the attributes of both rows.

	Column	Operator	Value
	ID	Less than	15
AND	ID	Greater than	5

In this example InfoCaster outputs table rows with an ID less than 15 and greater than 5, so rows 6 - 14.

OR: Sets InfoCaster to display the table entries that meet the criteria set either in the current row or the row above. The table entries must have at least one of row's attributes, but not both.

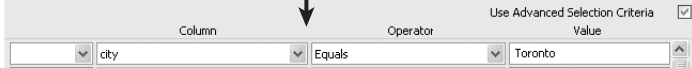
	Column	Operator	Value
	ID	Less than	15
OR	ID	Equals	20

In this example InfoCaster outputs table rows with an ID less than 15 or an ID that equals 20, so rows 1 - 14 and row 20.

- 2 Select a column heading from the Column list for the selection criteria. The Operator and Value condition applies to the selected column.

For example, select the city column from the Column list, select Equals from the Operator list, and enter Toronto in the Value text box. InfoCaster outputs the row of data where Toronto is listed in the city column.

selection criteria



ID	city	temp	pop	current
5	Timmins	8°C	10%	SUNNY
6	Wawa	7°C	10%	SUNNY
7	Sudbury	8°C	20%	CLOUDY
8	Ottawa	11°C	60%	RAINY
9	Kingston	12°C	60%	RAINY
10	Toronto	13°C	40%	CLOUDY
11	Simcoe	15°C	20%	SUNNY
12	London	12°C	20%	CLOUDY

table entry →

output results →

Layout	cityTag	tempTag	popTag	currentTag
1	Toronto	13°C	40%	CLOUDY

Other examples for using the selection criteria option:

- If you select city from the column list, select Equals from the Operator list, and enter Toronto in the Value text box, InfoCaster only outputs the table row that includes the entry Toronto.
 - If you select city from the column list, select Greater Than from the Operator list, and enter Milton in the Value text box, InfoCaster outputs the table rows with entries that come after Milton alphabetically.
 - If you select city from the column list, select Not Like from the Operator list, and enter Ottawa in the Value text box, InfoCaster outputs all the table rows that do not have the entry Ottawa.
- 3 To delete the current row from the Advanced Selection Criteria section, select the DELETE option from the row's first drop-down list.
 - 4 To clear all the information in the Advanced Selection Criteria section, click the Clear button.
 - 5 To quickly edit the database selections, click the Edit Query button.

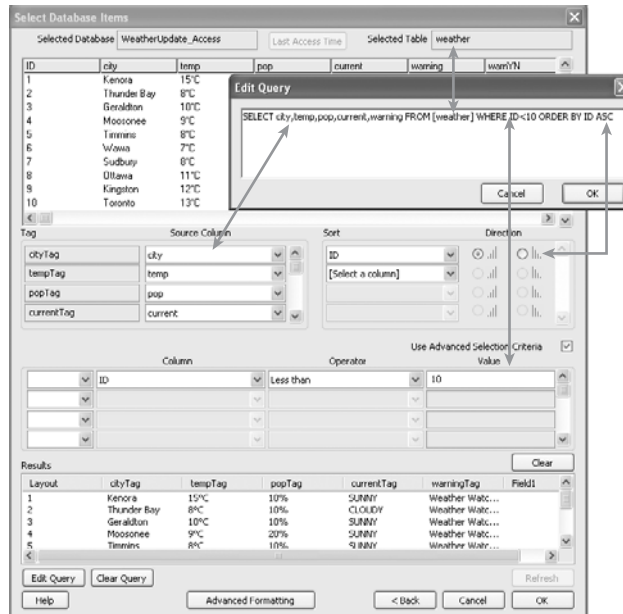
The Edit Query window opens, where you can edit the parameters of your selections in the text line. When you click OK, the edits are saved in the Edit Query window and are applied to your item on output.

SELECT: Lists the columns connected to the data tags.

FROM: Lists the database table.

WHERE: Lists the advanced selection criteria.

ORDER BY: Lists the sort order and direction.



When you click OK in the Edit Query window the options in the Select Database Items dialog are disabled. Click the Clear Query button to remove the edits and to enable the options in the Select Database Items again.

- 6 To view the data selected for output click the Refresh button. The Results area displays the table entries sorted for output.
- 7 If you do not want to apply advanced formatting to specific data (see next topic), click OK. In the content editor, click Save. InfoCaster outputs the selected table entries from your ODBC data source during playback.

Apply Advanced Formatting to Data

The advanced formatting options allow you to display specific data in a different color, hide specific data during output, format numeric data, and add a string of text before or after your data.

In this example, we only want InfoCaster to display the "Weather Watch: Severe Thunderstorms" warning if there is a "Y" in the warnYN column.

The screenshot shows the 'Select Database Items' dialog box. The 'Selected Database' is 'WeatherUpdate_Access' and the 'Selected Table' is 'weather'. The table below shows the following data:

city	temp	pop	current	warning	warnYN
Kanora	15°C	10%	SUNNY	Weather Watch: Severe Thunderstorms	N
Thunder Bay	8°C	10%	CLOUDY	Weather Watch: Severe Thunderstorms	N
Geraldton	10°C	10%	SUNNY	Weather Watch: Severe Thunderstorms	N
Moosonee	9°C	20%	SUNNY	Weather Watch: Severe Thunderstorms	N
Timmins	8°C	10%	SUNNY	Weather Watch: Severe Thunderstorms	N
Wawa	7°C	10%	SUNNY	Weather Watch: Severe Thunderstorms	N
Sudbury	8°C	20%	CLOUDY	Weather Watch: Severe Thunderstorms	N
Ottawa	11°C	60%	RAINY	Weather Watch: Severe Thunderstorms	Y
Kingston	12°C	80%	RAINY	Weather Watch: Severe Thunderstorms	Y
Toronto	13°C	40%	CLOUDY	Weather Watch: Severe Thunderstorms	Y

The 'Advanced Selection Criteria' section is configured with the following rule:

Column	Operator	Value
warning	is	Y

Apply Color to Data

Use the conditional formatting options to apply color to specific data.

Select the column that will display the color formatting on output. In this example, InfoCaster will apply the color formatting to the data in the "warning" column.

current	warning	warnYN
SUNNY	Weather Watch: Severe Thunderstorms	N
CLOUDY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
CLOUDY	Weather Watch: Severe Thunderstorms	N
RAINY	Weather Watch: Severe Thunderstorms	Y
RAINY	Weather Watch: Severe Thunderstorms	Y
CLOUDY	Weather Watch: Severe Thunderstorms	Y

The screenshot shows the 'Format' dialog box. On the left, a list of columns includes 'city', 'temp', 'pop', 'current', and 'warning', with 'warning' selected. The 'Conditional Formatting' section contains four rows. The first row has 'warnYN' selected in the first dropdown, 'is' in the second, and 'Y' in the text box. A color chip is visible next to the first row. Arrows point from the text above to the 'warning' column and the 'warnYN' dropdown.

Set the formatting conditions. In this example, InfoCaster applies the color formatting to the data in the warning column only if there is a "Y" in the warnYN column.

- 1 In the Select Database Items dialog, click the Advanced Formatting button.
- 2 In the Format dialog, select the column from the column list that will display the color formatting.
- 3 From the first list in the conditional formatting area, select the column that determines which entries display the color formatting on output. This may be the same column you selected in the last step, or a different column.
Selecting a column activates the other options in the row.
- 4 Select an option from the second drop-down list to set a parameter for the conditional formatting. Enter a word, number, or phrase in the text box. The entry in the text box completes the selection from the second list.
- 5 Click the color chip to open the Color Picker, and use the Color Picker tools to select a color for the column entries.

If the NTSC! or PAL! warning appears, click the warning box to select a video-safe color. InfoCaster applies the selected color to the column entries that meet the set conditions.

- 6 If you want to clear the formatting options, choose [Select a column] from the first drop-down list in the row.

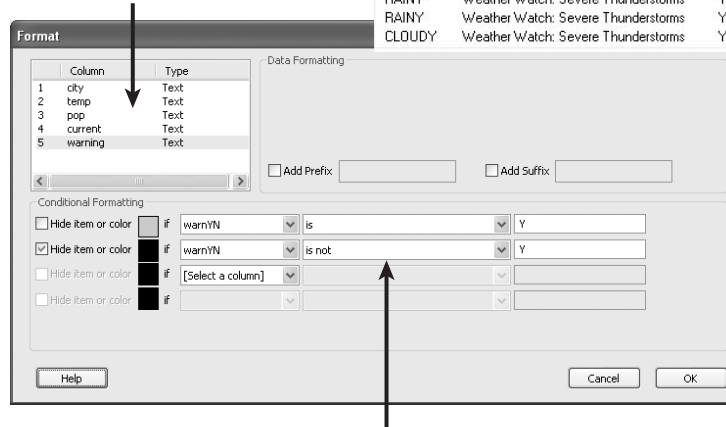
Hide Data During Output

Apply conditional formatting options to hide specific column entries on output.

- 1 In the Select Database Items dialog, click the Advanced Formatting button.
- 2 In the Format dialog, select the column from the column list that contains the data you want to hide on output.

Select the column that contains the data you want to hide on output. In this example, InfoCaster will hide the data in the "warning" column.

current	warning	warnYN
SUNNY	Weather Watch: Severe Thunderstorms	N
CLOUDY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
SUNNY	Weather Watch: Severe Thunderstorms	N
CLOUDY	Weather Watch: Severe Thunderstorms	N
RAINY	Weather Watch: Severe Thunderstorms	Y
RAINY	Weather Watch: Severe Thunderstorms	Y
CLOUDY	Weather Watch: Severe Thunderstorms	Y



Set the formatting conditions and then check the Hide Item or Color checkbox. In this example, InfoCaster hides the data in the warning column if there is not a "Y" in the warnYN column.

- 3 From the first list in the conditional formatting area, select the column that determines which entries are not shown during output. This may be the same column you selected in the last step, or a different column.

