



[InfoCaster Basics]

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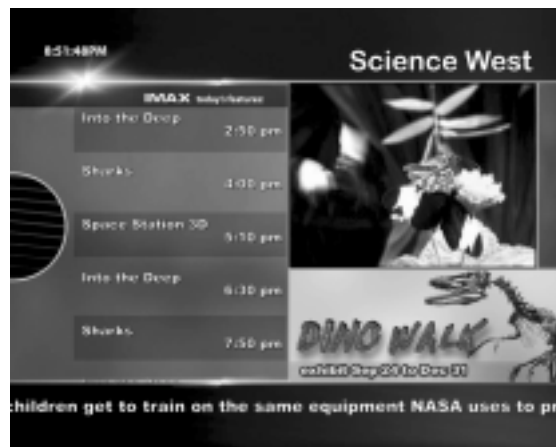
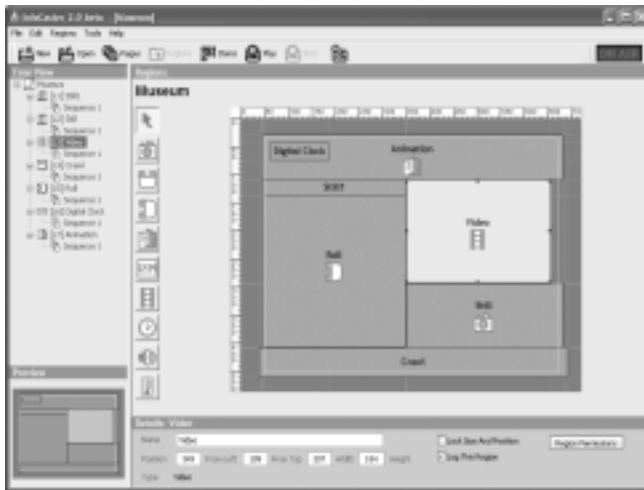
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Introduction

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 anywhere you can imagine to capture and inform your audience (transportation systems, entertainment, retail, services, etc.).

With InfoCaster, you can quickly create layouts that integrate crawls, rolls, animations, clocks, video and audio clips for dynamic presentations. Keep your customers, employees, and public informed with your own dynamic advertisements, information, and branding.



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 Port option for the InfoCaster Creation Station (that's this product) enables you to create a region in which you can display layers of data created in other Inca products, such as IncaRTX.
- 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.

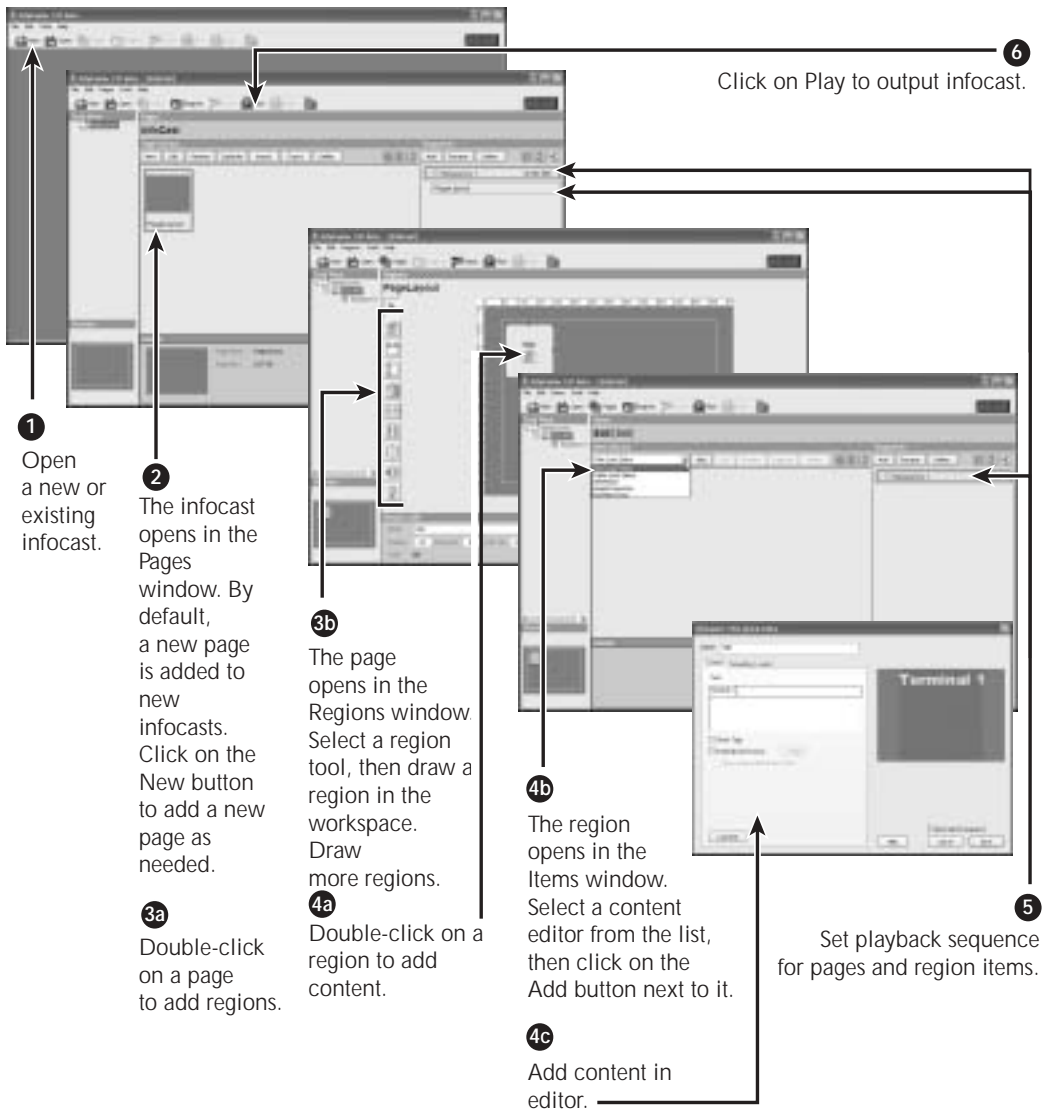
This document assumes knowledge of Windows-based computers. For instructions on how to use basic Windows features, please refer to the Microsoft web site or to documentation that came with your computer.

Workflow

To create and output an infocast, the workflow is as follows.

1. Open an infocast.
2. Add pages to the infocast.
3. Add regions to the page.
4. Add content (region items) to each region.
5. Schedule the playback sequence(s) for your regions and your pages.
6. Output the infocast.

Each step is covered in more detail on the following pages and in their own chapters in this manual.

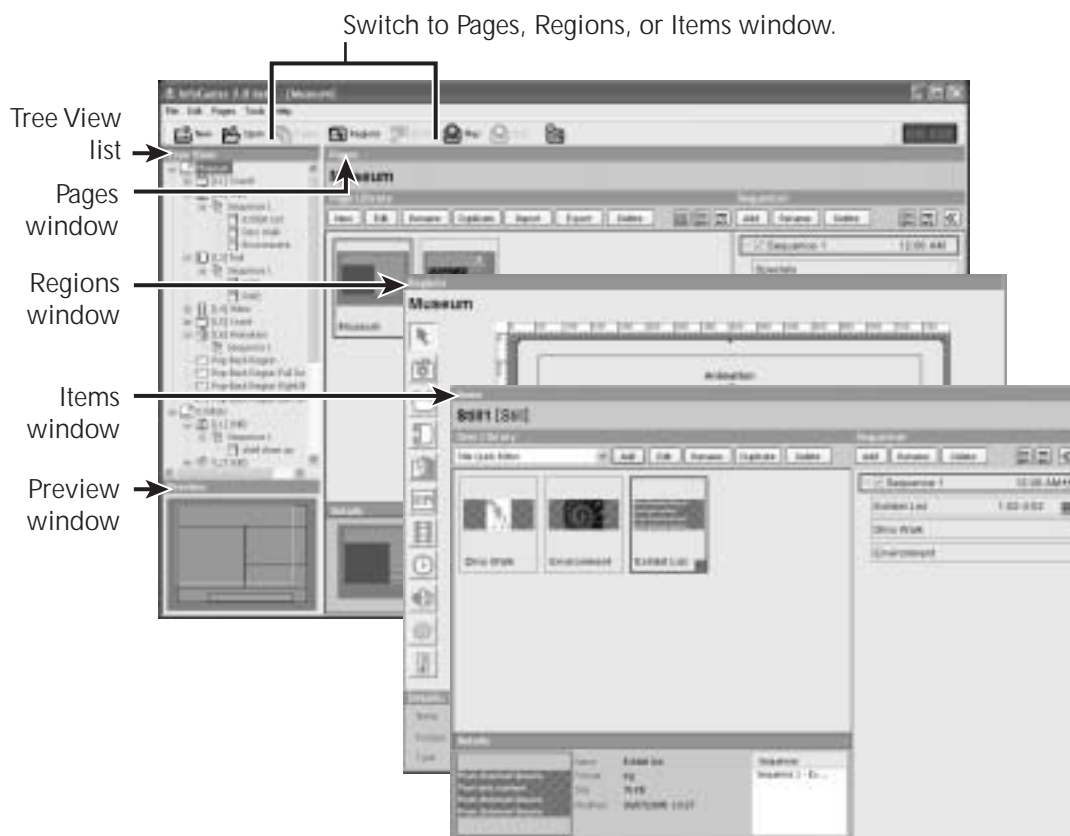


The InfoCaster workspace consists of three main windows (Pages, Regions, and Items) and the Tree View list.

Manage your pages in the Pages window. The Regions window manages the regions on your page layout. The Items window manages the items in the selected region. Click on the Pages, Regions, or Items button on the main toolbar at the top of the screen to switch windows.

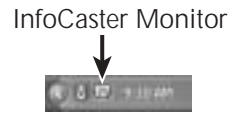
The Tree View list is always available on the left side of the screen and displays all of the pages available in the project, as well as the regions, region items and region sequences.

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.



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.



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 in InfoCaster.

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 6.

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.

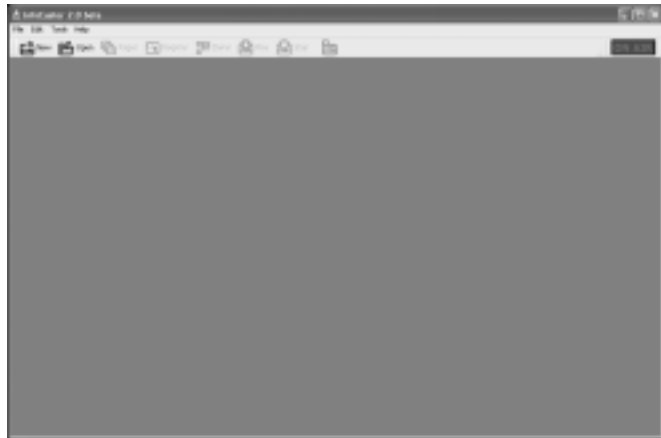


To set InfoCaster to always load your last opened project when you open InfoCaster, see “Load Last Infocast on Startup” on page 247.

Step 1: Open an Infocast

To create digital signage page layouts for video display, the first step 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. You can create an infinite amount of infocasts. Only one infocast is aired at any given time to an output player.

You can start a new infocast (New button), or you can open an existing infocast on your hard drive (File—New), CD (File—Get from CD), or another location (File—Import). Refer to “1. Open an Infocast” on page 17.



The infocast opens in the Pages window. All the pages that exist in the infocast are displayed in the Page Library. By default, a blank page is added to a new infocast.

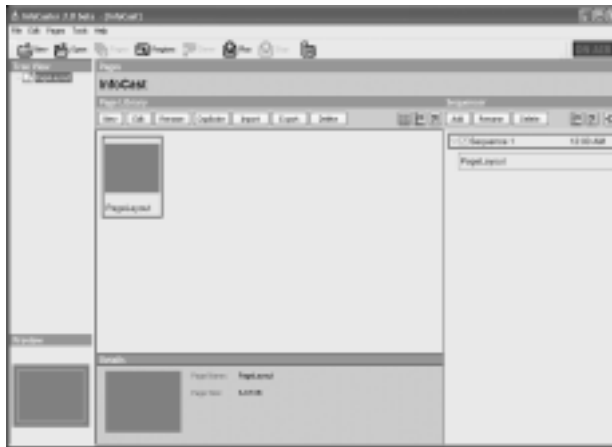


InfoCaster saves all changes immediately to the default location C:\InfoCasts as you work.

Step 2: Add Page

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 is displayed on the output screen. Page layouts consist of all the regions and scheduling information.

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.



You can add as many pages (layouts) as you want to an infocast. Only one page is aired at any given time to an output player. Typically, after you add your regions and region content to the page layout, you schedule the time and the order in which the pages are aired or accept the default settings.

By default, a blank page is added to a new infocast.

To add another page to an infocast:

- 1 Go to the Pages window.
By default, when you open a new or existing infocast, you are automatically switched to the Pages window. To switch to the Pages window at any other time, you can click on the Pages button on the main toolbar.
- 2 Click on the New, Duplicate, or Import button on the Pages window toolbar to add a new page, make a copy of a page, or import a page.

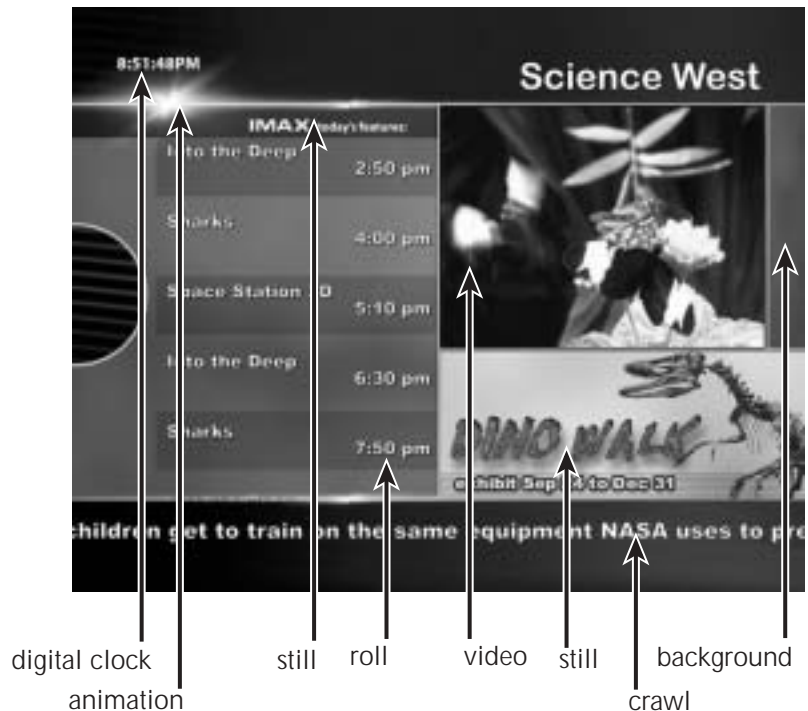
Refer to “2. Add Pages to Infocast” on page 25.

Next, open a page to add regions to your page layout. Pages open in the Regions window.

Step 3: Add Regions

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 that you want to output. You can add many region items in each region to output at different times. You can create the following types of regions in your infocasts.

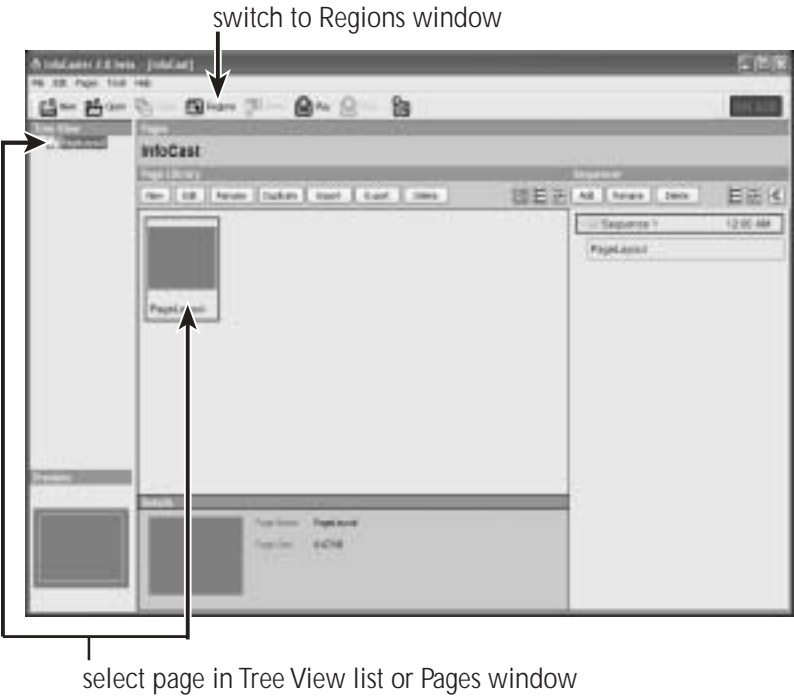
- Still regions play static text or graphic displays, such as titles or logos.
- Crawl regions play text and graphics that move horizontally across the region.
- Roll regions play text and graphics that scroll up or down the region.
- Animation regions play animated text and graphics.
- Digital Clock regions play a real-time digital clock or digital timer.
- Video regions play video clips or live video.
- Analog Clock regions play a real-time graphical clock.
- Audio regions play audio independent of other region items.
- Temperature regions display a temperature reading from a temperature probe connected to your system.



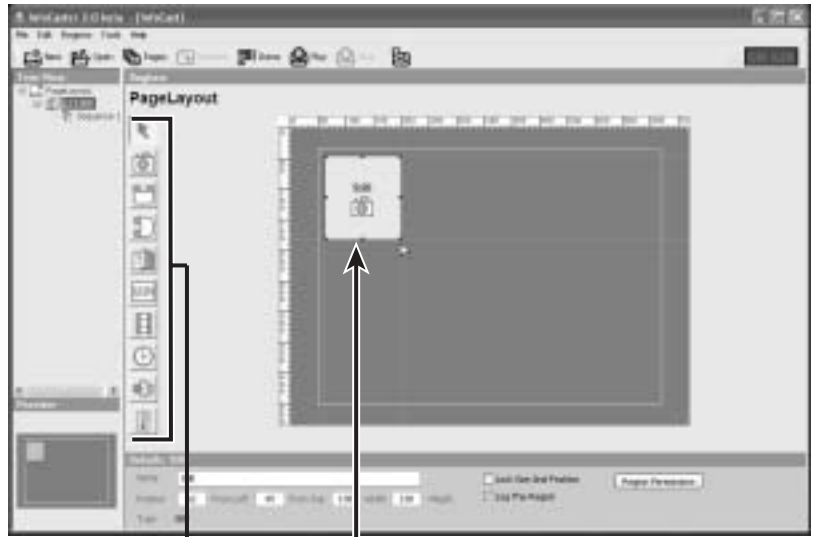
- You can create a pop-back region and use it to expand or shrink region items during output. See “Draw a Pop-Back Region” on page 44.
- If you purchased the Inca Port option, you can air data created in other Inca products, such as IncaRTX.
- You can create a background that fills up any part of your screen using any of the regions types. See “Draw a Background” on page 44.

To create regions in a page layout in your infocast:

- 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.

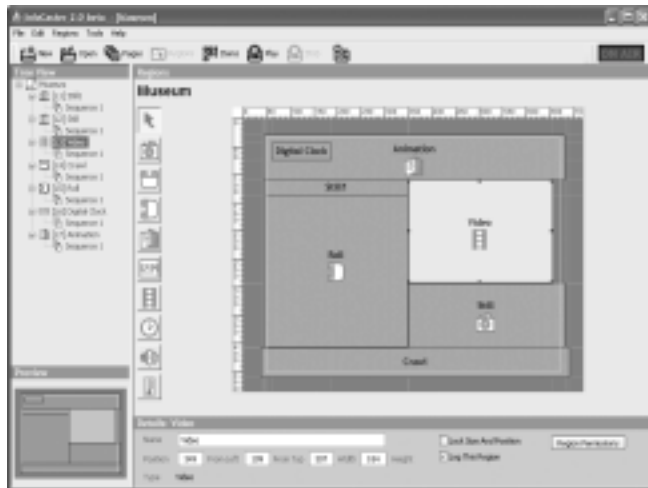


- 2 Draw regions on the page in the Regions window. To do this, select a region tool (Still, Crawl, etc.), then click in the Regions workspace and drag the mouse cursor across the workspace.



select tool draw region

Draw all your regions. Adjust region settings as needed.



Step 4: Add Region Items

Once you have drawn regions (content placeholders) on a page in your infocast, add content (region items) to each region. Regions open in the Items window. A unique set of content editors for each region type becomes available in the Items window.

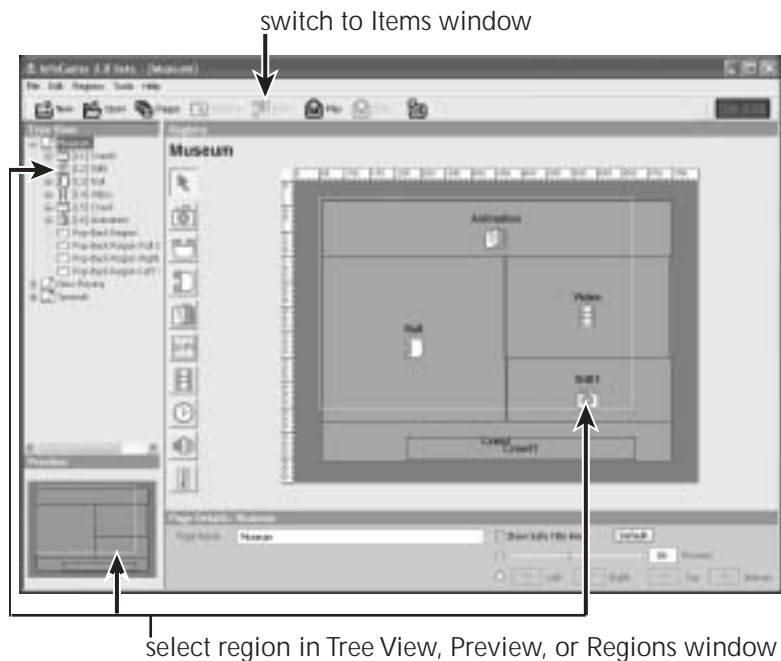
Use the content editors to add content. A region item is created in the region when you save the content in the editor. The region item is displayed in the Item Library. You can create many items in a region. You can add a blank item to the region to make the region transparent during playback.

Items typically open in the content editor that you used to create them, but you can sometimes open them in other editors.

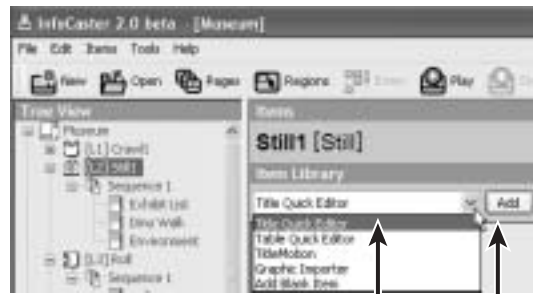
Later, when you schedule the playback sequence for the region, you can set when you want each item to air in the region.

To add content to a region:

- 1 Select a region in the Regions, Tree View, or Preview window, then switch to the Items window. To do this, you can double-click on the region in the window.



2 Open a content editor by selecting it from the editor list in the Items window, then clicking on the ADD button next to it. Each region type has a unique list of content editors.



select editor click Add

- 3 Add your content using the tools in the content editor. The content editors for each region type is described in individual chapters.
- For Still Regions, see “Add Still Items” on page 67.
 - For Crawl Regions, see “Add Crawl Items” on page 115.
 - For Roll Regions, see “Add Roll Items” on page 127.
 - For Animation Regions, see “Add Animation Items” on page 143.
 - For Digital Clock Regions, see “Add Digital Clocks” on page 157.
 - For Video Regions, see “Add Video Items” on page 169.
 - For Analog Clock Regions, see “Add Analog Clocks” on page 187.
 - For Audio Regions, see “Add Audio Items” on page 193.
 - For Temperature Probe Regions, see “Add Temperature” on page 197.

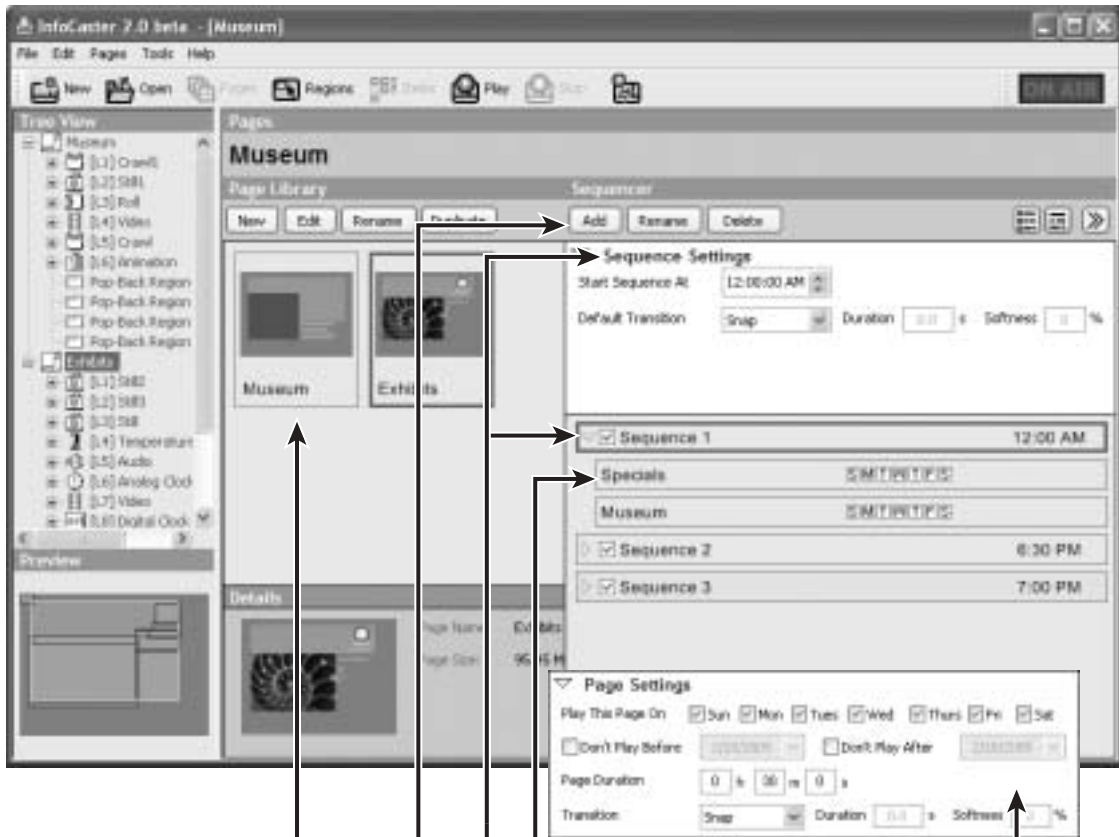
Your content (region item) is displayed in the Item Library.



Step 5: Sequence

After you add content to the regions of your layout, schedule when and how you want your page layouts and region items to be aired. Use the Sequencer on the Pages window to schedule the playback sequences of your infocast page. Use the Sequencer on the Items window to schedule the playback sequences of your region items.

During playback, 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 on a single page layout is output to air at any given time.



2 Add (drag) page to sequence.

1 Add sequence.

3 Select sequence, then adjust Sequence Settings.

4 Select page. Sequence Settings become Page Settings. Adjust Page Settings.

To set up the playback sequence of your pages and items:

- 1 Add a sequence to the sequence list in the Pages window.
By default, for pages, a sequence is created for you. To add another sequence, click on the Add button. See “1. Add Sequence” on page 208. Start another sequence and add pages to it when you want different sequence settings, such as a start time or transition type, to apply to certain pages. You can create as many sequences as you need. You may need to start another sequence to use a page or sequence in a trigger. See “Set Triggers” on page 226 for details.
To switch to the Pages window, click on the Pages button on the main toolbar at the top of the screen. See “Switch to Pages Window” on page 28.
- 2 Add pages to the sequence.
By default, the first page of your infocast is automatically added to the sequence. Add as many pages to a sequence as you want. You do not need to include all the pages in the sequence list. You can add the same page to the sequence list more than once. To add more pages, drag a page from Page Library to a sequence. See “2. Add Page to Sequence” on page 209.
- 3 Schedule the Sequence Settings.
Select a sequence in the sequence list, then use the options on the Sequence Settings panel above it to schedule the playback for all the pages in that sequence. See “3. Adjust Sequence Settings” on page 210.
If you cannot see the Settings panel, see “Display Panel, Options, List” on page 207.
- 4 Schedule individual Page Settings as needed.
Select a page in a sequence. The Sequence Settings panel changes to the Page Settings panel. Set playback options on the Pages Settings panel. Page settings bypass sequence settings. See “4. Adjust Page Settings” on page 211.
- 5 Apply a trigger as needed.
You can set the playback of certain events to trigger other events in InfoCaster. See “Set Triggers” on page 226.
- 6 In a similar way, repeat steps 1 to 5 to create an item sequence in the Items window and add items to it. Adjust the Sequence Settings and Item Settings, and apply triggers as needed.

See “5. Schedule Playback Sequences” on page 201.

Step 6: Output

You can start playing an infocast in 2 ways.

- Click on the Play button at the top of the screen to output your infocast starting from the scheduled time according to the schedules times on your page and region item sequence lists.
For example, you have a sequence of three items and each item plays for one hour. If the sequence start time is 1:00 PM and you start playback at 2:30 PM, item two plays.
- Right-click on a blank space in the pages or items sequence list, then select Start Playback from the First Page from the menu, to output your infocast starting from the first page and item in all your sequence lists.

InfoCaster plays the infocast to 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 one page layout in your infocast 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 monitor which region is currently playing in the sequence list. You can control plasma display screens. And you can log your output.

Refer to “6. Output” on page 233.

1. Open an Infocast

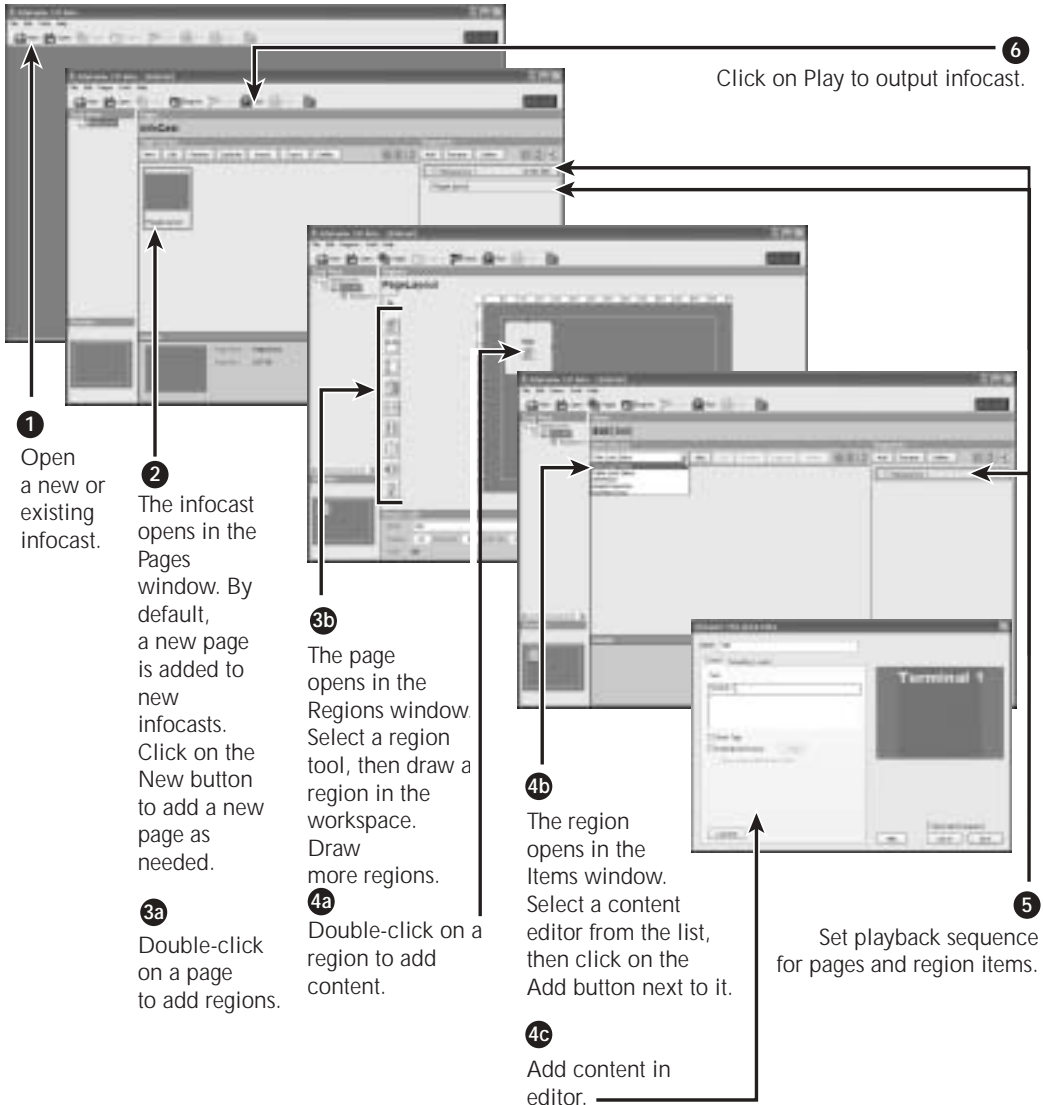
Open Infocast Overview

To create digital signage page layouts for video display, the first step 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.

You can create an infinite amount of infocasts. Only one infocast is aired at any given time to 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.

- 1)Open Infocast. 2)Add page. 3)Add regions. 4)Add items. 5)Sequence. 6)Output.

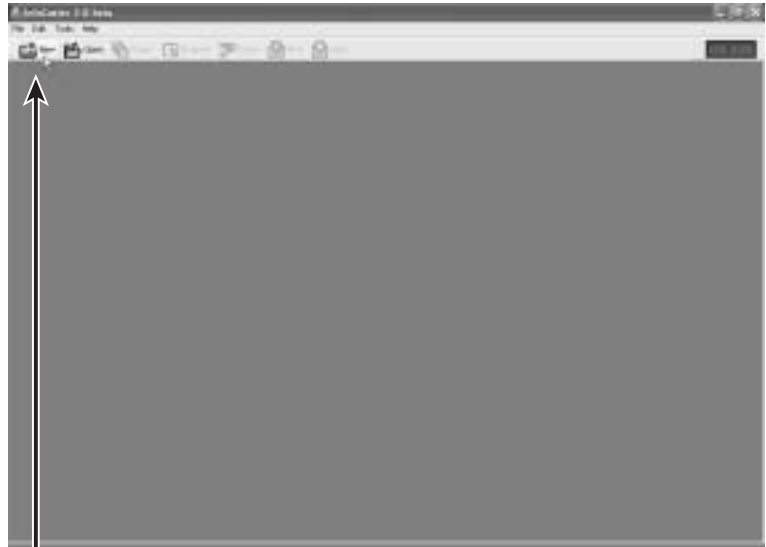


Open New or Existing Infocast

You can start a new infocast or open an existing infocast on 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.

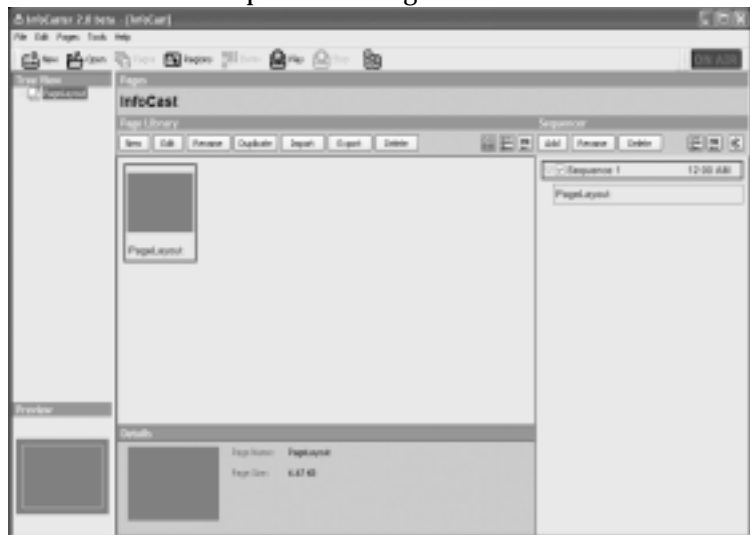
Open New Infocast

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



open an infocast

- 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 247.

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 247.

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 in tact.

- 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 30.

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 247.

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 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.

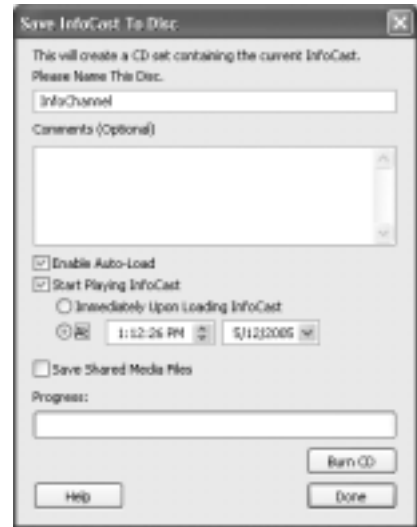
To set a playback start time for the page, check the Start Playing InfoCast checkbox, then choose one of the following options which apply after the page is imported from the CD ROM.

- 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 248 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.

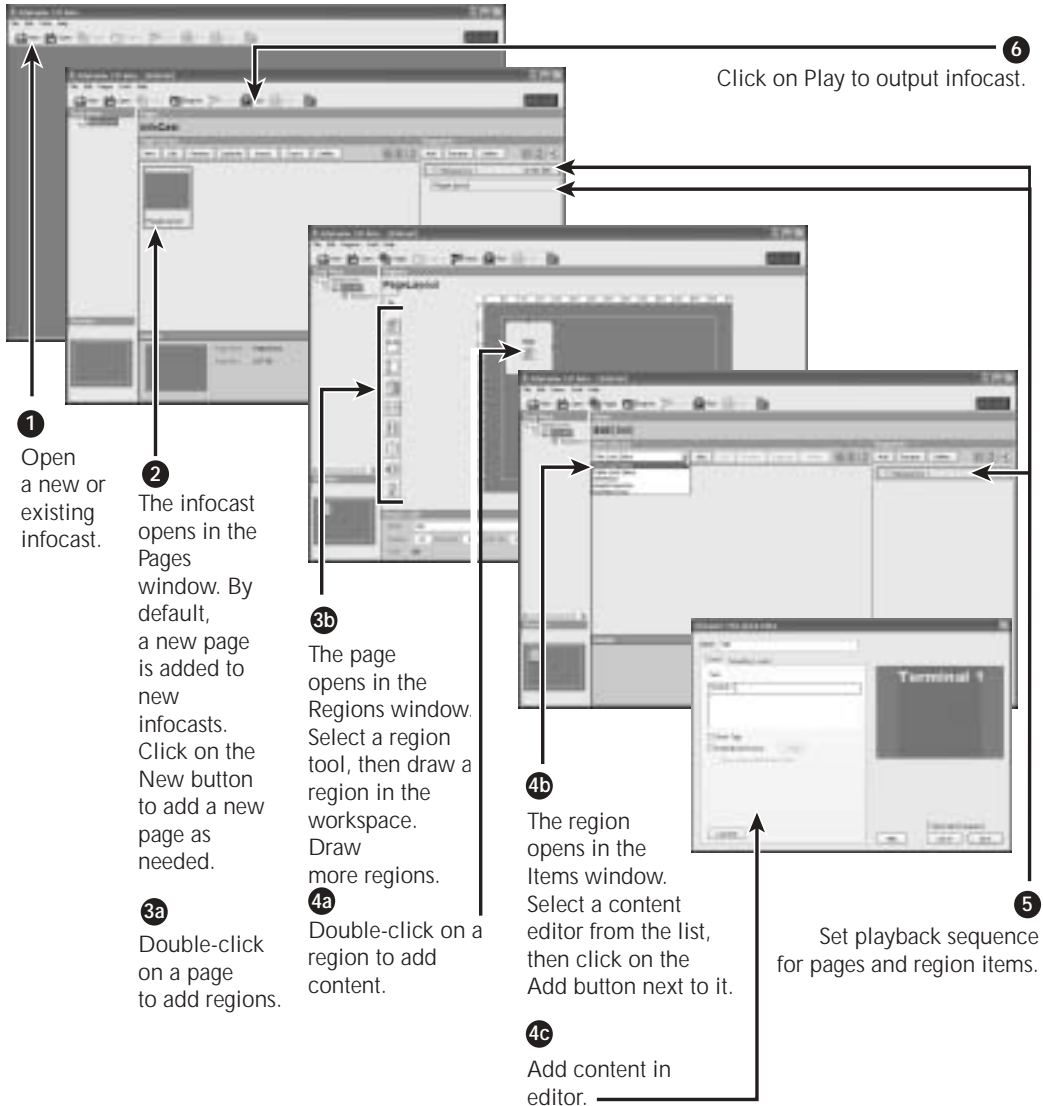
2. Add Pages to Infocast

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 all the regions and scheduling information. Pages open in the Regions window, as explained in “Open Page in Regions Window” on page 36.

1)Open Infocast. 2)Add page. 3)Add regions. 4)Add items. 5)Sequence. 6)Output.

Add Pages



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 247.

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 28.
- 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 30.

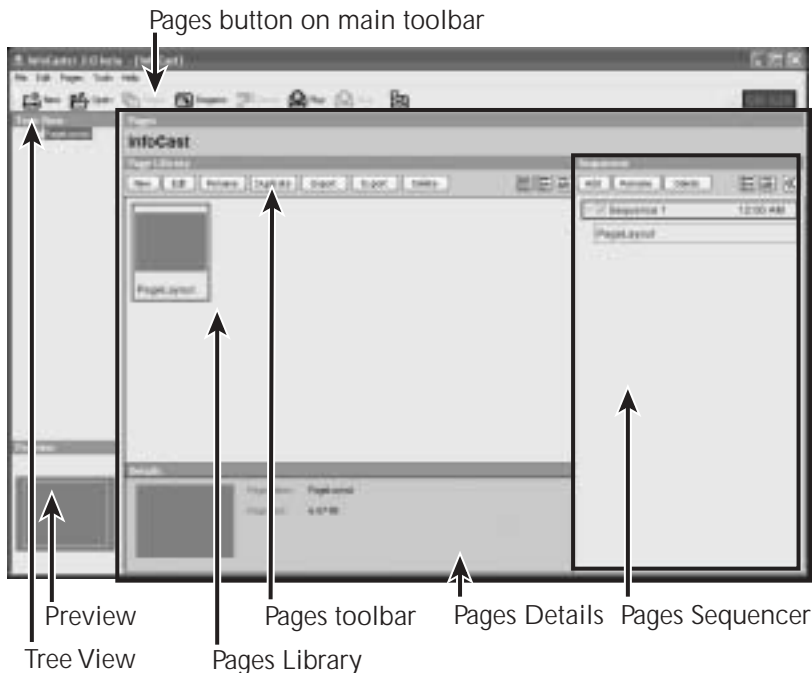
Switch to Pages Window

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.

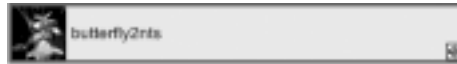
Change Display of Page Library

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.

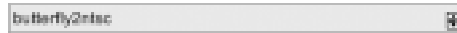
- Large Thumbnails.



- Small Thumbnails.



- Text Only.



Change Display of Page Sequencer

To change the size of the page display in the Pages Sequence list, see “Display Panel, Options, List” on page 207.

Add, Copy, or Import Page

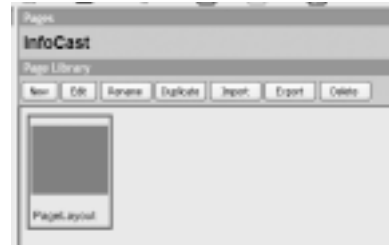
You can add as many pages (layouts) as you want to an infocast. You can add a new page, make a copy of a page, or import a page. Each page displays in the Page Library section of the Pages window.

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.

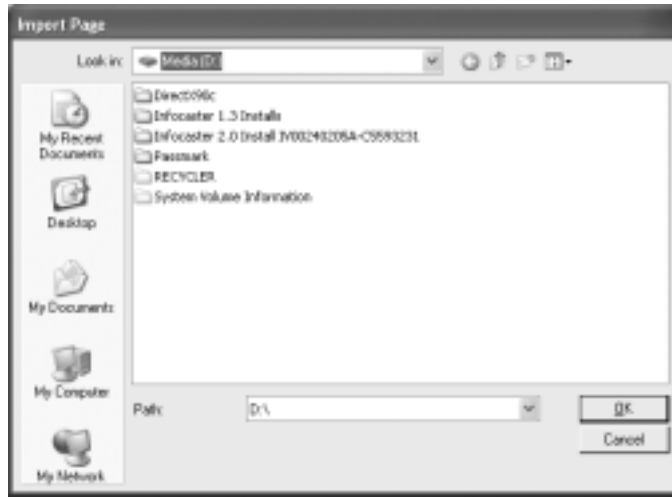
Import Page

You can import pages that were created with the Export Page command, as explained in “Export Page” on page 31.

- 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.



- 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.

- 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**.
- 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 30.

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 36 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 210.

