Viz Ticker

User’s Guide

3.0

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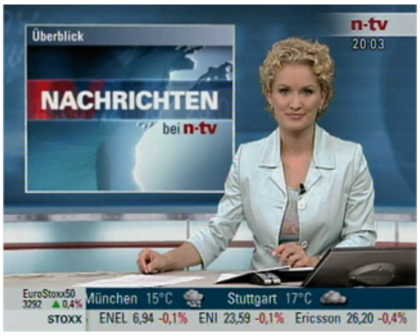
1 Introduction



This is the user’s guide for Viz Ticker, an advanced ticker system that makes it possible to build creative and compelling graphic tickers with total flexibility.

This section contains the following topics:

- Related Documents
- Customer Feedback and Suggestions
- Customer Support Request

1.1 Related Documents

For additional information, see the following documents:

- The Viz Artist User’s Guide contains information about how to create scenes and details about ticker specific plug-ins and scene design.
- The Viz Pilot User’s Guide contains information on how to operate Template Wizard, the application that creates presentation files.
- The Feed Streamer User’s Guide describes how to capture data from web feeds that use output formatting that is not supported by Viz Ticker, and how to moderate and push this content to the Ticker System.

For more information about all of the Vizrt products, visit:

- www.vizrt.com
- Vizrt Documentation Center
- Vizrt Training Center
- Vizrt Forum

1.2 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback and, or suggestions, please identify your local Vizrt customer support team at www.vizrt.com.

1. Click on **Contact** (top of page).

2. The Vizrt office which is nearest to your location will be shown, or select from the list of Vizrt offices.
3. Click on the Contact button for the office you want.
4. Complete the required details in the window that opens.

Note: If this message is for Customer Support, and there is a Support Contract in place, then click on the ‘For support requests, please visit our support portal link in the message window.

A Vizrt representative will contact you as soon as possible.

1.3 Customer Support Request

Support Requests are supported by Vizrt if Customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see Customer Feedback and Suggestions).

When submitting a Support Request relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

This section contains information on the following topics:

- Before Submitting a Support Request
- Submitting a Support Request

1.3.1 Before Submitting a Support Request

Before a Support Request is submitted make sure that you:

Read:

- The relevant User Guide or Guides (see Related Documents).
- The release notes.

and Check:

- That the system is configured correctly.
- That you have the specified hardware, tested and recommended versions

Always refer to your Vizrt Service Level Agreement document.

1.3.2 Submitting a Support Request

When completing a Support Request, add as much information as possible.

This section contains information on the following topics:

- Content of a Support Request
- To submit a Support Request

Content of a Support Request

The report should contain information about these topics:

- **Problem description:** Include a good description of what the problem is and how to reproduce it. Remember to use simple English.
- **Screen shots and illustrations:** Use to simplify the message.
- **System log files:** Send the System Log Files.
- **System dump files:** Send the system dump files from the crash (e.g. Viz Artist program folder <Viz install y>).

  Note: Check: If the operating system is Windows 7 and up, dump files can be stored at: <userdir>\AppData\Local\VirtualStore\<Viz install y> (check user rights).

- **System Config file:** Send the system config file (e.g. Viz Artist program folder <Viz install y>).

  Note: If the operating system is Windows 7 and up, the config file can be stored at: <userdir>\AppData\Local\VirtualStore\<install_y> (check user rights).

- **Software configuration:** Add exact versions of software (-build) used.
- **Hardware configuration:** Add exact versions of hardware used.
- **System setup:** Describe differences in the installation, if any, from the recommended setup.
- **System Network:** Add a description of how the network, bandwidth, routers, and switches are configured.

Always refer to your Vizrt Service Level Agreement document.

To submit a Support Request

1. On the www.vizrt.com page, click on Support.
2. Click on **Report a case**.
3. Click on **LOG IN** to login to the Customer and Partner portal.
4. At the top of the Case Management page, click on **Report a Case**.
5. In the online form complete the required minimum information (shown by a red asterisk) and click **SAVE**.
6. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see Content of a Support Request).

To **track the status** of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.

2 About Viz Ticker

Viz Ticker is an advanced ticker system that makes it possible to build creative and compelling graphic tickers with total flexibility. The system supports multiple clients for content insertion and control. Input can be manually entered, or automatically generated from various feeds; for example news feeds, databases, or the Internet.

With Viz Ticker, multiple graphical elements with various speed can be displayed simultaneously. The elements can include animated text, images, and so on. The real-time aspect of Viz Ticker takes the elements directly, with no delay, from content editing to air.

Viz Ticker has features that are not usually included in ticker products, for example:

- Ticker elements can trigger events when entering a scrolling ticker. An event may be the start of an animation, or the display of pre-defined text or graphic objects positioned anywhere on the screen. Stock price movements can generate up or down markers, voting results can render 3D charts, and so on.
- The system has multi-render support and can be set up to feed several multiple output channels from one message carousel. Multiple clients can control a shared ticker message pool, as well as performing on air control.

This section contains information on the following topics:

- System Applications
- Ticker Creation Workflow
- Quick Start Guide
- Ticker Plug-ins

2.1 System Applications

Various applications make up the Ticker System:

Viz Ticker Client

Viz Ticker Client is Vizrt’s Ticker client application, for operating and providing data to defined tickers. In this system, messages are created, added to a carousel, and sent to air. The typical user of Viz Ticker Client is a journalist or operator.

Ticker Wizard

Ticker Wizard is Vizrt’s Ticker configuration application, for importing scenes created in Viz Artist and creating tickers. In this system, carousels are selected and equipped with templates. Adjustments of the GUI settings in Viz Ticker Client can also be defined from this system. The typical user of Ticker Wizard is a graphical artist.

Ticker Feed

Ticker Feed is a service for connecting external feeds to a Ticker System. It makes it possible to populate a scrolling or flipping carousel with data elements from a file that is being updated from an external source. It is optional to include this component in the Viz Ticker setup.

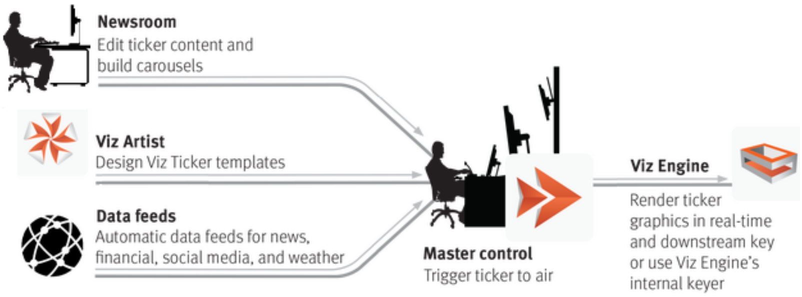
Ticker Service

Ticker Service is a component responsible for communicating ticker messages to the Viz Engine renderer. This component is necessary in order to run a scrolling carousel in Viz Ticker.

Ticker System Tool

Ticker System Tool is a console application that performs various important system operations, such as archiving (export/import), upgrading and system deletion.

2.2 Ticker Creation Workflow


Newsroom
Edit ticker content and build carousels
Viz Artist
Design Viz Ticker templates
Data feeds
Automatic data feeds for news, financial, social media, and weather
Master control
Trigger ticker to air
Viz Engine
Render ticker graphics in real-time and downstream key or use Viz Engine’s internal keyer

The ticker creation workflow typically starts with the design of a scene in Viz Artist. The ticker can have almost any given design, except for a few Design Conventions that must be followed to make the ticker work properly.

The next step in the ticker creation workflow is to scan the scene in Ticker Wizard. The scanning process verifies the scene structure. After the scanning, the logic for the ticker can be built. This is done by performing a few quick configuration steps in Ticker Wizard.

The final step in the ticker creation workflow is to launch Viz Ticker Client. In this client application, messages can be created and added to the carousel. When the desired messages have been added, the ticker is ready to go on air.

2.3 Quick Start Guide

This section lists the steps required to set up and use a basic Viz Ticker carousel. Each of the steps is described in more detail in the following sections of this User’s Guide.

Prepare all Systems

- Start *Viz Artist* and set **On Air**
- Make sure that the *Media Sequencer* is running
- Start *Ticker Wizard* and delete any existing carousels or output channels. These must be deleted before setting up a new Ticker System, see Ticker Carousels Panel and Output Channels Panel.
- Make sure that *Ticker Service* is running (only required for scrolling carousels)

Set Up a Carousel in Ticker Wizard

- Connect *Ticker Wizard* to Viz Engine (Viz Engine Connection Frame)

- Click **Select Scene** to select the carousel scene (Main Panel)
- Click **Create Scrolling/Flipping Carousel** and select the carousel and templates you require (Wizards)

Use a Carousel in Viz Ticker Client

- Start *Viz Ticker Client*
- Select the **<CarouselName>** tab (Carousel Specific Panel)
- Create new messages by clicking **New Message** or **New Template Element**
- Edit the contents of each message in the Elements Editor
- Move the new messages to the Carousel List.

Activate the System

- In *Viz Ticker Client*, select the **CONTROL** tab (Control Panel). This is only visible if the Viz Ticker Client Startup Parameters include *-control on*.
- Set *Ticker System Main* to **On**
- Set *Program Main* to **On**
- Take the carousel on air by setting *<CarouselName> Main* to **On**

  This button is available in the <CarouselName> tab and the CONTROL tab.

Your ticker carousel should now be displayed in the rendering window.

2.4 Ticker Plug-ins

In order for a ticker carousel to work properly, the Viz Artist scene that the carousel is based upon must be created according to specific Design Conventions. There are also various Viz Artist plug-ins that must be available in order for a ticker carousel to work properly:

- **Scroller:** The Scroller plug-in is a geometry plug-in, mostly used for creating scrolling tickers, which generates a dynamic line of scrolling elements. Information about the Scroller plug-in can be found in the *Viz Artist User’s Guide’s Geometry Plugins/Ticker* section.
- **Scroller Action:** The Scroller Action plug-in makes it possible to design scrolling tickers that trigger actions when scroller elements are played out. Information about the Scroller Action plug-in can be found in the *Viz Artist User’s Guide’s Container Plugins/Ticker* section.
- **Toggle:** The Toggle plug-in is used to toggle between objects in flipping carousel scenes. Information about the Toggle plug-in can be found in the *Viz Artist User’s Guide’s Container Plugins/Container* section.

There are also numerous *Control* plug-ins that must be available in order to modify the ticker elements.

Note: The plug-ins mentioned in this section are required for Viz Ticker to operate correctly. These plug-ins are shipped with the Viz Artist installer/distribution, not with Viz Ticker.

See Also

- Viz Artist User’s Guide
- Design Conventions

3 Installing Viz Ticker Client and Ticker Wizard

Viz Ticker comes with several installers to setup the system.

This section contains information on the following topics:

- Important Before Installation
- Requirements
- Program Starting Sequence
- Installing Ticker Wizard
- Installing Viz Ticker Client
- Upgrading the Existing Viz Ticker Configuration
- System Log Files

See Also

Depending on your setup, you may also need to install the following:

- Ticker Service - required for scrolling Ticker Systems
- Ticker Feed - used for populating carousels with data from an external source

3.1 Important Before Installation

- If Ticker Wizard or Viz Ticker Client, or both, are already installed on the machine, you must first remove the old program versions before installing the new ones, see Installing Ticker Wizard and Installing Viz Ticker Client.
- In addition to Ticker Wizard and Viz Ticker Client, the applications in the section Requirements must be installed in order for the Ticker System to work properly.

3.2 Requirements

The following applications or services must be installed with the version indicated.

Program or Service	Required version
Media Sequencer	Version 2.0, or later
Viz Artist/Viz Engine	Version 3.6.3, or later. Viz Engine version 3.7.1, or later, is required for the Field Linking with Apply Shared Memory workflow. Viz Engine version 3.7.0 should not be used.
Viz Graphic Hub	Version 2.3.1, or later
Viz Graphic Hub REST	Version 1.1.0, or later Version 2.0.0 is required for VTW image search, see note below.
Microsoft .NET Framework	Version 4.6.1, or later

For the .NET Framework visit www.microsoft.com and search for .Net. Currently the .NET Framework 4.6.1 offline installer can be found at http://www.microsoft.com/en-us/download/details.aspx?id=49981

Note: Viz Graphic Hub REST is only required if message templates are using tab-fields pointing to Viz Graphic Hub resources, or if using the VTW image search functionality with Viz Graphic Hub as search provider storage. See Search Providers on Viz Graphic Hub.

Operating System Support

Viz Ticker Client is a 32-bit application. It can run on both 32-bit and 64-bit versions of Windows. It has been tested with the software mentioned above on Windows 7 and Windows 10. It will probably also run on Windows 8 and Windows Server 2012.

Operating systems that have reached their end-of-life cycle and are no longer officially supported by their manufacturers, are not supported for use with Viz Ticker.

Viz Ticker Client supports *UAC* (User Access Control) and does not require administrator privileges to run, but will in most cases require admin rights to install.

IMPORTANT! Please review the Release Notes for Viz Ticker for any updates to the recommended version of Viz Ticker and supporting applications or services.

3.3 Program Starting Sequence

After installation, the applications must be started in a specific sequence:

1. The Media Sequencer must be started before Ticker Wizard and Viz Ticker Client.

   Note: A restart/shutdown of the Media Sequencer requires a restart/ shutdown of Ticker Wizard and Viz Ticker Client.

2. Viz Engine must be started (and put on air) before Ticker Wizard.
3. Ticker Service must be running before *Ticker System* is enabled in Viz Ticker Client.

   Note: Ticker Wizard and Viz Ticker Client can run while starting Ticker Service .

3.4 Installing Ticker Wizard

This section contains information on the following topics:

- Installing Ticker Wizard
- Uninstalling Ticker Wizard
- Ticker Wizard Startup Parameters

Installing Ticker Wizard

Note: If Ticker Wizard is already installed on the machine, remove the old version before installing the new version. Also, the Ticker System Tool is installed together with Ticker Wizard, if this option is selected during installation.

1. Run *TickerWizard-<Product Version>.msi*.

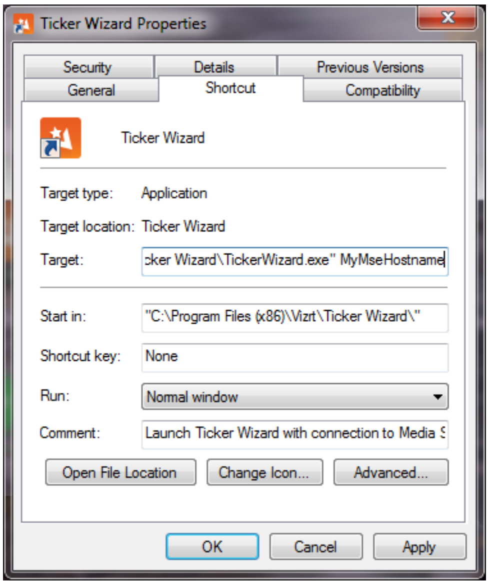
Uninstalling Ticker Wizard

1. Select *Start > Control Panel > Programs > Uninstall a program.*

Note: The software settings are not deleted when Ticker Wizard is uninstalled.

Ticker Wizard Startup Parameters

After installing Ticker Wizard, the Media Sequencer startup parameter can be modified in the Ticker Wizard Properties.



Ticker Wizard

Target type: Application

Target location: Ticker Wizard

Target: :ker Wizard\TickerWizard.exe" MyMseHostname

Start in: "C:\Program Files (x86)\Vizrt\Ticker Wizard\"

Shortcut key: None

Run: Normal window

Comment: Launch Ticker Wizard with connection to Media S

To modify the parameter, make sure that the **Shortcut** tab is selected, and modify the **Target** text box.

If Ticker Wizard should connect to a Media Sequencer on a specific machine, type the machine name as the first parameter after the program path.

Example: “%ProgramFiles%\Vizrt\Ticker Wizard\TickerWizard.exe" localhost

In the example above, Ticker Wizard connects to the Media Sequencer on the *localhost* machine.

See Also

- Upgrading the Existing Viz Ticker Configuration

3.5 Installing Viz Ticker Client

This section contains information on the following topics:

- Installing Viz Ticker Client
- Uninstalling Viz Ticker Client
- Viz Ticker Client Startup Parameters

Installing Viz Ticker Client

Note: If Viz Ticker Client is already installed on the machine, remove it before installing the new version.

1. Run *VizTickerClient-<Product Version>.msi*.

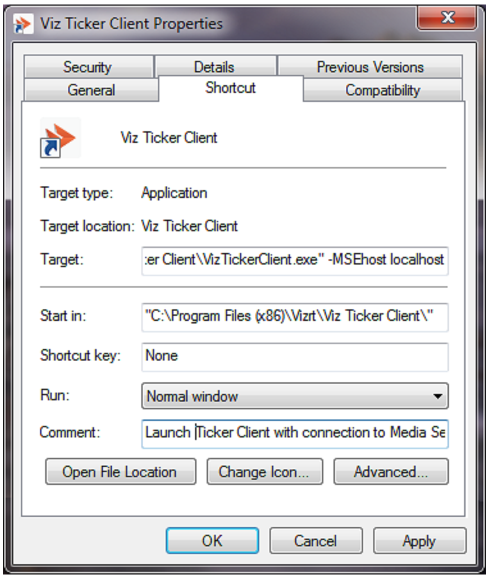
Uninstalling Viz Ticker Client

1. Select *Start > Control Panel > Programs > Uninstall a program.*

Note: The software settings are not deleted when Viz Ticker Client is uninstalled.

Viz Ticker Client Startup Parameters

After installing Viz Ticker Client, various startup parameters can be modified in the Viz Ticker Client Properties window.



Viz Ticker Client

Target type: Application

Target location: Viz Ticker Client

Target: :er Client\VizTickerClient.exe" -MSEhost localhost

Start in: "C:\Program Files (x86)\Vizrt\Viz Ticker Client\"

Shortcut key: None

Run: Normal window

Comment: Launch Ticker Client with connection to Media Se

To modify the parameters, make sure that the **Shortcut** tab is selected, and modify the **Target** text box.

Viz Ticker Client Startup Parameters

Setting	Values	Description
-msehost	hostname	Hostname of the Media Sequencer for the Ticker System.
-vizdata	hostname	The Viz Engine host to use for the object pool browser.
-accessgroup	groupname	Defines the group this client belongs to. Carousels can be given restricted access so that only clients belonging to one or more specific groups can access it. For more information, see VizBoldAccess Groups Frame .
-config	on|off	Defines whether or not the Configuration Panel should be visible in Viz Ticker Client. Usually this is set to *off* on journalist machines, and *on* on operator machines.
-control	on|off	Defines whether or not the Control Panel should be visible in Viz Ticker Client. Usually this is set to *off* on journalist machines, and *on* on operator machines.
-commandqueueport	number	Socket port for external access to client commands.

Example: ”%ProgramFiles%\Vizrt\Viz Ticker Client\VizTickerClient.exe" -msehost localhost -vizdata localhost -accessgroup none -config off -control on

3.6 Upgrading the Existing Viz Ticker Configuration

Tip: The Ticker System Tool can be used to Upgrade Viz Ticker configuration 2.4, or later.

Whenever Viz Ticker is used, the configuration of the whole Ticker System gets stored in the Media Sequencer (Vdom configuration).

Each time Ticker Wizard is started, it checks the Media Sequencer configuration. If the Ticker Wizard version stored in the Media Sequencer configuration is older than the version now running, then Ticker Wizard is able to upgrade the Media Sequencer configuration to the latest version.

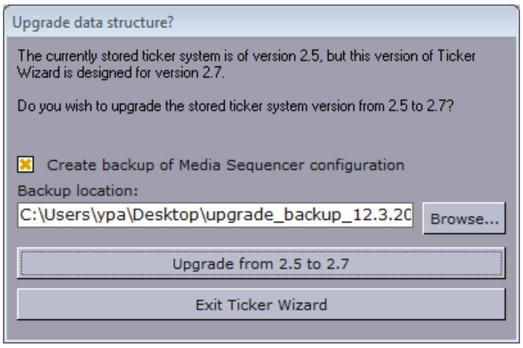
Note: In the Media Sequencer configuration, the currently installed version of Ticker Wizard is stored under ‘/config/versions/TickerSystemStandard’.

This section contains the following topics:

- To upgrade the Viz Ticker configuration
- To resolve a failed upgrade

To upgrade the Viz Ticker configuration

1. Launch Ticker Wizard. If the Ticker Wizard version stored in the Media Sequencer configuration is older than the version running, then the upgrade will start. The Upgrade window appears asking whether you want to proceed.



Upgrade data structure?

The currently stored ticker system is of version 2.5, but this version of Ticker Wizard is designed for version 2.7.

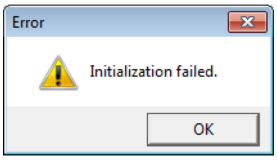
Do you wish to upgrade the stored ticker system version from 2.5 to 2.7?

☒ Create backup of Media Sequencer configuration

Backup location: C:\Users\ypa\Desktop\upgrade_backup_12.3.20

In this case, the Media Sequencer configuration will be upgraded from Viz Ticker 2.5 to Viz Ticker 2.7.

2. Specify the desired path in the **Backup location** textbox. A copy of the current Media Sequencer configuration is saved at the given path in case the upgrade fails.
3. Click the **Upgrade from <old version> to <new version>** button.
4. If the upgrade is successful, Ticker Wizard will start.
5. If the upgrade is canceled or is not successful, Ticker Wizard cannot initialize since the current Media Sequencer configuration is not compatible with the new version of Ticker Wizard.



