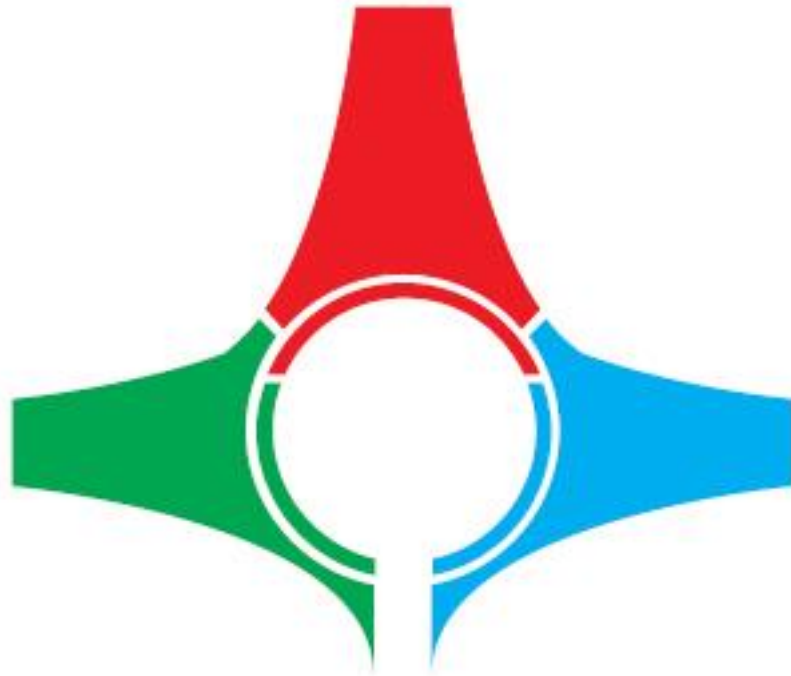


# Easy CG



## User's Manual

Current Software Version  
/v 0.9.9 Build 095/

This manual explains in detail all functionalities of the  
Easy CG broadcasting solution.

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## Table of Contents

Easy CG.....	1
User's Manual.....	1
Legal Notice .....	2
Preface.....	6
Style Conventions .....	7
Overview of Easy CG .....	8
I. Introduction .....	8
II. Technical support .....	10
II.1. Phone support .....	10
II.2. On-site support .....	10
II.3. Remote access .....	10
Easy CG.....	11
I. GETTING STARTED .....	11
I.1. Quick Start.....	11
II. USER INTERFACE.....	12
II.1. Easy Render Server .....	12
II.1.1. Device.....	12
II.1.2. Video Standard .....	12
II.1.3. Blend mode .....	12
II.1.4. Memory Cache .....	12
II.1.5. Purge Cache .....	12
II.1.6. Reset Engine .....	13
II.1.7. Registration .....	13
II.1.8. About... .....	13
II.1.9. Shut down Server .....	13
II.2. Easy CG .....	14
II.3. Objects menu.....	15
II.3.1. Line .....	15

II.3.2.	Box.....	17
II.3.3.	Text.....	19
II.3.4.	Circle.....	22
II.3.5.	PText.....	23
II.3.6.	Anim.....	24
II.3.7.	Crawl .....	24
II.3.8.	Roll.....	26
II.3.9.	Clock .....	27
II.3.10.	A.Clock.....	28
II.3.11.	Timer.....	28
II.3.12.	Image .....	29
II.3.13.	Clip.....	29
II.3.14.	Background.....	30
II.4.	Work Area .....	32
II.5.	The Pages pane.....	32
II.6.	Control menu .....	33
II.7.	Menu bar .....	34
II.7.1.	File menu.....	34
II.7.2.	Edit menu .....	35
II.7.3.	Selection menu .....	36
II.7.4.	Page menu.....	37
II.7.5.	View menu.....	37
II.7.6.	Tools menu.....	38
II.7.7.	Help menu .....	39
II.7.8.	Editor.....	40
II.7.9.	Playlist .....	40
II.7.10.	Scheduler.....	41
II.8.	Status bar.....	42
III.	License.....	43

III.1. Demo version restrictions ..... 43

III.2. Activation..... 43

## Preface

Dear customer,

Thank you for purchasing our product! Easy CG can add graphics and multimedia to the input video signal in real-time, or to key and fill outputs, according to customer's choice. If there is a second monitor or video editing card in the system, it may be used as preview output. Infinite number of projects can be created as multiple layers.

As always, we are trying to stay close to our customers' needs, making sure they all receive adequate support and satisfaction. Your opinion about our product is an exceptionally valuable source of information for us. The ease of working with our products results mainly from the suggestions and comments of our current respected customers.

This manual is structured into several sequential chapters, each aiming to ease the installation, fine tuning, and use of our software. We hope that you will enjoy working with it, and we are anxiously looking forward to receiving your feedback.

Please, send your questions, suggestions, and assistance requests to:

[support@easymediasuite.com](mailto:support@easymediasuite.com)

General feedback:

[info@easymediasuite.com](mailto:info@easymediasuite.com)

## Style Conventions

- File names, software, documents or terms are written in *italics*

Direct quotations from the computer screen are presented as follows:

☞ **Menu Items and commands**

☞ **Tab/Page names**

☞ *Field names, check boxes*

☞ **Buttons**

☞ Screen readings are written in **[square brackets]**

☞ **The keyboard keys are enclosed in < > signs**

- The arrows, used in setting procedures mean as follows:

☞ → A menu item follows;

☞ ⇨ A page(tab) name follows;

☞ → A field name, a check box name or a value name follows.

**Except for arrows, you can distinguish between the relevant menu categories also by the styles, listed above.**

A **NOTE** provides important information, recommendations, reminders and suggestions

The **CAUTION** box indicates potentially dangerous operations.

# Overview of Easy CG

## I. Introduction



- ☞ Easy CG is a broadcast-quality live graphics solution, used for creating, displaying and control of various multimedia graphics. The graphical objects can be displayed in real-time over a live video in the workstation's input/output, or by output signal as Key and Field.
- ☞ Easy CG can optionally show a preview via second hardware board output or on the workstation's monitor.
- ☞ Easy CG supports unlimited layering and rendering of as many projects as required. Each project can contain multilayered objects. The studies can be saved as templates; arrangements on the templates can be made during the on-air session.
- ☞ Easy CG allows controlling each project contained in the "publication" independently and without affecting other projects. In order to prevent an object replacement or moving by mistake, each object can be locked.
- ☞ Assigning meta-tags is an easy way to find and play any of your projects in Easy CG.



- ☞ Easy CG supports common image formats, such as TGA, BMP, JPEG, GIF or PNG as graphics or sequences with or without alpha channel.
- ☞ Timers, analogue and digital clocks can be inserted with different colours and fonts, allowing further customization by the user. Easy CG can smoothly play multi-layer animations, prepared in sequential TGA, BMP, JPEG, GIF or PNG format with alpha channel. On top of that, basic geometric shapes (line, rectangle, circle, arc, polygon, etc.) can be created in "designer".
- ☞ Easy CG allows multilingual support via Unicode, including but not limited to Arabic, Russian, Chinese, Persian, Turkish and Cyrillic.
  
- ☞ Multiple up/down, left/right, and vice versa scrolling text objects can be loaded simultaneously and they can run with different speed. Dynamic data coming from text, folder, RSS or XML file can be linked to any crawl or roll item and it can be updated on-screen in real-time.
  
- ☞ Text objects can be marked as "fixed content" and "content that can be changed during the broadcast ". The colour and transparency are editable and customizable for the background, font, size, shadow settings, and so on. Logo and animation can be added to floating writings.
  
- ☞ Easy CG has the ability to create graded background colours. Typefaces can be used oblique/italic, underlined, with shades, borders and so on.
  
- ☞ Image sequence animation (image sequence) can be played without skipping. In Easy CG you can assign standard input/output effects and object duration to any of the projects. Objects can be linked to dynamic text data sources coming from text or XML files situated on the local computer or in any computer in the network. Each object is automatically updateable on-screen in real-time.
  
- ☞ On top of that, Easy CG runs collective text files or image files; it comes with powerful RSS recording module allowing automated loading of broadcast RSS data feeds from the Internet with automated insertion of logos, images and animations.
  
- ☞ Easy CG comes with features as sound support, allowing audio files insertion to an already prepared project. Easy CG provides a

searching engine: you can easily find your projects via keywords previously assigned to each project.

- ☞ In addition, during on-air session, Easy CG can display a preview of another page without breaking the publication.
- ☞ The Easy CG projects are exportable by third-party systems and transferable to KJ systems through the network or using an external/portable hard drive.

## II. Technical support

General support is available from the Easy Media Suite web site by using the following URL:

<http://www.easymediasuite.com/>.

By clicking on **TechSupport** on the web site and open a ticket concerning the relevant problem.

### II.1. Phone support

Easy Media Suite provides 24/7 phone support.

### II.2. On-site support

Easy Media Suite provides on-site support as needed either during a project launch phase or in case the problem can't be resolved over the phone.

### II.3. Remote access

Easy Media Suite provides remote support over Virtual Private Network for its customers. Upgrades, system configuration or log management may be handled via VPN.