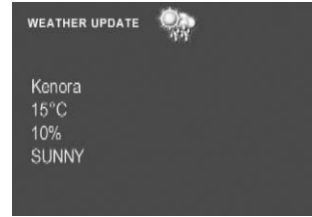
Selecting a column activates the other options in the row.

- 4 Select an option from the second drop-down list to set a parameter for the conditional formatting. Enter a word, number, or phrase in the text box. The entry in the text box completes the selection from the second list.
- 5 Check the Hide Item or Color checkbox to hide the item on output.

On output the weather warning is hidden for items meeting formatting conditions.



warning in set color



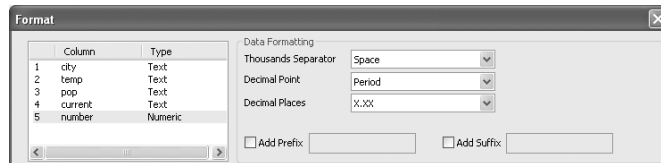
warning hidden

- 6 If you want to clear the formatting options, choose [Select a column] from the first drop-down list in the row.

Format Numeric Data

Use the data formatting options to format your numeric data.

- 1 In the Select Database Items dialog, click the Advanced Formatting button.
- 2 In the Format dialog, select the numeric column from the Column list and then choose an option from the Thousands Separator, Decimal Point, and Decimal Places lists.



Add a Prefix or Suffix

Use the Add Prefix and Add Suffix options to display text before or after your text on output.

- 1 In the Select Database Items dialog, click the Advanced Formatting button.
- 2 To display a string of text before each column entry during output, select the column in the Column list and then select the Add Prefix checkbox. Enter the text in the text box.

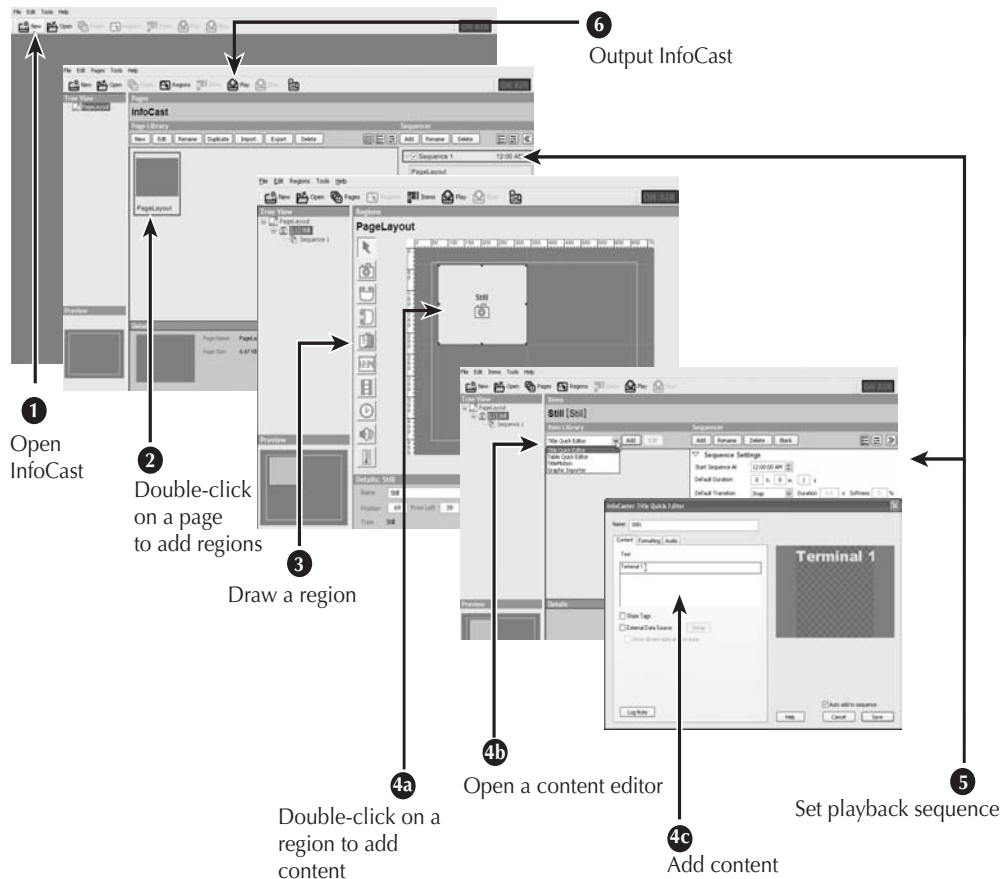
- 3 To display a string of text after each column entry during output, select the column in the Column list and then select the Add Suffix checkbox. Enter the text in the text box.

Schedule Playback Sequences

Schedule Playback Overview

Use Sequencer and Conditional Playback to schedule the playback sequence(s) of your InfoCast pages and region items.

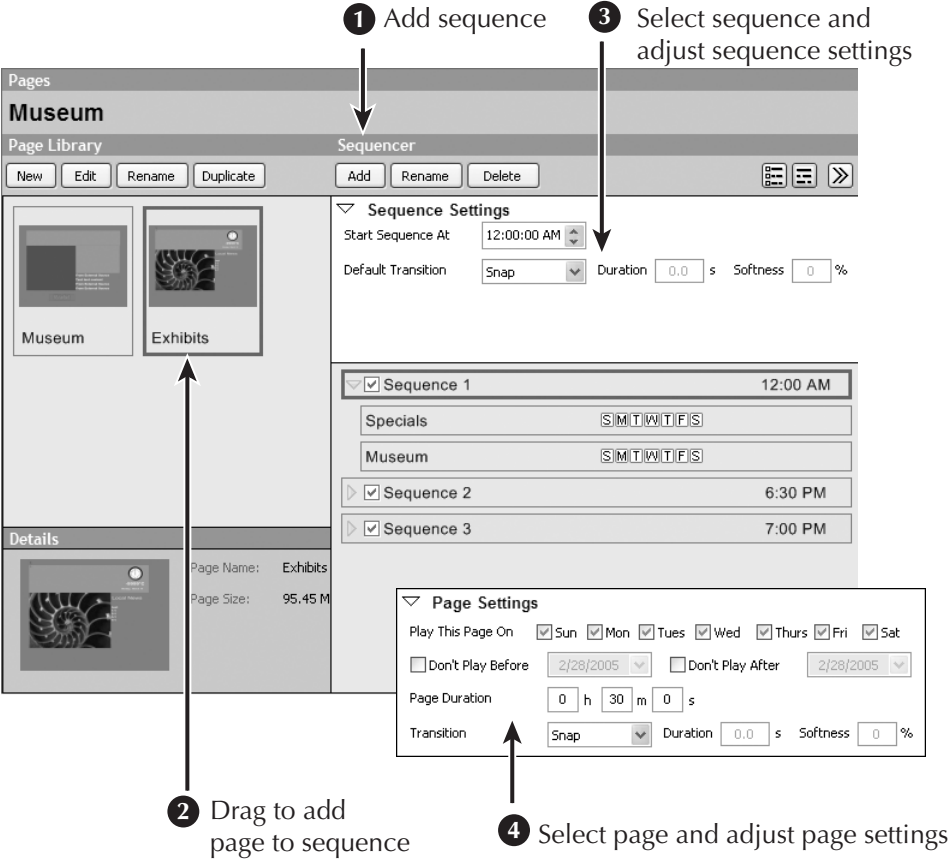
- Schedule page playback sequences in the Sequencer in the Pages window. You can set the page start time, transition, duration and days of the week for for page playback. For instructions on setting page playback, see “Schedule InfoCast Pages” on page 195.
- Schedule region playback sequences in the Sequencer in the Items window. You can set the region start time, transition, duration, looping, and days of the week for region item playback. For instructions on setting region playback, see “Schedule Region Items” on page 201.
- Set events to be triggered in the Conditional Playback dialog. You can set sequences, items, times and GPI triggers to trigger a pop-back resize or the playback of other items, sequences, pages, or GPO output. For instructions on using triggers for playback, see “Set Triggers” on page 210.



Schedule InfoCast Pages

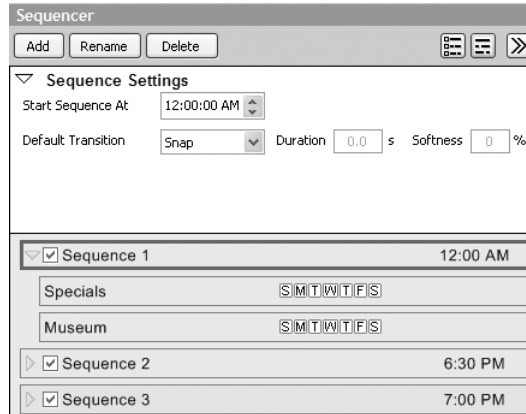
Schedule the playback sequence of the pages in your InfoCast using the options in the Sequencer on the Pages window. You can set up one or more sequences with one or more pages for playback.

By default, a sequence (Sequence 1) is automatically added to the sequence list and the first page layout in your InfoCast project is set up for output. New pages that you create or import are not automatically included in the page sequence for output.



Add a New Page Sequence

Add multiple sequences to set different playback times for pages, or to organize pages in the sequence.

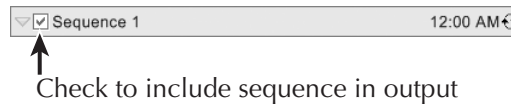


- 1 Click the Add button above the Sequence Settings panel.
- 2 In the dialog, enter a name and start time for the new sequence.

Skip or Play Sequence During Playback

By default, the checkboxes on the sequence headings are checked so that they play during output.

To skip a sequence during playback, clear the sequence heading checkbox.



Check to include sequence in output

To skip only one page during output, place the page in its own sequence, then clear the sequence checkbox.