Error

Initialization failed.

To resolve a failed upgrade

The upgrade may fail, especially if the Media Sequencer configuration has been modified in a non-standard way. In case of failure, submit a Customer Support Request to Vizrt.

Typically, upgrade issues will be resolved by:

- Fixing the Media Sequencer configuration, if possible, and executing the upgrade again
- Recreating the system with the new version of Ticker Wizard

- Continuing to use the older version of the Ticker System until the issue has been fixed in a maintenance version of Ticker Wizard.

3.7 System Log Files

- Logfiles for **Viz Ticker Client**, **Ticker Feed**, **Ticker Wizard** and **Ticker System Tool** are stored at **`%AppData%\Vizrt`** in the directories *“Viz Ticker Client”*, *“Ticker Feed”*, *“Ticker Wizard”* and *“TickerSystemTool”*.

  Assuming your user running the programs is called “VizUser” then you normally find config and logfiles in:

  `C:\Users\VizUser\AppData\Roaming\Vizrt`

- Logfiles for the service component **Ticker Service** are stored at **`%ProgramData%\Vizrt`** in the directory “Ticker Service”, normally this would be **`C:\ProgramData\vizrt\Ticker Service`**

Note: *%AppData%* and *%ProgramData%* are Windows environment variables. Windows Explorer will resolve them into a folder path depending on operation system, system drive, current user and so on. For example, on Windows 7, **`%ProgramData%\Vizrt`** would resolve to **`C:\ProgramData\Vizrt`** if Windows is installed on the C: drive.

See Also

- Ticker System Tool Log Files

4 Ticker Wizard

Ticker Wizard is Vizrt’s ticker configuration application.

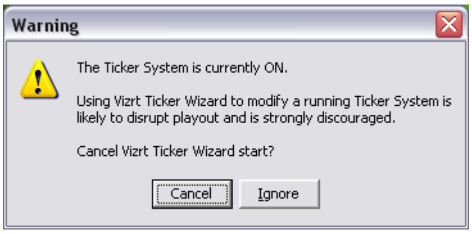
IMPORTANT! Before making changes to the Ticker system configuration in Ticker Wizard, the Viz Ticker Client should be closed, if open. Ticker Wizard and Viz Ticker Client should not be used at the same time.

This section contains information on the following topics:

- Getting Started
- Main Window
- Main Menu
- Main Panel
- Ticker Carousels Panel
- Output Channels Panel
- GPI Panel
- Settings Panel
- Buttons Panel
- Wizards

4.1 Getting Started

Note: If the Ticker System is currently *on*, it is highly recommended *not* to start Ticker Wizard, as the playout is likely to be disrupted.



Warning

The Ticker System is currently ON.

Using Vizrt Ticker Wizard to modify a running Ticker System is likely to disrupt playout and is strongly discouraged.

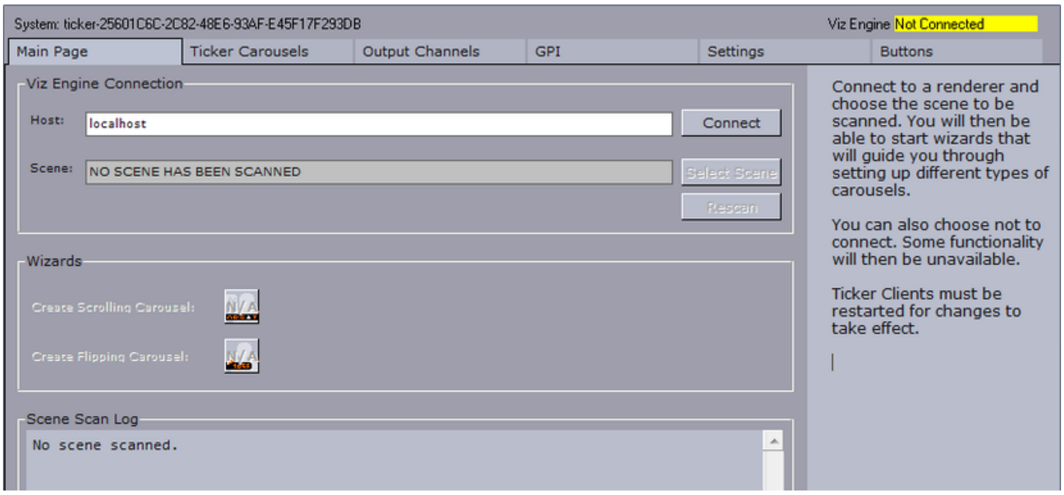
Cancel Vizrt Ticker Wizard start?

To start Ticker Wizard

- Start Ticker Wizard from *Start* > *All Programs* > *Vizrt* > *Viz Ticker* > *Ticker Wizard*.

4.2 Main Window

At system startup, the Main Window appears on the screen.



System: ticker-25601C6C-2C82-48E6-93AF-E45F17F293DB

Viz Engine Not Connected

Host: localhost

Scene: NO SCENE HAS BEEN SCANNED

Connect to a renderer and choose the scene to be scanned. You will then be able to start wizards that will guide you through setting up different types of carousels.

You can also choose not to connect. Some functionality will then be unavailable.

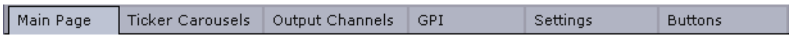
Ticker Clients must be restarted for changes to take effect.

Scene Scan Log

```
No scene scanned.
```

4.3 Main Menu

At the top of the Main Window is the Main Menu.

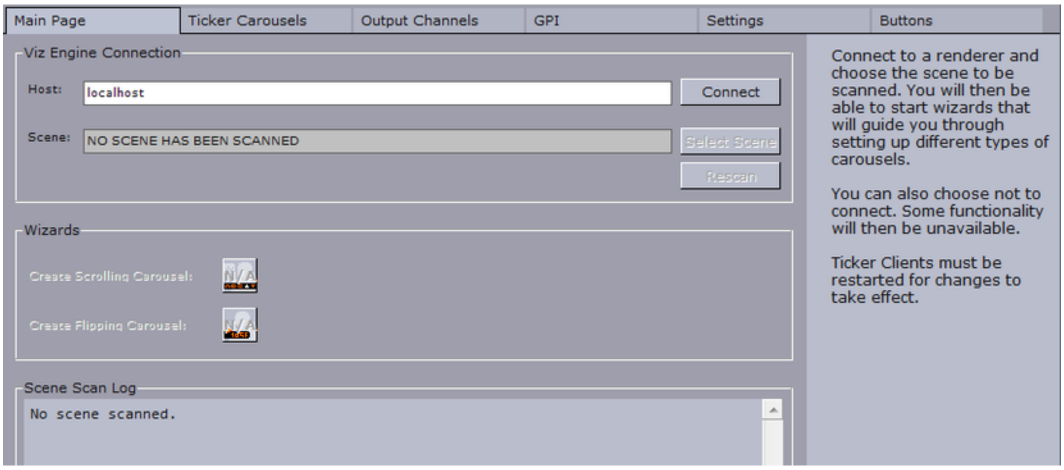


The Main Menu contains various tabs that open respective panels.

- **Main:** Opens the Main Panel .
- **Ticker Carousels:** Opens the Ticker Carousels Panel .
- **Output Channels:** Opens the Output Channels Panel .
- **GPI:** Opens the GPI Panel .
- **Settings:** Opens the Settings Panel .
- **Buttons:** Opens the Buttons Panel .

4.4 Main Panel

The Main Panel opens when clicking the **Main Page** tab in the Main Menu.



Host: localhost

Scene: NO SCENE HAS BEEN SCANNED

Connect to a renderer and choose the scene to be scanned. You will then be able to start wizards that will guide you through setting up different types of carousels.

You can also choose not to connect. Some functionality will then be unavailable.

Ticker Clients must be restarted for changes to take effect.

```
No scene scanned.
```

From the Main Panel it is possible to connect the system to a render engine, scan ticker scenes, and so on.

The Main Panel contains three frames:

- Viz Engine Connection Frame
- Wizards Frame
- Scene Scan Log Frame

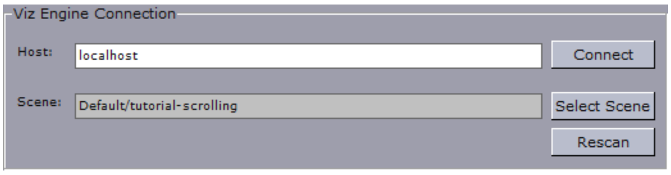
4.4.1 Viz Engine Connection Frame

At the top of the Main Panel is the Viz Engine Connection frame, which contains various host and scene settings.

This section contains information on the following topics:

- Viz Engine Connection Parameters
- Status of the Viz Engine Connection
- To scan a scene

Viz Engine Connection Parameters



Host: localhost

Scene: Default/tutorial-scrolling

- **Host:** Defines the name of the Viz Engine host Ticker Wizard connects to. The hostname can be either a text string or an IP address.
- **Connect:** Connects Ticker Wizard to the defined Viz Engine host.

IMPORTANT! Most Ticker Wizard options are not available until the system is successfully connected to a Viz Engine host.

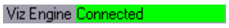
   1. Make sure that Viz Engine is running in *on air* mode.
   2. Type the desired hostname in the **Host** text box.
   3. Click the **Connect** button.
   4. Check the Status of the Viz Engine Connection.

- **Scene:** Defines the name of the currently scanned scene. When a scene has been successfully scanned, the scene name and path will be presented in the text box.
- **Select Scene:** Allows you to select a scene from the Viz Engine.
- **Rescan:** Rescans the currently scanned scene and informs Ticker Wizard of changes that have occurred in the scene design since the last scanning.

Status of the Viz Engine Connection

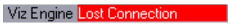
Check the Viz Engine connection status in the upper right corner of the Main Window . The status can be one of the following:

- **Connected:** Indicates that the Ticker System is successfully connected to a running Viz Engine in *on air* mode.



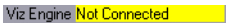
Viz Engine Connected

- **Lost Connection:** Indicates that Viz Engine has been shut down correctly, and that the Ticker System is no longer connected to the Viz Engine.



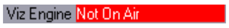
Viz Engine Lost Connection

- **Not Connected:** Indicates that no attempt has been made to connect the Ticker System to a Viz Engine.



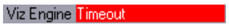
Viz Engine Not Connected

- **Not On Air:** Indicates that the connected Viz Engine is not in *on air* mode.



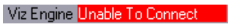
Viz Engine Not On Air

- **Timeout:** Indicates that the Ticker System is no longer connected to the specified Viz Engine. The connection has been broken for some unknown reason, without the Viz Engine being able to communicate the exact problem.



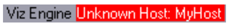
Viz Engine Timeout

- **Unable To Connect:** Indicates that the specified Viz Engine is not running.



Viz Engine Unable To Connect

- **Unknown Host: <hostname>:** Indicates that the specified Viz Engine host cannot be found on the network.

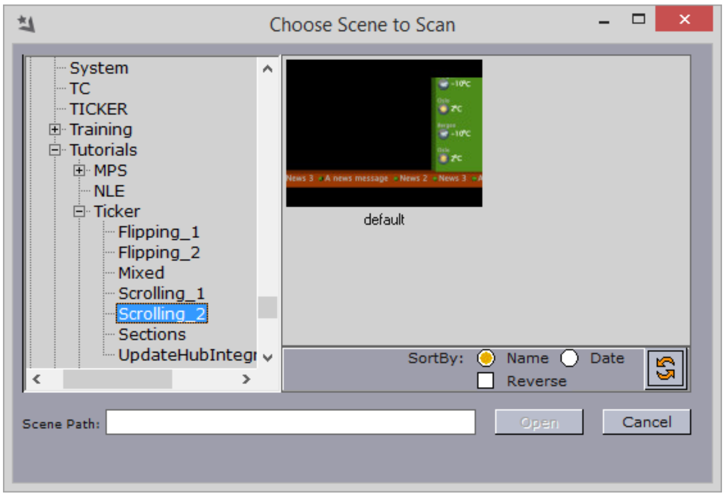


Viz Engine Unknown Host: MyHost

To scan a scene

1. Make sure that Ticker Wizard is connected to a running Viz Engine host. (See Status of the Viz Engine Connection).
2. Make sure that any existing carousels or output channels are deleted. (See Not Possible to Scan Scene in Ticker Wizard).

3. Click the **Select Scene** button.

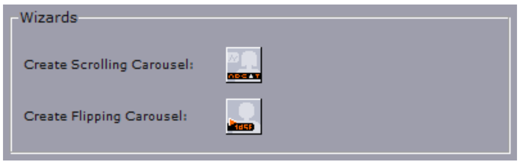


4. In the window that opens, double click the thumbnail of the desired scene.

> **Tip:** In this window, scenes can be sorted by name or date, and presented in regular or reversed order.

4.4.2 Wizards Frame

In the center of the Main Panel is the Wizards Frame.



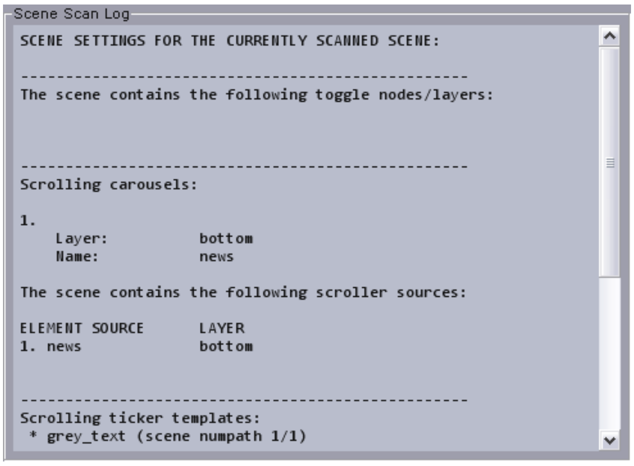
The Wizards Frame contains two buttons that open wizards for creating scrolling and flipping carousels.

- **Create Scrolling Carousel:** Opens the Scrolling Carousel Wizard .
- **Create Flipping Carousel:** Opens the Flipping Carousel Wizard .

> **Note:** The buttons become available once respective carousel scenes have been successfully scanned.

4.4.3 Scene Scan Log Frame

At the bottom of the Main Panel is the Scene Scan Log Frame.

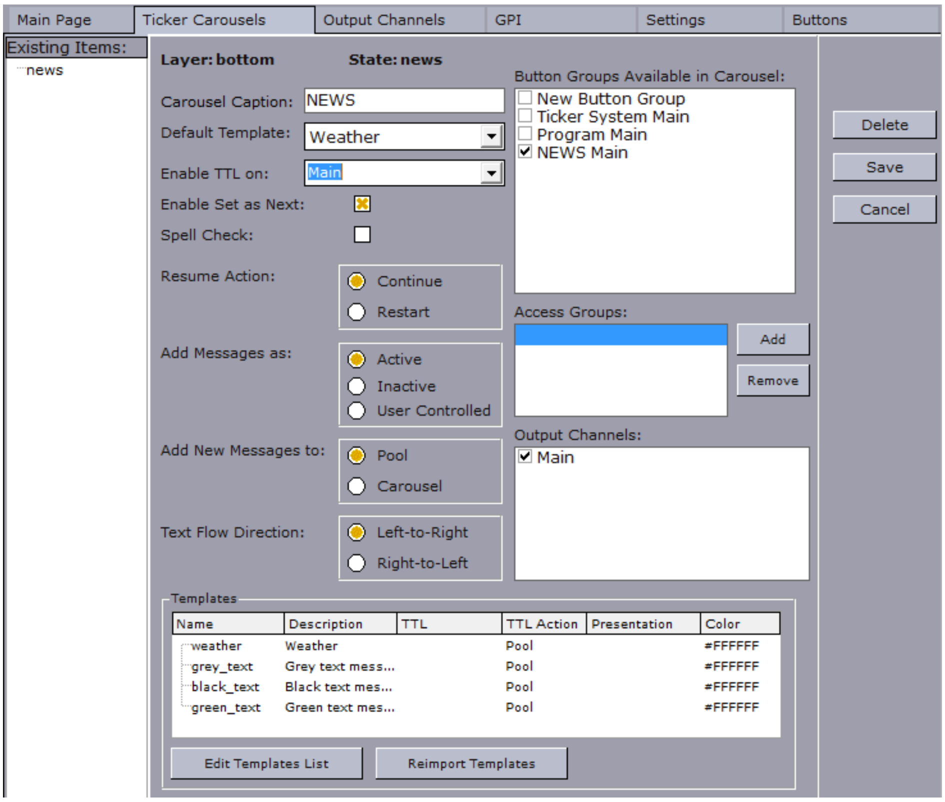


```
SCENE SETTINGS FOR THE CURRENTLY SCANNED SCENE:

--------------------------------------------------
The scene contains the following toggle nodes/layers:



--------------------------------------------------
Scrolling carousels:

1.
    Layer:          bottom
    Name:           news

The scene contains the following scroller sources:

ELEMENT SOURCE      LAYER
1. news             bottom


--------------------------------------------------
Scrolling ticker templates:
 * grey_text (scene numpath 1/1)
```

This shows an overview of the s, carousels, and templates Ticker Wizard identifies when scanning the currently selected scene.

4.5 Ticker Carousels Panel

The Ticker Carousels Panel opens when clicking the **Ticker Carousels** tab in the Main Menu .



Layer: bottom State: news

Carousel Caption: NEWS

Default Template: Weather

Enable TTL on: Main

Enable Set as Next: ☒

Spell Check: □

Resume Action: ● Continue ○ Restart

Add Messages as: ● Active ○ Inactive ○ User Controlled

Add New Messages to: ● Pool ○ Carousel

Text Flow Direction: ● Left-to-Right ○ Right-to-Left

Button Groups Available in Carousel:
□ New Button Group
□ Ticker System Main
□ Program Main
☑ NEWS Main

Access Groups:

Output Channels:
☑ Main

Templates

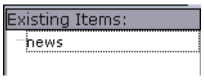
Name	Description	TTL	TTL Action	Presentation	Color
weather	Weather		Pool		#FFFFFF
grey_text	Grey text mess...		Pool		#FFFFFF
black_text	Black text mes...		Pool		#FFFFFF
green_text	Green text mes...		Pool		#FFFFFF

This section contains information on the following topics:

- Existing Carousels List
- Carousel Details Frame

4.5.1 Existing Carousels List

On the left side of the Ticker Carousels Panel is the Existing Carousels List.



Existing Items:

news

The Existing Carousels List contains the names of all available carousels. Carousels become available once they have been created in one of the Wizards .

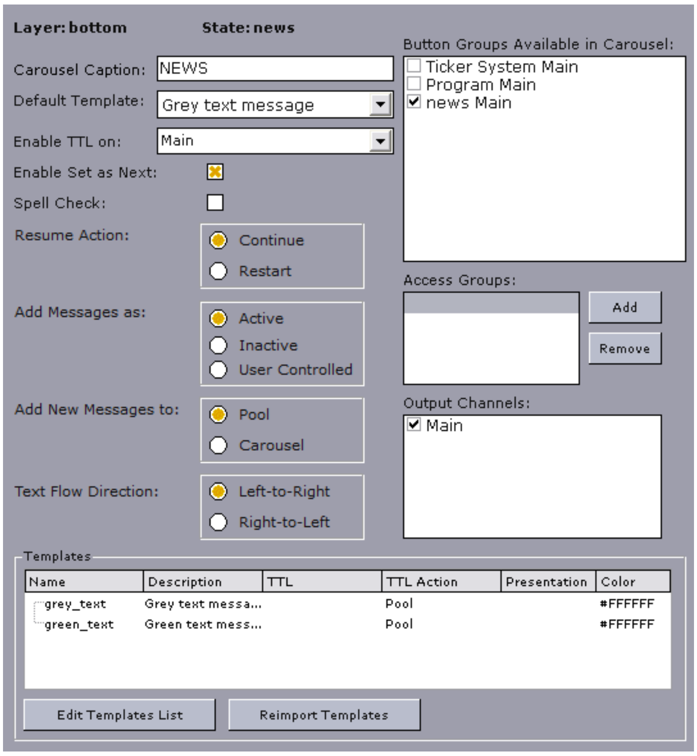
To view the details for a specific carousel in the Carousel Details Frame , double click an item in the list.

To delete a carousel

1. Double click a carousel in the Existing Carousels List .
2. Click the **Delete** button.

4.5.2 Carousel Details Frame

The Carousel Details Frame is in the center of the Ticker Carousels Panel .



Layer: bottom **State: news**

Carousel Caption: NEWS

Default Template: Grey text message

Enable TTL on: Main

Enable Set as Next: ☒

Spell Check: □

Resume Action: ● Continue ○ Restart

Add Messages as: ● Active ○ Inactive ○ User Controlled

Add New Messages to: ● Pool ○ Carousel

Text Flow Direction: ● Left-to-Right ○ Right-to-Left

Button Groups Available in Carousel:
□ Ticker System Main
□ Program Main
☑ news Main

Access Groups:

Output Channels:
☑ Main

Templates

Name	Description	TTL	TTL Action	Presentation	Color
grey_text	Grey text messa...		Pool		#FFFFFF
green_text	Green text mess...		Pool		#FFFFFF

The Carousel Details Frame shows various information about the carousel that is currently selected in the Existing Carousels List . The settings in this frame affect how the carousel behaves in Viz Ticker Client.