# Easy CG

## I. GETTING STARTED

### I.1. Quick Start

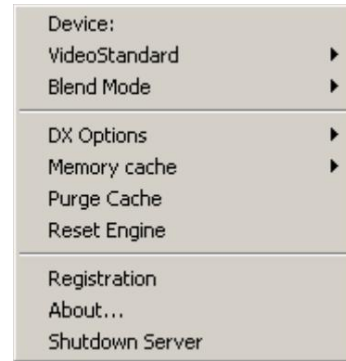
- ☞ Verify all connections and start the workstation;
- ☞ Launch the Easy Render Server;
- ☞ Right-click the Easy Render Server's ▶ button situated at the system's tray;
- ☞ Define a video editing card to be used for the graphics. Then, choose a video standard for the project;
- ☞ Launch the Easy CG module;
- ☞ Go to the Objects menu, situated at the upper left-hand side of the main interface window ;
- ☞ Select the desired object from the Objects menu.
- ☞ Draw a rectangle in the *Work area* where you wish to place it.

Well done! You have just created your first object!

## II. USER INTERFACE

The Easy CG module consists of two parts: Easy Render Server and Easy CG.

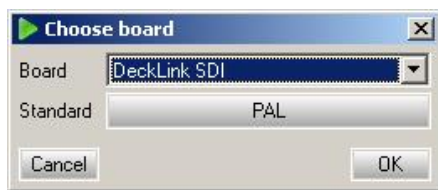
The Easy Render Server is the graphics engine of Easy CG. It performs all commands that have been given via Easy CG Interface, in background.



### II.1. Easy Render Server

Double-click the Easy Render Server icon, situated at your desktop. It will be added to the system tray.

Right-clicking the ▶ button will invoke a drop-down menu as the example to the right. The options of this menu are described as follows:



#### II.1.1. Device

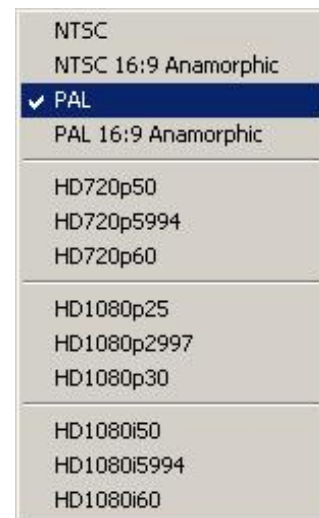
Here you can see the currently selected hardware I/O module. If you would like to use another video editing card, you can select the desired one using this menu.

#### II.1.2. Video Standard

Here you can choose the input video standard.

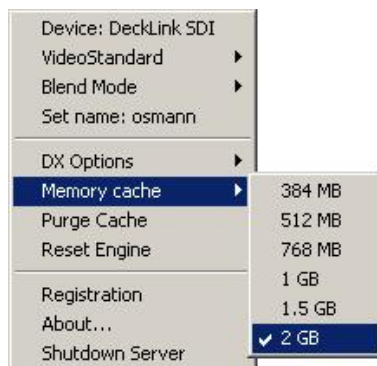
#### II.1.3. Blend mode

This option concerns the blending process. It can be **Internal** (on the Easy CG workstation), **External** (using the relevant hardware I/O module), or **OFF**.



#### II.1.4. Memory Cache

It defines what part of the system memory to be specified for memory cache of the software.



#### II.1.5. Purge Cache

It purges the cache. This doesn't affect the on-going process.

### **II.1.6. Reset Engine**

This option resets the engine and cleans all channels that are sent to output.

### **II.1.7. Registration**

For more detailed information, please refer to the [License section](#) further in this manual.

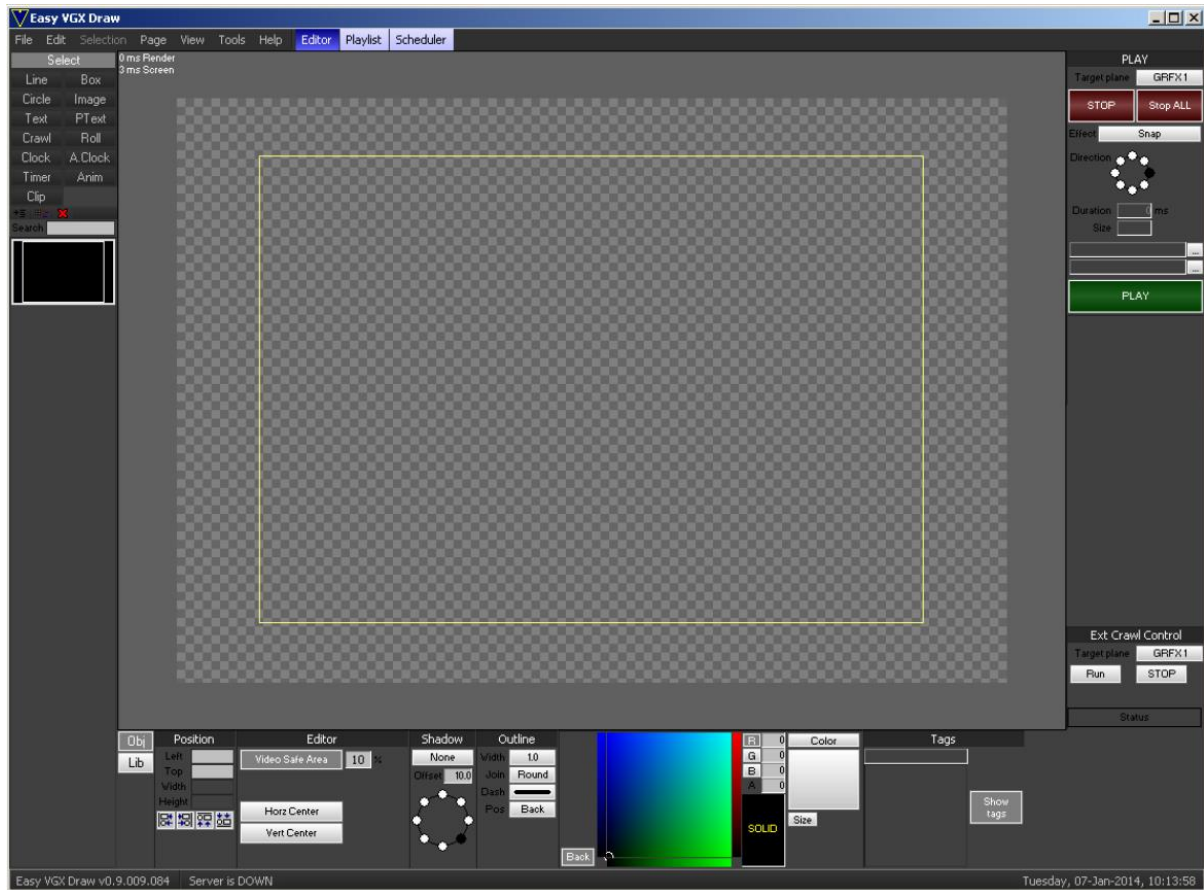
### **II.1.8. About...**

Here you can find information about the current version of Easy Render Server.

### **II.1.9. Shut down Server**

It shuts the server down and cleans all channels that are sent to the output.

## II.2. Easy CG



The Easy CG graphical user interface is divided to several areas:

The topmost horizontal bar is *Menu bar*.

To the left-hand side you can see an *Objects menu* and *Pages pane*.

To the right-hand side, there is a *Control menu*.

At the lower part of the screen, there are *Adjustment settings* which concern the already inserted objects.

And, last, but not least – the *Work area* of Easy CG is situated at the centre of the interface.

The *Work area* is where the production part is done. The number of objects in one *Work area* is unlimited. Also, the number of work areas (pages) in one project is unlimited. Moreover, you can run more than one instance of the Easy CG software.

The number of Pages that can be sent to the output simultaneously is nine. Six of them can be designed to contain graphics. Three of them can be designed as logo layers. If a second page is sent to the output while

displaying one that already has graphics, the old graphics will be replaced by the new ones. If there is a page which is sent to the Easy Render Server via Easy CG interface, the interface can be closed without affecting the output.

### II.3. Objects menu

The *Objects menu* is situated at the upper left-hand side of the main interface window. It contains buttons for all supported graphical objects:

Select	
Line	Box
Circle	Image
Text	PText
Crawl	Roll
Clock	A.Clock
Timer	Anim
Clip	

**Line** – draws a line.

**Box** – select it to draw a square.

**Text** – select it to type a fixed text.

**PText** – select it to type a fixed text which acts as a paragraph.

**Circle** – select it to draw a circle.

**Anim** – select it to play animations.

**Crawl** – select it to draw a text that flows horizontally.

**Roll** – select it to type a text that flows vertically.

**Clock** – inserts a digital clock object.

**A.Clock** – inserts an analog clock object.

**Timer** – inserts a timer object.

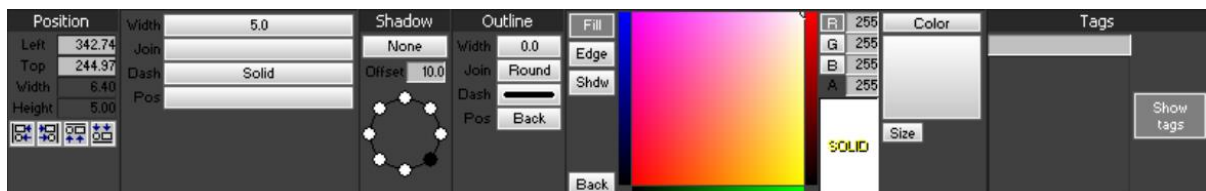
**Image** – select it to insert an image file.