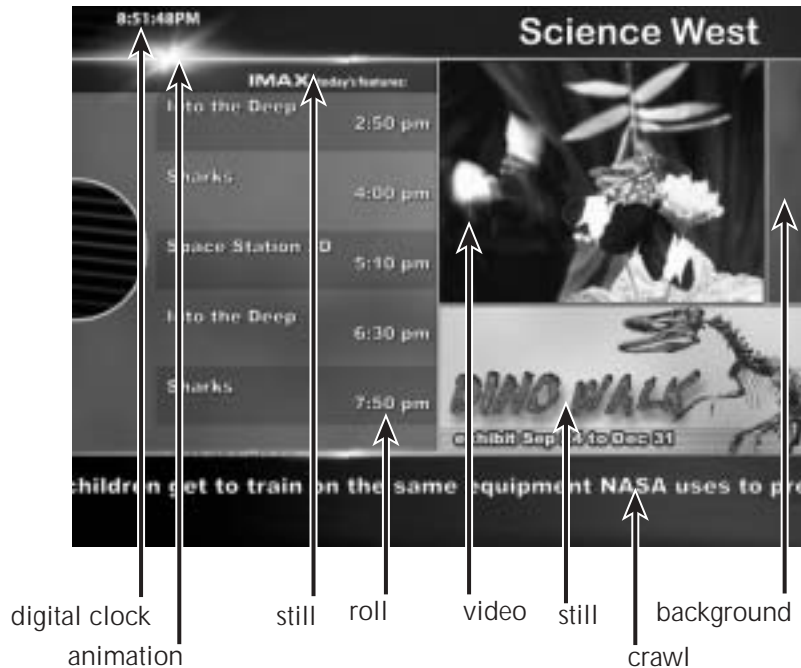
3. Add Regions to Page

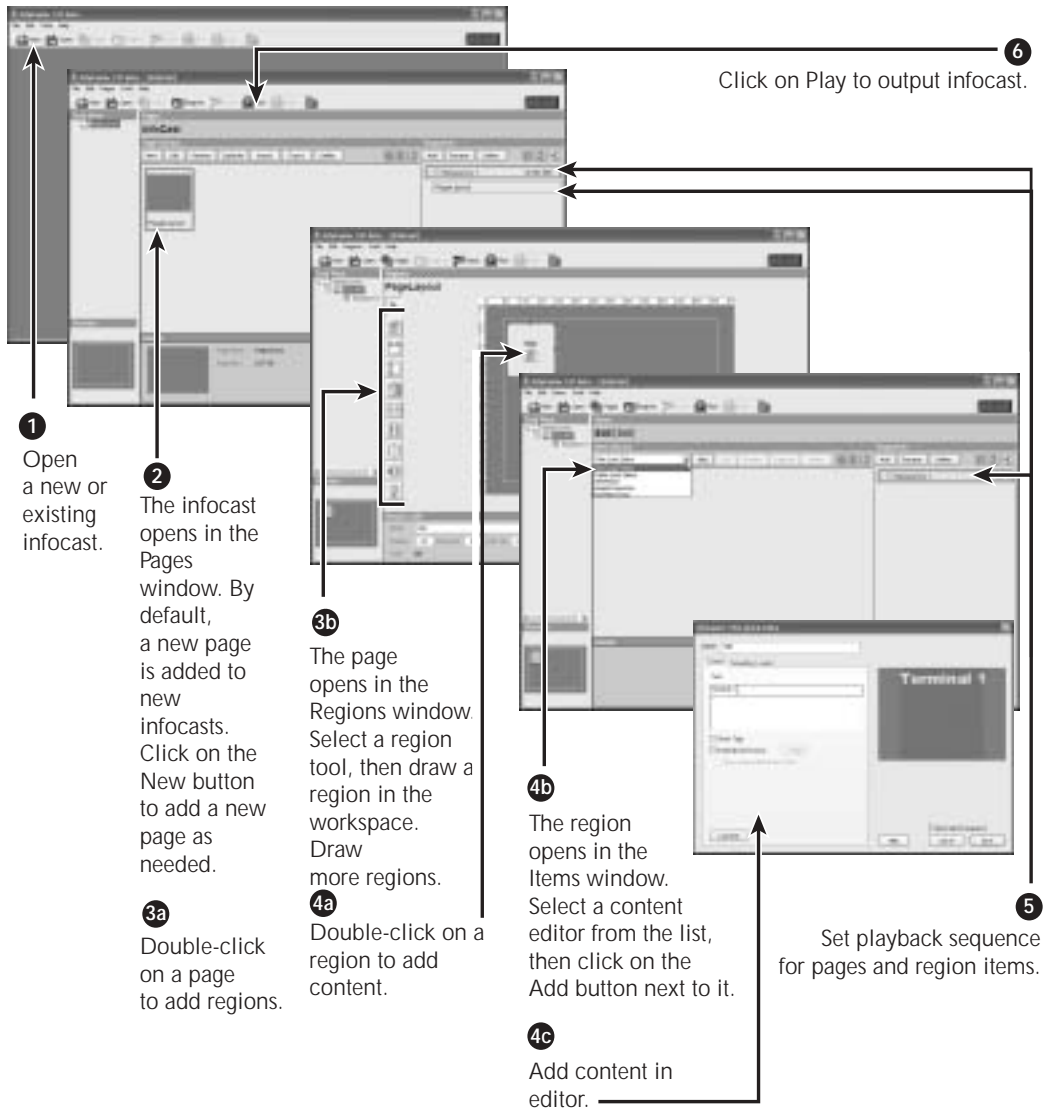
Add Regions Overview

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 9 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 54.

- Still regions play static text or graphic displays, 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.
- 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 44.
- If you purchased the Inca Port option, you can air data created in other Inca products, such as IncaRTX. See “Purchase Options” on page 3.
- 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 44.





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 36.
- 2 Draw regions on the page.
To do this, select a region tool (Still, Crawl, etc.), then click and drag the mouse cursor across the workspace. See “Draw Regions On the Page” on page 38.
- 3 Adjust region settings as needed. See “Adjust Region Settings” on page 46.

Open Page in Regions Window

To add regions to a page layout, first select the page that you want to add regions to and switch to the Regions window.

Select a Page

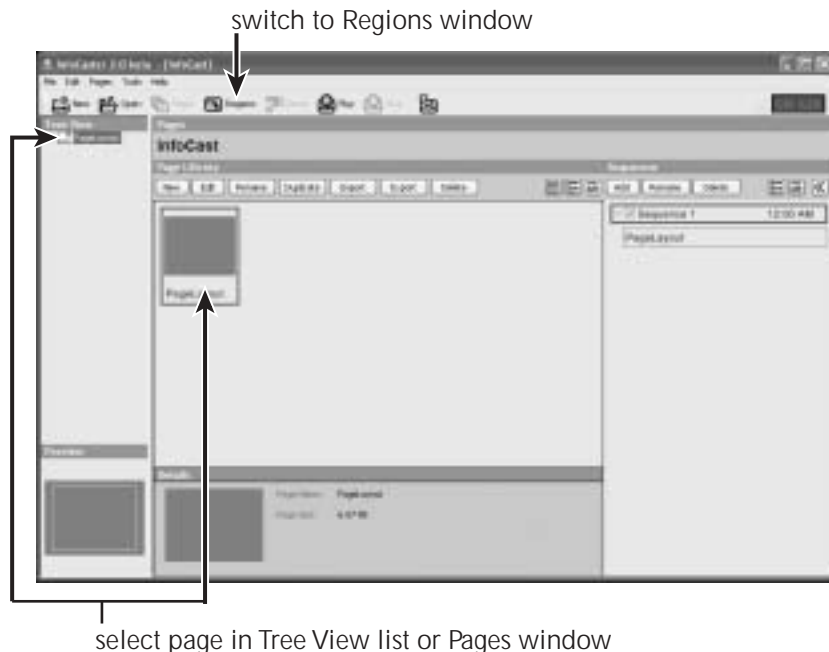
To select a page, click on the page in the Page Library or in the Tree View list. Click once to select the page. Double-click to open the page. The page opens in the Regions window.

Switch to Regions Window

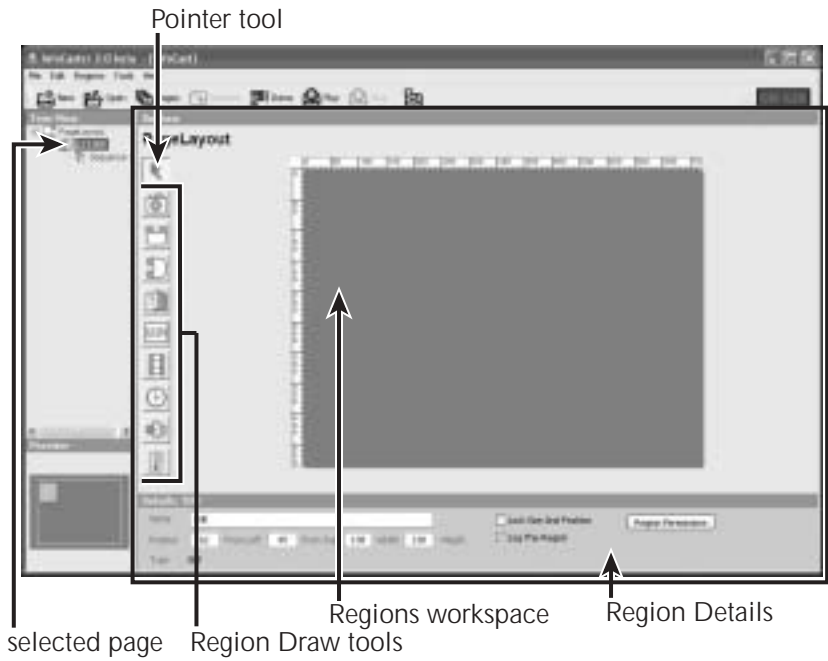
With the page selected in the Pages window, switch to the Regions window using one of these methods.

- 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.
- If you already created regions on a page, click on a region in the Tree View list or Preview window at the bottom of the screen.

Add Regions



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



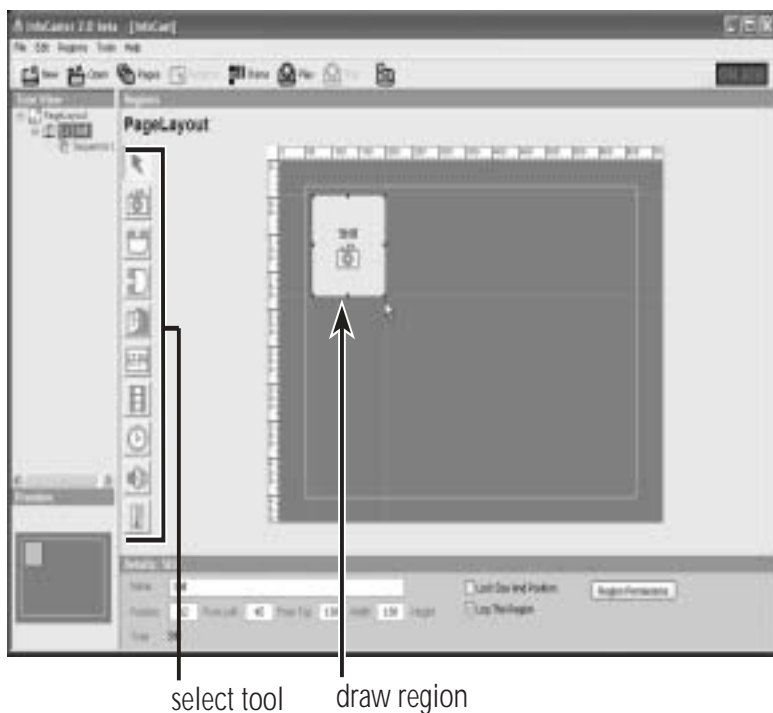
Draw Regions On the Page

After you selected the page that you want to add regions to and switched to the Regions window, draw regions on the page layout to which you later add content. 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 40.
- 2 Click in the workspace, then drag the mouse cursor across the workspace to draw the region. You can also draw a background or a pop-back region. See “Draw Regions” on page 43.



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.

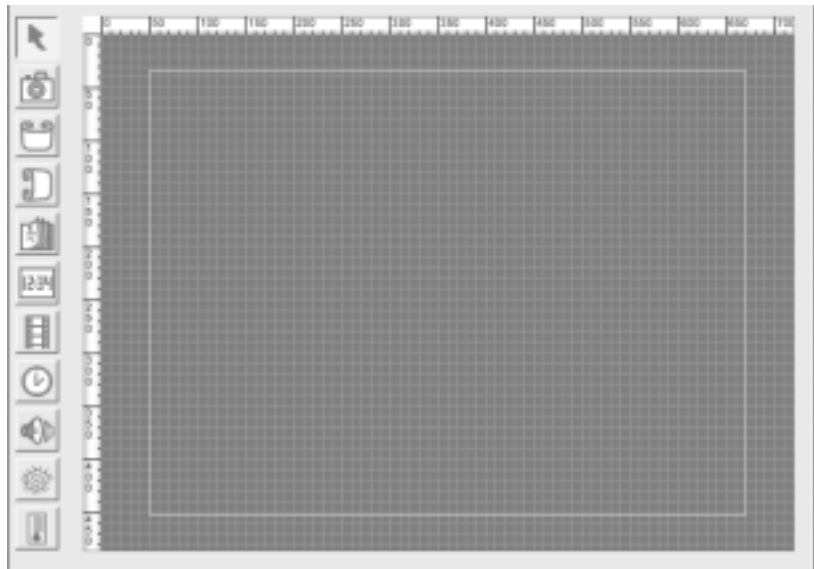
Note: If a region is selected, the safe title options are not displayed.



- 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

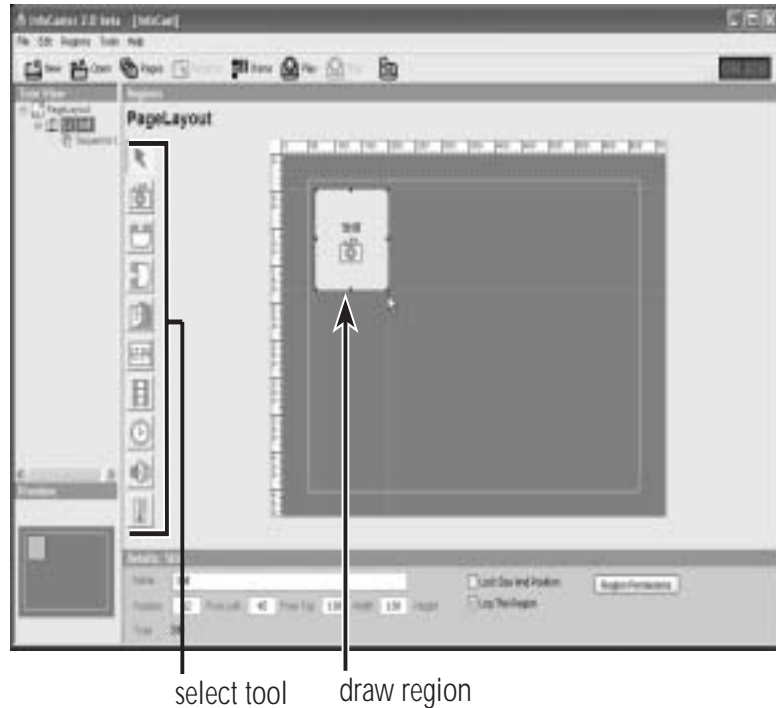
To display grid lines on the Regions window to help you draw and line up your regions, select Regions—Show Grid Lines.



Select a Region Tool

In the Regions window, select the region tool that corresponds to what you want to create, 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 42.
- 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 come up, 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 67.

 **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 115.

 **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 127.

 **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 143.

 **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 157.

 **Video Region Tool**

Draw a Video region when you want to play a 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 226. See “Add Video Items” on page 169.

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 187.

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 193.

Temperature Probe Region Tool

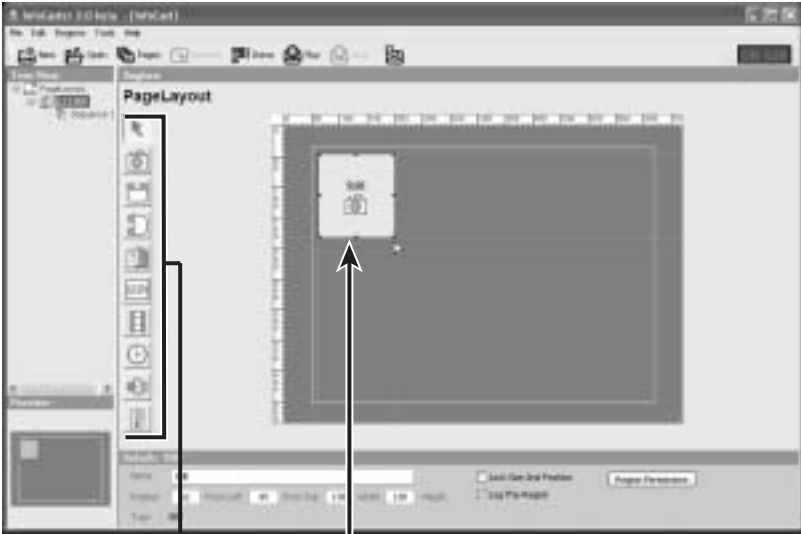
Draw a Temperature Probe region when you have a temperature probe connected to your system and want to display its current temperature reading in the region. See “Add Temperature” on page 197.

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 44 for more information. To use a pop-back region, see “Set Triggers” on page 226.

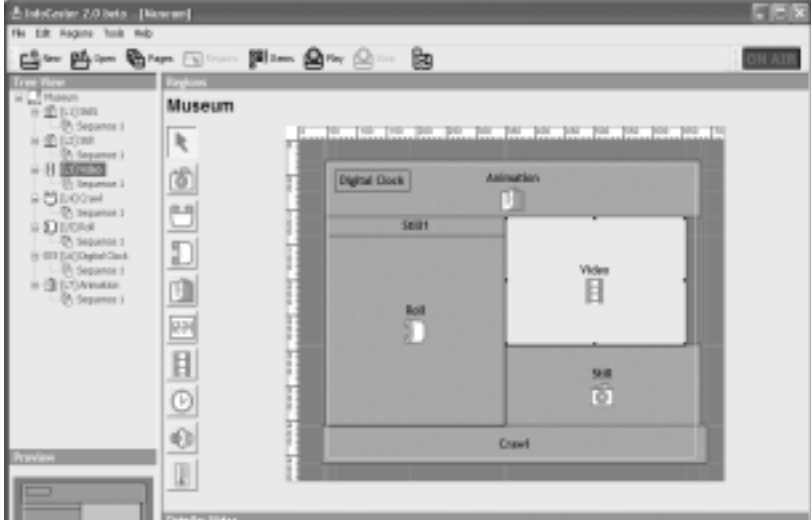
Draw Regions

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.



select tool draw region

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 46.

Draw a Background

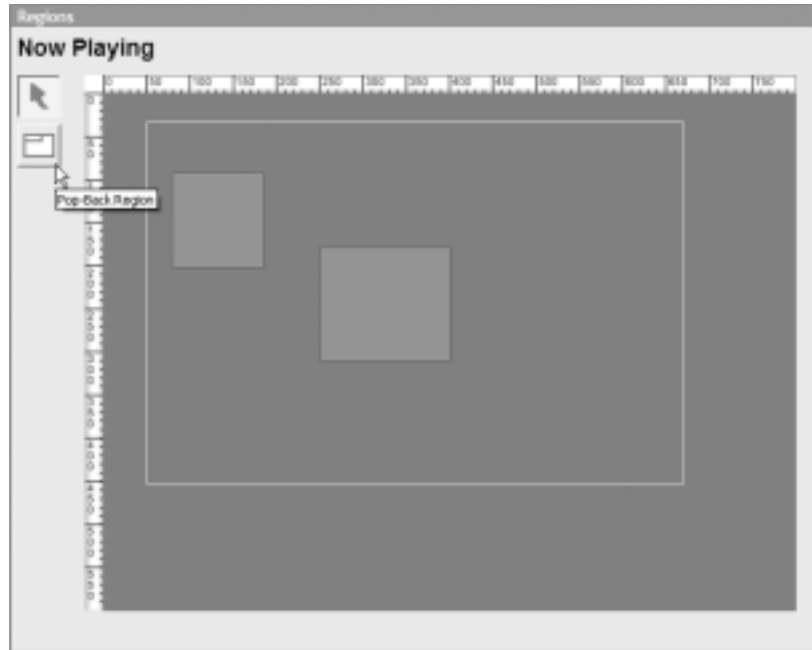
You can create a background using any of the regions types. To create a background:

- 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.

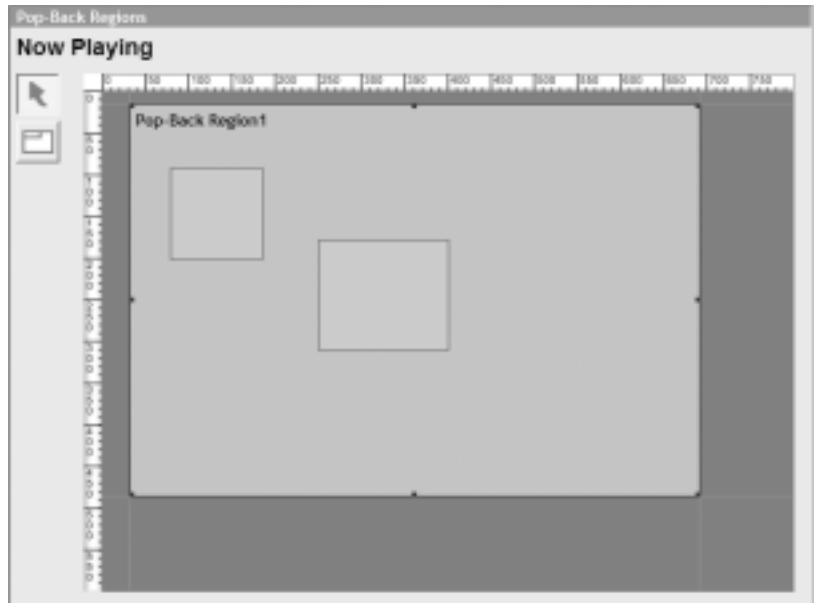
Draw a Pop-Back Region

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.

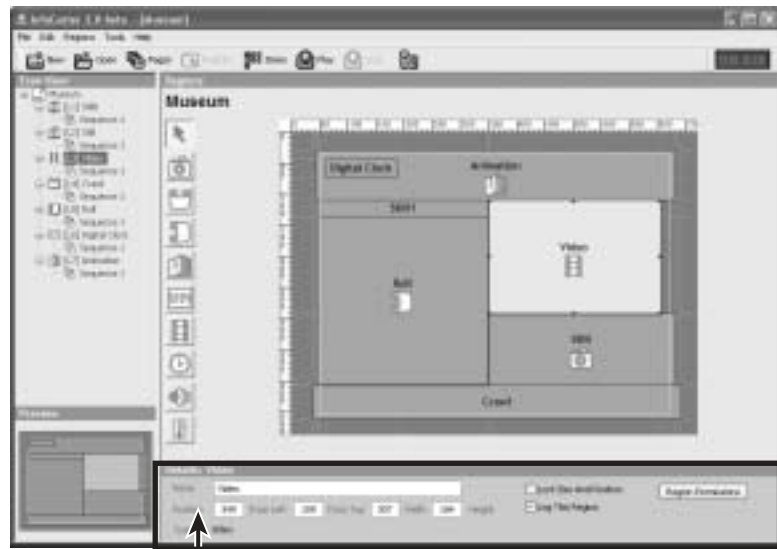
To exit the Pop-Back Regions window and be able to select other regions, select **Regions—Pop-Back Regions** again, to remove the checkmark.

To apply a pop-back region, see “Set Triggers” on page 226.

To add content to your regions, see “4. Add Items to Regions” on page 51.

Adjust Region Settings

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



Details panel


Add Regions

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 forward and backward 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.

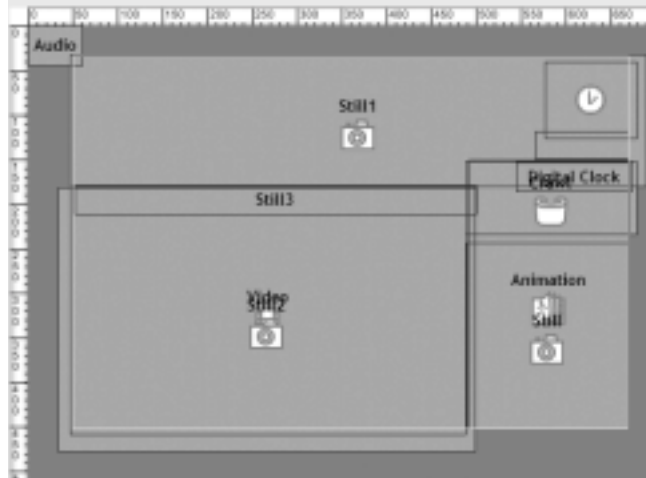
InfoCaster creates a log file that includes the player name, page name, region name, item name, start date, start time, stop date, stop time, and duration. A new log file is created each day, so the playback of an entire day is stored in one log file.

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 Files” on page 245.

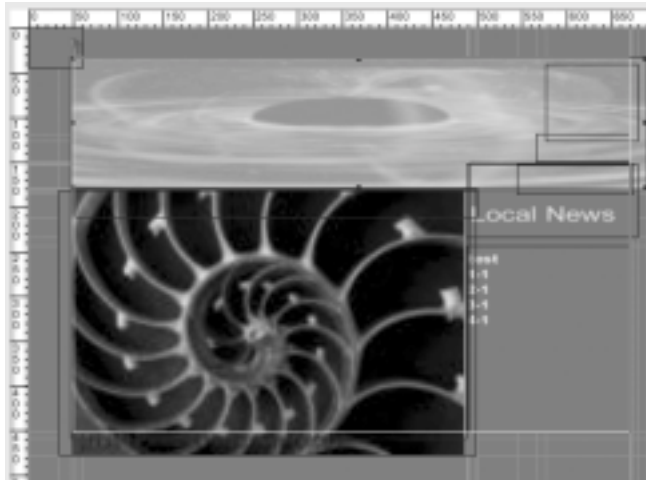
Preview Regions (Page Layout)

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

- 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 39 or “Display Safe Title Area” on page 38.

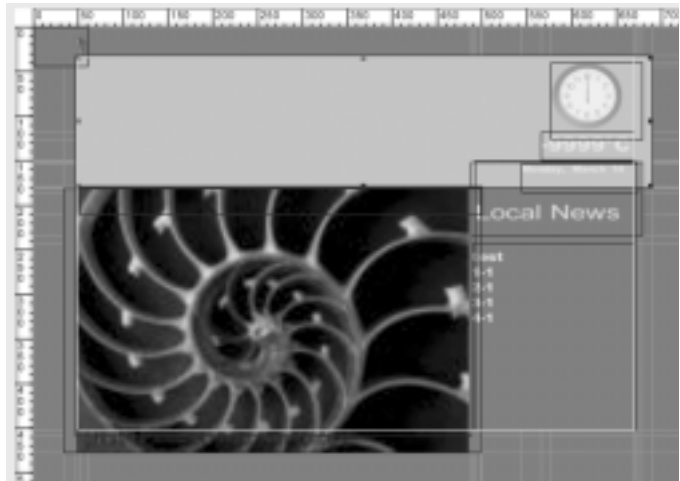


- Display the region borders with a still image representing the content within each region. Select Regions—Preview All Regions.

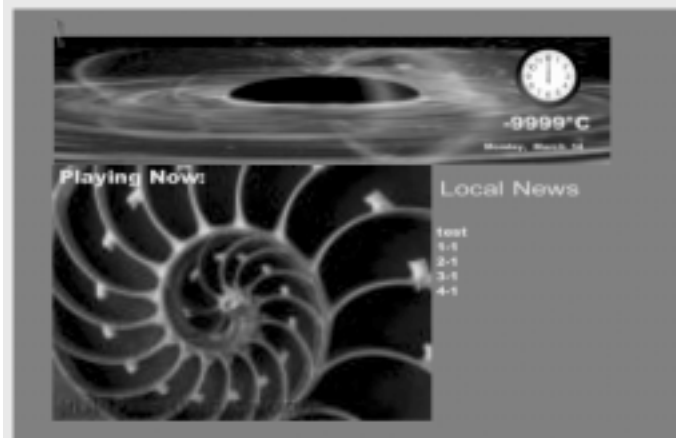


- Display the region borders with a still image in selected regions only. Select the region, then select Regions—Preview Region.

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 Regions

4. Add Items to Regions

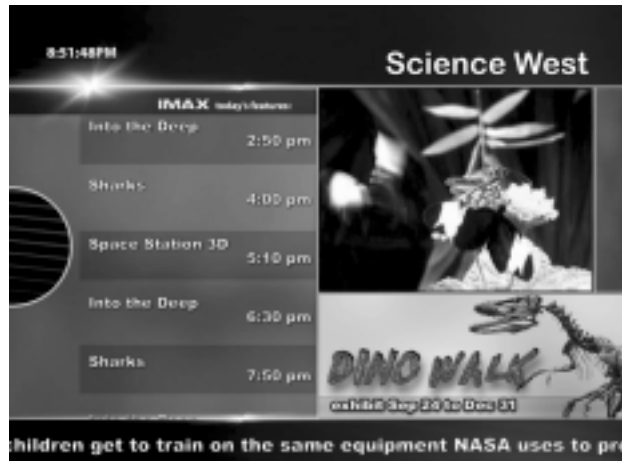
Add Region Items Overview

Once you have drawn regions (content placeholders) on a page in your infocast, you can add content (region items) to the 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 a region item. 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 edit the content of an item, you sometimes can select a different editor to open the item in.

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 region item followed by a space video region item.



Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. The next 9 chapters describe how to add content using all of the available content editors for each of the 9 region types. See “Add Content with the Editor” on page 62. The basic workflow is as follows.
 - Add content.
 - Format the content.
 - Add audio if applicable.
 - Save your work in the editor.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

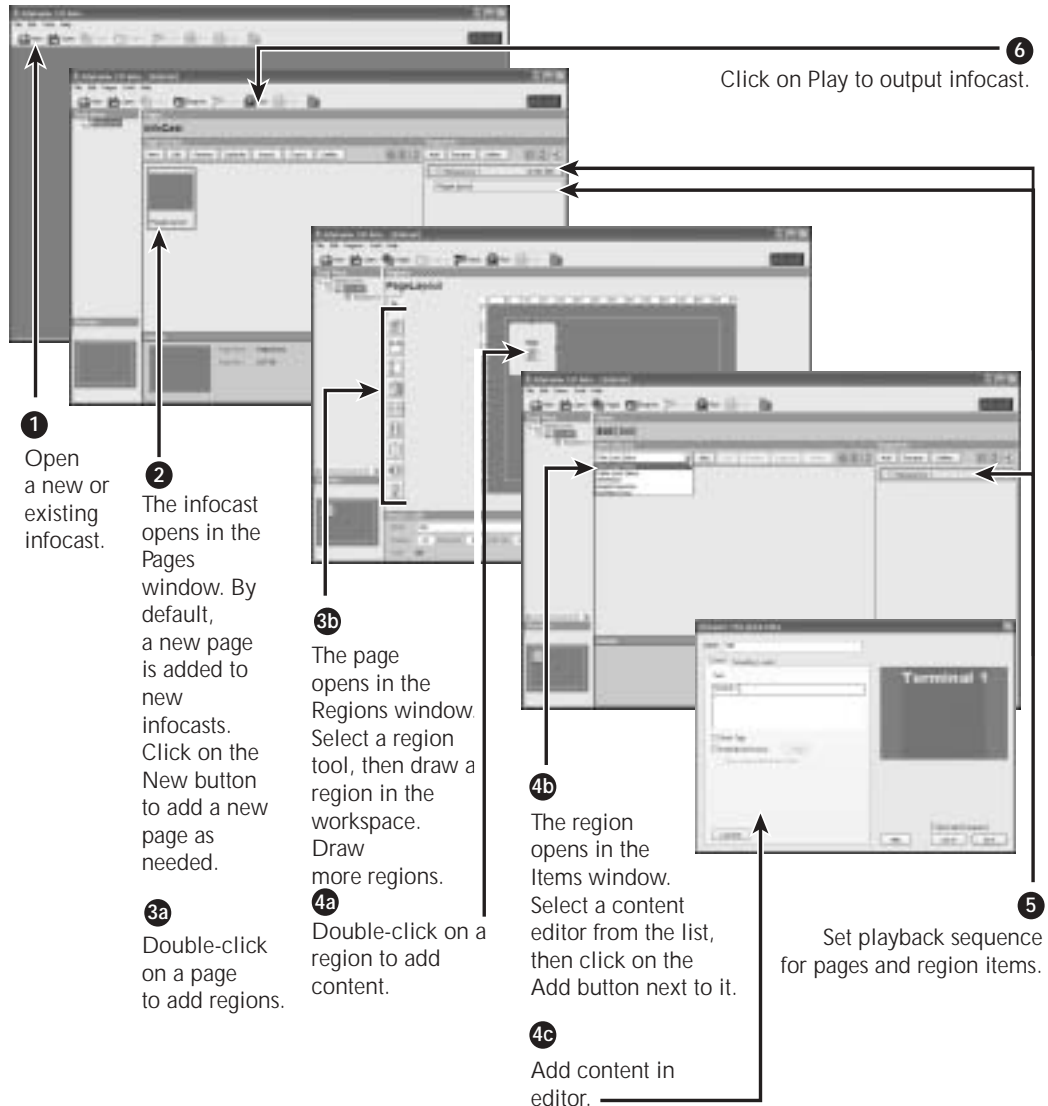
After you add content to your region, you can do the following.

- Add more region items to this region if needed, as explained in

“Add More Items” on page 63.

- Add items to other regions, as explained in “Add Region Items Overview” on page 52.
- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
 - 6 Output the infocast. See “6. Output” on page 233.

1)Open Infocast. 2)Add page. 3)Add regions. 4)Add items. 5)Sequence. 6)Output.



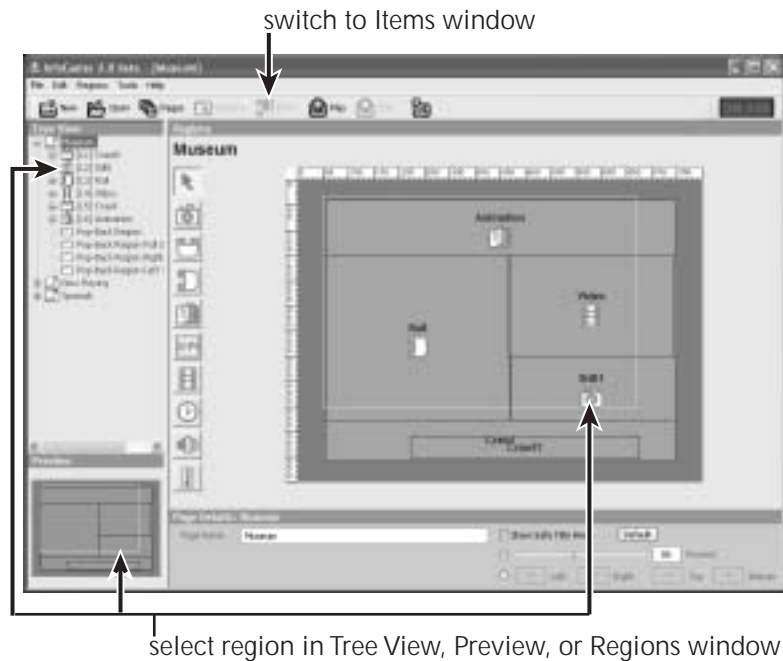
Open Region in Items Window

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

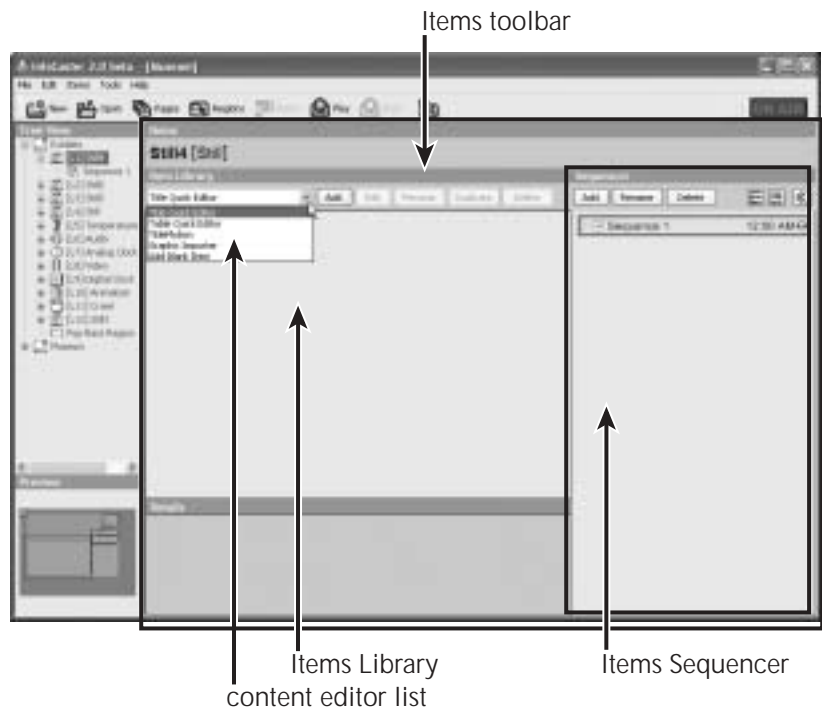
To switch to the Items window, use one of these methods.

- 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 content to a region and to edit the content. Most of the region types (Still, Crawl, etc.) have more than one content editor so you to add different kinds of region type content. 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 54 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 9 chapters documents a region type and all of the content editors that pertain to it.



click Add
select content editor

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 “5. Schedule Playback Sequences” on page 201 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.

In some cases, like when you create an Animation item in the TitleMotion editor, you can click on the item, select a different editor from the editor list, then click on the Edit button next to the editor list. You can then edit the content in a different editor.

Still Editors

There are 4 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 71.



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 100.

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 109.

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 111.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 118.



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 125.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 131.

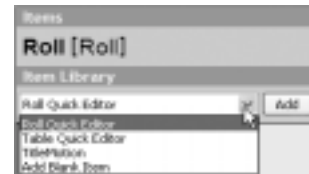


Table Quick Editor

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 137.

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 141.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Animation Editors

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 147.



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 150.

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 153.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 160.



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 165.

Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Video Editors

Video Clip Quick Editor

Import a video file into the selected region. See “Video Clip Quick Editor” on page 172.



Live Video Quick Editor

Set the region to display live video. See “Live Video Quick Editor” on page 180.

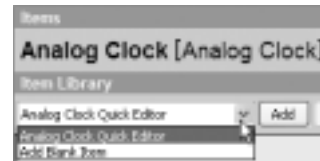
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 188.



Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 “Audio Items Overview” on page 194.



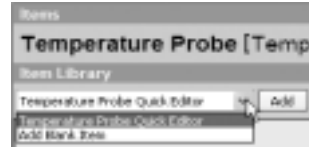
Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Temperature Probe Editor

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 56.

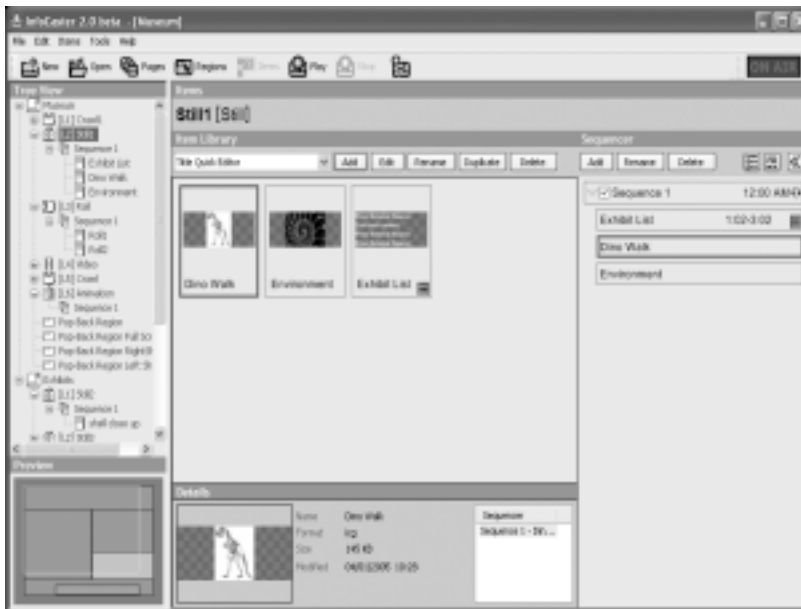
Add Content with the Editor

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 9 chapters describe the content editors for each region type. Refer to the following 9 chapters for details on using the content editors.

- For Still Regions, see “Add Still Items” on page 67.
- For Crawl Regions, see “Add Crawl Items” on page 115.
- For Roll Regions, see “Add Roll Items” on page 127.
- For Animation Regions, see “Add Animation Items” on page 143.
- For Digital Clock Regions, see “Add Digital Clocks” on page 157.
- For Video Regions, see “Add Video Items” on page 169.
- For Analog Clock Regions, see “Add Analog Clocks” on page 187.
- For Audio Regions, see “Add Audio Items” on page 193.
- For Temperature Probe Regions, see “Add Temperature” on page 197.

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



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.

- A text (.txt) file on your hard drive. For instructions on how to create a text file, see “Create Single Column Text File” on page 251.
- An HTTP or FTP page on the internet.

You can link to a text file that has been made available to you through an HTTP or FTP internet site. You need to know the text file name and the URL internet address, starting with `http://` or `ftp://`, before you start.

- Text from an XML/RSS source on the internet.

RSS is an XML-based format that allows the syndication of lists of hyperlinks, along with other information, or metadata. An RSS feed contains a list of items, each of which is identified by a link. Each item can have any amount of metadata associated with it. The most basic metadata supported by RSS includes a title for the link and a description of it.

To link a text line to an RSS feed, you need to know the URL of the XML or RSS feed, starting with `http://`, before you start.

- Text from an ODBC data source.

An Open Database Connectivity (ODBC) data source is a database file that was created in software that complies with the ODBC protocol, such as MS Access, MS Excel, or MS Notepad, and that is added to an ODBC system list. The ODBC protocol allows different programs to share information held in database applications. Use the ODBC option to feed information directly into your InfoCaster layout.

To link a text line to an ODBC data source, you need to know the ODBC database and column names that you want to use before you start.

For instructions on how to create a text file or ODBC data source, see “Create ODBC Data Source” on page 252.

- A text file that you convert to 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.

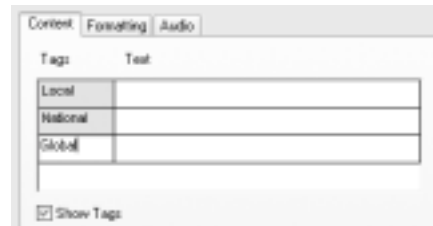
During output, the selected content of the external data source is displayed in the text line. External text displays one entry at a time for stills and animations. You set the item duration and transition using the options in the sequence list, as explained in “5. Schedule Playback Sequences” on page 201. 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, the Table Quick Editor (for stills and rolls) and TitleMotion display the data tags in the workspace.

To display the data tags in a (Region Type) 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 (Region Type) 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.

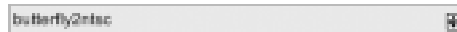
- Large Thumbnails.



- Small Thumbnails.



- Text Only.



Change Display of Items Sequencer

To change the size of the items displayed in the Items Sequence list, see “Display Panel, Options, List” on page 207.

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 View button (double arrows) above the Sequence Settings. See “Display Panel, Options, List” on page 207 for details.



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 “Display Panel, Options, List” on page 207 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 218.



Preview Regions Layout

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

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 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 different data sources. The data can be text that you type in or text from an external data source.



The external data source can be a text file on your hard drive or at an HTTP or FTP internet site, text from an XML/RSS source, text from an ODBC data source, or a text that you convert to ODBC format. See “About External Data Sources” on page 63 for details. For instructions on how to create a text file or ODBC data source, see “Appendix” on page 243.

There are 4 Still region content editors. This chapter contains instructions on how to use them.

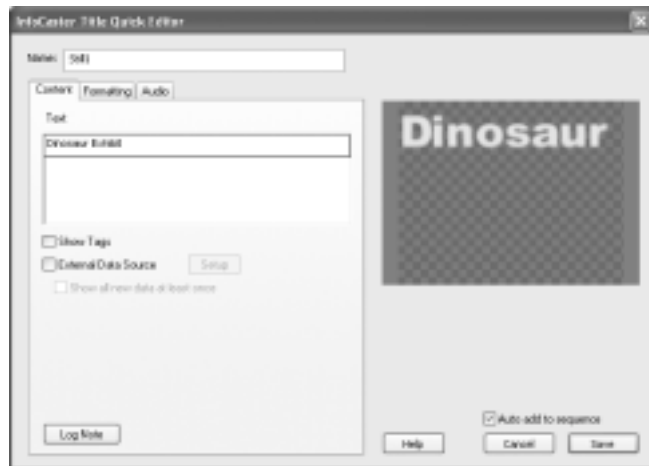
Note that because Crawl, Roll, and Animation regions use similar editors, this chapter refers to them when required.

- 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.

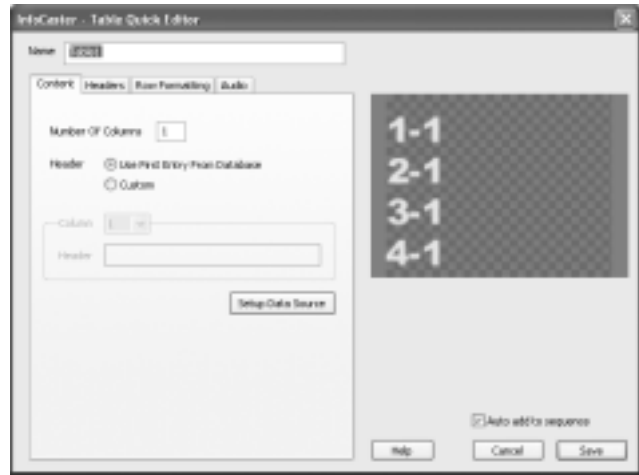
You can create as many lines of text as you want and are able to display at a time in the selected region. You can connect each line to one column of different data sources.

Add text on the Content tab. Format the item with a template or with custom settings on the Formatting tab. Add audio on the Audio tab. See “Title Quick Editor” on page 71.



- **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 100.



- **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.

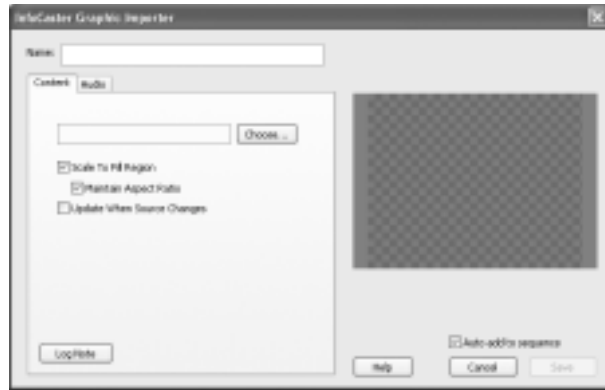
Format your content using the tabs below the workspace. You cannot add audio in TitleMotion.

You can create templates in TitleMotion that become available in the Quick Editors. See “TitleMotion” on page 109.



- **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 111.



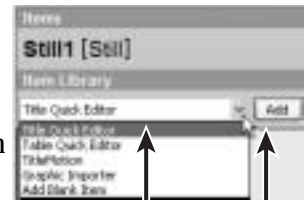
- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.

- a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- c Add content in the editor. The following sections in this chapter describe how to add content to the selected region using each available editor. The basic workflow is as follows.



select editor click Add

- Add content.
- Format the content.
- Add audio if applicable.
- Save your work in the editor.

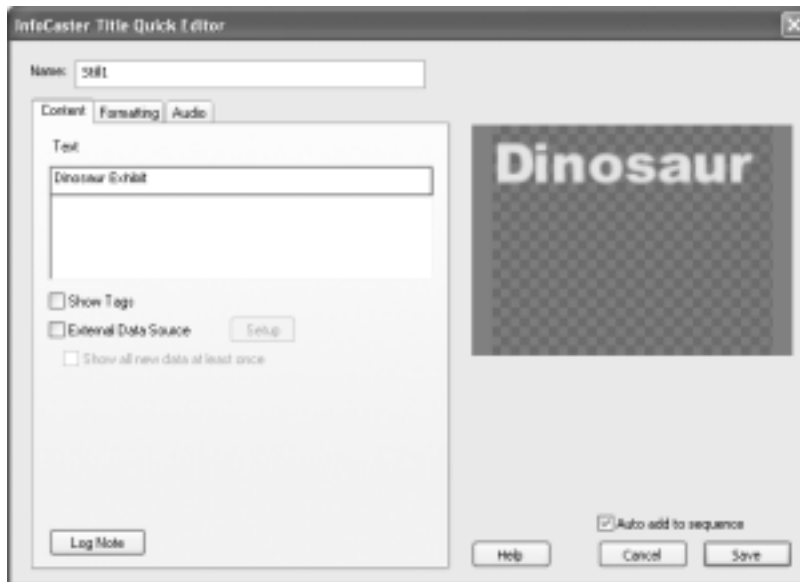
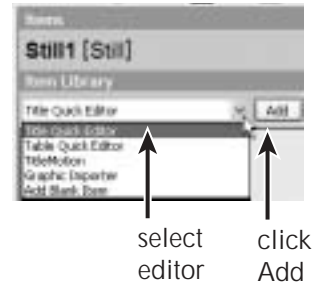
To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48. To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52.

- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

Title Quick Editor

Select the Title Quick Editor to add non-moving text in your region item. 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 different data sources. The data can be text that you type in or text from an external data source. See “About External Data Sources” on page 63 for details.

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.



Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add text on the Content tab. See “Add Content on Content Tab” on page 72.
- 4 Switch to the Formatting tab to format the content with custom settings or with a template. See “Format on Formatting Tab” on page 93.
- 5 Switch to the Audio tab to play audio with your content. See “Add Audio on Audio Tab” on page 97.

- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor's Preview window, and automatically add the item to the Sequence list using options on the main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48.

To add more region items to this region, see "Add More Items" on page 63.

To add items to other regions, see "Add Region Items Overview" on page 52.

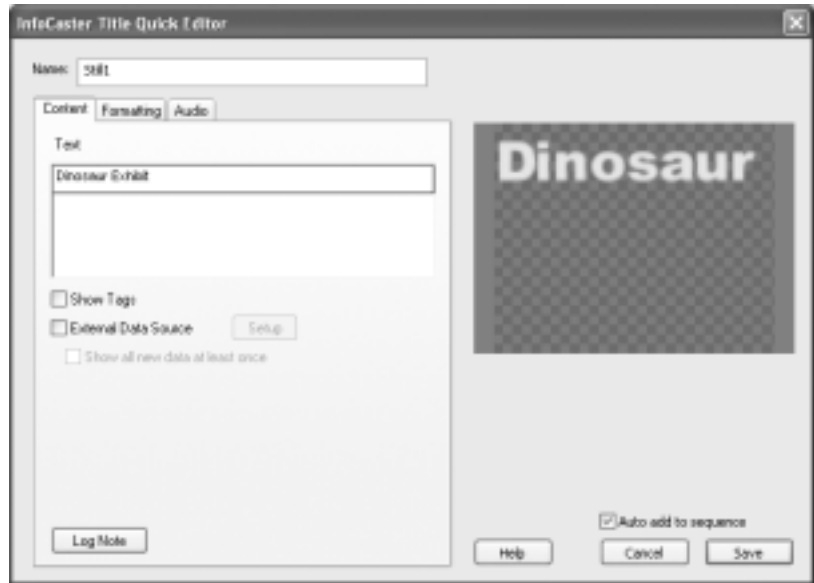
To schedule the playback sequence(s) for your regions and your pages, see "5. Schedule Playback Sequences" on page 201.

To output the infocast, see "6. Output" on page 233.

Add Content on Content Tab

- 1 Add text that displays data from the following sources.
 - Text that you type in. Refer to "Type In Text" on page 75 for instructions.
 - A text file on your hard drive. Refer to "Link to Text File on Hard Drive" on page 76 for instructions.
 - A text file at an HTTP or FTP site. Refer to "Link to Text File on Internet" on page 80 for instructions.
 - A text file that you convert into an ODBC data source. Refer to "Link to Text File Converted to ODBC Data Source" on page 83 for instructions.
 - Text from an XML/RSS source. Refer to "Link to XML/RSS Source" on page 88 for instructions.
 - Text from an ODBC data source. Refer to "Link to ODBC Data Source" on page 91 for instructions.

Your text displays in the editor's Preview window. To preview a still image of your region item in a page layout, see "Preview Regions (Page Layout)" on page 48.

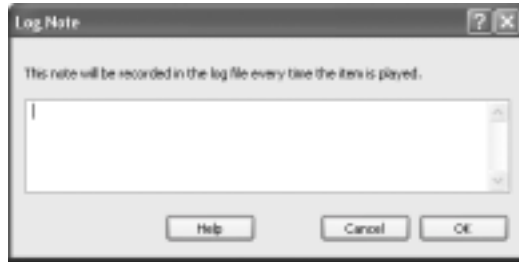


- 2 Use the remaining options on the Content tab as needed.

Text fields	Displays region item text. You can also type text. Press ENTER to add another line. If you are using a template (available on the Formatting tab), the template sets the maximum number of text lines.
Show Tags checkbox	Displays the data tags for each line of text. See “View Data Tags” on page 64 for details.
External Data Source checkbox	Activates the Setup button. Select this option when you want to link to an external data source, such as a text file or ODBC data source on your hard drive or on the internet.
Setup button	Becomes available when you select the External Data Source checkbox. Opens the Select Data Source dialog box, where you can link to an external text file or ODBC data source. You cannot edit external text in the Title Quick Editor.
Show All New Data at Least Once checkbox	Sets InfoCaster to display all data in the database once before it renders new data. This option is recommended if your data is being updated constantly and it is important to show all data that is entered into the data source. If this option is not selected, InfoCaster renders and displays new data almost immediately as the data source is updated.

Log Note
button

Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.



Add More Lines of Text

If you are not using a template to format your text, you can add more lines of text to the region item. You can create as many lines of text as you need in the Still region item.

To create another text line, place your cursor anywhere in the Text field on the Content tab, then press the ENTER key.

Press ENTER again to add another line.

To resize the content, see “Format on Formatting Tab” on page 93.

To resize the region, see “Resize Regions” on page 46.



Create Headings

To add headings, such as ‘Temperature’ or ‘Weather’, to your item layout, use one of these methods.

- Create text lines in this editor and type in your content, as explained in “Type In Text” on page 75. Position your text line using the Top and Left position tools on the Formatting tab, as explained in “Format with Custom Settings” on page 94.
- Create your item in the Table Quick Editor. Add an extra column for the headings on the Content tab, then format the headings on the Headers tab. See “Table Quick Editor” on page 100 for details.

Type In Text

To create your own text, type the text in the Text field on the Content tab.



To add another line of text, press the ENTER key while the cursor is on a text line on the Content tab. Press ENTER again to add another line. Crawl items are restricted to a single line, but the text field scrolls while you type. See “Add More Lines of Text” on page 74 for details.

Note: The following characters are reserved and cannot be used in crawls: @, #, \$, ^, or &.

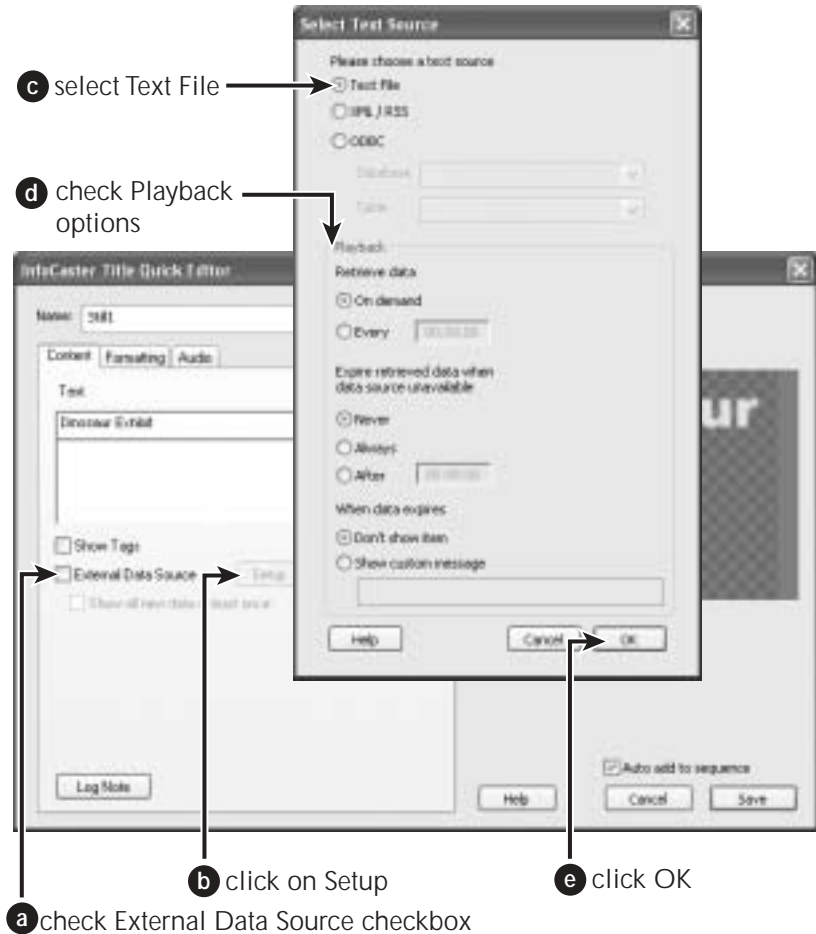
Next, switch to the Formatting tab to format the text. Switch to the Audio tab to play audio with your content. Save your work in the editor. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Link to Text File on Hard Drive

To link a text line to a text file on your hard drive, you need to know the location and name of the file before you start. To create a text file, see “Create Text File” on page 251.

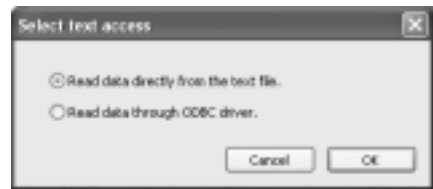
Select Text File Option

- 1 Select the Text File option as your external data source.
 - a Check the External Data Source checkbox on the Content tab. The Setup button becomes enabled.

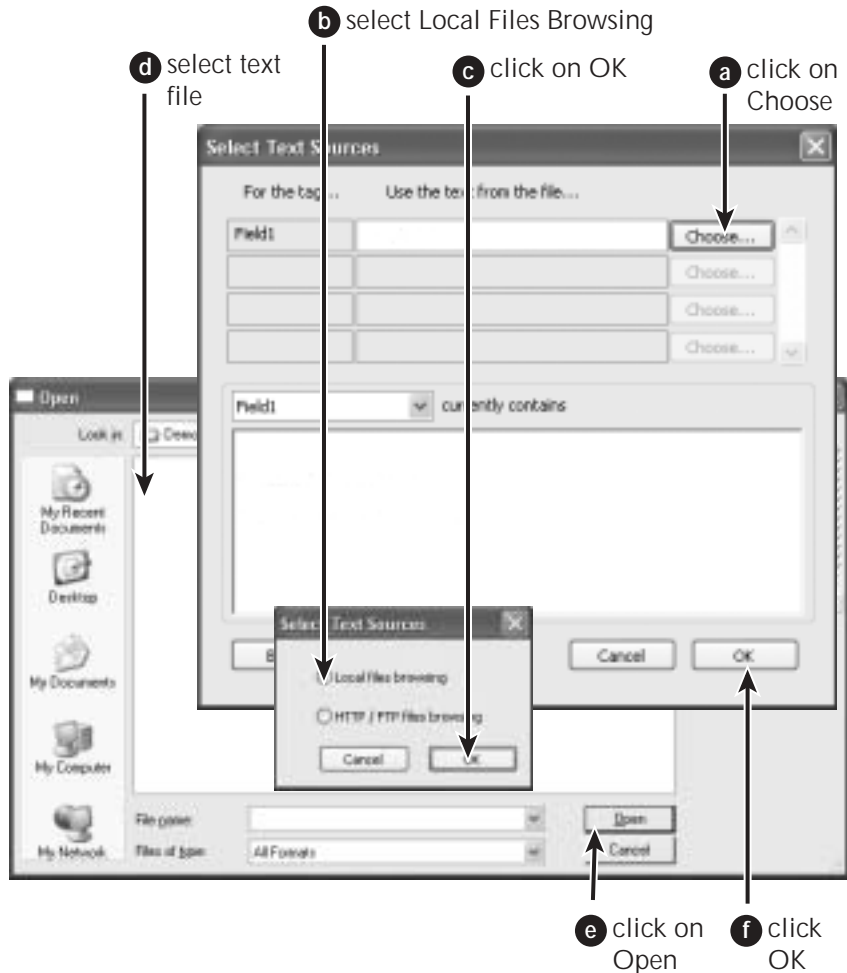


- a Click on the Setup button next to the External Data Source checkbox.
- b In the Select Text Source dialog box that opens, select the Text File option.

- d Change the Playback options as required.
- Use the Retrieve options to set when InfoCaster checks the data source for new information.
 - Select the On Demand option to set InfoCaster to update items when the data source is updated. InfoCaster will not play any items when the data source is unavailable.
 - Select the Every option to set how often InfoCaster should look for new information. InfoCaster will play the last available data if the data source is unavailable. Enter a time in the Every field. The time is displayed in the form hh:mm:ss (hours:minutes:seconds).
 - Use the Expire retrieved data options to set when InfoCaster will expire external data if the data source is unavailable.
 - Select Never if you want to play the last data that was available to InfoCaster when the data source is unavailable.
 - Select Always if you want to expire the last data that was 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 the form hh:mm:ss (hours:minutes:seconds).
 - Use the When data expires option to set what InfoCaster displays when data is expired.
 - 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.
- e Click on OK to continue.
- 2 In the Select Text Access dialog box that opens, select the Read Data Directly from Text File option, then click OK to continue.



- 3 Select the text file.
 - a In the Select Text Sources dialog box, click on the Choose button in the field (text line) where you are adding the content.



- b In the Select Text Sources dialog box that opens, select the Local Files Browsing option.
- c Click on OK to continue.
- d In the Open dialog box that comes up, select your text file.
- e Click on Open.
- f 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. Click on OK.

The data in your text file displays in the Still region during output of that Still region item for the duration that you set in your playback sequence.

To add another line of text, press the ENTER key while the cursor is on a text line on the Content tab. Press ENTER again to add another line.

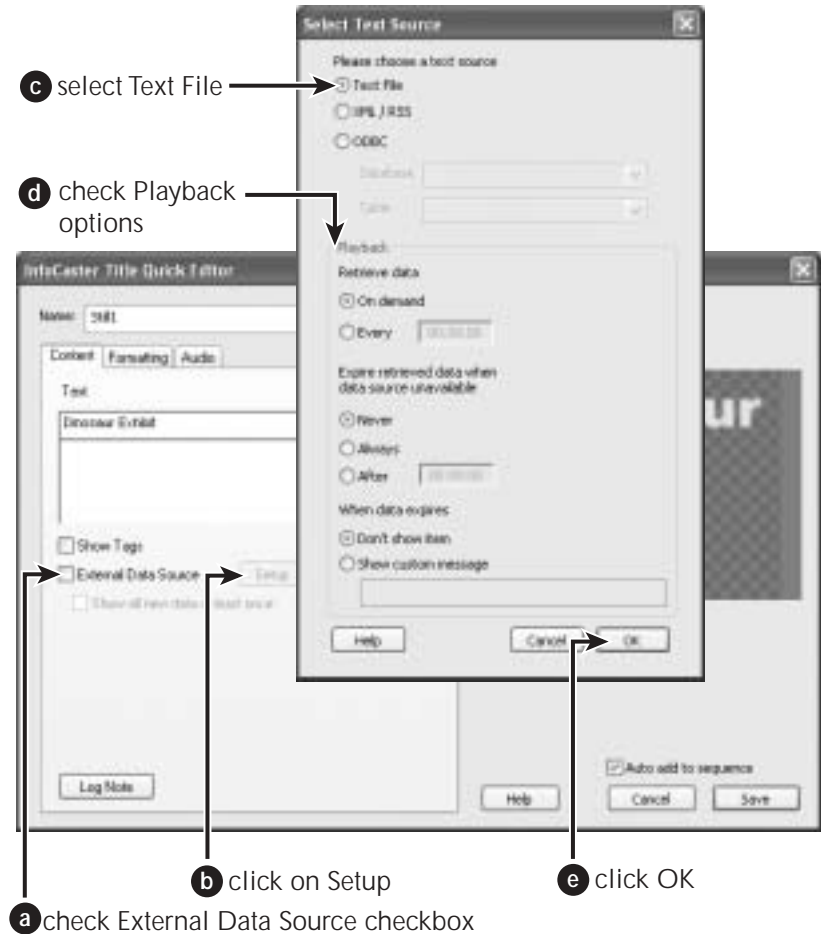
Crawl items are restricted to a single line, but the window scrolls while you type. See “Add More Lines of Text” on page 74 for more information.

Next, switch to the Formatting tab to format the text. 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 202.

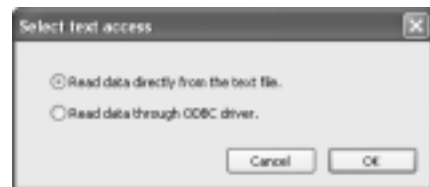
Link to Text File on Internet

To link a text line to a text file that has been made available to you through an HTTP or FTP internet location, you need to know the text file name and the internet address, starting with `http://` or `ftp://`. To create a text file, see “Create Text File” on page 251 for instructions.

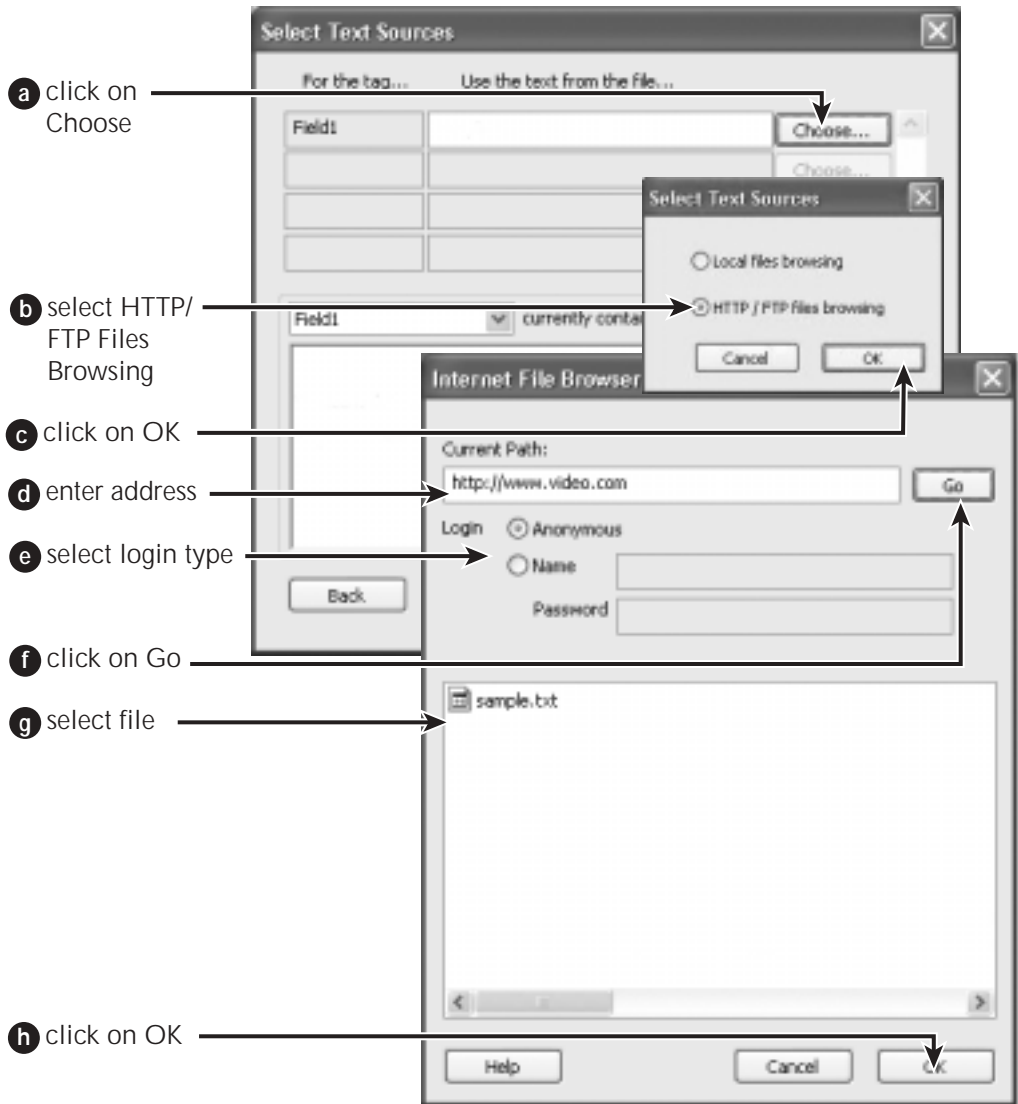
- 1 Select the Text File option as your external data source. See “Select Text File Option” on page 76 for the 5-step instructions.



- 2 In the Select Text Access dialog box, select the Read Data Directly from Text File option, then click OK to continue.

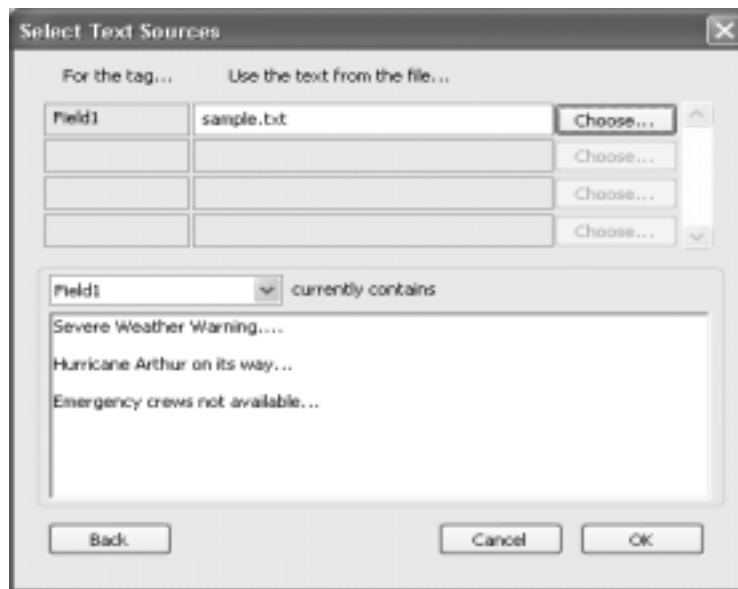


- 3 Select the text file on the internet.
 - a In the Select Text Sources dialog box, click on the Choose button.



- b In the Select Text Sources dialog box that comes up, select the HTTP/FTP Files Browsing option.
- c Click on OK to continue.
- d In the Internet File Browser dialog box that opens, enter the address of the HTTP or FTP site in the Current Path box. The address must start with http:// or ftp://.
- e 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.
- f Click on the Go button next to Current Path to go to that site.
 - g The files at the HTTP or FTP site are displayed in the lower portion of the dialog box. Select the text file you want to link to.
 - h Click on OK.
- 4 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. Click on OK to accept this file.



To discard this file and open another one, click on the Back button to return to the previous dialog box.

Each line in your text file displays in the region during output of that region item for the duration that you set in your playback sequence.

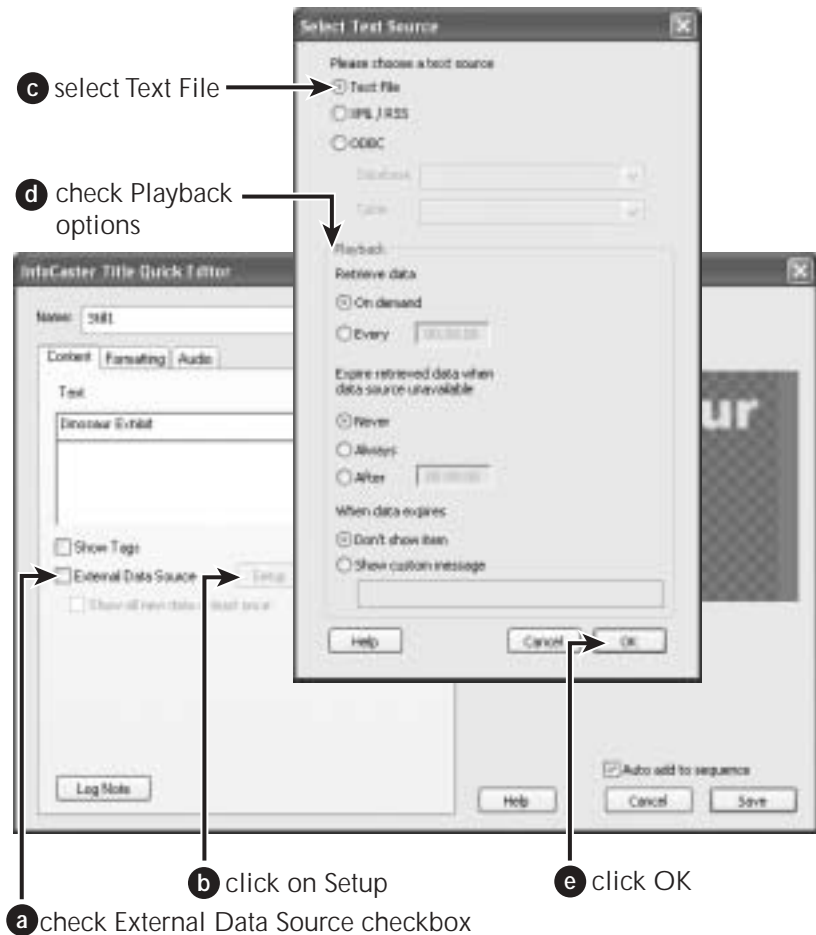
To add another line of text, press the ENTER key while the cursor is on a text line on the Content tab. Press ENTER again to add another line. Crawl items are restricted to a single line, but the window scrolls while you type. See “Add More Lines of Text” on page 74 for more information.

Next, switch to the Formatting tab to format the text. 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 202.

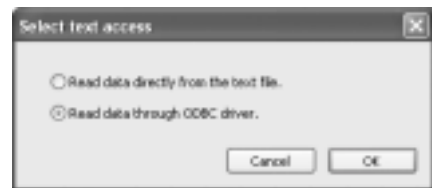
Link to Text File Converted to ODBC Data Source

To link to a text file that contains the data you want to display:

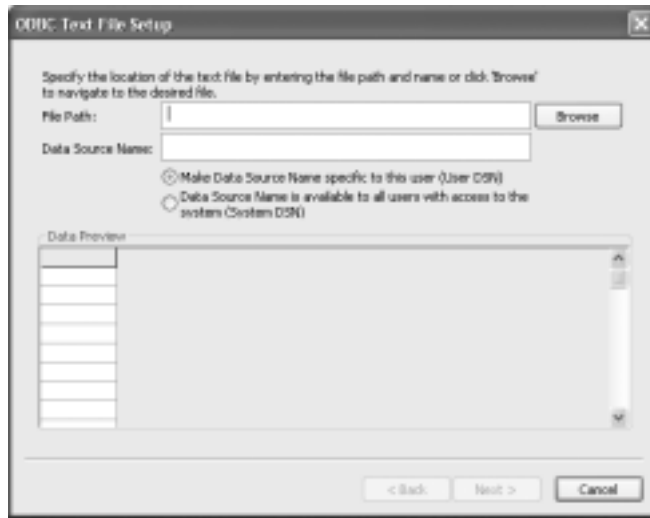
- 1 Select the Text File option as your external data source. See “Select Text File Option” on page 76 for the 5-step instructions.



- 2 In the Select Text Access dialog box that opens, select the Read Data Through ODBC driver option, then click OK to continue.

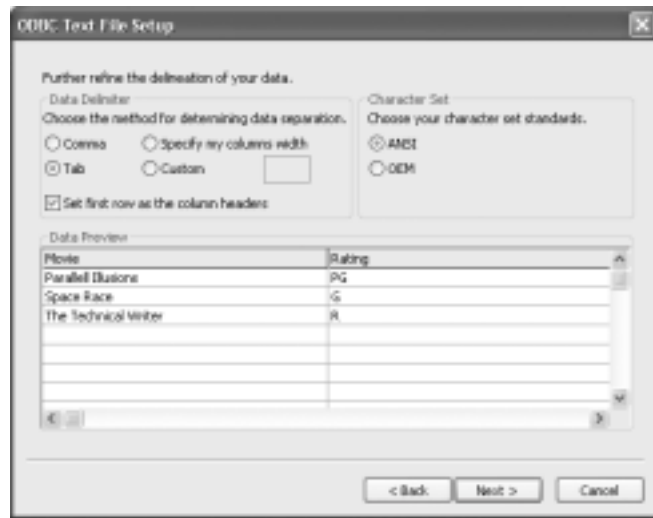


- 3 In the ODBC Text File Setup dialog box, select the file.
 - a Click on the Browse button. In the Open dialog box, select your text file. The file name is displayed in the File Path field in the ODBC Text File Setup dialog box.



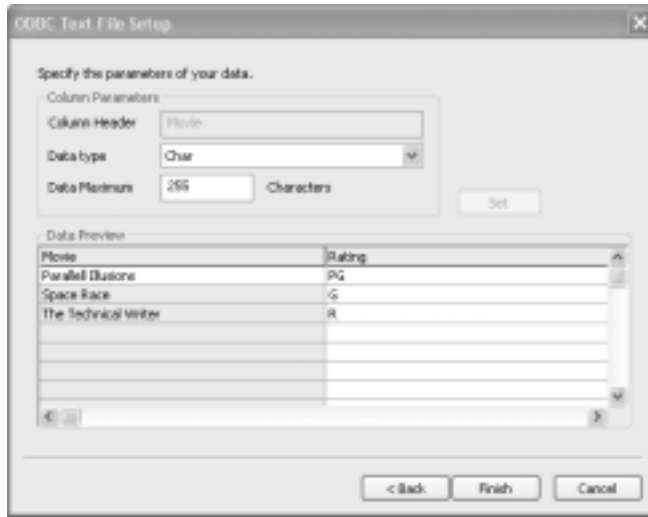
- b In the Data Source Name field, enter a name to identify the text file.
 - c Select the DSN option that matches the rights and permissions you want.
 - Make Data Source Name specific to this user (User DSN). This is the default setting.
 - Data Source Name is available to all users with access to the system (System DSN).
 - d Click on Next to continue.

- 4 In the next segment of the ODBC Text File Setup, change the default settings as needed, then click Next to continue. The settings you can change are as follows.



- **Data Delimiter:**
If the text file has more than one column of data, choose the delimiter that separates the columns. Usually this is a comma or a tab, as determined by the application that generates your text file. If you select Custom, enter a custom delimiter in the Custom field.
 - **Character Set:**
Normally, you use ANSI.
 - **Set First Row as the Column Headers:**
Check this if your text file has headers and you want to display them as headers in the item layout.
- 5 Your headings and data type are displayed in the third segment of the ODBC Text File Setup. A sample of your data layout is also displayed. Change the following settings as needed, then click Finish to continue.
- **If you do not have headers, enter a name for your column in the Column Name field.**
 - **Data Type.** Select a data type for each column. You can choose Bit, Byte, Char(acter), Currency, Date, Float, Integer, LongChar, Short, or Single.
 - **Data Maximum.** If the data type is Characters, you can change the maximum width that you want to display, measured in pixels. The default is 255 characters.

- Set. Click the Set button to accept the new settings.



- 6 Back in the Select Text Source dialog box, select the correct Database and Table.



- 7 Click OK to continue.

- 8 In the Select Database Items dialog box, select the table column that you want from the Source Column list.

8 select a table heading from Source Column



9 click on Refresh

10 click on OK

- 9 Click on the Refresh button to view the text. For further information on using this dialog box, see “3. Link ODBC to Item” on page 258.
- 10 Click on OK.

Each line in your text file displays during output of the region item for the duration that you set in your playback sequence.

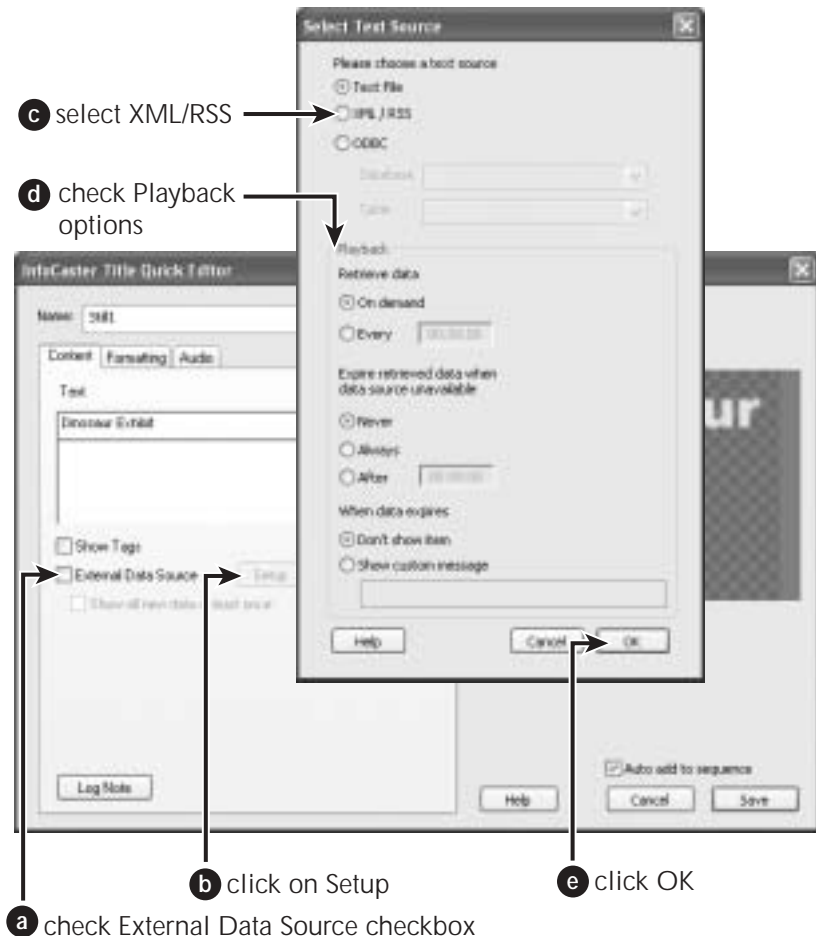
To add another line of text, press the ENTER key while the cursor is on a text line on the Content tab. Press ENTER again to add another line. Crawl items are restricted to a single line, but the window scrolls while you type. See “Add More Lines of Text” on page 74 for more information.

Next, switch to the Formatting tab to format the text. Switch to the Audio tab to play audio with your content. Save your work in the editor.

Link to XML/RSS Source

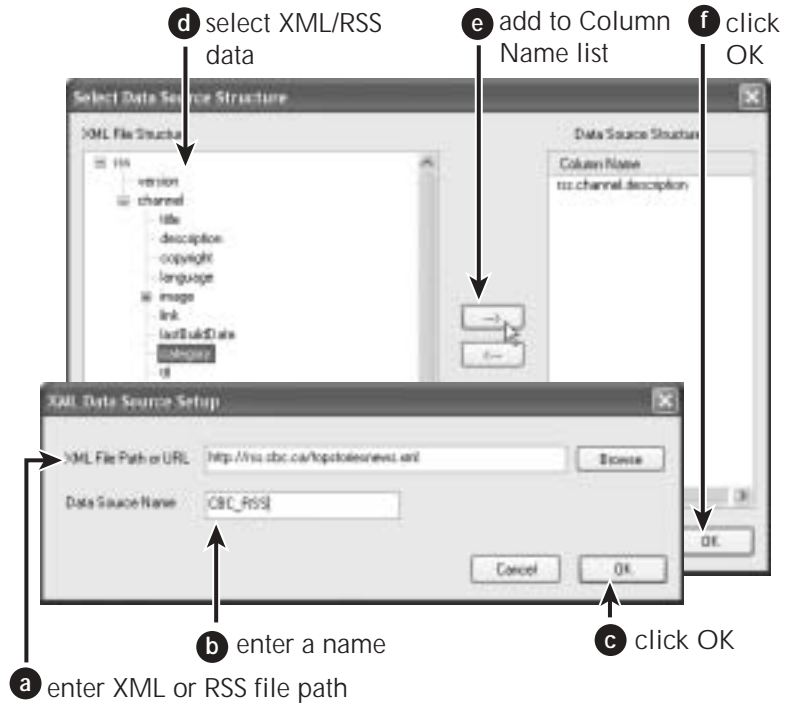
To link a text line to an RSS feed, you need to know the URL of the XML or RSS feed, starting with `http://`, before you start. For information on RSS feeds, see “About External Data Sources” on page 63.

- 1 Select the XML/RSS option as your external data source.
 - a Check the External Data Source checkbox on the Content tab. The Setup button becomes enabled.
 - b Click on the Setup button next to the External Data Source checkbox.

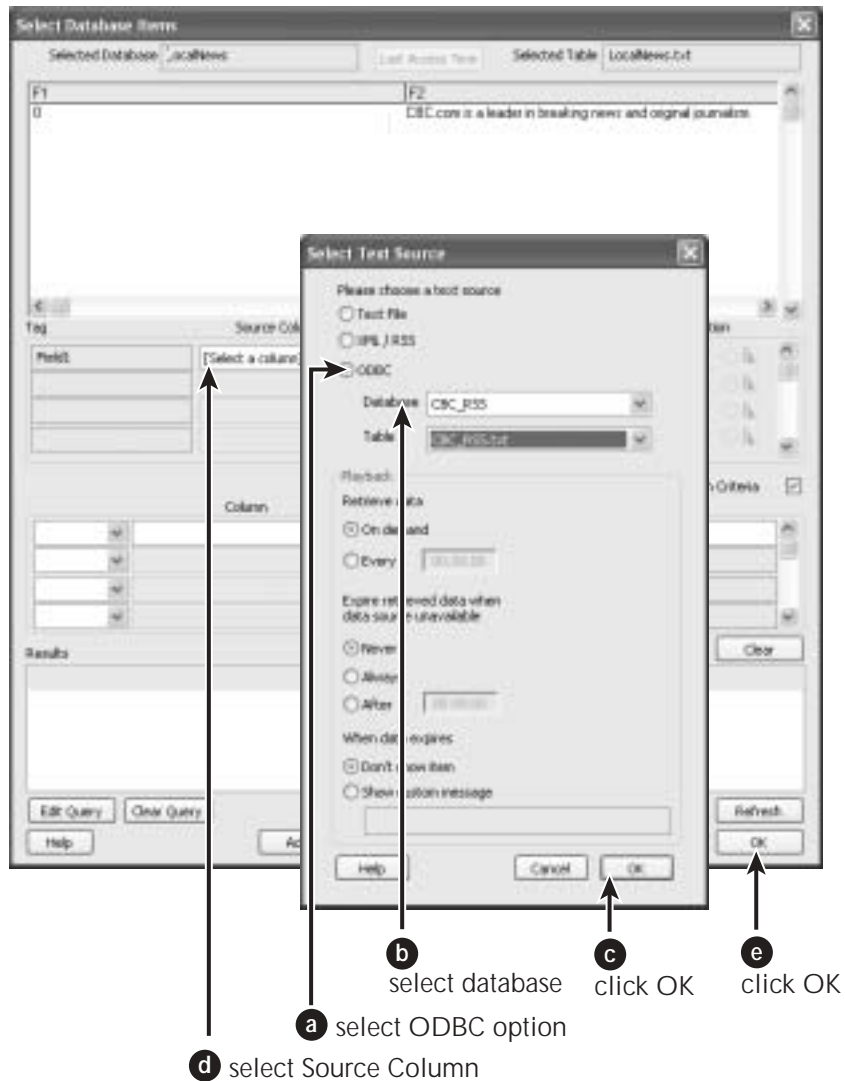


- c In the Select Text Source dialog box that opens, select the XML/RSS option.
- d Change the Playback options as required. See “Playback Options” on page 77.
- e Click on OK to continue.

- 2 In the XML Data Source Setup dialog box, select the file as follows.
 - a Enter the URL of the XML or RSS feed, starting with http://.
 - b Enter a name in the XML Data Source Name field.
 - c Click OK to continue.
 - d In the Select Data Source Structure dialog box, select an item in the XML File Structure list that you want to display in your region.
 - e Click on the Left Arrow button. The selected item is added to the Column Name list.
 - f Click OK to continue.



- 3 Connect the file data to your Crawl region.
 - a Back in the Select Text Sources dialog box, click on the ODBC radio button to select it.
 - b Select the file (that you just named) from the Database drop-down list.
 - c Click OK to continue.
 - d In the Select Database Item dialog box, select a table heading from the Source Column list.
 - e Click OK.



Each line in your RSS feed displays in the region during output of that region item for the duration that you set in your playback sequence.

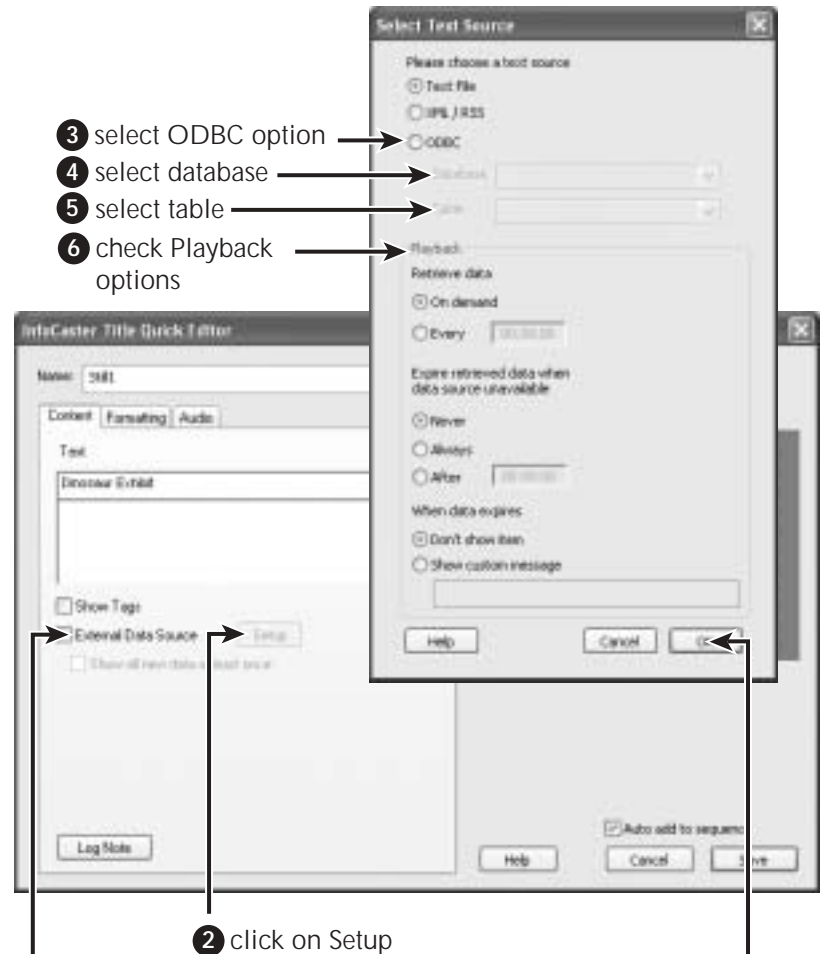
To add another line of text, press the ENTER key while the cursor is on a text line on the Content tab. Press ENTER again to add another line. Crawl items are restricted to a single line, but the window scrolls while you type. See “Add More Lines of Text” on page 74 for more information.

Next, switch to the Formatting tab to format the text. 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 202.

Link to ODBC Data Source

To link a text line to an ODBC data source, you need to know the ODBC database and column names that you want to use before you start. The ODBC option is available for Still, Crawl, Roll, and Animation regions. For information on ODBC sources, see “About External Data Sources” on page 63.

- 1 Check the External Data Source checkbox on the Content tab.



- 2 Click on the Setup button next to the External Data Source checkbox.
- 3 In the Select Text Source dialog box, select the ODBC option.
- 4 Select the database from the Database drop-down list.
- 5 Select a table in that database from the Table list.

- 6 To change the playback options, see “Playback Options” on page 77.
- 7 Click on OK.
- 8 In the Select Database Items dialog box, select the table column that you want from the Source Column list.



8 select a table heading from Source Column

9 click on Refresh

10 click on OK

- 9 Click on the Refresh button to view the text. For further information on using this dialog box, see “3. Link ODBC to Item” on page 258.
- 10 Click on OK.

Each line in your text file displays during output for the duration that you set in your playback sequence. To display data from more than one column of an ODBC database table, press ENTER to create more lines of text. See “Add More Lines of Text” on page 74 for more information.

Next, switch to the Formatting tab to format the text.

Format on Formatting Tab

You can format the Still region content on the Title Quick Editor's Formatting tab using one of these methods.

- Format with a template. See “Format with Template” on page 93 below.
- Format with custom settings. See “Format with Custom Settings” on page 94.

You can also resize and reposition the region within the page layout, as explained in “Adjust Region Settings” on page 46.

Format with Template

- 1 Click on the Template radio button on the Formatting tab.



- 2 Select a template from the drop-down list.

Only the template text is editable. You cannot change the text position, the text formatting, or add new text lines.

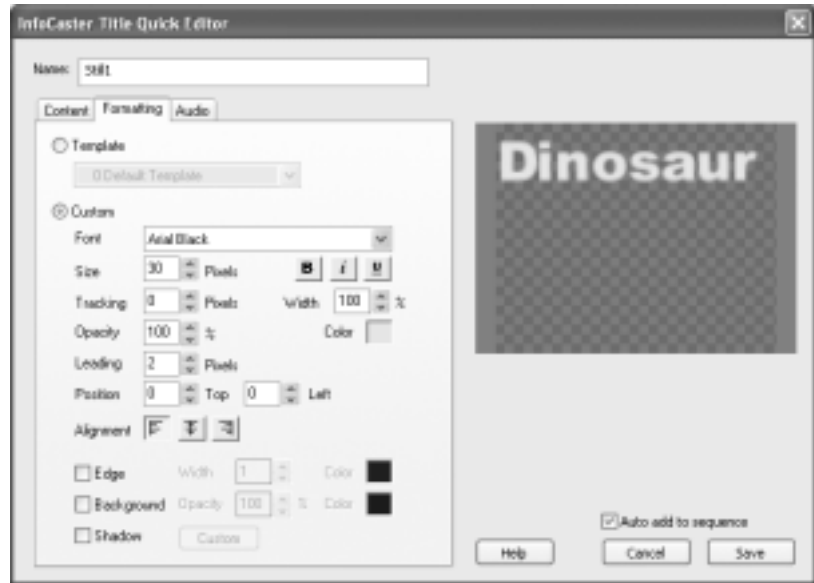
Note: You can create your own templates in TitleMotion.

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 202.

Format with Custom Settings


Custom formatting allows you to change your text attributes and enter new text lines in the editor.

- 1 Select the Custom radio button on the Formatting tab.



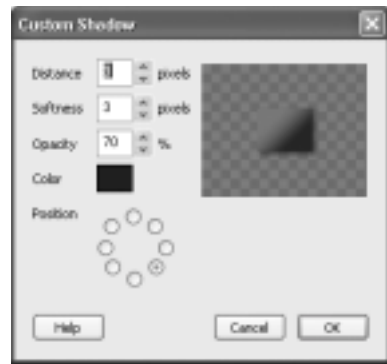
- 2 Select any of the following options on the Formatting tab.