- **Layer:** Reflects the name of the that holds the stop points in the Viz Artist scene.

- **State:** This label is only available for scrolling carousels. The state label reflects the name of the active *in* state.
- **Carousel Caption:** Defines the carousel specific tab name in Viz Ticker Client. The caption is originally defined when setting up the carousel in one of the carousel wizards, see Carousel Panel .

  > **Note:** The carousel caption should contain alphanumeric characters only. For more details, see Global Conventions.

- **Default Template:** Defines the template that is used as default when clicking the **New Message** button in the Carousel Specific Panel in Viz Ticker Client.
- **Enable TTL on:** Defines an output channel that displays the two *Time To Live* frames in Viz Ticker Client’s Elements Editor and makes the *TTL* column available in the Carousel Frame .

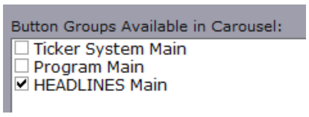
  For more information, see Settings Frame and Carousel List .

  > **Note:** It is only possible to enable TTL on one output channel at a time. In order to enable an output channel, the channel must first be activated in the Output Channels Frame.

- **Enable Set as Next:** If enabled, makes the *Set as Next* feature available in Viz Ticker Client when right clicking a message in the Carousel List .
- **Spell Check**: If enabled makes the **Spell Check** check box selected by default when creating a new message in Viz Ticker Client. This feature implies that the message text will be spell checked.
- **Resume Action:** Defines what should happen to the carousel when resuming from a break.
  - **Continue:** If enabled, the system should continue where it left off when resuming.
  - **Restart:** If enabled, the system should restart with the first message in the carousel when resuming from the break.
- **Add Messages as:** Refers to the message status when messages are added to the Carousel List in Viz Ticker Client.
  - **Active:** Messages are added as active on all output channels.
  - **Inactive:** Messages are added as inactive on all output channels.
  - **User Controlled:** Adds the Default Output Channel Activation Frame in Viz Ticker Client, where the default activation status on each available output channel can be defined. For more information, see Activating Messages .
- **Add New Messages to:** Refers to where messages should be placed after creation in Viz Ticker Client.
  - **Pool:** Adds new messages to the Pool List .
  - **Carousel:** Adds new messages to the Carousel List .
- **Text Flow Direction**: Configures the flow direction of text in a carousel. It applies to all templates in the carousel and all tabfields under those templates.
  - **Left-to-Right** (default): Text will flow from left to right.
  - **Right-to-Left**: Text will flow from right to left.

Button Groups Available in Carousel Frame

This frame lists all available button groups.



Button Groups Available in Carousel:

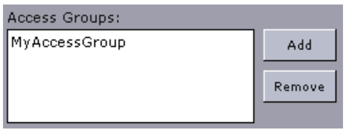
☐ Ticker System Main
☐ Program Main
☑ HEADLINES Main

The items in this list reflect the items in the Button Groups and Buttons List in the Buttons Panel .

Button groups that are selected in this list are shown in the Buttons Frame in Viz Ticker Client’s Carousel Specific Panel .

Access Groups Frame

The Access Groups Frame lists all groups that should have access to this carousel. Only clients that have defined the right group name in its shortcut properties will have access to such a restricted carousel.



Access Groups:

MyAccessGroup

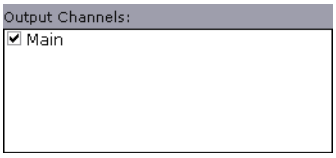
To set access restrictions to a carousel

1. In the Access Groups Frame’s text field, type a descriptive group name, for example *MyAccessGroup*, and then press **ENTER**.
2. To add another group, click the **Add** button.
3. Type the name of the second group in the text field, for example *AnotherAccessGroup*.
4. Change the Viz Ticker Client Startup Parameters , so that the target access group matches one of the groups defined here.

   Example: *-accessgroup MyAccessGroup*

Output Channels Frame

The Output Channels Frame lists all available output channels.



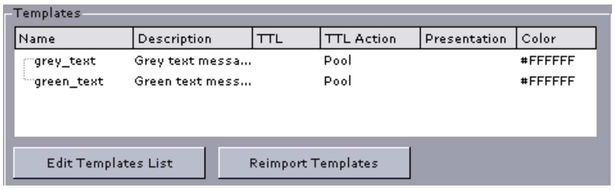
Output Channels:

☑ Main

Output channels that are selected in this list are available in Viz Ticker Client. For example, belonging *On/Off* buttons appear in the Actions Frame , On/Off buttons can appear in the Buttons Frame (if the belonging button group is selected in the VizBoldButton Groups Available in Carousel Frame), and columns are created in the Carousel Frame .

Templates Frame

At the bottom of the Carousel Details Frame is the Templates frame.



Name	Description	TTL	TTL Action	Presentation	Color
grey_text	Grey text messa...		Pool		#FFFFFF
green_text	Green text mess...		Pool		#FFFFFF

The Templates frame contains a list of all templates that are available for this carousel. Templates are added when setting up a carousel in one of the carousel Wizards . Each template is presented with the following information:

- **Name:** Shows the name of the template.
- **Description:** Shows the text that is displayed in the *Template* column in Viz Ticker Client’s Carousel Frame .
- **TTL:** Shows the TTL (Time To Live) value. TTL refers to how many times a message should run before it is taken out of the carousel.
- **TTL Action:** Shows what should happen to the message when the TTL value is reached.
- **Presentation:** Shows the name and path of the presentation file that can be used to create and manage messages in Viz Ticker Client. To use the default editor, leave the text field empty. For more information, see Presentation Files .
- **Color:** All messages based on this template will be displayed in Viz Ticker Client’s Carousel List with the selected color. For a more detailed explanation of these settings, see Scrolling Templates Panel .

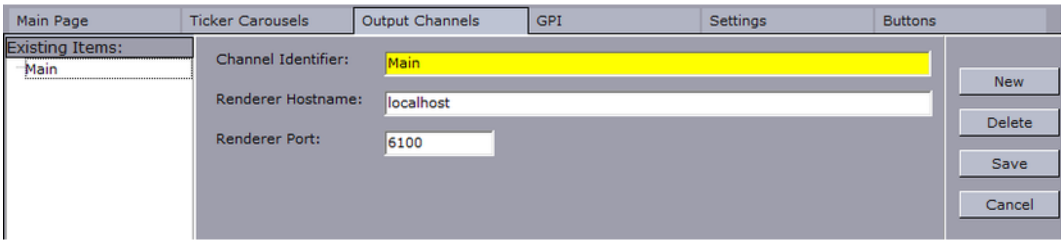
Right clicking a template in the list, opens a menu, which makes it is possible to add Field Linking and Feed Browsing functionality to the template, so that content can be fetched from external sources.

The Templates frame also contains two buttons:

- **Edit Templates List:** Opens the Scrolling Carousel Wizard or Flipping Carousel Wizard , where it is possible to modify the template settings.
- **Reimport Templates:** Opens the Reimport Templates Wizard where it is possible to reimport templates that have changed scene design. For more information, see To reimport templates .

4.6 Output Channels Panel

The Output Channels Panel opens when clicking the **Output Channels** tab in the Main Menu .



Existing Items:
Main

Channel Identifier: Main

Renderer Hostname: localhost

Renderer Port: 6100

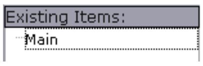
Tip: For information about how to create a new output channel, see Output Channel Wizard and To create an output channel .

This section contains information on the following topics:

- Existing Output Channels List
- Output Channel Details Frame

4.6.1 Existing Output Channels List

On the left side of the Output Channels Panel is the Existing Output Channels List.



Existing Items:

Main

The Existing Output Channels List contains the names of all available output channels. Output channels become available once they have been created in the Output Channel Wizard . To view the details for a specific output channel in the Output Channel Details Frame , double click an item in the list.

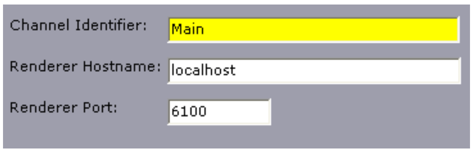
Note: The *Main* output channel is automatically generated when setting up a carousel in one of the carousel Wizards . The *Main* output channel is by default based on the Viz Engine *localhost*.

To delete an output channel

1. Double click an output channel in the Existing Output Channels List.
2. Click the **Delete** button.

4.6.2 Output Channel Details Frame

In the center of the Output Channels Panel is the Output Channel Details Frame.



Channel Identifier: Main

Renderer Hostname: localhost

Renderer Port: 6100

The Output Channel Details Frame shows information about the output channel that is currently selected in the Existing Output Channels List .

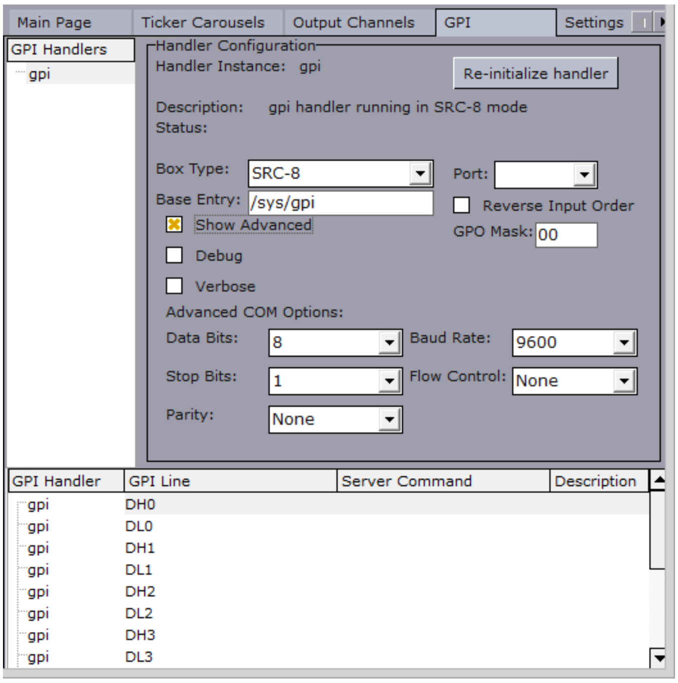
- **Channel Identifier:** Shows the name of the output channel.

  Note: It is not possible to modify the channel identifier (name) of an output channel.

- **Renderer Hostname:** Shows the hostname of the Viz Engine that the Ticker System connects to when using this particular output channel.
- **Renderer Port:** Shows the port number of the Viz Engine that the Ticker System connects to when using this particular output channel.

4.7 GPI Panel

The GPI Panel opens when clicking the **GPI** tab in the Main Menu .



Handler Instance: gpi

Description: gpi handler running in SRC-8 mode

Status:

Box Type: SRC-8

Port:

Base Entry: /sys/gpi

☐ Reverse Input Order

☒ Show Advanced

GPO Mask: 00

☐ Debug

☐ Verbose

Advanced COM Options:

Data Bits: 8

Baud Rate: 9600

Stop Bits: 1

Flow Control: None

Parity: None

GPI Handler	GPI Line	Server Command	Description
gpi	DH0		
gpi	DL0		
gpi	DH1		
gpi	DL1		
gpi	DH2		
gpi	DL2		
gpi	DH3		
gpi	DL3		

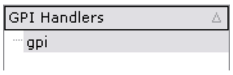
GPI units register electrical tension (voltage) in one end as *high* or *low*, and output a digital signal (*on* or *off*) in the other end. This is used to connect control desks and similar devices to arbitrary software. Various Vizrt software, including Viz Ticker, can be controlled by GPI through the Media Sequencer.

This section contains information on the following topics:

- Existing GPI Handlers List
- GPI Settings Frame
- GPI List

4.7.1 Existing GPI Handlers List

On the left side of the GPI Panel is the Existing GPI Handlers List.



The Existing GPI Handlers List contains the names of all available GPI handlers. To view the details for a specific GPI handler in the GPI Settings Frame and GPI List , double click an item in the list.

This section contains information on the following topics:

- To create a GPI handler
- To delete a GPI handler

To create a GPI handler

1. In Ticker Wizard, click the **GPI** tab in the Main Menu .
2. Right click the Existing GPI Handlers List .
3. In the menu that appears, click **Create New GPI Handler**.

A new GPI handler will then be created and added to the Existing GPI Handlers List .

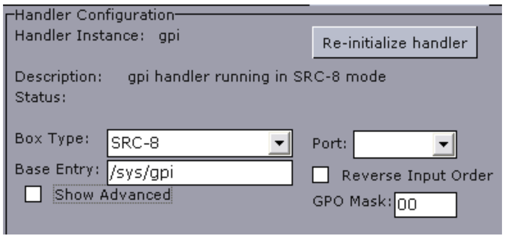
To delete a GPI handler

1. In Ticker Wizard, click the **GPI** tab in the Main Menu .
2. Select the handler that should be deleted in the Existing GPI Handlers List .
3. Right click the Existing GPI Handlers List .
4. In the menu that appears, click **Delete Selected GPI Handler**.

The selected GPI handler will then be deleted and removed from the Existing GPI Handlers List .

4.7.2 GPI Settings Frame

At the right side of the GPI Panel is the GPI Settings Frame.



Handler Configuration
Handler Instance: gpi
Description: gpi handler running in SRC-8 mode
Status:
Box Type: SRC-8
Base Entry: /sys/gpi
Port:
☐ Reverse Input Order
GPO Mask: 00
☐ Show Advanced

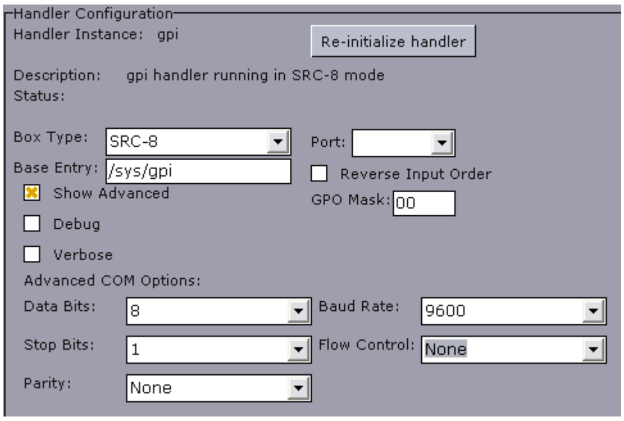
The GPI Settings Frame shows various information about the GPI handler that is currently selected in the Existing GPI Handlers List .

- **Handler Instance:** Shows the name of the GPI handler (equal to the name in the Existing GPI Handlers List).
- **Re-initialize Handler:** Re-initializes the GPI handler.
- **Description:** Shows a description of the GPI handler.
- **Status:** Shows the status of the GPI handler.
- **Box Type:** Defines the type of GPI box that is being configured. The box type can be set to *SRC-8*, *SRC-8 III*, *SeaLevel*, or *SeaLevelMAX*.
- **Port:** Defines the port that the GPI box is connected to. The port can be set to *COM1-COM8*, or none.
- **Base Entry:** This is the node in the Media Sequencer’s data structure where the systems look for the GPI actions. The base entry is by default set to */sys/gpi*.
- **Reverse Input Order:** If enabled, the signal line that originally triggered GPI action *DL0/DH0* will now trigger GPI action *DL7/DH7*, the signal line that originally triggered GPI action *DL1/DH1* will now trigger GPI action *DL6/DH6*, and so on. This option is only available if the box type is set to *SRC-8*.
- **Use Card:** Defines the GPI card that should be used. This option is only available if the box type is set to *SeaLevel*.
- **IP:** Defines the IP address of the Ethernet box. This option is only available if the box type is set to *SeaLevelMAX*.

- **Unit:** Defines the available Ethernet boxes. This option is only available if the box type is set to *SeaLevelMAX*.
    - **Unit:** Defines the unit number of the Ethernet box.
    - **Slave Id:** Defines the Slave ID of the Ethernet box.

Advanced GPI Settings

The Advanced GPI Settings become available when **Show Advanced** is selected.



Handler Configuration

Handler Instance: gpi

Description: gpi handler running in SRC-8 mode

Status:

Box Type: SRC-8

Port:

Base Entry: /sys/gpi

☐ Reverse Input Order

☒ Show Advanced

GPO Mask: 00

☐ Debug

☐ Verbose

Advanced COM Options:

Data Bits: 8

Baud Rate: 9600

Stop Bits: 1

Flow Control: None

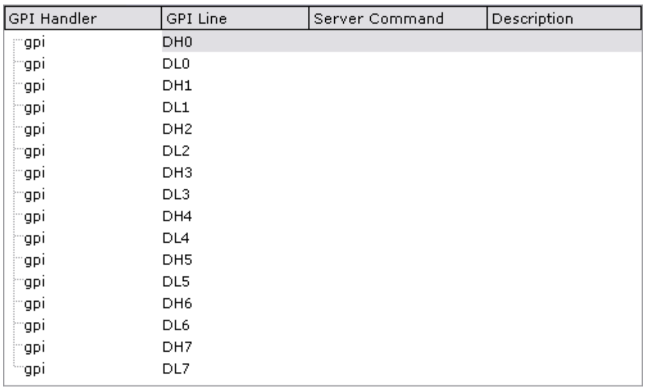
Parity: None

- **Verbose:** If enabled, the Media Sequencer’s GPI handler outputs log information. This information can be useful for debugging.
- **Data Bits:** Defines the number of data bits that should be used for each transmitted and received character. The communicating computer or device must have the same setting. The number of databits can be set to *4-8*.
- **Stop Bits:** Sets the interval (bps) for when characters should be transmitted. Stop bits can be set to *1*, *1.5*, or *2*.
- **Parity:** Changes the type of error checking that is used for the selected port. The communicating computer or device must have the same setting. The parity can be set to:
    - **Even:** A parity bit may be added to make the number of 1s in the data bits even. This will enable error checking.
    - **Odd:** A parity bit may be added to make the number of 1s in the data bits odd. This will enable error checking.
    - **None:** No parity bit will be added to the data bits sent from this port. This will disable error checking.
    - **Mark:** A parity bit set to *0* will be added.
    - **Space:** A parity bit set to *1* will be added.
- **Baud Rate:** Defines the maximum rate of bits per second (bps) that should be transmitted through this port. The baud rate can be set to *75-128.000*. It is recommended to use the highest rate that is supported by the computer or device that is being used.
- **Flow Control:** Changes how the flow of data is controlled. The flow control can be set to:
    - **XonXoff:** Standard method of controlling the flow of data between two modems. This type of flow control is often referred to as *software handshaking*.
    - **Hardware:** Standard method of controlling the flow of data between a computer and a serial device. This type of flow control is often referred to as *hardware handshaking*.

  - **None:** No control of dataflow.
- **Sample Interval (microseconds):** Defines how often the PCI card should be checked for updates. The interval is defined in microseconds. This option is only available if the box type is set to *SeaLevel*.
- **Poll Delay:** Defines how often the Ethernet box should be checked for updates. The interval is defined in microseconds. This option is only available if the box type is set to *SeaLevelMAX*.

4.7.3 GPI List

At the bottom of the GPI Panel is the GPI List.



GPI Handler	GPI Line	Server Command	Description
gpi	DH0		
gpi	DL0		
gpi	DH1		
gpi	DL1		
gpi	DH2		
gpi	DL2		
gpi	DH3		
gpi	DL3		
gpi	DH4		
gpi	DL4		
gpi	DH5		
gpi	DL5		
gpi	DH6		
gpi	DL6		
gpi	DH7		
gpi	DL7		

The GPI List contains a list of all available GPI handlers and signal lines.

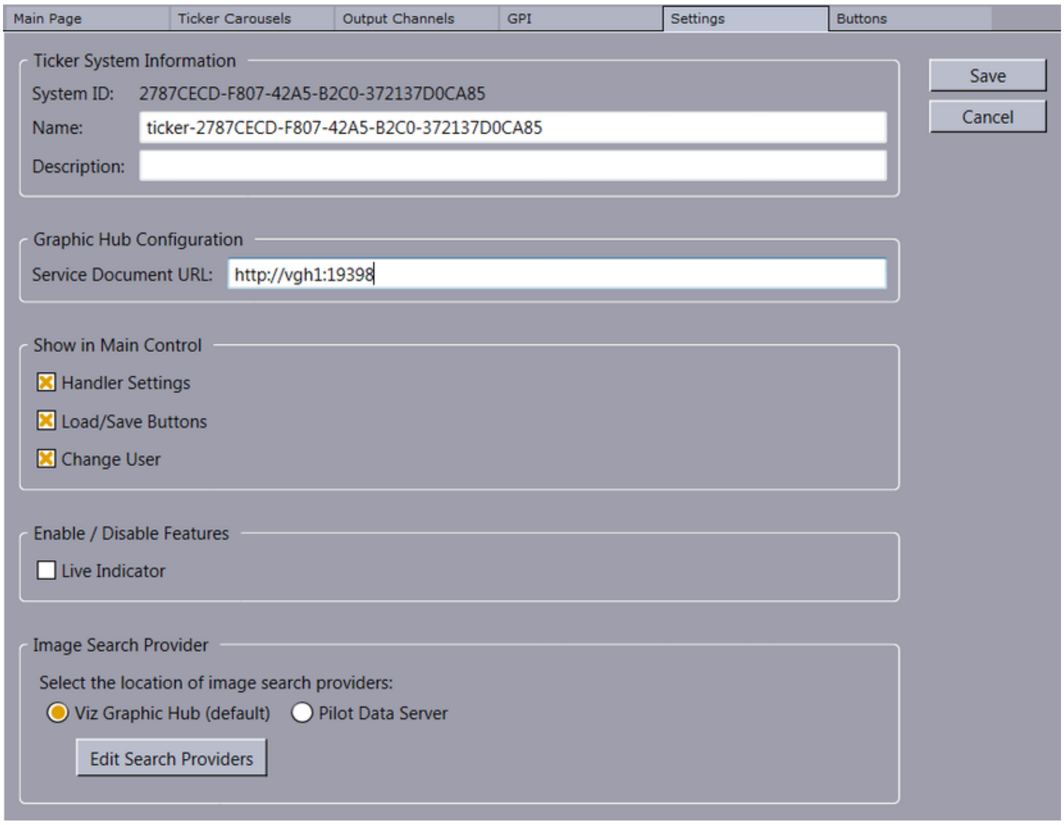
- **GPI Handler:** Shows the GPI handler that the currently selected GPI line belongs to.
- **GPI Line:** Shows the name of the GPI line.
- **Server Command:** Shows a text box in every row, where the action to be performed on this GPI line can be defined.