**Clip** – select it to insert a video file.

#### II.3.1. Line

Choose the **Line** object to draw a straight line. In order to draw a line, click and hold the mouse left button on the *Work area*. Then, drag the mouse and release the button where the line is supposed to end. Well done! You have just created a line object with default settings. To edit the settings of the **Line**, go to the *Work area* and then left-click this object.

The settings of the **Line** object are visible in the lower side of the Easy CG interface. You can see them to the example below. These settings have



similarities with other type of objects.

In the *Position* field, you can see the distances of the object to the Left and Top sides of the *Work area*. You can obtain width and height object-related information in pixels.

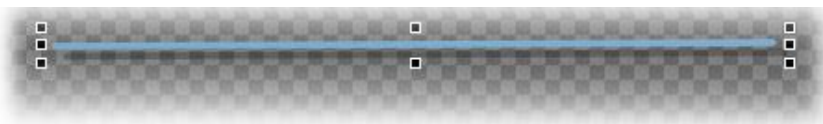


In the *Shadow* field, you can define some shadow settings of the object.

The option, set by default is **None**. For applying shadow to the object, press the **None** button to change it to **Drop**.



You can set the shadow direction by choosing one of the eight circles which represent eight directions.



The *Outline* field provides outline settings for the currently selected object.

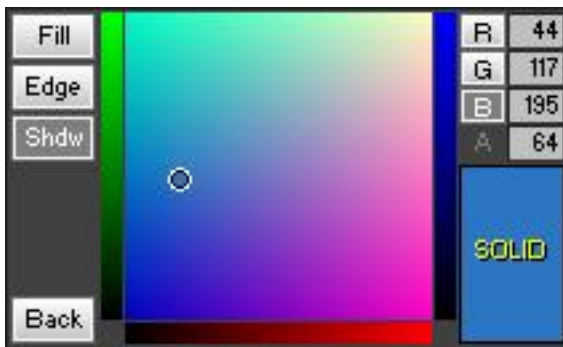
The value corresponding to **Width** represents the thickness of the outline.

You can select a type of an outline from the **Dash** drop-down list.

You can choose whether the outline is going to be in front of the object or behind of it, by going to **Pos**, as in the example to the left.

The field, located between the *Outline* and *Tags* fields is *Color palette*. It provides color settings.

A desired color can be achieved by typing values between 0 and 255 in the **R**, **G**, **B** boxes. You can set a transparency of the object by typing values between 0 and 255 in the **A** box which stands for "alpha channel".



A basic gradient operation can be done by clicking to the upper and lower side of the **Solid** button and assigning a desired color to its **Top** side and for its **Bottom** side.

You can define two different colors and alpha values for each half of the object.



**NOTE:** The field between the *Position* and *Shadow* fields is designed for special settings related to each object.

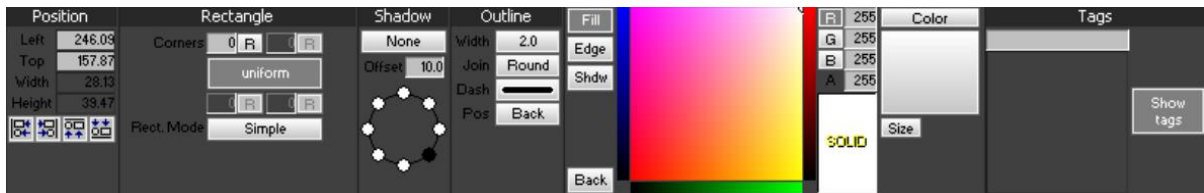
You can find more detailed information regarding the gradient settings in the [Background chapter](#) further in this manual.

You can find more detailed information regarding the *Image* and *Tags* fields in the [Box chapter](#).

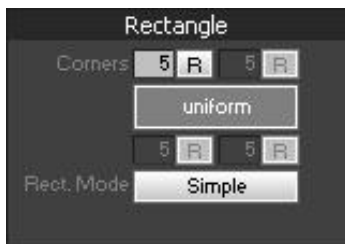
### 11.3.2. **Box**

Choose the **Box** object if you would like to draw a square-shaped object. Then, draw a rectangle in the *Work area* to create it. A box with default settings is will appear. To edit the settings of the **Box**, go to the *Work area* and then left-click this object.

The settings of the **Box** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



The *Position*, *Shadow*, *Outline* and *Color Palette* fields are the same as those of the **Line** object.



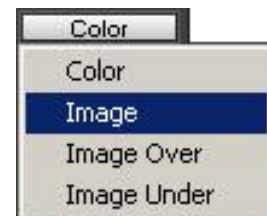
In the *Rectangle* field you can specify what type of corners to be applied to the currently selected **Box** object. To do so, click the **R** button ("R" stands for "rounded"). The corners can be rounded, flat or chopped. If you



would like to apply rounded corners to your object, fill-in the desired value within the active box corresponding to **Corners** in the *Rectangle* field.

Press the **Uniform** button to deactivate it. This way, all corners of the **Box** object can be edited separately.

There are four ways of adding a color or image to the **Box** object. To do so, click the **Color** button at the right side of the *Color palette*. You can choose between: **Color**, **Image**, **Image Over** and **Image Under**. When the **Color** option is





chosen, the *Color palette* stays active. The supported file extensions for inserting a picture are: \*.PNG, \*.TGA, \*.JPG, \*.BMP, \*.GIF).

To insert a picture, click the grey box situated under the **Image** button (it is shown in the example to the left). A dialog will appear for you to browse for the desired image. After choosing the image, press **Open**. The image will be loaded into the grey box.

If you would like to add an image file in front of the color, defined in *Color palette*, choose the **Image Over** option from the drop-down list after clicking the **Color** button.

In case you would like to add an image file behind the color defined in the *Color palette*, choose the **Image Under** option from the drop-down list after clicking the **Color** button.

The *Color palette* and the *Image* can be seen by changing their alpha values.

In order to facilitate and simplify the working process in Easy CG, all objects in the *Work area* can be tagged. This is in case you work with multiple objects. You can add a tag to an object just in few steps:



- ☞ Choose the object in the *Work area* by left-clicking on it.
- ☞ Type some text that defines the object itself to the text box in the *Tags* field.
- ☞ Click the **Add tag** button to the right side of the *Tags* field.
- ☞ Well done! This way you can choose any object by clicking its tag located in the *Tags* field.

If you would like to see the tag notes in the *Work area*, press the **Show tags** button.

**NOTE:** Deactivating the **Show tags** button, just removes the tags in the *Work area*. It doesn't deactivate the list of tags.

### 11.3.3. Text

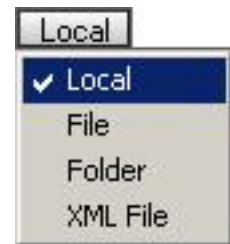
Choose the **Text** object if you would like to type a fixed text. Left-click on the *Work area* to insert the text object on the place it should begin.

All settings of the **Text** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



There are four options for selecting a text source and those are:

- ☞ **Local** – to type the text directly into the Easy CG interface;
- ☞ **File** – to link the object to a file with \*.txt extension;
- ☞ **Folder** – to link the object to a folder which contains several text files;
- ☞ **XML** – to link the object to a file with \*.XML extension.



#### 11.3.3.1. Local



After choosing the **Text** object from the **Objects menu**, and clicking in the desired place into the *Work area*, a dialog window as the one to the left will appear.

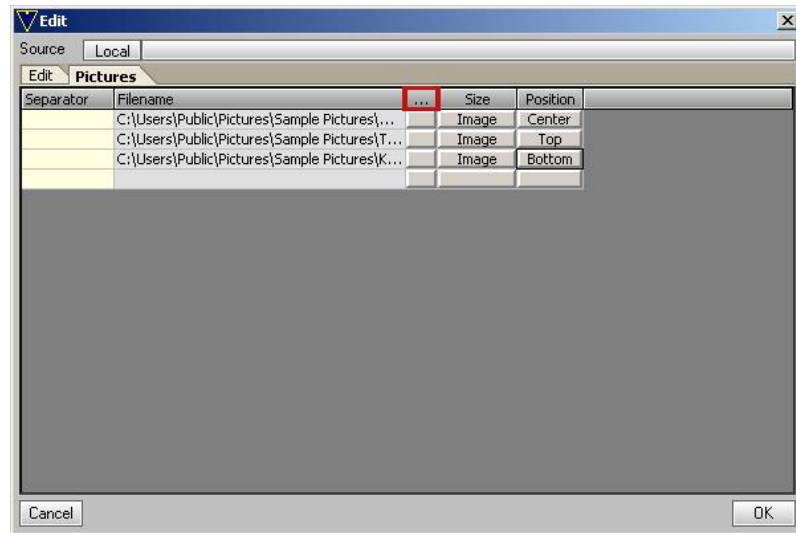
If you would like to select an option for text import, press the **Local** button (it is set as "**Local**" by default).

The *Edit* dialog window consists of two tabs – **Edit tab** and **Pictures tab**.

The **Edit tab** is designed for typing text.