Rename Sequence

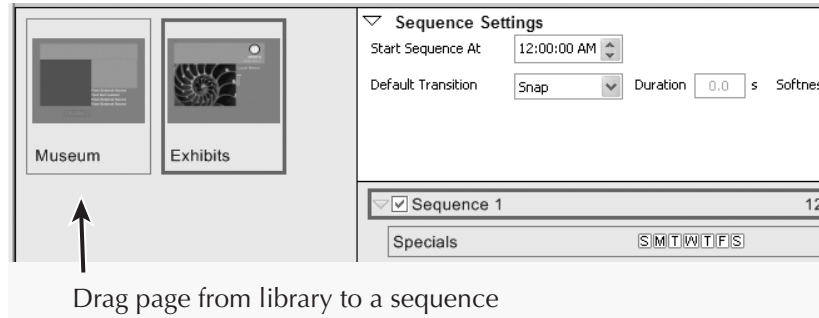
To give your sequence a descriptive name, select the sequence heading in the sequence list, then click on the Rename button above the Sequence Settings panel. Name the sequence as prompted.

Delete a Sequence

To remove a sequence from the sequence list, select the sequence heading, then click the Delete button above the Sequencer panel. InfoCaster deletes the sequence heading and removes the pages from the sequence list. The pages remain available in the Page Library.

Add Pages to a Sequence

Add pages to the sequence by dragging the page from the Page Library to the sequence heading. You can add the same page to the sequence more than once..



Change Order of Pages in the Sequence

To change the playback order of pages, drag the page up or down in the sequence list.

Delete Pages from the Sequence

To remove a page from the sequence, use one of these methods.

- Drag the page from the sequence back to the Page Library.
- Right-click on the page in the sequence, then select Remove Page from the menu.
- Select the page, then select Pages > Delete Page from Sequence.

The page remains available in the Page Library, so you can add it to the sequence at a later time.

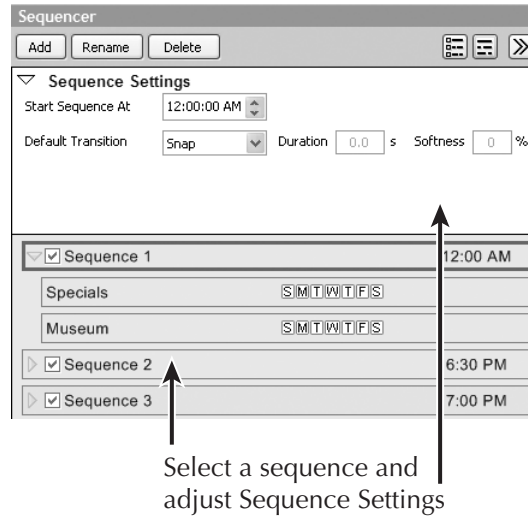
Set an Offline Graphic

To display an image on your output device whenever a page is switched during playback, select Edit > Preferences. Use the Choose button beside the Offline Graphic field on the General tab to select a graphic file. See “Offline Graphic” on page 230 for details.

Set Sequence Settings

When you schedule a page sequence, you can set the sequence start time, and the transition between pages. Sequence Settings are applied to every page in a sequence.

Click on a sequence heading in the sequence list to select it. The Sequence Settings panel becomes available.



Set Sequence Start Time

- 1 Select a sequence heading.
- 2 Enter a time in the Start Sequence At field. When you start playback, the page sequence that is set for output at the current time plays.

Set Default Transition

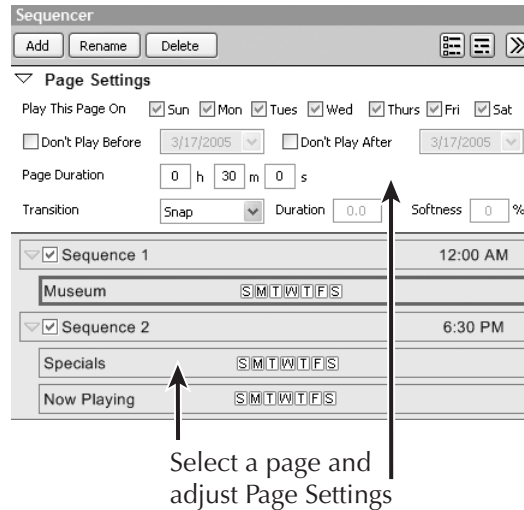
You can apply a transition for page switches in your sequence.

- 1 Select a sequence heading.
- 2 Select a transition from the Default Transition drop-down list.
- 3 Set how long the transition should take (in seconds) in the Duration field.
- 4 If you have selected a Wipe transition and are using Progressive VGA for output with GPU Acceleration enabled, enter a number in the Softness field to set how hard or soft the edges of the transition appear. Increase the number to increase the softness.

Set Page Settings

You can use page settings to set the playback of individual pages within your sequence. You can set the page to play on specific days of the week, set the page to not play before or after a specific date, set the page to play for a specific length of time, and set the transition for the page.

Click on a page in the sequence to select it. The Sequence Settings panel changes into the Page Settings panel.



Set Days of the Week for Playback

You can set which days of the week your page will play.

- 1 Select a page in the sequence list.
- 2 In the Page Settings panel, select the checkbox beside the day(s) of the week that you want your page to play.
- 3 Clear the days of the week that you do not want the page to play.

You can also click on the buttons that appear beside the page in the sequence list to set which days the page is to play.

Set Timeline for Page Playback

If you only want the page to play for a certain number of days, use the Don't Play Before and Don't Play After Controls.

- 1 Select a page in the sequence list.
- 2 If you don't want the page to play before a certain date, check the Don't Play Before checkbox and enter a date in the field.
- 3 If you don't want the page to play after a certain date, check the Don't Play After checkbox and enter a date in the field.

Set Page Duration

You can set how long pages play before the next page in the sequence is displayed.

- 1 Select a page in the sequence list.
- 2 Enter how long the page should play in the Page Duration field, in hours, minutes and seconds.

Set Page Transition

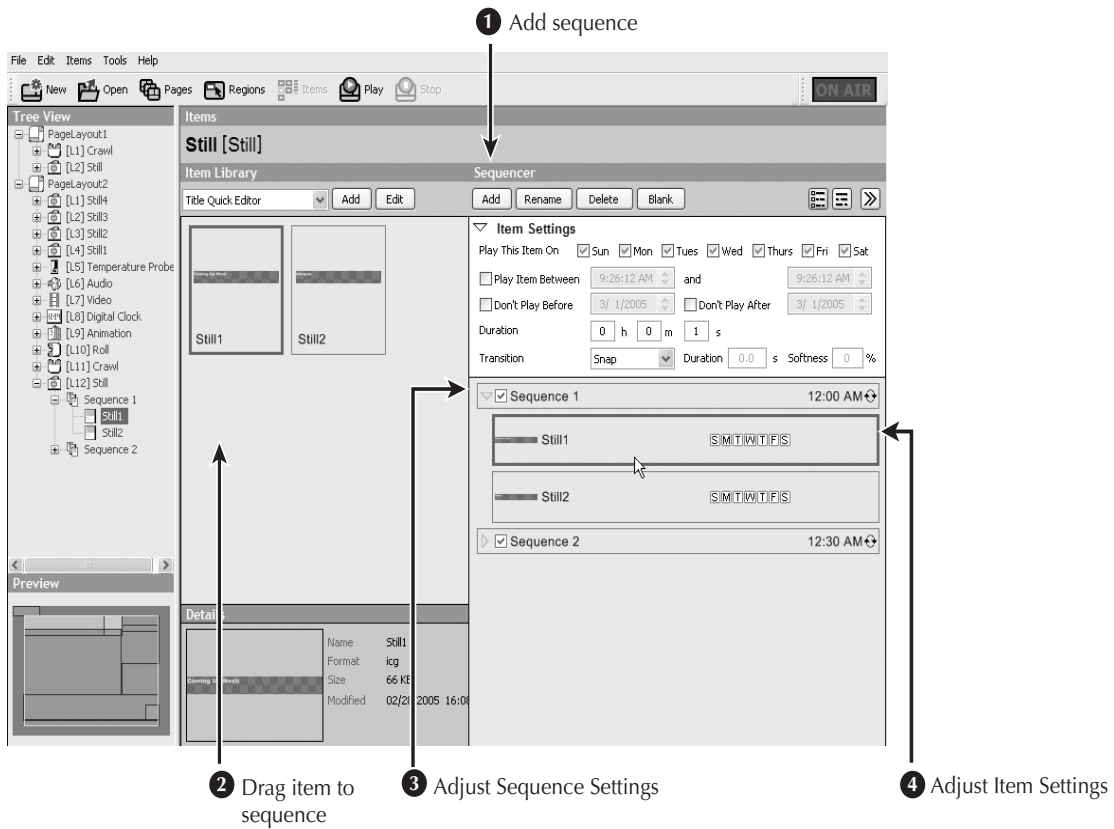
You can set what kind of transition is used to transition to the page. If the default transition for the sequence is dissolve, but you want one page to snap on screen, select the page that you want to snap on screen and choose the Snap transition.

- 1 Select a page in the sequence list.
- 2 Select a transition from the Transition drop-down list.
- 3 Set how long the transition should take (in seconds) in the Duration field.
- 4 If you have selected a Wipe transition and are using Progressive VGA for output with GPU Acceleration enabled, enter a number in the Softness field to set how hard or soft the edges of the transition appear. Increase the number to increase the softness.

Schedule Region Items

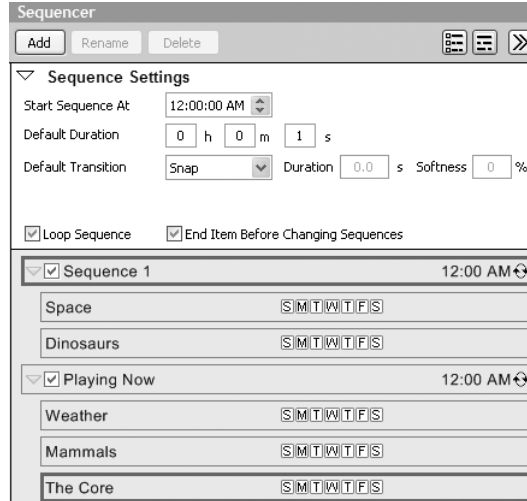
Schedule the playback sequence of the items in each region using the options in the Sequencer on the Item window. You can set up one or more sequences with one or more region items for playback.