  Example: If the server command *Program Main* is set to be the GPI action of *DL0/DH0*, *DL0* (low line 0) will set Program to *off* for the main feed, and *DH0* (high line 0) will set Program to *on*.

- **Description:** Shows a description of the GPI line action.

4.8 Settings Panel

The Settings Panel opens when clicking the **Settings** tab in the Main Menu .



Ticker System Information

System ID: 2787CECD-F807-42A5-B2C0-372137D0CA85

Name: ticker-2787CECD-F807-42A5-B2C0-372137D0CA85

Description:

Graphic Hub Configuration

Service Document URL: http://vgh1:19398

Show in Main Control

☒ Handler Settings

☒ Load/Save Buttons

☒ Change User

Enable / Disable Features

□ Live Indicator

Image Search Provider

Select the location of image search providers:

● Viz Graphic Hub (default) ○ Pilot Data Server

The features in this panel are related to settings in Viz Ticker Client.

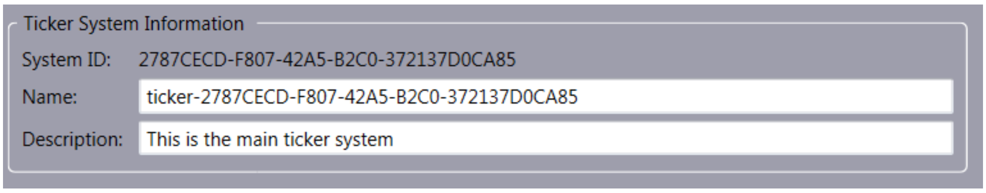
Note: Viz Ticker Client must be restarted before the changes in this panel take effect.

This section contains information on the following topics:

- Ticker System Information Frame
- Graphic Hub Configuration Frame
- Show in Main Control Frame
- Enable/Disable Features Frame
- Image Search Provider Frame

4.8.1 Ticker System Information Frame

At the top of the Settings Panel is the Ticker System Information frame, which associates the Ticker system with an identifier, name and description.



Ticker System Information

System ID: 2787CECD-F807-42A5-B2C0-372137D0CA85

Name: ticker-2787CECD-F807-42A5-B2C0-372137D0CA85

Description: This is the main ticker system

- **System ID:** This identifier is automatically generated by Ticker Wizard. It cannot be modified.
- **Name:** The name for the ticker system is automatically generated by Ticker Wizard. If preferred, it can be modified.

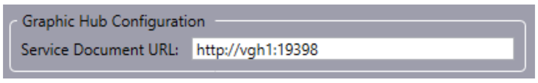
  Note: Ticker Wizard must be restarted for the name changes to take effect.
- **Description:** Optional descriptive details for the ticker system can be added, but is not required.

4.8.2 Graphic Hub Configuration Frame

In the middle of the Settings Panel is the Graphic Hub Configuration frame, which allows you to set the service endpoint, and eliminates the need for Viz Engine to be on air when using the Viz Graphic Hub browser in the Viz Ticker Client.

Note: The Service Document URL is optional, since only some Viz Ticker functionality requires it. It is required for storing Image Search Providers on Viz Graphic Hub, or for using the standard Elements Editor with image-fields.

IMPORTANT! It is recommended that the Viz Graphic Hub Rest configured here is the same as the one configured in your Viz Engine. If different Graphic Hubs are configured (one here and another in the Viz Engine) then they must have the same data structure. If the structure is not the same. then Viz Ticker Client may fail to fetch the image, or may fetch an incorrect image.



Graphic Hub Configuration

Service Document URL: http://vgh1:19398

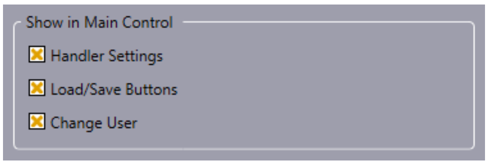
- **Service Document URL:** Enter Service Document URL for the Viz Graphic Hub REST (e.g. http://vgh1:19398).

  The **authentication** is on a per-user basis, where the credentials are securely stored for the logged-in user in roaming user-data. Before prompting the user for credentials, Ticker will attempt to authenticate with previously stored credentials and/or default account credentials.

  Note: If Viz Multiplay is in use, then any changes made to the service document setting in Ticker Wizard, will be reflected in the settings of Viz Multiplay, and vice versa.

4.8.3 Show in Main Control Frame

In the middle of the Settings Panel is the Show in Main Control frame.



Show in Main Control

☒ Handler Settings

☒ Load/Save Buttons

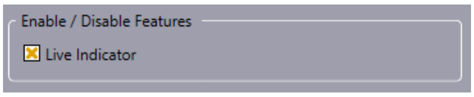
☒ Change User

- **Handler Settings:** Makes the Handler Settings Frame appear in Viz Ticker Client’s Control Panel .
- **Load/Save Buttons:** Makes the **Load** and **Save** buttons appear in Viz Ticker Client’s Data Frame .
- **Change User:** Makes the **Change User** button appear in Viz Ticker Client’s Data Frame .

> **Note:** If both the **Load/Save Buttons** and **Change User** check boxes are cleared, the Data Frame in Viz Ticker Client’s Control Panel will be unavailable.

4.8.4 Enable/Disable Features Frame

In the middle of the Settings Panel is the Enable/Disable Features Frame.



Enable / Disable Features

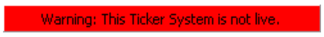
☒ Live Indicator

- **Live Indicator:** Enables the *Live Indicator* functionality, which makes it possible to see in Viz Ticker Client’s status bar if the carousel is live on air or not.

To enable the Live Indicator

1. Select the **Live Indicator** check box and click **Save**.

   The **Live Indicator in Viz Ticker Client** should then become available from the status bar (lower left corner of Viz Ticker Client window).

   Warning: This Ticker System is not live.

To control the Live Indicator from Viz Ticker Client

To be able to control (enable/disable) the Live Indicator from Viz Ticker Client, buttons must be created.

1. Create a Button Group and give it a name, for example *Live Indicator*. See To create a button group.
2. Create a button that makes it possible to enable the Live Indicator from Viz Ticker Client:
   1. Follow the steps listed in To create a button and create a button in the *Live Indicator* button group.
   2. Give the button a name, for example *On*.
   3. Drag the *Live Indicator on* action from the **System Actions** list to the **Actions in Button** list.

> **Note:** The *Live Indicator on* action is only available if the **Live Indicator** check box is enabled in the Settings Panel .

    4. Click **Save Changes**.

3. Create a button that makes it possible to disable the Live Indicator from Viz Ticker Client:
    1. Create another button in the *Live Indicator* button group.
    2. Give the button a name, for example *Off*.
    3. Drag the *Live Indicator off* action from the **System Actions** list to the **Actions in Button** list.

    > **Note:** The *Live Indicator off* action is only available if the **Live Indicator** check box is enabled in the Settings Panel .

    4. Click **Save Changes**.
4. To make sure that the configuration is successful:
    1. Start Viz Ticker Client.
    2. Click the **CONTROL** tab in the Main Menu to open the Control Panel .
    3. In the Actions Frame , click the *Live Indicator on/off* buttons to enable/disable the feature.

    The message in the status bar should change according to the Live Indicator status.

> **Tip:** For information about how to make the Live Indicator buttons available in the Carousel Specific Panel s in Viz Ticker Client, see VizBoldButton Groups Available in Carousel Frame .

4.8.5 Image Search Provider Frame

Viz Graphic Hub and Pilot Data Server can be used to store the Vizrt Asset Search providers. These search providers will be used when doing a search for TTWImage component images (see Presentation Files for Image Components). This allows you to search and select images from configured search providers such as VOS, Viz One, or any other compatible search provider.

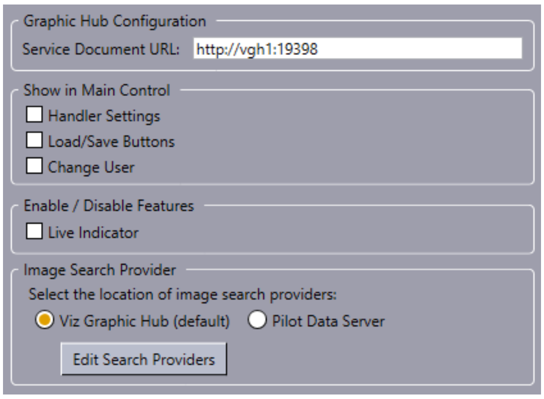
> **Note:** This requires the Viz Graphic Hub REST API (Viz Graphic Hub 2.0 or later).

> **Tip:** Once Image Search is configured, the Media Search window will open in Viz Ticker Client whenever a relevant message is being edited. See Adding an Image using Media Search.

The search providers can be specified in either of two ways:

- Search Providers on Viz Graphic Hub
- Search Providers on Pilot Data Server

Search Providers on Viz Graphic Hub



Graphic Hub Configuration

Service Document URL: http://vgh1:19398

Show in Main Control

☐ Handler Settings

☐ Load/Save Buttons

☐ Change User

Enable / Disable Features

☐ Live Indicator

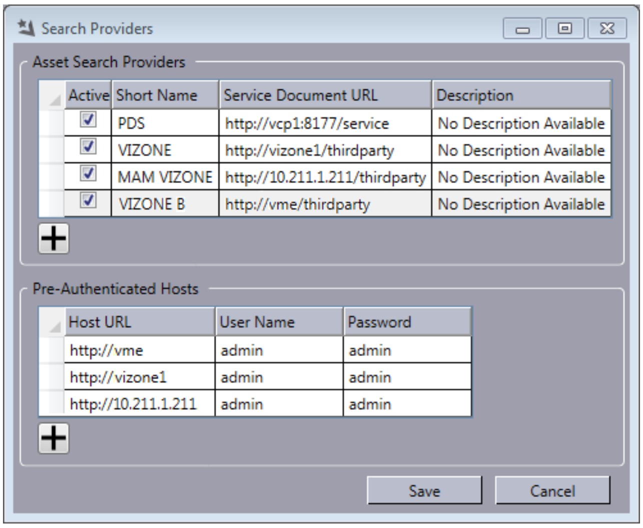
Image Search Provider

Select the location of image search providers:

● Viz Graphic Hub (default) ○ Pilot Data Server

Search providers and pre-authentication information can be specified explicitly in Ticker Wizard. The search providers are persisted in Viz Graphic Hub. This will work independently of Pilot Data Server.

- To use **Viz Graphic Hub** for search provider persistence:
  - In the Graphic Hub Configuration Frame, enter the **Service Document URL** for the Viz Graphic Hub REST API.
  - In the Image Search Provider frame, select **Viz Graphic Hub.**
- To **configure the Service Providers**, click the **Edit Search Providers** button. The Search Providers window will open:



Search Providers

Asset Search Providers

Active	Short Name	Service Document URL	Description
☑	PDS	http://vcp1:8177/service	No Description Available
☑	VIZONE	http://vizone1/thirdparty	No Description Available
☑	MAM VIZONE	http://10.211.1.211/thirdparty	No Description Available
☑	VIZONE B	http://vme/thirdparty	No Description Available

Pre-Authenticated Hosts

Host URL	User Name	Password
http://vme	admin	admin
http://vizone1	admin	admin
http://10.211.1.211	admin	admin

  - Add a new item by clicking ⊞ under the Asset Search Providers or Pre-Authenticated Hosts tables. *Service Document URL* is mandatory for Asset Search Provider items, and both *Host URL* and *User Name* are mandatory for Pre-Authenticated Hosts items.
  - Edit an existing item by double clicking a cell in the table. Note that the *Description* is provided by the server and cannot be edited.
  - Delete an existing item by pressing <Delete>, or by right clicking on a row handle (leftmost part of the row) and selecting Delete Row.

Search Providers on Pilot Data Server

In this case, search providers are retrieved from a Pilot Data Server (PDS) instance. This is convenient for users that have already configured a Viz Pilot setup, as they can access the same search providers but only have to maintain it in one place (in the PDS). The search providers must be configured on Pilot Data Server's Settings - Search Providers page.

- To use **Pilot Data Server** for search provider persistence:
  - In the Image Search Provider frame, select **Pilot Data Server**
  - Specify the Service Document URL in the **Pilot Data Server URL** field

  e.g. **`http://vcp1:8177/service`**

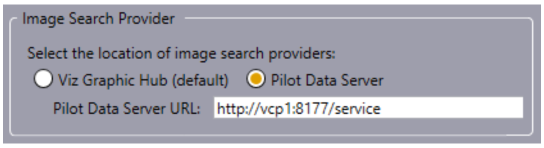


Image Search Provider

Select the location of image search providers:

○ Viz Graphic Hub (default) ● Pilot Data Server

Pilot Data Server URL: http://vcp1:8177/service

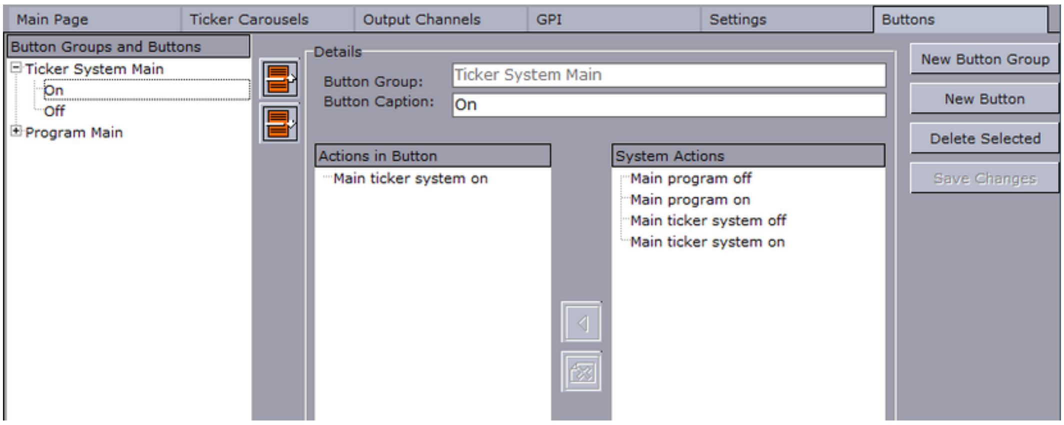
- To **edit the search providers** in Pilot Data Server:
  - Open a web browser that supports Silverlight
  - Go to the Settings page, e.g. **`http://vcp1:8177/settings#Search`**

> **Note:** Changes made to the search provider information in PDS via a web browser will not take affect until Viz Ticker Client is restarted.

For more information see the Search Providers section in the Viz Pilot User’s Guide.

4.9 Buttons Panel

The Buttons Panel opens when clicking the **Buttons** tab in the Main Menu .



Button Group: Ticker System Main

Button Caption: On

Actions in Button: Main ticker system on

System Actions: Main program off, Main program on, Main ticker system off, Main ticker system on

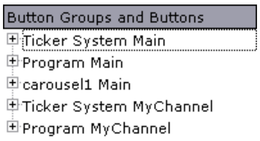
In the Buttons Panel it is possible to manage button groups. Button groups are available in the Actions Frame in Viz Ticker Client’s Control Panel . It is also possible to add button groups to the carousel specific panels, see VizBoldButton Groups Available in Carousel Frame .

This section contains information on the following topics:

- Button Groups and Buttons List
- Button Group/Button Details Frame

4.9.1 Button Groups and Buttons List

At the left side of the Buttons Panel is the Button Groups and Buttons List.



Button Groups and Buttons

- Ticker System Main
- Program Main
- carousel1 Main
- Ticker System MyChannel
- Program MyChannel

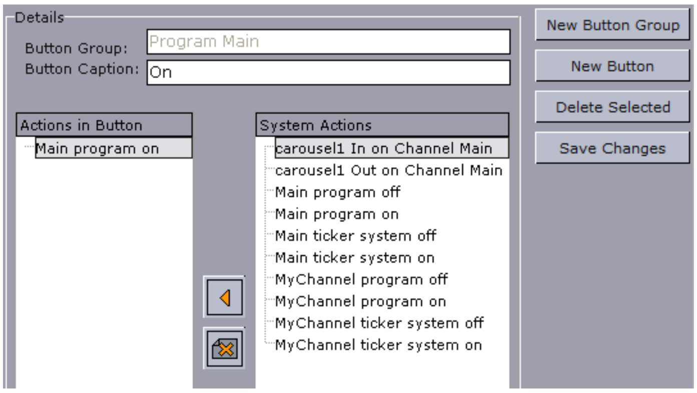
The Button Groups and Buttons List contains the names of all available button groups with belonging buttons. For each output channel, there are button groups called *Ticker System* and *Program*. For each carousel, there is also one button group per output channel.

To view the details of a button/button group, select an item from the list. Detailed information will the appear in the Button Group/Button Details Frame .

To move a button/button group up or down in the list, click the arrow buttons positioned at the right side of the list.

4.9.2 Button Group/Button Details Frame

In the center of the Buttons panel is the Button Group/Button Details Frame.



Details

Button Group: Program Main

Button Caption: On

Actions in Button

- Main program on

System Actions

- carousel1 In on Channel Main
- carousel1 Out on Channel Main
- Main program off
- Main program on
- Main ticker system off
- Main ticker system on
- MyChannel program off
- MyChannel program on
- MyChannel ticker system off
- MyChannel ticker system on

If a button group is selected in the Button Groups and Buttons List , the **Button Group** text box is the only option that is displayed in this frame. If a button is selected in the Button Groups and Buttons List , the following four options are available:

- **Button Group:** Defines the name of the button group. This option can only be modified if a button group is selected in the Button Groups and Buttons List .
- **Button Caption:** Defines the caption that appears on the button in Viz Ticker Client.
- **Actions in Button:** Lists all actions that have been applied to the selected button.
- **System Actions:** Lists available actions that can be applied to the selected button.
- **Add Selected Action Button:** Adds the action that is selected in the **System Actions** list to the selected button.

- **Remove Action Button:** Removes the action that is selected in the **Actions in Button** list from the selected button.
- **New Button Group:** Add new button group. See To create a button group.
- **New Button:** Add new button. See To create a button.
- **Delete Selected:** Delete the selected button or button group.

  Note: When deleting a button group, all buttons in the selected button group will also be deleted.

- **Save Changes:** Save.

To create a button group

1. In the **Buttons** tab, click the **New Button Group** button.
2. Rename the new button group by selecting it and typing a new name in the **Button Group** text box.
3. Click **Save Changes**.

To create a button

1. In the **Buttons** tab, click the **New Button** button.

   A new button will be added to the button group that is currently selected in the Button Groups and Buttons List .
2. Rename the new button by selecting it and typing a new name in the **Button Caption** text box.
3. Select one or more actions in the **System Actions** list.
4. Click the **Add Selected Action** button.
5. Click **Save Changes**.

4.10 Wizards

Various wizards are available in Ticker Wizard.

This section contains information on the following topics:

- Scrolling Carousel Wizard
- Flipping Carousel Wizard
- Reimport Templates Wizard
- Output Channel Wizard

Note: These sections describe how to use the Carousel Wizard to create a new carousel. Existing carousels can be edited in the Ticker Carousels Panel.

4.10.1 Scrolling Carousel Wizard

Scrolling carousel scenes are characterized by containing one or more Scroller plug-ins with the relevant s and stop points. The elements in a scrolling ticker enter the screen from one side, scroll through the screen, and exit on the other side.

Note: This section describes using the Carousel Wizard to create a new carousel. Existing carousels can be edited in the Ticker Carousels Panel.

Using the Scrolling Carousel Wizard

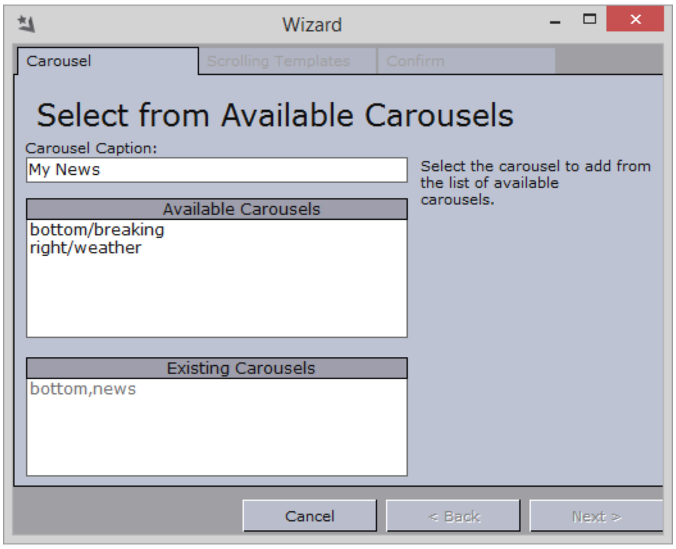
1. To open the Scrolling Carousel Wizard, click the **Create Scrolling Carousel** button in the Main Panel .
2. The wizard will open and you will see the Carousel Panel .
    1. Give the Carousel a name in the **Carousel Caption** box.

