

Date: 28 november 2014

## WORKING WITH CG-200

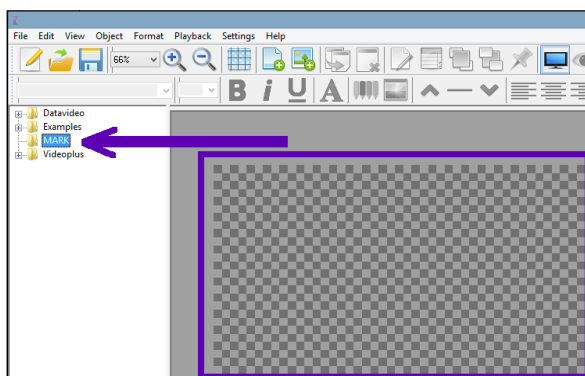
This document describes a simple workflow in CG-200. It contains the most used items, such as text roll, news crawls, logo and some shapes, which you can use as guideline for your own creations, following this document will familiarize yourself in CG-200. The template pages in the zip file can be extracted to the CG-200 folder in **MY DOCUMENTS**, and then you can access it from CG-200.

### VIDEOFORMAT

Before you start, first choose the desired video format. Our example pages are in HD 1920x1080 i50 format. The TC-200 has **dipswitches** to program the unit, which video format will be used. It needs to be equal to your format chosen in CG-200, as there are **no scaling** possibilities. As of now, CG-200 has a special way to change between the formats and it is not possible to open a 1920x1080 page when you are in 1280x720 mode for example. To change the video format, make sure the HDMI output is not ON and create a new **empty page**. Then go to **SETTINGS>PREFERENCES** and change the format. The workspace will change accordingly and now you can create or open pages, based on that video resolution.

### PREPARATION

In CG-200 it is not possible to create project folders or change the page names, so we are relying on windows explorer to start a new project by browsing to the **MY DOCUMENTS/CG-200** folder. There you will find the default folder **"Examples"**. Create a new folder or select an existing one. This will be the folder to store pages, text and image files to keep things organized. You could make subfolders like "images", "logos", but that is your own preference. After that is arranged, start CG-200 from the shortcut from your desktop.



The newly created folder will appear in the left explorer pane.

From there, click on the folder name you just created, to select where to work from.

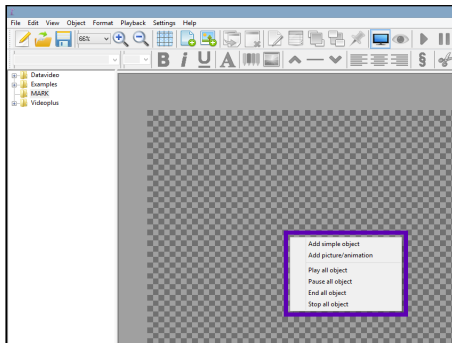
### A DIFFERENT APPROACH

CG-200 has a different approach than most common title generation software. CG-200 works with **objects** in a page, which each can be played and paused individually or all at the same time. Pages can be prepared before a live show/ event and are selected manually. It does not have an automatic **playlist**, but each page can be brought on air by right clicking the page in the list and select **LOAD AND PLAY**, which loads it and plays all objects at the same time.

Each individual object can be activated or disabled just by double clicking or using the buttons in the menu bar. If you want to show all present objects, choose **PLAY ALL** from the **PLAYBACK** menu bar. E.g. for subtitling you could stop a subtitle object with scrolling text, edit the text and start it again to show the updated text. There are some different ways for subtitling, which we deal with later. Due to the limitation of this free software utility, live typing is not featured.

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## ADDING OBJECTS



Go to the MENU BAR and select **FILE>NEW** to create a new page.

In CG-200, we can choose two different objects and can be added in two ways;

- 1) by right-mouse menu
- 2) selecting from MENU BAR>OBJECT>ADD.

Two objects are possible:

### Simple objects

can hold static or moving text, square or rectangular shapes in any colour.

### Pictures or animations

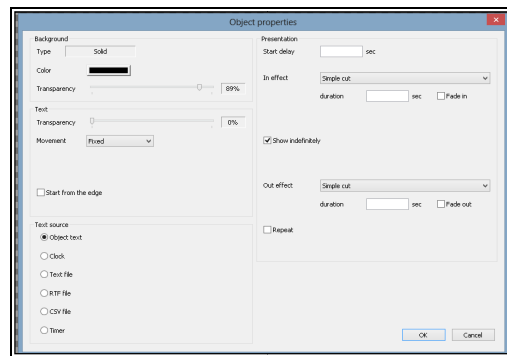
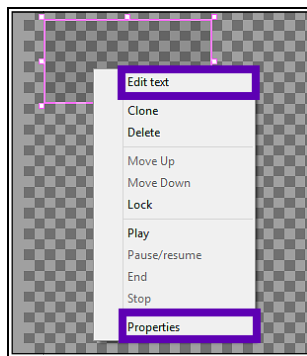
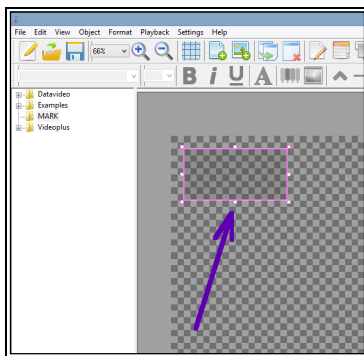
can hold TGA, BMP, PNG, JPG, GIF images or AVI'S.