The **Pictures** tab is designed for applying inserting images or animation files into the text. The supported file formats are \*.PNG, \*.TGA, \*.JPG, \*.BMP, \*.GIF, \*.VXA).

In order to insert a picture, press the three dots situated to the right side of the Filename column. A standard browse dialog will appear. After choosing the appropriate file, press **Open**. The file paths of the images can be seen under the **Filename** column.



There are two options provided by clicking the button under the **Size** column: **Font** to minimize the file to font height, and **Image** to insert the file with its original height.

The Inserted file can be aligned to the **Top**, **Bottom**, and **Center** of the text. “**Center**” is set by default. It is important what is typed under the **Separator** column. The characters that have been typed here will be searched throughout the file and if the entire string is found, the file will replace the string. It is important not to choose characters that may be in file source.

The  buttons located just under the **Edit tab** are designed for aligning the text to the left or to the right. The settings for type right-aligned languages can be specified here.

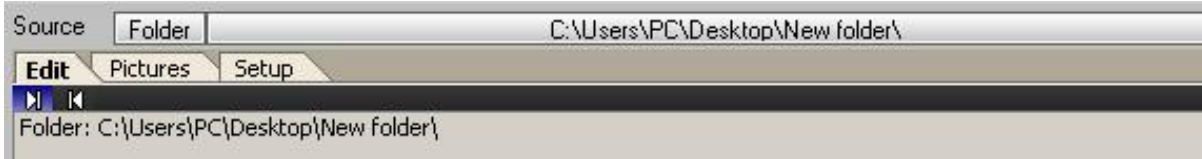
### 11.3.3.2. File

The text source can be changed by clicking on the **Local** button. Select the **File** option to link the object to a file with \*.txt extension. A standard browse dialog will appear. After selecting the desired text source, press **Open**.

**NOTE:** Any changes within the \*.txt file while Easy CG is on air will be applied immediately to the text object.

The rest of the settings for the **File** are the same as the [Local](#) ones.

### 11.3.3.3. *Folder*



Select the **Folder** option if you would like to link the object to a folder which contains several text files. When the source is chosen as **Folder**, a standard browsing dialog opens up. The folder is chosen by selecting one of the text files contained in the folder.

**NOTE:** All the text files inside the folder that contains a “chosen” text file will be defined as a source. The interval of changing between the text files is defined as **seconds in Interval (s)** box located in the **Setup tab**.

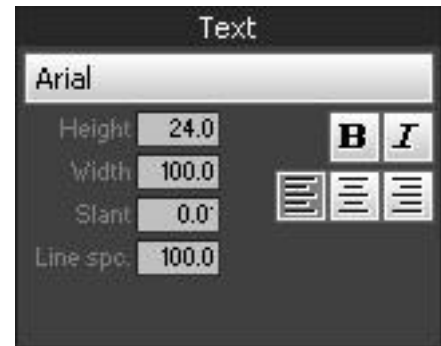
### 11.3.3.4. *XML*

For more detailed information concerning the XML files as a source, please refer to the [Crawl chapter](#) further in this manual.

### 11.3.3.5. *Object settings*

When you are ready with the source settings and you can see the text source in the *Work area*, press **Ok**.

In comparison with the other objects, the difference here is related to the *Text field*, located between the *Position* and the *Shadow* fields.



The default font can be edited by clicking on its name on the upper side of this field.

Default font may be edited by clicking on its name on upper side of this field. The **Arial** font is set by default. Easy CG uses the fonts of the operating system.

**NOTE:** Any new fonts can be added to Easy CG by installing them in the operating system.

The **Height** value represents the font size.

The **Width** value is designed to enlarge or reduce the font size horizontally.

The font can be slant between  $-45^\circ$  and  $+45^\circ$  by typing numbers between  $-45$  and  $+45$  into the **Slant**. **B** makes the font bold. *I* makes the font italic.

The Text field provides also aligning options such as:

 Align text left,  Align text center,  Align text right.

**NOTE:** You can right-click a text object in the *Work area* to convert it to crawl or roll object.

### 11.3.4. Circle

Choose the **Circle** object to draw a circle.



Then, draw a rectangle in the *Work area* to create it. A circle with default settings is will appear. To edit the settings of the **Circle**, go to the *Work area* and then left-click this object.

The settings of the **Circle** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



The *Position*, *Shadow*, *Outline*, Color palette, the image adding option and *Tags* are the same as they are in the [Box object](#).

In comparison with the other objects, the difference here is related to the *Circle field*, located between the *Position* and the *Shadow* fields. It comes up with the following settings:

-  **Full Angle** – represents the total interior angle of the circle and its default value is  $360^\circ$ . It can be edited to ease calculations.
-  **Angle Start** – defines the beginning angle.

☞ **Angle Size** – defines the angle of pie of the circle with its ratio to defined angle in **Full Angle**, starting from the angle defined in **Angle Start**.

☞ Convert to **Multisegment**, which is the second option in **Ellipse Mode**, transforms the object to multisegment. The circle can be sliced into pies and the basic settings of each pie can be edited separately by converting the object to multisegment. Those basic settings are provided after pressing **Setup Segments** button. After pressing the Setup Segments button, a configuration window as the one to the right will appear.



To add a new segment, press the **Add** button.

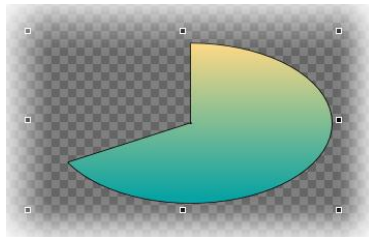
To delete a segment from the list, press the **Del** button.

The **Size** parameter defines the width of a segment.

The **Shift%** value defines the distance of the segment from the center of the circle and shifts the segment.

The **Cut** value defines what part of the segment to be cut, starting from the center of the circle.

**Show** shows the segment with the value of 1 and hides it with the value of 0.

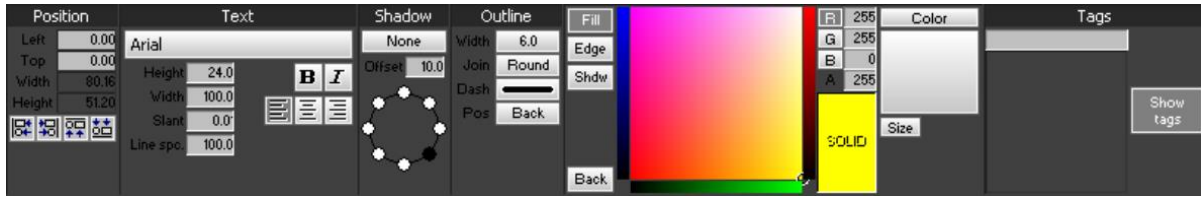


### 11.3.5. PText

Choose the **PText** object if you would like to type a paragraph text. Left-click on the *Work area* to the place the text object should begin.

The settings of the **Text** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



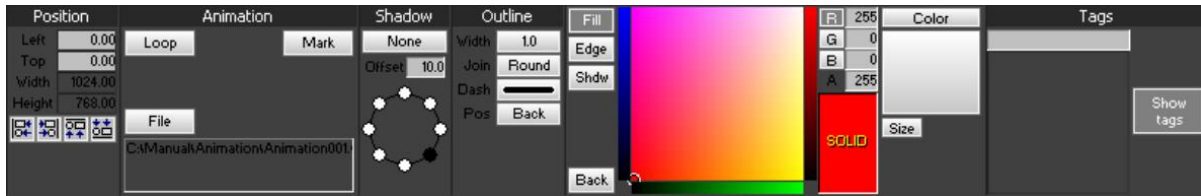


All features of the **PText** object are the same as the [Text object](#) ones, except the behaviour of the text as a whole paragraph, not as a line. The following text aligning options are provided for the paragraph text:

Align text left, Align text center, Align text right.

### II.3.6. **Anim**

Select the **Anim** object if you would like to play an animation file. When you click in the *Work area*, a standard browsing window opens up. It will ask for a file with \*.VXA extension. Detailed information about VXA file extension and how to create a file with \*.VXA file extension, is mentioned in [VXA Builder chapter](#) further in this manual.



After choosing the desired animation file, press **Open**.

Settings for the **Anim** object are the same as the settings of the other objects. Exceptions the *Animation field* between the *Position* and the *Shadow fields*. The **Anim** object has three options which are:

- Loop** – it is inactive by default. Use it to make the object go into an infinite loop.
- File** – it shows the file path of the object. Use it to change the file or to link the original file again if the path of the file is changed.
- Mark** – use it to define a time interval of the animation.

### II.3.7. **Crawl**

Select the **Crawl** object if you would like to display a text that flows horizontally. Left-click on the *Work area* to insert the crawl object on the place it should begin.

The settings of the **Crawl** object are visible in the lower side of the Easy CG interface.