Font list	Changes font.
Size field	Changes font size.
B button	Makes font bold.
<i>i</i> button	Makes font italic.
<u>u</u> button	Underlines font.
Tracking field	Changes spacing between characters.
(Tracking) Width field	Changes width of each character.
Opacity field	Changes font transparency level, where 0% represents complete transparency.

Color chip	Opens the Color Picker dialog box in which you change font color.	
Leading field	Changes amount of space between text lines.	
Position: Top, Left field	Positions the text in the region X number of pixels from the top of the region or 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 46.)	
Position: Top, Hidden, Bottom field	For Crawl regions. Positions text to the top, middle, or bottom of the region. (To position the region item within the page layout, see “Reposition (Move) Regions” on page 46.)	
Alignment: Left, Centre, Right button	Positions the text so that it aligns to the left, centre, or right in the region.	
Edge checkbox	Adds an edge to the text. Click on the Color chip to select the edge color.	
(Edge) Width field	Changes the edge width.	
(Edge) Color chip	Opens the Color Picker dialog box in which you change edge color.	
Background checkbox	Adds a solid background color to the region. Click on the Color chip to select color.	
(Background) Opacity field	Changes background transparency level, where 0% represents complete transparency.	
(Background) Color chip	Opens the Color Picker dialog box in which you change background color.	
Shadow checkbox	Enables the (Shadow) Custom button to add a shadow to the text.	

(Shadow)
Custom button

Opens the Custom Shadow dialog box in which you change the distance, softness, direction, and opacity of the shadow.



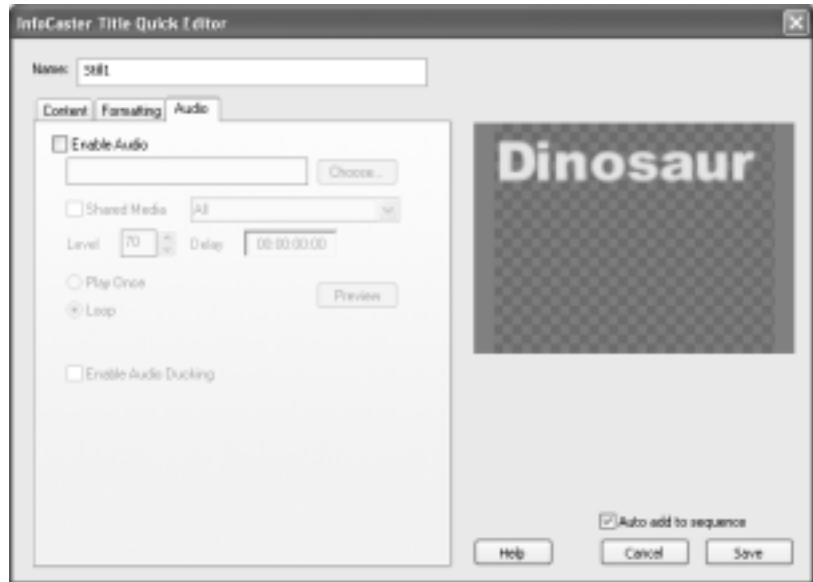
Next, switch to the Audio tab to play audio with your content. Save your work in the editor. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Add Audio on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops. Audio is available in all Content Editors except TitleMotion.

To add audio to your region item:

- 1 On the Audio tab, check the Enable Audio checkbox to enable the audio options.



- 2 Click the Choose button, then open an audio file as prompted.
- 3 Use the remaining options on the Audio tab as needed.

Enable Audio checkbox	Enables the audio options, to add audio to the region item.
Audio file field	Displays the name of the audio file.
Choose button	Opens a dialog box in which you select an audio file. The name of the audio file appears in the audio file field.
Shared Media checkbox	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.

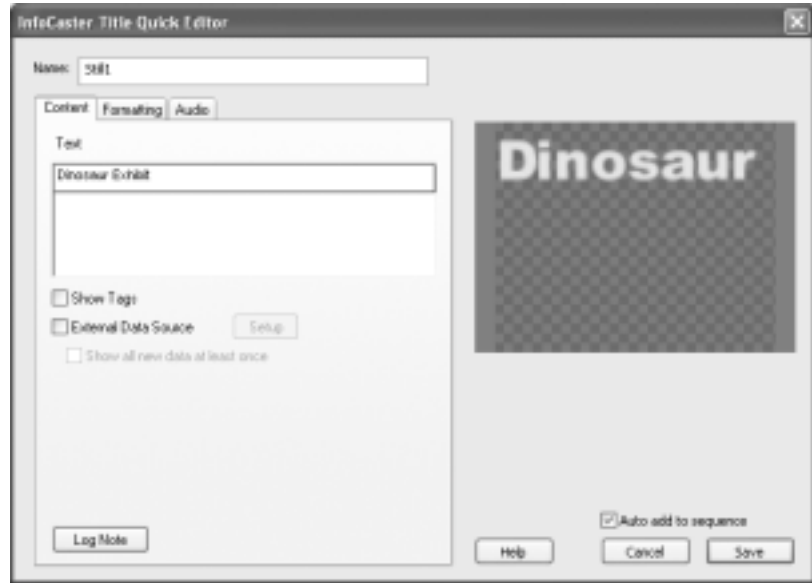
Shared Media Sub-Folder drop-down list	Becomes available when you check the Shared Media checkbox. Select the shared media location from the following options. <ul style="list-style-type: none"> • All. Adds the file to the default location C:\Shared Media, which is set in Preferences. See “Store Shared Media Files In” on page 248. • 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 field	Adjusts the volume of the audio clip. Audio levels range from zero to 100. Zero mutes the audio completely. One is the lowest audible level and 100 is the highest.
Delay field	Delays the audio playback from the start of the region item by the set time, measured in hours:minutes:seconds.
Play Once radio button	Sets the audio file to play once. If you select this radio button, the audio file plays once and does not repeat.
Loop radio button	Sets the audio file to repeat during output when the region item is playing. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.
Preview button	Plays a preview of the audio file.
Enable Audio Ducking checkbox	Sets all other audio to duck (go quiet) when the current audio file is playing. Set the audio ducking level in Preferences. See “Audio Ducking Level” on page 249.

To disable all InfoCaster audio as the default setting, see “Audio Ducking Level” on page 249.

Next, save your work in the editor. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Save, Preview, Add to Sequence

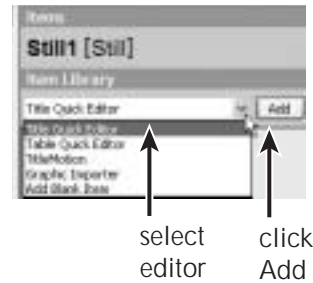
The following options are available on all the tabs in the content editor.



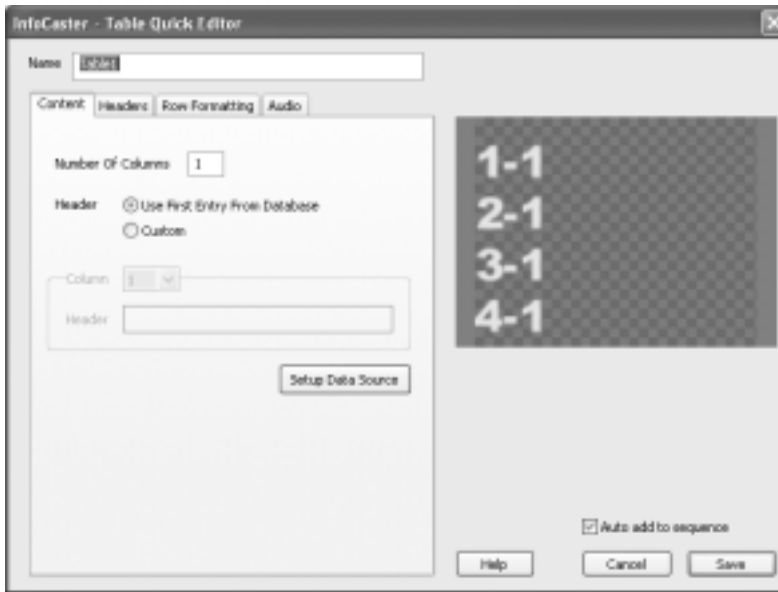
Name field	Displays the region item's name. You can enter a name for a new region item only. The name displays in the Item Library, Items sequence list, and Tree View list. To rename existing region items, see "Rename Item" on page 66.
editor's Preview window	Shows how the content displays in the region. To make your text fit in the region, you can resize the text on the Format tab, or you can resize the region in the Regions window as explained in the section "Adjust Region Settings" on page 46.
Auto Add To Sequence checkbox	Available for new region items only. When you click Save in the editor, this option automatically adds the item to the end of the currently selected playback sequence. This is a global setting that applies to all Quick Editors, so selecting the checkbox in one editor selects the checkbox in all editors. For details on sequencing, see "Schedule Playback Overview" on page 202.
Help button	Opens the online help text for the editor.
Cancel button	Cancels all selections since the last Save.
Save button	Adds the region item content to the selected region on your page layout. After that, InfoCaster saves all changes to your infocast immediately to the default location as you work, so your project is always up-to-date.

Table Quick Editor

Select the Table Quick Editor to quickly create columns of data in your Still or Roll region item from text that you type in or 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 “About External Data Sources” on page 63 for details.



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



Workflow

To add content to the selected region using the Table Quick Editor, the basic workflow is as follows.

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Set up your table columns and link to external data on the Content tab. See “Add Content on Content Tab” on page 102.
- 4 Format your column heading text on the Headers tab. See “Format on Headers Tab” on page 104.

- 5 Format your row text on the Row Formatting tab. See “Format on Row Formatting Tab” on page 106.
- 6 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 97.
- 7 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

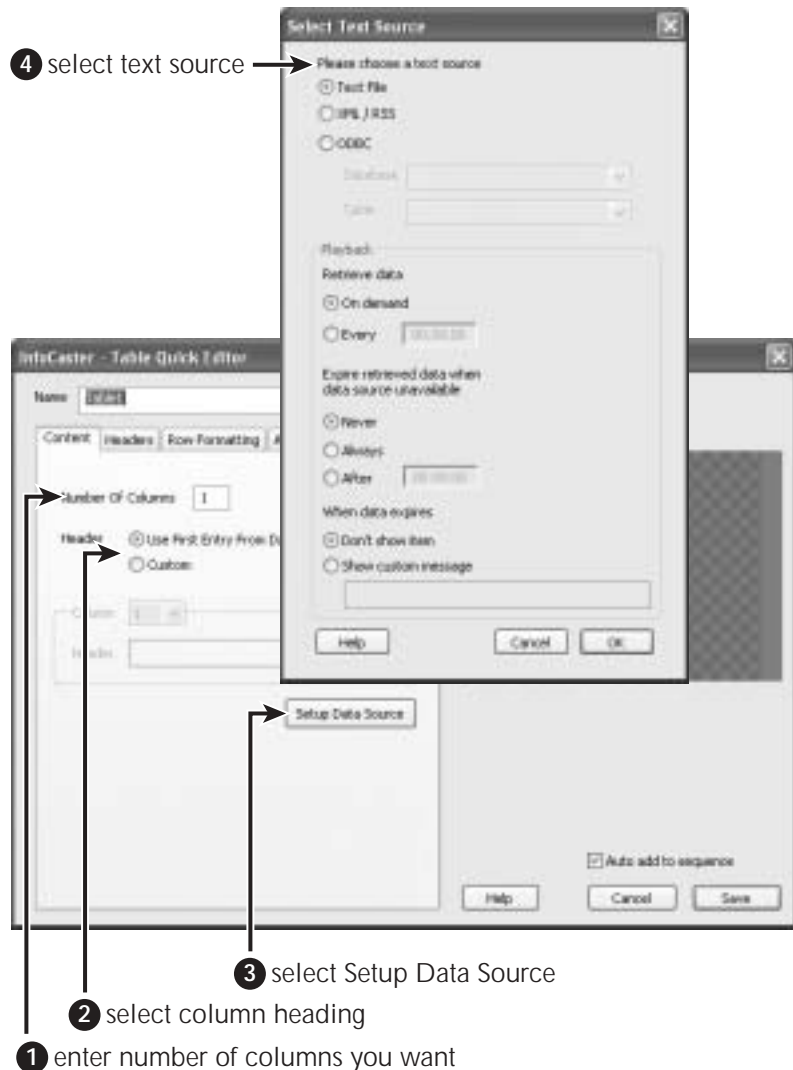
To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201.

To output the infocast, see “6. Output” on page 233.

Add Content on Content Tab

Set up your columns 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 column heading from one of the following the options.
 - To use the first row of data in each column of your database as the column headers, select the Use First Entry from Database radio button.
 - To create your own custom column headings, select the Custom radio button. The Column list and Header fields become available.

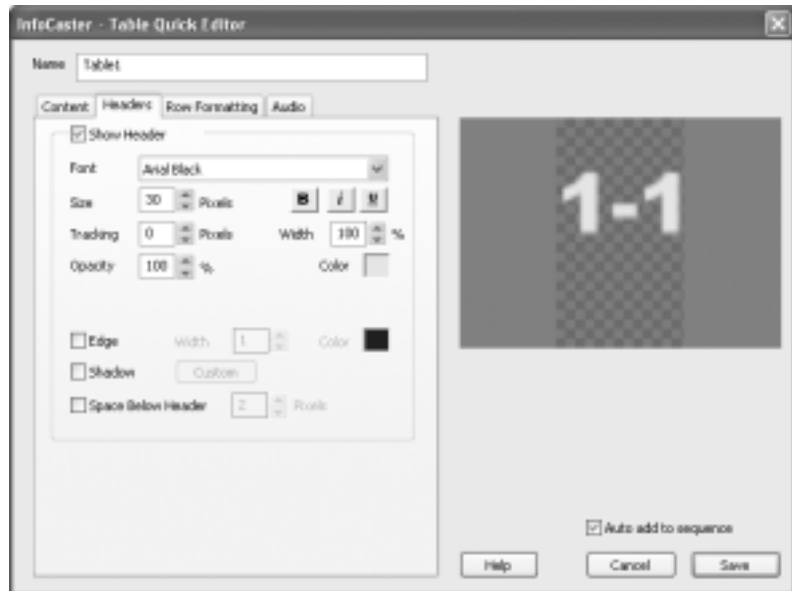
- Select a column from the Column drop-down list where you want your header to be displayed.
 - Enter the name of the header in the Header field.
- 3 Click on the Setup Data Source button to link your table to an external data source.
 - 4 In the Select Text Sources dialog box, select one of the following sources.
 - a text file on your hard drive. See “Link to Text File on Hard Drive” on page 76 for instructions.
 - a text file at an HTTP or FTP internet site. See “Link to Text File on Internet” on page 80.
 - a text file that you can convert into an ODBC data source. See “Link to Text File Converted to ODBC Data Source” on page 83.
 - text from an XML/RSS source. See “Link to XML/RSS Source” on page 88.
 - an ODBC data source. See “Link to ODBC Data Source” on page 91.
 - 5 Use the remaining options on the Content tab as needed.

Number of Columns field	Sets the number of columns of the data source that you want to display in the region item.
Header: Use First Entry from Database radio button	Displays the first row of data in each column of the data source as the column header.
Header: Custom radio button	Displays a custom column header for each column. Enables the Column Header options below.
Column drop-down list	Becomes available when you select the Header: Custom radio button. Select a column from the list. The number of columns displayed is equivalent to the number in the Number of Columns field. Enter a name for the Selected column in the Header field.
Header field	Becomes available when you select the Header: Custom radio button. Enter a header name for the column you selected in the Column drop-down list.
Setup Data Source button	Opens the Select Data Source window, where you can link to your external data source.

Format on Headers Tab

Use the options on the Header tab to display column headings in your region item and format the font of the header.

- 1 On the Headers tab, check the Show Header checkbox to display column headings in your table.



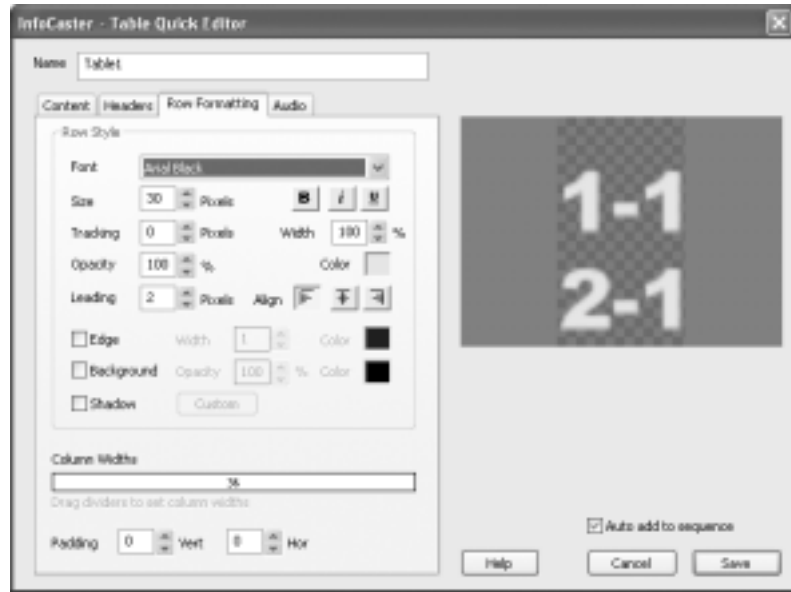
- 2 Select your header formatting options on the Headers tab.

Show Header checkbox	Adds column headings to your table and enables the Header options.
Font drop-down list	Lists all the available fonts for your text. Select a font to apply the font to all the text in the region item. The external data displays with the selected font during output.
Size field	Sets the size of the text.
B button	Makes font bold.
<i>I</i> button	Makes font italic.
<u>u</u> button	Underlines font.
Tracking field	Sets the space between text characters. The tracking applies to all characters in the region item.

(Tracking) Width field	Sets the width of the characters. By default, text is set at 100% of its normal width. Increase the value to expand the text characters and decrease the value to compress the text characters. The width applies to all characters in the region item.
Opacity field	Changes font's transparency level, where 0% represents complete transparency.
Color chip	Opens the Color Picker dialog box in which you change font color. The color is applied to all text in the region item.
Edge checkbox	Enables the Edge options, to add an outline to text characters. Use the (Edge) Width field to set the size of the edge. Click on the (Edge) Color Chip to select a new edge color.s
(Edge) Width field	Changes the edge width.
(Edge) Color chip	Opens the Color Picker dialog box in which you change edge color.
Shadow checkbox	Enables the (Shadow) Custom button to add a shadow to your text characters.
(Shadow) Custom button	Opens the Custom Shadow dialog box in which you change the distance, softness, direction, and opacity of the shadow.
Space Below Header checkbox	Adds extra space (in pixels) 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.
(Space Below Header) field	Adds the amount of space (in pixels) that you enter 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.

Format on Row Formatting Tab

Use the options on the Row Formatting tab to format the font of the row text.



Font Menu list	Lists available fonts for your text. Select a font to apply the font to all the text in the region item. The external data displays with the selected font during output.
Size field	Sets the size of the text.
B button	Makes font bold.
<i>i</i> button	Makes font italic.
<u>u</u> button	Underlines font.
Tracking field	Sets the space between text characters. The tracking applies to all characters in the region item.
(Tracking) Width field	Sets the width of the characters. By default, text is set at 100% of its normal width. Increase the value to expand the text characters and decrease the value to compress the text characters. The width applies to all characters in the region item.
Opacity field	Changes font's transparency level, where 0% represents complete transparency.
Color chip	Opens the Color Picker dialog box in which you change font color.

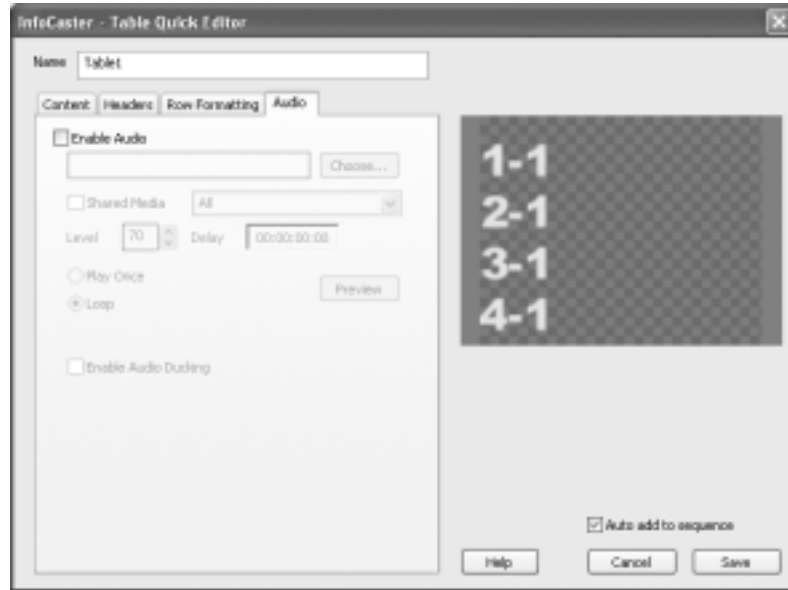
Leading field	Sets the distance between lines in the region item. The leading is applied to all text lines in the region item.
Alignment buttons: Left, Centre, Right buttons	Positions the text so that it aligns to the left, centre, or right in the region.
Edge checkbox	Enables the Edge options to add an outline to all of your text characters. Use the (Edge) Width field to set the size of the edge. Click on the (Edge) Color Chip to select a new edge color.
(Edge) Width field	Changes the edge width.
(Edge) Color chip	Opens the Color Picker dialog box in which you change edge color.
Background checkbox	Adds a solid color background to the region item. The background displays in the region for the duration that the region item plays. Click the color chip to select a background color.
(Background) Opacity field	Changes background's transparency level, where 0% represents complete transparency.
(Background) Color chip	Opens the Color Picker dialog box in which you change background color.
Shadow checkbox	Enables the (Shadow) Custom button to add a shadow to all of your text characters.
(Shadow) Custom button	Opens the Custom Shadow dialog box in which you change the distance, softness, direction, and opacity of the shadow.
Column Widths bar	Sets the width of the columns. By default, columns are spaced evenly. Click and drag a column separator to customize the width of the columns in your table.
Padding: Vert, Horiz fields	Sets 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.

Next, switch to the Audio tab to play audio with your content. Save your work in the editor.

Add Audio on Audio Tab

The audio options on the Audio tab allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.

The options on the InfoCaster Table Quick Editor's Audio tab are identical to the options on the Still Regions Title Quick Editor's Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for instructions on how to add audio to your region item.

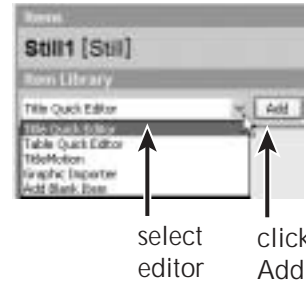


Next, save your work in the editor as explained in "Save, Preview, Add to Sequence" on page 99. Add more items to your region as needed by selecting an editor and clicking on the Add button next to it, as explained in "Add Content with the Editor" on page 62. Set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

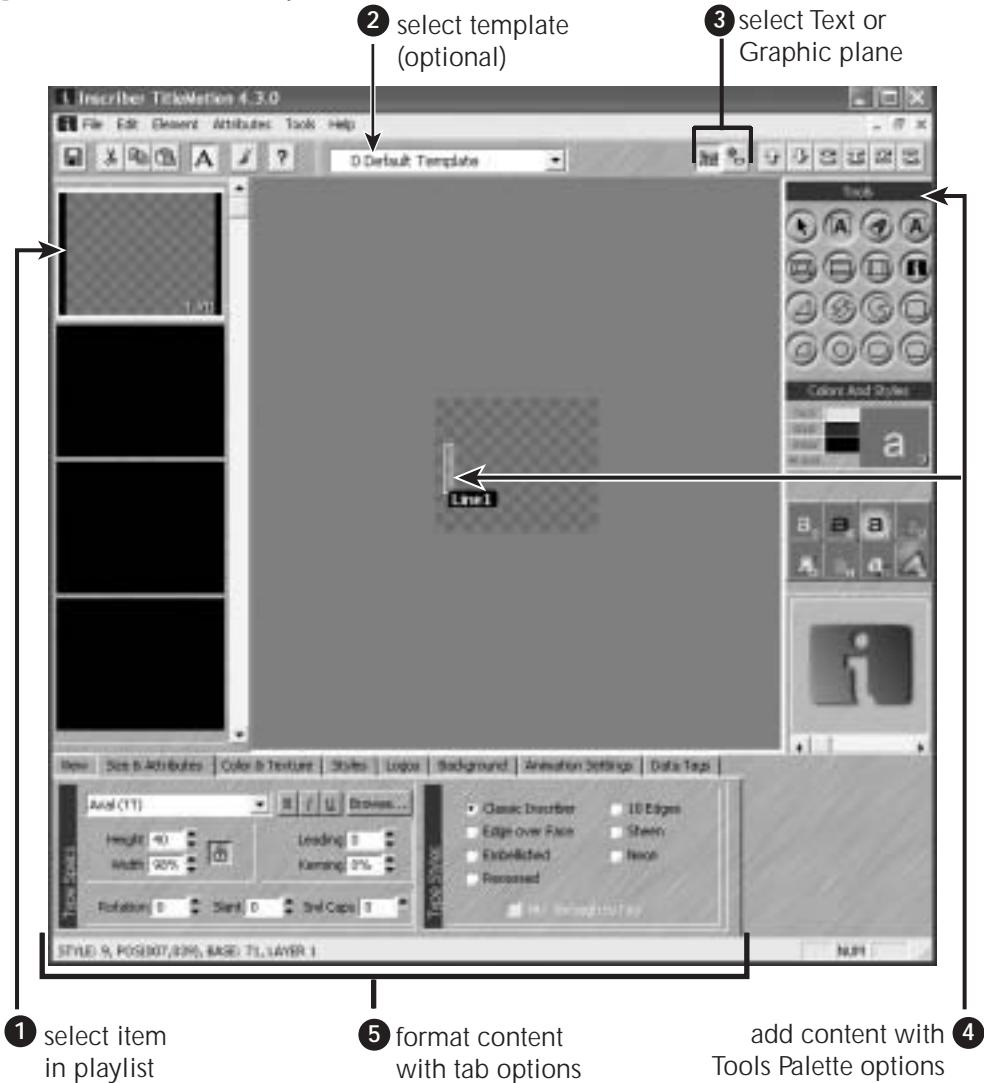
TitleMotion

TitleMotion is a full-feature, broadcast quality character generator that you can use to create a layout that consists of text and graphics in your Still, Crawl, Roll, or Animation region items. Your text can be text that you type in, text that you import, or text from an external data source.

Use the tools on the Tools palette to add your content. Format content with the tabs below the workspace. You cannot adjust audio settings in TitleMotion. To link your text line to an external data source, you must open the item in a Quick Editor.



Create templates in TitleMotion that you can use in Still, Crawl, Roll, and Animation Quick Editors.



Workflow

- 1 Select a region item layout slot in the TitleMotion play list to work on. By default, the first layout is already selected.

To open the TitleMotion editor:

- a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the TitleMotion editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 2 Select another template from the list as needed.
 - 3 Select the Text Plane or Graphics (draw) Plane.
 - 4 Add text and graphic content.
 - a Select a tool from the Tools palette. The first two tools are for text. The other tools draw items on the graphics plane.
 - b Add your text or draw your shape in the workspace.

To link a text line to an external data source, finish designing your region item layout in TitleMotion, then open the item in a Quick Editor. You may need to rename the data tags in the TitleMotion CG module if you want to display entries from more than one column of an ODBC data source in a Still or Animation item, In the Quick Editor, select a text line, then check the External Data Source checkbox. Select your external data source. See “Table Quick Editor” on page 100.
 - 5 Format content. Use the tabs below the workspace.

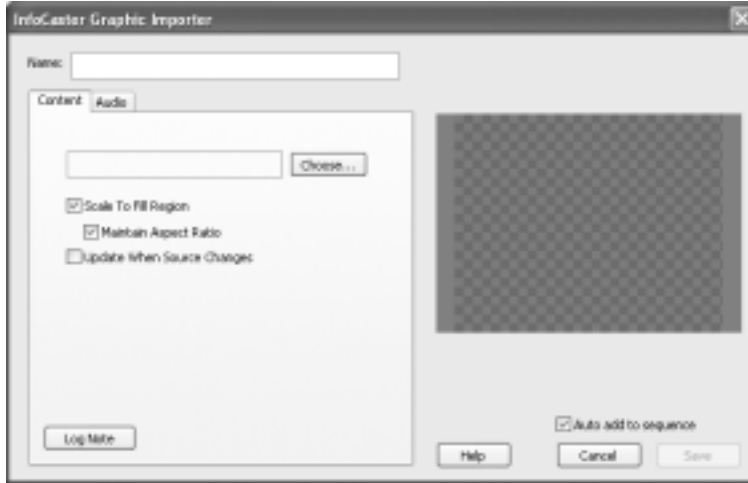
For further information on using TitleMotion, see TitleMotion’s Online Help menu or the TitleMotion manual that came with your InfoCaster product.

Next, save your work, as explained in “Save, Preview, Add to Sequence” on page 99. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Graphic Importer

Use the Graphic Importer to import a still image (graphic file) from a variety of file formats into the selected region.

Attach audio to graphics using the audio options on the Audio tab.



select editor
click Add

Workflow

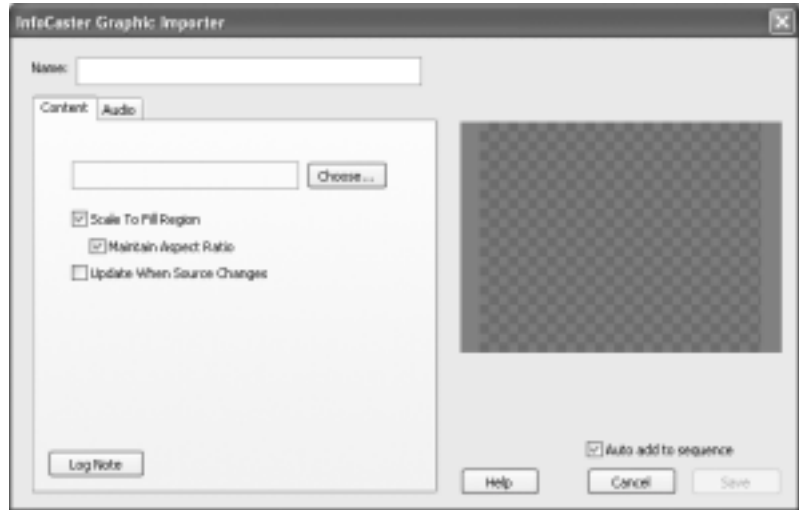
To add content to the selected region using the Graphic Importer Editor, the basic workflow is:

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on the Content Tab” on page 112.
- 4 Add audio. See “Add Audio on Audio Tab” on page 114.
- 5 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

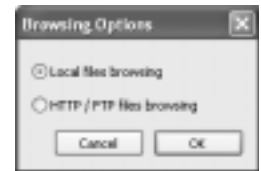
To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48. To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52. To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201. To output the infocast, see “6. Output” on page 233.

Add Content on the Content Tab

- 1 In the Graphic Importer, click the Choose button on the Content tab.



- 2 In the Browsing Options dialog box, select one of the following:
 - If your graphic file is on your hard drive, select the Local Files Browsing radio button, then select the file as prompted.
 - If your graphic file is on the internet, select the HTTP/FTP Files Browsing radio button, then do the following:



- a 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://.
- b Log on to the site. 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 on the Go button next to Current Path to go to that site.
- d The list of files that are available at the site are displayed in the dialog box. Select the file from the list.



3 Use the following options on the Content tab as needed.

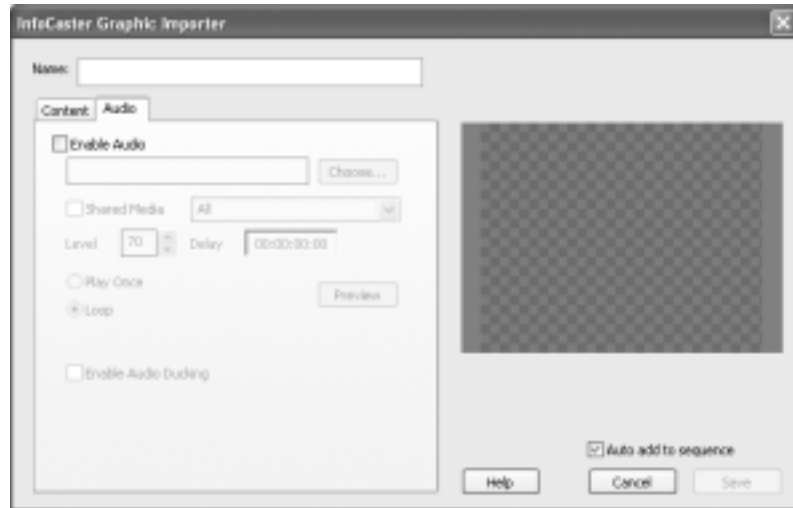
Choose Button	Click the Choose button to select your graphic file.
Scale to Fill Region checkbox	Sets the imported graphic to fill the entire region with the imported graphic. Filling the region may increase or decrease the size of the original graphic, causing some distortion. When this checkbox is checked, the Maintain Aspect Ratio checkbox becomes available.
Maintain Aspect Ratio checkbox	Becomes available when you check the Scale to Fill Region checkbox. Scale the graphic to the largest possible size without changing the aspect ratio of the original graphic.
Update When Source Changes checkbox	Updates the imported graphic in InfoCaster when the source graphic is updated in the referenced location.
Log Note button	Opens a dialog box in which you can add comments that display in the log file every time the item plays.

Next, switch to the Audio tab to play audio with your content. Save your work in the editor. Set up your playback sequence.

Add Audio on Audio Tab

Adjust audio settings on the Audio tab. Audio is available in all Content Editors except TitleMotion. The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.

The options on the InfoCaster Graphic Importer's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for instructions on how to add audio to your region item.



Next, save your work, as explained in "Save, Preview, Add to Sequence" on page 99. Set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

Add Crawl Items

Crawl Items Overview

Crawl regions move text and graphics horizontally across the region.

The text can be text that you type in or text from an external data source. See “About External Data Sources” on page 63 for details. Note that the following characters are reserved and cannot be used in crawls: @, #, \$, ^, or &.

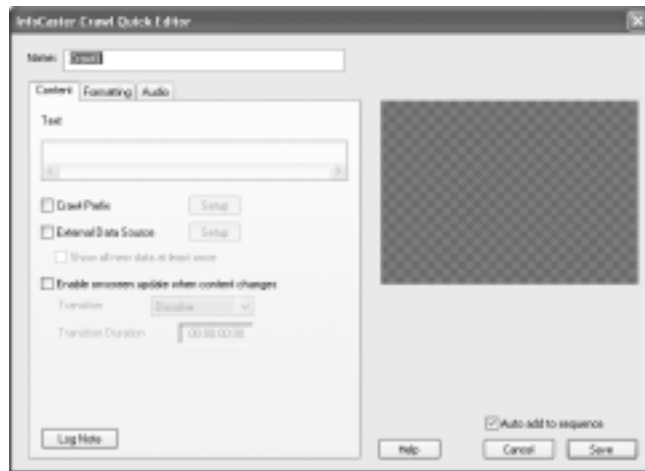


You can change the speed of your crawls and set crawls to move left or right. See “5. Schedule Playback Sequences” on page 201 for details. To change the default direction of all crawls, see “Default Crawl Direction” on page 248.

There are 2 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 118.



- Add Blank Item

Make the region transparent during playback. See “About Blank Items” on page 56.

- TitleMotion

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

Add text to a Still region on your layout that displays text that you type in or text from an external data source.

Add text or graphic content by selecting 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 draw your shape in the workspace.

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 125 for the workflow.



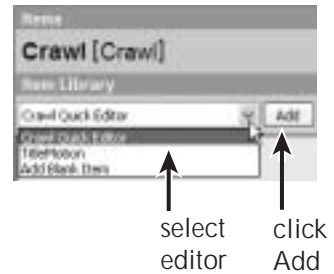
Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. This chapter explains how to add content using each available editor. The workflow is:
 - Add content.
 - Format the content.
 - Add audio if applicable.
 - Save your work in the editor.

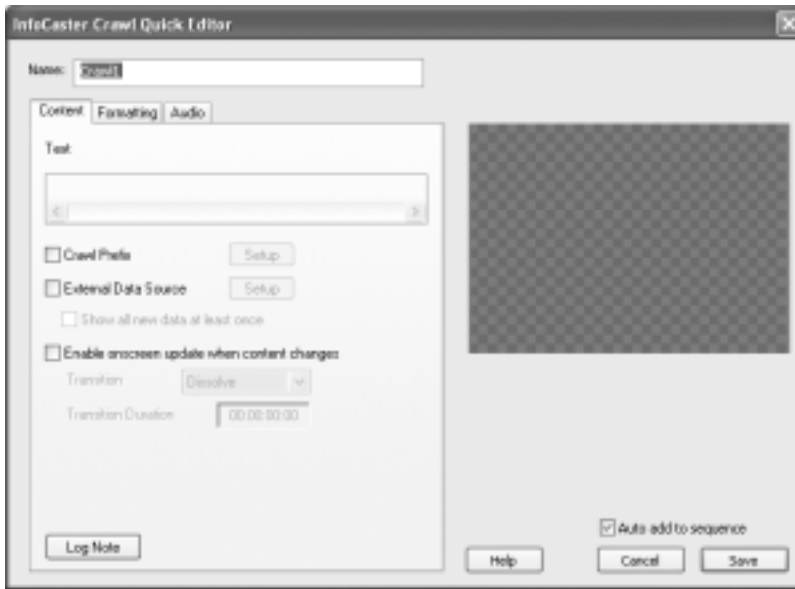
To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52.
- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

Crawl Quick Editor

Select the Crawl Quick Editor to 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. The external data source can be a text file on your hard drive or at an HTTP or FTP site (internet), text from an XML/RSS source, text from an ODBC data source, or a text file that you convert to an ODBC data source.



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.



Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add text on the Content tab. See “Add Content on Content Tab” on page 119.
- 4 Format the content on the Formatting tab. See “Format on Formatting Tab” on page 123.
- 5 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 124.
- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview

window, and automatically add the item to the Sequence list, using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201.

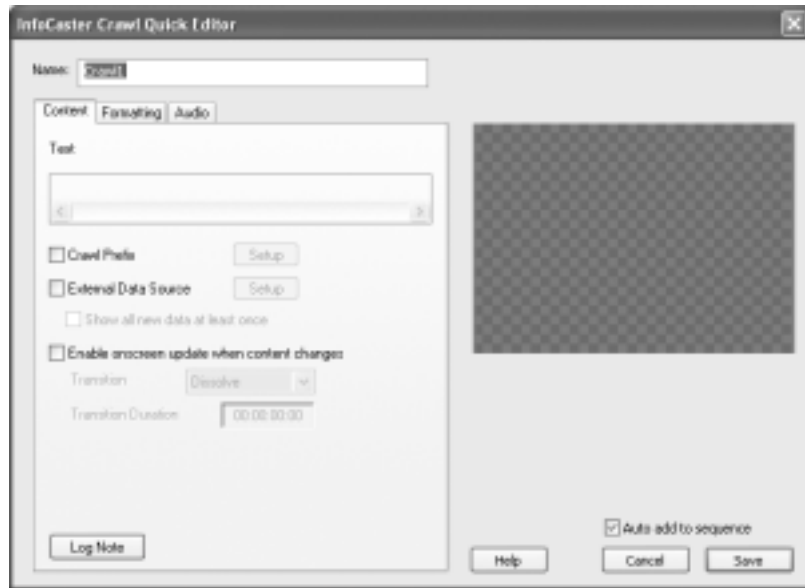
To output the infocast, see “6. Output” on page 233.

Add Content on Content Tab

- 1 Add text that displays data from the following sources:
 - Text that you type in. The procedures are similar to those for adding content to Still regions with the Title Quick Editor. Refer to “Type In Text” on page 75 for instructions.

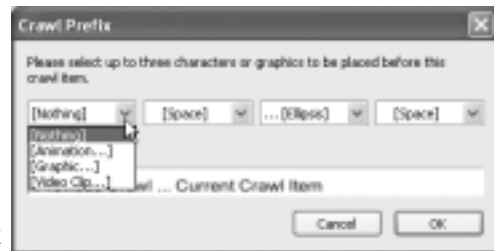
*Note:*The following characters are reserved and cannot be used in crawls: @, #, \$, ^, or &.
 - A text file on your hard drive. Refer to “Link to Text File on Hard Drive” on page 76 for instructions.
 - A text file at an HTTP or FTP site. Refer to “Link to Text File on Internet” on page 80 for instructions.
 - A text file that you convert into an ODBC data source. Refer to “Link to Text File Converted to ODBC Data Source” on page 83 for instructions.
 - Text from an XML/RSS source. Refer to “Link to XML/RSS Source” on page 88 for instructions.
 - Text from an ODBC data source. Refer to “Link to ODBC Data Source” on page 91 for instructions.

Your text displays in the editor’s Preview window. To preview a still image of your region item in a page layout, see “Preview Regions (Page Layout)” on page 48.



2 To add a video clip, animation, or graphic and up to 3 pre-determined characters and/or a scalable graphic image before each text entry of your Crawl item, do the following:

- a Check the Crawl Prefix checkbox on the Content tab.
- b Click the Setup button.
- c In the Crawl Prefix dialog box that opens, use the 4 drop-down lists to select up to 4 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 3 lists contain the following options:

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

3 Use the remaining options on the Content tab as needed.

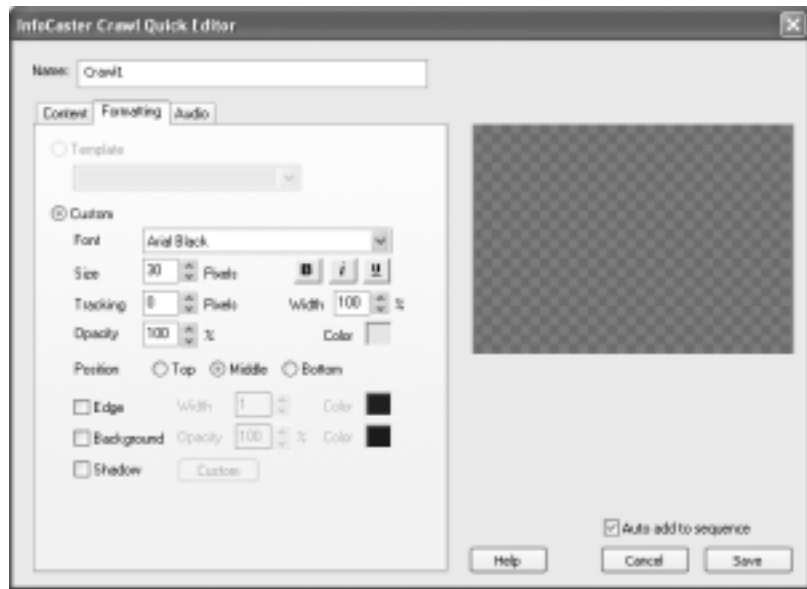
Text field	Displays region item text. You can also type text.
Crawl Prefix checkbox	Enables the Setup button to place up to 4 elements in front of the crawl text.
(Crawl Prefix) Setup button	Becomes available when you check the Crawl Prefix checkbox. Opens the Crawl Prefix dialog box where you can place up to 4 elements in front of the crawl text. See “Add Content on Content Tab” on page 119.
External Data Source checkbox	Enables the Setup button to select an external data source.
(External Data Source) Setup button	Becomes available when you select the External Data Source checkbox. Opens the Select Data Source dialog box, where you can link to an external text file or ODBC data source. You cannot edit external text in the Quick Editor.
Show All New Data at Least Once checkbox	Sets InfoCaster to display all data in the database once before it renders new data. This option is recommended if your data is being updated constantly and it is important to show all data that is entered into the data source. If this option is not selected, InfoCaster renders and displays new data almost immediately as the data source is updated.
Transition list	Becomes available when you check the Enable Onscreen Update When Content Changes checkbox. Sets the transition type for on-screen updates. New information entered into the external database file is updated immediately on-screen using the selected transition. Only available for text from an external source.
Transition Duration field	Becomes available when you check the Enable Onscreen Update When Content Changes checkbox. Sets the amount of time, in seconds, that the transition for on-screen updates takes. Not available for Snap transitions.
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Enable Onscreen Update When Content Changes checkbox	<p>Sets InfoCaster to update external text immediately on-screen.</p> <p>This option is recommended if your text contains information like temperatures or sports scores where the spacing remains constant. This option is not recommended if the length of your text entries varies because the spacing of the text does not adjust until the crawl starts from the beginning. This means that a text entry that is longer than the one it is replacing is not immediately updated, and a text entry that is shorter than the one it is replacing contains extra space.</p> <p>If this option is not selected, the crawl is updated with new content from the external data source as soon as the crawl starts from the beginning.</p>
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Format on Formatting Tab

You can format the Crawl region content on the Title Quick Editor's Formatting tab using one of these methods.

- Format with a template only if you created a crawl template using TitleMotion in the crawl editors list. Click on the Template radio button, then select a template from the list. The procedures are identical to those for Still region items, as explained in “Format with Template” on page 93. See the TitleMotion manual for instructions on how to create a template.
- Format with custom settings. Select the Custom radio button, then select any of the formatting options that become available. The procedures are similar to those for Still region items. See “Format with Custom Settings” on page 94 for instructions.



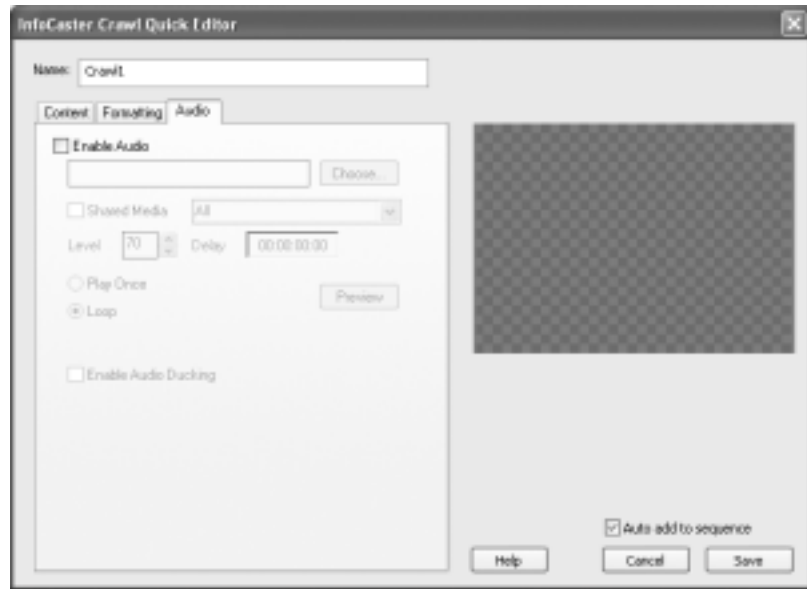
You can also resize and reposition the region within the page layout, as explained in “Adjust Region Settings” on page 46.

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 202.

Add Audio on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.

The options on the InfoCaster Crawl Quick Editor's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for instructions on how to add audio to your Crawl region item.