## PLACING A SIMPLE COLORBAR

Now add a simple object, by right-mouse clicking on an empty part of the checkerboard workspace.

A semi transparent rectangular shape appears in the top left with a pink border.

Through the handles, you can change the shape, size or position. With the object selected, it can also be moved with the arrow keys.



After placing and sizing, click on the new shape with the right mouse button and choose properties.

Set the colour as you like and set the transparency slider to 0% (fully opaque). At default the checkbox "show indefinitely" is checked. It is possible however to fade in or make flying in/outs effects, then leave this box unchecked. Your first object is created!

On the right hand side of the GUI, a permanent property pane is located to easy access the most often used parameters quickly.

## MULTIPLE OBJECTS

When you have more than one objects, in the right click menu the options "**move up**" and "**move down**" determine whether the selected object is showing in front or behind the other. It is the equivalent to working with layers in Adobe Photoshop. If an object is placed into the desired position, it is a good habit to choose the option "lock", to prevent it from moving or editing.

This comes in handy if you have more than one object on top of each other. Editing text in lock mode is still possible.

## ADDING STATIC AND MOVING TEXT

Adding text can be done in two ways. After creating a simple object, through EDIT TEXT, you can type in the text you want to use directly. If the box is set to 100% transparent, only the text will appear. This can be placed on top of a colour box for example.

Another way is to make a simple object box and link to an external text or RTF file and set "monitor file changes" to yes in the right hand properties pane. That results in when all objects in the slide are playing, the text file can be edited at the same time. After saving of the document, the new text is displayed real-time without the need to start the slide again. See our example page 02 for details.

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## TUTORIAL PAGES

The quick start guide explains all features of CG-200 in more detail, but this documents deals with more hands-on examples, which can be used as templates. Through this, you can familiarize yourself and make professional looking titles.

Finish your work always by saving the page.

You can view the slide by enabling **HDMI output** (F10) and select **"PLAY ALL OBJECTS"** (F5) or use the **"LOAD AND PLAY"** option from the right menu in the explorer list.

## TUTORIAL 01 PAGE



In this page, there are two scrolling texts, one horizontal as lower third and one vertical. Both are set to a different scroll speed and are placed over colour bars. The sources are text files. In the lower right, there is a GIF animation of a moving cameraman. Also our company logo (datavideo news channel) sits on top of the colour bars and next to that a simple object, linking to a clock.

## TUTORIAL 02 PAGE



This page can be used for a soccer match layout. In the top left we find a couple of objects. There is a countdown timer of 45 minutes. After the page is played, the countdown starts. Every time the page is played, the timer refreshes, so that is not desirable during the match. There is a clever way to do this. To change the score, a simple object with a link to a text file is made (score.txt). The setting in the properties is set to **"monitor file changes"**. During the match, the text file can be edited and saved, after which the results show immediately in real-time, without affecting the countdown timer.

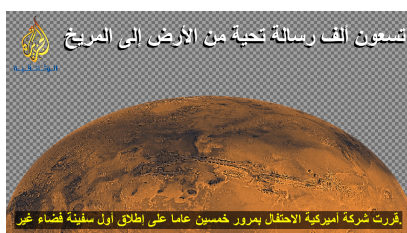
In the middle of the screen, the objects have a fade in and out time of 5 seconds. The showing duration is 15 seconds and showed once after playing the page. In CG-200 there is not feature to make a drop shadow, but here is a workaround: The text "match of the day" is cloned and the cloned text set to black and moved underneath the original text with a slight offset. That creates the impression of a shadow. In the lower right we find a GIF animation, running repeatedly.

## TUTORIAL 03 PAGE



We used this page demonstration on a French tradeshow, featuring a company logo in the top left, three colour bars, making up the French flag and on top of that a vertical scrolling text. In the lower third there are three colour boxes with an slide in effect as animation. That is set to repeat. Many options for animation can be chosen and is to your preference, also a delay start can be selected.

## TUTORIAL 04 PAGE



This is an example to show Arabic texts. We copied text from news agency Al Jazeera, about a Mars mission. Any font which is installed on the Windows laptop can be used, including Arabic fonts. Two images are on this page linked to PNG files, which have transparency. We used the same drop shadow method as explained in page 03 and those two objects have a in and out effect set. The lower third has a text roll and a reversed scroll direction, common in Arabic countries.