If you had selected the Auto Add To Sequence checkbox in the region item editor, all your region items are added to the sequence by default. See “Automatically Add Items to the Sequence” on page 51 for details on this option.



Add a New Region Sequence

Add multiple sequences to set different playback times for items, or to organize items in the sequence.

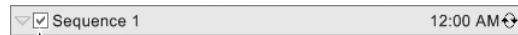


- 1 Click the Add button above the Sequence Settings panel.
- 2 In the dialog, enter a name and start time for the new sequence.

Skip or Play Sequence During Playback

By default, the checkboxes on the sequence headings are checked, so that they play during output.

To skip a sequence during playback, clear the sequence heading checkbox.



Check to include sequence in output

To set a sequence to play during output, check the sequence heading checkbox.

Rename Sequence

To give a sequence a descriptive name, select the sequence heading in the sequence lists, then click on the Rename button above the Sequence Settings panel. Name the sequence as prompted.

Delete a Sequence

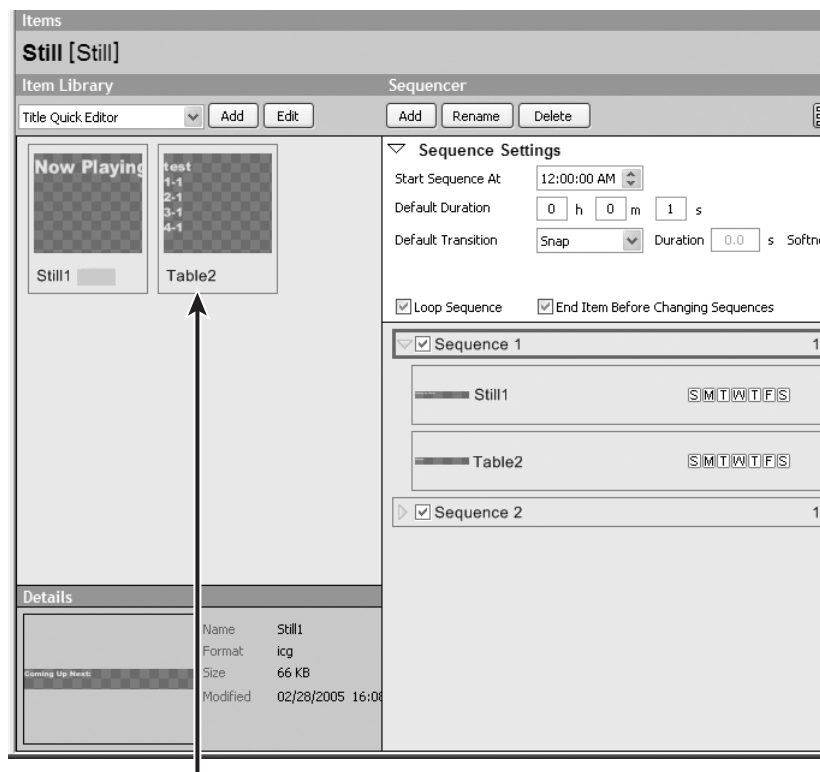
To remove a sequence from the sequence list, select the sequence heading, then click the Delete button above the Sequencer panel.

- 3 InfoCaster deletes the sequence heading and removes the region items from the sequence list. The region items remain available in the Item Library.

Add Region Items to a Sequence

Add region items to the sequence by dragging the item from the Items Library to the sequence heading. You can add the same item to the sequence more than once.

Items that are in the sequence are colored green in the Item Library. Items that are not in the sequence are blue.



Drag item from library to a sequence

Auto Add to Sequence

If you checked the Auto Add to Sequence checkbox in the content editor when you created your region item, the region item was automatically added to the sequence list. See "Automatically Add Items to the Sequence" on page 51 for details.

Add Blank Item to Sequence

To make the region transparent, add a blank item to the sequence. To do this, select Add Blank Item from the region item editor list. See “About Blank Items” on page 44 for further information.

Change Order of Items in Sequence

To change the playback order of items, drag the item up or down in the sequence list in the Items window.

Delete Items from Sequence

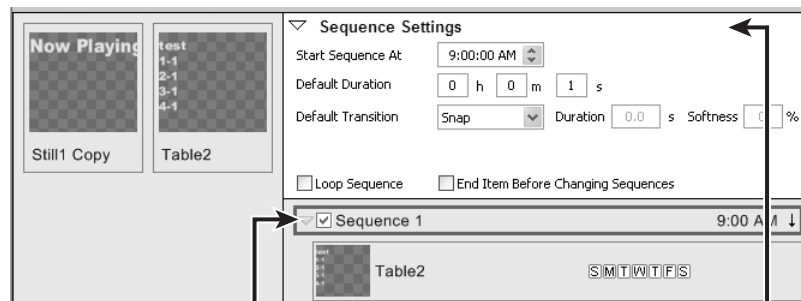
To remove an item from the sequence, while keeping the item in the Item Library, use one of these methods.

- Drag the item from the sequence list back to the Item Library.
- Right-click on the item in the sequence list, then select Remove Item from the menu.
- Select Items > Delete Item in Sequencer.

Set Region Sequence Settings

When you schedule a region item sequence, you can set the sequence start time, the playback duration of some region items, the transition between items and looping options. Sequence Settings are applied to every item in a sequence.

Click on a sequence heading in the sequence list to select it. The Sequence Settings panel becomes available.



Select sequence and adjust Sequence Settings

Set Sequence Start Time

- 1 Select a sequence heading.

- 2 Enter a time in the Start Sequence At field. When you start playback, the region sequence that is set for output at the current time plays.

Set Roll and Crawl Speed

You can set the speed at which rolls and crawls move across the screen.

- 1 Select a sequence heading in a roll or crawl region.
- 2 Drag the speed slider right to increase the speed.
- 3 Drag the speed slider left to decrease the speed.

Set Roll and Crawl Direction

You can set the direction rolls and crawls move across the screen. To change the default direction for all rolls and crawls, change the setting in the Preferences dialog.

- 1 Select a sequence heading in a roll or crawl region.
- 2 Use the Direction radio buttons to set the direction your roll or crawl.
 - Set your crawls in the sequence to move To Left or To Right.
 - Set your rolls in the sequence to move Up or Down.

Set Default Item Duration

- 1 You can set how long non-moving items play in the region until the next item plays. This option is available for still, digital clock, analog clock and temperature regions. Select a sequence heading.
- 2 Enter a duration in the Default Duration fields in hours, minutes and seconds.

Set Default Transition

You can apply a transition for when items switch in your sequence.

- 1 Select a sequence heading.
- 2 Select a transition from the Default Transition drop-down list.
- 3 Set how long the transition should take (in seconds) in the Duration field.

If you have selected a Wipe transition and are using Progressive VGA for output with GPU Acceleration enabled, enter a number in the Softness field to set how hard or soft the edges of the transition appear. Increase the number to increase the softness.

Set Sequences to Loop

You can set the sequence to play through once, or to continue playback until another sequence is scheduled to play. This option is not available for still regions.

- 1 Select a sequence heading.
- 2 Check the Loop Sequence checkbox to set the sequence to start from the beginning when the sequence finishes until the next sequence is set to play.
- 3 Clear the Loop Sequence checkbox to set the sequence to play through once and then stop.

Set Items to Finish Playback Before Next Sequence Begins

You can set InfoCaster to finish playing the current sequence before playing the next sequence, or set sequences to play when they are scheduled no matter what is currently playing. This option is not available for still regions.

- 1 Select a sequence heading.
- 2 Check the End Item Before Changing Sequences checkbox to set InfoCaster to let the current item finish playback before the next sequence begins.
For example if you are playing a 5 minute video clip at 9:57 and the next sequence is scheduled to begin at 10:00, the video clip will play for the full five minutes and the 10:00 sequence will begin at 10:02.
- 3 Clear the checkbox if you want the next sequence to start at the correct time no matter what is currently playing..

Set Item Settings

You can use item settings to set the playback of individual region items within your sequence.

You can set the item to play on specific days of the week, set the item to not play before or after a specific date, set the item to play for a specific length of time, and set the transition for the item.

Click on an item in the sequence to select it. The Sequence Settings panel changes into the Item Settings panel.



Set Days of the Week for Playback

You can set which days of the week your item will play.

- 1 Select an item in the sequence list.
- 2 In the Item Settings panel, select the checkbox beside the day(s) of the week that you want your item to play.
- 3 Clear the days of the week that you do not want the item to play.

You can also click on the buttons that appear beside the item in the sequence list to set which days the item is to play.

Set Timeline for Item Playback

If you only want the item to play for a certain number of days, use the Don't Play Before and Don't Play After Controls.

- 1 Select an item in the sequence list.
- 2 If you don't want the item to play before a certain date, check the Don't Play Before checkbox and enter a date in the field.
- 3 If you don't want the item to play after a certain date, check the Don't Play After checkbox and enter a date in the field.

Set Item Duration

You can set how long non-moving items play before the next item in the sequence is displayed. This option is available for still, digital clock, analog clock and temperature regions.

- 1 Select an item in the sequence list.
- 2 Enter how long the item should play in the Duration field, in hours, minutes and seconds.