    Note: The carousel caption should contain alphanumeric characters only. For more details, see Global Conventions.

    2. Double click a carousel in the **Available Carousels** list.
3. The wizard will then proceed to the Scrolling Templates Panel .
    1. Select one or more templates from the **Available Templates** list.
    2. *Optional:* Add Presentation Files . (See To select the presentation file for a template).
    3. *Optional:* Select a color for the messages. (See To select the background color for a template).
    4. Click **Next**.
4. The wizard will then proceed to the Confirm Panel
    1. Make sure that the setup information is correct.
    2. Click **Finish**.

    This will exit the wizard and create the new carousel.

Carousel Panel



Select from Available Carousels

Carousel Caption: My News

Select the carousel to add from the list of available carousels.

Available Carousels
bottom/breaking
right/weather

Existing Carousels
bottom,news

The Carousel Panel opens at wizard startup and contains the following options:

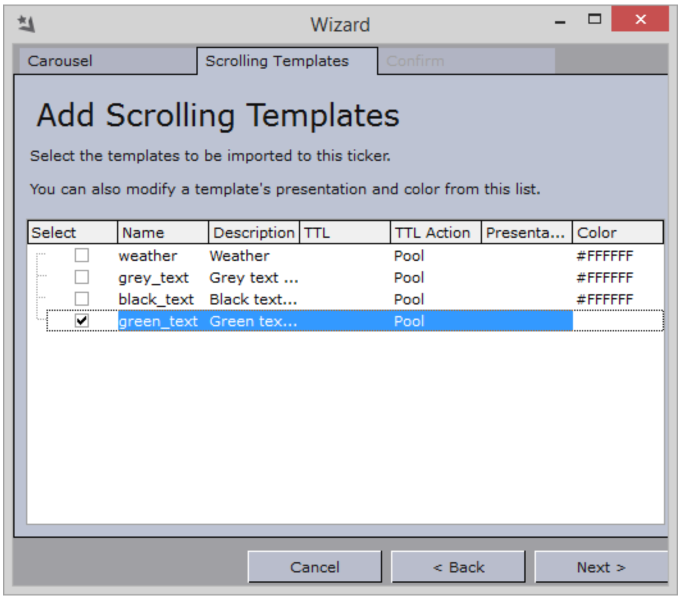
- **Carousel Caption:** Defines the carousel specific tab name in Viz Ticker Client. By default, the carousel caption is equal to the carousel name.

- **Available Carousels:** Shows a list of all available carousels. Carousels become available once a scene has been scanned.

  For more information, see To scan a scene .
- **Existing Carousels:** Shows a list of all carousels that have already been created.

Scrolling Templates Panel

The Scrolling Templates Panel contains a list of all available templates.



Add Scrolling Templates

Select the templates to be imported to this ticker.

You can also modify a template's presentation and color from this list.

Select	Name	Description	TTL	TTL Action	Presenta...	Color
☐	weather	Weather		Pool		#FFFFFF
☐	grey_text	Grey text ...		Pool		#FFFFFF
☐	black_text	Black text...		Pool		#FFFFFF
☑	green_text	Green tex...		Pool		

The settings that are defined in this panel affect messages that are created in Viz Ticker Client. To edit the settings of a specific template, click the various columns. Each template is presented with the following information:

- **Select:** Select one or more templates. The templates that are selected here will be available when creating messages in Viz Ticker Client.

  Note: The same template can be available for various carousels.
- **Name:** Shows the name of the template. The name is used for example when changing the default template for a carousel. The template name is defined in the Viz Artist scene settings, and cannot be changed in Ticker Wizard. The name reflects the template root container (direct subcontainer of *ticker_templates*).
- **Description:** Shows the text that is displayed in the *Template* column in Viz Ticker Client's Carousel Frame . By default, the description is taken from the ControlObject description field specified during scene design.

  Note: Non-ASCII characters must not be used in the description. Also, the system will reset descriptions of templates that are reimported.
- **TTL:** Defines the TTL (Time To Live) value. TTL refers to how many times the message should run before it is taken out of the carousel. By default, the TTL is set to *infinite* (column is cleared).
- **TTL Action:** Defines what should happen to the message when the TTL value is reached.
  - **Pool:** Moves the message from the Carousel List to the Pool List .

- **Remove:** Deletes the message.
- **Inactive:** The message status is set to inactive, and the message remains in the Carousel List .

> **Note:** If the **Show Time to Live** check box has been selected in Ticker Wizard’s Ticker Carousels Panel , the *TTL* and *TTL Action* options can be modified in Viz Ticker Client’s Settings Frame when creating or modifying a message.

- **Presentation:** Presentation Files can be used instead of the default editor when messages are created or edited in Viz Ticker Client.

  For more information, see To select the presentation file for a template .
- **Color:** All messages based on this template will be displayed in Viz Ticker Client’s Carousel List with the selected color.

  For more information, see To select the background color for a template .

To select the presentation file for a template

1. In the Scrolling Templates Panel , click to enable the **Presentation** file column.
2. Click the **...** button that appears.
3. In the **Select Presentation File** dialog box that opens, browse to locate a presentation file (*.vtw* or *.vtwc*).

   > **Tip:** Presentation files are placed at the following location: %ProgramFiles%\Vizrt\Viz Ticker Client\presentations\<MyPresentationFile>.vtwc.
4. Click the **Open** button.

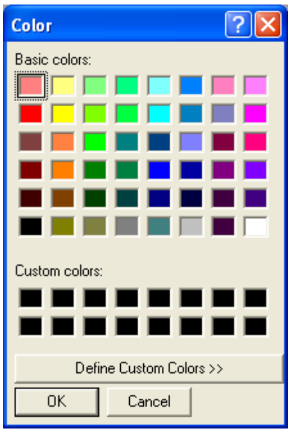
Presentation Files can be used instead of the default editor when messages are created or edited in Viz Ticker Client. Presentation Files are created in Template Wizard.

For more information, see To prepare a scrolling carousel for presentation file creation and To create a presentation file in Template Wizard .

To select the background color for a template

1. In the Scrolling Templates Panel , click to enable the **Color** column.
2. Enter the HTML color hex code in the text field that appears (for example *#00FFFF)*, or

3. Click the **...** button that appears.

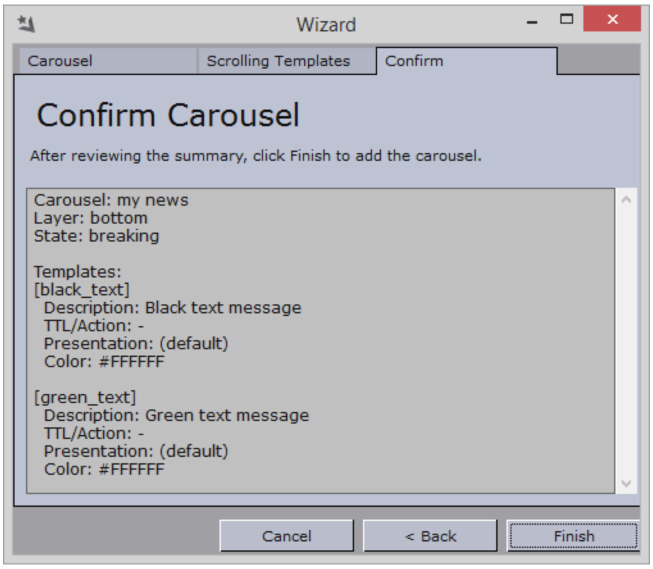


4. In the Color Dialog Box that opens, select a color.
5. Click the **OK** button.

Tip: The text color in Viz Ticker Client will automatically be adjusted to have a good contrast to the selected background color.

Confirm Panel

The Confirm Panel contains a summary of the carousel setup information.



Confirm Carousel

After reviewing the summary, click Finish to add the carousel.

```
Carousel: my news
Layer: bottom
State: breaking

Templates:
[black_text]
  Description: Black text message
  TTL/Action: -
  Presentation: (default)
  Color: #FFFFFF

[green_text]
  Description: Green text message
  TTL/Action: -
  Presentation: (default)
  Color: #FFFFFF
```

4.10.2 Flipping Carousel Wizard

Flipping carousel scenes are characterized by containing one or more Toggle plug-ins with relevant s and stop points. The elements in a flipping ticker are flipped in a static position.

The Flipping Carousel Wizard is similar to the Scrolling Carousel Wizard. The Carousel Panel and Confirm Panel are identical in the two wizards, while the settings in the Scrolling Templates Panel and Flipping Templates Panel are slightly different.

Note: This section describes using the Carousel Wizard to create a new carousel. Existing carousels can be edited in the Ticker Carousels Panel.

Using the Flipping Carousel Wizard

1. To open the Flipping Carousel Wizard, click the **Create Flipping Carousel** button in the Main Panel .
2. The wizard will open and you will see the Carousel Panel .
    1. Give the Carousel a name in the **Carousel Caption** box.
    2. Double click a carousel in the **Available Carousels** list.
3. The wizard will then proceed to the Flipping Templates Panel .
    1. Select one or more templates from the **Template Scenes** list.

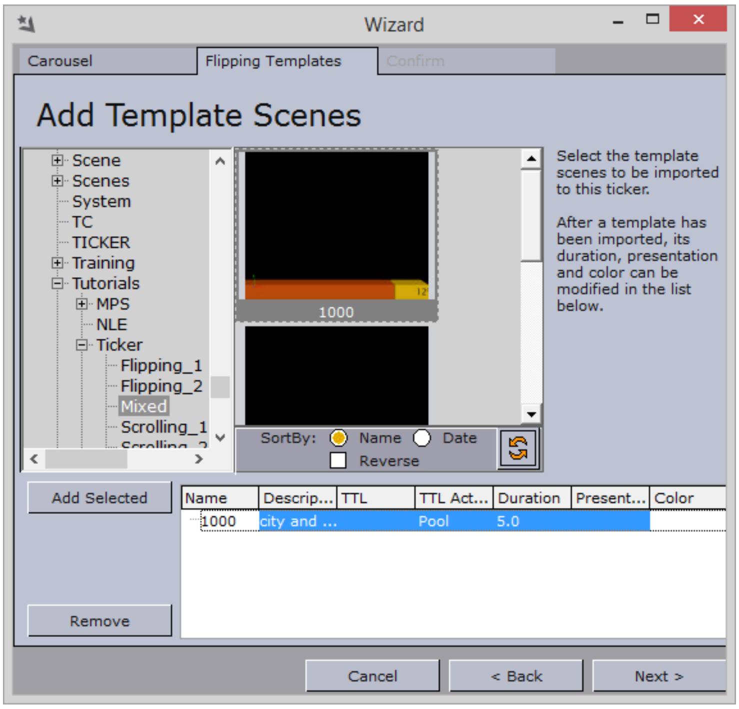
    Tip: The scenes can be sorted by name or date, and presented in forward or reversed order.

    2. *Optional:* Add Presentation Files . (See To select the presentation file for a template).
    3. *Optional:* Select a color for the messages. (See To select the background color for a template).
    4. Click **Next**.
4. The wizard will then proceed to the Confirm Panel
    1. Make sure that the setup information is correct.
    2. Click **Finish**.

    This will exit the wizard and create the new carousel.

Flipping Templates Panel

The Flipping Templates Panel shows the paths and names of all available carousel and template scenes.



Add Template Scenes

Select the template scenes to be imported to this ticker.

After a template has been imported, its duration, presentation and color can be modified in the list below.

Name	Descrip...	TTL	TTL Act...	Duration	Present...	Color
1000	city and ...		Pool	5.0		

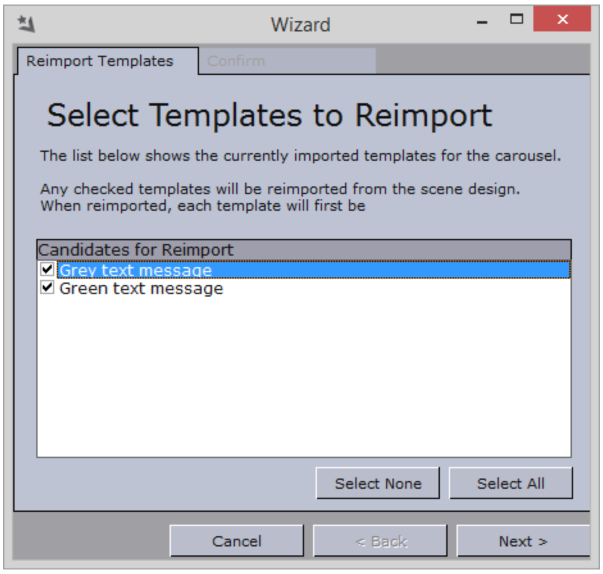
The settings that are defined in this panel affect the messages that are created in Viz Ticker Client. Each template is presented with information such as name, description, TTL, TTL action, duration, presentation file, and color. For detailed information about these settings, see Scrolling Templates Panel .

Note: The *Duration* column is only available for flipping templates. Duration refers to how many seconds the message should be on air, before flipping to the next message in the carousel.

To edit the settings of a specific template, click the various columns in the list.

4.10.3 Reimport Templates Wizard

The Reimport Templates Wizard allows reimporting existing templates that have changed scene design since the original import. Templates that have changed control plug-ins, animations, container structure, or other settings must be reimported before the changes take effect.



Select Templates to Reimport

The list below shows the currently imported templates for the carousel.

Any checked templates will be reimported from the scene design.
When reimported, each template will first be

☑ Grey text message
☑ Green text message

To reimport templates

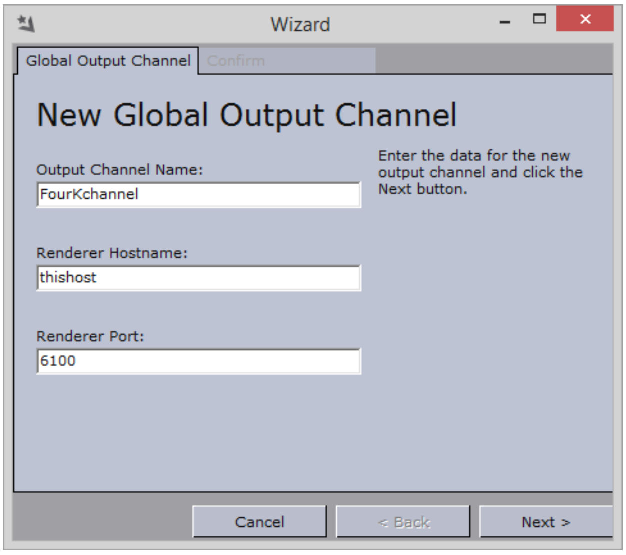
1. In the Ticker Carousels Panel , click the **Reimport Templates** button.
2. Select the templates that should be reimported.
3. Click **Next**.
4. Check that the details are correct and click **Finish**.

This will exit the wizard and reimport the selected templates.

Note: The selected templates will first be deleted from the Media Sequencer, and then reimported as new templates.

4.10.4 Output Channel Wizard

The Output Channel Wizard allows creating new output channels.



New Global Output Channel

Output Channel Name: FourKchannel

Renderer Hostname: thishost

Renderer Port: 6100

Enter the data for the new output channel and click the Next button.

The *Main* output channel is created by default when a carousel is set up in one of the carousel Wizards . Other output channels must be created from this Output Channel Wizard .

To create an output channel

1. In the Output Channels Panel , click the **New** button.

   The Output Channel Wizard will open.
2. Type a descriptive name in the **Output Channel Name** text box.

   Note: The output channel name must contain alphanumeric characters only. For more details, see Global Conventions.
3. Enter the **Renderer Hostname** and **Renderer Port**.
4. Click **Next**.
5. In the **Confirm Carousel** panel that appears, make sure that the output channel settings are correct, and then click the **Finish** button.

This will exit the Output Channel Wizard and create a new global output channel.

5 Viz Ticker Client

Viz Ticker Client is Vizrt’s ticker client application. This section provides information on how to operate Viz Ticker Client.

Note: If settings that affect Viz Ticker Client are modified in Ticker Wizard, Viz Ticker Client must be restarted in order for the changes to take effect. It is recommended to quit Viz Ticker Client before starting Ticker Wizard.

This section contains information on the following topics:

- Getting Started
- Main Menu
- Configuration Panel
- Control Panel
- Carousel Specific Panel

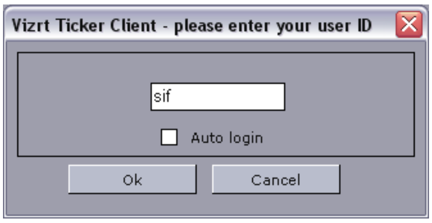
5.1 Getting Started

To start Viz Ticker Client

- Start Viz Ticker Client from *Start* > *All Programs* > *Vizrt* > *Viz Ticker* > *Viz Ticker Client*.

Logging In

At system startup, the Login Window appears.



The login is used for example to define the owner of messages, see Settings Frame .

- **Username:** Defines the name of the current user. The username can be any name defined by the user.
- **Auto Login:** If enabled, the system automatically logs in with the current user details.

  If **Auto Login** is enabled, Viz Ticker Client will automatically log in to the system with the current user details. This setting should typically be used on single user computers.

  If **Auto Login** is disabled, the Login Window will appear at system startup, and a username must be entered before being able to log in. This setting should typically be used on multi-user computers.

Note: This button is only available if the **Change User** check box has been enabled in Ticker Wizard’s Settings Panel .

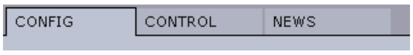
To change the user

1. In Viz Ticker Client’s Control Panel , click the **Change User** button.

   Note: This button is only available if the **Change User** check box has been enabled in Ticker Wizard’s Settings Panel .

2. In the Login window that opens, type a username.
3. Click the **OK** button.

5.2 Main Menu



The Main Menu, at the top of the main window, contains various tabs, which open respective panels.

- **Config:** Opens the Configuration Panel .

  Note: The Configuration Panel is only available if the Viz Ticker Client Startup Parameters have been set to *-config on*.

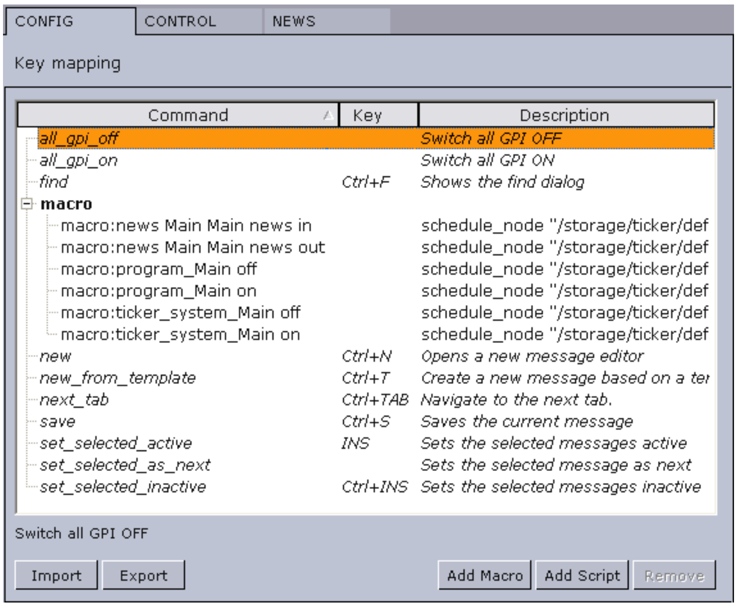
- **Control:** Opens the Control Panel .

The Main Menu also contains one or more carousel specific tabs. For each available carousel, there is one tab and one carousel specific panel.

- **<Carousel Specific>:** Opens the Carousel Specific Panel .

5.3 Configuration Panel

The Configuration Panel opens when clicking the **Config** tab in the Main Menu .



Command	Key	Description
all_gpi_off		*Switch all GPI OFF*
all_gpi_on		*Switch all GPI ON*
find	*Ctrl+F*	*Shows the find dialog*
macro		
macro:news Main Main news in		schedule_node "/storage/ticker/def
macro:news Main Main news out		schedule_node "/storage/ticker/def
macro:program_Main off		schedule_node "/storage/ticker/def
macro:program_Main on		schedule_node "/storage/ticker/def
macro:ticker_system_Main off		schedule_node "/storage/ticker/def
macro:ticker_system_Main on		schedule_node "/storage/ticker/def
new	*Ctrl+N*	*Opens a new message editor*
new_from_template	*Ctrl+T*	*Create a new message based on a te*
next_tab	*Ctrl+TAB*	*Navigate to the next tab.*
save	*Ctrl+S*	*Saves the current message*
set_selected_active	*INS*	*Sets the selected messages active*
set_selected_as_next		*Sets the selected message as next*
set_selected_inactive	*Ctrl+INS*	*Sets the selected messages inactive*

Note: The Configuration Panel is only available if the Viz Ticker Client Startup Parameters have been set to *-config on*.

