UltimateTV CGFootball

FC. Ultimate 0 - 2 DP. Tools
UltimateTV.es

For:
NewTek

TriCaster
NewTek

UltimateTV CGFootball

User Guide.

Versión 1.0

Contents:

INTRODUCTION.

1. INTRODUCTION...

Professional application for the administration of a football match.
All the necessary resources for the qualification of the event, Presentations, goals, fouls, penalties, advertising, statistics, etc… Ultimate CGFootball iVGA is the definite application for all users of Tricaster and produces events of Football, Football 7, Indoor Football, Beach Football, etc… Everything that is necessary and much more for the direct coverage of the event is available with Ultimate CGFootball. (Ultimate CGFootball works with Tricaster through the Web. **See the Tricaster manual section iVGA).**

Install the application in a laptop or a desktop computer. The more powerful the computer, the greater the output and agility that we will obtain. CGFootball has no limit in the number of simultaneous graphic layers; the limits will depend on the power of our computer; a graphic card of ultimate generation, greater memory and a powerful CPU are important requisites which are necessary to value to get an adequate output for our necessity from CGFootball.

The operator of CGFootball liberates and downloads to the user of Tricaster the creation of titles, control and follow-up of the event in direct and provides all the necessary graphic information of the event to the Tricaster system. However it is the operator of Tricaster who authorizes or prohibits the exit of DSK. CGFootball has its own preview monitoring.

The philosophy of connection through the iVGA and the fact that the CGFootball application works out of Tricaster (in another computer) provides CGFootball and Tricaster with 100% stability and confidence.

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Requirements.

Requirements.
* Windows (XP Professional + Sp3. Vista. Win7 32bytes / 64bytes.)
* CPU Intel® Core2® or superior instructions SSE2. Optimum QuadCore.
* Opengl graphic, Directx 9. Optimum Nvidia Quadro Series.
* Monitor resolution 1024x768 to 1920x1200
* 2 GB RAM memory. Space in disk 1 GB, recommended 4 GB RAM 4GB HD.
* RED LAN 1 GB card.

Keep in mind that CGFootball has no limits of simultaneous layers and that the capacity of controlling these levels with their data and effects with ease, depends on the optimum output of the computer. The more powerful our CPU, Graphic, Memory, etc... Are, the greater advantage we can take from the possibilities of CGFootball. We must also understand that a project in SD PAL (720 x 576) is not the same as a project HD (1920 x 1080). A greater size of project, more requirements of the Computer.

Instalation.

The contents of the package include 2 USB mechanisms.
Dongle Rockey4ND. This USB mechanism, similar to a pendrive, is the license of the application and is necessary to execute CGFootball. You will not be able to carry out the application without this Dongle and if you try to do so, a sign with the message (License Key not found) will be shown. UltimateTV Pendrive. It contains the CGFootball installer. Introduce it in your PC and after a few seconds a window, which will allow access to the contents of the pendrive, will open.

Execute the SetupCGFootball.exe file. This will guide you with the process of installation.
You will be able to select the directory where you wish to install the application, as well as the possibility of creating direct accesses in the desktop of Windows.
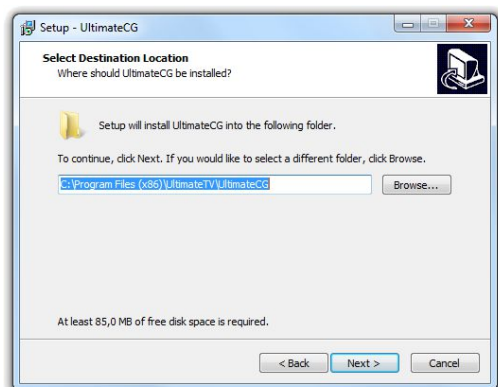
A new group of icons will be created **Start / Programmes / UltimateTV / UltimateCG** in the start menu of Windows. You will be able to carry out the application from here. There is an icon to uninstall the programme.

Connecting with Tricaster.

CGFootball (iVGA version) works together with the New Tek products (all the range of Tricaster and VT5) by sending the signal through the LAN web.

The work philosophy is identical to the New Tek iVGA.exe utility application which accompanies all the CDs that are supplied with Tricaster. CGFootball does not requiere the use of this utility. However the philosophy of connection with Tricaster is identical.

Connect your PC (where CGFootball is installed) to Tricaster point to point through a crossed net cable or through a hub or net switch. Check that the connection between both machines is correct (Consult the Windows manual for LAN connections).Once the connection between both machins is checked, start a
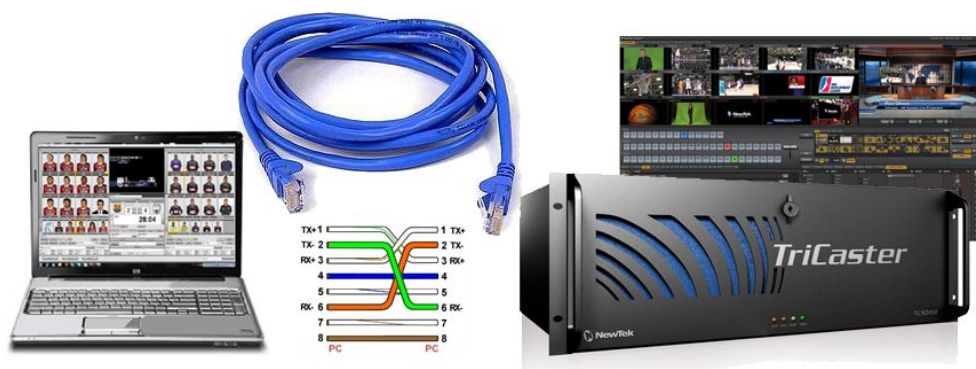
session of Tricaster and execute CGFootball on your PC.

Now you can select CGFootball in the option of Tricaster Network. You will see that there is an available connection to be added to the entrance of Network. Look at the picture which accompanies this text.

Once CGFootball is selected at the entrance of Tricaster "Net", you now can direct this entrance to the DSK bus of your Tricaster.
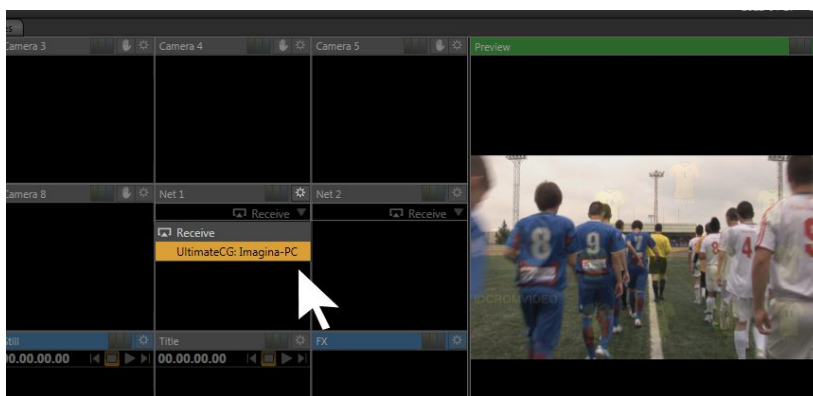
Note: CGFootball works through the web and with the same philosophy as iVGA. However the signal which is sent to Tricaster is of 32 bytes with the alpha channel included. This guarantees a Broadcast quality of CGFootball. You will embed the signs through the DSK bus. <u>You must not use the CromaKey or Luma Key option to generate the transparency.</u> This would degrade the embedding, besides not being the appropiate work method.

Configure Tricaster. DSK for CGFootball

How to send the signal of 32 Bytes from CGFootball to the DSK bus of Tricaster?

See the picture below.

The first step (1) is the selecction of CGFootball in the NET bus of Tricaster. We will know that the connection is done because we will see the label that the PC is connected and the name of the application.

(2) Select the **DSK1 or DSK2 Delegate** (According to the model of Tricaster).

(3) In the **Utility** bus, choose the entrance where we decide to send CGFootball (in our case **NET1**).

(4) **Take or Auto in DSK1**. This activates the exit DSK and we will see the result (in case we have any signs in **CGFootball**) on the preview or programme monitor.

(5) (**Preview / Programme**) Monitors. We will be able to see the result with Broadcast quality, 32 bytes with Alpha Channel.
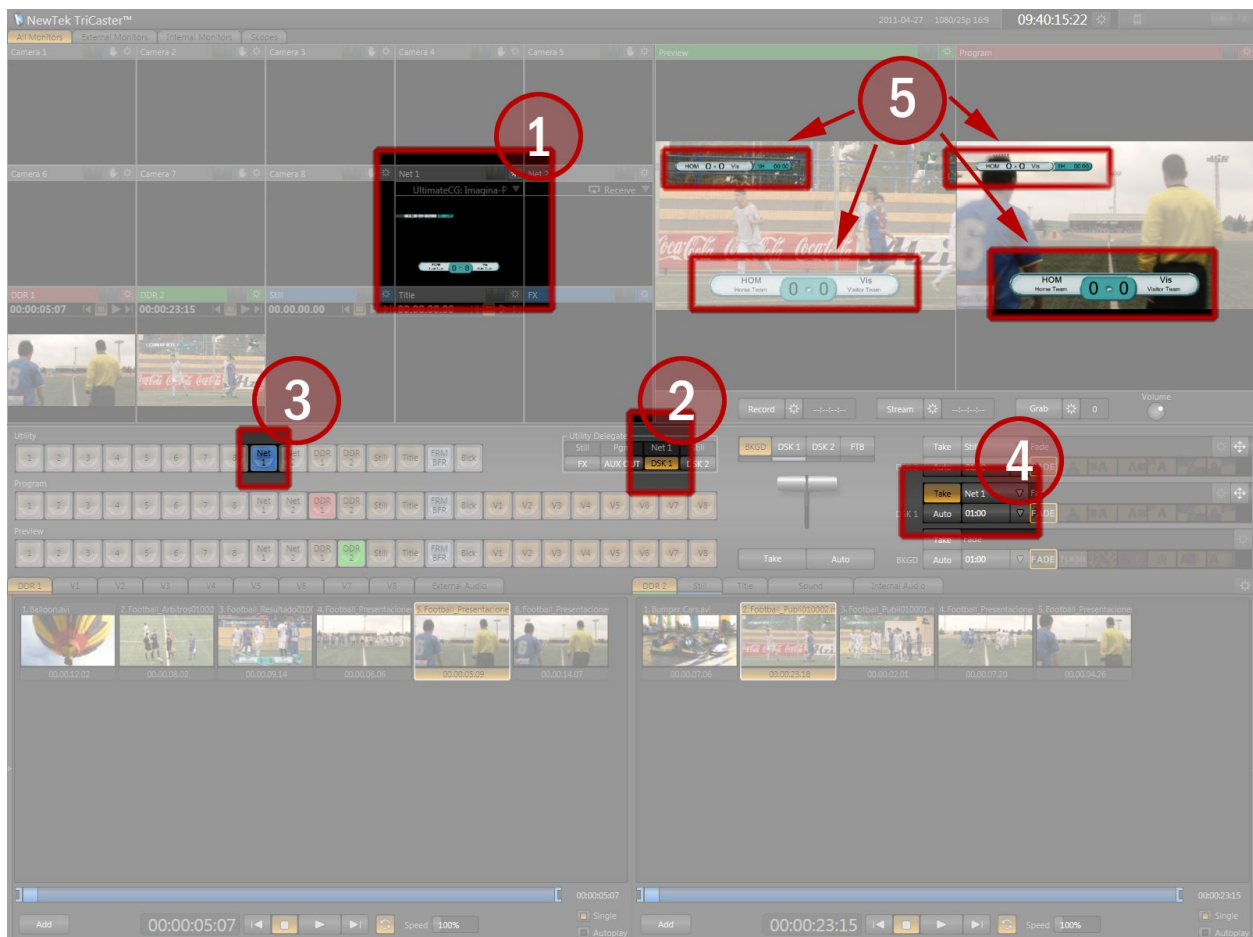
CGFootball Introduction.

Ultimate CGFootball iVGA.

It is the definite application for all the users of NewTek Tricaster (All models).
If you are a Tricaster user and produce events of Football, Football 7 Indoor Football, Beach Football, etc…, you have everything that is necessary and much more for the 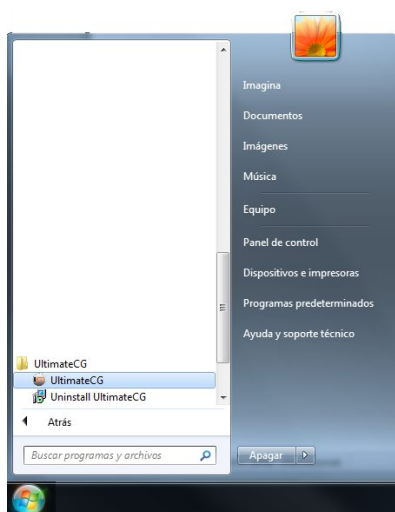direct coverage of the event with Ultimate CGFootball. (Ultimate CGFootball works with Tricaster through the Web). CGFootball can be used in many ways with a little imagination and give coverage to other types of events.

Use of CGFootball.

To execute CGFootball.
Start **/ Programmes / UltimateCG / Ultimate CG icon.** When you click on the icon, the selection menu of the different applications which include CGFootball will be started. CGFootball has several applications and they can work independently or together. (Within some of the applications, we will be able to have access to the others, which allows us to send data among them.)

CGTools,
CGFootball (Soccer),
*Football Editor,*
Tools Editor,
Advertising Editor.

These are the available applications in this pack. Further ahead we will explain each one of them, except CGTools and Tools Editor which have their own manual.

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1. Start CGFootball.

We will click on CGFootball in the selector. After a few seconds of loading, the application will be shown as we see in the following picture.
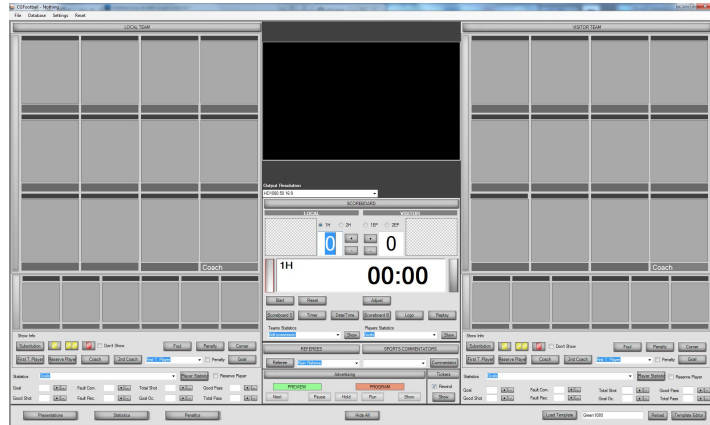
1.2 Menu File.

Menu bar. We have the basic menus at our disposal. **Menu File.** (Load, Save, Save as, Exit).

**"Load"** We load the file of the project which is saved in the hard disk.

"Save" We save the project in the hard disk with the name by default, if it already has one, or it will ask us for a new name. This option saves the configuration of the teams and the other data. It does not save the times, goals, statistics, etc…
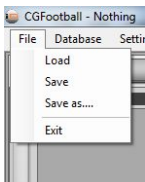
" Save as…" We save the project and it asks us for a new name.

"Exit" Leave the application.

1.3 Menu Data Base.
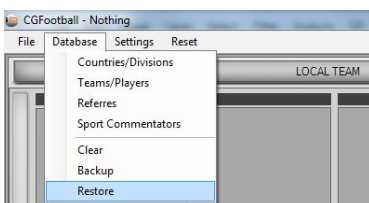
Menu Data Base.

(Countries/Divisions, Teams/Players, Referees, Sport Commentators, Clear, Backup, Restore) We enter the maintenance of the data base from this menu. The data base is where we include and register all the Countries, Teams, Players, Insignias, Referees, Commentators, etc.

The data base is unique and in this menu you can enter its different blocks for its maintenance. However it is important to remember that there is only one data base.

To be able to use it in optimum conditions and take advantage of all the power of CGFootball, the first step that we must take is to include data. CGFootball by default has demonstrations data included, thinking of an event with all the necessary data. The purpose is that we will be able to try CGFootball from the first moment that we install it and it will serve as an example to include our new data.
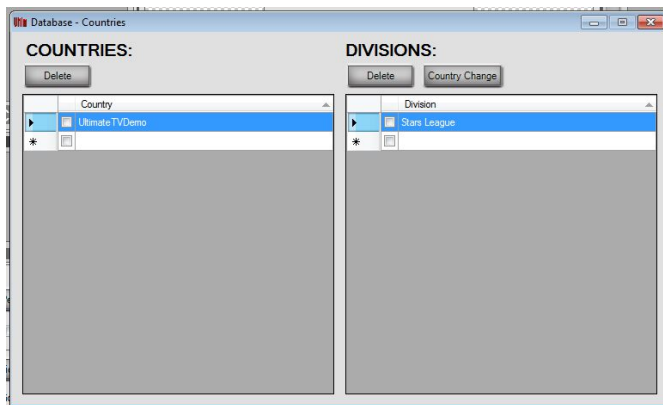
* Data base Countries/Divisions.

From this menu under the different countries simply by clicking with the mouse on enter, we register and activate the possibility of writing the new country and including it in the data base.The same is true in the divisions (First, Second, Juvenile, Junior, etc.)

The option **Country Change** allows us to move a division (and all its associated information such as teams and referees) to a different country. When you activate this option, a new menu is shown, which asks us for the country to where we want to change our division and it will also ask us if we want to move the associated information about this division (Teams and Referee) to the new country or on the contrary keep them in the original country, losing its association with the present division.
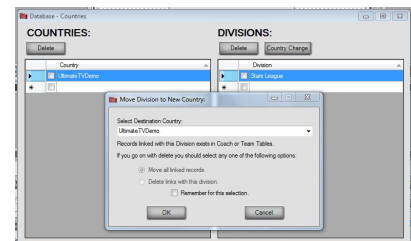
* Data base Teams/Players.
We register, modify or eliminate all the data referring to
the teams and players from this menu. (Name of the team, name of the stadium or football field, trainers, players, etc..) As easy as making a doble click with the mouse on a new field will allow us to continue adding data.
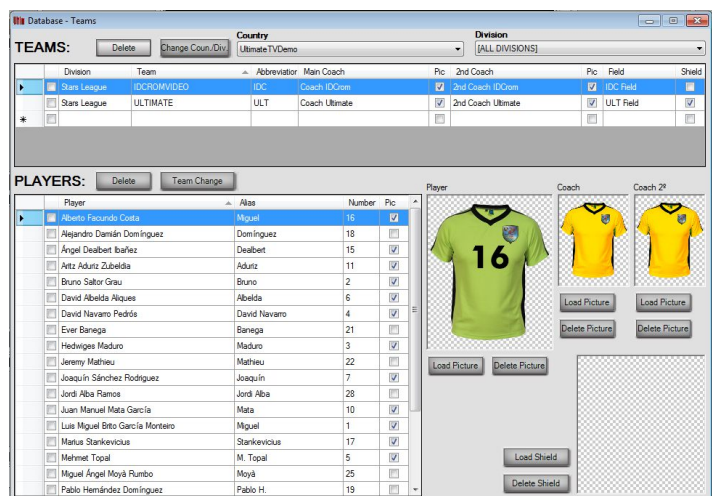
The first step is to select the country and the division. Once this is done we will fill in the data of the team **(Team** = Name of the team, **Abbreviation** = Short name or alias of the team (it usually is 3 letters which are used on the small scoreboards), **Main Coach** = main trainer, **2nd Coach** = second trainer, **Field** = Name of the stadium). Below we have the fields which are destined to the players of the team **(Player** = The player's complete name, **Alias** = The player's short name, **Number** = Number.) On the right we find the option of loading and associating images to each of the players, as well as to the coaches and the team's insignia.