Set Item Transition

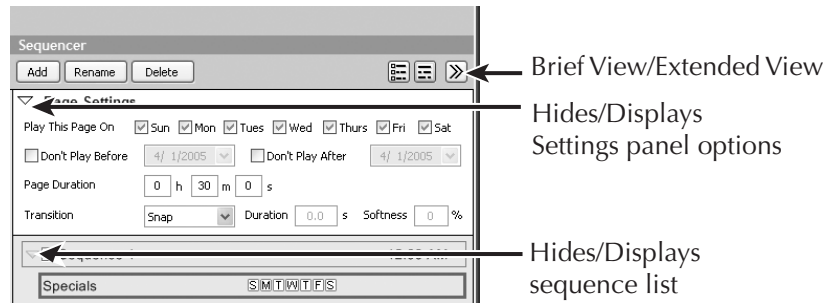
You can set what kind of transition is used to transition to the item. If the default transition for the sequence is dissolve, but you want one item to snap on screen, select the item that you want to snap on screen and choose the Snap transition.

- 1 Select an item in the sequence list.
- 2 Select a transition from the Transition drop-down list.
- 3 Set how long the transition should take (in seconds) in the Duration field.

If you have selected a Wipe transition and are using Progressive VGA for output with GPU Acceleration enabled, enter a number in the Softness field to set how hard or soft the edges of the transition appear. Increase the number to increase the softness.

Change Sequence Display

You can change how much information is displayed in the Sequencer depending on whether you want to make more room to see your items or your sequence list.



Set Sequence Display

To display the Sequence Settings panel, click on the Extended View button (double arrows) on the Sequencer toolbar. The Extended View button becomes the Brief View button.

To hide the Sequence Settings, when you want more room to work on the items in the Library, click on the Brief View button.

Set Sequence Settings Display

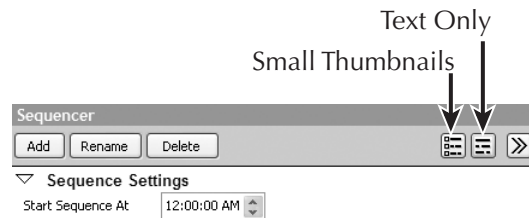
To display or hide the Sequence, Page or Item options, click on the triangle beside the Sequence Settings in the Sequence Settings panel.

Set Sequence Item Display

To display or hide the sequence list, click on the triangle in front of the sequence heading.

To display the name and a thumbnail of your page or region item, click the Small Thumbnails button in the Sequencer title bar.

To display just the name of your page or region item, click the Text Only button in the Sequencer title bar.



Set Triggers

You can set the playback of certain events to trigger other events to action in InfoCaster. The trigger event can be a region item, a region item sequence, a time, or a GPI trigger. The action event can be play item, play item sequence, play page, output in pop-back region, or output GPO.

Disable Sequence, Page, or Item

In the sequence list, disable the sequence, page, or item that you want to use as the resulting action of the trigger.

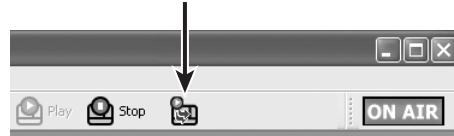
- 1 Switch to the Pages or Items window.
- 2 Clear the checkbox in the page or region sequence heading. See “Skip or Play Sequence During Playback” on page 196 for details.

You may need to put an item in its own sequence, then disable the sequence.

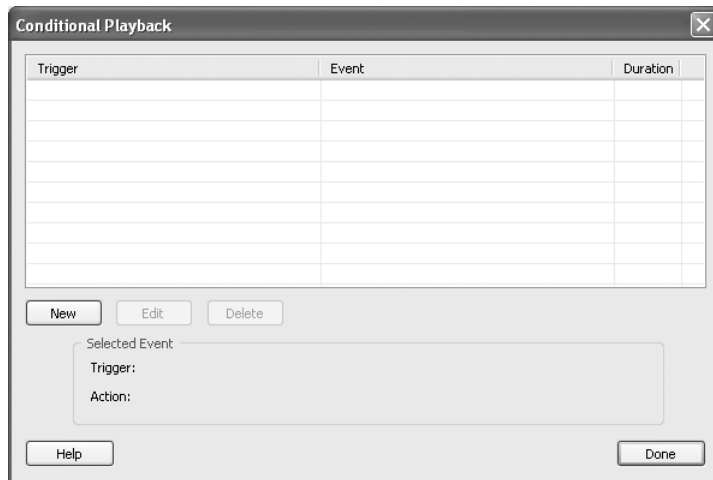
Open Conditional Playback Dialog

- 1 Select Tools > Conditional Playback, or click on the Conditional Playback button on the main toolbar, located next to the Stop button.

Conditional Playback (Triggers) button

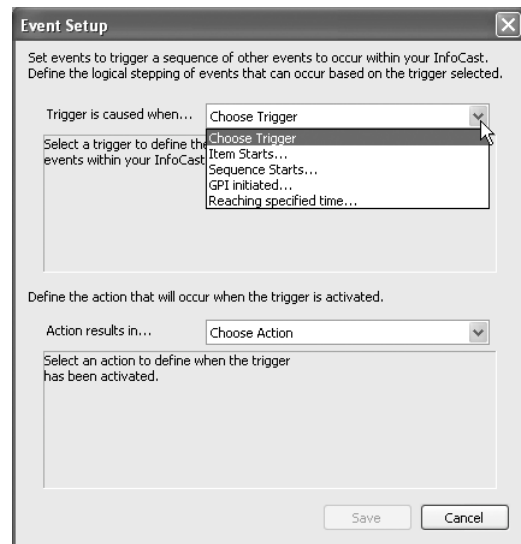


- 2 In the Conditional Playback dialog box, click New to create a new conditional playback event.



Select Trigger

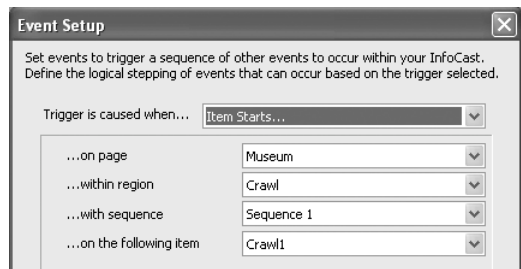
From the Trigger drop-down list in the Event Setup dialog box, select one of the following items to trigger the start of the next action.



Item Starts

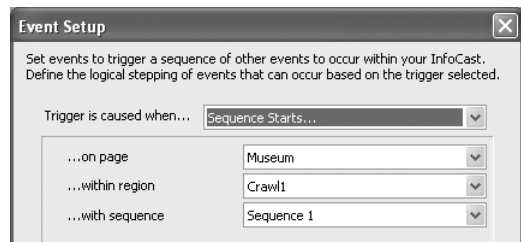
Sets the playback of an item to trigger an action. Select the page, region, sequence, and item from the drop-down lists.

When the trigger is aired, the item plays once, then scheduled playback resumes. If you want the item to loop during playback, place the item in its own sequence, then select the Loop option in the Items Sequence Settings panel. See "Set Sequences to Loop" on page 206.



Sequence Starts

Sets the playback of a sequence to trigger an action. Select the page that contains the sequence, the region that contains the sequence, and the sequence that is used as the trigger.



When the trigger is aired, the sequence either plays once or loops, depending on what you selected in the Sequence Settings panel. Then, scheduled playback resumes.

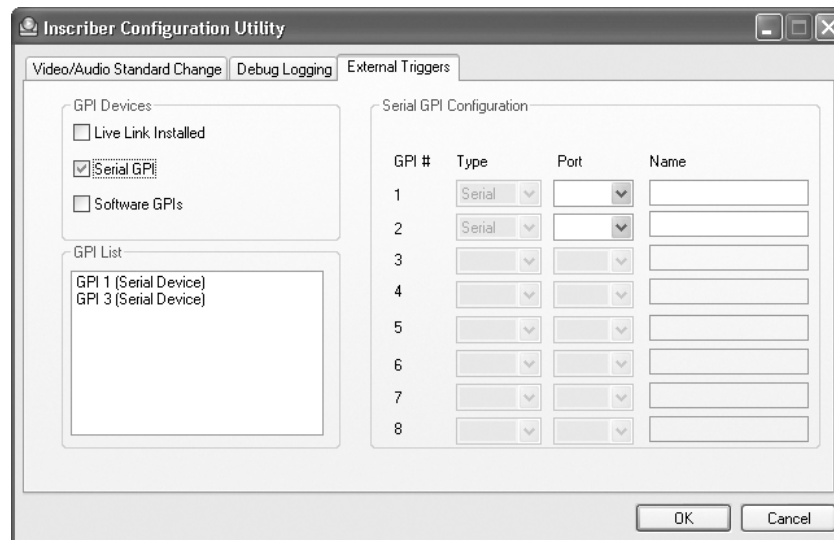
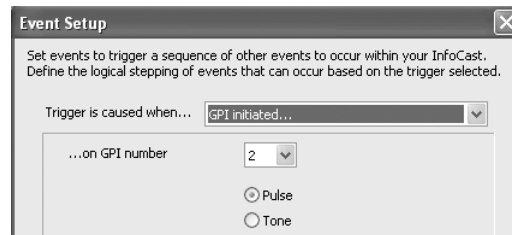
GPI

Sets a GPI trigger to trigger an action. Select the GPI number from the list which contains all known GPIs connected to your system. Then, check the Pulse radio button to

trigger your selections immediately upon touching the GPI trigger, or check the Tone radio button to trigger your selection after holding down the GPI trigger for a moment.

Note: The GPI Initiated option is only available after you select the GPI device in the Configuration Utility. To do this:

- a Click on the Windows START button on the bottom left corner of your screen, then select Programs > Inscrber > InfoCaster > Utilities > InfoCaster Configuration Utility.
- b In the Configuration Utility, select the GPI device connected to your system: Live Link Installed, Serial GPI, or Software GPIs.

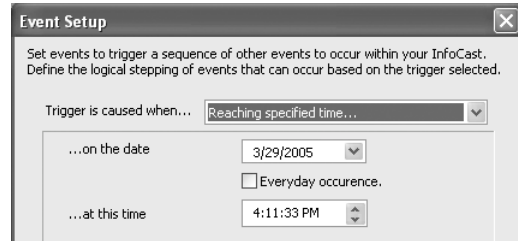


The GPIs that are available with that device are displayed in the GPI List panel. These numbers are also displayed in the Conditional Playback dialog box.