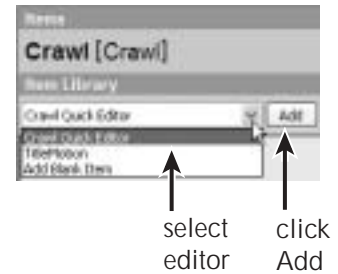
Next, save your work in the editor. See "Save, Preview, Add to Sequence" on page 99 for details. Set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

TitleMotion

TitleMotion is a full-feature, broadcast quality character generator that you can use to create a layout that consists of text and graphics in your Still, Crawl, Roll, or Animation region items. Your text can be text that you type in, text that you import, or text from an external data source.

Use the tools on the Tools palette to add your content. Format content with the tabs below the workspace. You cannot adjust audio settings in TitleMotion. To link your text line to an external data source, you must open the item in a Quick Editor.

You can create Crawl region templates in TitleMotion, then use them in the Crawl Quick Editor.



Workflow

Add and Format Content

TitleMotion for crawls is very similar to that for Still regions with one exception. You can only create one text line, so you cannot select a template unless you create one specifically for Crawl regions. The basic workflow is:

- 1 Select a region item layout slot in the TitleMotion play list. By default, the first layout is already selected.
To open the TitleMotion editor, see “Open a Content Editor” on page 56.
- 2 Select another template from the list as needed.
- 3 Select the Text Plane or Graphics (draw) Plane.
- 4 Add text and graphic content.
 - a Select a tool from the Tools palette.
 - b Add your text or draw your shape in the workspace.
To link a text line to an external data source, finish designing your region item layout in TitleMotion, then open the item in a Quick Editor. In the Quick Editor, select a text line, then check the External Data Source checkbox. Select your external data source.
- 5 Format content. Use the tabs below the workspace.

For further information on using TitleMotion, see TitleMotion’s Online Help menu or the TitleMotion manual that came with your InfoCaster product.

Next, schedule the playback sequence(s) for your regions and your pages as explained in “5. Schedule Playback Sequences” on page 201. Output the infocast as explained in “6. Output” on page 233.

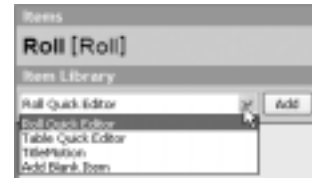
Add Roll Items

Roll Items Overview

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

The text can be text that you type in or text from an external data source. See “About External Data Sources” on page 63 for details.

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

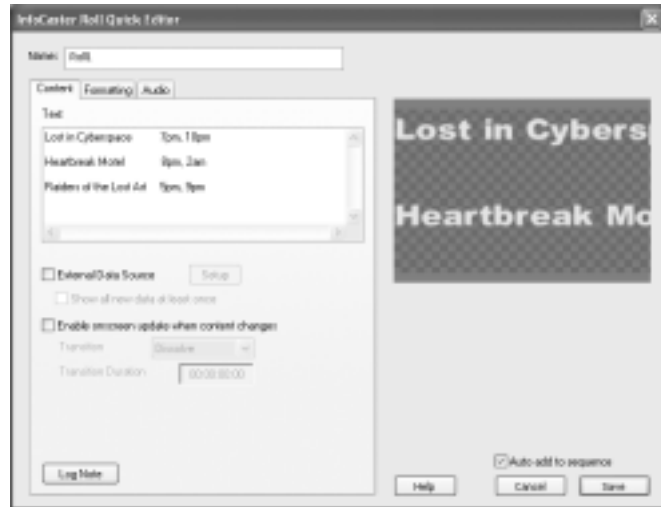


- Roll Quick Editor

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 131.

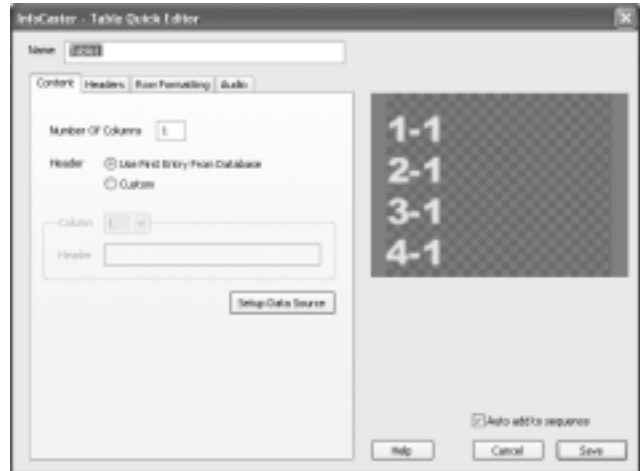


- Table Quick Editor

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 137.



- **TitleMotion:**

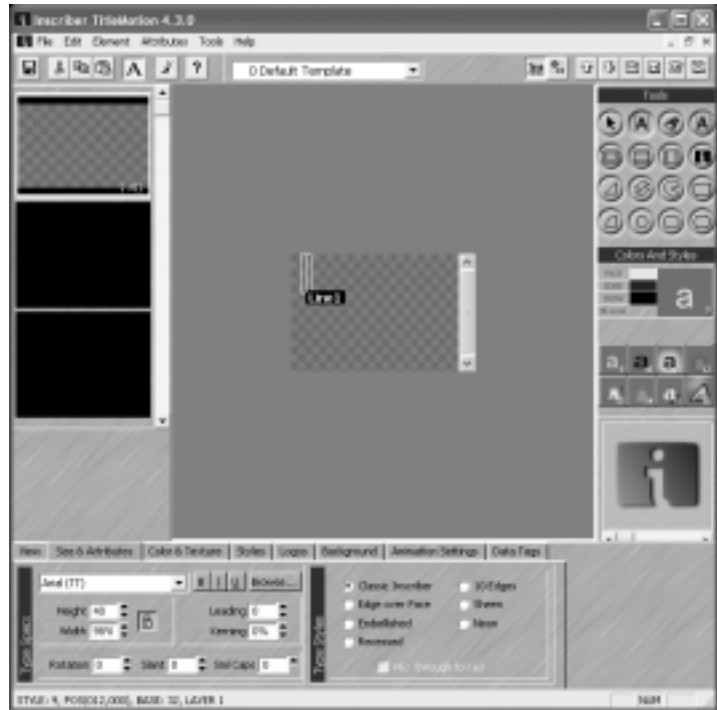
Create a layout of text and graphics for your region item. Add text that you type in or text from an external data source.

Add text or graphic content by selecting 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 draw your shape in the workspace.

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 141.



- **Add Blank Item**

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

You can change the speed of your rolls and set rolls to move up or down. See “3. Adjust Sequence Settings” on page 219 for details on using the Sequence settings. To change the default direction of all rolls, “Default Roll Direction” on page 247.

Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. The following sections in this chapter describe how to add content to the selected region using each

available editor. The basic workflow is:

- Add content.
- Format the content.
- Add audio if applicable.
- Save your work in the editor.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

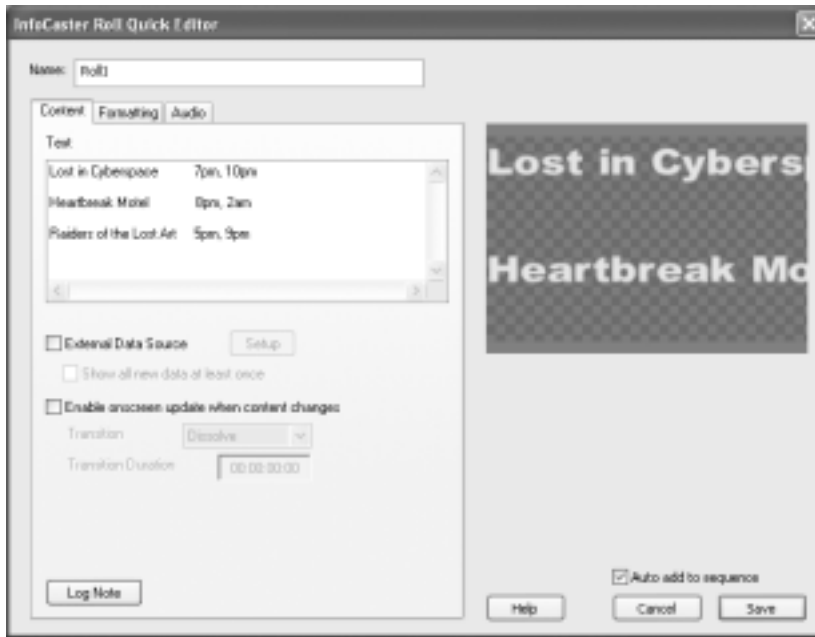
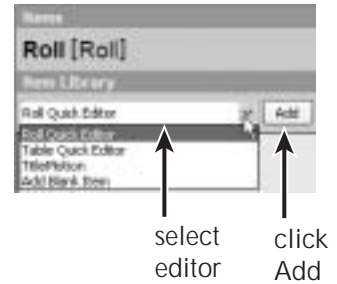
To add items to other regions, see “Add Region Items Overview” on page 52.

- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

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. The external data source can be a text file on your hard drive or at an HTTP or FTP site (internet), text from an XML/RSS source, text from an ODBC data source, or a text file that you convert to an ODBC data source.

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.



Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add text on the Content tab. See “Add Content on Content Tab” on page 132.
- 4 Format content on the Formatting tab. See “Format on Formatting Tab” on page 135.
- 5 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 136.

- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor's Preview window, and automatically add the item to the Sequence list, using options on the main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48.

To add more region items to this region, see "Add More Items" on page 63.

To add items to other regions, see "Add Region Items Overview" on page 52.

To schedule the playback sequence(s) for your regions and your pages, see "5. Schedule Playback Sequences" on page 201.

To output the infocast, see "6. Output" on page 233.

Add Content on Content Tab

- 1 Add text that displays data from the following sources:
 - Text that you type in. The procedures are similar to those for adding content to Still regions with the Title Quick Editor. Refer to "Type In Text" on page 75 for instructions.
 - A text file on your hard drive. Refer to "Link to Text File on Hard Drive" on page 76 for instructions.
 - A text file at an HTTP or FTP site. Refer to "Link to Text File on Internet" on page 80 for instructions.
 - A text file that you convert into an ODBC data source. Refer to "Link to Text File Converted to ODBC Data Source" on page 83 for instructions.
 - Text from an XML/RSS source. Refer to "Link to XML/RSS Source" on page 88 for instructions.
 - Text from an ODBC data source. Refer to "Link to ODBC Data Source" on page 91 for instructions.

Your text displays in the editor's Preview window. To preview a still image of your region item in a page layout, see "Preview Regions (Page Layout)" on page 48.



2 Use the remaining options on the Content tab as needed.

Text field	Displays region item text. You can also type text. Press ENTER to add another line. If you are using a template (available on the Formatting tab), the template sets the maximum number of text lines.
------------	--

External Data Source checkbox	Enables the Setup button to link to an external data source.
-------------------------------	--

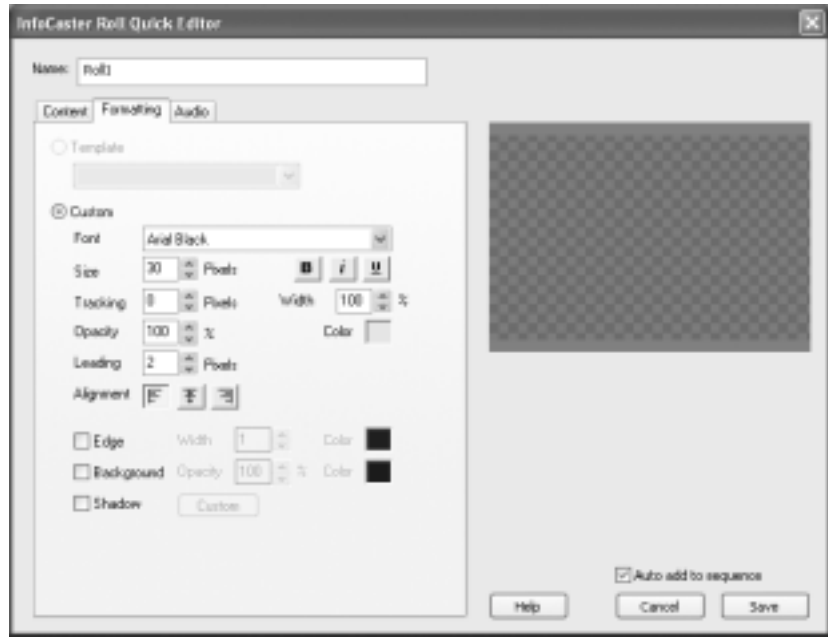
(External Data Source) Setup button	Becomes available when you select the External Data Source checkbox. Opens the Select Data Source dialog box, where you can link to an external text file or ODBC data source. You cannot edit external text in the Quick Editor.
-------------------------------------	---

Show All New Data at Least Once checkbox	<p>Sets InfoCaster to display all data in the database once before it renders new data.</p> <p>This option is recommended if your data is being updated constantly and it is important to show all data that is entered into the data source.</p> <p>If this option is not selected, InfoCaster renders and displays new data almost immediately as the data source is updated.</p>
Enable Onscreen Update When Content Changes checkbox	<p>Sets InfoCaster to update external text immediately on-screen.</p> <p>This option is recommended if your text contains information like temperatures or sports scores where the spacing remains constant.</p> <p>If this option is not selected, the roll is updated with new content from the external data source as soon as the roll starts from the beginning.</p>
Transition list	<p>Becomes available when you check the Enable Onscreen Update When Content Changes checkbox. Sets the transition type for on-screen updates. New information entered into the external database file is updated immediately on-screen using the selected transition. Only available for text from an external source.</p>
Transition Duration field	<p>Becomes available when you check the Enable Onscreen Update When Content Changes checkbox. Sets the amount of time, in seconds, that the transition for on-screen updates takes. Not available for Snap transitions.</p>
Log Note button	<p>Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.</p>

Format on Formatting Tab

You can format the Roll region content on the Roll Quick Editor's Formatting tab using one of these methods.

- Format with a template. Click on the Template radio button, then select a template from the list. The procedures are identical to those for Still region items. See “Format with Template” on page 93 for instructions.
- Format with custom settings. Select the Custom radio button, then select any of the formatting options that become available. The procedures are similar to those for Still region items. See “Format with Custom Settings” on page 94 for instructions.



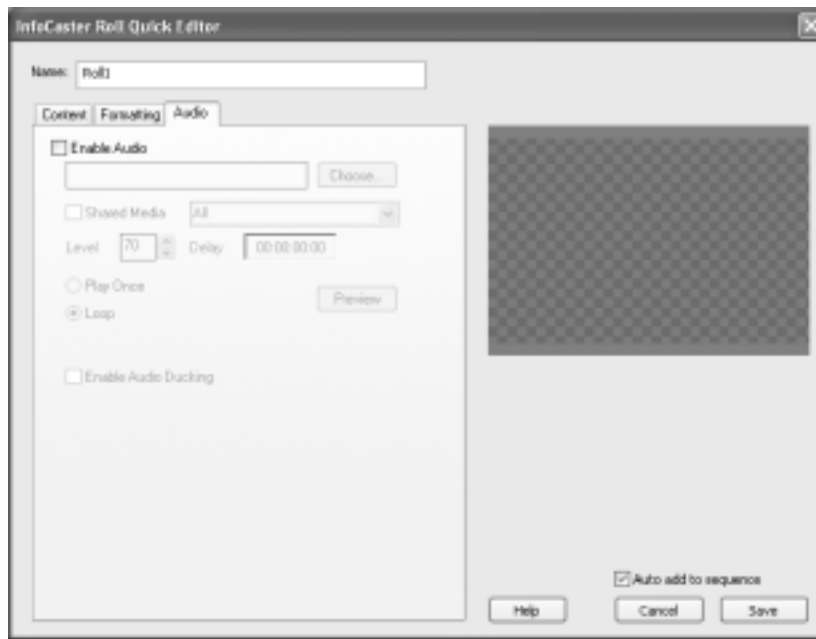
You can also resize and reposition the region within the page layout, as explained in “Adjust Region Settings” on page 46.

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 202.

Add Audio on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.

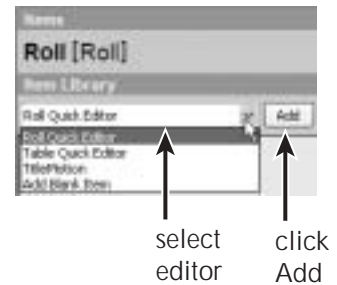
The options on the InfoCaster Roll Quick Editor's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for instructions on how to add audio to your region item.



Next, save your work in the editor. See "Save, Preview, Add to Sequence" on page 99 for details. Set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

Table Quick Editor

Select the Table Quick Editor to quickly create columns of external data in your region item that display information from an external data source during output. You can create as many columns of text as you need and are able to display at a time in the selected region. You can connect each text line to a different data source. See “About External Data Sources” on page 63 for information about external data sources.



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

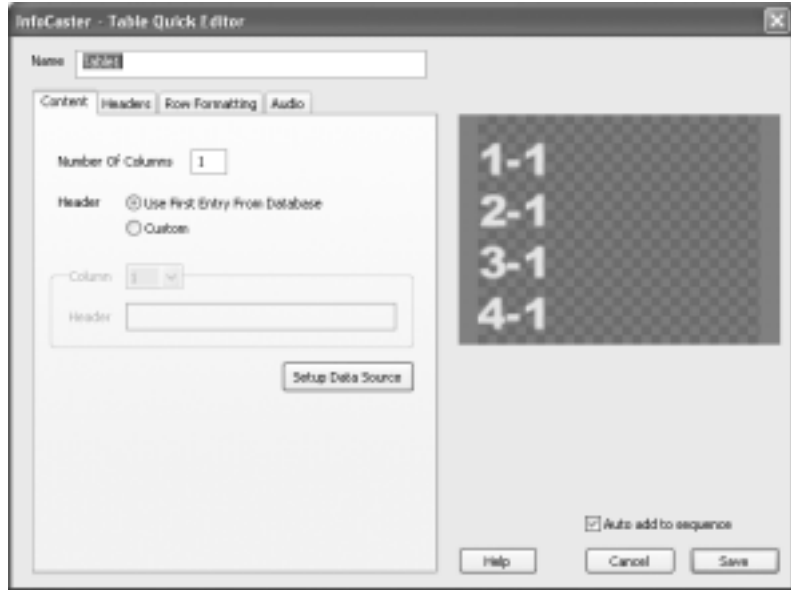


Workflow

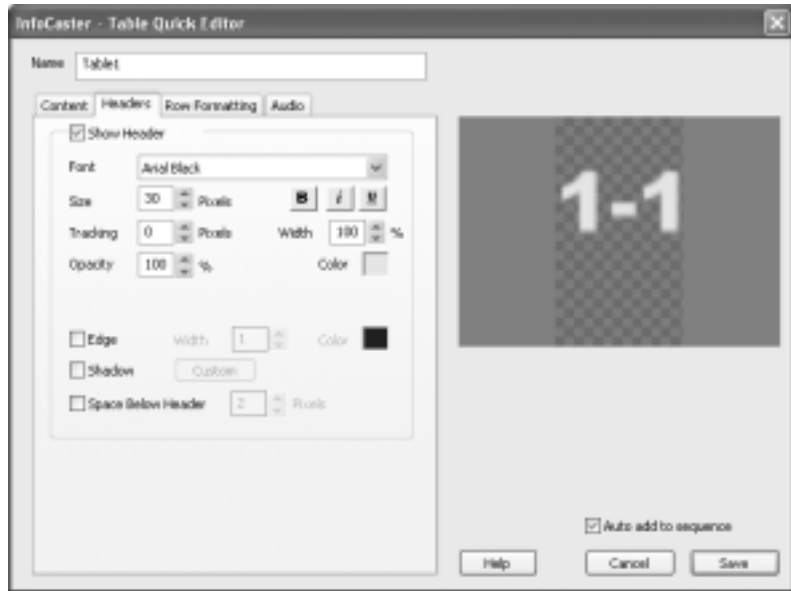
The Table Quick Editor for Roll regions is identical to the Table Quick Editor for Still regions. For complete instructions on adding content to a Roll region using the Table Quick Editor, refer to “Table Quick Editor” on page 100. The basic workflow is:

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.

- 3 Set up your table columns and link to external data on the Content tab. “Add Content on Content Tab” on page 102 for instructions.



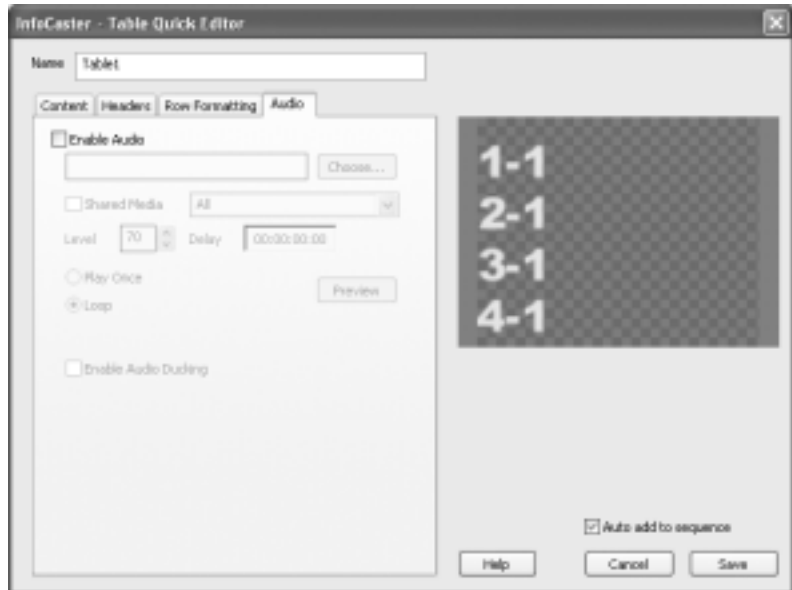
- 4 Format your column heading text on the Headers tab. See “Format on Headers Tab” on page 104.



- 5 Format your row text on the Row Formatting tab. See “Format on Row Formatting Tab” on page 106.



- 6 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 97.



- 7 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor's Preview window, and automatically add the item to the Sequence list, using options on the main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48.

To add more region items to this region, see "Add More Items" on page 63.

To add items to other regions, see "Add Region Items Overview" on page 52.

To schedule the playback sequence(s) for your regions and your pages, see "5. Schedule Playback Sequences" on page 201.

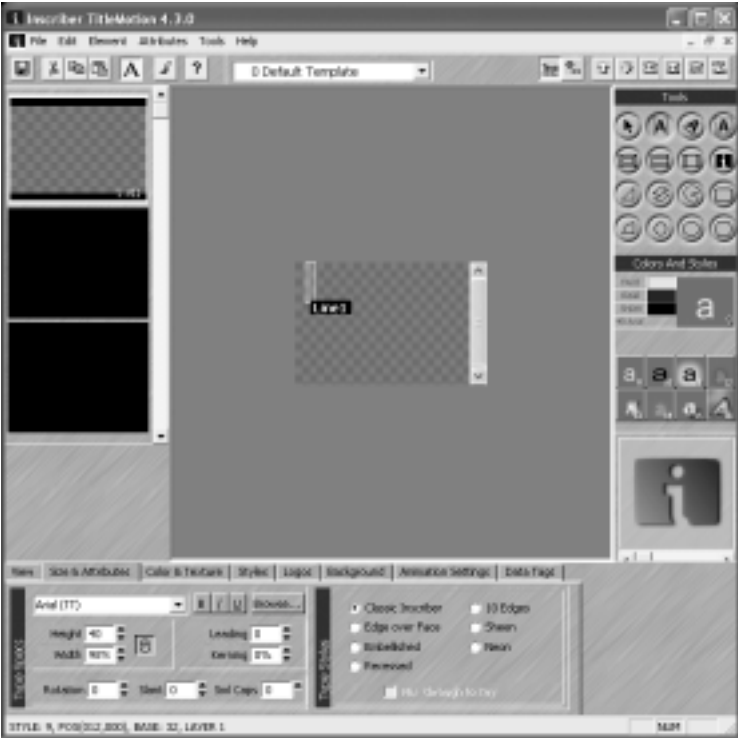
To output the infocast, see "6. Output" on page 233.

TitleMotion

TitleMotion is a full-feature, broadcast quality character generator that you can use to create a layout that consists of text and graphics in your Still, Crawl, Roll, or Animation region items. Your text can be text that you type in, text that you import, or text from an external data source.

Use the tools on the Tools palette to add your content. Format content with the tabs below the workspace. You cannot adjust audio settings in TitleMotion. To link your text line to an external data source, you must open the item in a Quick Editor.

You can create templates in TitleMotion that become available in the Still, Crawl, Roll, and Animation Quick Editors.



Workflow

TitleMotion for rolls is very similar to that for Still regions. The workflow is:

- 1 Select a region item layout slot in the TitleMotion play list to work on. By default, the first layout is already selected.
To open the TitleMotion editor:
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the TitleMotion editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 2 Select another template from the list as needed.
- 3 Select the Text Plane or Graphics (draw) Plane.
- 4 Add text and graphic content.
 - a Select a tool from the Tools palette. The first two tools are for text. The other tools draw items on the graphics plane.
 - b Add your text or draw your shape in the workspace.
To link a text line to an external data source, finish designing your region item layout in TitleMotion, then open the item in a Quick Editor. You may need to rename the data tags in the TitleMotion CG module if you want to display entries from more than one column of an ODBC data source in a Still or Animation item, In the Quick Editor, select a text line, then check the External Data Source checkbox. Select your external data source.
- 5 Format content. Use the tabs below the workspace.

For further information on using TitleMotion, see TitleMotion’s Online Help menu or the TitleMotion manual that came with your InfoCaster product.

Next, schedule the playback sequence(s) for your regions and your pages as explained in “5. Schedule Playback Sequences” on page 201. Output the infocast as explained in “6. Output” on page 233.

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 63 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.

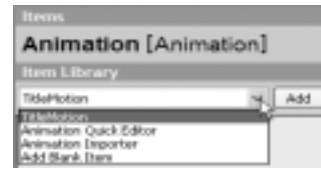
- TitleMotion

Create a layout that consists of text and graphics in TitleMotion’s CG module. Animate the layout in TitleMotion’s Animation module.

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 and animate it in TitleMotion, but apply the links in the Animation Quick Editor.

You cannot adjust audio settings in TitleMotion, but you can in the Quick Editor.

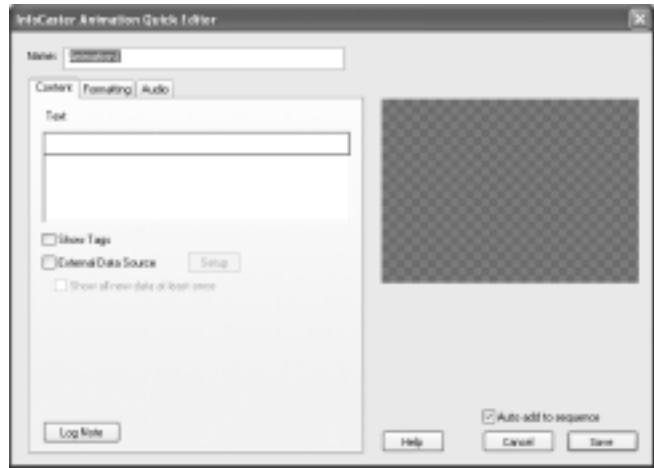
See “TitleMotion” on page 147.



- 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.

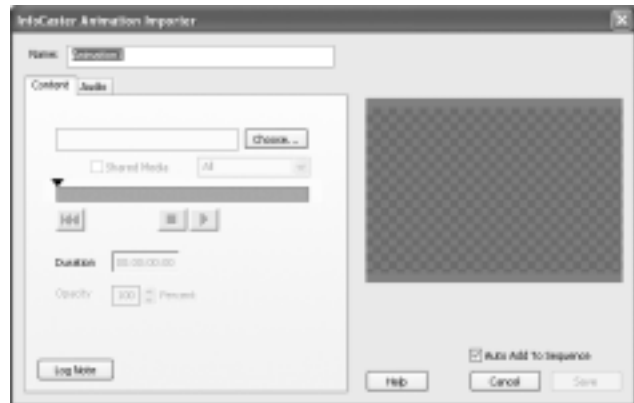
Add text on the Content tab. Add audio on the Audio tab. Format the content in TitleMotion. See “Animation Quick Editor” on page 150.



- 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 153.



- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

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 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. The following sections in this chapter describe how to add content to the selected region using each available editor. The basic workflow is:
 - Add content.
 - Format the content.
 - Add audio if applicable.
 - Save your work in the editor.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

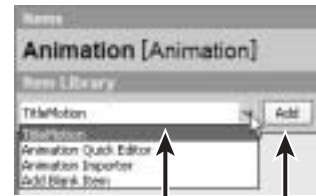
To add items to other regions, see “Add Region Items Overview” on page 52.

- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

TitleMotion

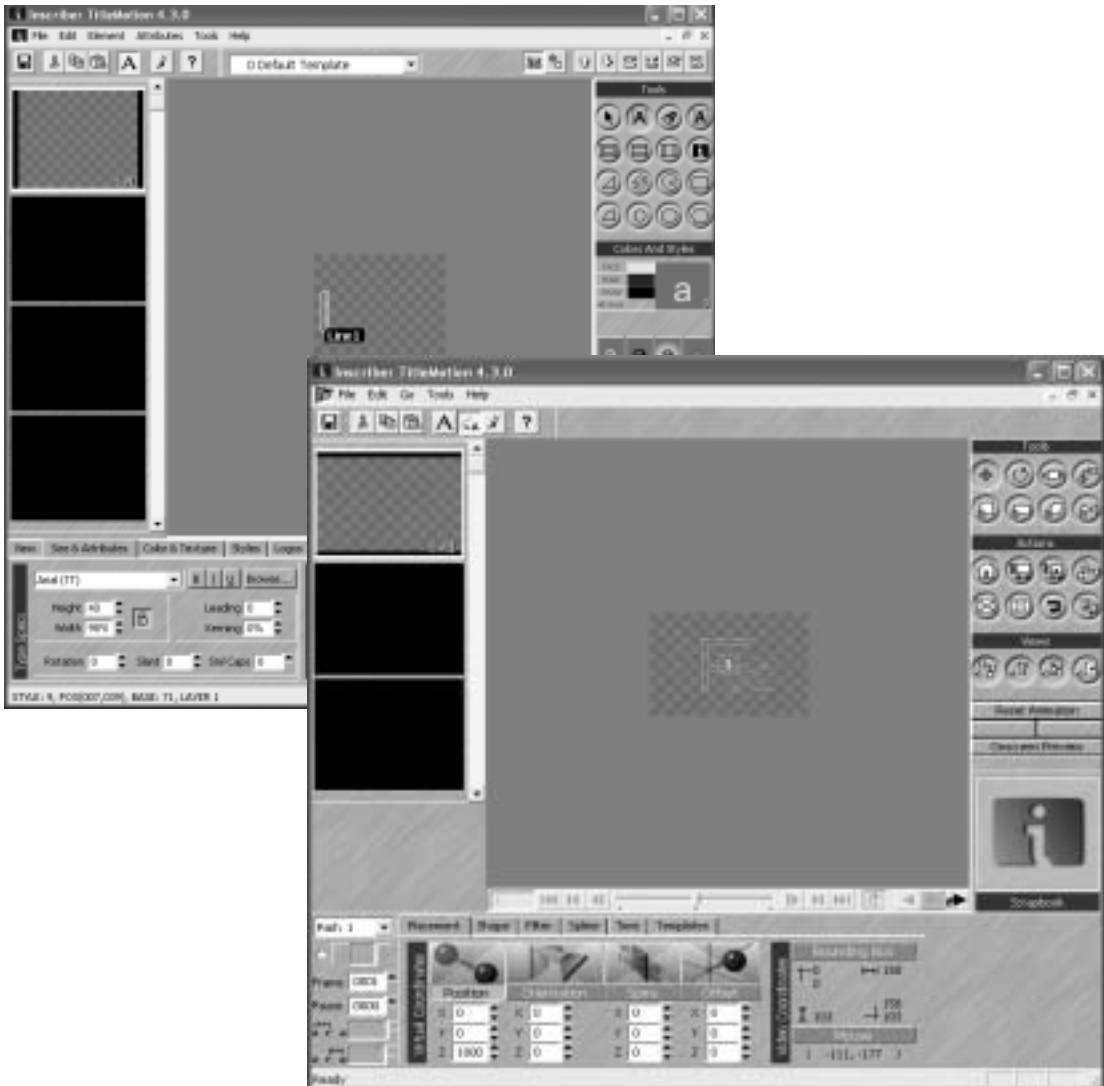
Select TitleMotion to create animations for your Animation region. TitleMotion is a full-feature, broadcast quality character generator that you can use to create a layout that consists of text and graphics in your Still, Crawl, Roll, or Animation region items. Your text content can be text that you type in or text that you link to from an external data source.

You create the layout in TitleMotion's CG module, then switch to TitleMotion's Animation module to animate it. To link your text line to an external data source, you must open the item in a Quick Editor.



select editor

click Add



The Animation module takes the 2 dimensional graphic and text objects created in the CG module and allows you to animate them in 3 dimensional space along the X (horizontal), Y (vertical), and Z (depth) axes. Fly text on and off the screen, spin letters, fade objects in and out, and more. This module is only available for Animation regions.

Workflow

In TitleMotion's CG Module

- 1 Select a region item layout slot in the TitleMotion play list to work on. By default, the first layout is already selected.

To open the TitleMotion editor:

- a Select the region you want to add content to, then switch to the Items window. See "Open Region in Items Window" on page 54.
 - b Select the TitleMotion editor from the Editor list in the Items window, then click on the Add button to open it. See "Open a Content Editor" on page 56 for details.
- 2 Select another template from the list as needed.
 - 3 Select the Text Plane or Graphics (draw) Plane.
 - 4 Add text and graphic content.
 - a Select a tool from the Tools palette. The first two tools are for text. The other tools draw items on the graphics plane.
 - b Add your text or draw your shape in the workspace.

To link a text line to an external data source, finish designing your region item layout in TitleMotion, then open the item in a Quick Editor. You may need to rename the data tags in the TitleMotion CG module if you want to display entries from more than one column of an ODBC data source in a Still or Animation item, In the Quick Editor, select a text line, then check the External Data Source checkbox. Select your external data source.
 - 5 Format content. Use the tabs below the workspace.

In TitleMotion's Animation Module

Once you have created your text and graphic layout in TitleMotion's CG module, add movement to the text lines and graphic objects in TitleMotion's Animation module. The workflow is:

- 1 While still in TitleMotion's CG module, select your export options for each layer on the Animation Settings tab.
- 2 Click on the animation button at the top of the screen to switch to the Animation module.
- 3 To create an animation, select the object, press INSERT, then drag the keyframe.
- 4 Select an object that you want to animate.

- 5 Add keyframes to the selected object using one of these methods:
 - Select an animation template on the Templates tab. Animation templates have pre-set keyframes along pre-set paths. You can move the keyframes.
 - Press the INSERT key. A keyframe is added to the object. While the keyframe is still selected, drag it to a new location in your workspace to create your animation path. Press INSERT again to add another keyframe.
- 6 Reposition and format the keyframes. Even if you applied a template, you can adjust the following attributes of each keyframe:
 - Position and movement, on the Placement tab.
 - Shape, on the Shape tab.
 - Filters, on the Filter tab.
 - Timing effects, on the Time tab and Spline tab.

In the Animation Quick Editor

To link the text lines to an external data source, switch to the Animation Quick Editor. See “Animation Quick Editor” on page 150.

For further information on using TitleMotion, see TitleMotion’s Online Help menu or the TitleMotion manual that came with your InfoCaster product.

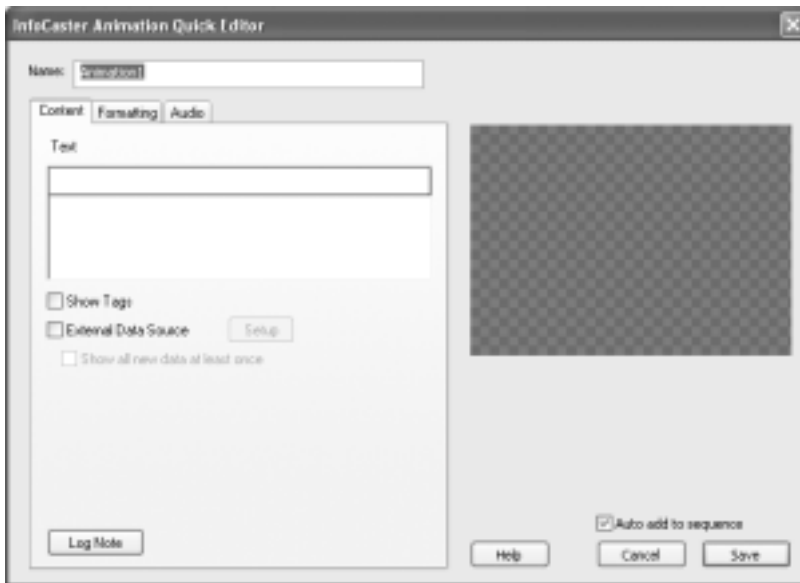
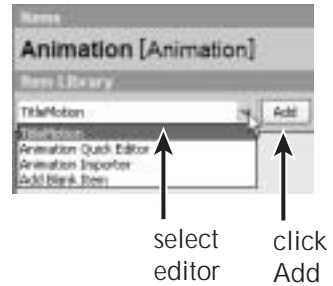
Next, save your work in the editor. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Animation Quick Editor

Select the Animation Quick Editor to quickly edit the text in animations that you created in TitleMotion, to link to an external data source, and to 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.



Workflow

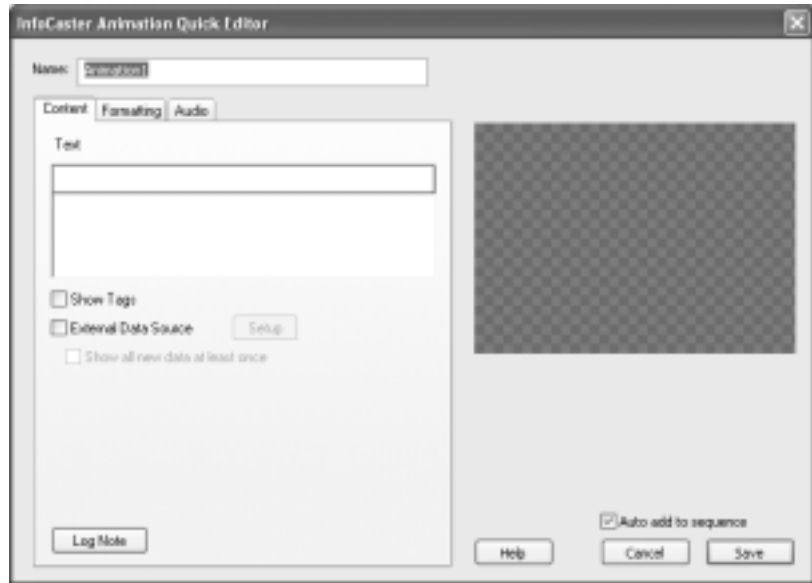
To add content to an Animation region using the Animation Quick Editor, the process is the same as adding content to a Still region using the Title Quick Editor. Refer to “Title Quick Editor” on page 71 for instructions on how to use this editor. The workflow is:

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Create an animation in TitleMotion from the Animation editors list, as explained in the TitleMotion manual. Then, save the animation as a template, as explained in the TitleMotion manual.
- 3 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.

4 Add content on the Content tab.

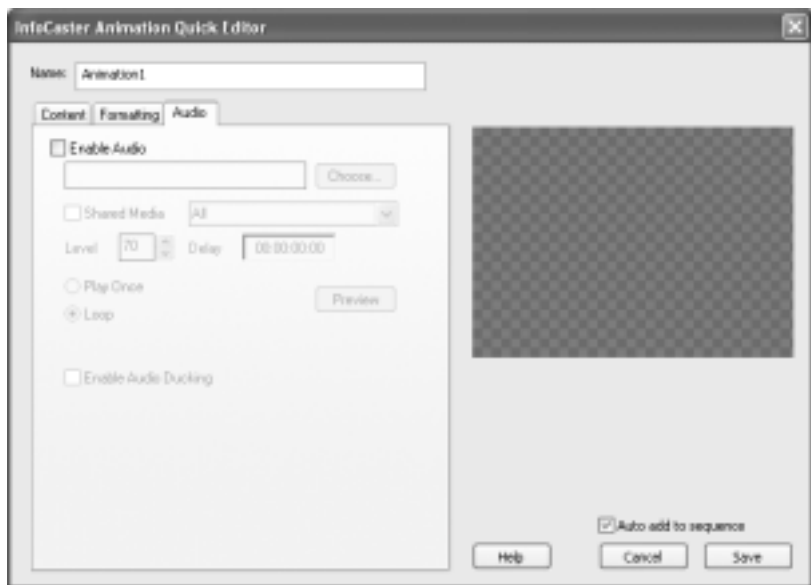
You can type your own text or link a text line to an external data source. The external data source can be a text file on your hard drive or at an HTTP or FTP site (internet), text from an XML/RSS source, text from an ODBC data source, or a text file that you convert to an ODBC data source.

The options on this editor are identical to those on the Title Quick Editor. Refer to “Title Quick Editor” on page 71 for details.



5 To format the text or graphics content of your Animation item, you must use TitleMotion. Refer to the TitleMotion manual. You cannot format the content in Animation Quick Editor.

- 6 Add audio on the Audio tab. The options on this editor are identical to those on the Title Quick Editor. Refer to “Title Quick Editor” on page 71 for details.



- 7 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

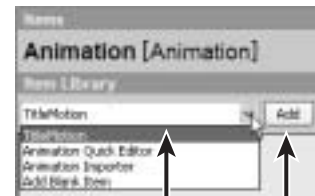
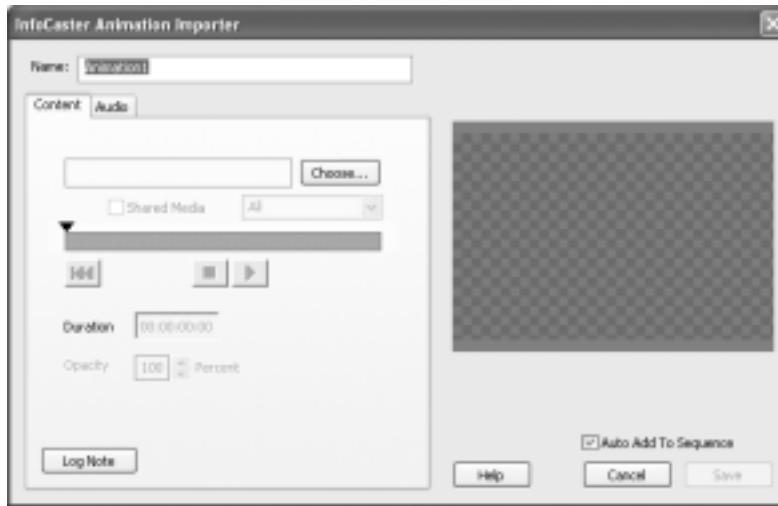
To add items to other regions, see “Add Region Items Overview” on page 52.

To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201.

To output the infocast, see “6. Output” on page 233.

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.



select editor
click Add

Workflow

To add content to the selected region using the Animation Importer editor, the basic workflow is:

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it and add a new region item. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on the Content Tab” on page 154.
- 4 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 156.
- 5 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

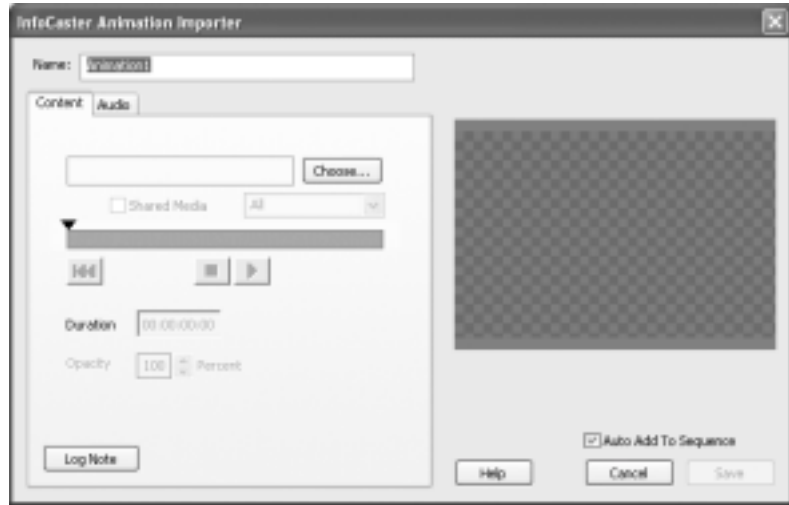
To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52.

To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201. To output the infocast, see “6. Output” on page 233.

Add Content on the Content Tab

- 1 In the Animation Importer editor, click the Choose button on the Content tab.



- 2 In the Open dialog box, select the animation file.
 You can select multiple animations by holding 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.
 Once the file is imported, the other tools on this tab become available.
- 3 Preview the animation in the editor’s Preview window.
 Use the 3 play buttons below the animation timeline bar.
 - Rewind: Jumps to the first frame of the clip.
 - Stop: Stops a playing animation.
 - Play: Plays clip from current position.
 Drag the top arrow indicator above the timeline to manually preview the animation.
- 4 Use the remaining options on the Content tab as needed.

Animation file name field	Displays the name of the selected animation file.
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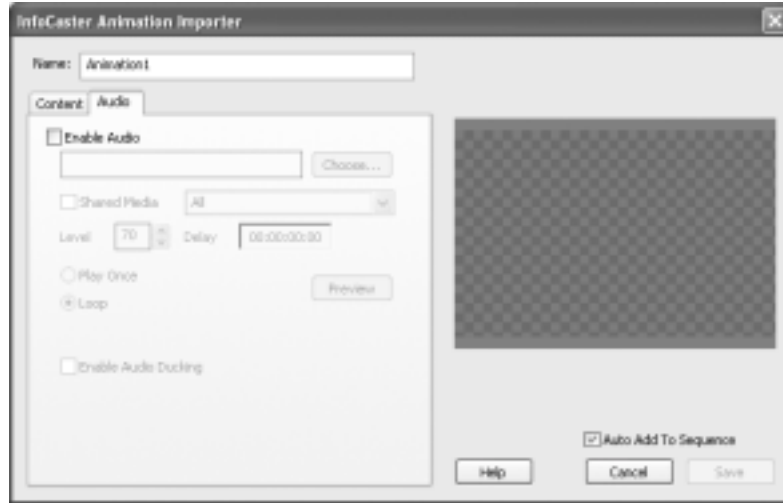
Choose button	Opens a dialog box where you select an animation for your region item.
Shared Media checkbox	Enables the shared media option to put the animation file in a central location for shared referencing. Then, select the shared media location from the drop-down list.
Shared Media Sub-Folder drop-down list	Becomes available when you check the Shared Media checkbox. Select 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 248. • 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.
Indicator (arrow) above Timeline	Shows the current playback position of your preview in the editor. You can drag the indicator back and forth along the timeline to manually go to that location in the animation file.
Timeline bar	Portrays a graphic representation of your animation file, from start to end.
Rewind button	Jumps to the first frame of the clip.
Stop button	Stops a playing animation.
Play button	Plays clip from current position.
Duration field	Displays the duration of the animation in HH:MM:SS:FF (hours:minutes:seconds:frames).
Opacity field	Changes animation’s transparency level, where 0% represents complete transparency
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Next, switch to the Audio tab to play audio with your content. Save your work in the editor.