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* Images in the data base (importance and what its use is.) It is important to remember that all the indexed images in the data base are going to be the ones that the application will use to be shown in the final exit of CGFootball. "They are not only going to have the function as an image of reference in the application".
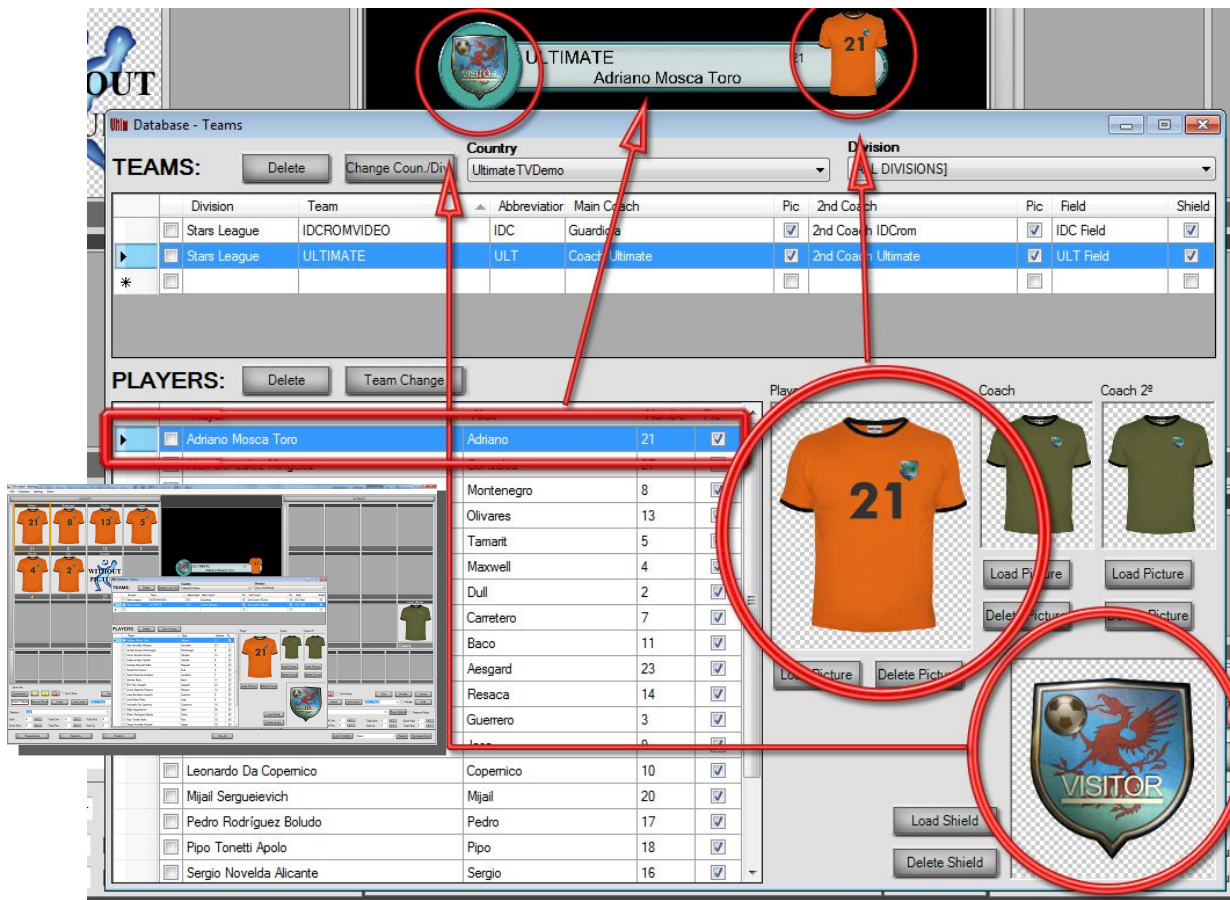
What should we take into account?

ADVICE: Create your images thinking about the final result that you want to obtain, the proportional size according to the video resolution in broadcasting (e.g: PAL or HD. Example: For an insignia in PAL an appropiate size could be 250x250, in HD mode 400x400). Create your images with the necessary size. Do not create an image of 720x576 which contains a graphic of 250x250. This is not necessary and besides it is counterproductive. If the graphic is 250x250, its canvas should be tha same size. (Notice the contents of the demostration that CGFootball already has.)

ALPHA CHANNEL. Create your images (if you considere it necessary) with the tranparency channel. This gives a professional aspect to your productions.

GRAPHIC FORMATS WHICH ARE ACCEPTED IN THE DATA BASE. JPG, GIF, TGA, PNG, SWF, BMP. As you can check, you have a large variety of formats to choose, including those which are complatible with alpha channel and even animation such as SWF. (An animated insignia in SWF can give a touch of very spectacular distinction to our production)
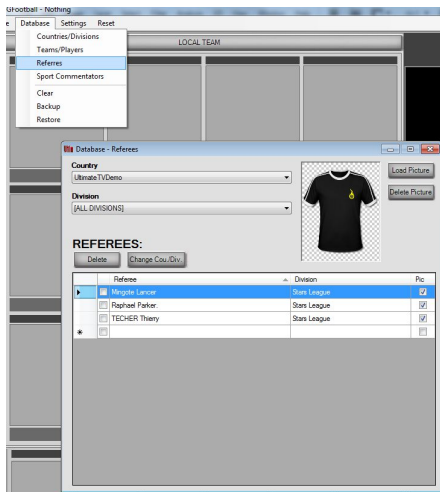
* Referees data base. In the same way as the last chapter, we register the referees, linesmen and other match judges here.

We select the country and the division.

As we can see in the picture, we also include an image to be able to use it in CGFootball

* Sport Commentators.

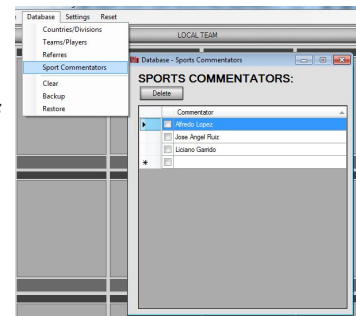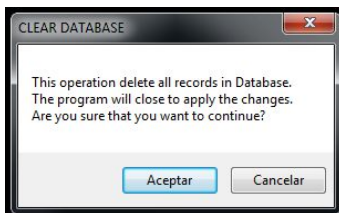We register and resign the sports commentators, etc… In this section the images of reference are not considered.

* Clear. This option deletes the entire content of the data base, leaving it clean. Once we have tried CGFootball with the demostration data and consider that it is appropriate to restart and clean the data base to incorporate our countries, teams, etc…, we will use this option. (We recommend the frequent use of security copies, an option that is considered in CGFootball. Before cleaning the data base, we recommend that you make a copy, so that you will avoid disasters or eliminating something that may be useful for you later and you need to recuperate).
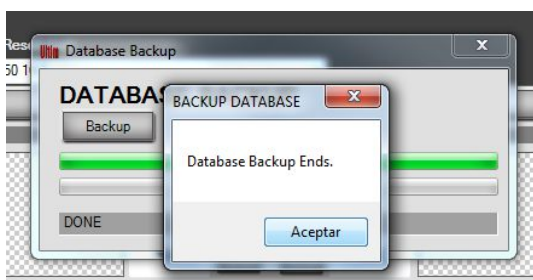
* Backup. Security copy of the data base. This option makes a security copy and safeguards our data base (Route in the hard disk where CGFootball saves the security copies .. / UltimateTV / UltimateCG / CGFootball / Database / Backup). The names that are given to the security copies are based on the dates when they were produced; this allows us to be sure which one we need to restore.

* Restore. Option to recuperate the data base. (Important: to ejecute this option we will lose the data which we have in the data base at this moment. Restoring them involves deleting the present data. Create a security copy previously if you are not sure of the result of this option very well). We see that the copies have the dates of their creation, click on them and with **'restore'**, we will recuperate them. The **'delete'** option, deletes the copy permanently and it will not be possible to recuperate or restore that copy.
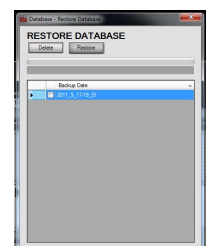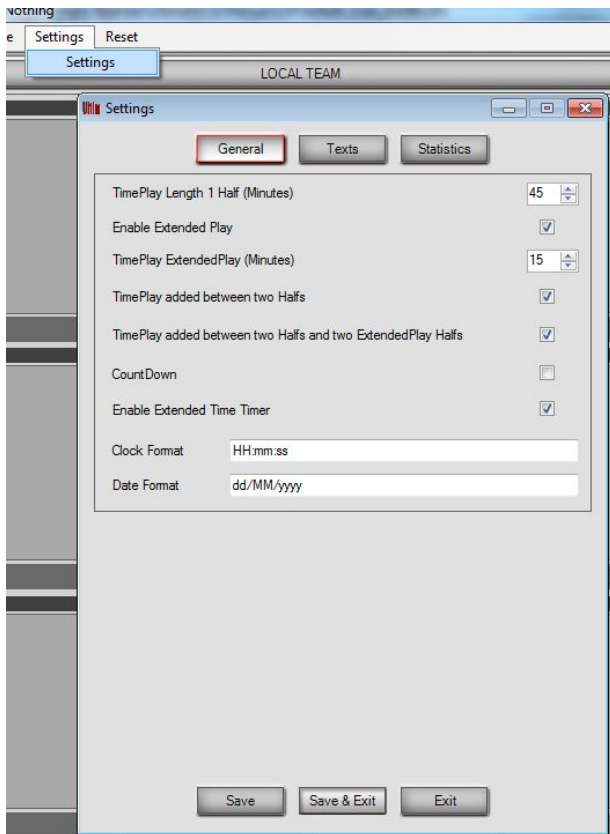
Settings. From this menu we have access to the preferences and the application behaviour. Three options are available, General, Texts, Statistics.

* General. We can find all the preferences that refer to the match time and its parts.

TimePlay Lenght 1 Half (Minutes). *Time of each part of the match.. T*his option allows us to change the length of the parts of the match.

Imagine that the sport event we are going to broadcast is not a football match, but an indoor football match. In this case, the match will be divided in two times of 20 minutes each.

Another example would be: Football 7. The match time is divided in two times of 25 minutes here…

Enable Extended Play. *Activate the extended time in the match.* We will apply this option if we want the match to have extra time.

Time Play Extended Play (Minutes). *Length of the extra time.* By default in a football match, and if it is appropiate, the length of each extra time would be 15 minutes.

Time Play added between two Halves. *Linear time of the second part of the match.* This options allows us to give consecutive time to the second part. That is: the first part starts from 0 to 45 minutes and with this option the second part starts from 45 to 90 minutes. If we do not select this option, the second part would start in 0 and would finish in 45 minutes.

Time Play added between two halves and two ExtendedPlay halves. *Lineal time of the second part of the extra time.* This option is to start the first part of the extra time in the minute 90.

CountDown. If we want our chronometer to work backwards (Example: the first part starts at 45 and ends at 0). By selecting this option, our chronometer will work counting down.

Enable Extended Time Timer. *Activate extended time.* This option shows us a second chronometer of the exceeded times. Example: after the 45 minutes of the first part. All the extended time after the 45 minutes will be shown in the new chronometer.

Clock Format. Here we can modify the format of how our clock will be shown. By default, H. M. (Hours, Minutes). If we click on "ss" at the end of this text, the seconds will also be shown.

Do not confuse the clock with the chronometer. The clock shows the time of day, not the time that we are playing the match.

Date Format. This is the same as the previous option. However here we indicate how the date will be shown (Day, Month, Year).

You will find different ways of putting the dates and the times in the index at the end of this manual.
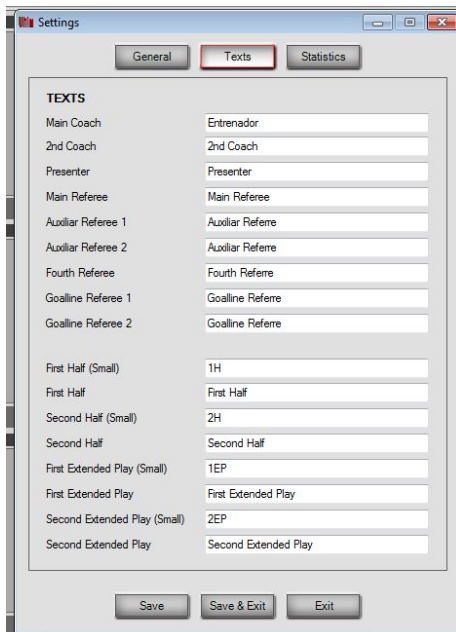
* Texts. This group of options allows us to change the informative texts which will appear on the screen in CGFootball, adapting them to our language.

For example, in the first line Main Coach we could write "Coach" and this way when we put the informative sign about the coach in the programme, the text "Coach" will appear, just as we have written in this section.

* Statistics. Allow us to make the same changes as in the group Texts, but destined to the changes of texts in the statistics of teams, players, or comparisons of teams. Remember that these texts, according to which cases, will be shown in the live exit. It is important to well define the texts that we want to appear.
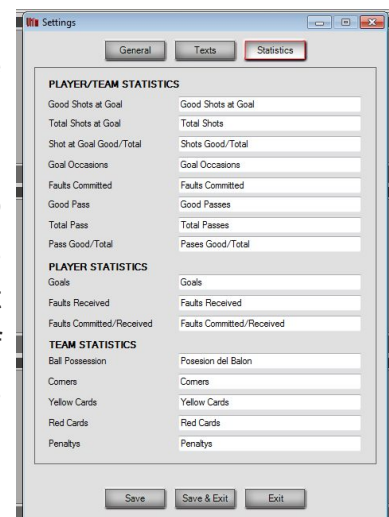
NOTE: Once the options of the menu **Settings** and the texts in the selected language have been changed, the changes will be saved in a permanent way with the **"Save"** button, even if we leave the application. We close the window of **"Settings"** with the **"Exit"** button and we lose the changes which have not been previously saved.

1.5 Menu Reset.

* Reset. From this option we put all the values of CGFootball at zero. If we have added a goal, shown a yellow card, added a value to the statistics, etc., all these values will be reset. Keep the teams, referees, commentators, etc. loaded. This will allow us to check before a session and reset the values to begin the event with the selected teams.

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Environment and Sections. We are going to divide CGFootball into different sections for a better comprehension and function of each one.

* Monitor Preview. The preview monitor will reliably show us the signs that we send in live, with the movement included. It is the presence monitor which the operator has.

Output Resolution. Here we assign the video resolution, that we wish to exit with, to the project. We normally select the same exit resolution as the Tricaster project. The change of resolution is linked to the template; the templates must be created to the broadcast resolution. Further ahead we will see how the templates to be used in CGFootball are created.
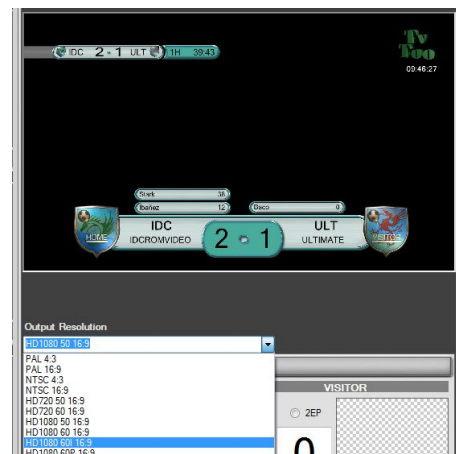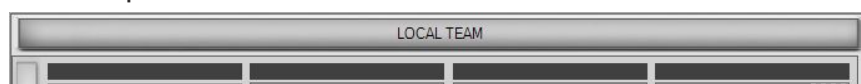
* Players / Information. In this part we have all the information referring to the players and coaches. It is also their control panel. Clicking on the bar **"Local Team"** you will have access to the data base and you will have the option of loading any team that we have already introduced.

Loading a team. After pushing the button **"Local Team"** or **"Visitor Team"** the following window will be displayed.

If we already dispose of our own data base we can now select the teams that are going to play the next event from here. (In case there is no new data incorporated, CGFootball comes with two teams as examples that can serve to see this section). **"Country"** we choose the country here. **"Division"**. The division where we will find the teams. Finally **"Teams"**. The teams are here. We will select one, for example, Ultimate.

Once selected, all the players will appear (in the order in which they were introduced in the data base). We can indicate that they be ordered by clicking on (Players, Alias, Number, etc). By marking on the check **FT** we select the group of named players for the match and clicking on the check **R** we will select the reserve players for the match.

While we continue selecting players, they will be moved to the F**irst Team Players** or **Reserve Players** box, as we decide. Besides we have arrows which allow us to change the order of how the players will be shown in our panel.

Each time we select the player, his reference image will be shown to us, as well as the images of the referees and the insignia. We will also be able to change these images, if necessary, from here. *(These changes will be saved in the data base in a permanent way).*

The same process is used to load the Visiting team.

Information and use. Once the team is loaded, we will see something similar to this picture in the programme. This is the distribution of the selected players and their information.

The information which this panel gives us is: Notice the picture that we have on the right. We see the alias of the player on the top. We see the associated image which we loaded at the time from the data base in the center. On the bottom we have the number, and on the sides of this, we will have dynamic information about the state of the player in the match. In this example, we see that the player has been sanctioned with two yellow cards and the number 2 on the left indicates that he has made two goals. Keep in mind that this informative data will be reflected when we add these values during an event. That is to say, that if the player *"BACO number 11"* has made a goal during the match, when we assign this to him, this information will appear under his picture. Meanwhile no information will be shown. The orange frame or box which surrounds our player indicates that he is the selected player and if we carry out any action, such as, for example, make a goal, the goal will be assigned to this player. To select a player, click on his picture with the left button of the mouse. It is possible that we will not use pictures of the players (According to the type of event or if our production does not requiere it.) In this case, each time that we load a player without an associated picture, by default a picture with the sign **"WITHOUT PICTURE"** will be loaded. This means that we do not have a picture in our data base.

Important: The image **"WITHOUT PICTURE"** does not appear in live; it is only informative. If you show a player live without an associated picture, that is, with the sign **"WITHOUT PICTURE"**, no picture appears live, but his data does, (Player's name, number, etc.). This allows us to produce a live event without pictures of the players.

Reserves. We have the reserve players at the bottom of the information about the players. The numbers, which appear on the top left-hand corner, will appear if you load more than 6 reserve players with these numbers; we will have access to the reserve players who are not shown due to lack of space by clicking on these numbers. It acts like a tabulator which shows us the hidden information. If you do not have more than 6 reserve players, these numbers will not appear.