- c If you selected the Serial GPI option and have more than 1 Comm port, select the port for each GPI trigger in the Serial GPI Configuration panel.

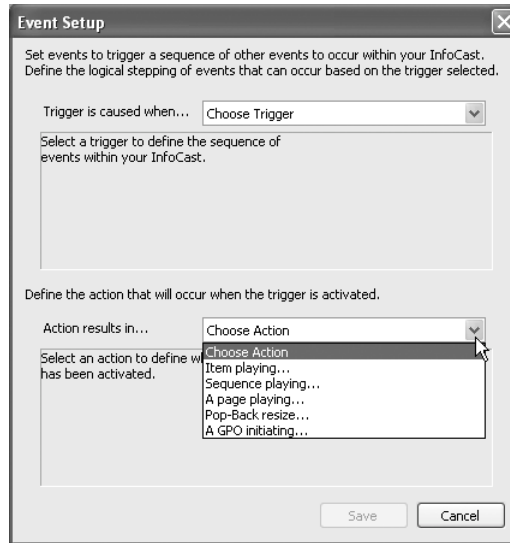
Reaching Specified Time

Sets an action to be triggered at a particular time. Select the date and time.



Select Action

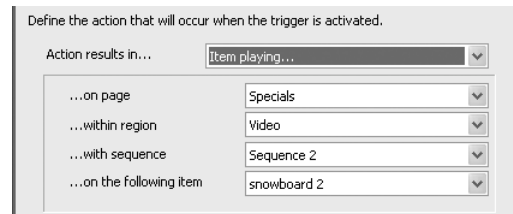
From the Action drop-down list, select one of the following events to occur when the trigger is reached.



Note: Only pages, items, and sequences that are disabled in the sequence list are available in the Action list, as explained in “Disable Sequence, Page, or Item” on page 210.

Play Item

Sets an item to play when the trigger has been reached. Select the page, region, sequence, and item from the list.

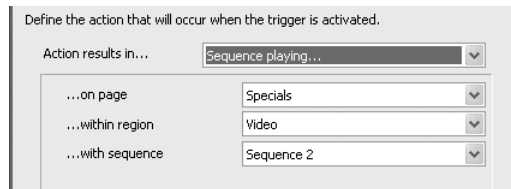


Note: Only items that

are disabled in the sequence list are available in the Action list, as explained in “Disable Sequence, Page, or Item” on page 210.

Play Sequence

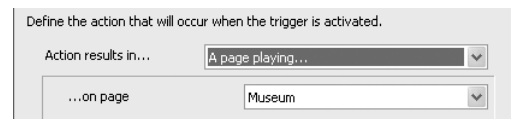
Sets a sequence to play when the trigger has been reached. Select the page, region, and sequence from the list.



Note: Only sequences that are disabled in the sequence list are available in the Action list, as explained in “Disable Sequence, Page, or Item” on page 210.

Play Page:

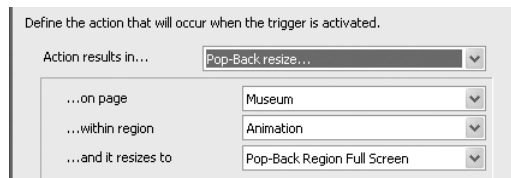
Sets a page to play when the trigger has been reached. Select the page from the list.



Note: Only pages that are disabled in the sequence list are available in the Action list, as explained in “Disable Sequence, Page, or Item” on page 210.

Pop-Back Resize

Sets a region to be resized to a pop-back region size when the trigger has been reached. Select the page that the region is in, then the region. In the And It Resizes To field, select the pop-back region that you want the region to resized to.



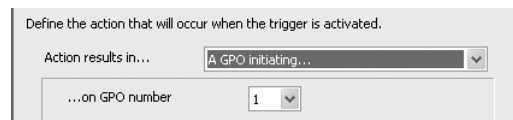
To return the region of a pop-back action to its original size, create another trigger event and select Its Original Size in the And It Resizes To field.

For details on pop-back regions, see “Draw a Pop-Back Region” on page 32.

GPO

Sets output from an external device to play when the trigger has been reached.

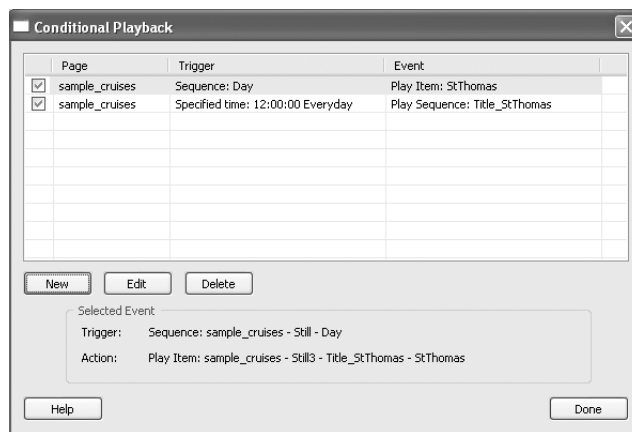
Select the number of the external device in the list.



Save

Click Save in the Event Setup dialog box.

The trigger is displayed in the Conditional Playback dialog box.



Skip Trigger Events

You can set your trigger events to be skipped during output. When triggers are active, the checkbox beside them is checked, and they will occur when the InfoCast plays.

- 1 Select Tools > Conditional Playback.
- 2 In the Conditional Playback dialog box, clear the checkbox beside the trigger event you want to skip.

Output

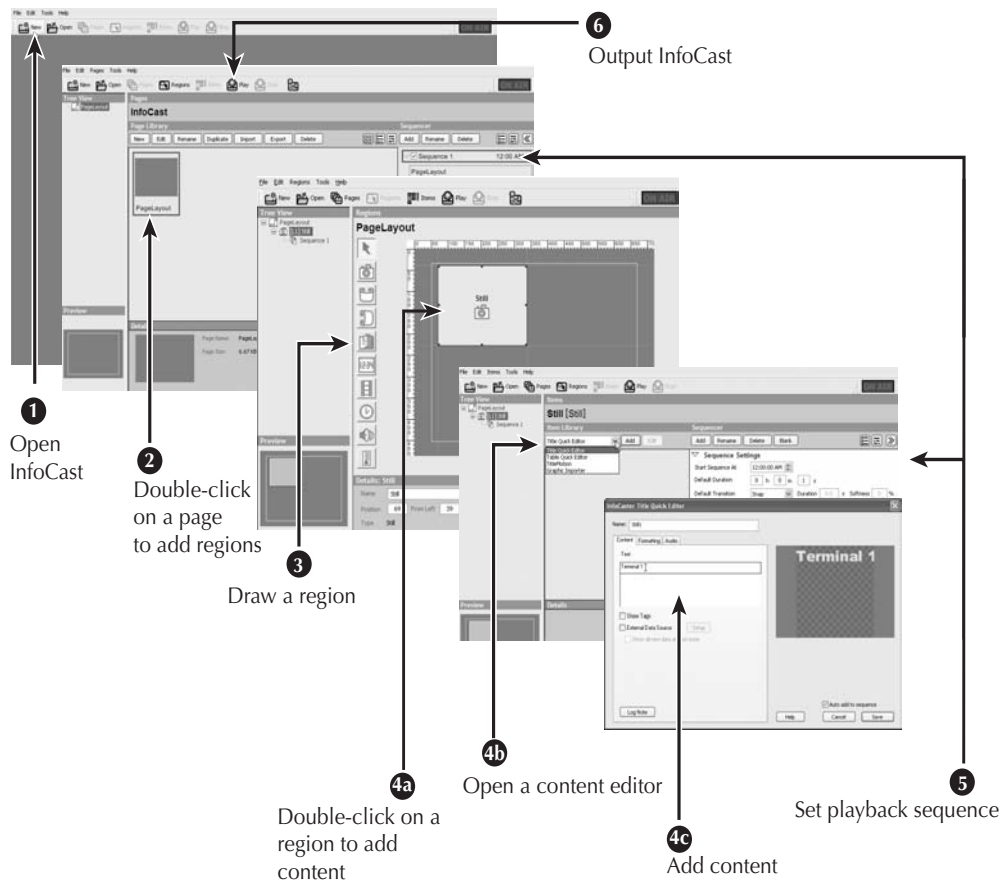
Output Overview

You can start playing an InfoCast in two ways.

- Click on the Play button in the main toolbar to output your InfoCast starting from the scheduled time according to the times that are set in the page and region item sequence lists.
- Right-click on a blank space in the pages or items sequence list, then select Start Playback from the First Page to output your InfoCast starting from the first page and item in your first sequence list.

InfoCaster plays the InfoCast on an output monitor. The region item that is set for output plays for the set duration. Then, the next item in the sequence list plays, and so on. InfoCaster loops through each sequence of pages and items until it reaches the start time of the next sequence in the list. Only one item in each region of a page layout is output to air at any given time.

While your InfoCast is playing, you cannot adjust regions in the Regions window or change the crawl or roll speed. However, you can add, delete, and modify content, and rearrange the sequence. Changes apply the next time InfoCaster plays that item. You can also control plasma display screens and log your output, as explained in "Log Output" on page 227.



Preview Before Playback

Before you send your InfoCast to air, you can preview your content in the following ways.

Content Editor Preview Panel

You can preview the content of each region item in the preview panel of the content editor as you create each item. Refer to chapters about adding region items, starting with “Add Items to Regions” on page 39.

Regions Window Workspace

You can preview a still image of each region item on your page layout in the Regions window workspace. See “Preview Regions” on page 37 for details.

Desktop Video Window

If you select Desktop Video window as your output device (as explained in “Select Output Device” on page 221), your InfoCast outputs to your computer monitor. You can use this method to test your layouts before outputting to the public.