Add Audio on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.

The options on the InfoCaster Animation Importer's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for instructions on how to add audio to your region item.



Next, set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

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 2 digital clock region content editors. This chapter contains instructions on how to use them.

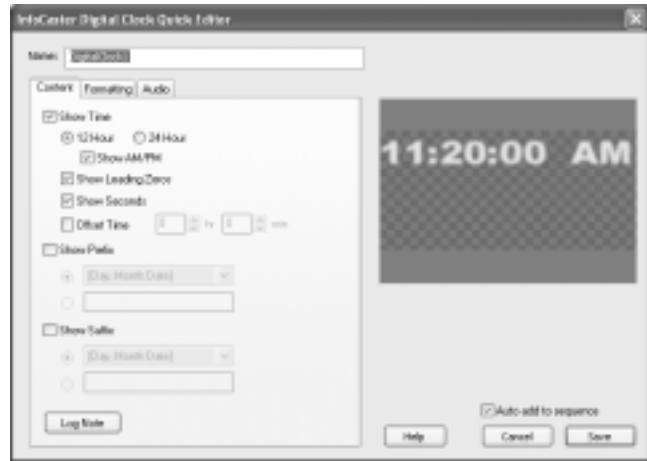


- Digital Clock Quick Editor

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

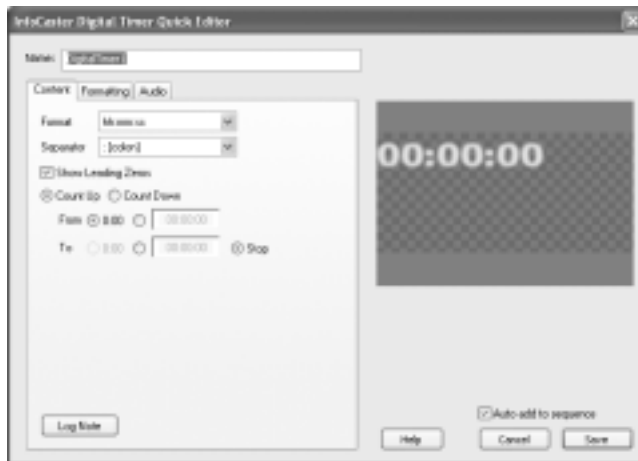
Set the time and date display options on the Content tab. Format the content on the Formatting tab. Add audio on the Audio tab.

See “Digital Clock Quick Editor” on page 160.



- Digital Timer Quick Editor

Create a digital timer that counts up or down. Display the day, month, and date. Add content on the Content tab. Format on the Formatting tab. Add audio on the Audio tab. See “Digital Timer Quick Editor” on page 165.



- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. The following sections in this chapter describe how to add content to the selected region using each available editor. The basic workflow is:
 - Add content.
 - Format the content.
 - Add audio if applicable.
 - Save your work in the editor.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

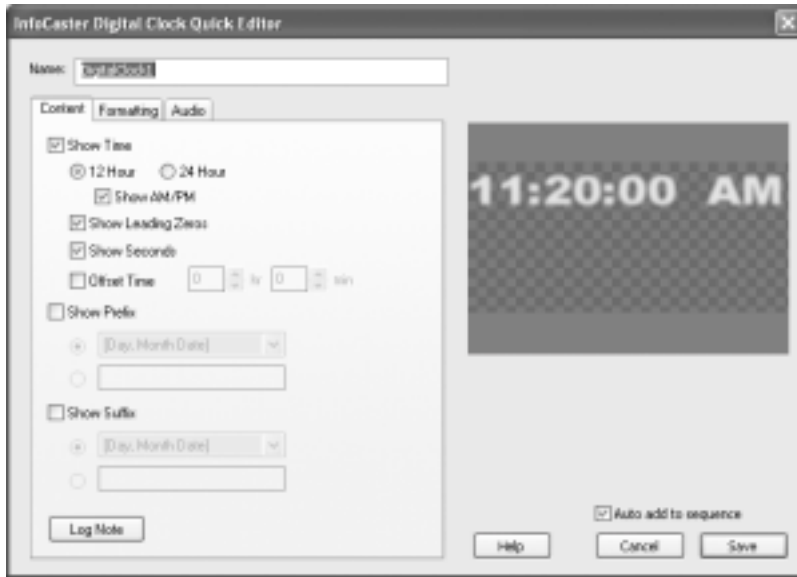
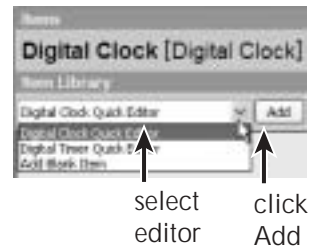
- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

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.



Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on Content Tab” on page 161.
- 4 Format the content on the Formatting tab. See “Format on Formatting Tab” on page 164.
- 5 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 164.
- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using

options on the main window. See “Save, Preview, Add to Sequence” on page 99.

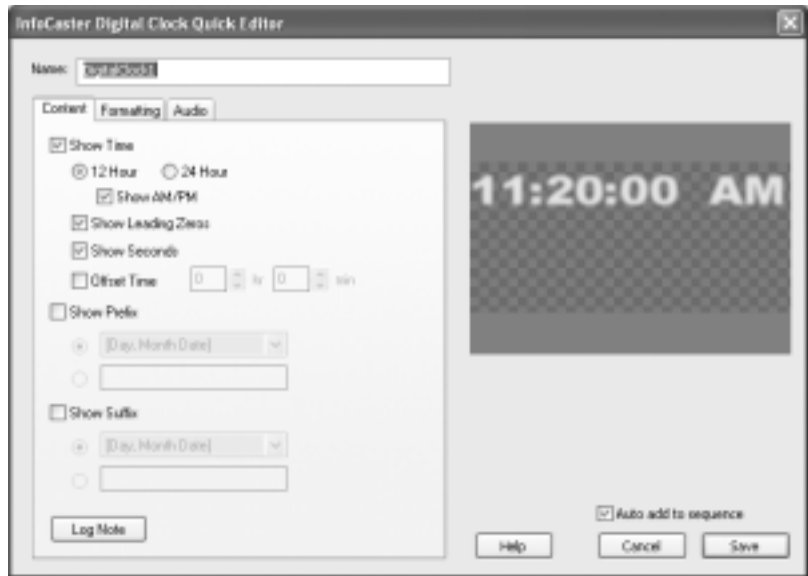
To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52.

To schedule the playback sequence(s) for your regions and pages, see “5. Schedule Playback Sequences” on page 201. To output the infocast, see “6. Output” on page 233.

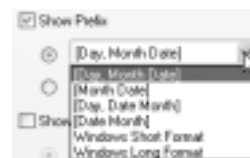
Add Content on Content Tab

- 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.
- 5 Use the remaining options on the Content tab as needed.

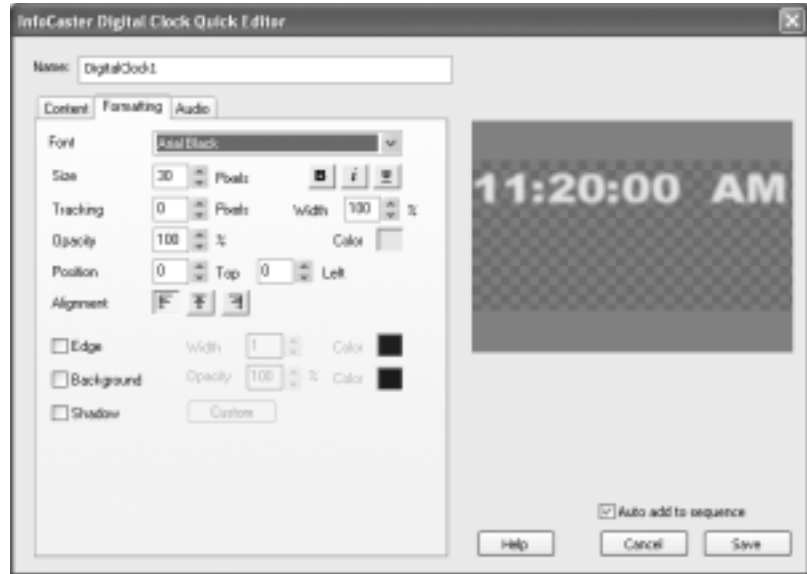


Show Time checkbox	Enables and disables the display of the digital clock.
12 Hour radio button	Displays the digital clock in 12 hour format.
24 Hour radio button	Displays the digital clock in 24 hour format.
Show AM/PM checkbox	Displays the AM/PM indicators after the digital. The Show AM/PM checkbox is not available when the 24 hour option is selected.
Show Leading Zeros	Sets the clock to display the hour in two digits. For example, if the time is 8:04 AM, the digital clock displays 08:04 AM.
Show Seconds checkbox	Includes seconds in the digital clock display.

Offset Time checkbox	Delays or advances the clock by the set number of hours and minutes. By default, the time displayed by the digital clock is the local time provided by the computer clock.
hr field	Advances or delays the clock by that amount of hours you enter in this field. To delay a clock, enter a negative value.
min field	Advances or delays the clock by the amount of minutes you enter in this field. To delay a clock, enter a negative value.
Show Prefix checkbox	Enables the prefix options, to display text before the clock display. Then select either the first or the second radio button.
(Show Prefix) (Day, Month, Date) radio button & drop-down list	Becomes available when you check the Show Prefix checkbox. Sets the item you select from the list to appear before the digital clock display. The Windows Short Format and the Windows Long Format options use the format set in Microsoft Windows' Date and Time Control Panel.
(Show Prefix) Custom radio button & field	Becomes available when you check the Show Prefix checkbox. Sets the text that you enter in the field to appear before the digital clock display.
Show Suffix checkbox	Enables the suffix options, to display text after the clock display. Then select either the first or the second radio button.
(Show Suffix) (Day, Month, Date) list	Becomes available when you check the Show Suffix checkbox. Sets the item you select from list to appear after the digital clock display. The Windows Short Format and Windows Long Format options use the format set in Microsoft Windows' Date and Time Control Panel.
(Show Suffix) Custom list	Becomes available when you check the Show Suffix checkbox. Sets the text that you enter in the field to appear after the digital clock display.
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

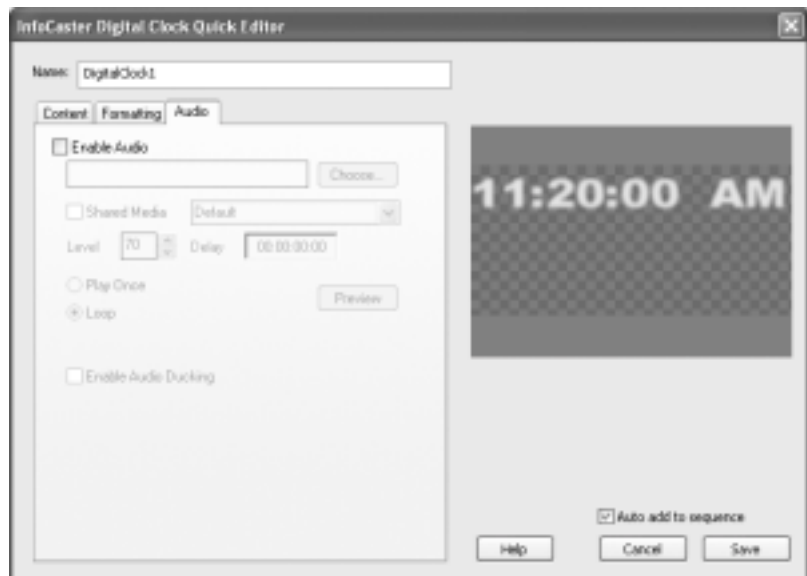
Format on Formatting Tab

Format the text using the options on the Formatting tab. Refer to “Format with Custom Settings” on page 94 for details about these options.



Add Audio on Audio Tab

Attach an audio file to the region item. Refer to “Add Audio on Audio Tab” on page 97 for instructions.

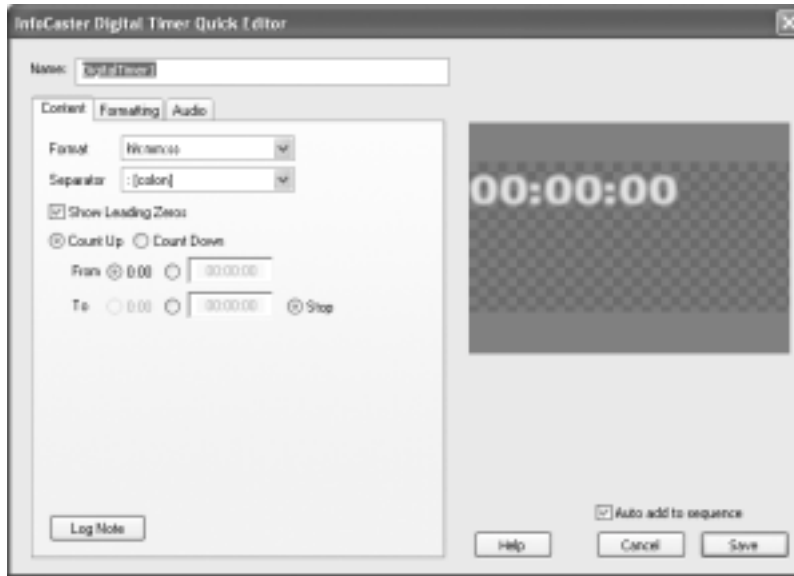
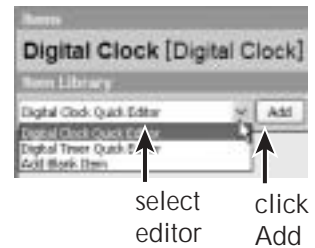


Next, set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

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.



Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on Content Tab” on page 166.
- 4 Format the content on the Formatting tab. See “Format on Formatting Tab” on page 168.
- 5 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 168.
- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using

options on the editor's main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48.

To add more region items to this region, see "Add More Items" on page 63.

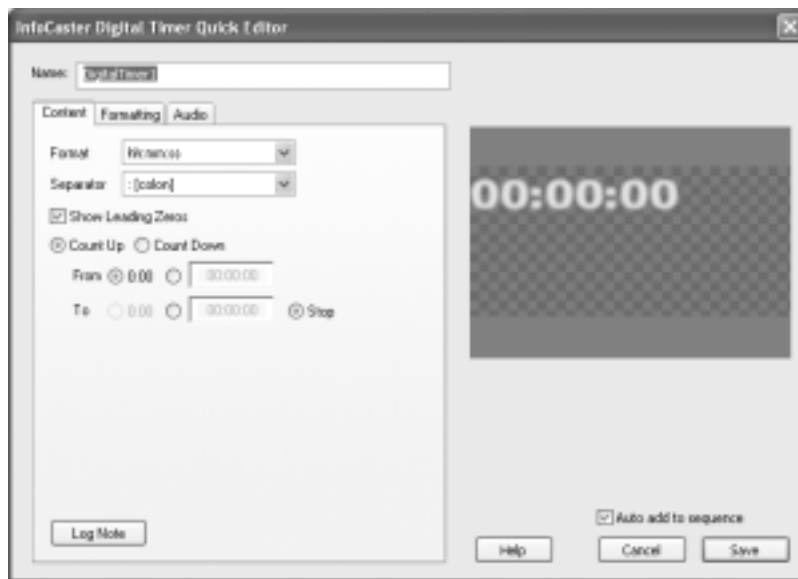
To add items to other regions, see "Add Region Items Overview" on page 52.

To schedule the playback sequence(s) for your regions and your pages, see "5. Schedule Playback Sequences" on page 201.

To output the infocast, see "6. Output" on page 233.

Add Content on Content Tab

A digital timer is added as a Digital Clock region item in your Digital Clock region when you save in this editor.



To select how the digital timer is displayed, use the options on the Content tab.

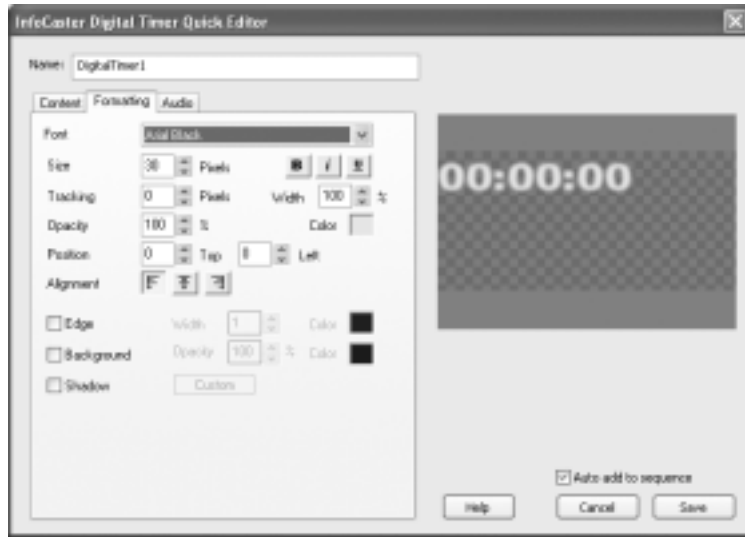
Format list	Sets the timing elements (hours, minutes, seconds) that the timer displays.
Separator list	Sets which character separates the hours, minutes, and seconds.
Show Leading Zeros	Sets the timer to display the time in two digits. For example, 8:00 displays as 08:00.

Count Up radio button	Sets the timer to count-up.
Count Down radio button	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.
From 0:00 radio button	Sets the timer to start counting at 0:00.
From (custom list) radio button	Sets the timer to start counting at the time set in the available field.
From (custom list) field	Sets the timer to start counting at the time you enter.
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).
To 0:00 radio button	Sets the timer to stop counting at 0:00.
To (custom list) radio button	Sets the timer to stop counting at the time you enter in the available field.
To (custom list) field	Sets the timer to stop counting at the time you enter.
Stop radio button	Sets the timer to stop counting when you click on this Stop radio button.
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Next, format the appearance of the timer numbers.

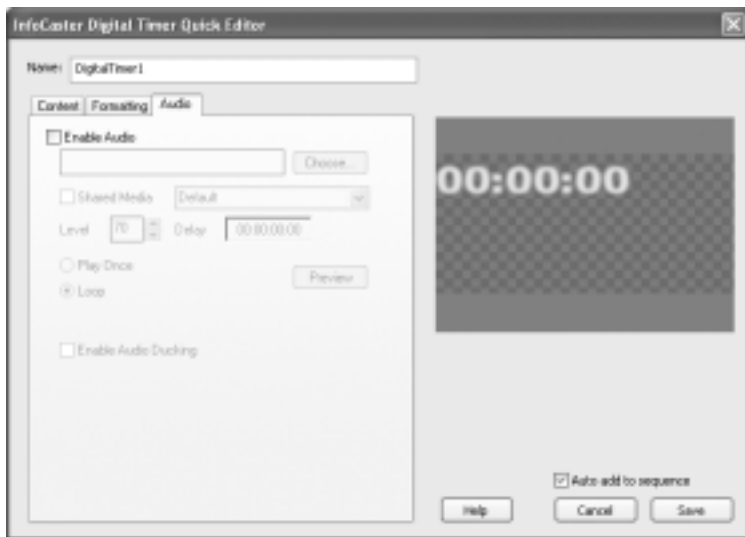
Format on Formatting Tab

Format the text using the options on the Formatting tab. Refer to “Format with Custom Settings” on page 94 for details about these options.



Add Audio on Audio Tab

Attach an audio file to the region item using options on the Audio tab. Refer to “Add Audio on Audio Tab” on page 97 for instructions on how to add audio to your region item.



Next, set up your playback sequence. See “Schedule Playback Overview” on page 202.

Add Video Items

Video Items Overview

Add video clips or live video to your video region using the Content Editors in the Items window.

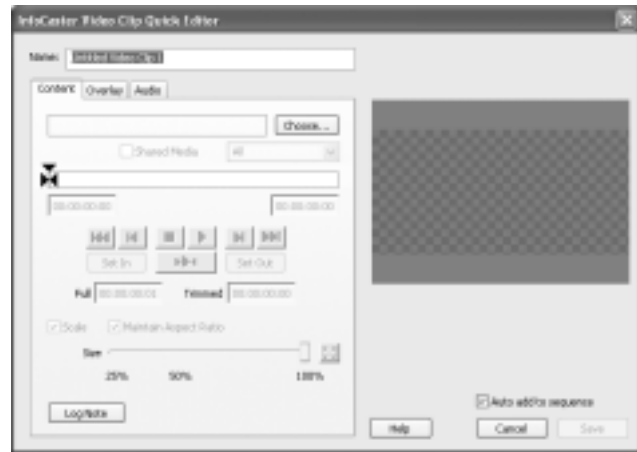
There are 2 video region content editors. This chapter contains instructions on how to use them.



- Video Clip Quick Editor

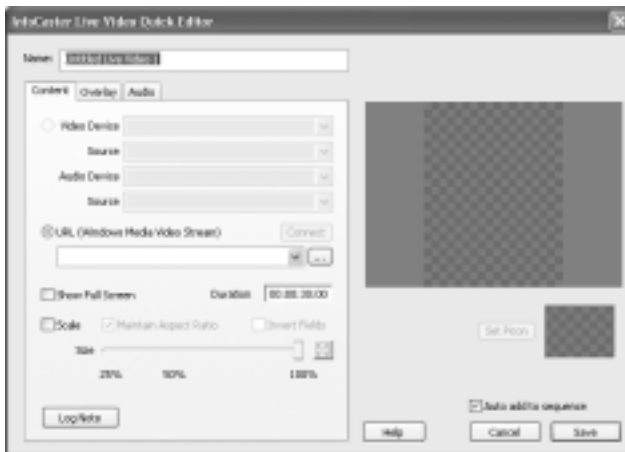
Import a video file into the selected region.

Set the 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 172.



- 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 180.



- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content in the editor. The following sections in this chapter describe how to add content to the selected region using each available editor. The basic workflow is:
 - Add content.
 - Format the content.
 - Add audio if applicable.
 - Save your work in the editor.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

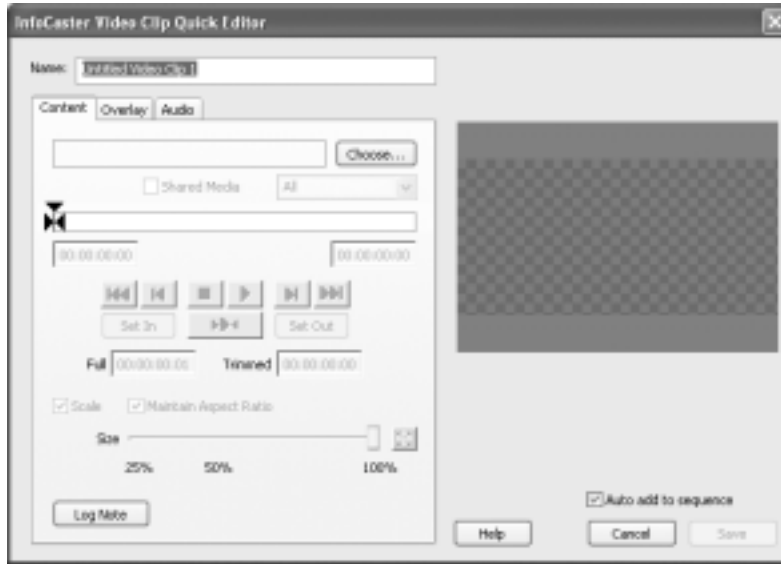
To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

- 5 Schedule the playback sequence(s) for your regions and pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

Video Clip Quick Editor

The Video Clip Quick Editor imports a video clip into the selected region. Set the display options on the Content tab and apply a graphic overlay on the Overlay tab. Add audio on the Audio tab.



select editor
click Add

Workflow

- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on Content Tab” on page 173.
- 4 Apply graphics to overlay the video on the Overlay tab. See “Format Content on Overlay Tab” on page 178.
- 5 Add audio. See “Add Audio on Audio Tab” on page 179.
- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using options on the editor’s main window. See “Save, Preview, Add to Sequence” on page 99.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48. To add more region items to this region, see “Add More Items” on page 63. To add items to other regions, see “Add Region Items Overview” on page 52. To schedule the playback sequence(s) for your regions and your pages, see “5. Schedule Playback Sequences” on page 201. To output the infocast, see “6. Output” on page 233.

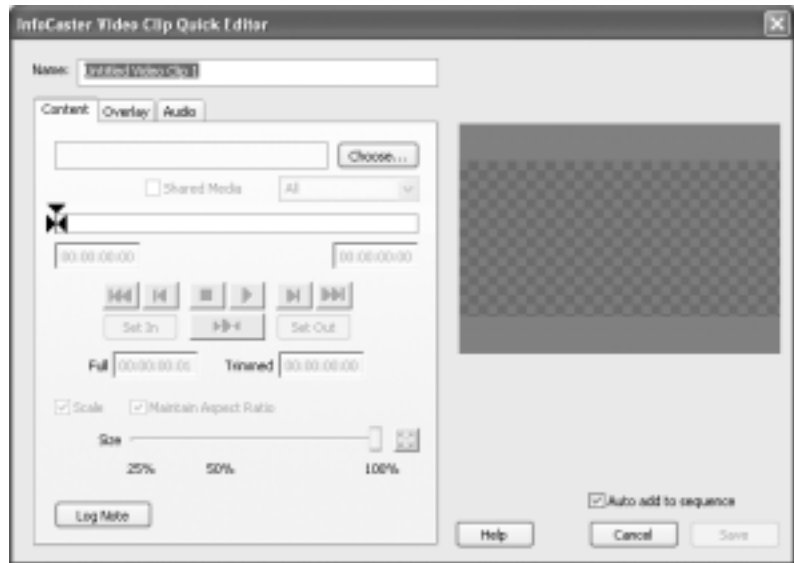
Add Content on Content Tab

- 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.




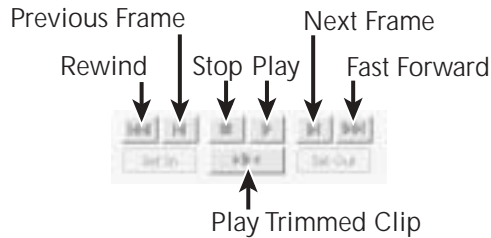
- 3 To put the video clip file in a central location for shared referencing so that all the region items use the same file instead of referring to copies of the same file, check the Shared Media checkbox.

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 248.
- 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.

4 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.



5 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.

6 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 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.
- Check the Highest Quality checkbox to display your video with the highest image quality.

7 Click and drag the video in the editor's Preview window to reposition the video display in the region.

8 Use the remaining options on the Content tab as needed.

Choose field	Displays the name of the video clip file.
Choose button	Opens a dialog box in which you select a video clip for your region item.
Shared Media checkbox	Enables the shared media option to put the file in a central location for shared referencing. Then, select the shared media location from the list.
Shared Media Sub-Folder drop-down list	Becomes available when you check the Shared Media checkbox. Select 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 248.• 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.
Timeline bar	Represents the entire timeline for the video file. When the clip is first opened the In point is set at the first frame and the Out point is set at the last frame. The fields for the In point, Out point, and Trimmed time update automatically.
Arrow Indicator above Timeline	Shows the current playback position of your preview in the editor. You can drag the indicator back and forth to any position in the timeline.
Left Arrow Indicator on Timeline	Shows the current In point for the clip. Drag the indicator to change the In point for the video clip. Double-click on the left indicator to jump the preview to the In point.
Right Arrow Indicator on Timeline	Shows the current Out point for the clip. Drag the indicator to change the Out point for the video clip. Double-click on the right indicator to jump the preview to the Out point.
In (timecode) field below timeline on the left	Displays the timecode of the In point in hours:minutes:seconds:frames. Set the In point using the left arrow indicator on the timeline, or enter a specific frame in the In field.

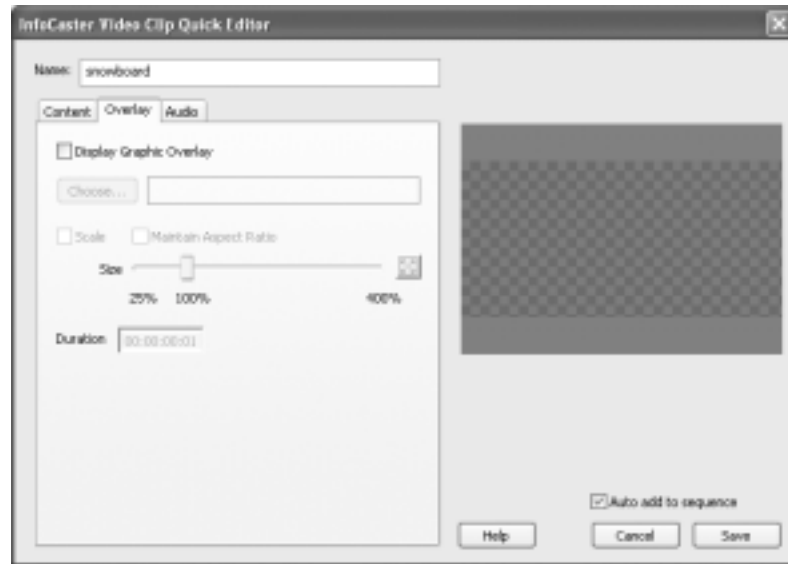
Out (timecode) field below timeline on the right	Displays the timecode of the Out point in hours:minutes:seconds:frames. Set the Out point using the right arrow indicator on the timeline, or enter a specific frame in the Out field.
Rewind	Jumps to the first frame of the clip.
Previous Frame	Moves back one frame.
Stop	Stops a playing clip.
Play	Plays clip from current position.
Next Frame	Moves forward one frame.
Fast Forward	Jumps to the last frame of the clip.
Set In	Sets the current frame as the In point.
Play Trimmed Clip	Plays the clip from the In point to the Out point.
Set Out	Sets the current frame as the Out point.
Full field	Displays the length of the full video clip. You cannot edit this field.
Trimmed field	Displays the length of the video clip between the In point and the Out point. You cannot edit this field.
Scale checkbox	Enables and disables the scale options.
Maintain Aspect Ratio	<p>Displays the video clip at the aspect ratio stored in the video file.</p> <p>If you maintain the aspect ratio of the clip, part of the video clip may extend outside of the region's boundaries. If you clear the checkbox to size the video to the aspect ratio of the region, the video may distort.</p> <p>Use the scale slider to size the video clip to fit your region while maintaining the video clip aspect ratio. You can also click on the Best Fit button to size the video clip to the best fit possible.</p>

Scale Slider	Scales the display size of the video clip. You can size the video clip to fit your region while maintaining the video clip aspect ratio. The editor's Preview window matches the region size, so as you scale the clip, the preview shows how much of the region is filled. The scaling is anchored to the top-left corner of the region. Click and drag the video in the editor's Preview window to reposition the clip in the region. Click on the Best Fit button to size the video clip to the best fit possible.
Best Fit Button	Located to the right of the Scale slider. Scales and positions the video clip to fill the region. If the Maintain Aspect Ratio checkbox is selected, the video clip fills the region to maximum size while maintaining the video clip's aspect ratio, so the video might not fill the width or height completely. If the Maintain Aspect Ratio checkbox is not selected, the video clip is stretched or compressed to fill the dimensions of the entire region.
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Next, switch to the Formatting tab to format the text.

Format Content on Overlay Tab

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

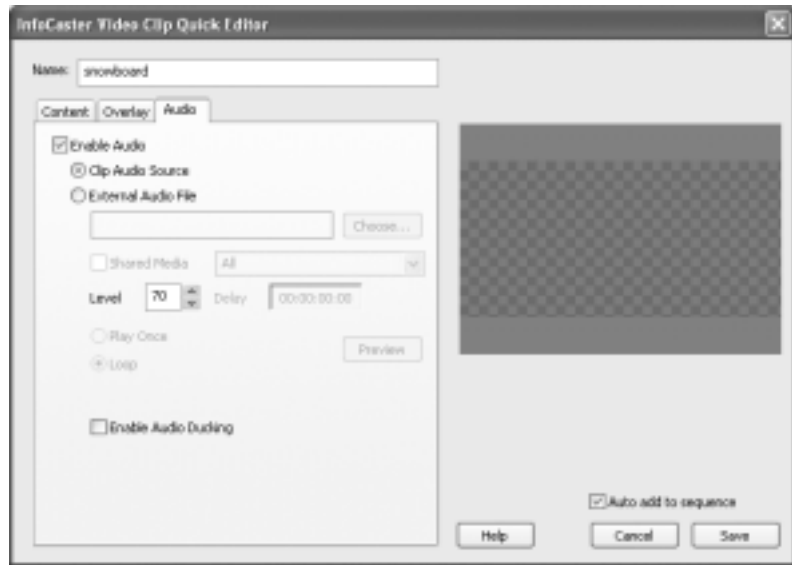


- 1 Check the Display Graphic Overlay checkbox to enable the overlay options.
- 2 Click the Choose button and open your graphic file as prompted. When the graphic first loads, the image displays in the editor's Preview window at 100% of its original size.
- 3 Check the Scale checkbox to enable the scale 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 distort if you clear the checkbox.
 - 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.

Next, switch to the Audio tab. Save your work in the editor.

Add Audio on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.



To add audio to your region item:

- 1 On the Audio tab, check the Enable Audio checkbox to enable the audio options.
- 2 Choose the audio source from the following options:
 - Select Clip Audio Source to play the video clip's audio file. This option is selected by default when audio is enabled.
 - Select External Audio file to attach an audio file to the video clip. If you attach an external audio file, the video clip's audio file does not play. When you select this option, the rest of the audio options become available.
Click the Choose button, then select the an audio file as prompted.

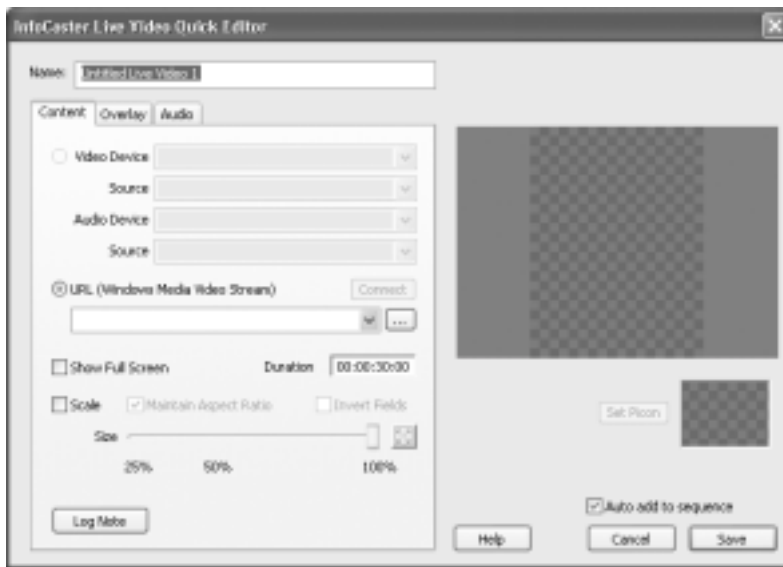
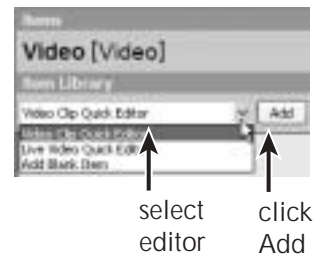
The rest of the options on the InfoCaster Video Clip Quick Editor's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for details.

Next, set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

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.



Workflow

To add content to the selected region using the Live Video Quick Editor, the basic workflow is:

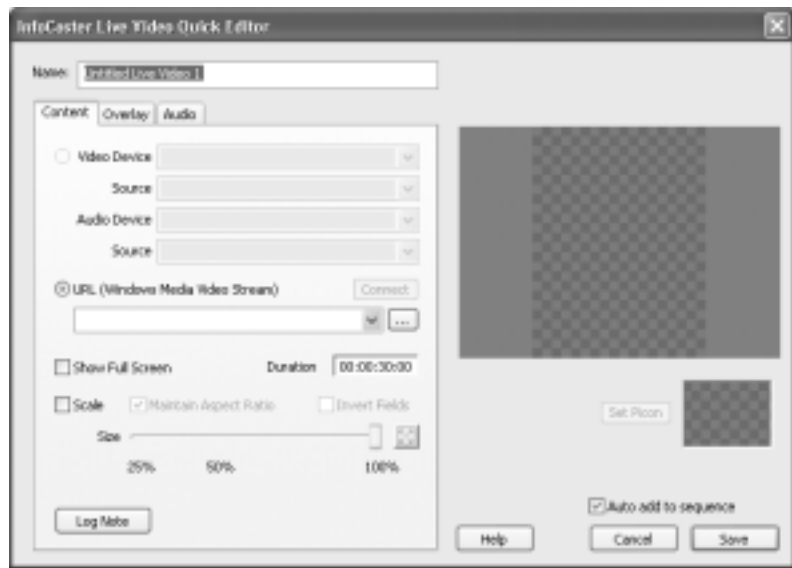
- 1 Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
- 2 Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56 for details.
- 3 Add content on the Content tab. See “Add Content on Content Tab” on page 181.
- 4 Apply graphics to overlay the video on the Overlay tab. See “Format Content on Overlay Tab” on page 184.
- 5 Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 185.
- 6 Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using

options on the editor's main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48. To add more region items to this region, see "Add More Items" on page 63. To add items to other regions, see "Add Region Items Overview" on page 52. To schedule the playback sequence(s) for your regions and your pages, see "5. Schedule Playback Sequences" on page 201. To output the infocast, see "6. Output" on page 233.

Add Content on Content Tab

- 1 Select one of the two following sources of your live video, Video Device or URL, as follows:



- Video Device: To display video from a video device connected to your system:
 - a Select the Video Device radio button.
 - b 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.
 - c Select a source from the Source (video device) list. The list displays the sources available within the selected video device.
 - d Select a hardware 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.

- e Select a source from the Source (audio device) list. The list displays the sources available within the selected audio device.
 - URL: To display video from an .asx or .asf media file streaming over the internet:
 - a Select the URL (Windows Media Video Stream) radio button.
 - b Enter the URL or file path for the .asx or .asf media file or click the browse button next to this field to browse for the file. You can have an .asx file locally which manages the connection to .asf media files.
 - c Click the Connect button to start streaming the .asx or .asf media file selected in the URL field.
- 2 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.
 - 3 Enter a duration for the live video display in the Duration field. Time is measured in HH:MM:SS:FF (hours:minutes:seconds: frames).
 - 4 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.
 - 5 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.
 - 6 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.
 - 7 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.
 - 8 Use the remaining options on the Content tab as needed.

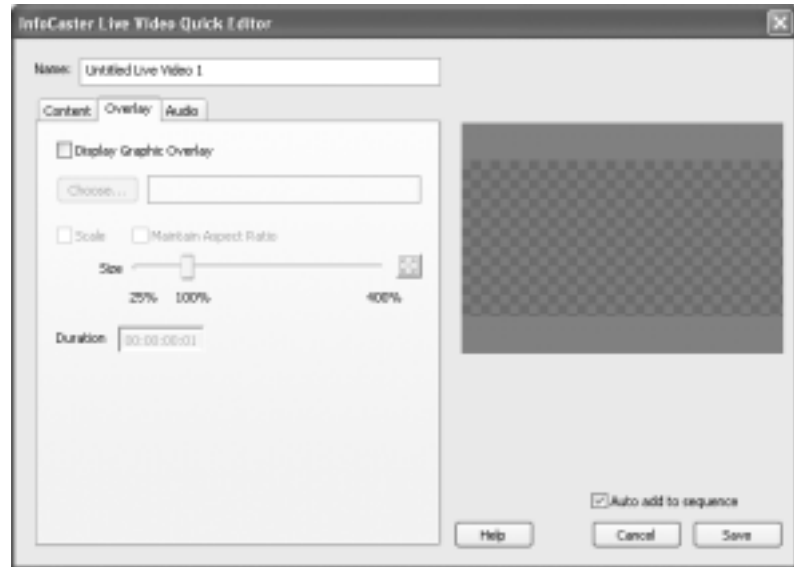
Video Device radio button	Displays video from a video device connected to your system.
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Video Device list	Displays all available hardware devices capable of delivering video. The video device must be installed on the same computer that is running InfoCaster.
(Video Device) Source list	Displays the sources available within the selected video device.
Audio Device list	Displays all available hardware devices capable of delivering audio. The audio device must be installed on the same computer that is running InfoCaster.
(Audio Device) Source list	Displays the sources available within the selected audio device.
URL radio button	Displays video from an .asx or .asf media file streaming over the internet.
Connect button	Starts streaming the .asx or .asf media file selected in the URL field.
URL file list	Goes to the URL or file path that you enter for the .asx or .asf media file. You can have an .asx file locally which manages the connection to .asf media files.
(...) button	Opens the Open dialog box to select a URL file.
Duration field	Sets the duration for the live video display. Time is measured in HH:MM:SS:FF (hours:minutes:seconds: frames).
Invert Fields checkbox	Reverses the field order of the incoming live video.
Scale checkbox	Enables the scale options. Use the scale options to set the video display in the region item.
Maintain Aspect Ratio checkbox	Displays 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.
Scale Slide	Resizes the video display in your region.
Best Fit (4-way arrow) button	Scales 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.
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Format Content on Overlay Tab

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.

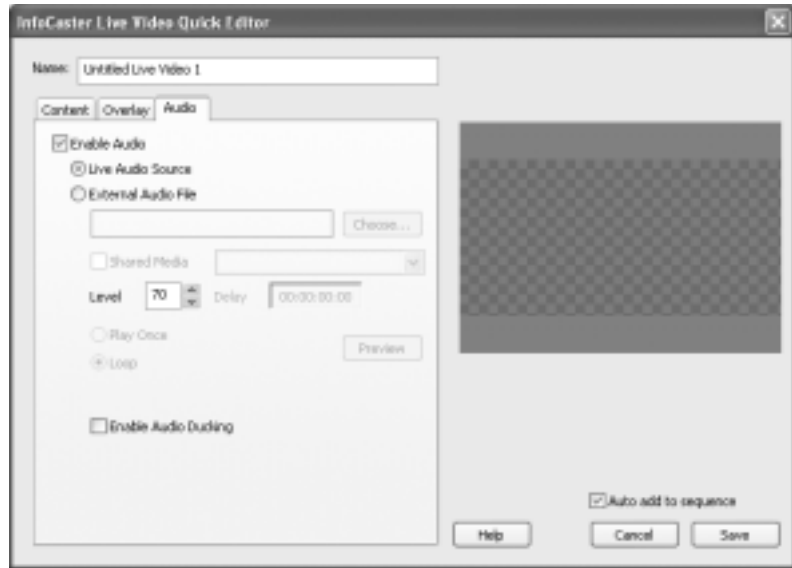


- 2 Click the Choose button, then open your graphic file as prompted.
- 3 Check the Scale checkbox to enable the scale options. Use the following scale options to set the display options for your graphic.
 - Check the Maintain Aspect Ratio checkbox to display the graphic at the aspect ratio stored in 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 on Audio Tab

The audio options allow you to attach an audio file to the region item. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.



To add audio to your region item:

- 1 On the Audio tab, check the Enable Audio checkbox to enable the audio options.
- 2 Choose the audio source from the following options:
 - Select Live Audio Source to use the input from the audio device that is selected on the Content tab. When audio is enabled, this option is selected by default.
 - Select External Audio file to attach an audio file to the live video input. If you attach an external audio file, the audio device selected on the Content tab is not used. When you select this option, the rest of the audio options become available. Click the Choose button, then open an audio file as prompted.

The rest of the options on the InfoCaster Live Video Quick Editor's Audio tab are identical to the options on the Still Region's Title Quick Editor Audio tab. Refer to "Add Audio on Audio Tab" on page 97 for details.

Next, set up your playback sequence, as explained in "Schedule Playback Overview" on page 202.

Add Analog Clocks

Analog Clock Items Overview

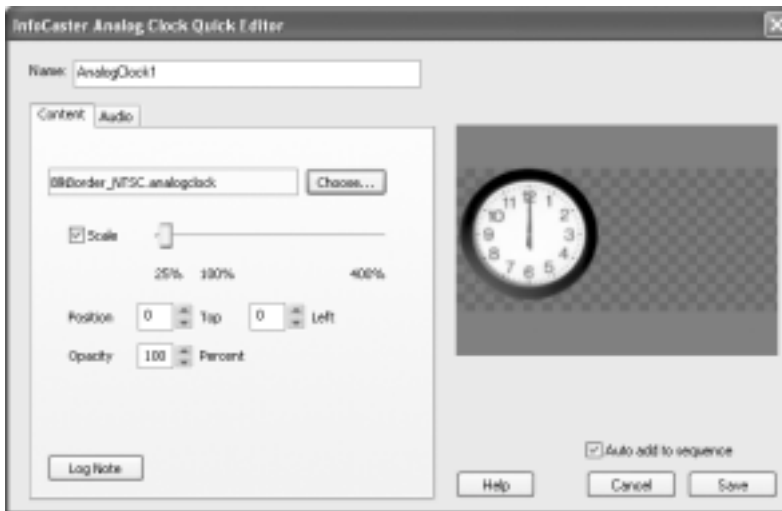
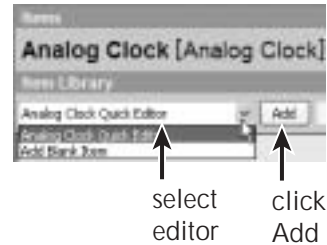
Add an analog clock to your analog clock region item using the content editor in the Items window.

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 190.



- Add Blank Item

To make the region transparent during playback, add a blank item to the sequence. See “About Blank Items” on page 56.

InfoCaster also provides an analog clock building utility, AClkBuilder.exe, with which you can create your own analog clocks. See “Create Analog Clocks” on page 192.

Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content on the content tab. See “Add & Format Content” on page 190.
 - d Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 191.
 - e Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using options on the main window. See “Save, Preview, Add to Sequence” on page 99.

To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

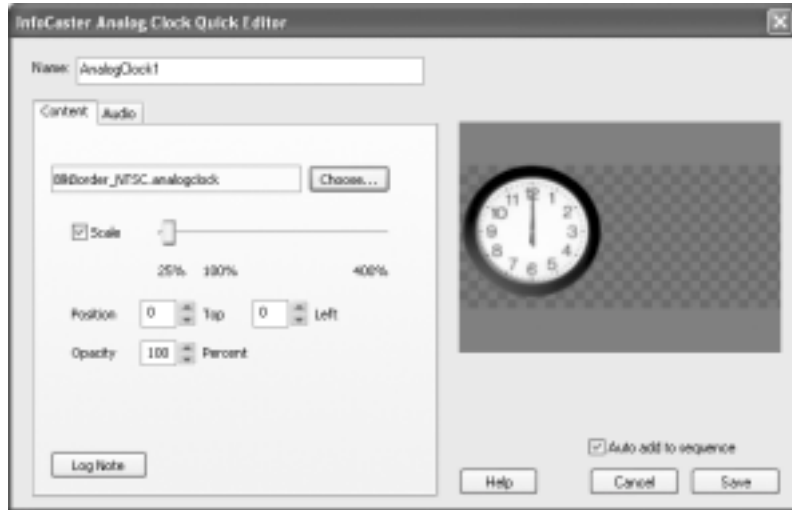
- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

Analog Clock Quick Editor

Import the clock and format it on the Content tab. Adjust the audio settings on the Audio tab. The time displayed by the clock is the local time provided by your computer clock.