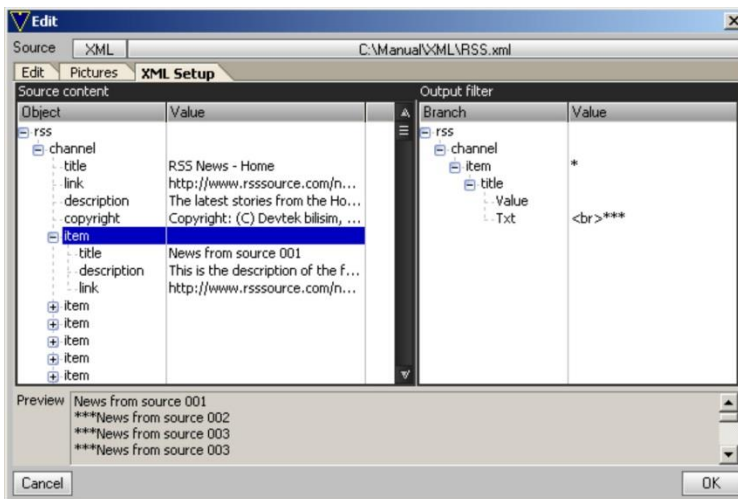


The window that pops up after clicking on the *Work area* is the same as the one of the [Text object](#).

You can choose an \*.XML file as a text source and link it to the object in Easy CG.

After choosing the desired file, created via the RSS Reader module, press **Open**.

An **XML Setup tab** will appear. This tab is divided into two parts which are **Source content** and **Output filter**. The content of the XML file is displayed in the **Source content** section. Contents to be used from **Source content** are set in **Output filter**. The results of Output filter can be previewed in the Preview section located at the lower side of the window.



Right-clicking to the **Output filter** section provides the following options:

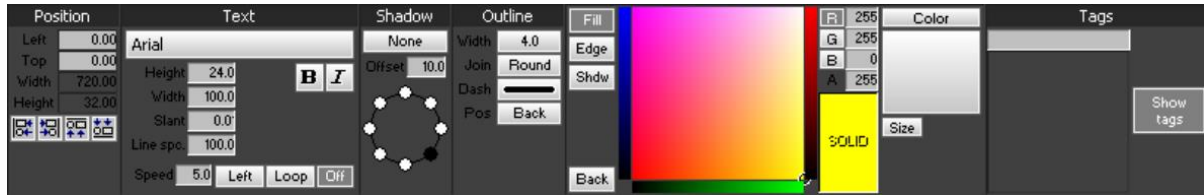
- ☞ *Add text* – adds a new text file. Double-click the text file in order to edit it.
- ☞ *Add newline* – adds a new line. Double-click the line in order to edit it
- ☞ *Add Branch* – contents inside of the sub

branches in XML file as seen in tree structure on left side, are chosen in sub menu of *Add Branch*

- ☞ *Add this value* – adds an output filter for the chosen branch and displays it in the output and preview parts of the screen.
- ☞ *Set Range* – sets a range for the chosen branch, if the top branch has the chosen branch more than one. The range options may be set in sub menu of *Set Range*; are *All branches* to choose all branches that are the same with the chosen branch, *First branch* to choose only the first branch, and *Branch range* to set one or few branches.

An image or animation file can be used as a separator while using XML as text source. Just define a separator for the file in the **Pictures tab**. Then, type that separator in the text file that has been added inside of the branch which its value added to output filter. The desired content can also be drag-n-dropped from the **Source content** to the **Output filter**.

The *Position, Shadow, Outline, Color palette, image adding option and Tags*; are the same as they are in [Text object](#).

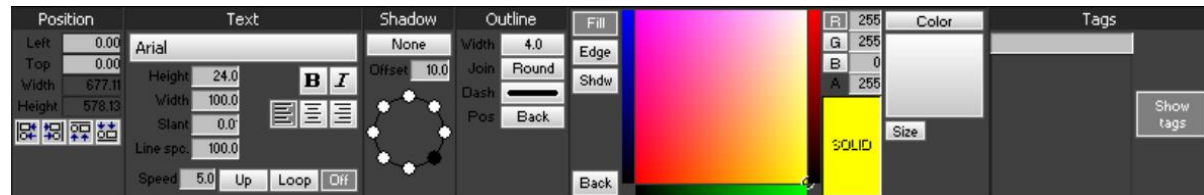


The *Text* field between the *Position* and *Shadow* fields is partially the same as the one of the *Text* object. The features, that are specific to **Crawl** object; are **Speed, Direction, Loop, and Ending behavior**.

### 11.3.8. Roll

Select the **Roll** object if you would like to display a text that flows vertically. Left-click on the *Work area* to insert the roll object on the place it should begin. The window that pops up after clicking on the *Work area* is the same as the one of the [Crawl object](#).

The settings of the **Roll** object are visible in the lower side of the Easy CG interface. You can see them into the example below:



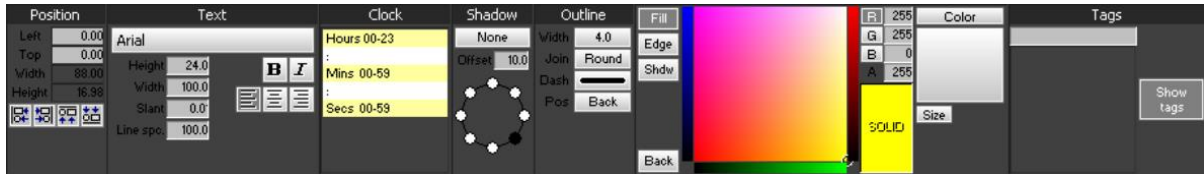
There are two differences in settings of the **Roll** and **Crawl** objects. The first difference is in the alignment settings – such settings are not utilized by the *Crawl object*. The second difference is in the direction setting that was 'to right or left' in the **Crawl** object, is 'to up or down' here.

**NOTE:** Right-click the **Crawl** object situated at the *Work area* if you would like to convert it to a text or roll object.

### 11.3.9. **Clock**

Press the **Clock** button if you would like to insert a digital clock that displays time and date information of the OS. Left-click on the *Work area* to insert the clock object on the place it should be positioned.

The settings of the **Clock** object are visible in the lower side of the Easy CG interface. You can see them into the example below:



The *Clock field* is located between the *Text* and the *Shadow* fields, in addition to settings provided by the *Text field*. The structure of the clock is set in Hours: Minutes: Seconds as default. The separator “ : ” can be edited by double clicking on it and typing any character that you would like to use for a separator. The right-click menu of any item on the **Clock** object, has three options which are:

- ∞ **Insert** to insert a new item.
- ∞ **Change** to change the item with another.
- ∞ **Delete** to delete an item.

You can add the following items:

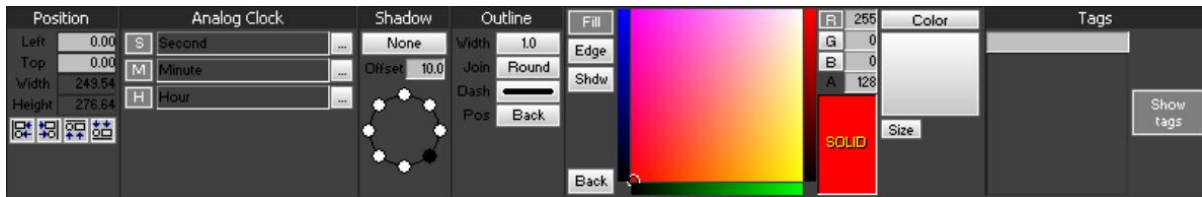
- *Seperator*;
- *Hours 00-23*;
- *Hours 01-12*;
- *Mins 00-59*;
- *Secs 00-59*;
- *Weekday short*;
- *Weekday full*;
- *Day 01-31*;
- *Month 01-12*;
- *Month short*;
- *Month full*;
- *Year 00-99*;
- *Year full*;
- *AM/PM switch*;
- *Day of year*;
- *Week of year 00-53*

### 11.3.10. **A.Clock**

Select the **A.Clock** object to create an analog clock that displays time and date information of the OS.

Then, draw a rectangle in the *Work area* to create it. To edit the settings of the **A.Clock**, go to the *Work area* and then left-click this object.

The settings of the **A.Clock** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



The specific adjustment field now is the *Analog Clock* field. It is situated between the *Position* and the *Shadow* fields. There are three options in this field:

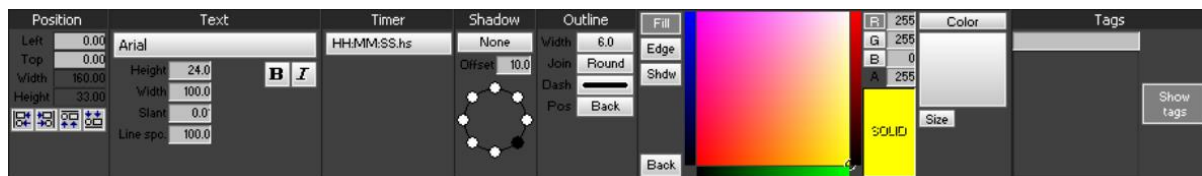
- 🌀 S to add an image for the seconds hand of the clock,
- 🌀 M to add an image for the minutes hand of the clock, and
- 🌀 H to add an image for the hours hand of the clock.

### 11.3.11. **Timer**

Select the **Timer** button if you would like to create a **Timer** object.

Then, draw a rectangle in the *Work area* to create it. A timer with default settings is will appear. To edit the settings of the **Timer**, go to the *Work area* and then left-click this object.

The settings of the **Timer** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



In comparison with the other objects, the difference here is related to the *Timer* field, located between the *Text* and the *Shadow* fields. The only option on *Timer*, is structure of time display.