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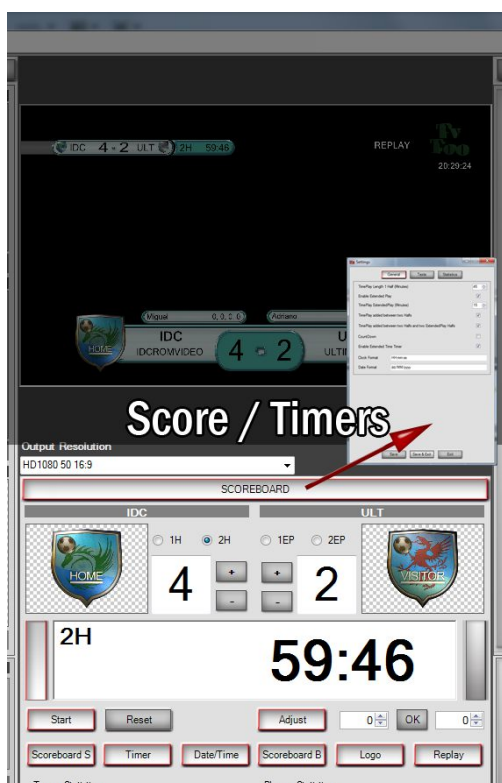
* Score / Timers. This is the section of overall operation and the clocks of the event. We operate the times and overall happenings of the event from here. One by one we are going to give the details of each operation or information which this section gives us.

SCOREBOARD. This button gives us direct access to the "Settings", the same as going to the superior menu and selecting "Settings". It is a rapid access.

(Go to page 10 to read about the "Settings" preferences.)

Insignias. Besides having the function of showing us the Insignias to have a reference of the team,

by pressing double click on one of them, a new window will be opened which will allow us to insert or modify the statistics of the teams.

CGFootball has options, which we will comment on further ahead, to be able to keep count and administer the statistics of the teams, as well as, of the players. However it is very possible that another person or the federation carry out this function. In these cases, the statistics are provided by a third person and it is not necessary that we take charge of this. If they provide us with the statistics during the game, we will introduce or modify them by hand. In case we take charge of the administration of the statistics from the beginning and we have committed an error, this panel will allow the manual correction.

Goal and Time Counters of the match. Between the insignias we have the overall goal counters, with the buttons + - we will add or subtract (in case we had to correct) the goals that are scored by each of the teams. The goal will be assigned to the player that we

have selected with the orange frame and added to the statistics of the player and the team.

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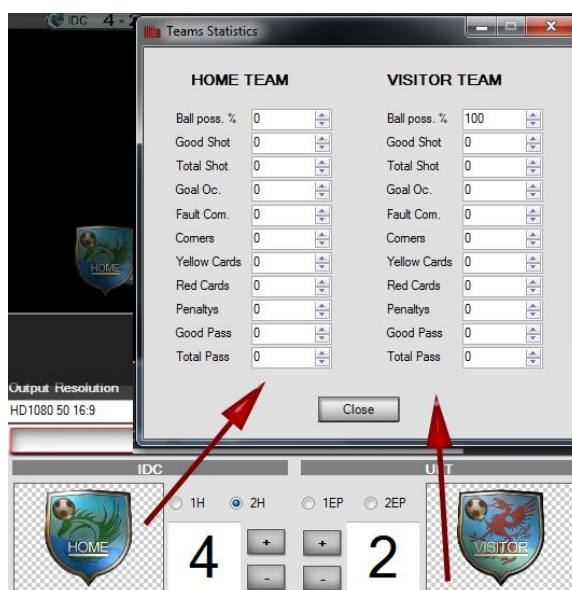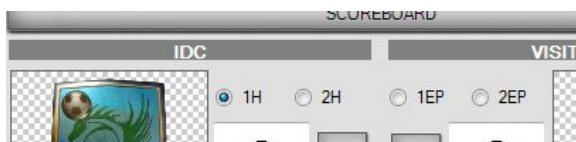
Time of the Match. We find 4 Checkers **"1H, 2H, 1EP, 2EP"**, between the insignias; by clicking on one of these checkers, we will indicate where we are in each part of the match **"1H" first half, "2H" second half, "1EP" extra time in the first half, "2EP" extra time in the second half.** The selection of each of these modifies the beginning of the clock of the match and the time limits, such as it is configured in our **"Settings"**. *(See page 10)*

Example: If we have defined in our **"Settings"** that the parts of the match are of 20 minutes (Indoor Football) and we have selected the checker **"1H"**, the clock will begin the count at 0 and it will finish at 20. If the match continues past this time because the referee has added a few minutes during the playing time, and we have well-defined our **"Settings"**, a second counter with the extended time of play will appear, as in this picture. If we now clicked on **"2H"**, we would see the change that is produced. This means that the second part begins at 20 and as we already have 21:03 minutes in the second part of the match, we see that our clock now marks 40:00.

Information about the times and parts of the game.

Part/Section. This gives us the information about which part of the match we are in **"2H"** Second part of the match. **Current Time**. The current time of the match. If we have the option **"Enable Extender Time Timer"** in our **"Settings"**, The present extended time will be shown to us separately and the time of the part of the match will be reflected as shown in this graphic with: *Extended Time Timer.* If the option of our

"Settings" has not selected **"Enable Extender Time Timer",** the current time would be 41:03 minutes of playtime and *Extended Time Timer* would not be shown.

Possession of the ball. We have two buttons at the sides of the scoreboard. *(See the attached picture.)* The function of these buttons is to count the time of the possession of the ball by each team. If we keep the statistics, we will click on the corresponding button during the time that each team has the ball. The stadistic will be shown in the % of time for each team. Remember that if we ourselves do not administer the stadistics, we can put the values by hand later.

Button panel of the main actions. We have the buttons for overall use for the event under the scoreboard.
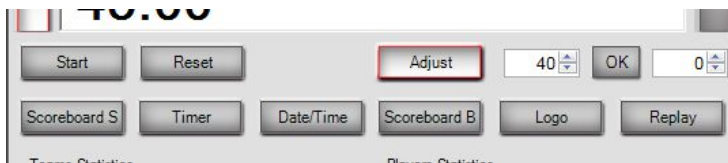
Start. This button starts the chronometer of the match (this action does not show any graphic).

Reset. This button resets the chronometer of the match, leaving it at "0" (this action does not show any graphic).

Adjust. This button allows us to adjust the chronometer manually in a way that we can adjust ourselves to the time of the match if we do not begin at zero for any reason (this action does not show any graphic).

Scoreboard S. This button shows/hides the graphics that we have designed in our template within the group "Scoreboard".

Timer. This button Shows/hides the graphics of the group "Timer" and "Timer Extended" if it is appropiate.

Date/Time. This button shows/hides the graphics of the group "Date/Time".

Scoreboard B. This button shows/hides the graphics of the group "Big Scoreboard".

Logo. This button shows/hides the graphics of the group "Logo".

Replay. This button shows/hides the graphics of the group "Replay".

It is necessary to take into account that the concrete information that we show with each button really depends on the design of the template and if we have not defined any graphic/text in that group in the template, nothing will be shown.

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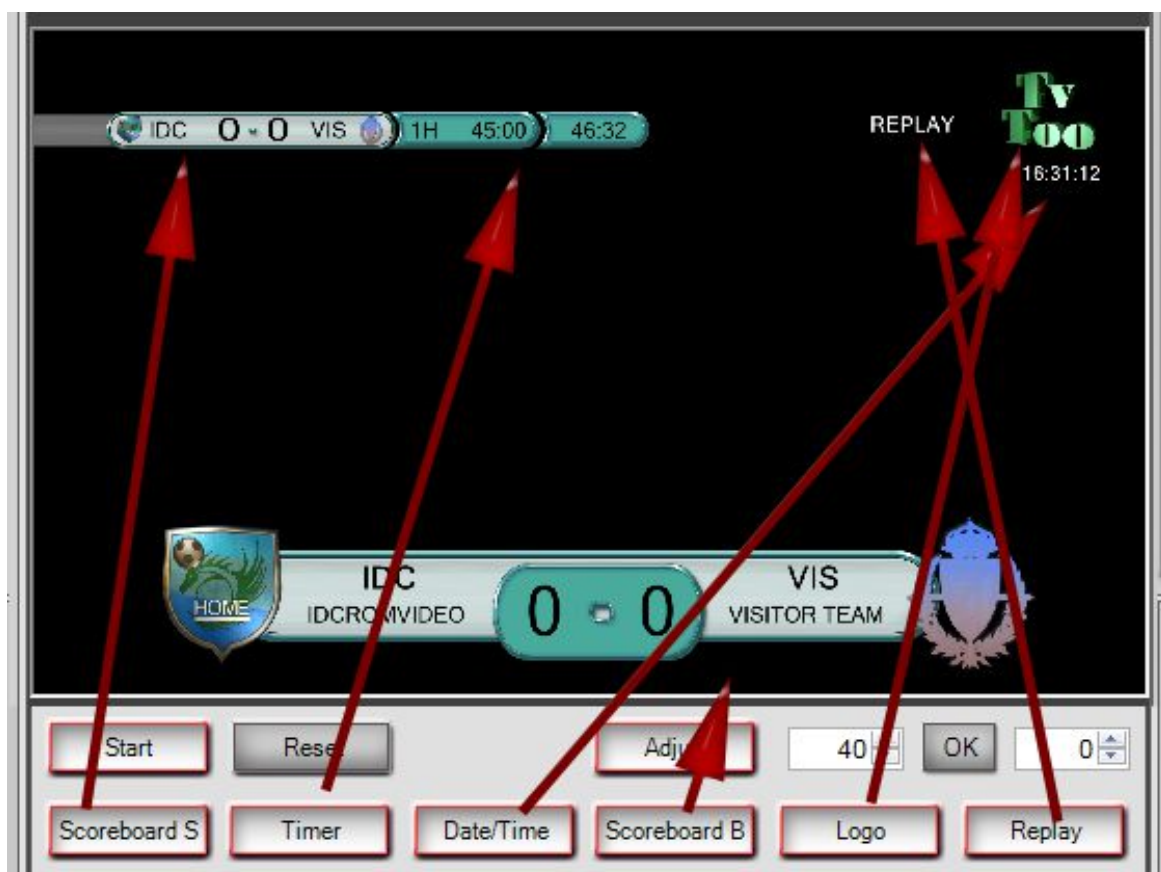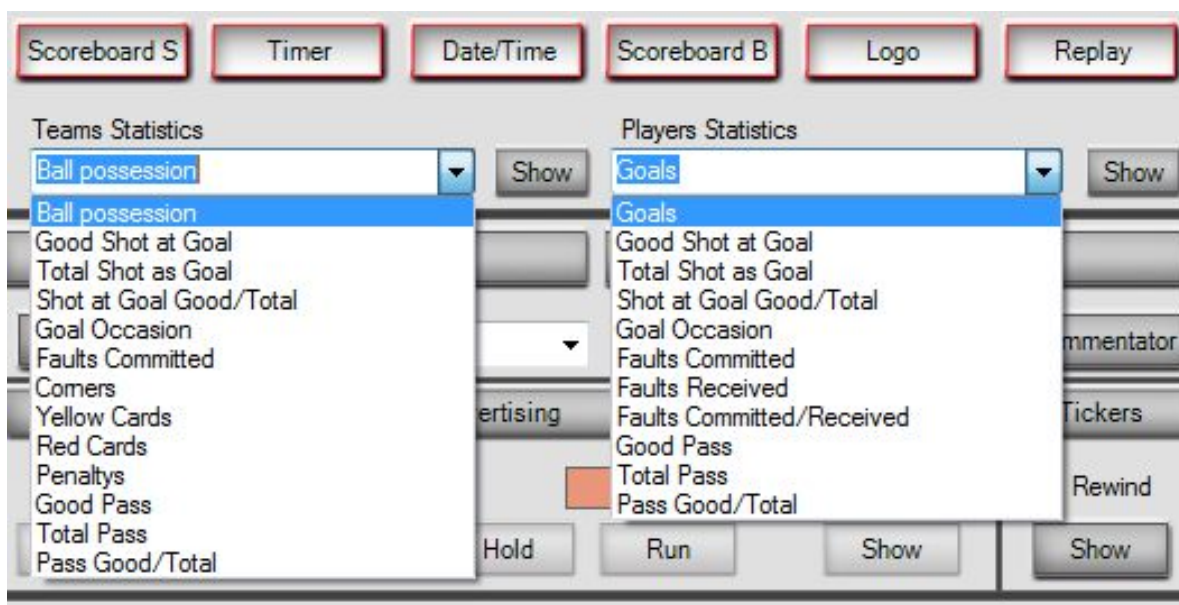
Selector of compared Statistics of Teams / Players. In this section we can indicate that the programme show us any of the selected statistics, of the Team **"Team Statistics"**, as well as of the players **"Players Statistics"** on the screen.

Example: If we select **"Ball Possession"**, we will obtain a result that is similar to the graphic that accompanies this text.

* Referees / Sport Commentators.

We show the referees and the sports commentators of the event in this section. *(We have another section of general presentations where we can present the referees and the commentators in group. This section that we are commenting on foresees the individual presentation, if it is considered appropiate.)*

We can see the result of the presentation of the referee and his data in this picture.

* Advertising / Tickers. Further on in this section we will see this in more detail. (Page 35). It takes charge of the foreseen administration of the advertising for the event and the option of using information/news tickers. (Page 42).
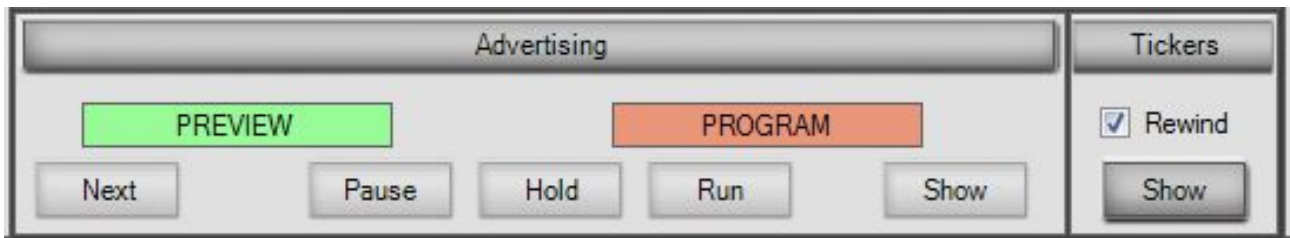
* Actions/Statistics.
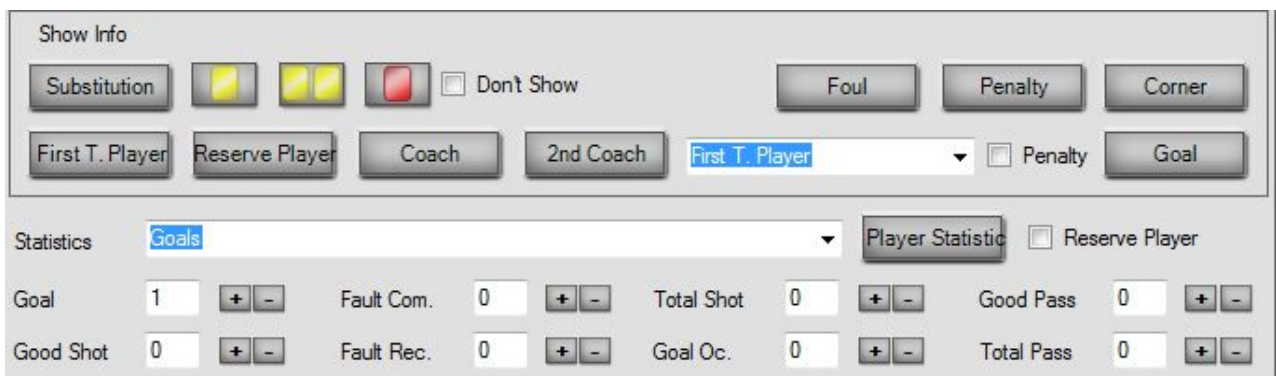
The section **"Show info"**.

The button **"Substitution"** substitutes the selected player for the selected reserve player and this action is shown on the screen with the template that we have chosen in the project. See the picture of the adjacent example.

The button **"Cards (Yellow, Double Yellow, Red)"** applies the penalty card to the selected player and shows it on the screen. (The sanctions are also registered in the information of the player). This data is added to the statistics of the players and the teams.
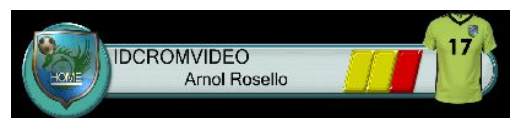
The option exclusively affects the buttons **"Substitution and Cards"**.
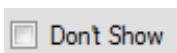
When this option is marked, it obliges the programme not to show the Substitutions, nor the card penalties on the screen. Let us imagine that for any type of eventuality, we begin to send the titles once the match has already begun and during this time there have already been changes and sanctions with cards. This applied option would not allow us to correct and apply the sanctions and the substitutions, knowing that they will not be shown on the screen. Understand that all the actions that we carry out on these buttons send graphics to Tricaster. We hide the cards and the substitutions with this option.

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"First T.Player, Reserve Player, Coach, 2nd Coach" Selector. This selector is associated to the cards and allows us to be able to apply a card sanction to the members of the team who are not on the playing field. Let us imagine that the referee penalizes the coach. First we select Coach and then we apply the card.

"Foul" Button. This button marks the "committed" foul of the selected player and marks the foul of the player on the other team as "received". (This action is shown in a graphic and is sent to Tricaster). Notice the adjacent picture.

"Penalty" Button. This button has the same function as the previous one, but with the penalty.

"Corner" Button. This button shows the sign of the corner to favour.

"First T.Player" Button. This button shows the information of the selected first-team player.

"Reserve Player" Button. This button has the same function as the previous one, but with the reserve player.

"Coach" Button. This button has the same function as the previous one, but with the coach.

"2nd Coach" Button. This button has the same function as the previous one, but with the 2nd coach.

"Goal" Button. This button assigns a goal to a selected player and shows it on the screen. (As in all the developments, it is added to the statistics). The goal is also reflected in the player's information.

"Check Penalty". When this option is selected, it indicates that the goal has been from a penalty. Besides being added to the statistics, it will be shown and indicated on the big scoreboard **"SCOREBOARD** B", such as is seen in the picture.

Panel of the player's statistics.

We can see the sum of each player's statistics in this panel. By simply marking the player, we will see his statistics. These values are added while we choose events. *(For example, if we click on GOAL, a goal will be added to the selected player and it will appear registered on this panel.)* Statistics can be included in a manual way. It is possible that in the event, we are not the ones who keep record of the statistics, good passes, opportunity for a goal, etc. In this case, this data is provided to us. We can incorporate it manually. It can also be the case that we may make a mistake, and as we have the possibility of introducing manual data, we will be able to correct the mistakes.

"Player Statistic" Button. We show the selected statistic in the selector of the selected player with this button.

Check Reserve Player. This button has the same function as the previous one, but with the selected reserve player.

* Presentations / Penalties / Editor.

"Presentations" Button. CGFootball considers presentations (you are free to prepare any type of presentation). In the sample template that accompanies CGFootball, you will find the same ones as in these pictures. (We will explain how to prepare a presentation further ahead in the section Template Editor).
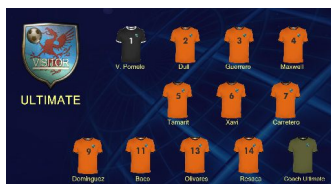
Click on **"Visiting Team"** with the mouse (Presentation of the visiting team). Click on **"Load"**. once it is green with the message OK, click on **"Show"**. In this panel you will have the available presentations that you created in the template.

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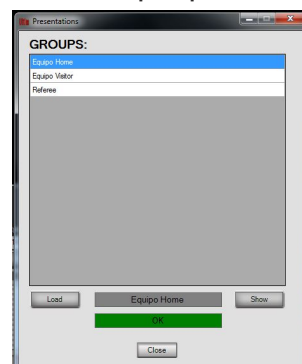
Keep in mind that each presentation needs a preloading. When you click one of the lines of presentation, the load button indicates to the programme to prepare it. The stripes of color will advise you when it is available. When you obtain the green color, you can now make a show on the screen.