Use GPU Acceleration

GPU Acceleration uses your system's graphics processing unit (GPU) instead of the central processing unit (CPU) to accelerate certain effects. GPU Acceleration is available for progressive VGA output. By default, it is enabled in new layouts.

If you are updating an InfoCast that has been created in an earlier version of InfoCaster, you need to enable GPU Acceleration.

To enable GPU Acceleration, switch to the Regions window, then select Regions > GPU Acceleration > All Regions On.

It is recommended that you leave GPU Acceleration on.

Play InfoCast

There are two ways you can output your InfoCast; starting from the beginning of the sequence, or starting from the scheduled time.

During playback, the ON AIR indicator at the top right corner of the screen lights up.

Animations play back at the frame rate of the playback device.

ATI: 1 second = 60 frames

NTSC: 1 second = 30 frames

PAL: 1 second = 25 frames

Play at Scheduled Time

You can output your InfoCast so that it starts playing the content that is scheduled to play at specific times in the playback sequences of your InfoCast pages and region items. For example, if you have a sequence of three items with a sequence start time of 1:00 PM and each item is set to play for one hour, starting playback at 2:30 PM would set item number two to play.

With your InfoCast project open, click the Play button on the main toolbar at the top of the screen. Alternately, you can right-click on the page in the Pages window, then select Play Page from the menu, or you can select File > Start Playback



Play from Start

You can output your InfoCast so that it starts playing the content on the first page and the first region item in your page and item sequence list.

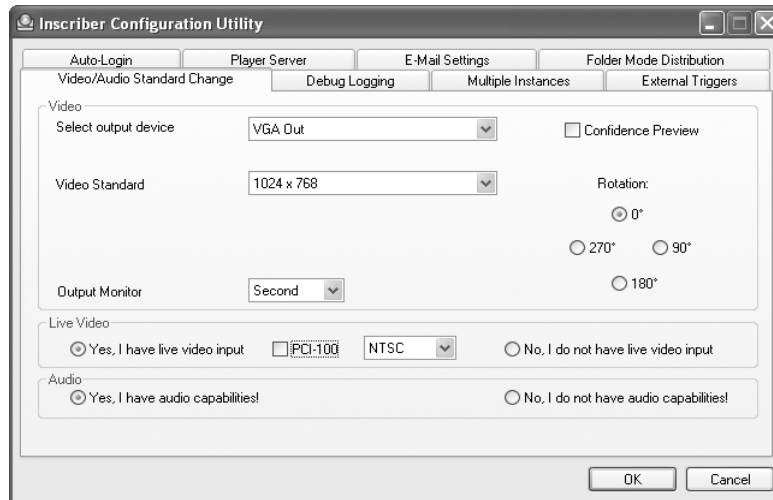
Right-click on the pages or region items sequence window below the sequence list, then select Start Playback from the First Page.



Stop InfoCasts

Click the Stop button on the main toolbar at the top of the screen to stop the output. Alternately, you can select File > Stop Playback.

- In the Configuration Utility, select one of the following output devices from the Select Output Device drop-down list on the Video/Audio Standard Change tab:



- **PCI-100:** Select this option to output to the output device that is connected to your PCI-100 card.
- **Desktop Video Window:** Select this option to output to your computer monitor via the Desktop Video window.
- **VGA Out:** Select this option to output to the VGA output device that is connected to your ATI card.
- **TV Out:** Select this option to output to the TV output device that is connected to your ATI card.
- **Matrox G450 / G550:** Select this option to output to the output device that is connected to your Matrox card.
- **Blackmagic DeckLink:** Select this option to output to the output device that is connected to your BlackMagic DeckLink card.



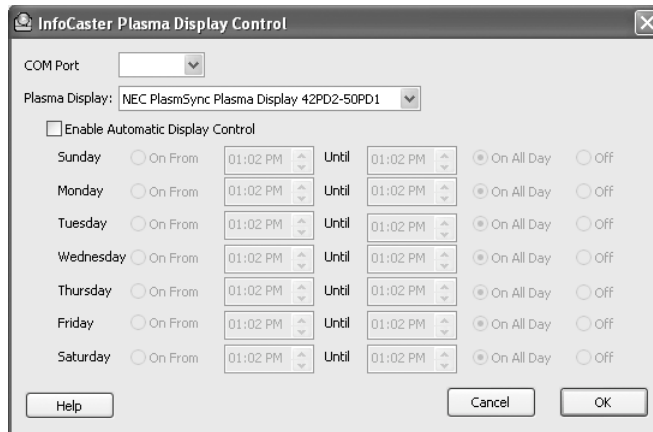
To output to more sources, you can purchase player licences. See "Purchase Options" on page 4 for further information.

- 3 Select a video standard from the list.
- 4 To connect to live video input:
 - a Select the Yes, I have live video input radio button. The PCI-I00 checkbox and the video standard drop-down list become available.
 - b If you have a PCI-I00 card, check the PCI-I00 checkbox.
 - c Select NTSC or PAL from the video standard drop-down list.
- 4 Click OK to continue. Restart InfoCaster as prompted.

Control Plasma Display Screens

You can use a serial trigger to turn your plasma monitor on or off.

- 1 In the Pages window, select Tools > Plasma Display Control.
- 2 In the Plasma Display Control dialog box, select the COM port that connects to your plasma display screen from the Com Port list.



- 3 Select your plasma display's make and model from the Plasma Display list. If your model is not listed, contact support@inscriber.com for assistance.
- 4 Check the Enable Automatic Display Control checkbox to enable the scheduling options.
Clear the checkbox to disable InfoCaster's automatic control of the display screens.
- 5 Schedule the selected plasma display screen by selecting one of the following options for each day of the week:
 - Select the On From radio button, then enter a start display time in the first field, and an end display time in the second field. InfoCaster keeps the plasma display on from the time set in the first field to the time set in the second field.
 - Select On All Day to keep the plasma display on all day.
 - Select Off to turn the plasma display off for that day.

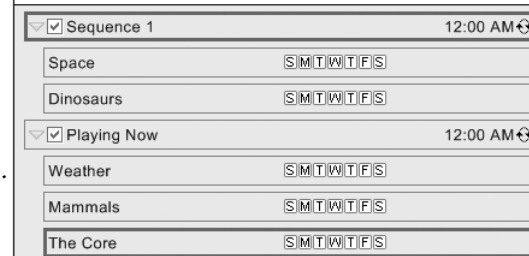
Track Output

You can track which item in the sequence list is currently playing in any region. You can track the playback of region items in log files.

Track Playback Item in Sequence List

To highlight the item that is currently playing:

- 1 Open the region in the Items window to display its sequence list. See “Open Region in Items Window” on page 42.
- 2 Select Items > Display Playback Position in the Items window to enable this feature.
- 3 Click the Play button to output the InfoCast.



Track Playback of Region Items in Log File

To create a log file of all the times the content of a region is aired, check the Log This Region checkbox in the Details panel below the Regions workspace as explained in “Log Region Playback” on page 36.

Each day, InfoCaster creates a new log file that contains the playback information of the entire day. The log includes the player name, page name, region name, item name, start date, start time, stop date, stop time, and duration.

To view a log file, or change default log settings, such as the status of automatic logging, the log file location, or the number of days a log file is kept on your system, see “Log Output” on page 227.

Change Content During Playback

While your InfoCast is playing, you cannot adjust regions in the Regions window or change the crawl or roll speed, but you can add, delete, and modify content, and rearrange the sequence. Changes apply the next time InfoCaster plays that item.

To skip a sequence during playback, clear the sequence heading checkbox.



↑ Check to include sequence in output

To set a sequence to play during output, check the sequence heading checkbox. To skip or enable a trigger, see “Skip Trigger Events” on page 215.

Appendix

Additional Tasks

In addition to creating InfoCasts and airing them, you can also do the following in InfoCaster:

- | | |
|---------------------------|--|
| Log Output | Create log files, view log files, or change default log settings, such as the status of automatic logging, the log file location, or the number of days a log file is kept on your system. See “Log Output” on page 227. |
| Change Preferences | Change your default settings in the Preferences dialog box. See “Change Preferences” on page 229. |

Log Output

You can log the playback of region items. A new log file is created each day, so the playback of an entire day is stored in one log file.

You can automatically set all regions to be logged, change the log file location, or change the number of days a log file is kept on your system.

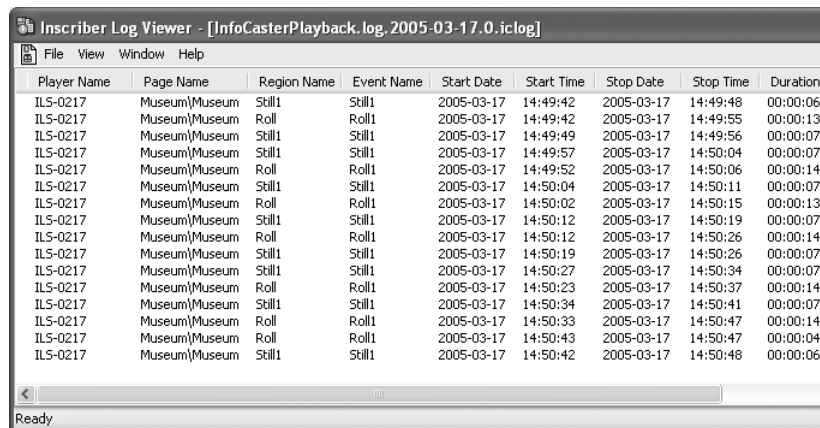
Log Region Playback

To create a log file of all the times the content of a region is aired, check the Log This Region checkbox in the Details panel below the Regions workspace, as explained in “Log Region Playback” on page 36.

Each day, InfoCaster creates a new log file that contains the playback information of the entire day.

View Log File

To view the log file after you output the project, select Tools > Log Viewer. The Log Viewer opens, displaying the log file for the current day.