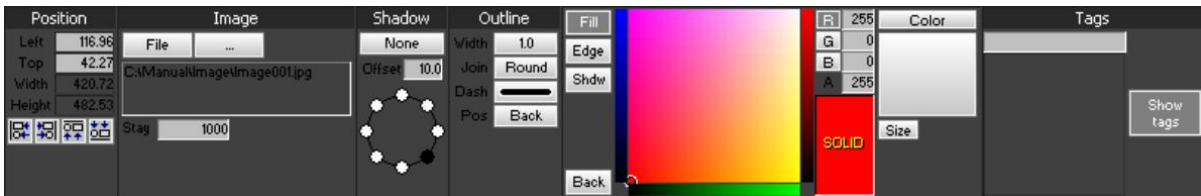
There is a *Timer Control* menu which appears under the **PLAY** button on right side of *Work area*. The **Start** and **Pause** buttons are used for starting or pausing the **Timer** object which currently runs on air. - **Dec** sets the object as countdown timer, and **+Inc** sets the object as count up timer; in **Direction** under *Timer Control* menu. You can set an initial time by pressing the **SET** button.

### 11.3.12. Image

Select the **Image** object if you would like to insert an **Image** file. Then left click inside the *Work area*. A default browsing dialog opens up. After selecting the desired image, press **Open**.

An image object with default settings is will appear. To edit the settings of the **Image**, go to the *Work area* and then left-click this object.

The settings of the **Image** object are visible in the lower side of the Easy CG interface. You can see them to the example below.



In comparison with the other objects, the difference here is related to the *Image field*, located between the *Position* and the *Shadow* fields. This field provides the following settings:

- 🔗 **File** – use it to set a default source or to display an image file.
- 🔗 **Folder** – use it to display image files in a chosen folder with the duration that is editable to the **Stay** box.

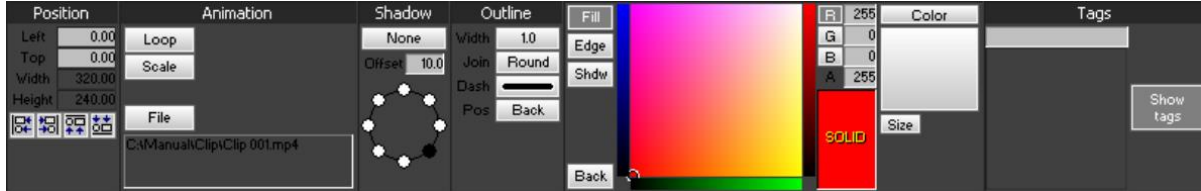
### 11.3.13. Clip

Select the **Clip** object if you would like to insert a video file. Then left click inside the *Work area*. A default browsing dialog opens up. The supported file extensions are \*.AVI, \*.MPG, \*.MPEG, \*.M2P, \*.MP4, \*.MOV After the desired media file is selected, press **Open**.

A video object with default settings is will appear. To edit the settings of the

**Clip**, go to the *Work area* and then left-click this object.

The settings of the **Clip** object are visible in the lower side of the Easy CG interface. You can see them to the example below.

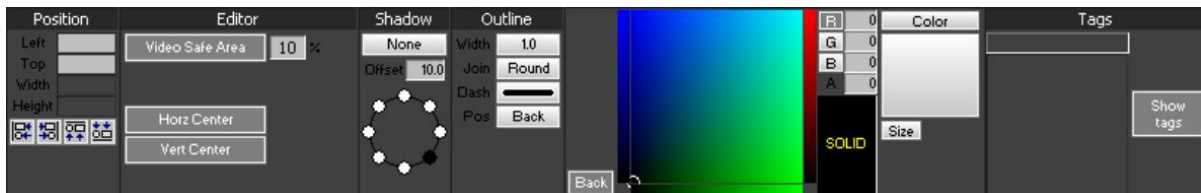


In comparison with the other objects, the difference here is related to the *Animation field*, located between the *Position* and the *Shadow* fields. This field provides the following settings:

- ∞ Loop – it is inactive by default. It makes the object to go into an infinite loop.
- ∞ Scale – it equalizes the dimensions of the video file to object dimensions.
- ∞ File – use this option to update the path of the source object, or to change it with another object.

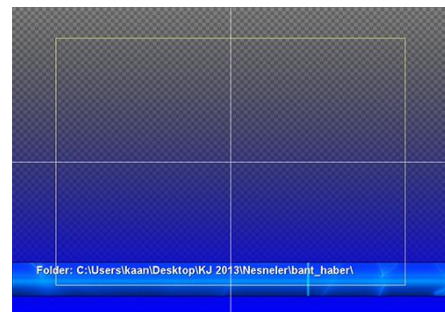
### 11.3.14. **Background**

The **Background** of the *Work area* has its own settings, similar to the settings of the objects. The specific adjustment field for the **Background** is the *Editor field*. It is located between the *Position* and the *Shadow* fields. Click at a random place in the *Work area* to see the Background properties.



The *Editor field* provides the following settings:

- ∞ **Video Safe Area** is set to 10% as default.
- ∞ **Horz Center** and **Vert Center** display horizontal and vertical lines which pass through the center of *Work area*. Those options work as reference lines. They are designed to help the user to determine placing results of the objects to the *Work*






area better.

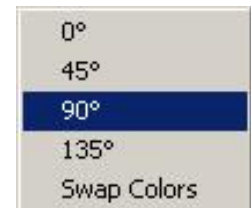


A basic gradient operation can be done by clicking to the upper and lower side of the **Solid** button and assigning a desired color to its **Top** side and for its **Bottom** side.

You can define two different colors and alpha values for each half of the object.

The default gradient value is set to 90°. If you would like to change this value, press the  button and then choose one of the following options:

- ☞ **0°**: The color which is assigned to **Top** starts from the left side of the *Work area*. It gets mixed in the center of the *Work area* with the color which is defined to **Bot**. It starts from the right side of *Work area*.
- ☞ **45°**: The color which is assigned to **Top** starts from the upper left corner of the *Work area*. It gets mixed in center of the *Work area* with the color which is assigned to **Bot**. It starts from the lower right corner of *Work area*.
- ☞ **90°**: The color which is assigned to **Top** starts from the upper side of the *Work area*. It gets mixed in the center of the *Work area* with the color which is assigned to **Bot**. It starts from the lower side of *Work area*.
- ☞ **135°**: The color which is assigned to **Top** starts from the upper right corner of the *Work area*. It gets mixed in the center of the *Work area* with the color which is defined to **Bot**. It starts from the lower left corner of *Work area*.
- ☞ **Swap Colors**: Swaps **Top** and **Bot** colors.



## II.4. Work Area

The *Work area* occupies the main part of the Easy CG graphical user interface.

The *Work area* shows all graphical objects, previously placed into it, their positions, tag, type and so on.

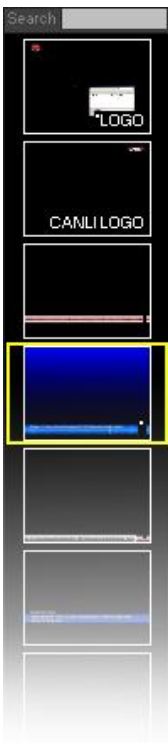
Each object can be moved throughout the *Work area* by using the drag-n-drop method.

Each object can be resized in the *Work area*.

The position of each object can be turned to “fixed”. Just right-click the desired object and then choose **Lock position**. If you would like to “release” the object, right-click it again, then press **Unlock position**.

To enlarge the *Work area*, go to the **View** menu → **Zoom**.

To set the aspect ratio of the *Work area*, go to **File** menu → **Preferences** ⇨ **Set Work area**. This configuration window is described in the [File menu](#) section further in the manual.



## II.5. The Pages pane

Each project can contain one or many pages. A page is as a slide: it contains one or many graphical objects.

The **Pages pane** is located at the left-hand side of the *Work area*.

The currently selected page is marked in yellow frame as in the example to the left.

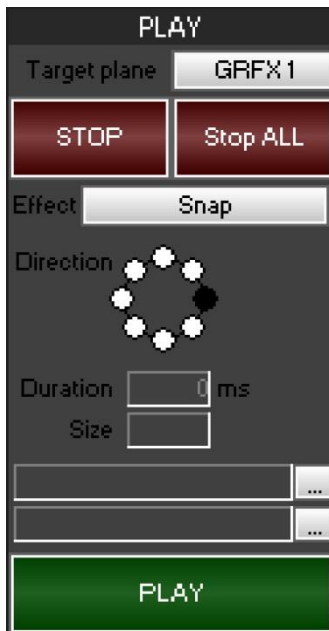
To add a new page to the project, press the **Add** button. To remove the currently selected page, press the **Remove** button. Use the **Set layout attributes** button to add a **Name** and **Metadata** for the currently selected page. When ready, press **Ok**. Once the page has a name, it can be searched by its' name in the *Search field* on the top of the **Pages pane**.



**NOTE:** Right-click on the **Pages pane** to edit the layout attributes of the currently selected page. Using the right-click menu, you can also add or remove pages.

You can find more detailed information regarding the pages in the [Page menu](#) located at the Menu bar further in this manual.

## II.6. Control menu



The Control menu is located at the right-hand side of the *Work area*.

It provides options such as layer selection, input effects selection, direction, duration, size, sound file reproduction.

The *Work area* allows you to design and create a specific layer which contains graphics. The *Control menu* allows you to send them to the output.