"Statistics" Button. This button shows us a window which is similar to the previous one and the process is the same, except that in the template editor, we define the presentations of statistics and show them from here. *(See chapter Template Editor.)*
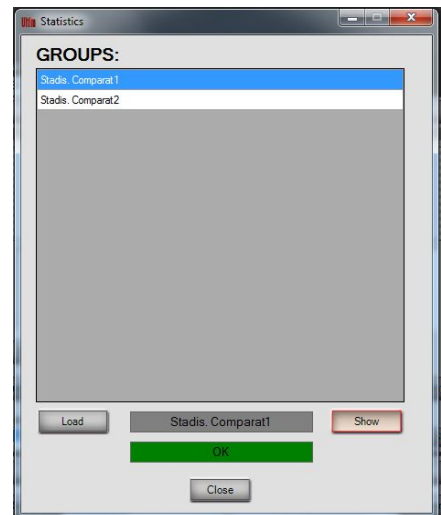
"Penalties" Button. Use the module of penalties (page 45).

"Hide all" Button. The function of this button is to hide, with a single click of the mouse, all the graphics that we are showing on the screen.

"Load Template" Button. We have access to the hard disk to be able to load the template that we wish to use in CGFootball. We have the name of the active template next to the button.

"Reload" Button. If we modify the template in the **Template Editor** during the execution, with this button we force to reload the template in use with the recent modifications that we have made. **"Attention. This process reloads the template and implies that if we are showing a sign on the screen, this will be hidden."**

"Template Editor" Button. This button executes the template editor

2. TEMPLATE EDITOR.

The application of Template Editor is an application of composition and creation of templates for their use in CGFootball, that has the quality of adding "Images, Sequences of images, SWF, Texts, Groups, Subgroups, etc.", with properties of movements, effects and actions which we will then use with the application CGFootball.

We will be able to assign reference labels to both the graphics and the texts. We will call them dynamic Objects. The dynamic graphics and texts will be substituted by the graphics of the teams and informative texts in the application CGFootball.

We know that when we register "Teams, Players, etc." in the data base, we can include an image, animated sequence or SWF object (Animated, if it is appropiate, and with alpha channel).

We can put an image in template editor, "Example: generic insignia", include it in one of the groups (Example: **"Big Scoreboard"** and assign a label **"HOME SHIELD"** to it. This indicates to the programme CGFootball that when we click on the "Scoreboard B" button in CGFootball, the insignia that we loaded in the data base and that really corresponds to the team with which we are going to work will be shown. It will be shown with the preferences which were assigned in the Template Editor, such as animations, effects, movements, etc.

In essence, the concept of Template Editor is that of making up signs with generic graphics, texts, animated sequences, etc., and that this behaviour is what will be used in CGFootball with the foreseen graphics for the broadcast.
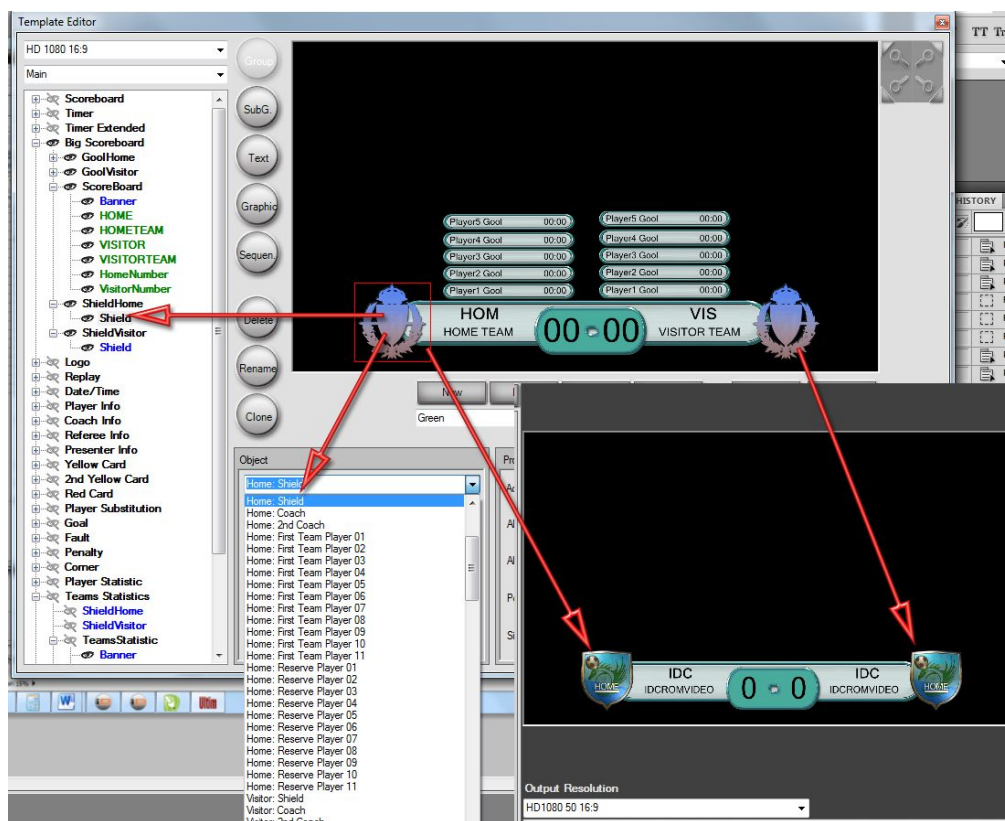
* Description and Parts of the Template Editor.
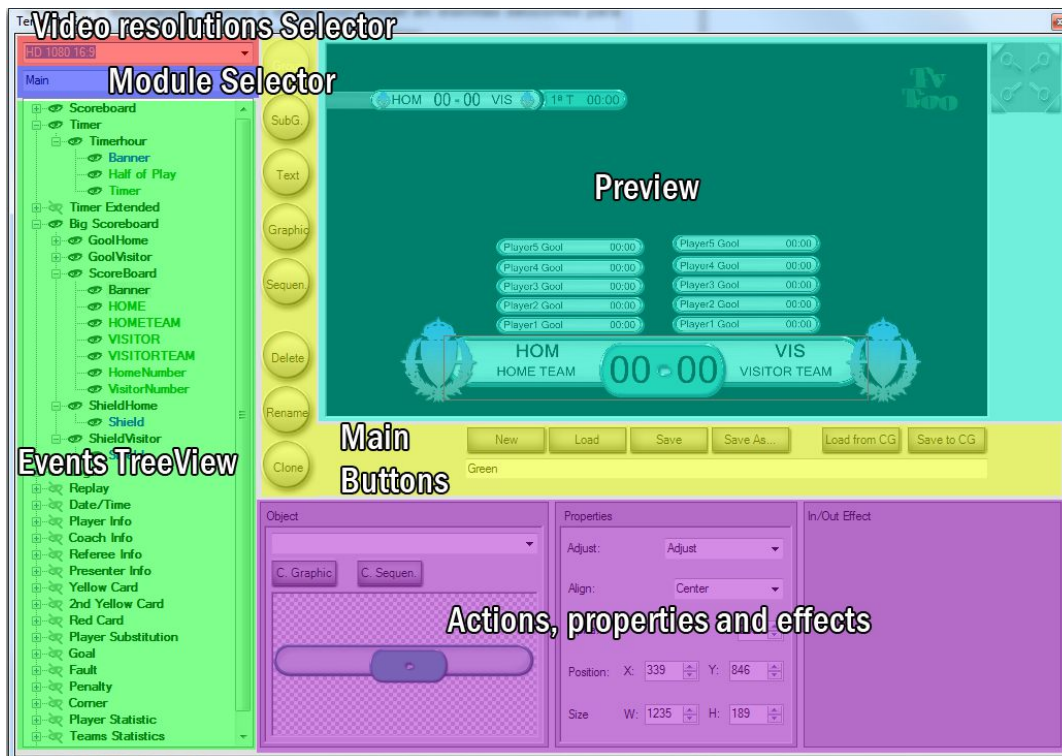
The template editor (Template Editor) is composed of several very defined sections and each one of them has a specific function. Load graphics, include texts, apply effects to the different objects and label these objects are the main functions of the editor.

Once we have finished our work, we will save the project (*.CG_Football). We will call this type of projects templates. This template will be loaded in CGFootball and when we carry out an action (such as for example: Click on the button "GOAL"), it will appear and act just as we have defined it in the editor and it will substitute those graphics/texts/etc., which we have programmed for: the team's insignia, the name of the player who made the goal, etc.

*We are going to describe each of the parts of the **Template Editor** in the following chapters*

* Video resolution selector.

The selector of the video resolutions. From this menu we choose the resolution of the video which we want our template to have. It is normally the same one that Tricaster will work with.

We can modify the resolution of any project, which is already opened, from this menu. CGFootball will adapt itself automatically.

Though we do not recommend this method, because it can give unexpected results and it is better to already work with the graphics and sizes, thinking of the resolution of the broadcast.

* Module Selector. CGFootball is composed of 5 modules.

Main, Presentations, Statistisc, Penaltys, Tickers.

Main. This module is the main structure of the working of CGFootball. It comtemplates a list of preestablished and syncronized events with the CGFootball application.

Scoreboard - Scoreboard

Timer – Time of Playing

Timer extender – Added time

Big scoreboard – Big Scoreboard

Logo – TV Graphic

Replay - Repetition

Date. Time – Date. Time

Player info – Information about the players

Coach info – Information about the coach

Referee info – Information about the referee

Presenter info – Information about the presenters

Yellow Card – Yellow card

2nd Yellow Card – Second yellow card

Red Card – Red card

Player Substitution - Substitution of the players

Goal - Goals

Fault

Penalty

Córner

Player statistic - The player's statistics
Teams Statistics - The teams' compared statistics
Player statistics - The players' compared statistics

The option of creating new groups is disabled in the **Main module.** CGFootball does not consider more main groups because all the necessities are totally covered by the existing groups.

Presentations. This module allows us to predefine the presentation of teams, referees, commentators, lineups of the teams, etc. Besides it allows us to create new groups and any type of presentation which we consider to be appropriate.

Statistics. This module allows us to configure and create all types of statistics. It also allows us to create new groups.

Penaltys. This is the module where we are able to configure the format of the penalties. It also allows us to create new groups.

Tickers. This module allows us to configure the position and the format of the tickers, with the possibility of creating all the necessary groups.

* TreeView

We will find all the available events and those that we continue creating (in the modules which allow us to do so), as well as the objects which are embedded in each of the events, in this tree view distribution.

As soon as we start the template editor, this tree view will only contain the events, but without the contents. (We will not see any **"+"** sign in the root of each event.) If we load a template from the hard disk with the "load" button *(Example: some of the templates that come from the demo with the application),* we will be able to observe that each of the events has the **"+"** sign, indicating to us that it contains objects.

(Notice the picture).

Each time that we load a graphic, create a text, add a subgroup, etc., these will continue appearing within the event which we have selected. Further ahead we will be able to assign labels to these objects, if we wish to do so.

Clicking with the mouse and without releasing it, dragging with **Drag & Drop,** we will be able to change the chosen object from one place and move it to another event, or modify the order of the layer, backwards or forwards.
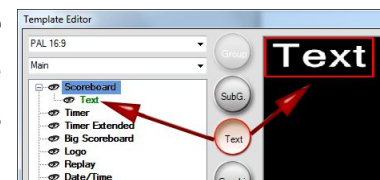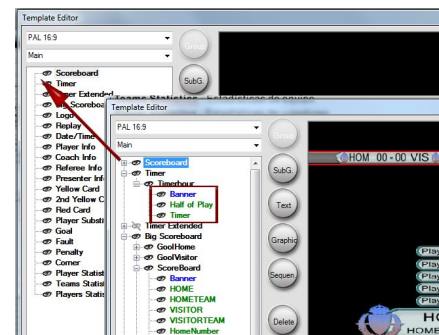
"EYE" Icon. This icon indicates to us if the event or object (according to which we have selected) is visible or hidden on the preview monitor of the template editor. Clicking on it twice, we hide or show the event or objects. At the same time it will process the entrance and exit effect which we have assigned to it. (The fact of saving a template with hidden events does not affect its use in CGFootball.)
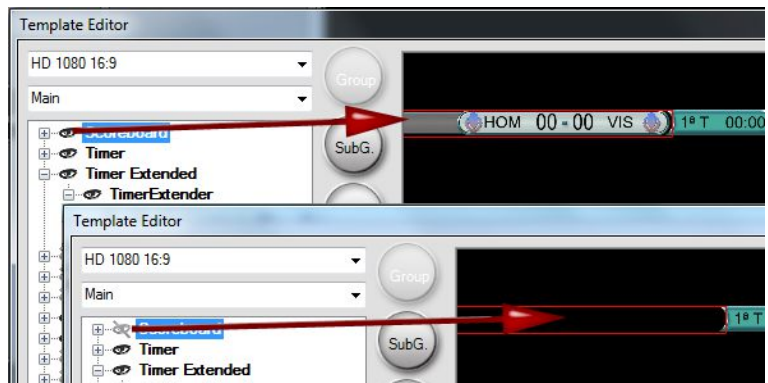
* Events TreeView Selection. Selection in the tree view of events. If we select a group or subgroup in the tree view of events, this will be reflected in the preview monitor with a red box surrounding the object, indicating to us which object has been selected, and we will be able to move it with the mouse on the preview window. The groups and subgroups do not allow us to modify their size or deform them. The red boxes of the groups or subgroups also delimit the visible space of the objects that they contain.
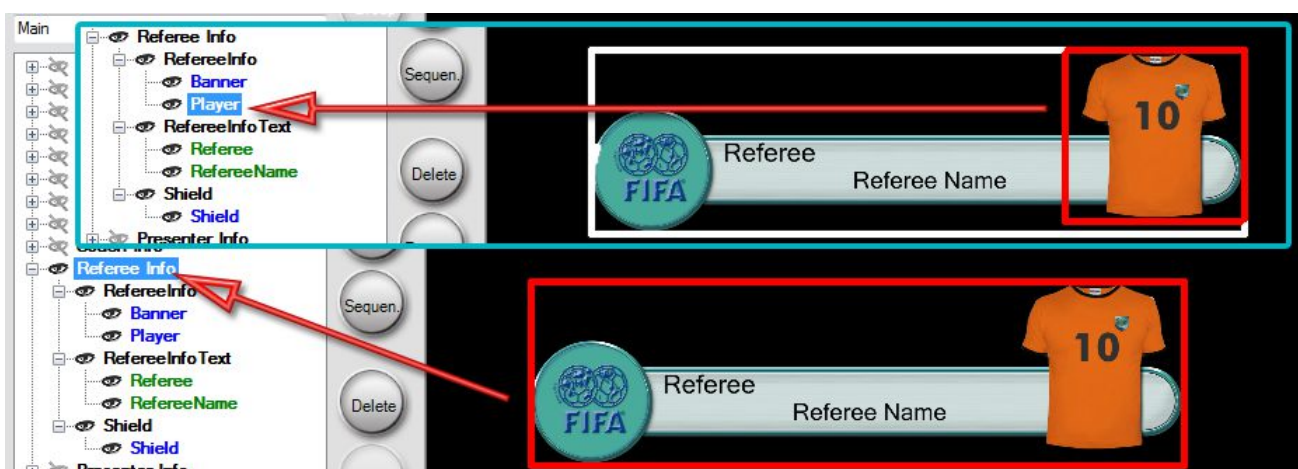
Example: Notice the adjacent pictures. If we move an object outside the group, we will only show part of this object. If you want to place an object in a place which is out of the group and you want this object to be completely visible, you must move it in the tree view of events out of the group to which it belongs. This way it will be shown. If you later decide that it should be included in the group to which it belongs, move it again to the original group from the tree view of events. This process readjusts the group box, showing all the objects that it contains.

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* Preview. Preview monitor

It is proportional to the chosen resolution and where the pieces that form our template are shown. It is possible to move, stretch and adjust objects on the monitor. We will see that the mouse changes when passing over these objects, indicating to us that we are able to move or deform them.

We can see a red box on the chosen event or objects. This way the application indicates on which object we are acting. The template editor is multi-layered and therefore we can see objects that can cover the others. The order of the layers can be changed in the tree view of events, as has already been explained in the previous chapter, **"Events Treeview – Treeview of events".**

There are four icons with a magnifying glass symbol on the top right-hand corner. By clicking on the corner of each of them, we increase the size of the preview monitor. This action allows us to be able to adjust the position of the objects.

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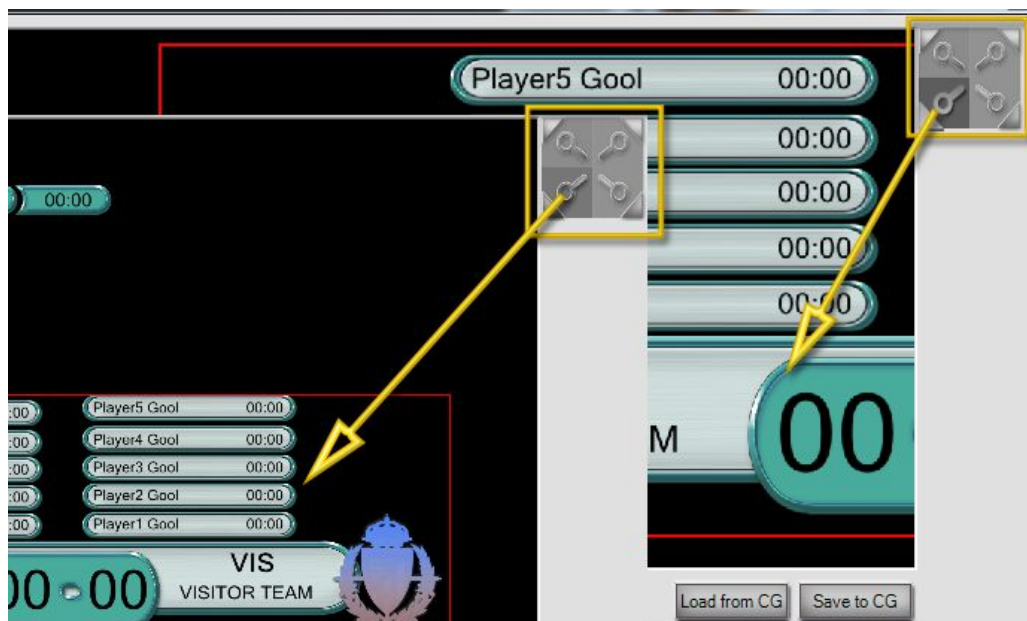
* Main Buttons. Function of the main buttons.

The Group and Sub buttons. They are used to create groups and subgroups in each module of the tree view of events, "except in the **"Main"** module where it is not possible to create groups".

The Text, Graphic, Sequen. Buttons. They are used to create new text or load graphics, animated sequences and Flash SWF files from the hard disk.

The Delete button. It is used to delete Groups, Subgroups, Texts, Graphics, Animation, etc, that we have selected in the tree view of events.

The Rename button. It is used to rename what we have selected in the tree view of events.

The Clone button. It is used to duplicate what we have selected in the tree view of events.

The New button. It allows us to create a new template. It is important to keep in mind that this option completely cleans the editor. If we are using a template and we want to conserve it, before clicking on **"New"** we must save the template that is being used.

The Load button. It allows us to load a filed template in the hard disk.