Add & Format Content

- 1 Click on the Choose button, then select the clock file from the dialog box as prompted. InfoCaster provides a selection of analog clock files that you can use.

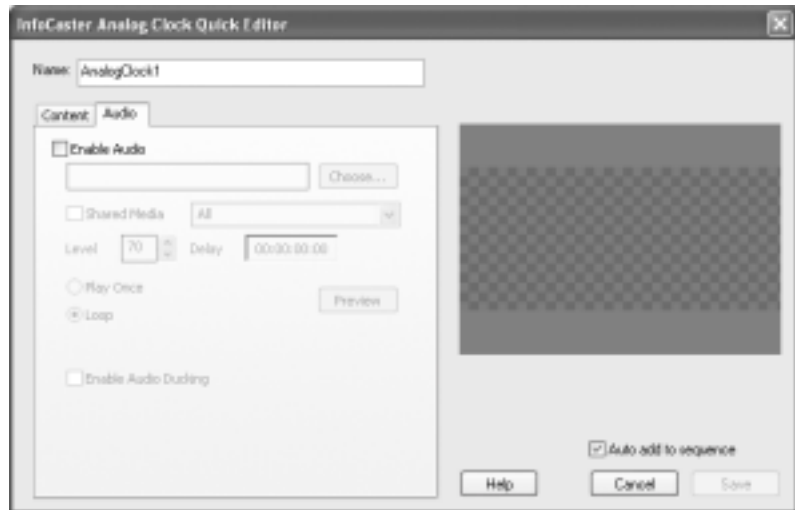


- 2 Adjust the clock display options as needed.

Scale checkbox	Enables and disables the scale option.
Scale slide bar	Scales the display size of the clock. The editor's Preview window matches the region size, so as you scale the clock, the preview shows how much of the region is filled. The scaling is anchored in the top-left corner of the region.
Position: Top field	Repositions the clock the displayed number of pixels away from the top of the region.
Position: Left field	Repositions the clock the displayed number of pixels away from the left edge of the region.
Opacity field	Changes clock's transparency level, where 0% represents complete transparency
Log Note button	Opens a dialog box in which you can add comments that are displayed in the log file every time the item plays.

Add Audio on Audio Tab

Attach an audio file to the region item. Refer to “Add Audio on Audio Tab” on page 97 for instructions.



Next, save your work in the editor. See “Save, Preview, Add to Sequence” on page 99. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

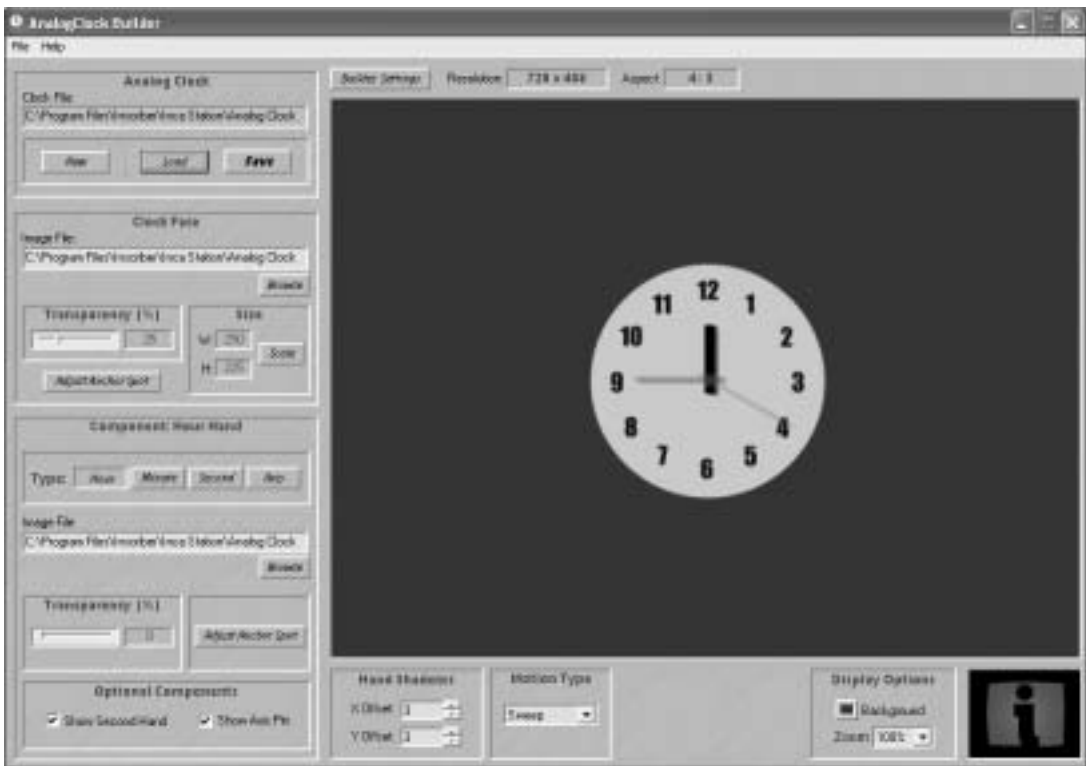
Create Analog Clocks

When you create an analog clock item in a layout, InfoCaster provides a selection of analog clock files that you can use as content. InfoCaster also provides an analog clock building utility, ACkBuilder.exe, with which you can create your own analog clocks.

Open Analog Clock Builder

To open the Analog Clock Builder, select Start → Program Files → Inscrber → InfoCaster → Utilities → Analog Clock Builder.

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



Add Audio Items

Audio Items Overview

Add audio to an Audio region on your page layout to play audio independent of other content. To add audio that plays when a region item plays, go to the Audio tab on the region item's content editor.

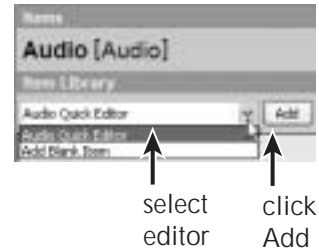
There is 1 audio region content editor. This chapter contains instructions on how to use it.

- **Audio Quick Editor**

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).

- **Add Blank Item**

To make the region blank during playback, add a blank item to the sequence. See "About Blank Items" on page 56.



Workflow

- 1 Open an infocast. See "1. Open an Infocast" on page 17.
- 2 Add pages to the infocast. See "2. Add Pages to Infocast" on page 25.
- 3 Add regions to the page. See "3. Add Regions to Page" on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See "Open Region in Items Window" on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See "Open a Content Editor" on page 56.
 - c Add audio content in the Audio Quick Editor. See "Add Content" on page 195.
 - d Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor's Preview window, and automatically add the item to the Sequence list, using options on the main window. See "Save, Preview, Add to Sequence" on page 99.

To preview a still image of your region items in a page layout, see "Preview Regions (Page Layout)" on page 48.

To add more region items to this region, see "Add More Items" on page 63.

To add items to other regions, see "Add Region Items Overview" on page 52.

- 5 Schedule the playback sequence(s) for your regions and your pages. See "5. Schedule Playback Sequences" on page 201.
- 6 Output the infocast. See "6. Output" on page 233.

Audio Quick Editor

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).

Add Content

- 1 Click the Choose button, then open an audio file as prompted.
- 2 To put the audio file in a central location so that all the region items use the same file instead of referring to copies of the same 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 248.
- 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.



Format Content

- 1 Format the audio file using any of these options:
 - To adjust the volume, use the Level option. Audio levels range from zero to 100. Zero mutes the audio. 1 is the lowest audible level.
 - To delay the audio playback from the start of the region item, enter the delay value in hours:minutes:seconds in the Delay field.
 - To repeat the audio file, select the Loop radio button. To play the audio file only once, select the Play Once radio button.
 - To set all other audio to duck (quiet) while the current audio file is playing, check the Enable Audio Ducking checkbox. To change the default audio ducking level, see “Audio Ducking Level” on page 249.
- 2 Use the remaining options as needed.

Enable Audio checkbox	Enables the audio options and enables audio for the region item. Audio options are not available if the Enable checkbox is not selected.
Audio file field	Displays the name of the audio file.
Choose button	Opens a dialog box in which you select an audio file. The name of the audio file appears in the audio file field.
Shared Media checkbox	Enables the shared media option to put the animation file in a central location for shared referencing. Then, select the shared media location from the drop-down list.
Shared Media Sub-Folder drop-down list	Becomes available when you check the Shared Media checkbox. Select 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. See “Store Shared Media Files In” on page 248. • 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.
Level field	Sets the volume of the audio clip. Audio levels range from zero to 100. Zero mutes the audio completely. 1 is the lowest audible level.
Delay field	Delays the audio by the set time, measured in hours:minutes:seconds.
Play Once radio button	Sets the audio file to play once. If you select this radio button, the audio file plays once and does not repeat.
Loop radio button	Sets the audio file to repeat during output when the region item is playing. The audio plays whenever the region item plays in the sequence. Once the region item stops playing, the sound stops.
Preview button	Plays a preview of the audio file.
Enable Audio Ducking checkbox	Sets all other audio to go quiet when the current item's audio is playing. See “Audio Ducking Level” on page 249.

Next, save your work in the editor. See “Save, Preview, Add to Sequence” on page 99. Set up your playback sequence, as explained in “Schedule Playback Overview” on page 202.

Add Temperature

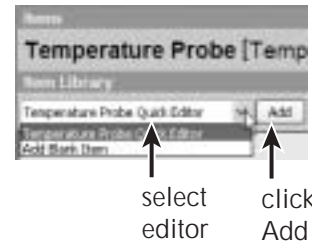
Temperature Items Overview

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 56.



Workflow

- 1 Open an infocast. See “1. Open an Infocast” on page 17.
- 2 Add pages to the infocast. See “2. Add Pages to Infocast” on page 25.
- 3 Add regions to the page. See “3. Add Regions to Page” on page 33.
- 4 Add content (region items) to each region.
 - a Select the region you want to add content to, then switch to the Items window. See “Open Region in Items Window” on page 54.
 - b Select the editor from the Editor list in the Items window, then click on the Add button to open it. See “Open a Content Editor” on page 56.
 - c Add content on the Content tab. See “Add Content on Content Tab” on page 199.
 - d Format the content on the Formatting tab. See “Format on Formatting Tab” on page 200.
 - e Add audio on the Audio tab. See “Add Audio on Audio Tab” on page 200.
 - f Save your work in the editor. You can also enter a name for the region item in the Name field, preview your content in the editor’s Preview window, and automatically add the item to the Sequence list, using options on the main window. See “Save, Preview, Add to Sequence” on page 99. To preview a still image of your region items in a page layout, see “Preview Regions (Page Layout)” on page 48.

To add more region items to this region, see “Add More Items” on page 63.

To add items to other regions, see “Add Region Items Overview” on page 52.

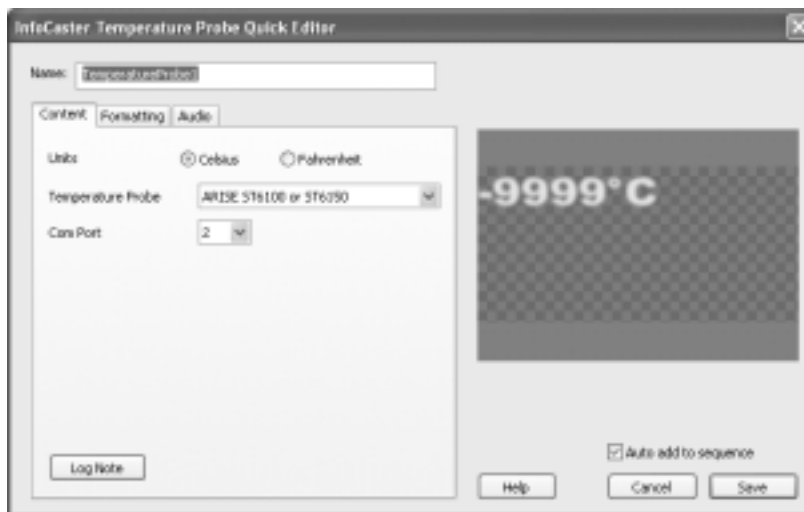
- 5 Schedule the playback sequence(s) for your regions and your pages. See “5. Schedule Playback Sequences” on page 201.
- 6 Output the infocast. See “6. Output” on page 233.

Temperature Quick Editor

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

Add Content on Content Tab

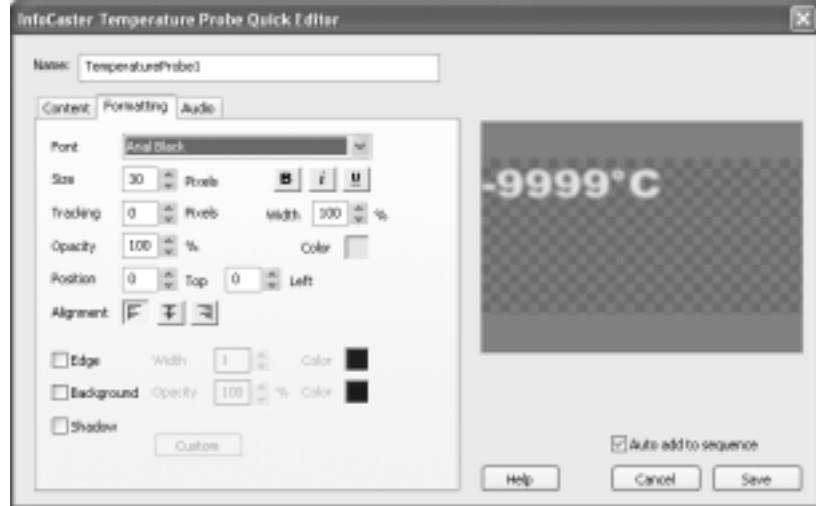
- 1 All the temperature probes that are connected to your system are displayed in the Temperature Probe drop-down list. Select the probe you want to use.



- 2 Select the communication port that the temperature probe is connected to in the ComPort list.
- 3 Click on either the Celsius or Fahrenheit radio button to select your unit of measure.

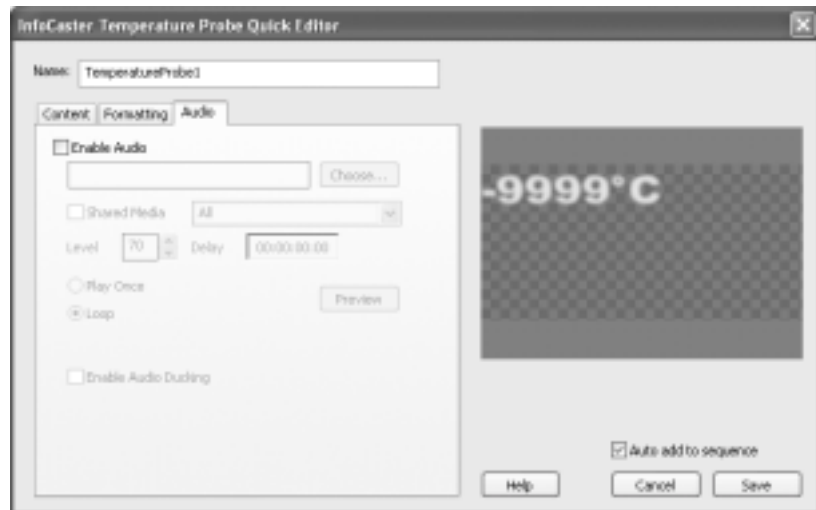
Format on Formatting Tab

The options on this editor are similar to those on the Title Quick Editor. Refer to “Title Quick Editor” on page 71 for details.



Add Audio on Audio Tab

The options on this Audio tab are identical to the options on the Still Region’s Title Quick Editor Audio tab. Refer to “Add Audio on Audio Tab” on page 97 for instructions on how to add audio to your region item.



Next, schedule playback and output your infocast.

5. Schedule Playback Sequences

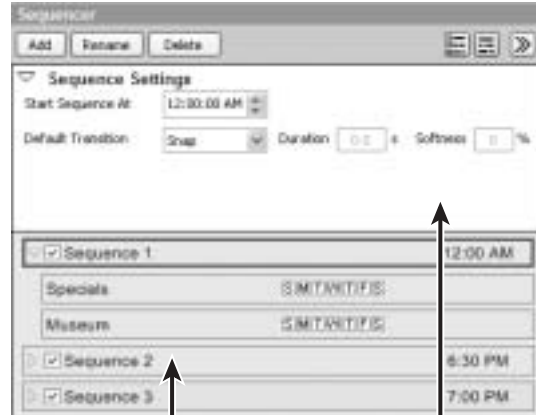
Schedule Playback Overview

Before you output your infocast, schedule the playback sequence(s) of both your infocast pages and your region items, or accept the default settings. You schedule playback sequences in the Sequencer on the respective Pages window and Items window.

Start by scheduling playback sequences for your infocast pages in the Pages window. By default, a sequence is created and the first page of your infocast is added to the sequence. Add as many pages to a sequence as you want. You do not need to include all the pages in the sequence list. You can add the same page to the sequence list more than once. You can create multiple sequences. See “1. Add Sequence” on page 208 and “2. Add Page to Sequence” on page 209.

Then, adjust the Sequence Settings for the selected sequence and for the selected pages in a sequence, or use the default settings.

Sequence settings apply to every page in that sequence. When you select a page in the sequence list, the Sequence Settings panel changes to the Pages Settings panel. Page settings bypass sequence settings. See “3. Adjust Sequence Settings” on page 210 and “4. Adjust Page Settings” on page 211. If you cannot see the sequence settings panel, see “Display Panel, Options, List” on page 207.



select a sequence and adjust Sequence Settings

Sequence



select a page and adjust Page Settings

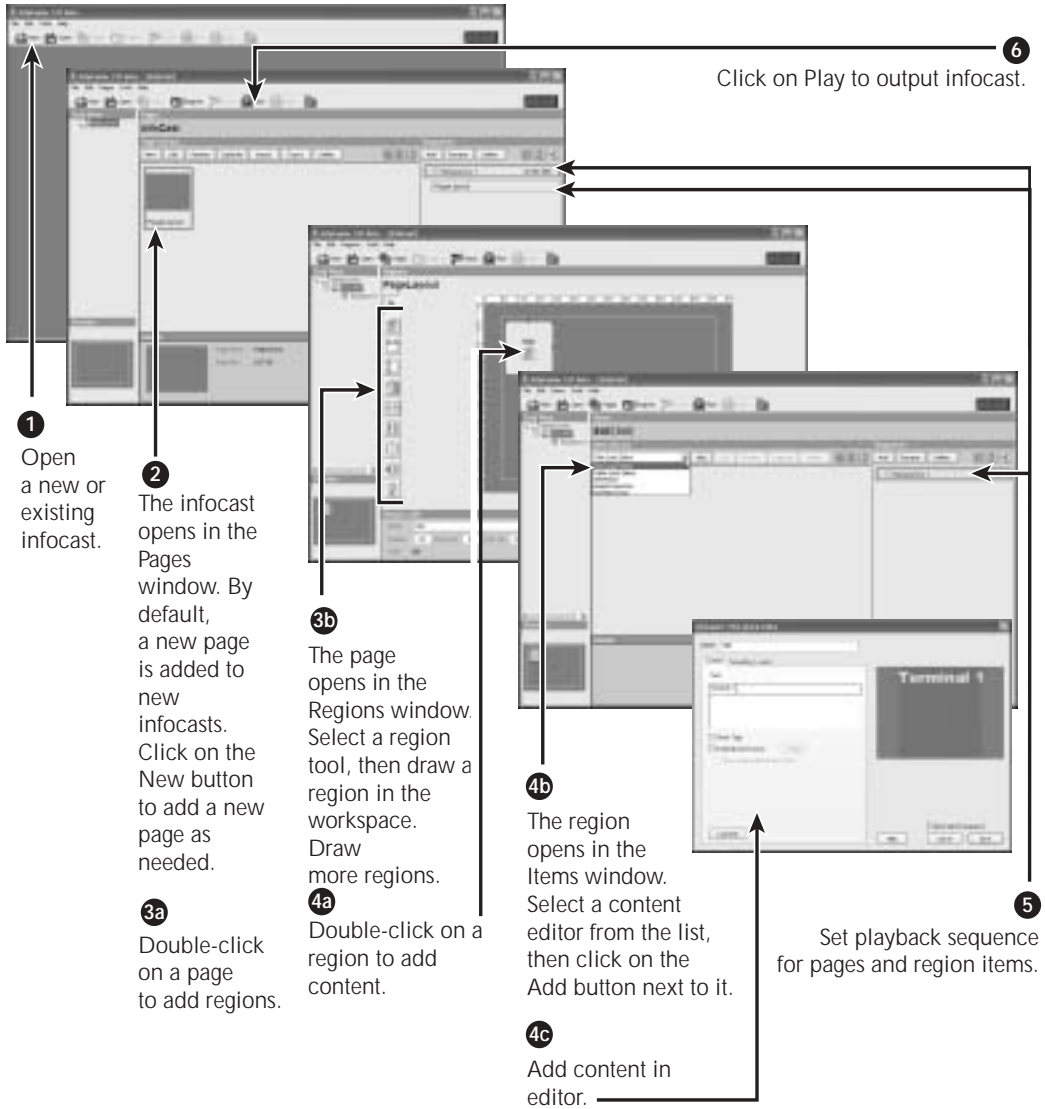
You can set the playback of certain events, such as a region item, a region item sequence, a time, or a GPI trigger to trigger other events, such as play item, play item sequence, play page, output in pop-back region, or output GPO to action. See “Set Triggers” on page 226 for details.

In a similar way, schedule the playback sequences for your region items in the Items window. Then, adjust the Sequence Settings and Item Settings. See “Schedule Region Items” on page 213.

When you start playback, the pages and the items in each region play in the selected order, for the set duration, using the set transition and other options. See “6. Output” on page 233. The following illustration displays the basic workflow

when creating an infocast.

1)Open Infocast. 2)Add page. 3)Add regions. 4)Add items. 5)Sequence. 6)Output.



Schedule Infocast Pages

Schedule the playback sequence of the pages in your infocast using the options in the Sequencer on the Pages window.

By default, a sequence is created and the first page of your infocast is added to the sequence.

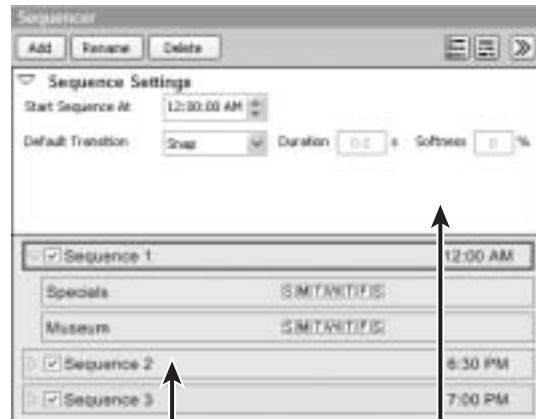
Add as many pages to a sequence as you want. You do not need to include all the pages in the sequence list. You can add the same page to the sequence list more than once.

You can create as many sequences as you need.

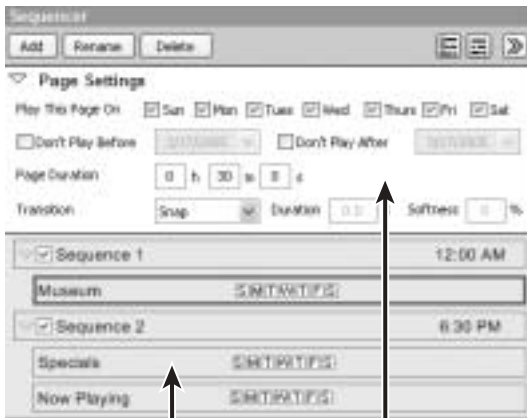
See “1. Add Sequence” on page 208 and “2. Add Page to Sequence” on page 209.

Then, adjust the Sequence Settings for the selected sequence and for individual pages in a sequence, or use the default settings. Sequence settings apply to every page in that sequence. When you select a page in the sequence list, the Sequence Settings panel changes to the Pages Settings panel. Page settings bypass sequence settings. See “3. Adjust Sequence Settings” on page 210 and “4. Adjust Page Settings” on page 211. If you cannot see the sequence settings panel, see “Display Panel, Options, List” on page 207.

Sequence



select a sequence and adjust Sequence Settings



select a page and adjust Page Settings

You can set the playback of certain events, such as a region item, a region item sequence, a time, or a GPI trigger to trigger other events, such as play item, play item sequence, play page, output in pop-back region, or output GPO to action. See “Set Triggers” on page 226 for details.

When you start playback, the pages and the items in each region play in the selected order, for the set duration, using the set transition and other options. See “6. Output” on page 233.

Workflow

- 1 Add a sequence to the sequence list in the Pages window.

By default, for pages, a sequence is created for you. To add another sequence, click on the Add button in the Sequencer. See “1. Add Sequence” on page 208. Start another sequence and add pages to it when you want different sequence settings, such as a start time or transition type, to apply to certain pages. You can create as many sequences as you need. You may need to start another sequence to use a page or sequence in a trigger. See “Set Triggers” on page 226 for details.

To switch to the Pages window, click on the Pages button on the main toolbar at the top of the screen. See “Switch to Pages Window” on page 28.
- 2 Add a page(s) to the sequence.

By default, the first page of your infocast is automatically added to the sequence. Add as many pages to a sequence as you want. You do not need to include all the pages in the sequence list. You can add the same page to the sequence list more than once. To add more pages, drag a page from Page Library to a sequence. See “2. Add Page to Sequence” on page 209.
- 3 Schedule the Sequence Settings.

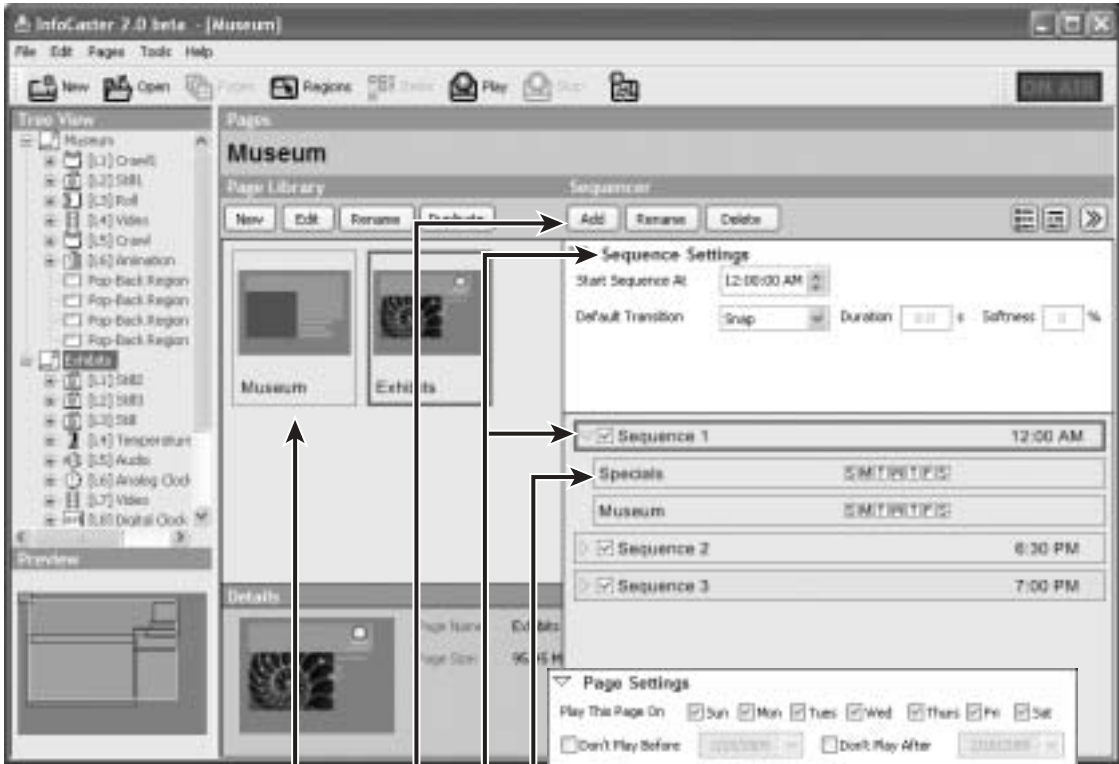
Select a sequence in the sequence list, then use the options on the Sequence Settings panel above it to schedule the playback for all the pages in that sequence. See “3. Adjust Sequence Settings” on page 210.

If you cannot see the Settings panel, see “Display Panel, Options, List” on page 207.
- 4 Schedule Page Settings as needed.

Select a page in a sequence. The Sequence Settings panel changes to the Page Settings panel. Set playback options on the Pages Settings panel. Page settings bypass sequence settings. See “4. Adjust Page Settings” on page 211.
- 5 Apply a trigger as needed.

You can set the playback of certain events to trigger other events in InfoCaster. See “Set Triggers” on page 226.

To set the playback sequences of region items, see “Schedule Region Items” on page 213. To send your content to air, see “6. Output” on page 233.



2 Add (drag) page to sequence.

4 Select page. Sequence Settings become Page Settings. Adjust Page Settings.

3 Select sequence, then adjust Sequence Settings.

1 Add sequence.

Set an Offline Graphic

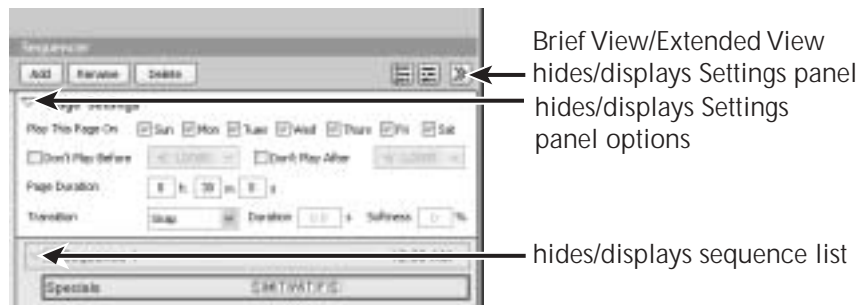
To display an image on your output device whenever a page is switched during playback, select **Edit—Preferences**. Use the **Choose** button beside the **Offline Graphic** field on the **General** tab to select a graphic file. See “**Offline Graphic**” on page 247 for details.

Display Panel, Options, List

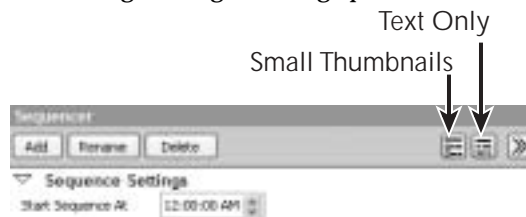
You can change how much information is displayed in the Sequencer on the **Pages** window to make more room to see your pages or your sequence list.

- 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 region items, click on the **Brief View** button.



- To display or hide the **Settings** options, click on the triangle in front of the **Sequence Settings** title.
- To display or hide the sequence list, click on the triangle in front of the **Sequence** heading.
- To change the way pages are displayed in the sequence list, click on the **Text Only** button or on the **Small Thumbnails** buttons located above the **Sequence Settings** or **Pages Settings** panel.



1. Add Sequence

Sequence Added by Default

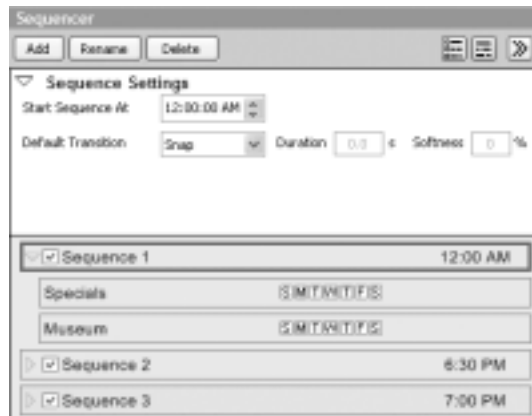
By default, a sequence (Sequence 1) is automatically added to the sequence list and the first page layout in your infocast project is set up for output. New pages that you create or import are not automatically included in the page sequence for output.



Add Another Sequence

When you want to apply different sequence options, such as a different playback time, to your page(s), add another sequence to your infocast, then drag a page there.

To add another sequence, click the Add button above the Sequence Settings panel.



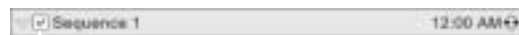
You can create as many sequences as you want for each region.

The Sequence Settings are applied to every page in that 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 play during output

To skip only one page during output, place the page in its own sequence, then clear the sequence checkbox. You can do this when setting triggers, for example. See "Set Triggers" on page 226 for details.

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.

2. Add Page to Sequence

You can add as many pages to the sequence list as you need. You don't need to include all your pages in the sequencer. You can add the same page to the sequence more than once.

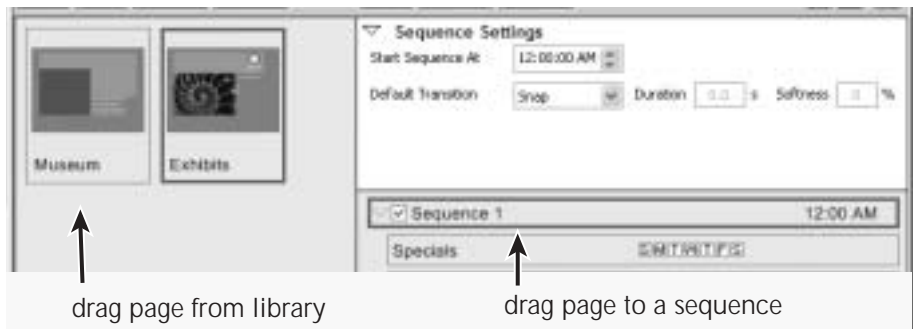
Pages that are in the sequence are colored green in the Page Library. Pages that are not in the sequence are blue.

Page Added by Default

The default page that InfoCaster creates when you start an infocast is automatically added to the sequence list and the default settings are applied. New pages that you create or import are not automatically included in the page sequence for output.

Add Another Page to Sequence

To add a page to the sequence, drag the page from the Page Library to the sequence list under the sequence heading that you want.



3. Adjust Sequence Settings

Change Order of Pages in the Sequence

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

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.

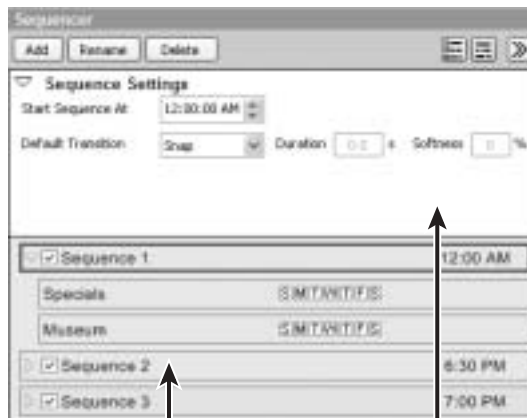
The page remains available in the Page Library, so you can add it to the sequence at a later time.

Set the playback schedule for each sequence in an infocast or accept the default settings. You can change the start time and the transition settings.

Sequence settings in the Pages sequencer apply to every page in that sequence. You can bypass sequence settings for individual pages in the sequence by applying page settings to the page. Page setting options become available when you click on a page in the sequence list. See “4. Adjust Page Settings” on page 211.

To adjust Sequence settings for the playback of infocast pages:

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



select a sequence and
adjust Sequence Settings

- 2 In the Sequence Settings panel, adjust the following playback setting for the selected sequence.

Start Sequence At field	Sets the playback start time for the sequence. When you start playback, the page that is set for output at the current time plays for the set duration. Then, the next page in the sequence list plays, and so on.
Default Transition list	Applies the selected transition to every page in the selected sequence. For example, if you select a dissolve transition, every page in the sequence dissolves when it comes on-screen. To apply a different transition to some pages in a sequence, see “4. Adjust Page Settings” on page 211.
Default Transition Duration field	Sets the length of time it takes for the transition to complete.
Default Transition Softness field	Sets how soft or hard the edges of the transition appear. Increase the number to increase the softness.

Skip or Play Sequence During Playback

To skip a page sequence during playback, clear the checkbox on the sequence heading. See “Skip or Play Sequence During Playback” on page 208 for details.

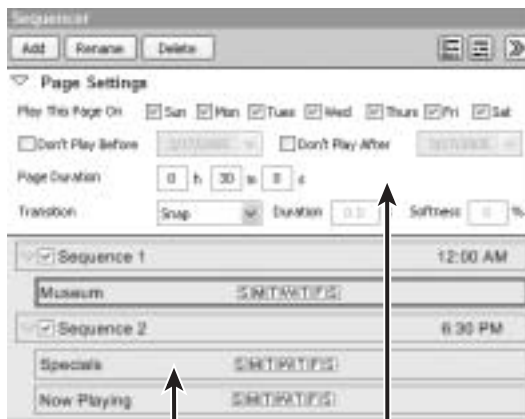
4. Adjust Page Settings

Every page in a sequence receives the same Sequence Settings until you change the Page Settings options for a page in the sequence. Page settings bypass sequence settings.

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. For example, you have an elaborate sequence and you want to play page layout #2 for a set duration every day except Sunday.

To adjust page settings:

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



select a page and
adjust Page Settings

- 2 Adjust the playback setting for the selected page in the Pages Settings panel. Refer to the following table for details.

Play This Item On (days of week) check boxes	Plays the page only on the days of the week that are selected. Clear the days of the week that you do not want the page to play. The days that the page is set to play appear beside the page bar in the sequence list. You can also click on these buttons on the page bar in the sequence list to quickly adjust the days for playback.
Don't Play Before checkbox & field	Sets the page to NOT play before a certain date. Enter the date in the field.
Don't Play After checkbox & field	Set the page to NOT play after a certain date. Enter the date in the field.
Page Duration h m s fields	Changes the page duration from the sequence default duration.
Transition list	Applies the selected transition to that page. Page transitions bypass Sequence Setting transitions.
(Transition) Duration field	Sets the length of time it takes for the transition to complete.
(Transition) Softness field	Sets how soft or hard 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.

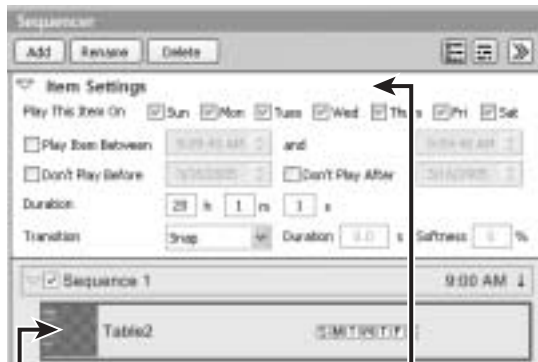
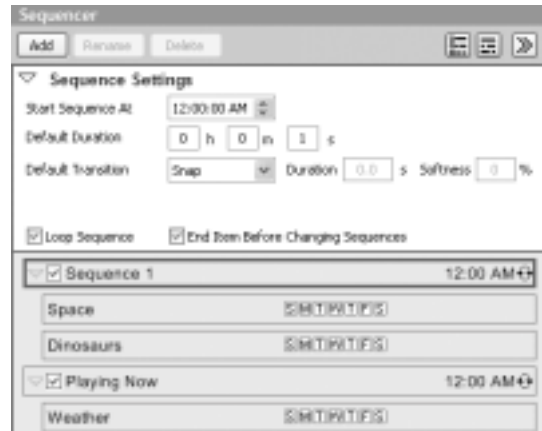
If you had selected the Auto Add To Sequence checkbox in the region item editor, all your region items are added to the sequence by default. See “Save, Preview, Add to Sequence” on page 99 for details on this option.

Add as many region items to a sequence as you want. You do not need to include all the items in the sequence list. You can add the same item to the sequence list more than once.

You can create as many sequences as you need.

See “1. Add Sequence” on page 216 and “2. Add Items to Sequence” on page 217.

Then, adjust the Sequence Settings for the selected sequence and for individual items in a sequence, or use the default settings. Sequence settings apply to every page in that sequence. When you select an item in the sequence list, the Sequence Settings panel changes to the Items Settings panel. Item settings bypass sequence settings. See “3. Adjust Sequence Settings” on page 219 and “4. Adjust Item Settings” on page 222. If you cannot see the sequence settings panel, see “Display Panel, Options, List” on page 207.



select item and adjust Item Settings

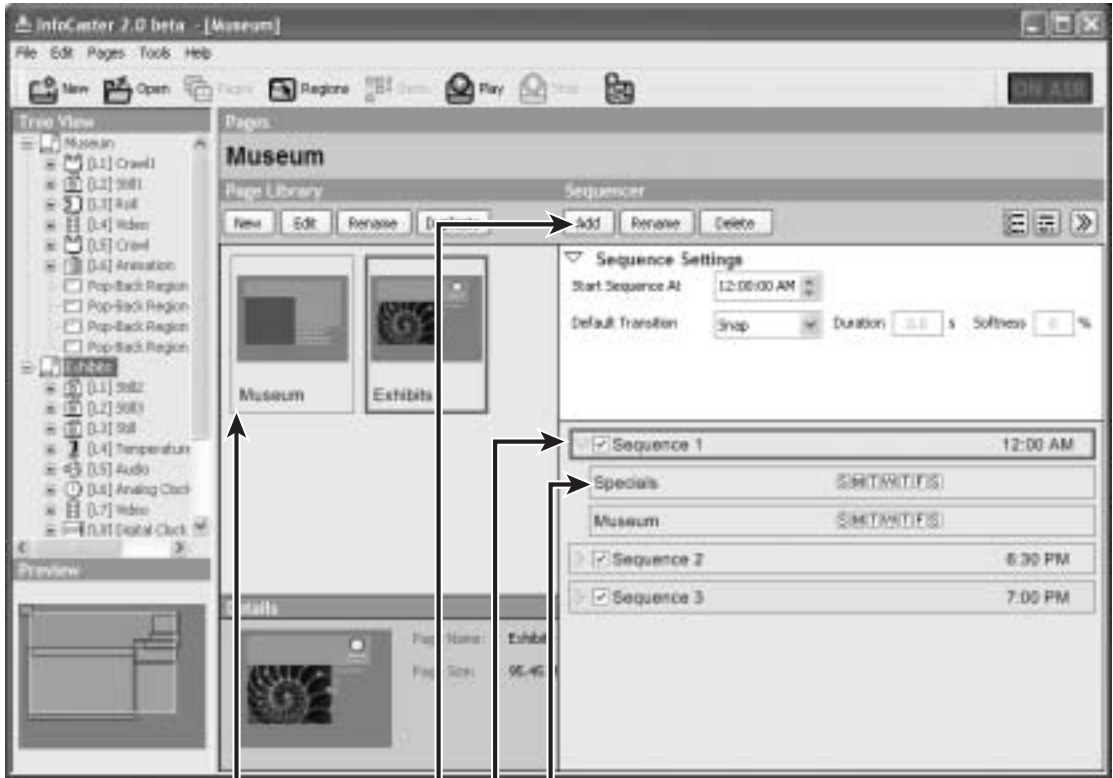
You can set the playback of certain events, such as a region item, a region item sequence, a time, or a GPI trigger to trigger other events, such as play item, play item sequence, play page, output in pop-back region, or output GPO to action. See “Set Triggers” on page 226 for details.

When you start playback, the pages and the items in each region play in the selected order, for the set duration, using the set transition and other options. See “6. Output” on page 233.

Workflow

- 1 Add a sequence to the sequence list in the Items window.
Click on the Add button in the Sequencer. See “1. Add Sequence” on page 216.
To switch to the Items window, click on the Items button on the main toolbar at the top of the screen. See “Switch to Items Window” on page 55.
- 2 Add items to the sequence.
Drag an item from Item Library to a sequence. See “2. Add Items to Sequence” on page 217.
- 3 Schedule the Sequence Settings.
Select a sequence in the sequence list, then use the options on the Sequence Settings panel above it to schedule the playback for all the items in that sequence. See “3. Adjust Sequence Settings” on page 219.
- 4 Schedule Item Settings as needed.
Select an item in a sequence. The Sequence Settings panel changes to the Item Settings panel. Set playback options on the Item Settings panel. Item settings bypass sequence settings. See “4. Adjust Item Settings” on page 222.
- 5 Apply a trigger as needed.
You can set the playback of certain events to trigger other events in InfoCaster. See “Set Triggers” on page 226.

To set the playback sequences of the page, see “Schedule Infocast Pages” on page 204. To send your content to air, see “6. Output” on page 233.



2 add (drag) item to sequence

1 add sequence

3 select sequence, then adjust Sequence Settings

4 select item, then adjust Items Settings

Display Panel, Options, and List

You can change how much information is displayed in the Sequencer on the to make more room for your Library or your sequence list. See “Display Panel, Options, List” on page 207 for details.

1. Add Sequence

Sequence Added by Default

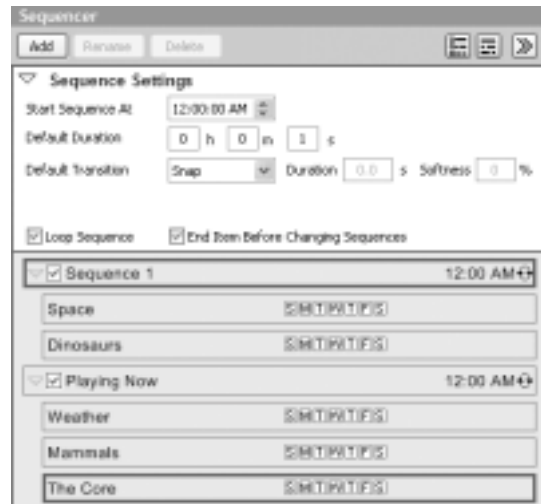
By default, a sequence (Sequence 1) is automatically added to the sequence list.



Add Another Sequence

To apply different sequence options, such as a different playback time or transition, to your region item(s), to your region item(s), or to organize items in your region, create another sequence in your region in the Items window.

To add another sequence, click the Add button above the Sequence Settings panel.



You can create as many sequences as you need for each region.

Sequence

Skip or Set 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 play during 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.

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

2. Add Items to Sequence

You can add as many items to the sequence as you need. You don't need to include all your items in the sequencer. You can add the same item to the sequence more than once.

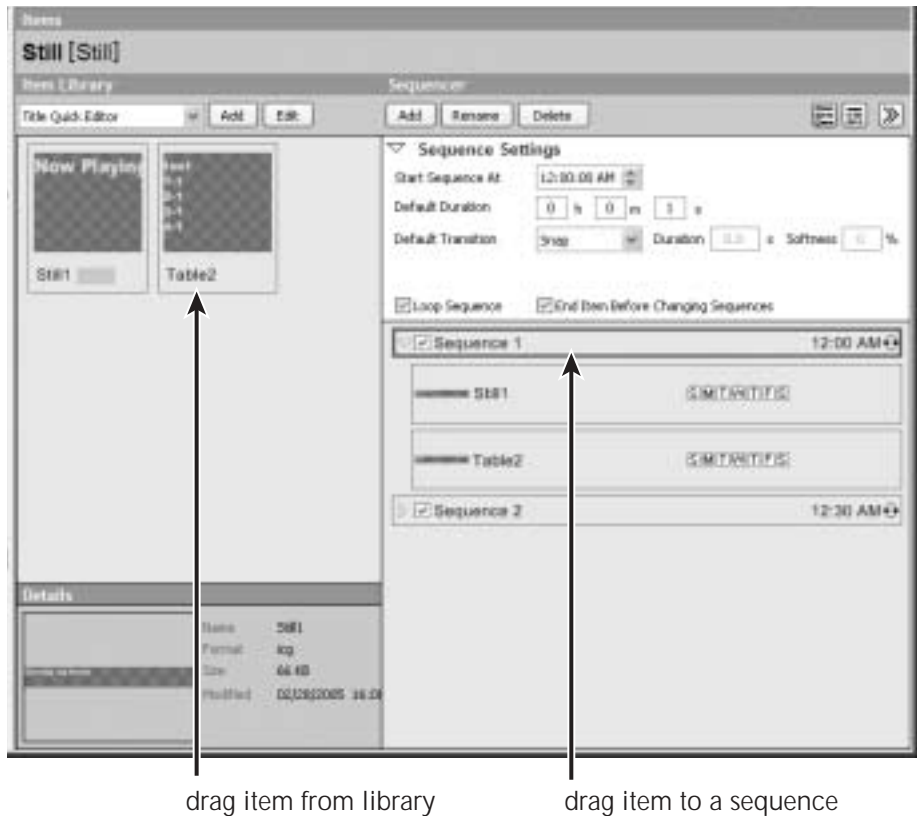
Items that are in the sequence are colored green in the Item Library. Items that are not in the sequence are blue.