The screenshot shows the 'Inscribe Log Viewer' application window. The title bar reads 'Inscribe Log Viewer - [InfoCasterPlayback.log.2005-03-17.0.iclog]'. The menu bar includes 'File', 'View', 'Window', and 'Help'. The main area contains a table with the following columns: Player Name, Page Name, Region Name, Event Name, Start Date, Start Time, Stop Date, Stop Time, and Duration. The table lists 16 rows of log data for player 'ILS-0217' on '2005-03-17', alternating between 'Still1' and 'Roll1' events.

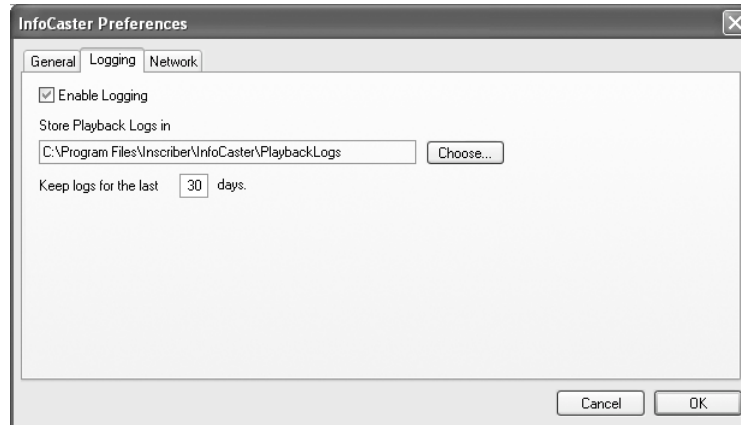
Player Name	Page Name	Region Name	Event Name	Start Date	Start Time	Stop Date	Stop Time	Duration
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:49:42	2005-03-17	14:49:48	00:00:06
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:49:42	2005-03-17	14:49:55	00:00:13
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:49:49	2005-03-17	14:49:56	00:00:07
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:49:57	2005-03-17	14:50:04	00:00:07
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:49:52	2005-03-17	14:50:06	00:00:14
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:04	2005-03-17	14:50:11	00:00:07
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:50:02	2005-03-17	14:50:15	00:00:13
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:12	2005-03-17	14:50:19	00:00:07
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:50:12	2005-03-17	14:50:26	00:00:14
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:19	2005-03-17	14:50:26	00:00:07
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:27	2005-03-17	14:50:34	00:00:07
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:50:23	2005-03-17	14:50:37	00:00:14
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:34	2005-03-17	14:50:41	00:00:07
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:50:33	2005-03-17	14:50:47	00:00:14
ILS-0217	Museum\Museum	Roll	Roll1	2005-03-17	14:50:43	2005-03-17	14:50:47	00:00:04
ILS-0217	Museum\Museum	Still1	Still1	2005-03-17	14:50:42	2005-03-17	14:50:48	00:00:06

To open a different log file, select File > Open in the Log Viewer dialog box, then select the log file you want. The default folder is C:\Program Files\Inscribe\InfoCaster\PlaybackLogs. The date that the data was logged is stored as part of the log file name.

Change Logging Defaults

By default, items are not set to be logged. You can enable or disable logging, change the storage folder for log files, and change the number of days that log files are stored on your system.

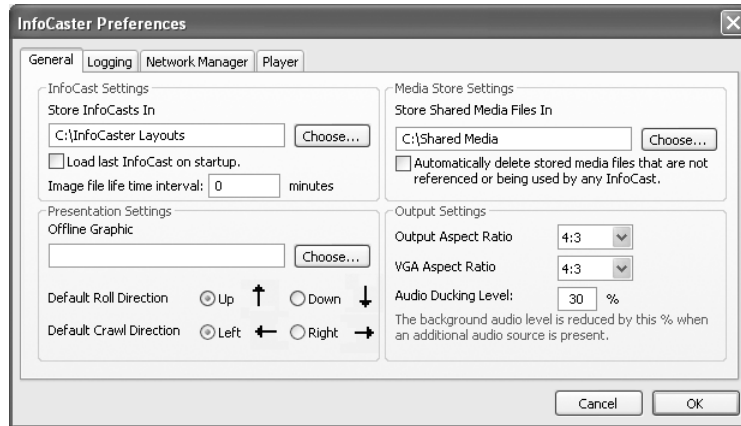
To change logging defaults, select Edit > Preferences and select the Logging tab in the Preferences dialog box. See “Log Region Playback” on page 227 for details.



Change Preferences

Select Edit > Preferences to change your default settings in the Preferences dialog box.

General Tab



Store InfoCasts In

InfoCaster saves your InfoCast projects to C:\InfoCasts by default. Pages are saved to C:\InfoCasts\project folder. To change the location for saved projects, click on the Choose button next to the Store InfoCasts In field, then select a new location in the dialog box that comes up.

Load Last InfoCast on Startup

To set InfoCaster to load your last opened project when you start InfoCaster, check the Load Last Page Layout on Startup checkbox on the General tab.

Image File Lifetime Interval

To set InfoCaster to delete temporary images after a certain length of time, enter a value in the Image File Lifetime Interval field. Images from ODBC and HTTP sources are stored in the region's temp images folder each time an image is updated. InfoCaster deletes images in the temp images folder when pages transition during output or when playback stops. However, if you are playing one page for a long period of time and your images are being updated frequently your disk space may become full.

Offline Graphic

To display a graphic on your output device whenever a page is switched during playback, use the Choose button beside the Offline Graphic field to select a graphic file.

Default Roll Direction

To change the default direction that applies to all rolls, change the Default Roll Direction option on the General tab.

Default Crawl Direction

To change the default direction that applies to all Crawl items, change the Default Crawl Direction option on the General tab.

Store Shared Media Files In

You can save your audio, video, and animation files in a central location for shared referencing. All the region items that use the same file refer to the shared media folder instead of referring to copies of the same file in different places.

To use this feature, you must select the Shared Media option in a content editor when you add a region item to a region. See “Add Items to Regions” on page 39 for more information about region items.

InfoCaster saves your shared media files to the default location C:\Shared Media. This is true when saving an InfoCast to CD as well. InfoCaster automatically creates the directory folders it needs.

To change the default location for shared media, click on the Choose button next to the Store Shared Media Files In field on the General tab in the Preferences dialog box. Then, select a new file location for your shared media.

Automatically Delete Shared Media Files

To automatically delete files in the Shared Media folder that are no longer referred to by any InfoCasts, check the Automatically Delete Stored Media Files That Are Not Referenced or Being Used By Any InfoCast checkbox.

Output Aspect Ratio

You can set the aspect ratio for your output monitor and for your computer display. The aspect ratio is a global setting applied to all page layouts you open in InfoCaster, so individual layouts do not store aspect ratio information. Selecting the right aspect ratio ensures that objects maintain their proper shape without appearing skewed during playback. For example, if you output to a 16:9 display, select 16:9 in the Preferences dialog box.

To select an aspect ratio for your output screen, select an option from the Output Aspect Ratio drop-down list.

To select an aspect ratio for your computer display, select an option from the VGA Aspect Ratio drop-down list.

VGA Aspect Ratio

To select an aspect ratio for your computer display, select an option from the VGA Aspect Ratio drop-down list. See “Output Aspect Ratio” on page 231 for details.

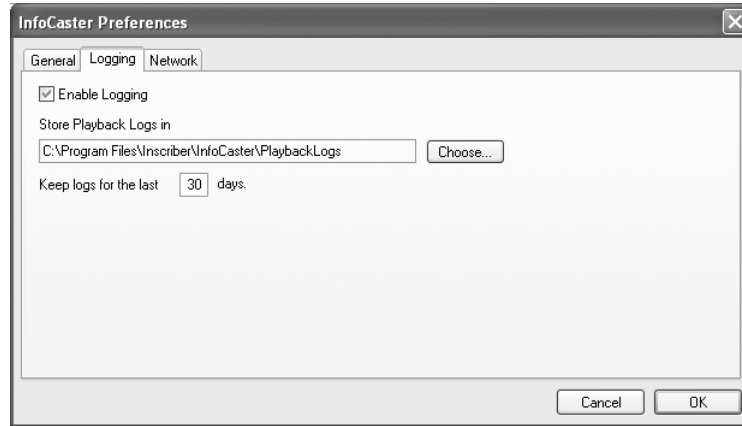
Audio Ducking Level

If you are playing several items with audio, you may want to shut off or reduce the audio levels when one specific item plays. This is known as audio ducking.

When you enable Audio ducking for an item, all other audio that is playing ducks (goes quiet) by the percentage indicated in the Audio Ducking Level field. The default ducking level is 30% of the normal audio level.

To change the default audio ducking level, enter a new audio ducking level percentage in the Audio Ducking Level field on the General tab.

Logging Tab



Change Status of Automatic Logging

By default, items are not set to be logged. To set all items to be logged, check the Enable Logging checkbox on the Logging tab. To disable logging, clear the checkbox.

Change Default Log File Location

To store log files in a different default folder, click the Choose button and select a new folder as prompted.

Set Number of Keep Log Days

To change the default number of days that log files are stored on your system, enter another number in the Days field.

Network Tab

When operating as part of the Network Manager solution, InfoCaster uses the options on the Network tab to connect to a Network Manager. The Network Manager solution includes InfoCaster, Network Manager, and the players. See the online help (Help > Online Help) for details.

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Technical Support

You can get InfoCaster technical support from several places.

Technical Support from dealer

Contact your dealer first. Since your dealer helped you configure your system, your dealer is also the best resource for system configuration issues and problems.

If your dealer can't help you...

If your local dealer is unable to resolve your technical support problems, contact Inscriber Technology Corporation.

Please have your software serial number available when you contact Inscriber Technical Support. Your serial number can be found in a number of places, including software packaging, on the dongle, and on your InfoCaster CD ROM.

- Email: support@inscriber.com

You can also post a technical support question on our web site, and our support staff will answer your questions.

Product Updates

You can download product updates from our web site, or you can use one of these methods to receive updates.

- Web site: www.inscriber.com
- Email: support@inscriber.com