The Save button. It allows us to save the loaded template in the editor.

The Save as button. It allows us to save the modified template with a new name.

The Load from CG button. It imports the template that is being used in CGFootball to the editor, including the video resolution that we have in CGFootball.

El botón Save to CG. It sends the template from the template editor to the template that is being used in CGFootball.

We have an informative window which indicates the name of the template that is being used in the template editor.

* Actions, Properties and Effects. This panel will show properties, depending on what you select in the tree view of events, even if their selection is a group or subgroup, the properties will not be available and this window will be empty. Their properties vary according to the chosen object. (Example: if it is a text, the attributes of color, type of letter, sizes, etc, will appear. Notice the two pictures that accompany this example. The first picture is with a chosen graphic, the second one with a text.)
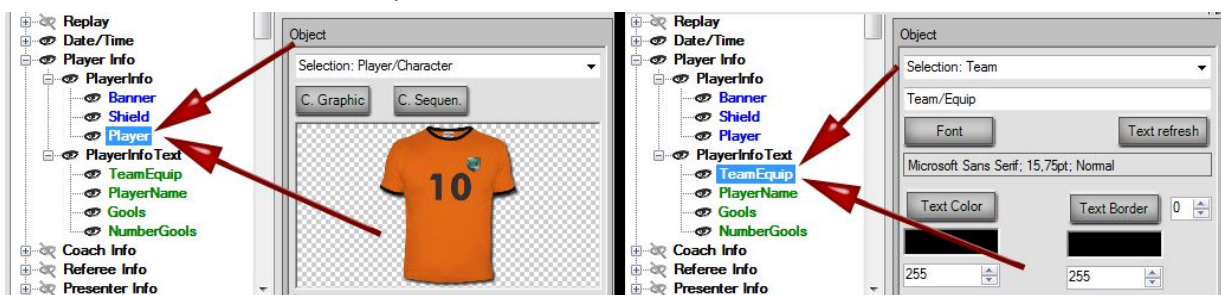
ATTENTION: WITHOUT DOUBT THIS SECTION IS THE MOST IMPORTANT OF THIS MANUAL. CGFOOTBALL IS AN APPLICATION WHICH IS BASED ON LABELS. A LABEL, WHICH HAS ALREADY BEEN DEFINED BY THE PROGRAMME, CAN BE ASSIGNED TO ANY OBJECT (GRAPHIC, TEXT). THIS MEANS THAT SAID OBJECT WILL BE SUBSTITUTED BY THE GRAPHIC OR TEXT WITH WHICH IT IS ASSOCIATED IN CGFOOTBALL.

EXAMPLE. YOU LOAD A GRAPHIC WHICH SIMULATES AN INSIGNIA IN THE EDITOR (THIS GRAPHIC IS GENERIC FOR YOU AND YOU ONLY USE IT AS A REFERENCE.) IF WE ASSIGN THE LABEL OF "HOME SHIELD" TO THIS GRAPHIC, WHEN YOU SHOW THE EVENT IN CGFOOTBALL, ITS IMAGE (GENERIC INSIGNIA) WILL BE SUBSTITUTED BY THE INSIGNIA WHICH YOU INCLUDED IN THE DATA BASE WHEN YOU REGISTERED IT.

ANOTHER EXAMPLE: *IF YOU SELECT THE EVENT "BIG SCOREBOARD" AND ADD A TEXT, SUCH AS, FOR EXAMPLE, TWO ZEROS (00), AND YOU ASSIGN THE LABEL OF "Home: Score" TO IT, WHEN YOU ADD A GOAL TO THE "Home" TEAM AND CLICK ON THE "SCOREBOARD B" BUTTON TO SHOW THE BIG SCOREBOARD IN CGFOOTBALL, YOU WILL BE ABLE TO SEE THAT ITS INITIAL TEXT (00) HAS BEEN CHANGED TO (1).*

FOR THIS REASON WE CALL THEM DYNAMIC OBJECTS.

Panel Objects. "with a chosen graphic". If we select a graphic in the tree view of events, the **"Object"** panel will show the following options (Notice in the picture) **"Label selector"** button, **"C.Graphic"** button and **"C.Sequen"** button and will show us a box where we will be able to see a miniature of the graphic.
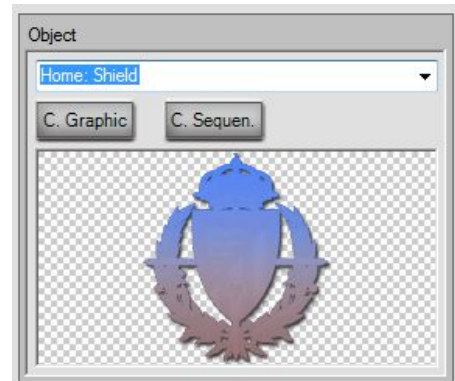
The **"C.Graphic"** button. It is the button to change the graphic. It allows access to the contents of the hard disk to change the graphic for another one that we have previously saved in the disk.

"C.Sequen" button. *It is the button to change the animated sequence.* This button allows us to change our graphic for an animated sequence. (Numbered graphics which are loaded all together form an animation). In this case the Windows Explorer will be opened, asking us to select a folder which has the animated sequence, as you can see in the adjacent picture.
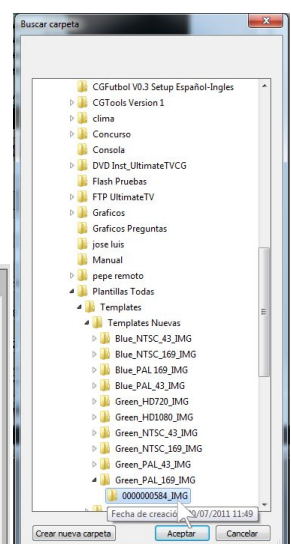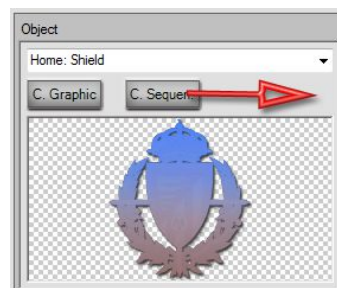
Label selector. From here we can assign (if we consider it necessary) a label to a graphic which will indicate which graphic or Flash SWF will be substituted in its use from CGFootball. (As we have already explained in previous chapters, when we assign a label to an object or text, we change it into a "dynamic object".

This object will be substituted in CGFootball by the object to which the label refers.) We look for the label which we want to assign and by clicking on it, we now have applied it. This label will always appear associated to the object, until it is changed for another one, or eliminated.
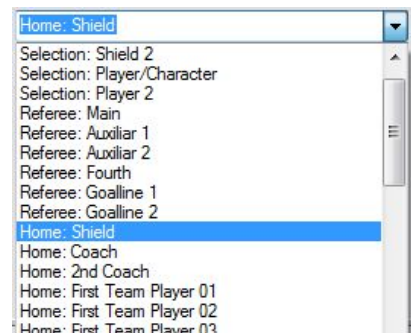
*The list of available labels can change, depending on whether we have selected a graphic or a text. (See the available labels in the section Page 50 **"Dynamic Objects".** Go to the manual: **Text and Obj dynamic labels.pdf***

Panel Objects. "with a selected text"

In the case of having chosen a text in the tree view of events, the available properties will change in the **panel of Objects.**

We have the label selector (different from those which are available for graphics) with the same philosophy of use as the labels for graphics. If we apply some of the available graphics, we will convert our text into a **dynamic object** and its behaviour in CGFootball will depend on its assigned label. *(See the list of labels on page 51.)*
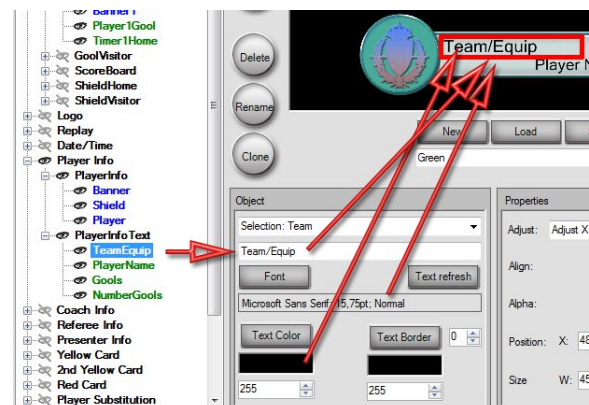
We will have the text of the object below (By default "Text" with the exception of what we have renamed, editing the text and clicking on the **"Text Refresh"** button which will save the new text and will update it on the preview monitor.) This text can serve as a reference to attach it in the preview window and it will give us an image which is similar to what we expect when we use this event in CGFootball.

The Font button. The button for the types of letters, sizes and styles. A window will be displayed, giving us the options of modifying the types of letters, sizes and styles. These types of letters are those which are available in Windows. If you want a new type of letter, you must install it in Windows, so that it will be available in this menu.
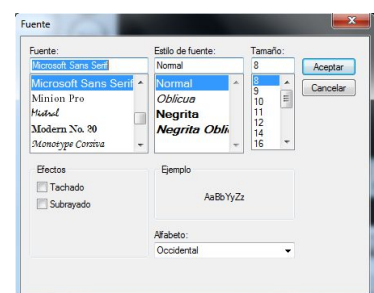
The Text Color button. This button changes the color of the text. It opens the color selector in Windows to choose the color of the type of letter. This color will be shown under the button "Text Color".
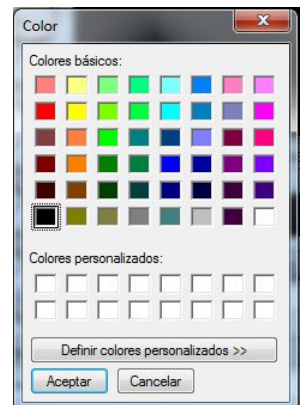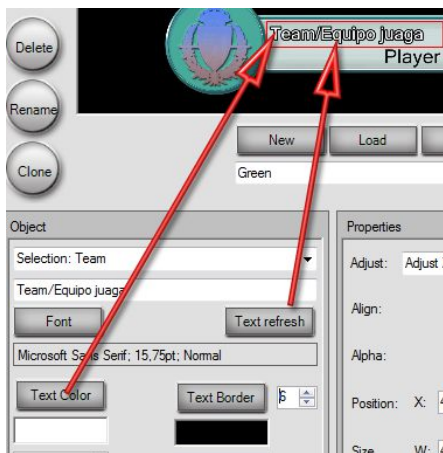
The Text Border button. This button changes the color of the frame of the text. It has an identical function as the previous button, but it acts on the frame or border of the letters. The numerical value which we have on the right of the **"Text Border"** button allows us to change the thickness of the border of the letters.

Transparency levels of the texts. We will find 2 numerical values (which go from 0 to 255) under the colors of the texts. By modifying these values, we change the transparency of the texts (the text or the border) 0 = transparent, 255 = opaque.
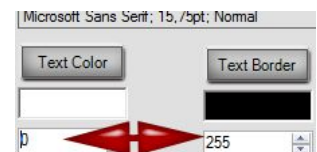
Panel Properties.
This panel allows us to adjust and position any graphic or text on the screen. (The options can change depending on the type of selected object.) If what we are going to adjust is a graphic, The selector: **"Adjust"** has three options.

Adjust AR. This changes the graphic, maintaining the original proportion within the red box which is shown on the monitor.

Adjust. This adjusts it in proportion to the interior of the box without respecting the original proportions of the graphic.

No Adjust. This maintains the original size of the created graphic.

If the selected object is a text.

Adjust AR. This adjusts the width and height of the text in the red box, maintaining the proportion of the letters.

Adjust. This adapts the size of the letters to the box, deforming it if it is necessary.

No Adjust. This maintains the original size of the letters.

Adjust - Only Oversize. This adapts the size of the letters to the box, deforming it if it is necessary, but only in the case if the text does not fit.

Adjust AR - Only Oversize. This adjusts the width and height of the text in the red box, maintaining the proportion of the letters, but only in the case if the text does not fit.

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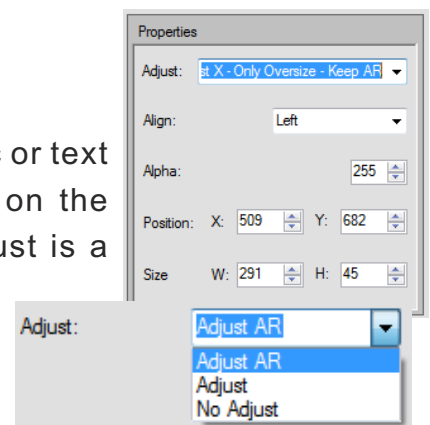
Cover AR. This covers all the red box, maintaining the proportion of the letters.

Text. This adjusts the horizontal to vertical if the text does not fit, by adjusting or deforming, depending on the width of the text.
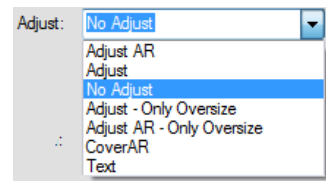
Selector Align. (This allows us to allign graphics, texts and animations within the box) by selecting the option:

Center.

Left.

Right.

Top Center.

Top Left.

Top Right.

Bottom Center.

Bottom Left.

Bottom Right.
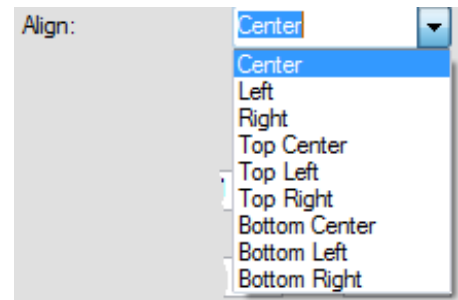
Alpha numerical Value. Alpha channel. This allows us to increase or decrease the transparency of the graphics, texts and animations.

Numerical value position:

Numerical value "X". Move to the right or the left.

Numerical value "Y": Move up or down.

Numerical value "Size": This allows us to change the interior size of the box of the graphics, texts and animations.

Numerical value "W": Change the width.

Numerical value "H": Change the height.

Panel In/Out Effect. "Panel of Effects".

This panel is activated always and whenever we have selected an object or text in the root of one of the events in the tree view of events, and in all the groups and subgroups. We have different options in this panel to be able to apply effects to our events, fade-ins/fade-outs, movements, blur, etc. This panel is in charge of giving dynamism to our events and personality. When we apply one of the options of this panel, it affects the chosen root object or the group or subgroup. In the case of applying an effect to a group or subgroup, this effect will affect the contents of the group or subgroup. Each time that we apply an effect, we will be able to preview the result by hiding or showing the eye that appears in each tree view event. It will show us the result of the animation or of the applied effect.
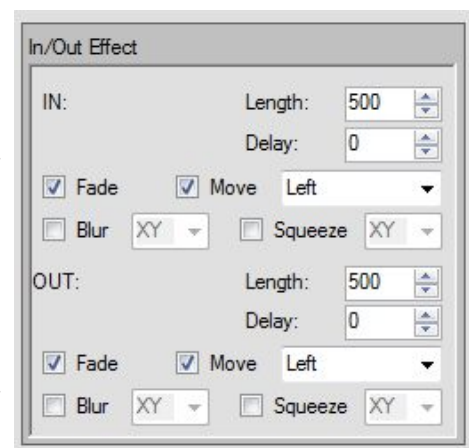
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In/Out: Entrance and exit effects.

Length. This allows us to vary the time that it is going to take to appear on the screen After having given it the order, the numerical figure is measured in milliseconds.

Delay. Time of waiting. This allows us to vary the time that it takes to make the transition of the time in milliseconds. This allows the chosen object in a group to appear or disappear later than the rest of the objects.

Fade. This allows us to do fade-ins or fade-outs.
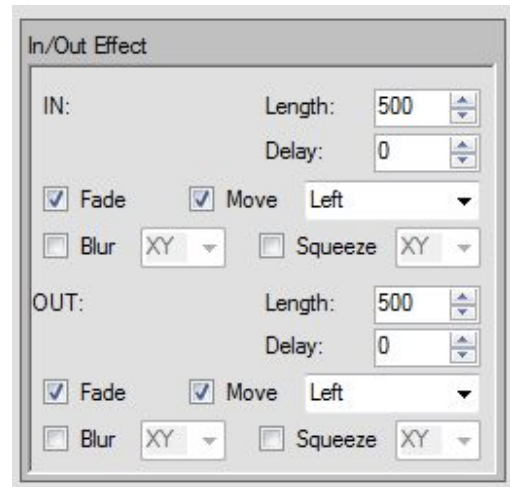
Move. Movement. This allows for the graphic or text to enter or exit with the following options of movement:

To go up **"Up".**
To go down **"Down".**
To go to the right **"Right".**
Or to go to the left **"Left".**
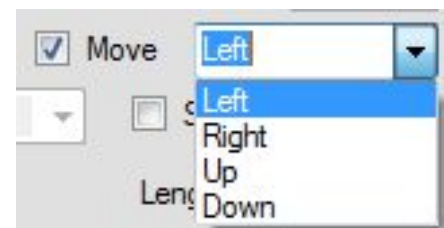
Blur. This allows us to make the transition by blurring the image.
X: blurring from right to left.
Y: from up to down.
XY: in both directions.
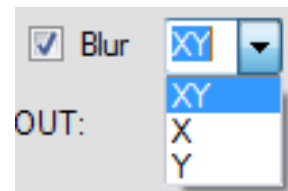
Squeeze. This allows us to increase the entrance image in the effect and continue decreasing the exit image. Depending on whether we want to increase or decrease, X: from right to left, Y: from up to down, XY: in both directions.

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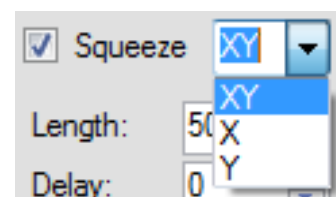
NOTES: The Template Editor. It is an application connected to CGFootball and of independent use. You can execute it in the same machine with its links and in any other PC. It does not requiere a licence for its use. You can prepare templates anywhere and take them to CGFootball. You can install Template Editor in as many machines as you consider necessary.

3. ADVERTISING OF THE APPLICATION CGFOOTBALL.

Let us return to CGFootball. The Panel **"Advertising"** allows us to administer the advertising which we have created with the advertising editor. **"Advertising Editor"** *(Page. 39)*.

We consider advertising as those events which have no direct relation with the actions that occur in a football match (Goals, Penalties, Presentations, etc.) and that due to their characteristics are not associated. You can use this option as you consider best. You must not necessarily use it for advertising. It is very possible that you can take more advantage of this section, Advertising, Mini Videos, Information, Presentations, Banners about automobile campaigns, etc.

The Advertising Button opens the window to administer the advertising. (We will explain this option further ahead, *Page 39*.)

Preview. It is identified by its green color. It shows us the name of the file of the foreseen advertising that is to be shown on the screen.
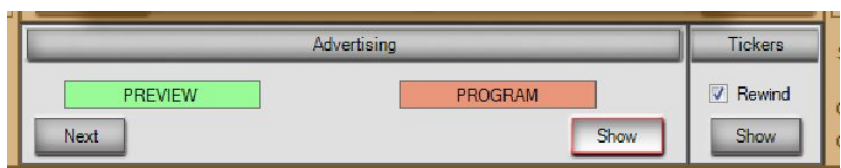
Program. It is identified by its red color. It shows us the name of the file of the advertising that is loaded and ready to be shown on the screen.

Next Button. We move an advertising event that we have in Preview to Programme. (Note: We will create the list of advertising events in the panel which is displayed with the button "Advertising") (Page 39).