The Configuration Panel shows a list of all existing keyboard shortcuts. From this panel it is possible to add user defined keyboard shortcuts. It is also possible to import a keyboard shortcut file, or to export such a file.

Note: Changing the keyboard shortcuts affects all Ticker Systems connected to the same Media Sequencer.

- **Import and Export:** These functions are used to import and export shortcut settings to and from an XML-file for backup and reuse of typical configurations.

  Note: The keyboard file has a .kbd file extension.

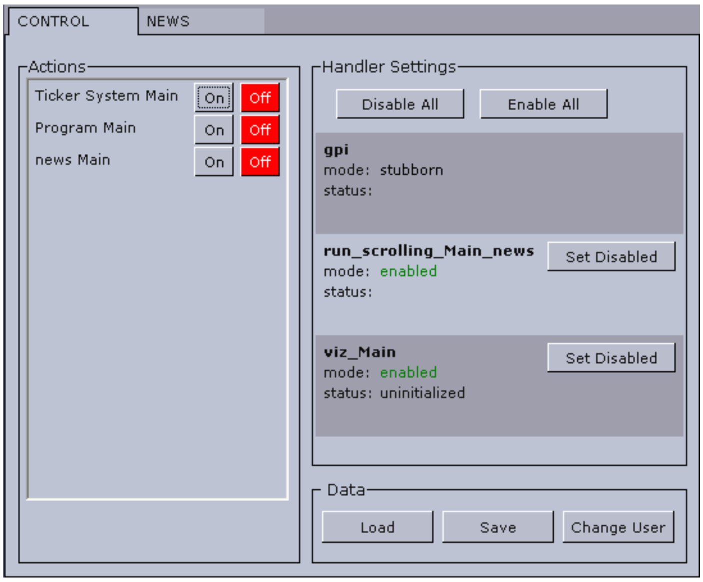
- **Add Macro:** This function is used to write a macro command, and link it to a shortcut key.
- **Add Script:** This function is used to write a Visual Basic script, and link it to a shortcut key.

  If a key combination is already in use, you are given the option of overriding the existing command. This will leave the other command without an assigned shortcut.
- **Remove:** This function makes it possible to remove macros and scripts that are custom made. Note that no warning is issued when performing this operation.

IMPORTANT! Avoid using SHIFT as part of a command, as this will disable the possibility to use the assigned key when writing characters (for example in upper case).

5.4 Control Panel

The Control Panel opens when clicking the **Control** tab in Viz Ticker Client’s Main Menu .



gpi
mode: stubborn
status:

run_scrolling_Main_news
mode: enabled
status:

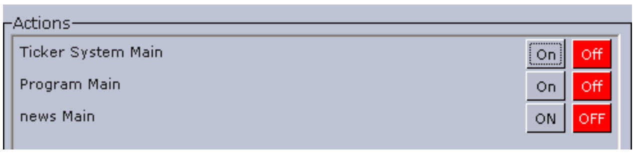
viz_Main
mode: enabled
status: uninitialized

Note: The Control Panel is visible per default, but can be hidden if the Viz Ticker Client Startup Parameters has been set to *-control off*.

This Control Panel consists of the following areas:

- Actions Frame
- Handler Settings Frame
- Data Frame

5.4.1 Actions Frame



The button groups and buttons in the Actions Frame reflect the list in Ticker Wizard’s Buttons Panel . The button groups and buttons are created and modified in the Buttons Panel .

Note: If the Control Panel is hidden, the on and off states of carousels must be controlled from the Carousel Specific Panel . For information on how to show/hide the Control Panel , see Viz Ticker Client Startup Parameters . For information on how to add buttons to the Carousel Specific Panel , see VizBoldButton Groups Available in Carousel Frame .

For every existing output channel, *Ticker System On/Off* and *Program On/Off* buttons will appear in the Actions Frame .

- **Ticker System On:** Starts the Ticker System, so that commands can be processed and carousels sent on air.

> **Note:** The commands are not actually processed and carousels are not actually sent on air until *Program On* is activated.

- **Ticker System Off:** Takes the Ticker System off, making sure that commands can no longer be processed and carousels sent on air. When the Ticker System is in its *off* state, nothing happens if the *Program On/Off* or the On/Off buttons belonging to a carousel are selected. When the *Ticker System Off* button is selected, the belonging *Program Off* button is also selected.

The *Program On/Off* functionality is meant for short breaks, for example commercial breaks.

- **Program On:** Sends the carousels that are in its *in* state on air. The *Program On* button can only be selected if the belonging *Ticker System On* button is selected.
- **Program Off:** Takes all carousels off air. The *Program Off* button pauses the carousel, so that the next message being played when the carousel resumes, is the next active message in the carousel. During the break (*Program Off*) it is possible to apply new states to the carousels. The changes will not be executed until the system resumes from the break (*Program On*).

On/Off buttons belonging to each available carousel on each available output channel are also available in the Actions Frame . All carousels can then be controlled directly from the Actions Frame , and more importantly, the carousels can be controlled externally with GPI.

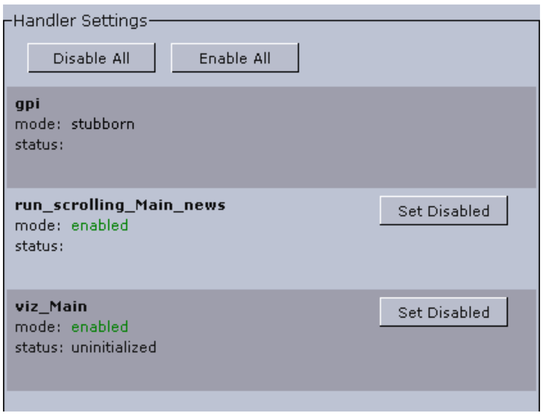
- **<Carousel Specific> On:** Takes the specific carousel on air.

> **Note:** The carousel will only go on air if the *Ticker System On* and *Program On* buttons are also selected.

- **<Carousel Specific> Off:** Takes the specific carousel off air.

> **Tip:** Button groups can also be added to the Buttons Frame in the Carousel Specific Panel . To do this, enable the belonging button group in Ticker Wizard’s VizBoldButton Groups Available in Carousel Frame .

5.4.2 Handler Settings Frame



gpi
mode: stubborn
status:

run_scrolling_Main_news
mode: enabled
status:

viz_Main
mode: enabled
status: uninitialized

Note: The Handler Settings frame is only available if the **Handler Settings** check box is selected in Ticker Wizard's Settings Panel .

A handler is a component that the Ticker System uses to communicate with a certain Viz Engine. A handler has the ability to disable itself if an error occurs. Separate handlers are created for each output channel and scrolling carousel.

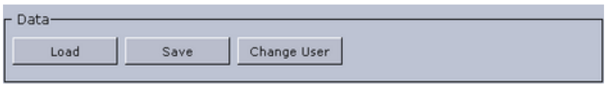
The Handler List provides information about the handlers.

- **Name:** Shows the name of the handler.

  Example: viz_<output channel>
- **Mode:** Shows the mode of the handler. The mode can be either *enabled* (green) or *disabled* (red).
- **Status:** Shows the status of the handler.

  An example of a status error message can be seen in the Troubleshooting section.

5.4.3 Data Frame



Note: The Data frame is only available if the **Load/Save Buttons** or **Change User** check boxes are selected in Ticker Wizard's Settings Panel .

- **Load:** Opens a dialog box where previously saved carousels can be browsed and loaded. For more information, see To load previously saved carousels .
- **Save:** Opens a dialog box where the current carousels can be saved as an XML file.
- **Change User:** Opens the Login Window. See Logging In .

To load previously saved carousels

1. In Viz Ticker Client's Data Frame , click the **Load** button.

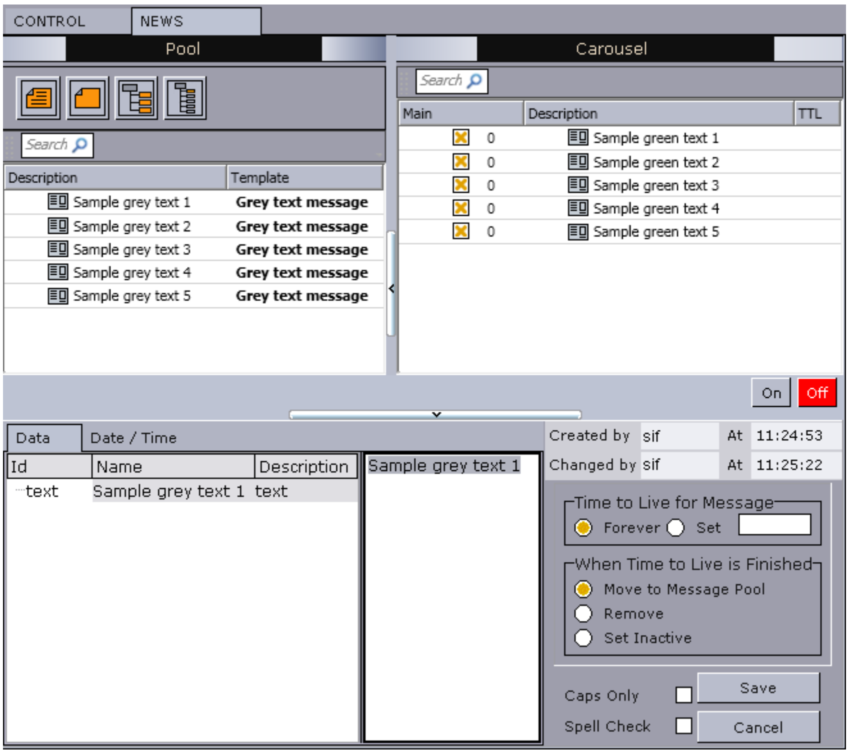
   Caution: Loading a previously saved carousel will replace all current messages.
2. Browse to find a previously saved XML file and click **Open**.
3. Click one or more *Ticker System* **Off** buttons in the Actions Frame .
4. Restart Viz Ticker Client.

The messages in the imported carousel will then replace the messages in the current carousel.

5.5 Carousel Specific Panel

The Carousel Specific Panel opens when clicking the <Carousel Specific> tab in Viz Ticker Client's Main Menu .

The tab name is defined in Ticker Wizard, either when setting up the carousel in one of the carousel Wizards , see Carousel Panel , or when specifying the carousel details in the Ticker Carousels Panel .



Description	Template
Sample grey text 1	Grey text message
Sample grey text 2	Grey text message
Sample grey text 3	Grey text message
Sample grey text 4	Grey text message
Sample grey text 5	Grey text message

Main	Description	TTL
☒ 0	Sample green text 1	
☒ 0	Sample green text 2	
☒ 0	Sample green text 3	
☒ 0	Sample green text 4	
☒ 0	Sample green text 5	

Id	Name	Description
text	Sample grey text 1	text

Sample grey text 1

Created by sif At 11:24:53
Changed by sif At 11:25:22

Time to Live for Message
● Forever ○ Set

When Time to Live is Finished
● Move to Message Pool
○ Remove
○ Set Inactive

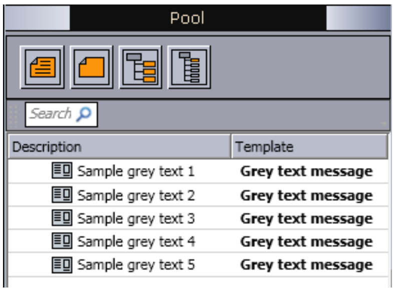
Caps Only □
Spell Check □

One or more carousel specific tabs in the Main Menu open corresponding carousel specific panels.

This Carousel Specific Panel contains the following areas:

- Pool Frame
- Carousel Frame
- Buttons Frame
- Elements Editor

5.5.1 Pool Frame



Description	Template
Sample grey text 1	Grey text message
Sample grey text 2	Grey text message
Sample grey text 3	Grey text message
Sample grey text 4	Grey text message
Sample grey text 5	Grey text message

In the upper left part of the Carousel Specific Panel is the Pool Frame, which contains the following features:

- Pool Frame Buttons

- VizBoldPool Search
- Pool List
- Pool List Context Menu
- Pool List Message Context Menu

Pool Frame Buttons

The Pool Frame contains the following:

- **New Message:** Makes it possible to create a new message in the Elements Editor , based on the default template.

  Tip: The default template is defined in Ticker Wizard’s Ticker Carousels Panel .

- **New Template Element:** Opens the **Select Template** dialog box, where any available template can be selected. The message that opens in the Elements Editor will be based on this template.

  Tip: Templates are added in Ticker Wizard when setting up the carousel in one of the carousel Wizards , see Scrolling Templates Panel or Flipping Templates Panel .

- **New Group:** Create a new group in the Elements Editor . Groups help to organize the messages in a carousel. See Creating a Group or Section.
- **New Section:** Create a new section in the Elements Editor . Sections are advanced groups, that help organize the messages in a carousel. See Creating a Group or Section.

Pool Search

Search for all item types in the Pool List, including messages, groups, and sections.

Showing/Hiding the Pool Frame

Resize or hide the Pool Frame by dragging or clicking the handle on the frame border.

Pool List

When new messages are created (saved), they are added either to the Pool List or Carousel List , depending on which of the *Add New Messages* option buttons has been selected in Ticker Wizard’s Ticker Carousels Panel . Messages can be dragged from one list to the other.

Pool List Context Menu

Right click the column headers to access the following options:

- **Description:** Show the Description column, which displays the actual message text.
- **Template:** Show the Template column, which displays the name of the template the message is based on.
- **Store as Default:** Defines the currently selected columns as default.
- **Use Default:** Activates the columns in the Pool List based on the default settings.
- **Auto Fit Columns:** Automatically adjusts the width of the columns.

Pool List Message Context Menu

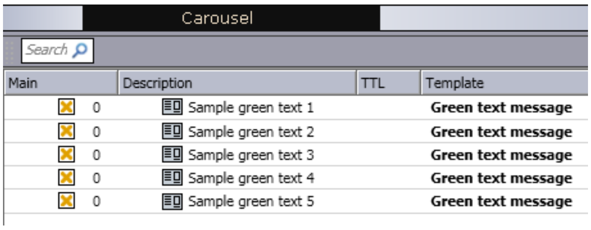
Right click a message in the Pool List to access the following options:

- **Cut / Copy / Delet**e: Perform this action on the currently selected messages.
- **Paste:** Pastes the currently cut messages.
- **Wrap Long Lines**: Wrap text in the Pool list.
- **Show Section Headers:** Enables headers for the sections in the Pool List.
- **Expand All / Collapse All:** Expands/collapses all groups and sections in the Pool List.
- **Pool Font:** Select a new font for all messages in the Pool List.

  > **Note:** The font settings only apply to the layout in Viz Ticker Client, not the actual messages that are sent on air.

> **Tip:** See also Keyboard Shortcuts in Viz Ticker Client’s Pool Frame .

5.5.2 Carousel Frame



Main	Description	TTL	Template
☒ 0	Sample green text 1		Green text message
☒ 0	Sample green text 2		Green text message
☒ 0	Sample green text 3		Green text message
☒ 0	Sample green text 4		Green text message
☒ 0	Sample green text 5		Green text message

In the upper right part of the Carousel Specific Panel is the Carousel Frame which contains the following features:

- Carousel List
- Carousel Search
- Carousel List Menu
- Carousel List Message Menu
- Default Output Channel Activation Frame
- Activating Messages

Carousel List

The Carousel List contains groups, sections, and messages that should be taken on air.

The default behaviors for adding and activating messages are defined in the Ticker Wizard Carousel Details Frame .

Carousel Search

- Search for all item types in the Carousel List; messages, groups, and sections.

Carousel List Menu

Right click the column headers to access the following options:

- **Description:** Show the Description column, which displays the actual message text.
- **End:** Show the End column, containing the message end date and time.

Note: The *End* information is only available if the *Date/Time* settings have been defined in the Elements Editor .

- **<Output Channel>:** One column is available for each output channel. Selecting the check box in one of these columns activates the message. The current message in the carousel is emphasized by a red arrow positioned at the left side of the active/inactive check box. The number of times the message has run in the carousel, is displayed at the right side of the check box.
- **Start:** Show the Start column, containing the message start date and time.

Note: The *Start* information is only available if the *Date/Time* settings have been defined in the Elements Editor .

- **Template:** Show the Template column, containing the description of the template the message is based on. This description is defined when setting up a carousel in one of the carousel Wizards in Ticker Wizard, see Scrolling Templates Panel .
- **Duration:** Show the Duration column, containing how many seconds the message should be on air, before flipping to the next message in the carousel.

Note: The *Duration* column is only available for flipping carousels.

- **TTL:** Show the TTL column, containing how many times the message should run before it is taken out of the carousel. When the number of runs reaches the Time To Live (TTL)-limit, the *TTL Action* will be performed.

Note: The *TTL* option is only available if the *Show Time to Live* check box has been selected in Ticker Wizard’s Ticker Carousels Panel .

- **Store as Default:** Defines the currently selected columns as default.
- **Use Default:** Shows the columns in the Carousel List based on the default settings.
- **Auto Fit Columns:** Automatically adjusts the width of the columns.

Carousel List Message Menu

Right click a message in the Carousel List to access the following options:

- **Set as Next on:** Carousels can have multiple output channels:
  - **<output channel>:** For this particular output channel, changes the playout order so that the selected message is next to play.
  - **All Enabled Channels:** On all enabled output channels, sets the currently selected message to the next item in the carousel when resuming from a pause.

Note: The *All Enabled Channels* option is only available for carousels with multiple output channels.

Note: Before using Set as Next, the *Ticker System* should be set to **ON** for the chosen Output Channel (see Control Panel). Otherwise, Set as Next will be ignored when the carousel is later switched on.

- **Enable on:** Carousels can have multiple output channels:
  - **All Channels:** Activates the currently selected message on all output channels.

  - **<output channel>:** Activates the currently selected message on this particular output channel.
- **Disable on:** Carousels can have multiple output channels:
  - **All Channels:** Deactivates the currently selected message on all output channels.
  - **<output channel>:** Deactivates the currently selected message on this particular output channel.
- **Cut / Copy:** Perform this action on the currently selected messages.
- **Paste:** Pastes the currently cut messages.
- **Delete:** Moves the currently selected messages to the Pool List .
- **Show Section Headers:** Enables headers for the sections in the Carousel List.
- **Wrap Long Lines:** If enabled, the whole message descriptions will be presented, on multiple lines if necessary.
- **Expand All:** Expands all groups and sections in the Carousel List.
- **Collapse All:** Collapses all groups and sections in the Carousel List.
- **Carousel Font:** Select a new font for all messages in the Carousel List.

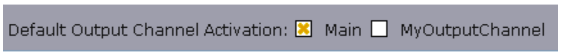
  Note: The font settings only apply to the layout in Viz Ticker Client, not the actual messages that are sent on air.

Tip: See also Keyboard Shortcuts in Viz Ticker Client’s Carousel Frame .

Default Output Channel Activation Frame

The Default Output Channel Activation Frame allows you to define the default activation settings for each available output channel. Messages will get their activation status when they are added to the Carousel List.

You can enable this feature for each carousel by going to Ticker Wizard > Ticker Carousels Panel > <MyCarousel> > Add Messages > **User Controlled**.



Default Output Channel Activation: ☒ Main □ MyOutputChannel

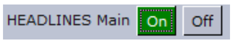
For example, in the image above, messages that are added to the Carousel List will be active on the *Main* channel and inactive on *MyOutputChannel*.

Activating Messages

- To activate all new messages in a carousel by default, going to Ticker Wizard > Ticker Carousels Panel > <MyCarousel> > Add Messages > **Active**.
- To activate existing messages in the Carousel List, right click one or more messages, and select **Enable On >** <Output Channel>.
- If the <Output Channel> column is shown in the Carousel List, selecting the check box in front of the message.

5.5.3 Buttons Frame

In the lower right part (center right if Elements Editor is open) of the Carousel Specific Panel is the Buttons Frame.



Buttons are available in this frame according to the button groups that have been added to the carousel in Ticker Wizard’s Ticker Carousels Panel , see VizBoldButton Groups Available in Carousel Frame .

Tip: The button groups in Viz Ticker Client’s Control Panel perform the same actions as the buttons in this frame.

5.5.4 Elements Editor

At the bottom of the Carousel Specific Panel is the Elements Editor, where messages, groups, and sections are created and modified.

The appearance of the Elements Editor changes according to the item that is being created, whether it is a message, group, or section.

If the template is configured to fetch content from external sources, one or more Feed Browsing icons will be available in this frame. See Feed Browsing in Viz Ticker Client.

Note: When the Ticker system is running, it buffers the upcoming message. This means that changes made to that message will not be reflected on the renderer until next playout loop.

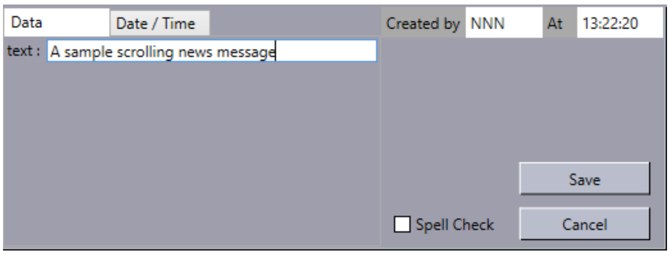
This section contains information on the following topics:

- Showing/Hiding the Elements Editor
- Creating a Message
- Adding an Image using Media Search
- Creating a Group or Section
- Date and Time Frame
- Settings Frame

Showing/Hiding the Elements Editor

Resize or hide the Pool Frame by dragging or clicking the handle on the frame border.