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 "Save, Preview, Add to Sequence" on page 99 for details.

Add Items to Sequence

To add an item to the sequence, drag the item from the Item Library to the sequence list under the sequence heading that you want.



drag item from library

drag item to a sequence

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 56 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.

3. Adjust Sequence Settings

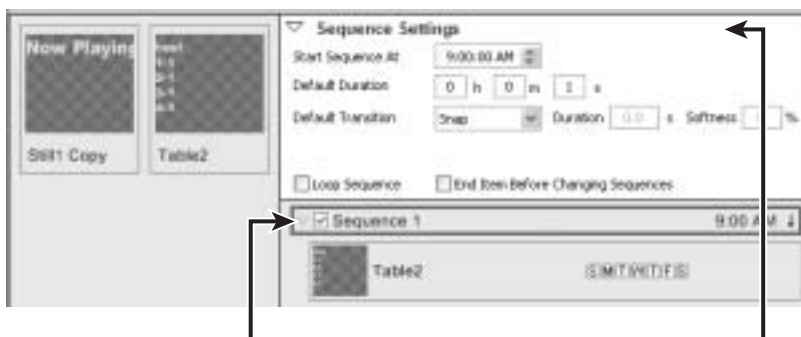
Set the playback schedule for each sequence in a region or accept the default settings.

You can set the sequence start time, set the playback duration of stills, digital clocks, analog clocks, and temperature probes in the sequence, set the transition type, set the sequence to loop, and set items to finish playback before starting the next sequence in the list.

Sequence settings in the Items sequencer apply to every item in that sequence. You can bypass sequence settings for individual items by applying item settings to the item. Item setting options become available when you click on an item in the sequence list. See “4. Adjust Item Settings” on page 222 for details.

To adjust region item sequence settings:

- 1 Click on a sequence heading to select it. The Sequence Settings panel becomes available.



select sequence and adjust Sequence Settings

Some of the options vary for each region type, as shown in the following illustrations.

- Still Region Sequence Settings



- Crawl Region Sequence Settings



- Roll Region Sequence Settings



- Animation Region Sequence Settings



- Digital Clock Region Sequence Settings



- Video Region Sequence Settings



- Analog Clock Region Sequence Settings



- Audio Region Sequence Settings



- Temperature Probe Region Sequence Settings



- 2 In the Sequence Settings panel, adjust the playback setting for the selected item. Refer to the following table for details.

Start Sequence At field	Available for all region types. Sets the start time for the sequence. When you start playback, the region item that is set for output at the current time plays for the set duration. Then, the next item plays, and so on. For example, you have a sequence of three items and each item plays for one hour. If the sequence start time is 1:00 PM and you start playback at 2:30 PM, item two plays.
Speed slide bar	Available for Crawl and Roll regions only. Adjusts Crawl or Roll speed. The speed applies to all Crawl or Roll items in the sequence.
Direction: To Left or To Right radio buttons	Available for Crawl regions only. Adjusts Crawl Direction. Set crawls to move left or right. The direction applies to all Crawl items in the sequence. To change the direction that applies to all crawls by default, change the direction option in the Preferences dialog box. See “Default Crawl Direction” on page 248.
Direction: Up or Down radio buttons	Available for Roll regions only. Adjusts Roll Direction. Set rolls to scroll up or down. The direction applies to all Roll items in the sequence. To change the direction that applies to all rolls by default, change the direction option in the Preferences dialog box. See “Default Roll Direction” on page 247.
Default Duration h m s fields	Available for Still, Digital Clock, and Analog Clock regions. Sets a default playback duration for the selected item, in hours, minutes, and seconds. Each item in the sequence plays for that duration.

Default Transition list	Available for Still and Video regions only. Applies the selected transition to every item under the sequence heading. If you apply an Items Settings transition to individual region items, the item transition bypasses the Sequence Setting transition.
Default Transition Duration field	Available for Still and Video regions only. Sets the length of time it takes for the transition to complete.
Default Transition Softness field	Available for Still and Video regions only. Sets how soft or hard the edges of the transition appear. Increase the number to increase the softness.
Loop Sequence checkbox	Available for all region types except Still. Repeats the sequence from the beginning once playback has completed. If you clear the checkbox, the sequence plays through only once.
End Item Before Changing Sequences checkbox	Available for all region types except Still. Finishes playback of the active item before InfoCaster starts the next sequence in the list. If you clear the checkbox, the playing item stops immediately when the next sequence starts at the set start time.

4. Adjust Item Settings

There are 2 ways to apply different playback settings to an item.

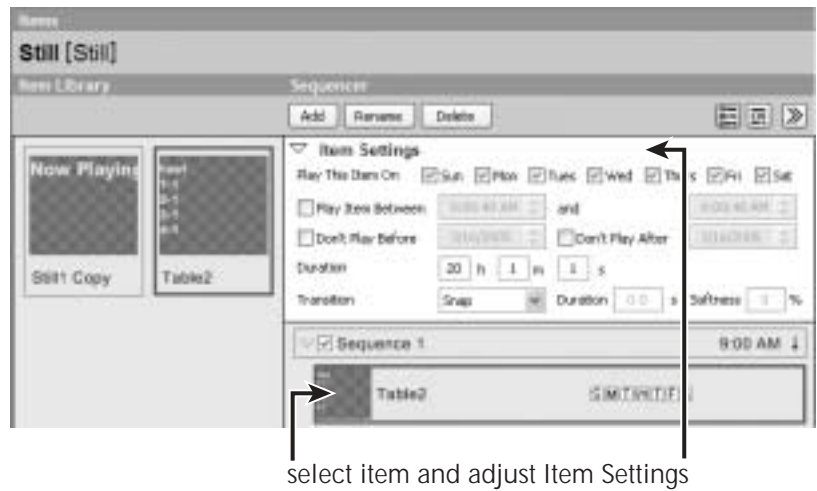
- Create a new sequence and drag the item to the new sequence.
- Change the playback schedule for individual pages in a sequence, as explained here.

Do this when you want most of the settings to be the same for all your items and want to modify only a few details of individual items. For example, to display a different menu every day but have everything else remain the same in the region, select each menu region item and adjust their play dates.

You can set the item to play on specific days of the week, to play during a specific period of the day, or to not play before or after a specific date. Item settings, such as transitions for still or video items, bypass sequence settings.

To Adjust Item Settings

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



The options vary for each region type, as shown in the following illustrations.

- Still Region Item Settings



- Crawl Region Item Settings



- Roll Region Item Settings



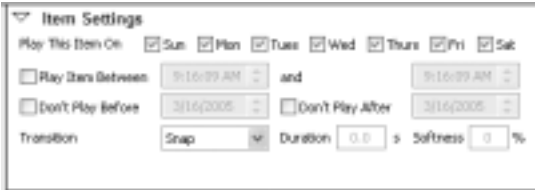
- Animation Region Item Settings



- Digital Clock Region Item Settings



- Video Region Item Settings



- Analog Clock Region Item Settings



- Audio Region Item Settings



- Temperature Probe Region Item Settings



- Adjust the playback setting for the selected item in the Items Settings panel. Refer to the following table for details. Some of the Items Settings options vary for different region type.

Play This Item On (days of week) check boxes	Available for all region types. Plays the item only on the days of the week that are checked. Clear the days of the week that you do not want the item to play. The days that the item is set to play appear beside the item bar in the sequence list. You can click on these buttons in the item bar to quickly adjust the days for playback.
Play Item Between _ and _ checkbox & fields	Available for all region types. Enables the Play Item Between _ and _ fields, to set the item to play only during a certain time period in the day. Specify a start and end time.
Don't Play Before checkbox & field	Available for all region types. Becomes available when you check the Play Item Between checkbox. Sets the item to not play before the date you enter.
Don't Play After checkbox & field	Available for all region types. Becomes available when you check the Play Item Between checkbox. Sets the item to not play after the date you enter.
Duration h m s fields	Available for Still, Digital Clock, and Analog Clock regions only. Sets the item's duration.
Transition list	Available for Still and Video regions only. Applies the selected transition to the item. Item transitions bypass Sequence Setting transitions.
(Transition) Duration field	Available for Still and Video regions only. Sets the length of time it takes for the transition to complete.
(Transition) Softness field	Available for Still and Video regions only. Sets how soft or hard the edges of the transition appear. Increase the number to increase the softness.

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.

Workflow

- 1 Disable the sequence, page, or item that you want to use as the action.
- 2 Open the Conditional Playback dialog box and start a New trigger.
- 3 Select a trigger.
- 4 Select an action.
- 5 Save.

1. Disable Sequence, Page, or Item

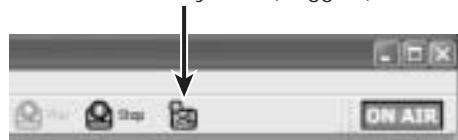
In the Sequence list, disable the sequence, page, or item that you want to use as the action.

To do this, switch to the Pages or Items window, then clear the checkbox in the sequence heading. See “Skip or Play Sequence During Playback” on page 208 for details. You may need to put an item in its own sequence, then disable the sequence.

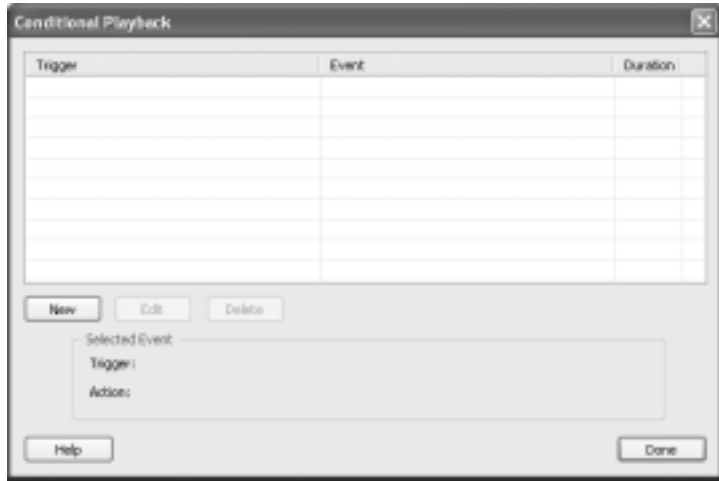
2. Open Conditional Playback

- 1 Select Tools—Conditional Playback, or click on the Conditional Playback button on the main toolbar, located after the Stop button.

Conditional Playback (Triggers) button



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



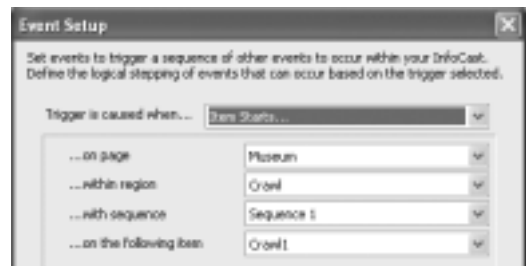
3. Select Trigger

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



Item Starts

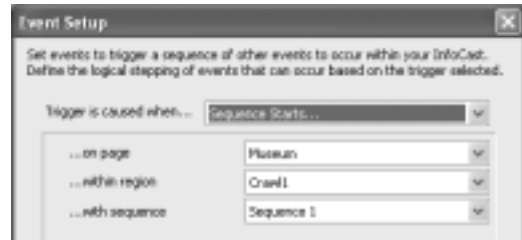
Sets the playback of an item to trigger an action. Select the page, region, sequence, and item from the drop-down lists.



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 “3. Adjust Sequence Settings” on page 219.

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

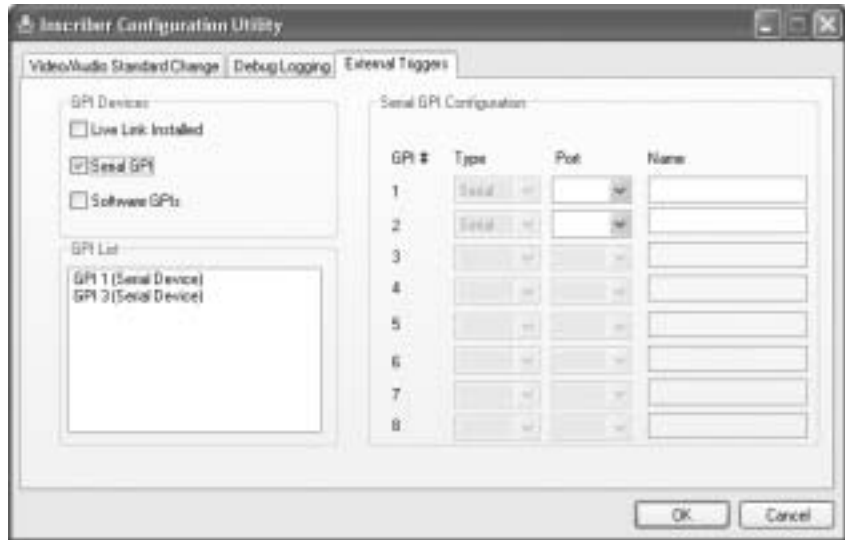
Sets a GPI trigger to trigger an action. Select the GPI number from the list which contains all known GPIs connected to your system. Then, check the Pulse radio button to trigger your selections immediately upon touching the GPI trigger, or check the Tone radio button to trigger your selection after 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→Inscriber→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.

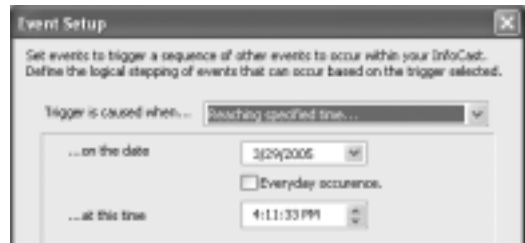


The GPIs that are available with that device are displayed in the GPI List panel. These numbers are also displayed in the Conditional Playback dialog box.

- 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.



4. 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 “1. Disable Sequence, Page, or Item” on page 226.

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 “1. Disable Sequence, Page, or Item” on page 226.

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 “1. Disable Sequence, Page, or

Item” on page 226.

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 “1. Disable Sequence, Page, or Item” on page 226.

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 44.

GPO

Sets output from an external device to play when the trigger has been reached.

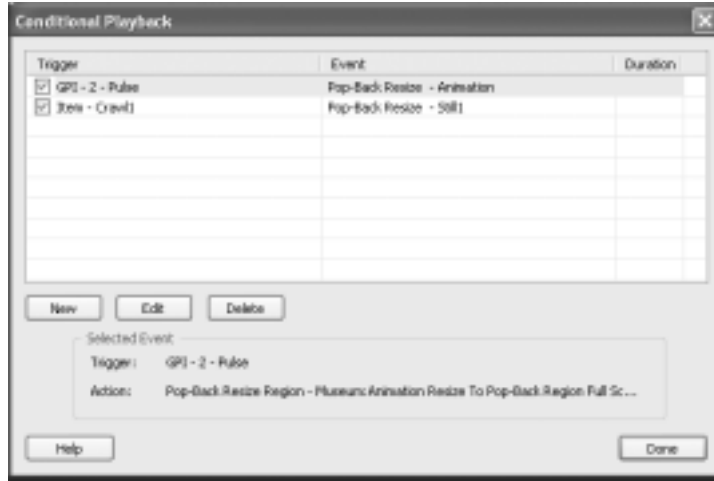


Select the number of the external device in the list.

5. Save

Click Save in the Event Setup dialog box.

The trigger is displayed in the Conditional Playback dialog box.



Skip Trigger Events

To skip a trigger event during output, or to reset an event that you skipped:

- 1 Select Tools—Conditional Playback.
- 2 In the Conditional Playback dialog box, the checkmark beside each trigger event sets the trigger event to be active during output. To skip the trigger event during output, clear the checkbox beside the trigger event.

6. Output

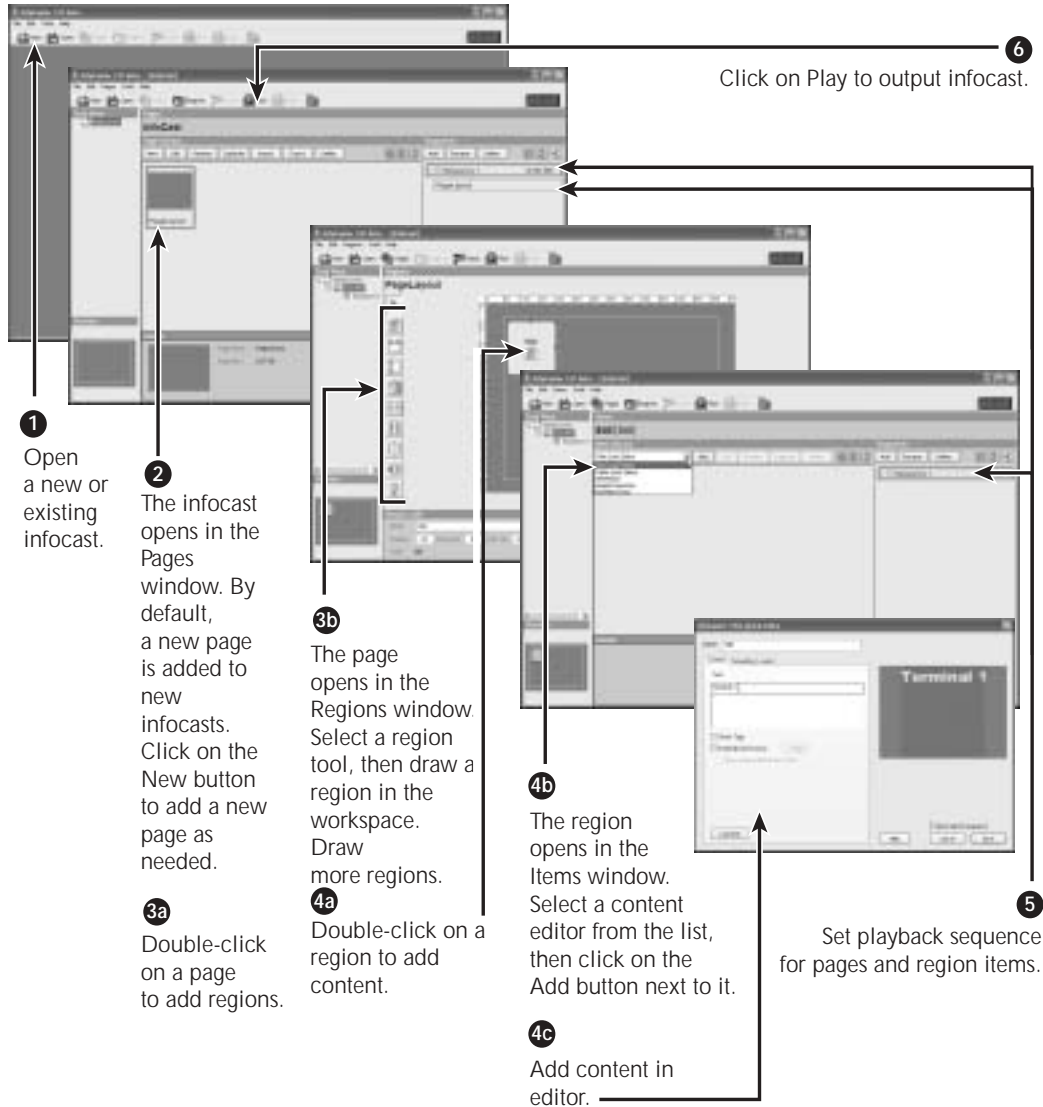
Output Overview

You can start playing an infocast in 2 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. For example, you have a sequence of 3 items and each item plays for 1 hour. If the sequence start time is 1:00 PM and you start playback at 2:30 PM, item number 2 plays.
- Right-click on a blank space in the pages or items sequence list, then select Start Playback from the First Page from the menu, to output your infocast starting from the first page and item in all your sequence lists.

InfoCaster plays the infocast to 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 one page layout in your infocast 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 track which region is currently playing in the sequence list. You can control plasma display screens. And you can log your output, as explained in “Log Files” on page 245.



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 relative 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 “4. Add Items to Regions” on page 51.

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 (Page Layout)” on page 48 for details.

Desktop Video Window If you select Desktop Video window as your output device (as explained in “Select Output Device” on page 238), 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.

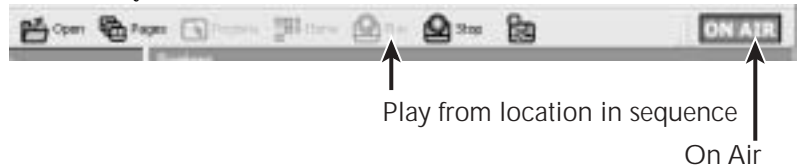
Animations play back at the frame rate of the playback device.

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

Play From 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, you have a sequence of 3 items and each item plays for 1 hour. If the sequence start time is 1:00 PM and you start playback at 2:30 PM, item number 2 plays.

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

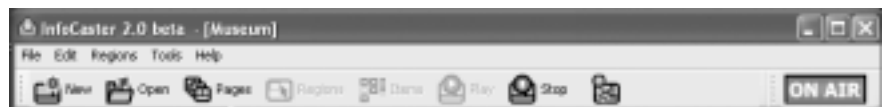
You can output your infocast so that it starts playing the content on the first page and the first region item in your page and item sequence list.

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



View Playback

While your infocast is on air, you can view the infocast in 2 locations.

- The Preview window at the bottom left corner of your InfoCaster screen.
- The selected output device.

View from Preview Window

To see the output of your infocast in the Preview window at the bottom-left corner of your InfoCaster Creation Station screen, select Tools→Preview Playback. InfoCaster displays exactly what is being aired.



Note: If Desktop Video is selected as the output device, this option is not available. See “Select Output Device” on page 238 below for details.

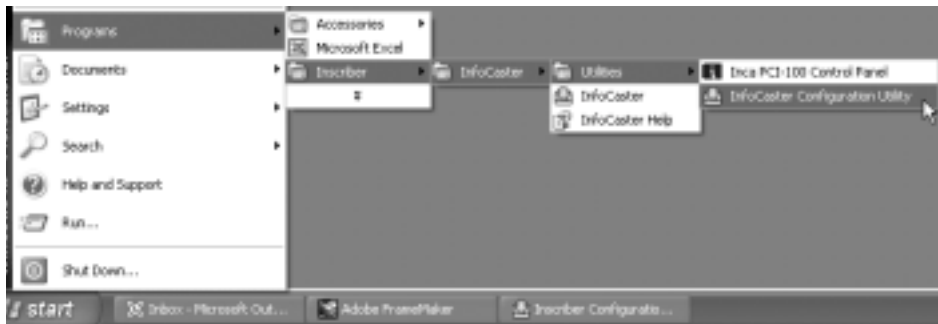
Select Output Device

InfoCaster plays your infocasts to an output monitor. This may be a VGA monitor, a video monitor, or a plasma display, depending on your hardware configuration. If your output monitor supports external control, you may be able to control it from InfoCaster.

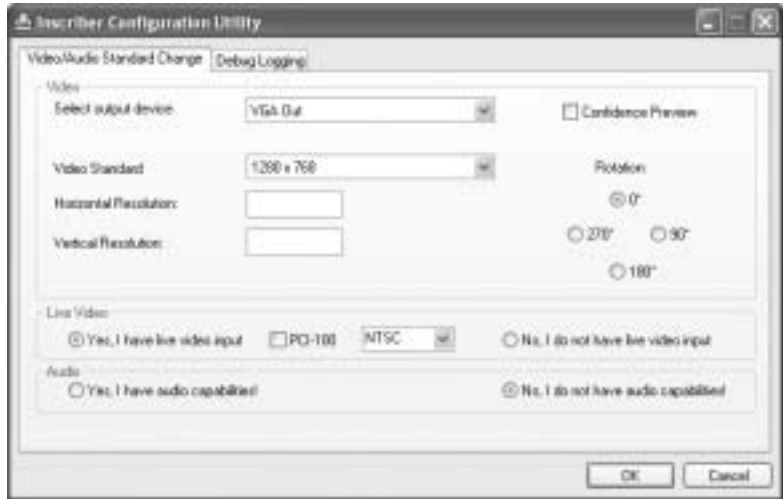
When you first install InfoCaster, the Configuration Utility opens, in which you select your output device.

To change the output device:

- 1 Click on the Windows START button on the bottom left corner of your screen, then select Programs→Inscriber→InfoCaster→Utilities→InfoCaster Configuration Utility.



- 2 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:



- Inca 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.



To output to more sources, you can purchase player licences. See "Purchase Options" on page 3 for further information.

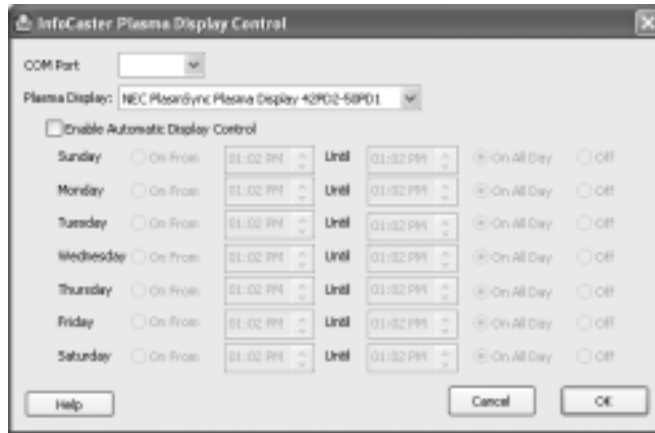
- 3 Select a video standard from the list.
- 4 To connect to live video input:

- a Select the Yes, I have live video input radio button. The PCI-100 checkbox and the NTSC drop-down list become available.
 - b If you have a PCI-100 card, check the PCI-100 checkbox.
 - c Select NTSC or PAL from the 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.

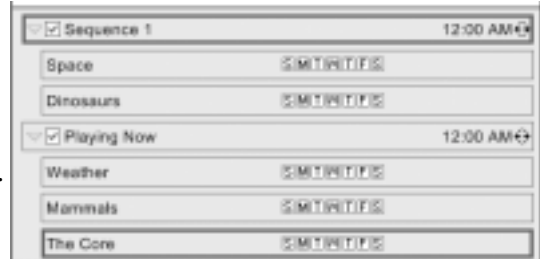
Track Output

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, in the Items sequence list on the Items window, 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 54.
- 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 47.

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 Files” on page 245.

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 play during 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 232.

Appendix

Additional Tasks

In addition to creating infocasts and airing them, you can also do the following in InfoCaster:

- | | |
|-------------------------------------|---|
| Log Files | 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 Files” on page 245. |
| Change Preferences | Change your default settings in the Preferences dialog box. See “Change Preferences” on page 247. |
| Create External Data Sources | Create a text file or an ODBC data source that you can link to a Still, Crawl, Roll, or Animation region item. See “Create External Data Sources” on page 251. |

Log Files

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.

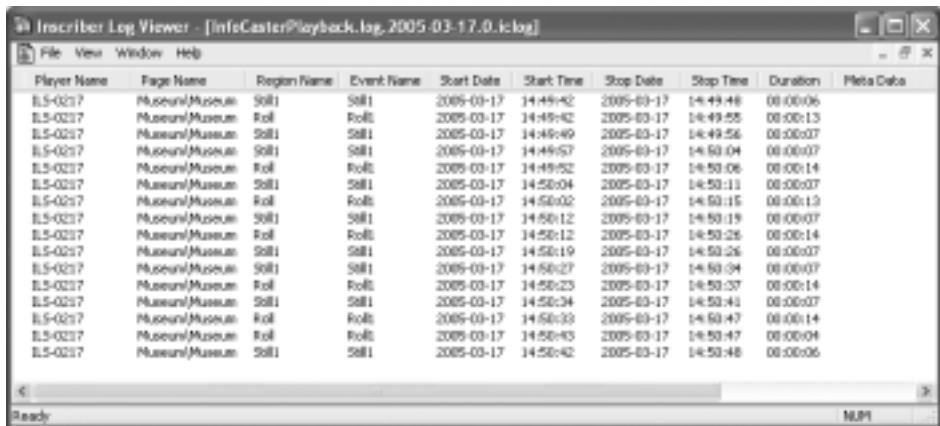
Log Region Playback

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 47.

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 Inscrber Log Viewer application window. The title bar reads "Inscrber Log Viewer - [InfoCasterPlayback.lag, 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", "Duration", and "Meta Data". The table lists 18 rows of data, all for the date 2005-03-17. The "Player Name" and "Page Name" columns contain "E.S-0237" and "Museum/Museum" respectively. The "Region Name" and "Event Name" columns contain "S81" and "S81" respectively. The "Start Time" and "Stop Time" columns show times ranging from 14:49:42 to 14:50:48. The "Duration" column shows values ranging from 00:00:06 to 00:00:14. The status bar at the bottom left says "Ready" and the bottom right says "NLP1".

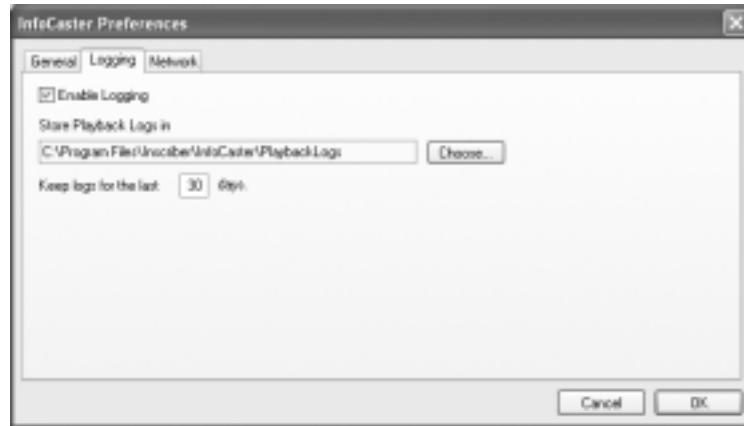
Player Name	Page Name	Region Name	Event Name	Start Date	Start Time	Stop Date	Stop Time	Duration	Meta Data
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:49:42	2005-03-17	14:49:48	00:00:06	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:49:42	2005-03-17	14:49:55	00:00:13	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:49:49	2005-03-17	14:49:56	00:00:07	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:49:57	2005-03-17	14:50:04	00:00:07	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:49:52	2005-03-17	14:50:06	00:00:14	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:50:04	2005-03-17	14:50:11	00:00:07	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:50:02	2005-03-17	14:50:15	00:00:13	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:50:12	2005-03-17	14:50:19	00:00:07	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:50:12	2005-03-17	14:50:26	00:00:14	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:50:19	2005-03-17	14:50:26	00:00:07	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:50:27	2005-03-17	14:50:34	00:00:07	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:50:25	2005-03-17	14:50:37	00:00:14	
E.S-0237	Museum/Museum	S81	S81	2005-03-17	14:50:34	2005-03-17	14:50:41	00:00:07	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:50:33	2005-03-17	14:50:47	00:00:14	
E.S-0237	Museum/Museum	Foll	Foll	2005-03-17	14:50:43	2005-03-17	14:50:47	00:00:04	
E.S-0237	Museum/Museum	S81	S81	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\Inscrber\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 as the default, change the default storage folder for log files, and change the default number of days that log files are stored on your system.

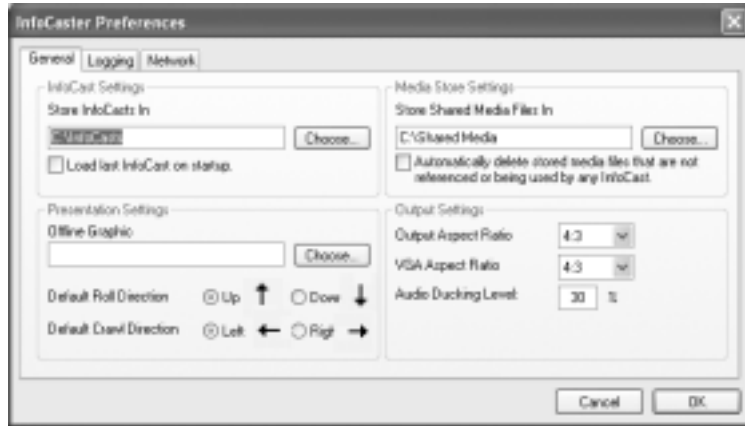
To change logging defaults, select **Edit—Preferences** and select the **Logging** tab in the Preferences dialog box. See “Log Region Playback” on page 245 for details.



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.

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 “4. Add Items to Regions” on page 51 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 On 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 248 for details.

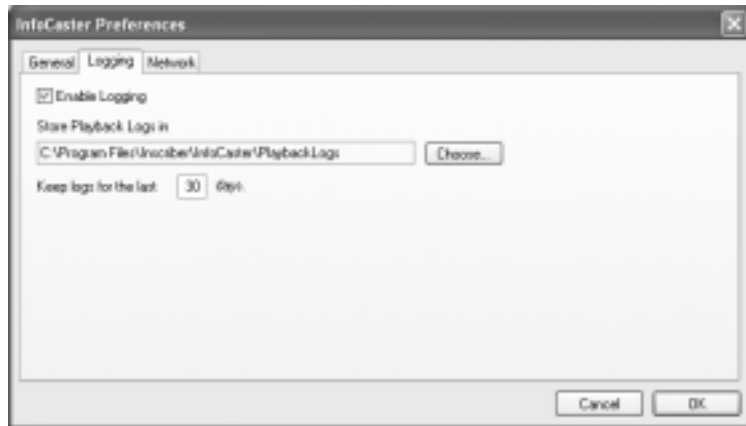
Audio Ducking Level

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.

Create External Data Sources

In this section, we explain how to create a text file and an ODBC data source. For information on external data sources or data tags, see “About External Data Sources” on page 63.

Create Text File You can create a text (.txt) file that you save to your hard drive or to an HTTP or FTP internet location and then link to a Still, Crawl, Roll, or Animation region item to display its content during output.

Create Single Column 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 the ENTER key on your keyboard to move to the next line, then add another entry as needed.
Note: You cannot use tabs to separate your text entries. The TAB key is used to move to the next column.
- 4 Save the file as a .txt file on your hard drive.
Note: To save a text file to an internet location, ask your IT specialist for specific server details.
- 5 To link the text file to a region item, see “Add Still Items” on page 67, “Add Crawl Items” on page 115, “Add Roll Items” on page 127, or “Add Animation Items” on page 143.

About Text Files with Multiple Columns

You can create a text file with multiple columns (using the TAB key to move to the next column). You can then link a region item to a text file in two ways that provide two different displays of the data in your text line.

- Link to a text file with multiple columns. See “1. Create Database in Text Editor” on page 255 for details. The data displays one row at a time.
- Link to a text file with multiple columns that was added to an ODBC system list. You can then choose the column that you want to display. See “2. Add Text File to ODBC” on page 257 for details.

Create ODBC Data Source

The Open Database Connectivity (ODBC) protocol allows different software programs, such as Microsoft Access, Microsoft Excel, and Microsoft Notepad, to share information held in database applications.

Workflow

- 1 Create a database in any ODBC-compliant software program, such as MS Access, MS Excel, or MS Notepad. You can add any type of information, such as flight or TV schedules, headlines, and so on.
See “1. Create Database in MS Access” on page 253.
See “1. Create Database in MS Excel” on page 254.
See “1. Create Database in Text Editor” on page 255.
- 2 Add the database to an ODBC system list.
See “2. Add MS Access or MS Excel Database to ODBC” on page 256.
See “2. Add Text File to ODBC” on page 257.
- 3 Link the ODBC to the Still, Crawl, Roll, or Animation region item.
By linking an ODBC data source to a Still, Crawl, Roll, or Animation region item, you can select specific data for output, set the output order of information, and apply special formatting to specific table entries before the data displays during output. When you change the data in this file, the data in InfoCaster changes as well.
To link an ODBC data source to a region item, see “Add Still Items” on page 67, “Add Crawl Items” on page 115, “Add Roll Items” on page 127, or “Add Animation Items” on page 143.
In this section, we describe the many features in the Select Database dialog box, which is used to link a system list to an item. See “3. Link ODBC to Item” on page 258.

1. Create Database in MS Access

Create a Microsoft Access database for your layout content. Use multiple tables to organize information. When you update the database, the information automatically updates in InfoCaster. To create a database file in MS Access for use in an ODBC system list:

- 1 Open Microsoft Access and choose Create a Blank Access Database.
- 2 In the New Database window, enter a name and select a location for your database.
- 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 Number as your Data Type. In Access, every table must have a column that uniquely identifies each table row. Right-click on the ID entry and select Primary Key from the menu.
- 5 Enter the field names (or column headings) and data types for your table. Your field names are your column headings.
- 6 Click the Save button. In the Save As dialog box, enter a name for your table.
- 7 Select View—> Datasheet View to view the table cells.
- 8 Enter your information in the table cells and save the table.

1. Create Database in MS Excel

You can use a Microsoft Excel spreadsheet as your database for your layout content. When you update the spreadsheet, the information automatically updates in InfoCaster. To create a database file in MS Excel for use in an ODBC system list:

- 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.
- 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 box.
- 7 Save the Excel spreadsheet.

1. Create Database in Text Editor

To create a database in a text editor, such as MS Notepad for use in an ODBC system list, create a text file with multiple columns as follows:

- 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. For example, write 'News'.
- 3 Press the TAB key and enter your second column heading. You can press the TAB key twice for proper spacing, if necessary.
- 4 Enter the remaining column headings, using the TAB key to move to the next column.
- 5 Press ENTER to move to the second line. The data begins on the second line.
Note: You cannot use tabs to separate your text entries.
- 6 Add the first data entry, such as a word, number, or phrase, under the first column heading.
- 7 Press TAB to move to the second column, and add the column entry.
- 8 Add the remaining column entries, using the TAB key 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 to move to the next column.
- 11 Save the file as a .txt file to a unique folder, such as c:\TextODBC. Files in the folder become tables in the database.
- 12 Proceed to “2. Add MS Access or MS Excel Database to ODBC” on page 256 for instructions on linking a text file to an ODBC.

2. Add MS Access or MS Excel Database to ODBC

To add an MS Access or MS Excel file to an ODBC system list:

- 1 In Windows, open the Data Sources (ODBC) option. To do this:
 - In Windows XP view: Select Start—Control Panel—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 box.
- 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 setup.
- 6 In the new dialog box enter a name for the data source.
- 7 Select your external data source.
 - For Access data, click the Select button. In the dialog box, navigate to and select your database. Clear the Read Only checkbox if necessary
 - For Excel data, click the Select Workbook button. In the dialog box, navigate to and select your spreadsheet. Clear the Read Only checkbox if necessary.
- 8 Click OK in all the dialog boxes until you return to Windows.

2. Add Text File to ODBC

To add a text file to an ODBC system list:

- 1 In Windows, open the Data Sources (ODBC) option.
 - Windows XP view: Select Start—Settings—Control Panel—Performance and Maintenance—Administrative Tools—Data Sources (ODBC).
 - Windows Classic view: Select Start—Control Panel—Administrative Tools—Data Sources (ODBC).
- 2 In the ODBC Data Source Administrator dialog box, click the Add button on the User DSN tab.
- 3 In the Create New Data Source dialog box, select the Microsoft Text Driver (*.txt, *.csv) driver from the list.
- 4 Click the Finish button to add the driver to the system and to continue with the text file setup.
- 5 In the ODBC Text Setup dialog box, enter a Data Source Name, such as *text files*, that you can recognize when you retrieve the file.
- 6 Clear the Use Current Directory checkbox.
- 7 Click on the Select Directory button.
- 8 In the Select Directory dialog box, select the folder that the .txt file is in, such as c:\TextODBC.
- 9 Click OK. The data source name you used, such as *text files*, shows up in the ODBC Data Source Administrator dialog box, on the User DSN tab. It is linked to the folder that contains your .txt file.
- 10 Click the Options button to expand the dialog box.
- 11 Click the Define Format button.
- 12 In the next dialog box, check the Column Name Header checkbox and select Tab Delimited from the Format drop-down list.
- 13 Click OK. If you get an error message, you can click OK on the message. The message is safe to ignore.
- 14 Click OK in the remaining dialog boxes until you return to Windows.

3. Link ODBC to Item

To link a Still, Crawl, Roll, or Animation region item to an ODBC data source, refer to the following sections.

- For Still region items, see “Link to ODBC Data Source” on page 91.
- For Crawl items, see “Add Content on Content Tab” on page 119.
- For Roll items, see “Add Content on Content Tab” on page 132.
- For Animation items, see “Add Animation Items” on page 143.

Select Database Dialog Box

The Select Database dialog box, which is used to link ODBC data sources to an item, contains many features to help you select specific data for output, set the output order of information, and apply special formatting to specific table entries before the data displays during output. To do this:

- 1 In the Select Database Items dialog box, link your data tags to a table column by selecting a column name from the Source Column drop-down list. The Source Column drop-down list links the selected column information to the tag displayed on the left. For example, if the data tag is 1-1 and your source column is City, the text in the City column displays as the text for the 1-1 data tag.

If your item includes columns for displaying a list of text, InfoCaster fills the column in your item with the text from the selected table column during output.
- 2 For multiple columns, select a column from the Sort drop-down list to determine which column InfoCaster uses to order the display of information. If you do not select a sort column InfoCaster plays the text in the order listed in the table.
- 3 Select the ascending or the descending option located beside the Sort list to determine if the selected column 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).



- 4 Use the Selection Criteria section to set specific table entries for playback.
 - a 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.

Selection Criteria	Column	Operator	Value
	ID	Less than	20
AND	ID	Greater than	10

In this example, Inca Station outputs table rows with an ID less than 20 and greater than 10, so rows 10-20.

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	20
ID	Equals	22

In this example, Inca Station outputs table rows with an ID less than 20 or and ID that equals 22, so rows 1-20 and row 22.

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

For example, you select the ID column from the Column list, you select Equals from the Operator list, and you enter 7 in the Value text box. InfoCaster outputs the table cells in the selected column with the ID of 7.

Column	Operator	Value
ID	Equals	7

selection criteria

table entry →

ID	city	temp	pop	current
6	Wawa	7°C	10 %	SUNNY
7	Sudbury	8°C	10 %	CLOUDY
8	Ottawa	11°C	60 %	RAINY

output results →

Layout	1-1	1-2	1-3	1-4
1	Sudbury	CLOUDY	8°C	10 %

- c Select an option from the Operator list to set a parameter for the selection criteria and then enter a condition for the selected Operator in the Value text box. The selected Operator is completed by the entry in the Value text box.

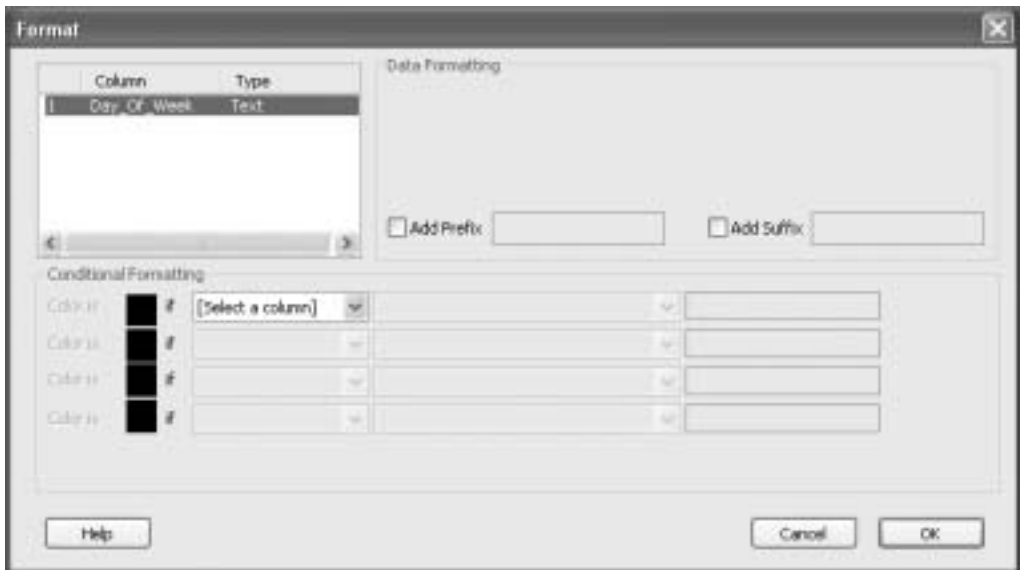
The following points list three different examples for using the Operator list and Value text box.

- If you 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 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 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.
 - d To delete a the current row from the Selection Criteria section, select the DELETE option from the row's first drop-down list.
 - e To clear all the information in the Selection Criteria section, click the Clear button.
- 5 To view the data selected for output click the Refresh button. The Results area displays the table entries sorted for output.
 - 6 To set specific table entries to display with special formatting, click the Advanced Formatting button and continue to the next topic.
 - If you do not want to apply special formatting, click OK in all the dialog boxes to return to InfoCaster. InfoCaster outputs the selected table entries from your ODBC data source during playback.
 - To apply special formatting, continue to the next section.

Format Specific Data

To format specific data, click the Advanced Formatting button in the Select Database Items dialog box. The Format dialog box allows you to apply special formatting to specific words or numbers in your table. For example, if your table contains weather data you might want to display certain weather conditions in different colors.



- 1 Select a column from the Column list to determine which column entries in your database table are formatted. You can apply special formatting to each column if necessary.
- 2 To format numeric data, choose an option from the Thousands Separator, Decimal Point, and Decimal Places lists.
- 3 To display a string of text before each column entry during output, select the Add Prefix checkbox and enter the text in the text box.
- 4 To display a string of text after each column entry during output, select the Add Suffix checkbox and enter the text in the text box.
- 5 Use the Conditional Formatting options to display specific column entries in a different color.
 - a Select the column for formatting from the first drop-down list. Selecting a column activates the other options in the row.
 - b 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.
 - c Example 1: If you select IS from the second list and enter SUNNY in the text box, InfoCaster applies the selected color to the column entries with the word SUNNY.
 - d Example 2: If you select DOES NOT CONTAIN from the second list and enter RAINY in the text box, InfoCaster applies the selected color to all the column entries not containing the word RAINY.
 - e Click the color chip to open the Color Picker dialog box. Use the Color Picker tools to select a color for the column entries. InfoCaster applies the selected color to the column entries meeting the set conditions.
- 6 Click OK in all the dialog boxes to return to InfoCaster. InfoCaster outputs the selected table entries from your ODBC data source during playback.

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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 Insciber Technology Corporation.

Please have your software serial number available when you contact Insciber 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@insciber.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.insciber.com
- Email: support@insciber.com