The Show Button. It allows us to visualize on the screen.

* Panel of administering "Advertising".

By clicking on the "Advertising" button in the environment of **CGFootball,** we have access to the **"Advertising"** panel that allows the preparation, administration and control of the events which are destined for the advertising. (Events created with the application **"Advertising Editor"**) *(Page 39).* The administration and broadcasting of the advertising have been designed so that the user controls it manually; this way the operator has control and he decides when and how it must be broadcasted.

*An example: Suppose that we have different sponsors of some goals in a match or a special team. We have the tools for the goals in **CGFootball,** for one team, as well as, for the other one, but if there are several sponsors of goals (Advertising posters which we broadcast after a goal), we cannot associate this event automatically and we must put the sponsorship which we want at each moment manually or semi-automatically. From this panel we have direct access to the advertisement that we consider to be appropiate and we decide manually when to broadcast it.*

Advertising. We can see three monitors where a freeze frame, which is taken from each event as a visual reference, is shown.

The first monitor **"Select"** indicates which event we have selected in the panel of "list of events" and this is marked in blue in the list.

The second monitor indicates that the event is ready for its **"Preview"** broadcast monitor and this is reflected in green in the list of events.

The third monitor **"Program"** indicates which event we have in the programme and this is reflected in red in the list of events.

"Add" Button. This button opens Windows explorer to be able to load events (which were created with **"Advertising Editor"**) *(Page 39).* These files are sent by the order of load to the list of events.
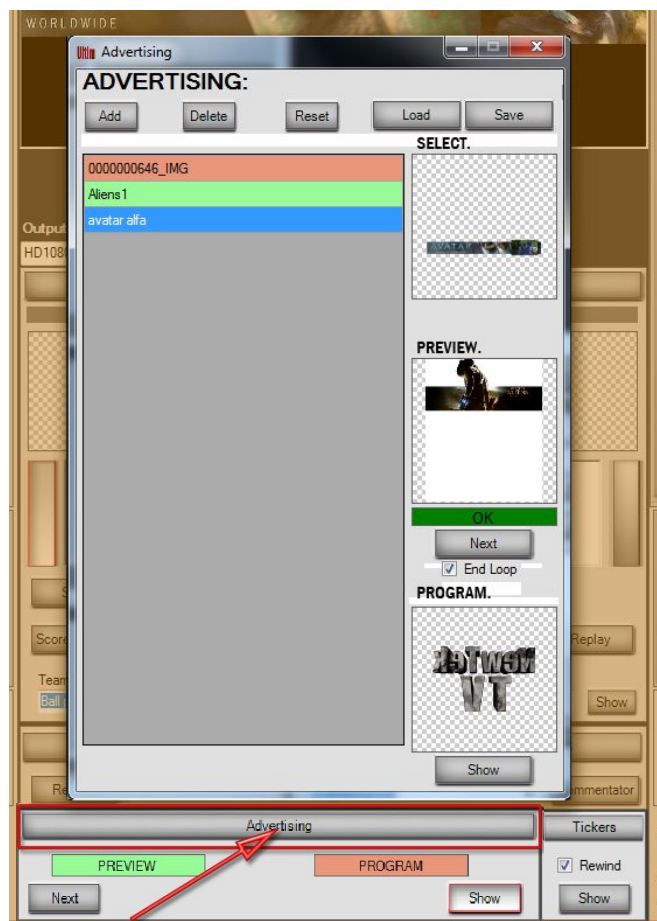
"Delete" Button. This button deletes any item that we select (marked in blue) from the list of events.

"Reset" Button. This button resets the window of events, eliminating all the items.

List of Events. Here all the added events which we think we are going to use are reflected. The order of the list is the same order that you used in your loading. You can alter and redistribute the order of the items as you consider, with the style **drag & drop**, by clicking on one or several items *(Press the **Capital letters or Control** key to select several items)*, dragging and releasing in the desired order. If we click only once on any event, the **"Select"** monitor will show us its image of reference. This helps us to identify it, if it is not very clear from the name of the file what the file contains.

By pressing **Double Click** with the mouse on any event in the list, we send this event to the preview monitor and we make it be loaded in the memory; this way we now have it ready for its broadcast. (It is necessary to keep in mind that when you load an event in preview with double click, the foreseen order of broadcast is altered. The **NEXT button** would process after this last event.) If we do **Double Click** on an event that is already loaded in preview, we send it to programme.

By pressing **CTRL+Double Click**, we load the event in preview and we immediately send it to programme.

"Save" Button. This button saves the present list of events in the hard disk (It will ask us to give a name to the file) as if it dealt with a project.

"Load" Button. This loads a list of events from the hard disk. It allows us to substitute the present list or add it to the end of the present list.

Next Button. This button moves the advertising event which is in **"Preview"** to **"Program"** and moves the following advertising event to **"Preview".** The green bar on the **"Next"** button indicates if the file is prepared and loaded in the memory.

If we do not have any event in **"Preview",** it loads the following advertising event in preview.

If the option **"End Video Loop"** is selected, when we click on the button **"Next",** but we have broadcasted an animation, which has not been created in the mode **"Loop",** in **"Program"** (this mode indicates this to the event in the **"Advertising Editor"**), the application waits until the animation finishes before changing the advertising from preview to program.

If **"End Video Loop"** is not marked, when we click on **"Next",** we do not respect the length of the animated advertising, and we will automatically pass to the following event.

How do we unload events which are already loaded and ready to be broadcasted? It can occur that we have an event ready to be sent to programme or even in programme waiting for the button **"Show"** to be clicked on, and we realize that we do not want to broadcast it. By clicking with a **double click** of the mouse on the image of reference, we will unload the events which were shown on the monitors from the memory.

Linked Buttons. *(The same action and about the same process.)*

As we have already commented, we have some common buttons in the environment of **CGFootball** and in the **"Advertising"** panel. These buttons are: **"Next"** and **"Show".**

In both cases the function is the same as their mirror buttons.

The difference lies in the fact that we have access to their functions from both places. It is not necessary to open the **"Advertising"** panel to be able to do **"Show"** or **"Next"** of the events.

We will be able to control the advertising, without having the **"Advertising"** panel bother us in our work environment. (Put it in a second plane, behind **CGFootball** so that it does not bother you, but do not close it, because if you do, the module **"Advertising"** will not be operative and it will not have any advertising to show.

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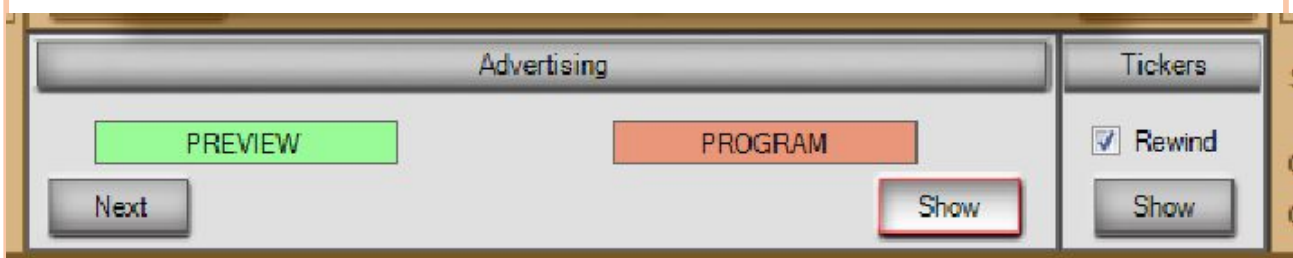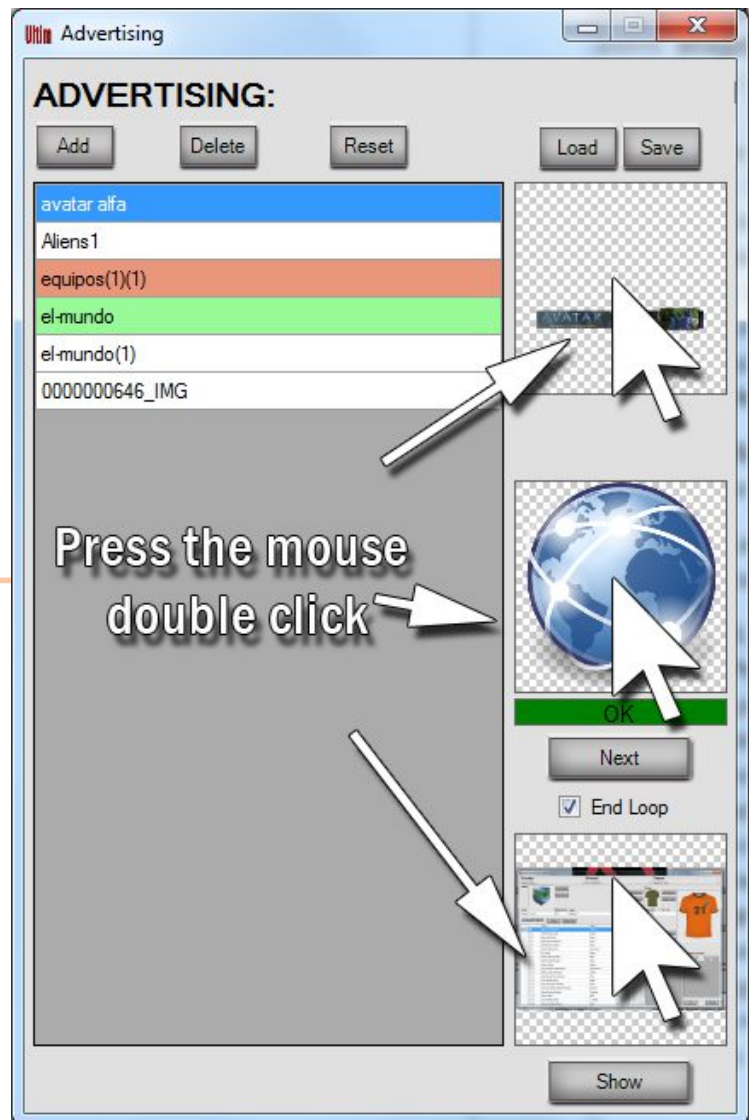
4. ADVERTISING EDITOR.
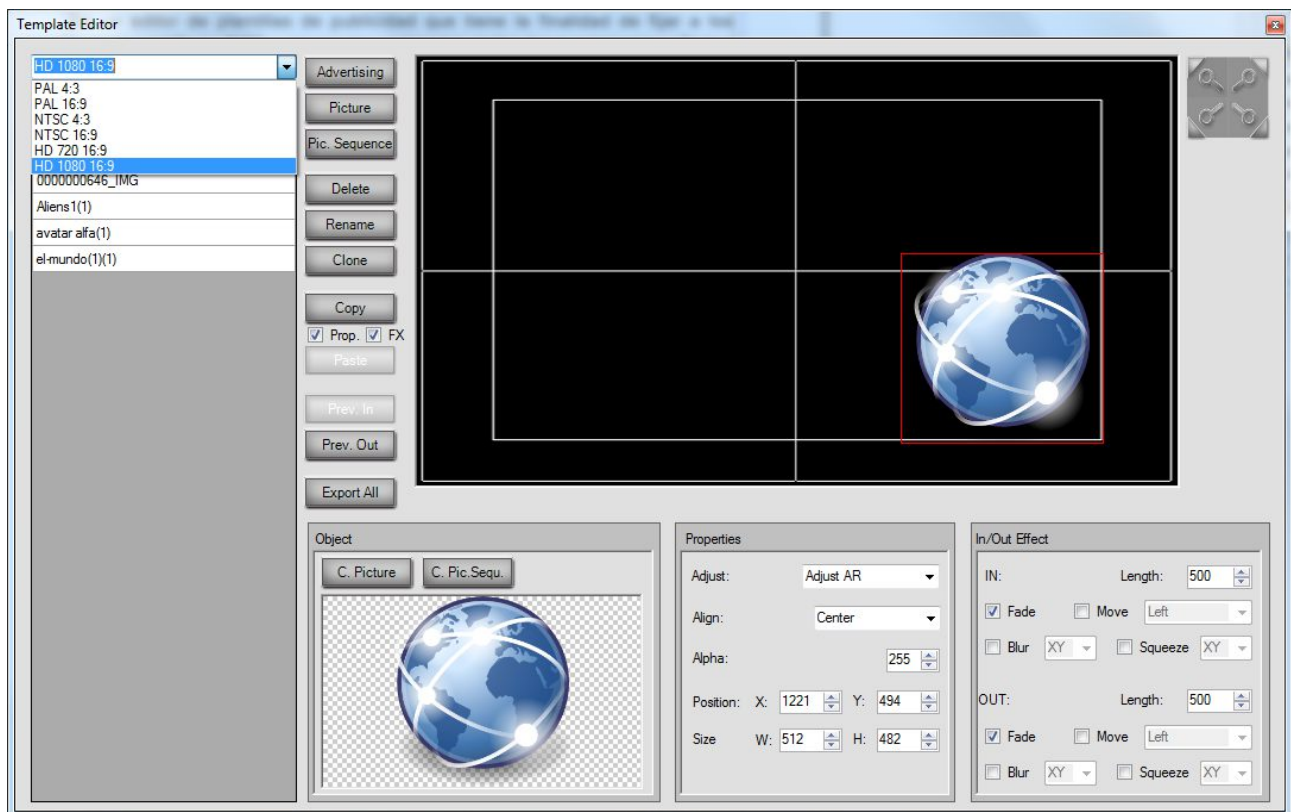
* The application of "Advertising Editor"

This is an editor of advertising templates which has the aim of setting graphics, **SWF** and animated sequences, all the movements, effects and actions, which we will later visualize with the **"Advertising"** panel of the application **CGFootball,** to the events. Its mechanics and use are very similar to the**"Template Editor"** with the same philosophy of use and with identical options.

> *NOTE: Read the chapter "Template Editor" Page 23, because the common options of both editors are already explained in the chapter on page 23.*

Video resolution selector.

In the first place it is also important to choose the video resolution in the Advertising Editor. The selector allows several options, PAL 4:3, PAL 16:9, NTSC 4:3, NTSC 16:9, HD 720 16:9, HD 1080 16:9 *(the progressive and entwined are common in all cases).* The preview monitor will automatically adjust itself to the chosen video format.

If we have an opened "Template" template, it will adapt itself to the chosen video resolution. It is convenient to create the templates, previously defining the final exit resolution. Although the editor is capable of adapting the templates to different resolutions, a manual retouching and adaptation will always be necessary. *This is not a "Déjà Vu". You have already read it in the section "Template Editor". Remember that many options are identical. First read the chapter "Template Editor" Page 23 for the common options.)*

Differences to emphasize between "Advertising Editor" and "Template Editor".

We find the main difference in the tree view of events in the **"Template Editor"** and the list of events in the **"Advertising Editor"**.

We can load multiple graphics, sequences, SWF, etc., which we consider to be appropiate in a specific event, in the tree view in **"Template Editor".** That is to say, multiple objects in only one group.

We can only load one file per advertising event in **"Advertising Editor"** and this event will record the name which the compiled file will later have, if we have not previously renamed it with the button **"Rename".**
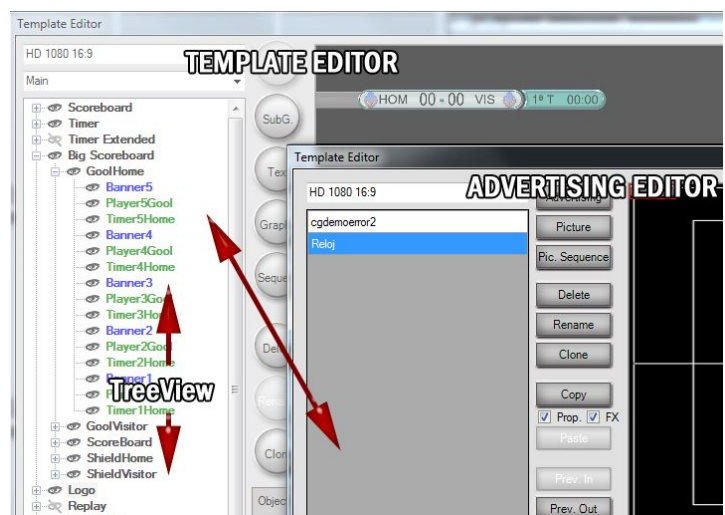
The process is the following. We load a file (Compatible: PNG, TGA, SWF, JPG, GIF, etc.) (*Compatible files page 50*) with the **"Picture"** button, or an animated sequence with the **"Pic. Sequence"** button. When it is loaded, this will create an item in the list of events (with the name of the loaded file). Now we can assign a movement or a behaviour to it. We can previsualize the result of our animation on the preview monitor with the **"Prev. In"** and **"Prev. Out"** buttons. We can change the name of the event with the **"Rename"** button, if we consider it appropiate. We will save all the events in the list with the name that each event has with the **"Export All"** button.

This is the process to create events in **"Advertising Editor".**

* MAIN BUTTONS IN "ADVERTISING EDITOR""

"Advertising". Load advertising templates which we have previously configured and saved.

"Picture". Load a graphic file *(Compatible files page 50)*

"Pic. Sequence". Load an animated sequence.

"Delete". Delete what is selected.

"Rename". Rename a selected graphic or an animation.

"Clone". Duplicate what is selected.

"Copy". Copy the tributes and effects of the event. According to the following two options: **"Prop"** – we copy property characteristics, **"FX"** – we copy effect characteristics.

"Paste". Stick the characteristics which are copied from another event to any other selected graphic.

"Prev In". Previsualize the entrance of the event with the effects and characteristics.

"Prev Out". Previsualize the exit of the event with the effects and characteristics.

"Export All". Export all the events in the list, each event with its own name and function, compiling them as valid files for their use with **CGFootball.**

When you click on the **"Export All"** button, a window will be displayed, asking for a folder from our hard disk where we want to save the events and in the case that it detects that there are already events with the same name, it will ask us if we wish to overwrite or rename the duplicated files. *Notice the adjacent picture*.)

The windows of adjustment of <u>"Object, Properties and Effect"</u> have the same functioning characteristics as in the "Template Editor" *(Pages 31 to 34).*
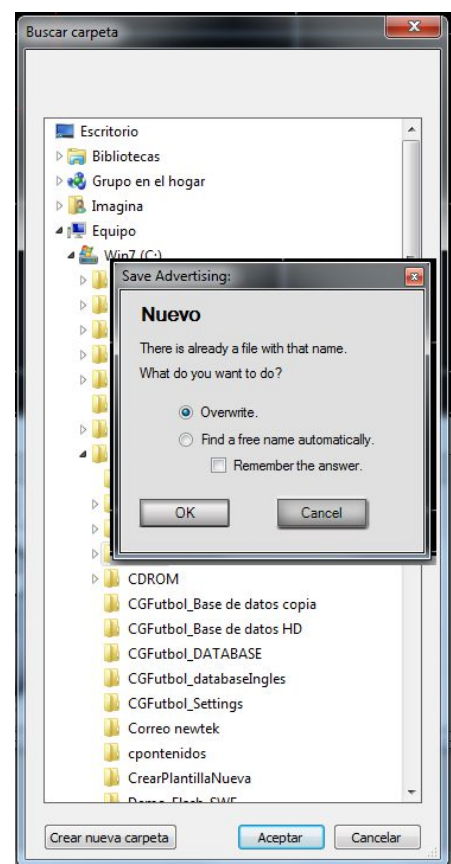
5. TICKERS.

* TICKERS.