To get several pages on the output just select them from the [Pages pane](#) and then assign one and the same layer to them. Select a layer from the Target plane, for example **GRFX1**.

The **Stop ALL** button cleans the graphics layer.

## II.7. Menu bar



### II.7.1. File menu

The File menu contains all project-related commands.

#### II.7.1.1. New

This command opens a new blank project.

#### II.7.1.2. Open

Loads an existing project.

#### II.7.1.3. Save

This command saves the current project file.

#### II.7.1.4. Save as

This command saves the current project to a file with a \*.vly file extension.

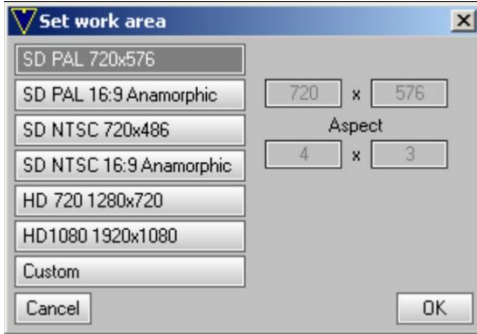
**NOTE:** If \*.vly file extension is selected for saving the project, only the currently selected page from the **Pages pane** will be saved to be used in another Easy CG project or the Easy OnAir software.



#### II.7.1.5. Layout

This submenu provides the following options:

- ☞ **Export Layout** – allows you to export the currently selected page from the **Pages pane** as a \*.vly or \*.vmy project file. Later on, you might want to use the page for a different project.
- ☞ **Import Layout** – imports a previously saved page to the current project.
- ☞ **Export as bitmap** - exports the currently selected page from the **Pages pane** as a bitmap image.



### II.7.1.6. Preferences

The aspect ratio of *Work area* should be the same as the aspect ratio of the output. The aspect ratio of the *Work area* can be set by selecting one of the options provided in the configuration window or manually by choosing pressing the **Custom** button.

Some of the defined aspect ratios may be chosen here, or it may be defined manually by choosing *Custom*.

### II.7.1.7. Exit

This command exits the program.

## II.7.2. **Edit menu**

This menu provides project-related options such as **Undo**, **Redo**, **Copy** and **Paste**.

Undo Move objects	Ctrl+Z
Redo Move objects	Ctrl+Y
Copy	Ctrl+C
Paste	Ctrl+V

### II.7.2.1. Undo (Ctrl+Z)

This command undoes the last operation.

### II.7.2.2. Redo (Ctrl+Y)

This command redoes the last operation.

### II.7.2.3. Copy (Ctrl+C)

This command allows you to copy the currently selected object in the *Work area*.

### II.7.2.4. Paste (Ctrl+v)

This command pastes the object that has been previously copied.



### ***II.7.3. Selection menu***

This menu becomes active when you select an object from the *Work area*. Left click the desired object in order to select it. The **Selection menu** comes up with the following settings:

#### ***II.7.3.1. Move up***

In case some objects in the *Work area* overlap, you can bring the currently selected object over another one. Just select the desired object and then go to the **Selection menu** → **Move up**.

#### ***II.7.3.2. Move down***

To move the currently selected object under another one, go to the **Selection menu** → **Move down**.

#### ***II.7.3.3. Bring to Front***

To move an object over all objects, select the desired object and then go to the **Selection menu** → **Bring to front**.

#### ***II.7.3.4. Send to Back***

To move an object behind all objects, select the desired object and then go to the **Selection menu** → **Send to back**.

#### ***II.7.3.5. Group***

This command is designed with a control facility in mind. It allows you to group several objects in the *Work area*.

#### ***II.7.3.6. Ungroup***

**Ungroup** allows you to ungroup the already grouped objects.

Next Page	Alt+PgDn
Previous Page	Alt+PgUp
First Page	Alt+Home
Last Page	Alt+End
Remove Empty Pages at End	

### II.7.4. Page menu

This menu is related to the [Pages pane](#) which is located at the left-hand side of the *Work area*. This drop-down menu provides the following options:

#### II.7.4.1. Next Page (Alt+PageDown)

This command allows you to jump from the currently selected page in the **Pages pane** to the next page in the project list.

#### II.7.4.2. Previous Page (Alt+PageUp)

This command allows you to jump to the previous page in the **Pages Pane**.

#### II.7.4.3. First Page (Alt+Home)

Select it to jump to the first page in the **Pages Pane**.

#### II.7.4.4. Last Page (Alt+End)

Select it to jump on the last page of the project.

#### II.7.4.5. Remove Empty Pages at End

This command removes the blank pages at the end of the project list.

### II.7.5. View menu



This drop-down menu contains the following options:

#### II.7.5.1. Refresh

This command will refresh the *Work area*.

#### II.7.5.2. Zoom

To enlarge the *Work area*, go to the **View** menu → **Zoom**. You can also use the Ctrl (-/+) keyboard combo to resize the *Work area* at your will.



### 11.7.6. Tools menu

This menu contains two modules: **VXA Builder** and **RSS Reader**.

#### 11.7.6.1. VXA Builder

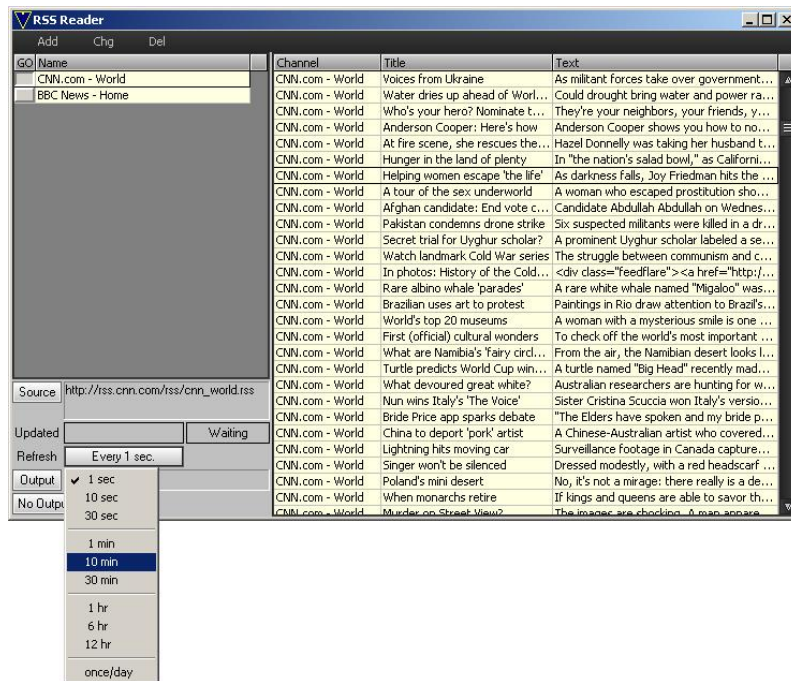
Use this module to generate files with \*.VXA extension. Such files can be imported in the [Animation objects](#).

After selecting the **VXA Builder** from the **Tools** drop-down menu, a standard browsing dialog opens up. Now you can select the files you would like to use for creation of animation sequence. The supported file formats are \*.PNG, \*.TGA, \*.JPG, \*.BMP, \*.GIF. Click any of the files, contained in the browsing folder. Then press **Open**. This action will select all the files contained in the folder. When all of the images are 100% selected, the animation sequence is ready to be saved. A new dialog box opens up. Press the **Save** button.

#### 11.7.6.2. RSS Reader

Select the **RSS Reader** to assign RSS feeds to objects.

Press the **Add** button to add a new RSS source to the left-hand side of the screen. There, you can see the **Name** of each separate source that is loaded into the RSS Reader module. It is displayed in the **Name** column. To change or remove an RSS source from the list, use the respective **Chg** and **Del** buttons.



When an RSS source contained in the list is selected, the properties field located at the lower left-hand side of the **RSS Reader configuration window** becomes active. Press the **Source** button to modify the address corresponding to the RSS source. To change the RSS feed updating time interval, press the

button corresponding to **Refresh**. By default, the time interval for updating the feed is set to **Every 1 sec**.

The RSS feed should be recorded into a file. To do so, follow the steps described to the example below:

- ☞ Select the desired RSS source from the left-hand side of the **RSS Reader configuration window**.
- ☞ Select the desired RSS feed from the right-hand side of the RSS Reader configuration window.
- ☞ Press the **No output** button in the properties field located at the lower left-hand side of the **RSS Reader configuration window** to turn it to **Single txt**.
- ☞ Press the **Output** button situated at the lower left-hand side of the **RSS Reader configuration window**. Then, select a folder in which to place recorded RSS feed.



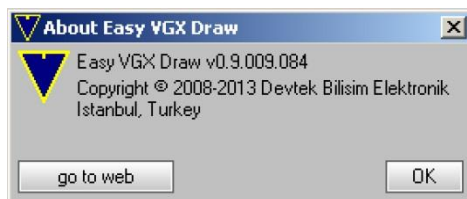
There are several options related to recording of RSS feeds.

**No output** is set by default.

Choose **Single Txt** to transfer the RSS feeds to a single text document.

To transfer the RSS feeds to separate text documents, select the **Multi Txt** option.

Select the **XML File** to transfer the feed to an XML file.