Creating a Message



text : A sample scrolling news message

Created by NNN At 13:22:20

Create a new message, in either of the following ways:

- Click the **New Message** button in the Pool Frame . This will open a new message based on the default template.
- Or, click the **New Template Element** button in the Pool Frame then select a template from the list.

Note: To include text in a message, the template must be text based (i.e. the scene contains the ControlText plug-in). If the element contains other Control plug-ins (for example materials, objects, or images), various other datapools will be displayed instead of the text box.

Right click the Data Frame to access the following options:

- **Editor Font:** Select a new font for the content in the Data Frame. This setting only applies to the layout in Viz Ticker Client, not the actual messages that are sent on air.

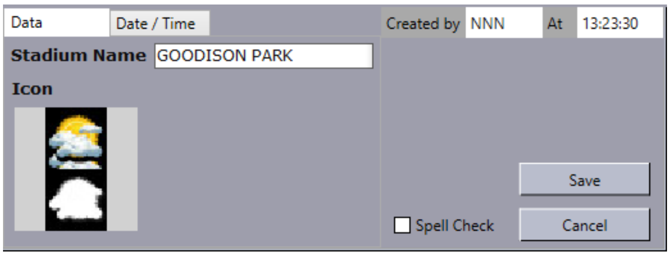
Note: The **flow direction** of text (left-to-right or right-to-left) in a carousel can be configured in the Carousel Details Frame.

For additional message settings, see Pool Frame Buttons and Activating Messages.

Adding an Image using Media Search

Image Search requires that a search provider has been configured in the Image Search Provider Frame in Ticker Wizard, and that the message contains a TTWImage component with *isImageMediaSearch* enabled (see Image Search using Presentation Files).

The Elements Editor shows the items defined in the Presentation Files, including an image icon.



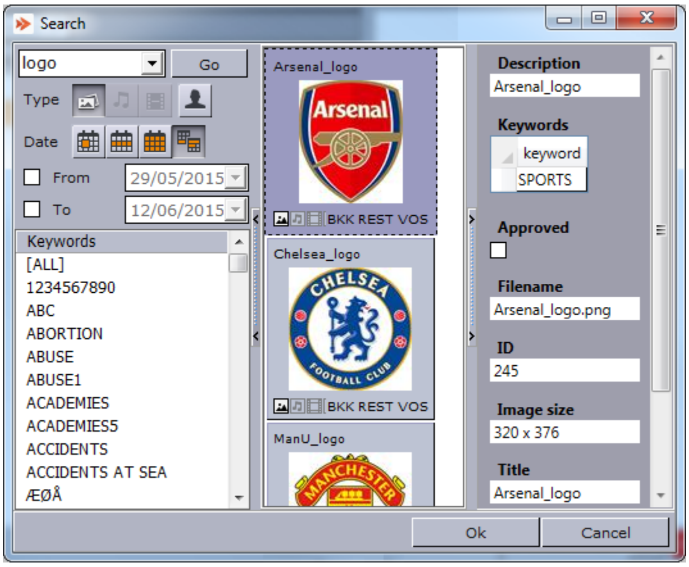
Created by NNN At 13:23:30

Stadium Name GOODISON PARK

Icon

□ Spell Check

Clicking on the image icon opens up the Media Search dialog (below), allowing you to select an image from one of the search providers.



logo

□ From 29/05/2015

□ To 12/06/2015

Keywords
[ALL]
1234567890
ABC
ABORTION
ABUSE
ABUSE1
ACADEMIES
ACADEMIES5
ACCIDENTS
ACCIDENTS AT SEA
ÆØÅ

Arsenal_logo — BKK REST VOS
Chelsea_logo — BKK REST VOS
ManU_logo

Description: Arsenal_logo

Keywords: keyword, SPORTS

Approved: □

Filename: Arsenal_logo.png

ID: 245

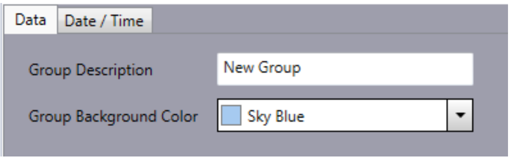
Image size: 320 x 376

Title: Arsenal_logo

- In the **Search** pane on the left, you can combine the use of filters, text search, keywords, and from/to dates to narrow down your results.
- The default **Type** is **Stills**, which searches for still images only.
- If selected, the **Person Filter** filters the results by only displaying pictures that are defined as person (i.e. profile) images in Object Store. This is only available if a RestVOS search provider is configured.
- **Date:** Filters results based on date range. Select from **Last 24 hours, Last week, Last month,** and **Custom date range**.
- **Keywords:** Templates that use the RequiredKeyWords property will have the relevant keywords pre-selected in the list. Keywords are configured for each Service Provider.
- Display an item’s metadata by selecting **Show Details View** from the context menu in the search results. The metadata is received from the asset search provider, and the type of data available can vary. This can be configured in each asset search provider.

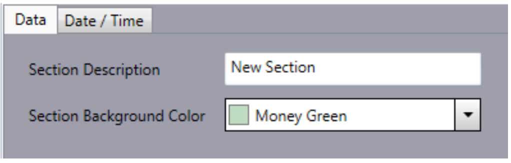
For full details see the section on *Media Search* in the Viz Pilot User’s Guide.

Creating a Group or Section



Group Description: New Group

Group Background Color: Sky Blue

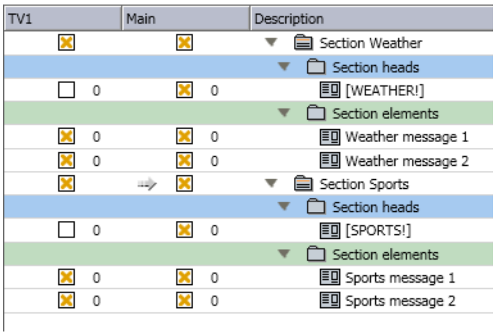


Section Description: New Section

Section Background Color: Money Green

Click the **New Group** or **New Section** button in the Pool Frame . You can enter a name and select a background color for the group/section. Groups and Sections can be nested.

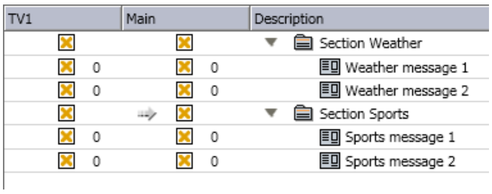
The *settings* for a group or section apply for all items within the group/section. For example, enabling a group/section on a certain output channel, will also enable all messages in this group/section on this output channel.



TV1	Main	Description
☒	☒	Section Weather
		Section heads
□ 0	☒ 0	[WEATHER!]
		Section elements
☒ 0	☒ 0	Weather message 1
☒ 0	☒ 0	Weather message 2
☒ →	☒	Section Sports
		Section heads
□ 0	☒ 0	[SPORTS!]
		Section elements
☒ 0	☒ 0	Sports message 1
☒ 0	☒ 0	Sports message 2

A section contains two parts:

- **Section Heads:** Contains one or more element, which are played out first of all the elements. For example, a notification that the following elements are news, weather, or sports messages. After a break, the section heads elements will be played out first, before continuing with the element that was next before going to the break. The section heads elements are typically static, so it is possible to hide the section headers to prevent users from accidentally updating these elements, as in the following image:



TV1	Main	Description
☒	☒	Section Weather
☒ 0	☒ 0	Weather message 1
☒ 0	☒ 0	Weather message 2
☒ →	☒	Section Sports
☒ 0	☒ 0	Sports message 1
☒ 0	☒ 0	Sports message 2

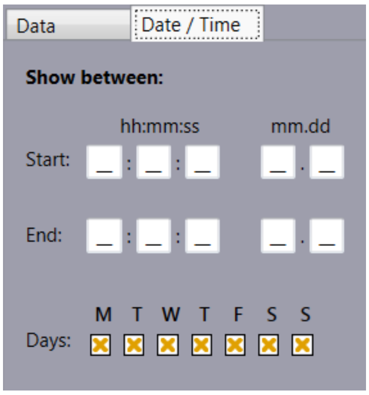
Tip: The section headers can be shown/hidden from the Pool List Message Context Menu or Carousel List Message Menu .

- **Section Elements:** Contains one or more elements for the ticker.

Note: If a section contains one or more section heads elements, but no section elements, the elements in this section will not be shown at all, as it does not make sense to show a header with no content.

Date and Time Frame

The Date/Time Frame becomes available when selecting the **Date/Time** tab in the Elements Editor .



Show between:

	hh:mm:ss	mm.dd
Start:	_ : _ : _	_ . _
End:	_ : _ : _	_ . _

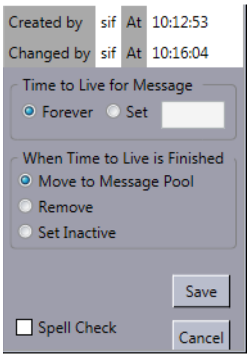
	M	T	W	T	F	S	S
Days:	☒	☒	☒	☒	☒	☒	☒

The time format is automatically adjusted according to the system settings on the machine. The format is either 12 hour (01:00:00-12:59:59 AM/PM) or 24 hour (00:00:00-23:59:59). AM/PM dropdown lists become available next to the Start/End boxes on machines with 12 hour time format.

Note: If a message should be valid only on one certain day, then time information must be added, 23h 59m 59s if necessary, otherwise the information will be read as all year around, and the information is discarded.

Settings Frame

At the right side of the Elements Editor is the Settings Frame.



Created by	sif	At	10:12:53
Changed by	sif	At	10:16:04

Time to Live for Message

● Forever ○ Set

When Time to Live is Finished

● Move to Message Pool
○ Remove
○ Set Inactive

□ Spell Check

- **Created By:** Displays the username of the original message creator, and also the time of creation.
- **Changed By:** If a message has been modified, the name of the user and the time of the last change will be displayed.

  Tip: The user name is defined when Logging In .

- **Time To Live For Message:** The Time To Live (TTL) value refers to how many times the message should run before it is taken out of the carousel.
  - **Forever:** Sets the TTL value to infinite, so that the message runs forever.
  - **Set:** Defines the number of times the message should run before it is taken out of the carousel.

- **When Time To Live is Finished:** This option refers to what should happen to the message when the TTL value is reached.
    - **Move to Message Pool:** Moves the message from the Carousel List to the Pool List .
    - **Remove:** Deletes the message.
    - **Set Inactive:** The message status is set to inactive, and the message remains in the Carousel List .

  Note: The two *Time To Live* frames are only available if the **Show Time to Live** check box has been selected in Ticker Wizard’s Ticker Carousels Panel .

  Note: The default **TTL** settings for each carousel are defined in Ticker Wizard’s Carousel Details Frame .

- **Spell Check:** If enabled, the text in the **text** text box (left side of the Elements Editor when **Data** tab is selected) will be spell checked.

  Note: The spell check function is based on the *Microsoft Office* dictionary, and uses the default language in *Microsoft Word*.

  Note: The default **spell check** settings for each carousel are defined in Ticker Wizard’s Carousel Details Frame .

6 Design Conventions

In order for a ticker carousel to work properly, the Viz Artist scene that the carousel is based upon must be designed according to specific design conventions.

Some design conventions apply for both scrolling and flipping carousels, such as the requirement to use control plug-ins and in/out-states in scenes. Other conventions are limited to affect only scrolling carousel scenes, containing the Scroller plug-in, or flipping carousel scenes, containing the Toggle plug-in.

Tutorial examples on how to apply the design conventions can be found in this manual, see the Creating a Scrolling Carousel and Creating a Flipping Carousel sections.

This chapter describes various design conventions that apply to ticker projects:

- Global Conventions
- Scrolling Carousel Conventions
- Flipping Carousel Conventions
- Logo Animations as Flipping Carousels

6.1 Global Conventions

Tip: When naming scene identifiers (element source, layer identifier, state identifiers, and so on), strive to use alphanumeric characters only. Special characters should not be used, such as space, \ (backslash), / (forward-slash), < (less-than), > (greater-than), & (ampersand), ' (single-quote) and " (double-quote).

Ticker carousels are created in Viz Artist as scenes. The following design conventions apply for all carousels (both scrolling and flipping):

- **Control plug-ins**: Elements that should be modified in Viz Ticker Client must have control plug-ins attached. The Control Object plug-in must be added to the template root container, while additional Control plug-ins should be added to sub-containers.

Tip: If text should be edited, add the Control Text plug-in to the text container.

- **States**: Carousels must have one *out* state, and at least one *in* state. The in state means that the graphics is visible on-screen, while the out state means that the graphics is positioned outside the visual bounds.

The scene can have multiple stop points that define the out state, but they must all be named *O*, as there is only one out state.

- **Horizontal Alignment**: The horizontal alignment of carousel templates can be set to either left, right, top, or bottom. Leftward scrolling should be left centered, rightward scrolling should be right centered, upward scrolling should be top centered, and downward scrolling should be bottom centered.

Tip: A ticker with Arabic text should typically be right centered, as Arabic is a right-to-left language.

See Also

- Scrolling Carousel Conventions
- Flipping Carousel Conventions

6.2 Scrolling Carousel Conventions

The following design conventions apply only for scrolling carousel scenes.

Scrolling carousel scenes are characterized by containing one or more *Scroller* plug-ins with belonging directors and stop points.

A scrolling carousel scene must be designed according to the following conventions:

- The *Layer* setting in the Scroller plug-in editor must be identical to the director holding the in and out stop points.
- The *Element Source* in the Scroller plug-in editor must be identical to the in state stop point of the layer director.
- The out state stop point of the layer director must be named the letter *O*. All other states are in state stop points.
- All template containers must be organized under a root container called *ticker_templates*. It is important to position the *ticker_templates* container at the top of the root level of the scene tree, as Viz Engine performs a depth-first search when identifying containers. This means that the system starts with the first root container, and searches through all of its sub-containers, before moving on to the second root container, and so on. Keeping template containers high up in the tree structure improves performance.
- Do not add any containers under the container holding the Scroller plug-in. The scroller generates its own tree structure with copies of the template containers.

See Also

- Global Conventions
- Flipping Carousel Conventions
- *Geometry plug-ins/Ticker* section in *Viz Artist User’s Guide*

6.3 Flipping Carousel Conventions

The following design conventions apply only for flipping carousel scenes.

Flipping carousel scenes are characterized by containing one or more *Toggle* plug-ins with belonging directors and stop points.

A flipping carousel scene must be designed according to the following conventions:

- The master scene and the scene templates (object scenes) must be built as separate scenes.
- All flipping carousel template scenes must have a root container named *object*.
- The container holding the Toggle plug-in must have the same name as the director holding the in and out stop points.
- In the Control Object editor for each object scenes, the Layer Identifier must be identical to the director holding the in and out stop points in the master scene.

- In the Control Object editor in the object scene, the *State Identifier* must be identical to an in-state stop point of the layer identifier director.

See Also

- Global Conventions
- Scrolling Carousel Conventions
- *Container plug-ins/Container* section in *Viz Artist User’s Guide*

6.4 Logo Animations as Flipping Carousels

To create a logo animation, create a flipping carousel. While a regular flipping carousel is equipped with multiple template elements, a logo animation is only equipped with one. The ON and OFF buttons in Viz Ticker Client will animate the logo in and out.

7 Importing Ticker Example Scenes

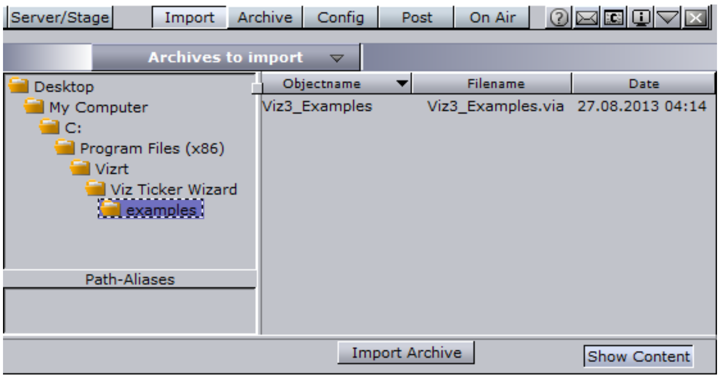
This section shows you how to import Viz Ticker scenes into Viz Artist.

A set of example scenes is bundled together with the Ticker Wizard installer. These scenes can be studied and used as a starting point for your own designs.

Also see the sections Creating a Scrolling Carousel and Creating a Flipping Carousel which describe how to create your own ticker carousel scenes in Viz Artist.

To import Viz Artist 3 example scenes

1. Start Viz Artist 3.



Objectname	Filename	Date
Viz3_Examples	Viz3_Examples.via	27.08.2013 04:14

2. From the **Main** menu, click **Import**.
3. In the **Import** panel that appears, browse to the Ticker Wizard example files:

```
%ProgramFiles%\Vizrt\Ticker Wizard\examples
```

4. Make sure that *Archives to Import* is selected in the dropdown list at the top of the Import panel.

   The Import panel should then show all available archives that can be imported from the selected folder.
5. Select the *Viz3_Examples.via* archive.
6. Click the **Import Archive** button.

   The archive should then be imported and available from the list of scenes in Viz Artist. The archive contains various scenes; one flipping carousel example, and one scrolling carousel example.

To view the scenes

1. From the **Main** menu, click **Server.**
2. Make sure that *Server - Scenes* is selected in the dropdown list at the top of the server area.
3. In the list of scenes, browse to view the project **`Vizrt\Tutorials\Ticker`**.
4. Double click one of the thumbnails of the scenes.

8 Creating a Scrolling Carousel

This section describes how to create a scrolling carousel scene in Viz Artist.

To create these carousel scenes, you need to know how to perform basic operations in Viz Artist, such as creating scenes, adding items, creating animations, and so on. For more information refer to the *Viz Artist User’s Guide.*

To help get started, a set of example scenes can be imported, see Importing Ticker Example Scenes.

Scrolling Carousels

What characterizes a scrolling carousel is that objects, most often text messages, enter the screen from one side, scroll through the screen, and then exit on the other side.

A scrolling carousel scene contains both the design for the background and the templates that are used to create content for the ticker.

Scrolling carousel scenes must contain one or more Scroller plug-ins with belonging directors and stop points.

This section contains information on the following topics:

- Creating a Scrolling Carousel Scene in Viz Artist

Tip: If you do not want to perform these steps, scrolling carousel example scenes can be imported by following the instructions in To import Viz Artist 3 example scenes . Note that the design in the example scenes are slightly different from the scene created here, so the name of the scenes, carousels, templates, and so on may vary.

See Also

- Ticker Plug-ins
- Scrolling Carousel Conventions

8.1 Creating a Scrolling Carousel Scene in Viz Artist

When the tasks in this section have been carried through, this scrolling carousel scene will include a background, a scroller with a text message template, and state transitions for animating the carousel in and out.

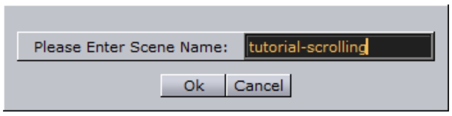
This section contains information on the following topics:

- Getting Started
- Adding a Background
- Stopping, Starting, and Clearing the Carousel
- Adding a Template
- Saving the Scene

8.1.1 Getting Started

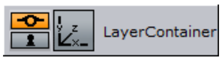
Tip: Remember to save scenes in Viz Artist regularly.

- In Viz Artist, create a new scene named *tutorial-scrolling*.

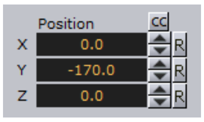


Please Enter Scene Name: tutorial-scrolling

- Open the new scene.
- Add a group and rename the group container to *LayerContainer*.



- In the **Transformation Editor**, *Position* the new group to Y= *-170* (note the minus sign).



Position
X 0.0
Y -170.0
Z 0.0

8.1.2 Adding a Background

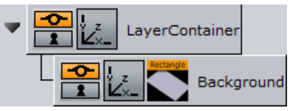
To add a backplate for the scrolling ticker, perform the following steps.

- To add a rectangle
- To add color
- To add the Scroller plug-in
- To add a director
- To add a stop point
- To add another stop point
- To add an animation

To add a rectangle

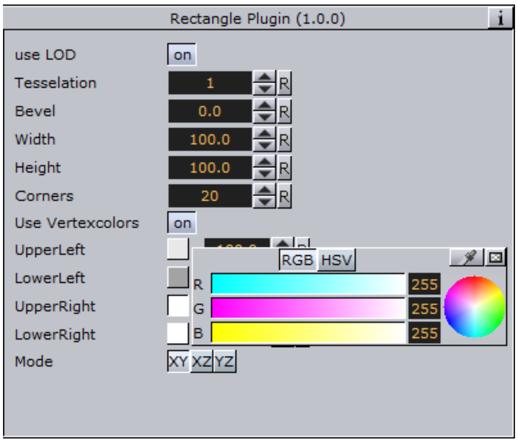
The rectangle will function as the background for the scrolling ticker. The background can be any object, for example a circle, cube, sphere, and so on.

- Go to **Built Ins > Geom Plugins** > **Default**
- Add a **Rectangle** as a subcontainer of the *LayerContainer*.
- Rename the rectangle container to *Background*.



- Open the *Background* container’s **Transformation Editor** and set the **Position** to Y= *-10*.
- Set the **Scaling** type to *S* (so that each axis can be scaled by itself).
- Set the **Scaling** to X= *8*, Y= *0.5*, and Z= *1*.