The **Tickers** application allows us to give continuous information on the screen, not only texts, but also texts with graphics. To be able to dispose of **Tickers,** we must have created them previously in **"Template Editor"** and they will be accessible from the **TEMPLATE** panel in the **Ticker** window, just as the adjacent picture shows.

Remember that a **"Template"** (Model) is the method of associating
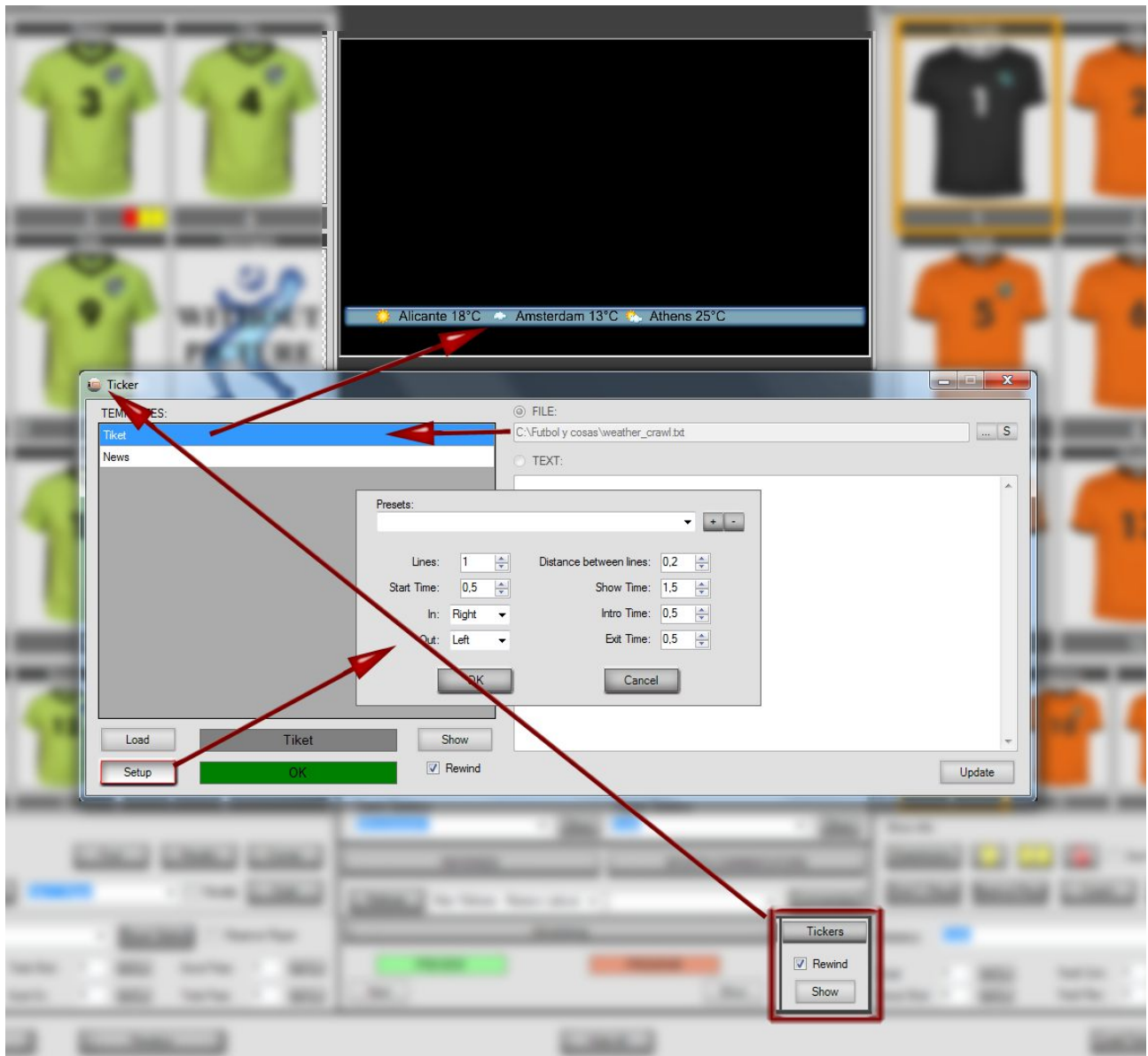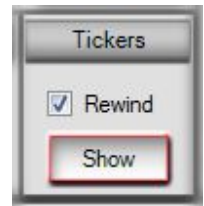
behaviours, graphics, texts, etc. to indicate the way that the data which we want to show behaves. This is what we call dynamic data. We substitute an object which is designed in the template, but we respect its behaviour, size, etc.
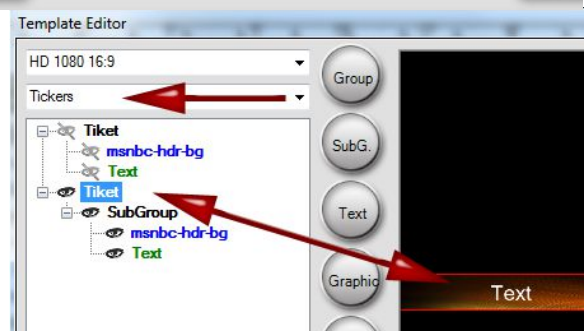
TEMPLATES Window. List of the different available designs in the **Ticker** mode which are created in **"Template Editor".** We can have different designs and decide which **Ticker** design to show. By clicking on the event, we mark them in blue and with the **"Load"** button, we load the design. The loaded design will be shown in the list with a red background.
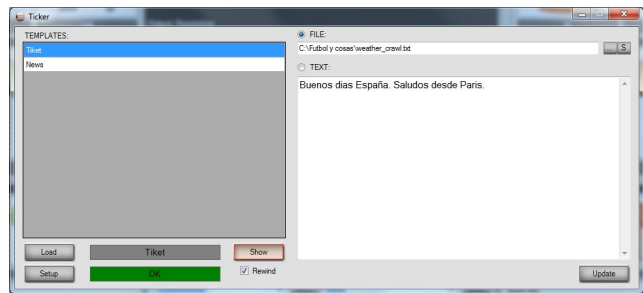
"Load" Button. This button is in charge of loading the event and leaving it ready to be used.

"Setting" Button. We show the present settings of the ticker and it allows us to load some preset settings.

Settings:

Presets: This allows us to load a preset configuration of tickers which we have previously saved.

"+" Button: This saves the present settings as a new preset with the name which we choose.
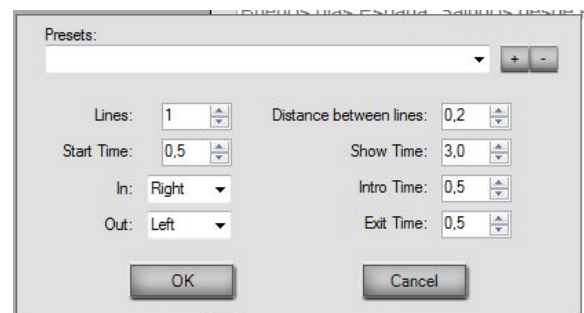
"-" Button: This allows us to delete the preset which we have selected from the preset list.

"OK" Button: We close the settings and we load the present design with the new settings again.

"Cancel" Button: We close the settings, but we do not update the present design.

Lines: The number of lines that we want in the ticker.

Distance between lines: The distance between lines, in case we have more than 1 line.

Start Time: The time that it takes to begin passing the first line of the ticker from the time that we activate it.

Show Time: The time that the ticker is still.

In: The entrance effect. The direction from which each line in the ticker enters.

Intro Time: The length of the entrance effect.

Out: The exit effect. The direction towards which each line in the ticker exits.

Exit Time: The length of the exit effect.

"Show" Button. This shows/hides the loaded ticker. If the **"Rewind"** option is active, it rewinds the **"Ticker"** each time that we show it with the **"Show"** button. We have two informative bars under the list of events. The first one indicates the name of the active event. The second bar indicates that the event is ready to be broadcasted, by changing color to green (OK in Text).

"File" Mode. File. It is in this section where we can load the files which contain the information to show (News, sports information, press notes, etc.). These files are text files (TXT) and can be created with the **Notepad.exe** application that Windows includes. Besides the text to show, the content of the file can include labels which are associated to graphics. This allows us to include graphics between the texts in the event (example of a text with an embedded graphic page 45). It is important to save the files (Example: **Notepad.exe**) in the format **"Unicode"**, if we want the apostrophes, accents, signs, etc. to appear correctly. Notice the adjacent picture.
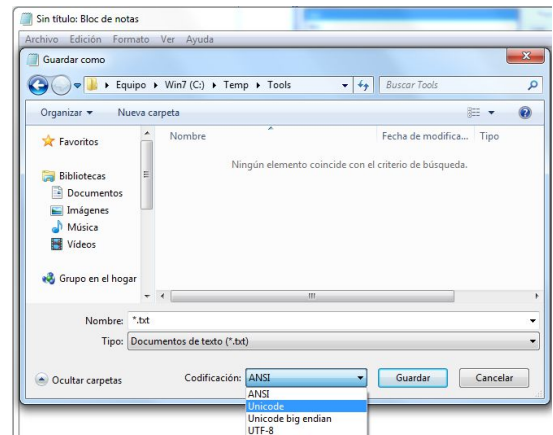
"…" Button. We have access to the hard disk from this button and we load the file (TXT) with the information to show. (Note: The "Ticker" event is an endless loop event. We decide when we show it or when we hide it with the **"Show"** button. Keep in mind that it will show the content of the text file in an endless loop mode. The most important thing is that the file is reread from the hard disk each time. This allows us to modify the content of the file without having to hide it; the event will take charge of rereading the file and updating the detected changes, without leaps nor pauses. This text file is a dynamic file.
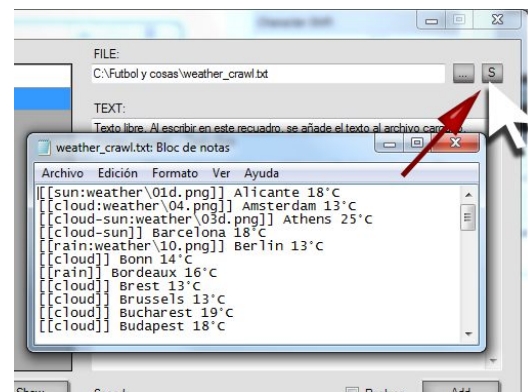
"S" Button. This option opens the file which is already selected in the **"File"** option with the **Notepad.exe** from Windows, in a way that we can modify part or all of the content. **(Dynamic File).** Once modified and saved in the open file with **"Notepad" (Unicode),** the application will reread the contents in its next loop again and will show the new changes in the programme.

"Text" Mode. Text. We can write the text manually here to show in a ticker. As in the File Mode we can also include graphics.

"Update" Button. Update. This button updates the information in the ticker for the information in a text file or in the manual text, according to the mode we have selected.

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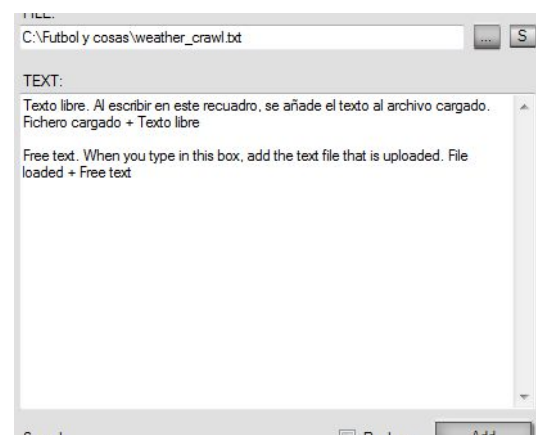
ADVANCED TEXT FORMAT:

[[Label:Graphic name (including complete route)]]

This inserts the chosen graphic and assigns it to the label.

[[Label]]

This inserts the graphic that we have assigned to that label.

Text Red - Back White

This changes the source color and the background color of the text.

The colors can be basic colors (red, black, white,) or they can be in html format (#FF0000)

Example:

[[Logo:c:\temp\Logo.png]] Line 1

*[[Logo]] Line 2 Texto Color Rojo *

[[Logo]] Line 3 Text Green-Back White Semi transparent
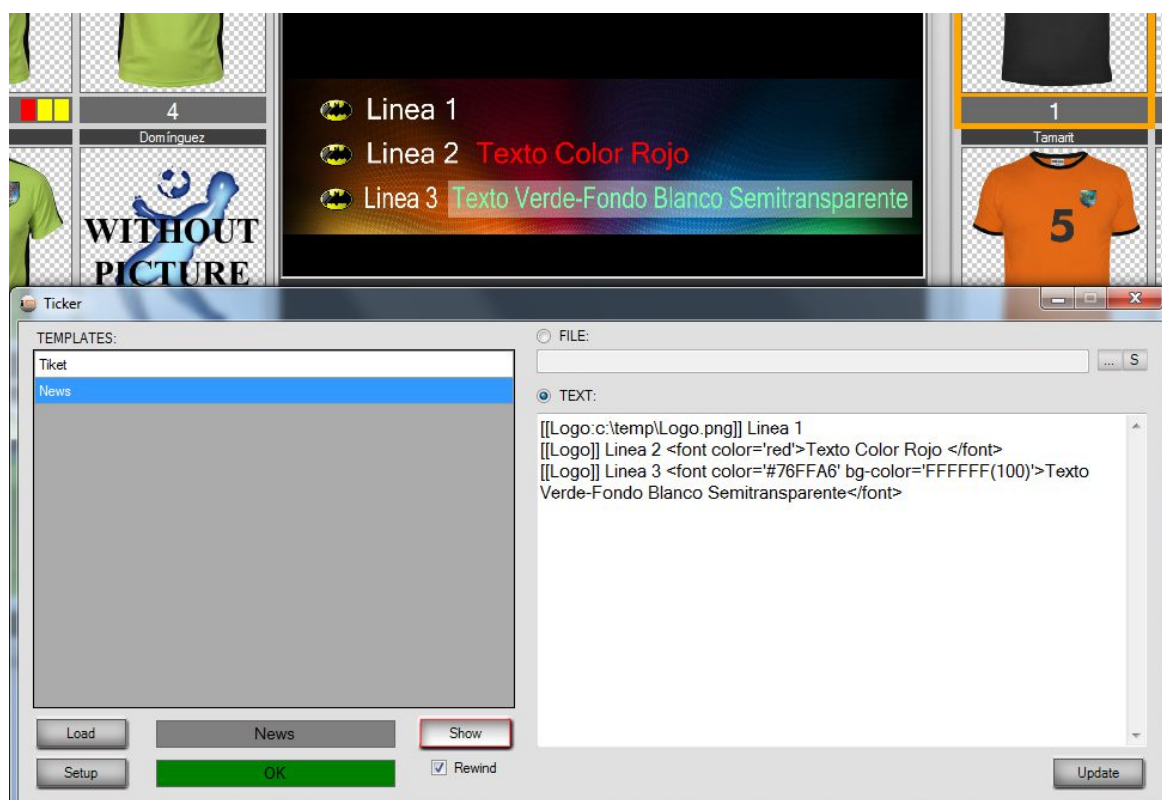
* Associated and embedded buttons in the environment of CGFootball.

"Tickers" Button. This gives access to the **"Ticker"** window (Page 42).

"Rewind" option. This rewinds the **"Ticker"** each time that we show it with the **"Show"** button.

"Show" Button. This shows the loaded and active **"Ticker"** which we have already configured in the **"Ticker"** window.
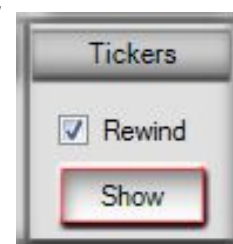
6. PENALTIES.

CGFootball considers the option of penalties. In many championships or football matches, if the opponents draw, the tiebreaker is solved by a round of penalties. In case they still maintain the draw once the round of penalties has finished, we would pass to the goal of difference or sudden death.
CGFootball considers these possibilities.
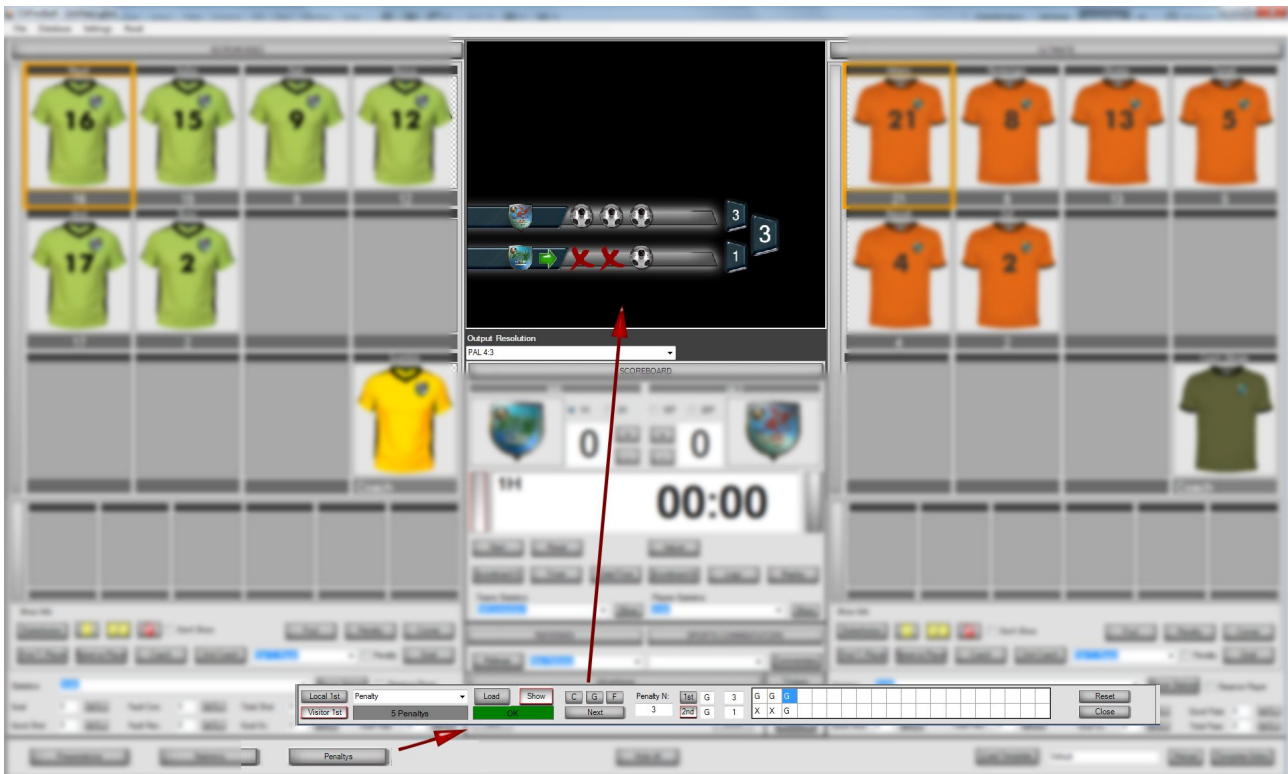
* **"Penalties" Button.** By clicking on the button, we open the administration panel of penalties. *(Note: The penalties are an event which must be created in "Template Editor" previously and if this event is not created in the template that we are using, we will not obtain any visual result in the programme with the following panel.)*
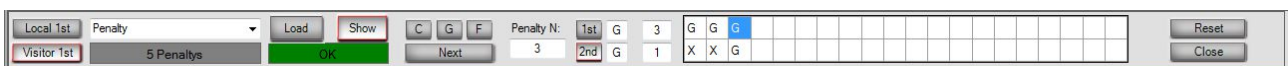
"Local 1st" and "Visitor 1st". These buttons allow us to select which team will be first in shooting the penalties, if it will be the local team or the visiting team. ç

The round of penalties selector. (Penalties of 5 or penalties of 1 "sudden death") Both events have been created in the "Template Editor" previously.