### 11.7.7. Help menu

Pressing the **Help menu** → **About** will display useful information concerning the Easy CG software version. If you would like to visit our website, press the **Go to web** button.

### 11.7.8. Editor

The Easy CG module operates in three modes: Editor, Playlist and Scheduler.

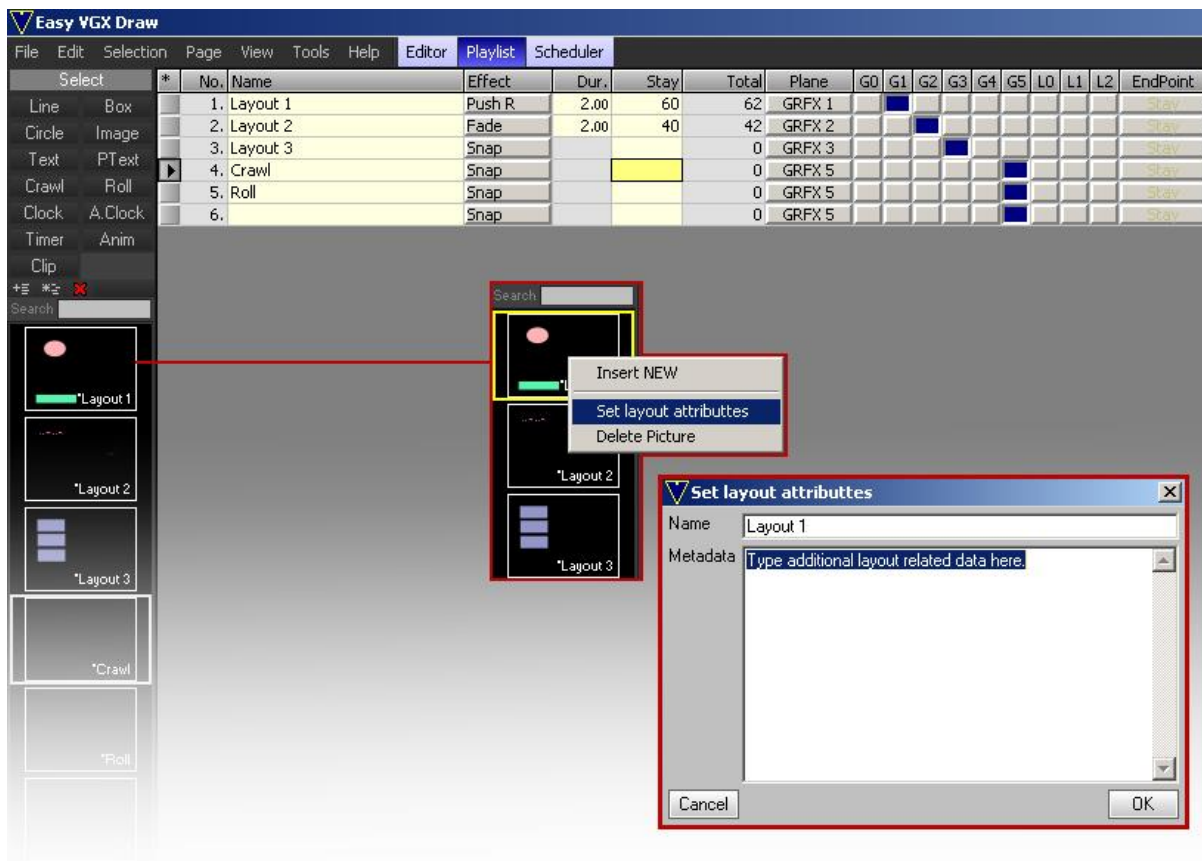
### 11.7.9. Playlist

This module is designed to control the pages.

**NOTE:** Each page contains previously prepared graphics layout. Graphics layouts can be prepared in the **Editor**.

You can see the page number to the left-hand side of the playlist grid (see the example below).

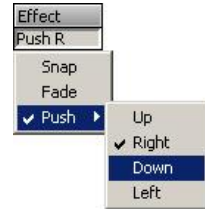
To define a name of a page, go to the [Pages pane](#), then right-click the desired page. A drop-down menu will appear. Select **Set layout attributes**. The **Set layout attributes** configuration dialog will appear.



Now you can add a **Name** and **Metadata** for the currently selected page. When ready, press **Ok**. The names of all pages are displayed in the **Name column** of the Playlist module.



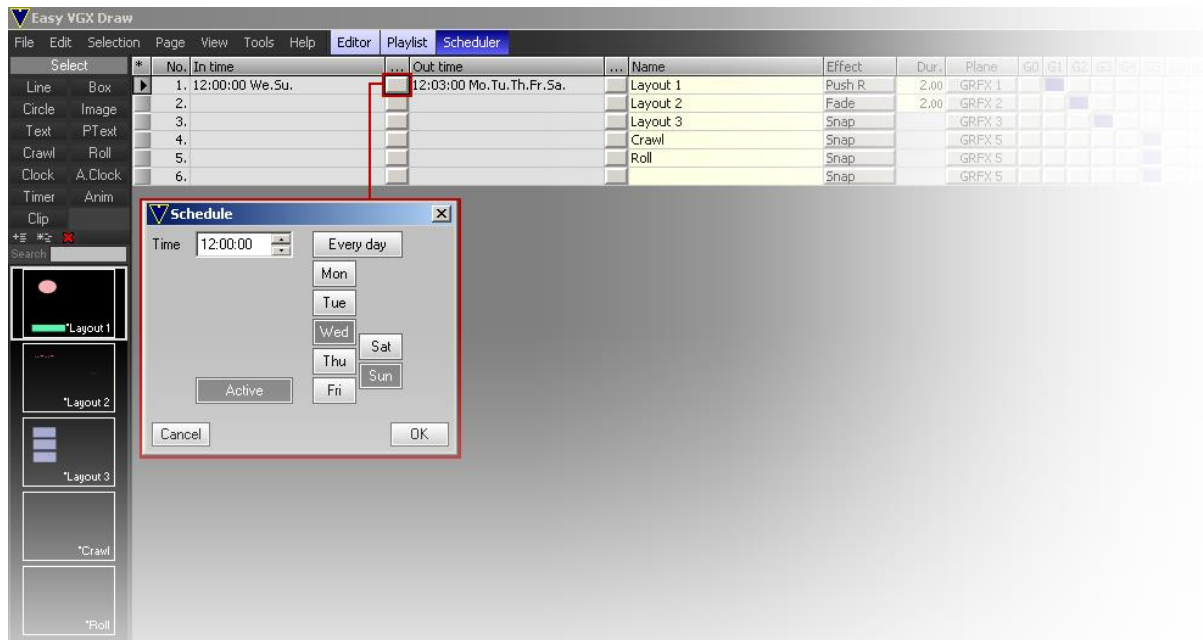
You can assign an input effect for each layout/page. Double-click the respective box in the **Duration column** to enter the desired time value for the input effect duration. Double-click the respective box in the **Stay column** to define how long the currently selected layout will be displayed on the output.



You can specify graphics layer for each layout. To get several pages on the output just assign one and the same layer to them.

### 11.7.10. Scheduler

This module is designed for scheduling pages/layouts.



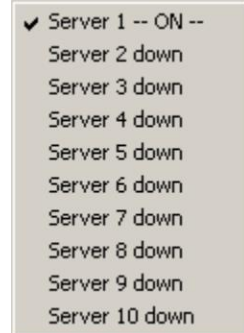
The right-hand side of the grid contains all pages/ previously prepared layouts. Click the respective button, positioned next to each layout. The **Schedule** configuration dialog opens up. Select the day(s) and time for displaying the page. To activate the Scheduler, press the **Active** button. When you are done with the settings, press **Ok**.

## II.8. Status bar

The *Status bar* is located at the lowest part of the Easy CG graphical user interface. It contains information about the current time and date. It also contains information about the current software version of the module.



Pressing the "Connected to Server" label on the *Status bar* allows you to see a list of each output that Easy CG may send commands to (see the example to the right). A project can be previewed while it is running on air without being interrupted. Just send it to another [Easy Render Server](#) instance. You can run more than one Easy Render Server instance. You just have to specify a **Name** and Hardware I/O **Device** for the desired instance.

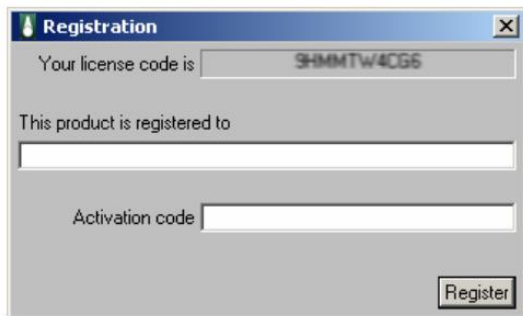


## III. License

### III.1. Demo version restrictions

Even though the demo version of Easy CG doesn't have any restrictions on its interface, it adds a watermark to the output of your system. Once the activation process is done, the watermark will disappear.

### III.2. Activation



You have to submit a license code and send it to us. To be able to see the license code, go to the Easy Render Server located at the system tray and press the ► button. Then, select **Registration**. In the **Registration** window, enter the activation code that has been previously supplied by our company and click **Register**.

Congratulations! After this process, the watermark will disappear from the output.

# Notes

A series of horizontal dotted lines for taking notes, spanning the width of the page.