"Load" Button. This preloads the template to be used in the memory.

"Show" Button. This shows the event in the programme.

The state of color bar indicates to us: Red that the event is being loaded in the memory and it is still not available for its exit to be broadcasted. Green that the event is already available and loaded in the memory. It is ready to click on Show and visualize on the screen.

To iniciate the count of the round of penalties, we have:

"C" Button. This allows to delete the foul or goal, in case we have committed an error.

"G" Button. This adds goals to the selected team.

"F" Button. This adds fouls to the selected team.

Clicking on "Next". This allows us to pass to the next penalty.

The "Penalty N" window. This indicates to us the number of the penalty where we are.

"1st" and "2nd" Buttons. These buttons automatically activate when we click on **"Next"** and reflect that the team receives the orders that we send (Goal or Foul). We can also force the selection of the team, by clicking on one of them, if it is necessary to correct an error. We have an automatic counter of the scored penalties for each team to the left of each of these buttons.

The count of penalties and the status of each of them.

This is an informative panel that reflects in which penalty a goal was scored, indicating it with a **"G"** or if it was missed with an **"X",** until a maximum of 20 penalties per team. *(The habitual rounds are of 5 penalties. In case it were more because of the tipe of game (Indoor Football, Football7, etc)*, we would have to

prepare our event with a greater amount of penalties in the **"Template Editor".**

"Reset" Button. This deletes all the actions that were carried out in the penalties application, leaving the data at zero.

We are going to show how a new "Template" model is created.

We execute the application **"Template Editor".** All the events are empty by default.

We choose the work resolution. (Our case PAL 16/9)

We select **"Big Scoreboard"**

We create a **Subgroup. "SubG." Button**. Then we load the background graphics that we want to use in the scoreboard, in our case 3 graphics. We distribute them to our liking on the screen with the tools of position, in our case, 1 on top of the other.
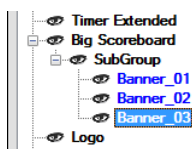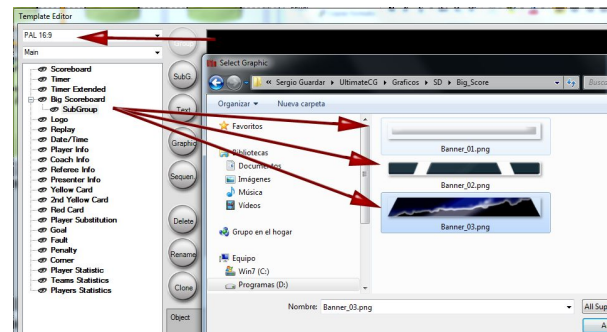
We select the three graphics in the tree view of events (one by one) and the movements to the interior of the **SubGroup.**

We select the **SubGroup** by clicking once on it in the tree view of events. Once we have marked it in blue, we can now apply an attribute of (**In / Out / Effect)** to it.

Example: IN: move Left, Out: move Right. (The rest of the options by default).
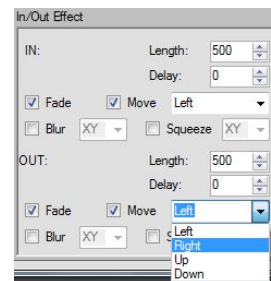
If we click on the eye (hiding and showing), we will see the animation that we have applied to it.
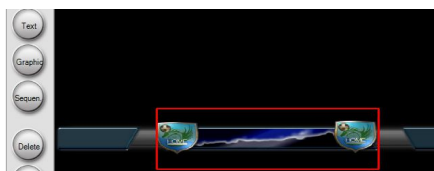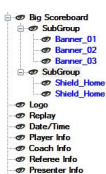
Now we will load the graphics which will be substituded by the insignias. **("Graphic" Button**). We will position them in the preview where it interests us and we will create a new **SubGroup** and put them in this **SubGroup.**

We will apply what we think appropiate to this new **SubGroup.** We will check the result by hiding and showing the **"Eye".**
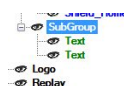
Now we only need two **Texts** for the scoreboard of the goals of each team. We will do the same process as before, but with the **"Text"** button. Two digits will serve us. We create a text and position it.

We duplicate with the **"Clone"** button and we position the text of the other team. We create a **SubGroup** and put the two **"Text"** objects in it. *(If it is behind other objects, we can move the SubGroup in the tree view of events to put it the foreground and it will appear in front.)*

Having selected this **SubGroup,** we apply the effects that we consider, as in the previous cases, and we check with hide and show (**"Eye** Symbol").
If everything has gone well, we now have designed our (Simple) scoreboard.
Now the most important part remains, to convert some objects to **dynamic objects** which will be the ones that will be substituted by the insignias of the teams and the goals.

Select the (Home) insignia and apply the label **"Home Shield"** to it in the box of labels. Do the same with the insignia of the visiting team and apply the label **"Visitor Shield"**. Now the texts. Put the labels **"Home: Score"** and **"Visitor: Score"** to each one of them (to which it corresponds).

Now we only have to save the template and load it in **CGFootball** to check.

If everything has gone well, this will be the result.
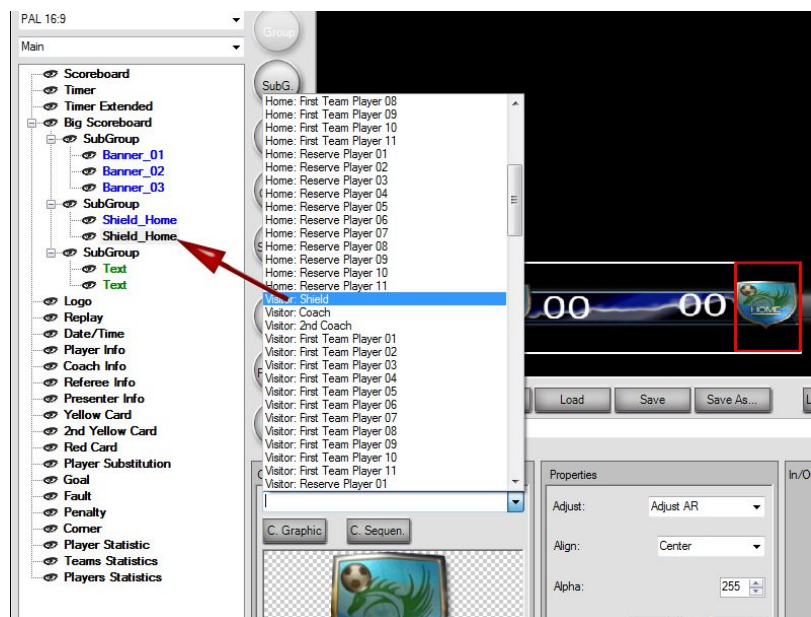
This process is the same for the rest of events. You have sample templates which serve you as a guide and orientation. You can make the most of CGFootball. You can even use it for many other things besides football. Our clients also use CGFootball as a graphic support for their daily productions. A little imagination and CGFootball are a perfect complement in your productions.
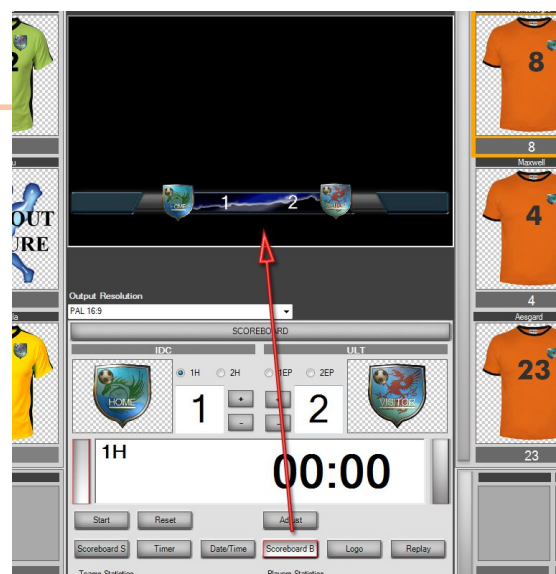
8. LABELS that are applied to the Dynamic objects

Pages 51/53 or consult the manual: ***Text and Obj dynamic labels.pdf***

Formats of supported graphic files

PNG

BMP

TGA

JPG

GIF

SWF

Graphic secuences

PNG

BMP

TGA

JPG

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LABELS that are applied to the "TEXT" objects		
General: Timer	Playing time counter	
General: Half of Play	In which part of the match we are, (first or second part, first part of the extra time or second part)	
General: Half of Play (Small: 1H-2H-1EP-2EP)	In which part of the match we are in abbreviated form (first or second part, first part of the extra time or second part)	
General: Timer Extended	Extra time time counter	
General: Extended Time Assigned	Added time that the referee decides to add to each part of the match	
General: Date	Present date	
General: Time	Present time	
General: Field	Playing field	
Selection: Team	Name of the selected team, player, coach or second coach	*It only acts with the Show Info buttons*
Selection: Team(Short)	Abbreviated of the selected team, player, coach or second coach	*It only acts with to the Show Info buttons*
Selection: Team 2	Name of the selected opposing team, player, coach or second coach.	*It only applies the fouls and penalties button*
Selection: Team 2(Short)	Abbreviated of the selected opposing team, player, coach or second coach.	*It only applies the fouls and penalties button*
Selection: Player/Character	Name of players, coaches, referees or commentators	
Selection: Player(Short)	Abbreviated of players, coaches, referees or commentators	
Selection: Player(Number)	Number of the selected player	
Selection: Number + Player	Number and name of the selected player	
Selection: Number + Player(Short)	Dorsal y nombre abreviado del jugador seleccionado	
Selection: Player 2	In substitutions of players it is the name of the selected substitute player. In fouls and penalties it is the number of the selected player of the opposing team.	
Selection: Player 2(Short)	In substitutions of players it is the name Abbreviated of the selected substitute player. In fouls and penalties it is the number of the selected player of the opposing team.	
Selection: Player 2(Number)	Number of the selected player	
Selection: Number + Player 2	In substitutions of players it is the number and name of the selected substitute player. In faults and penalties it is the number name of the selected player of the opposing team.	
Selection: Number + Player 2(Short)	In substitutions of players it is the number and name Abbreviated of the selected substitute player. In faults and penalties it is the number name of the selected player of the opposing team.	
Selection: Character Type	Professional position of the selected person(coach, second coach, referee, auxiliary, presenter, etc)	*It only applies to Info about coaches, referees, and commentators*
Referee: Main	Name of the main referee	
Referee: Auxiliar 1	Name of the line referee 1	
Referee: Auxiliar 2	Name of the line referee 2	
Referee: Fourth	Name of the fourth referee	
Referee: Goalline 1	Name of the referee of area 1	
Referee: Goalline 2	Name of the referee of area 2	
Sports Commentator1 (2º, 3º, 4º, etc.)	Name of the commentator 1 (2nd, 3rd, 4th, etc) until 9	
Home: Team	Name of the local team	
Home: Team(Short)"	Abbreviated name of the local team	
Home: Score	Local goals	

Home: Coach	Local coach
Home: 2nd Coach	Second local coach
Home: First Team Player 01 (2º, 3º, 4º, etc.)	Name of the local first-team player 1st 2nd,3rd,4th,etc.) until 11
Home: First Team Player(Short) 01 (2º, 3º, 4º, etc.)	Abbreviated name of the local player 1st (2nd,3rd,4th, etc.) until 11
Home: First Team Player(Number) 01 (2º, 3º, 4º, etc.)	Number of the local first-team player 1st (2nd,3rd,4th,etc.) until 11
Home: Number + First Team Player 01 (2º, 3º, 4º, etc.)	Number and name of the local first-team player 1st (2nd,3rd,4th,etc.) until 11
Home: Number + First Team Player(Short) 01 (2º, 3º, 4º, etc.)	Number and abbreviated name of the local first Team player 1st (2nd,3rd,4th,etc.) until 11
Home: Reserve Player 01 (2º, 3º, 4º, etc.)	Name of the local reserve player 1st (2nd,3rd,4th,etc.) until 11
Home: Reserve Player(Short) 01 (2º, 3º, 4º, etc.)	Abbreviated name of the local reserve player 1st (2nd,3rd,4th,etc.) until 11
Home: Reserve Player(Number) 01 (2º, 3º, 4º, etc.)	Number of the local reserve player 1st (2nd,3rd,4th,etc.) until 11
Home: Number + Reserve Player 01 (2º, 3º, 4º, etc.)	Number and name of the local reserve player 1st (2nd,3rd,4th,etc.)
Home: Number + Reserve Player(Short) 01 (2º, 3º, 4º, etc.)	Number and abbreviated name of the local reserve player 1st (2nd,3rd,4th,etc.) until 11
Visitor: Team	Name of the visiting team
Visitor: Team(Short)"	Abbreviated name of the visiting team
Visitor: Score	Visiting goals
Visitor: Coach	Visiting coach
Visitor: 2nd Coach	Second visiting coach
Visitor: First Team Player 01 (2º, 3º, 4º, etc.)	Name of the visiting first-team player 1st(2nd,3rd,4th,etc.) until 11
Visitor: First Team Player(Short) 01 (2º, 3º, 4º, etc.)	Abbreviated name of the visiting player 1st (2nd,3rd,4th,etc.) until 11
Visitor: First Team Player(Number) 01 (2º, 3º, 4º, etc.)	Number of the visiting first-team player 1st (2nd,3rd,4th,etc.) until 11
Visitor: Reserve Player 1 (02,03,04, etc.)	NName of the visiting reserve player 1st (2nd,3rd,4th,etc.) until 11
Visitor: Reserve Player(Short) 01 (02,03,04, etc.)	Abbreviated name of the visiting reserve player 1st (2nd,3rd,4th,etc.) until 11
Visitor: Number + Reserve Player(Short) 01 (02,03,04, etc.)	Number and name of the visiting reserve player 1st (2nd,3rd,4th,etc.) until 11
Home Team Statistic: Goal Occasions	Number of occasions for goal by the local team

Visitor Team Statistic: Goal Occasions	Number of occasions for goal by the visiting team
Visitor Team Statistic: Faults Committed	Number of committed fouls by the visiting team
Visitor Team Statistic: Corners	Number of thrown corners by the visiting team
Visitor Team Statistic: Yellow Cards	Number of yellow cards for the visiting team
Visitor Team Statistic: Red Cards	Number of red cards for the visiting team
Visitor Team Statistic: Penaltys	Number of penalties by the visiting team
Visitor Team Statistic: Good Pass	Number of shots for goals by the visiting team
Visitor Team Statistic: Total Pass	Number of tried shots by the visiting team
Home Goal: Player 01 (02,03,04, etc.)	Name of the first local player who has scored a goal (2nd,3rd,4th,etc.) until 20
Home Goal: Minute 01 (02,03,04, etc.)	Minute when the first local player has scored a goal (2nd who scored, 3rd who scored, etc.) until 20
Visitor Goal: Player 01 (02,03,04, etc.)	Name of the first visiting player who has scored a goal (2nd who scored, 3rd who scored, etc.) until 20
Visitor Goal: Minute 01 (02,03,04, etc.)	Minute when the first visiting player has scored a goal (2nd who scored, 3rd who scored, etc.) until 20
Penaltys: First Team	Name of the team who shot the penalties frist
Penaltys: First Team (Short)	Abbreviated name of the team who shot the penalties first
Penaltys: Second Team	Name of the team who shot the penalties second
Penaltys: Second Team (Short)	Abbreviated name of the team who shot the penalties second
Penaltys: First Team Total Goals	Number of penalties scored by the first team
Penaltys: Second Team Total Goals	Number of penalties scored by the second team
Penaltys: Actual Number	Number of actual penalties
Ticker: Ticker	The manual texts or from a TXT file are shown in a Ticker

LABELS that are applied to the "GRAPHIC" objects		
Selection: Shield	Insignia of the selected team	
Selection: Shield 2	Insignia of the selected team	*It only applies to fouls and penalties*
Selection: Player/Character	Photo of the selected people, (player, trainer, referee, auxiliary, etc.)	
Selection: Player 2	Photo of the selected player of the opposing team	*It only applies to fouls and penalties*
Referee: Main	Photo of the main referee	
Referee: Auxiliar 1	Photo of the line referee 1	
Referee: Auxiliar 2	Photo of the line referee 2	
Referee: Fourth	Photo of the fourth referee	
Referee: Goalline 1	Photo of the referee of area 1	
Referee: Goalline 2	Photo of the referee of area 2	
Home: Shield	Photo of the insignia of the local team	
Home: Coach	Photo of the local coach	
Home: 2nd Coach	Photo of the second coach of the local team	
Home: First Team Player 01 (2º, 3º, 4º, etc.)	Photo of the first-team player of the local team 1st (2nd,3rd,4th,etc.)	
Home: Reserve Player 01 (2º, 3º, 4º, etc.)	Photo of the reserve player of the local team 1st (2nd,3rd,4th,etc.)	
Visitor: Shield	Photo of the insignia of the visiting team	
Visitor: Coach	Photo of the visiting coach	
Visitor: 2nd Coach	Photo of the second coach of the visiting team	
Visitor: First Team Player 01 (2º, 3º, 4º, etc.)	Photo of the first-team player of the visiting team 1st (2nd,3rd,4th,etc.)	
Penaltys: First Team Turn	Indicative graph of the turn of the first team who shoots the penalty	
Penaltys: Second Team Turn	Indicative graph of the turn of the second Indicative graph of the turn of the second	
Penaltys: First Team Present Penalty	Indicative graph if the first team has scored or missed the present penalty	
Penaltys: Second Team Present Penalty	Indicative graph if the second team has scored or missed the present penalty	
Penaltys: First Team Penalty 01 (2º, 3º, 4º, etc.)	Indicative graph if the first team has scored or missed the 1st penalty (2nd,3rd,4th,etc.) until 20	
Penaltys: Second Team Penalty 01 (2º, 3º, 4º, etc.)	Indicative graph if the second team has scored or missed the 1st penalty (2nd,3rd,4th,etc.) until 20	
Home Goal: Background 01 (2º, 3º, 4º, etc.)	Background graphic forn the information about the first local player who has scored a goal (2nd,3rd,4th,etc.) until 20	
Visitor Goal: Background 01 (2º, 3º, 4º, etc.)	Background graphic forn the information about the first visiting player who has scored a goal (2nd,3rd,4th,etc.) until 20	

CREDITS.

We want to thank all the BetaTester for help to improve and test **CGFootball** and its accessories, until achieving an envious stability.

Especially Thierry TECHER (Frande Télévisions. Réunion 1 ère †http://www.la1ere.fr . http://www:francetelevisions.fr for their constructive contributions, improvements and an exhausting period of tests.

Special gratitude to **NewTek. Inc.** for its contribution with the kit *"TriCaster TCXD DirectShow iVGA SDK"*, as well as its invaluable colaboration, documentation and attention which was received during the development of this application.

Thanks to all those who showed interest and collaborated in the development of this application. Especially ***NewTek Europe and Emilio Girones (NewTek-Europe)*** who participated in the concept, who helped with the presentation of the project and who put so much interest that now we do not know whose idea it was ☺ .

Thanks to all those who through an oversight do not appear in this text and deserve to have their contribution highlighted.

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