To add color



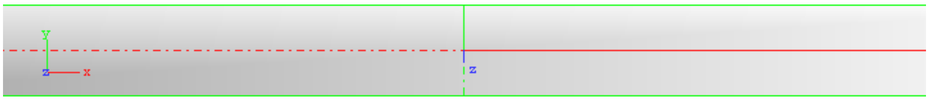
Rectangle Plugin (1.0.0)

use LOD: on
Tesselation: 1
Bevel: 0.0
Width: 100.0
Height: 100.0
Corners: 20
Use Vertexcolors: on
UpperLeft
LowerLeft
UpperRight
LowerRight
Mode: XY XZ YZ

R 255
G 255
B 255

- Open the **Rectangle Editor** and enable **Use Vertexcolors**.
- Add the following colors:
  - **UpperLeft:** RGB= *232*
  - **LowerLeft:** RGB= *163*
  - **UpperRight:** RGB= *255 (default value)*
  - **LowerRight:** RGB= *255 (default value)*

The background will then have the following appearance:

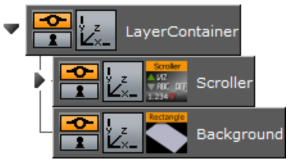


To add the Scroller plug-in

1. Go to **Built Ins > Geom Plugins** > **Ticker**
2. Add a **Scroller** plug-in as a subcontainer of the *LayerContainer*.

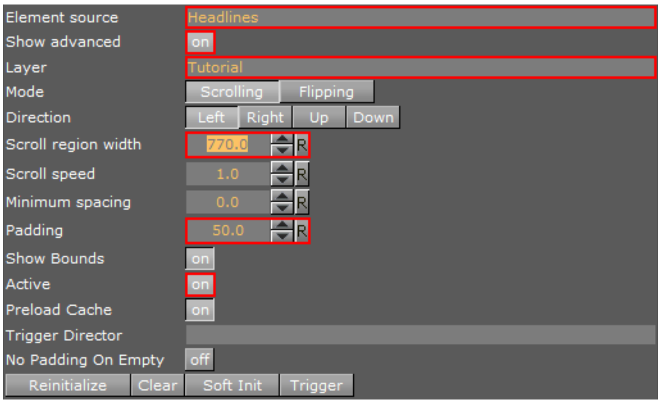
   Note: The Scroller plug-in is a Viz Artist geometry that generates a dynamic line of scrolling elements, where each element is an instance of a template.

   Note: The scroller container name must be different from the **Element source** in the **Scroller Editor**.



3. Open the *Scroller* container’s **Transformation Editor** and set the **Position** to Z= *1*.

This will position the scroller slightly in front of the background to make sure that the scroller content becomes visible on screen.



Element source	Headlines
Show advanced	on
Layer	Tutorial
Mode	Scrolling Flipping
Direction	Left Right Up Down
Scroll region width	770.0
Scroll speed	1.0
Minimum spacing	0.0
Padding	50.0
Show Bounds	on
Active	on
Preload Cache	on
Trigger Director	
No Padding On Empty	off

4. Open the **Scroller Editor**, and set the following:
    - **Element source**: *Headlines. (*Note that the *Element* source must be identical to the *in* state stop point of the layer director (not created yet)).

Tip: The element source should consist of alphanumeric characters only. For more details, see Global Conventions.

- **Show advanced**: *On* (enabled)
- **Layer**: *Tutorial. (*Note that the *Layer* name must be identical to the name of the layer director (not created yet)).

Tip: The layer name should consist of alphanumeric characters only. For more details, see Global Conventions.

- **Scroll region width**: *770.* (For output format 16:9, a scroll region width of *770* puts the scroller bounds outside the screen area. This will maintain the illusion of a constantly running scroller. For output format 4:3, the scroll region width should be at least *600*).
- **Padding**: *50* (adds space between messages)
- **Active:** *On* (enabled - activates the scroller)

To add a director

- From the **Main** menu, click **Stage**.
- In the **Stage Editor** that appears, add a **Director** and name it *Tutorial*.

  The name of the director is identical to the *Layer* name in the **Scroller Editor**.

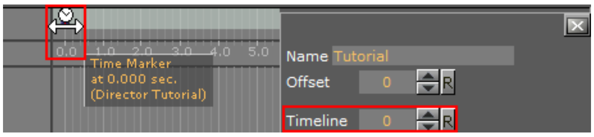
Tip: The director name should consist of alphanumeric characters only. For more details, see Global Conventions.

To add a stop point

The director must have at least two stop points, one for the *in* state (shown on screen) and one for the *out* state (hidden from screen). Viz Ticker Client creates control buttons based on these stop points. The **ON** button, based on the in state stop point, takes the carousel on air. The **OFF** button, based on the out state stop point, takes the carousel off air.

To equip the director with two stop points, perform the following steps:

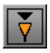
1. Make sure that the *Tutorial* director is selected, and the **Timeline** is set to *0*.



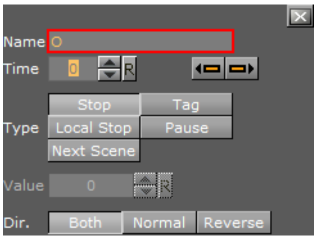
Time Marker
at 0.000 sec.
(Director Tutorial)

Name Tutorial
Offset 0
Timeline 0

2. Click the **Add Stop** button.



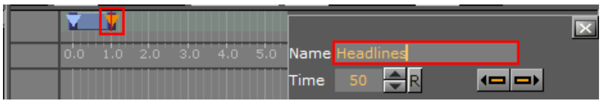
3. Select this stop point in the **Stage Editor**,
4. In the **Name** field in the **Stop Point** editor enter the letter *O* (capitalized - this is a standard design convention for the out state).



Name O
Time 0
Type
Value 0
Dir.

To add another stop point

- Select the *Tutorial* director, and set the **Timeline** to *50*.



Name Headlines
Time 50

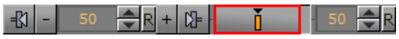
- Click the **Add Stop** button again, and name the new stop point *Headlines*.
    - As the *O* stop point is automatically the out state of the scene, this new stop point is the in state.

> **Note:** The *in* state stop point name is identical to the **Element source** in the Scroller editor seen above.

To add an animation

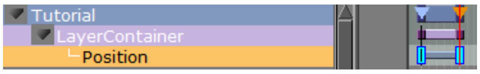
To create a simple in/out animation, perform the following steps:

1. Select the *LayerContainer* in the Scene tree.
2. Make sure the Timeline is at position *50.*
3. Click the **Set key frame** button in the **Animation** bar.



4. Open the *LayerContainer*’s **Transformation Editor** and set the **Position** to Y= *-240* (note the minus sign).
5. Set the **Timeline** to *0*, and click the **Set key frame** button again.

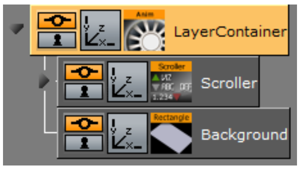
In the **Stage Editor**, a new animation has appeared, and the animation can be played.



6. Click the **Start** and **Continue** buttons to reset the scene to its *out* state, and to run the scene to its *in* state*.*

If the previous tasks have been carried out correctly, a horizontally oblong rectangle object will slide upwards into the screen’s lower area.

At this point, the scene tree should have the following appearance:

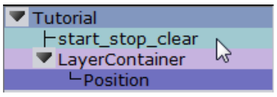


8.1.3 Stopping, Starting, and Clearing the Carousel

When taking a scrolling carousel off air, for example at a commercial break, the messages in the carousel should stop scrolling.

To add an action

- In the **Stage Editor** select the *Tutorial* director.
- Click the **Add Action** button and name the new action *start_stop_clear*.

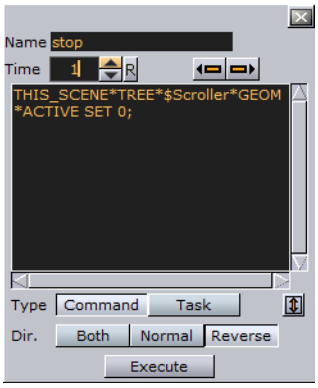


To add a keyframe

- Select the new action in the director tree.
- Set the timeline to *1*, and click the **Add a key frame** button in the **Stage Editor**.

A new keyframe will then be created close to the time of the scroller’s out state. The action that is performed on this keyframe will not be visible on air as it is only one field away from the out state. This keyframe will make sure that the carousel is stopped when it is taken off air, so that the next message in the carousel after the break will be the correct one. If the carousel is not stopped, the carousel will continue to run during the break, and then the first message after the break will be a random one, according to how long the break has lasted.

- In the **Keyframe Editor**, change the **Name** of the new keyframe to *stop*.



Name stop

Time 1

```
THIS_SCENE*TREE*$Scroller*GEOM
*ACTIVE SET 0;
```

- Make sure the **Time** is set to *1*.
- In the big text field, type: `THIS_SCENE*TREE*$Scroller*GEOM*ACTIVE SET 0;`

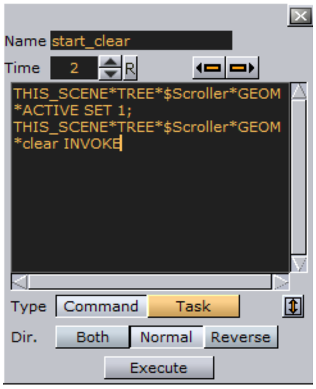
  This command will disable the **Active** option in the **Scroller Editor** and stop the scroller.
- Click the **Reverse** button.

  This option will disable the **Active** option in the **Scroller Editor** only when the timer slides leftward.

To add another keyframe

- Set the timeline to *2*.
- Select the *start_stop_clear* action in the director tree.
- Click the **Add a key frame** button.

  Another keyframe will then be created close to the time of the scroller out state. This keyframe will make sure that the carousel is started when it is taken on air.
- In the **Keyframe Editor** that appears, type a **Name**, for example *start_clear*.



Name start_clear

Time 2

```
THIS_SCENE*TREE*$Scroller*GEOM
*ACTIVE SET 1;
THIS_SCENE*TREE*$Scroller*GEOM
*clear INVOKE
```

- In the big text field, add: `THIS_SCENE*TREE*$Scroller*GEOM*ACTIVE SET 1;`

  This command will enable the **Active** option in the **Scroller Editor** and start the scroller.
- In the big text field, also add: `THIS_SCENE*TREE*$Scroller*GEOM*clear INVOKE`

  This command will invoke the **Clear** option in the **Scroller Editor**, and clear all current messages in the scroller.
- Click the **Normal** button.

  This option will enable the **Active** option in the **Scroller** editor only when the timer slides rightward.

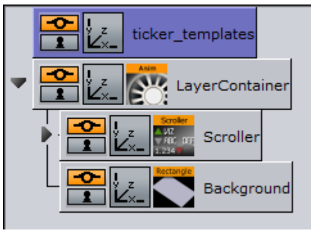
The background is now finished.

8.1.4 Adding a Template

The tasks in this paragraph create a template for messages that should be put on the scroller.

To add a group

- Add a new **Group** to the scene tree root, at the *top* of the scene tree.

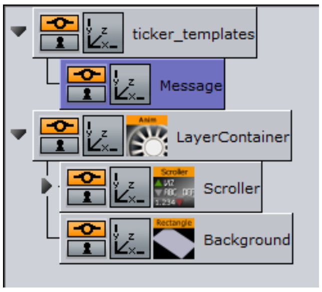


- Rename the new group to *ticker_templates*.

Note: All template containers must be subcontainers of this template root container. It is important to position the *ticker_templates* container at the top of the scene tree, above the *LayerContainer*, as the Scroller plug-in caches design. When the scroller needs to cache new design, it searches through the scene tree from the top and downward, and selects the first match it finds. By making sure that all the templates are located above the cache, it is assured that the copied design is originally from a template, and not from a design that is already in the cache.

To add another group

- Add a new **Group** as a subcontainer of the *ticker_templates* container.



- Rename the new group to *Message*.

To add the ControlObject plug-in

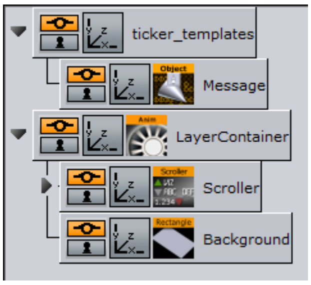
- Go to **Built Ins > Container Plugins** > **Control**
- Drag the **ControlObject** plug-in to the *Message* container.

  Any template that should be edited in Viz Ticker must be equipped with a *ControlObject* function on the template root container. As the scroller in this scene example will roll text messages across the screen, the template must be equipped with a control function, or else the text would be identical each time a new instance of the template was put on the scroller.

- Open the *Message* container’s **Transformation Editor** and set the **Position** to Y= *-170* (note the minus sign), Z= *1*.

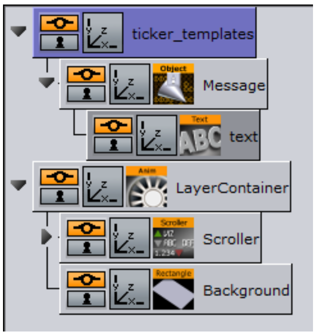
  When this scene is played in Viz Engine, the template is positioned on the scroller independently of the template’s actual position. The template position is only set here to provide an indication of what the finished scene is going to look like. As the template’s origo is positioned at the right end of the scroller’s *x*-axis, it is only necessary to set the *Z* and *Y* coordinates identically to the scroller coordinates to see how it will appear.

  The scene tree should now have the following appearance:



To add a font

- From the **Main** menu, click **Server** > **F** (font)
- Add a font as a subcontainer of *Message*.



- Rename the new font container to *Text*.
- Open the *Text* container’s **Transformation Editor** and set the **Scaling** to X,Y,Z= *0.33*.

To add a material

- From the **Main** menu, click **Server** > **M** (material)
- Add a material, for example orange R= *255*, G= *102*, B= *0,* to the *Text* container.

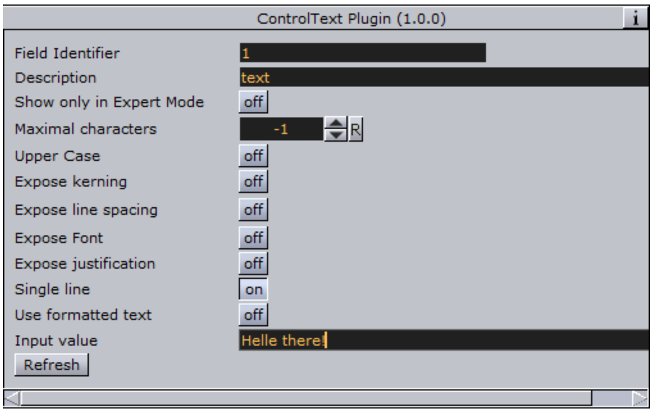
To add the ControlText plug-in

- Go to **Built Ins > Container Plugins** > **Control**
- Drag the **ControlText** plug-in to the *Text* container.

  Note: A font template container must hold the *ControlText* function.

- In the **ControlText Editor**
  - Disable **Expose kerning**
  - Disable **Use formatted text**

- Type *Hello there!* in the **Input value** text box.

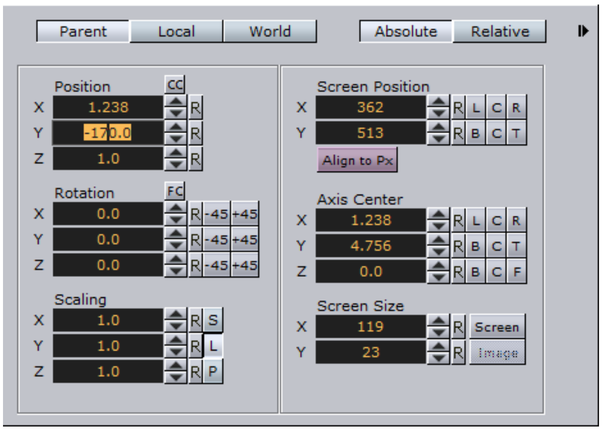


ControlText Plugin (1.0.0)

Field Identifier	1
Description	text
Show only in Expert Mode	off
Maximal characters	-1
Upper Case	off
Expose kerning	off
Expose line spacing	off
Expose Font	off
Expose justification	off
Single line	on
Use formatted text	off
Input value	Helle there!

To reposition the text

The text message is not placed correctly on the scroller. Reposition it by performing the following steps:



Position X 1.238, Y -170.0, Z 1.0
Rotation X 0.0, Y 0.0, Z 0.0
Scaling X 1.0, Y 1.0, Z 1.0
Screen Position X 362, Y 513
Axis Center X 1.238, Y 4.756, Z 0.0
Screen Size X 119, Y 23

- Open the *Message* container’s **Transformation Editor** and set
  - **Axis Center** Y= *C*
  - **Position** Y= *-170*
  - **Axis Center** X= *L*

As this template enters the scroller from the right and exits on the left side, it is now accurately left centered.

Note: Leftward scrolling should be left centered (X=L button), rightward scrolling should be right centered (X=R button), upward scrolling should be top centered (Y=T button), and downward scrolling should be bottom centered (Y=B button).

To hide the template

- Click the eye symbol 👁 on the ticker_templates container.

  The symbol should then reflect a closed eye 👁 , which represents a hidden template. If the template had not been hidden, it would appear on the screen in its default shape (with the “Hello there!” text) during playout.

8.1.5 Saving the Scene

The scrolling carousel scene is now finished.

- Set the scene **Timeline** to *0*.
- Click the **Save** button.

9 Creating a Flipping Carousel

This section describes how to create flipping carousel background and template scenes in Viz Artist, and how to set up these scenes in Ticker Wizard and Viz Ticker Client.

To create these carousel scenes, you need to know how to perform basic operations in Viz Artist, such as creating scenes, adding items, creating animations, and so on. For more information refer to the *Viz Artist User’s Guide.*

To help get started, a set of example scenes can be imported, see Importing Ticker Example Scenes.

Flipping Carousels

Flipping carousel scenes are characterized by containing one or more Toggle plug-ins with belonging directors and stop points.

The elements in a flipping ticker are flipped in a static position.

A flipping carousel is made up from multiple scenes; one that contains the design for the background, and another one that contains the templates that are used to create content for the ticker.

This section contains information on the following topics:

- Creating a Flipping Carousel Background Scene in Viz Artist
- Creating a Flipping Carousel Template Scene in Viz Artist

Tip: If you do not want to perform these steps, flipping carousel example scenes can be imported by following the instructions in To import Viz Artist 3 example scenes . Note that the design in the example scenes are slightly different from the scenes created here, so the name of the scenes, carousels, templates, and so on may vary.

See Also

- Ticker Plug-ins
- Flipping Carousel Conventions

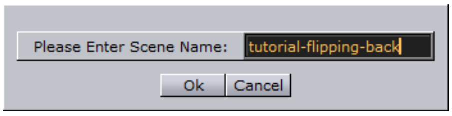
9.1 Creating a Flipping Carousel Background Scene in Viz Artist

When finished with the tasks in this section, the flipping carousel background scene will include an animated cube object and state transitions for animating the background in and out of the scene. The Toggle plug-in makes it possible to add text message template elements to the scene.

To get started

- Start Viz Artist 3.

To create a new scene



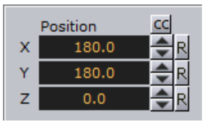
Please Enter Scene Name: tutorial-flipping-back

- Create a new scene named *tutorial-flipping-back*.
- Open the new scene.

To add a cube

- Drag a **Cube** to the scene tree.

- Rename it to *background*.
- Open the *background* container’s **Transformation Editor** and set the **Position** to X,Y= *180*.



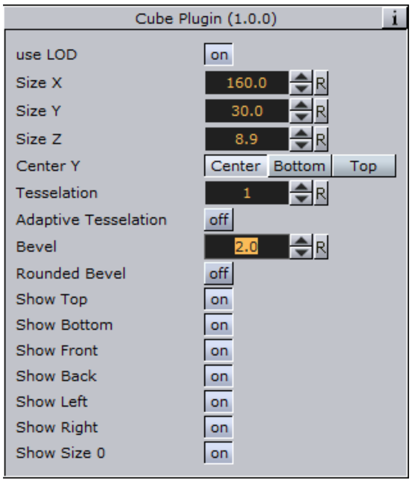
Position

X 180.0

Y 180.0

Z 0.0

- Open the **Cube Editor**, and set the **Size X** to*160*, **Size Y** to *30*, and **Size Z** to *9*.
- Set the **Bevel** to *2*.



Cube Plugin (1.0.0)

use LOD on

Size X 160.0

Size Y 30.0

Size Z 8.9

Center Y Center Bottom Top

Tesselation 1

Adaptive Tesselation off

Bevel 2.0

Rounded Bevel off

Show Top on

Show Bottom on

Show Front on

Show Back on

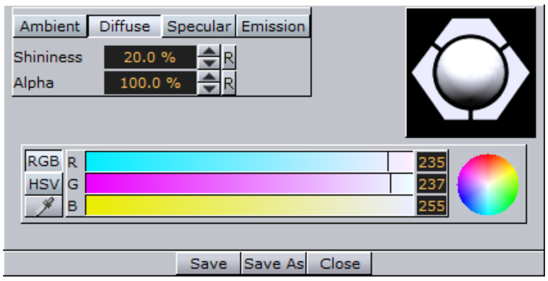
Show Left on

Show Right on

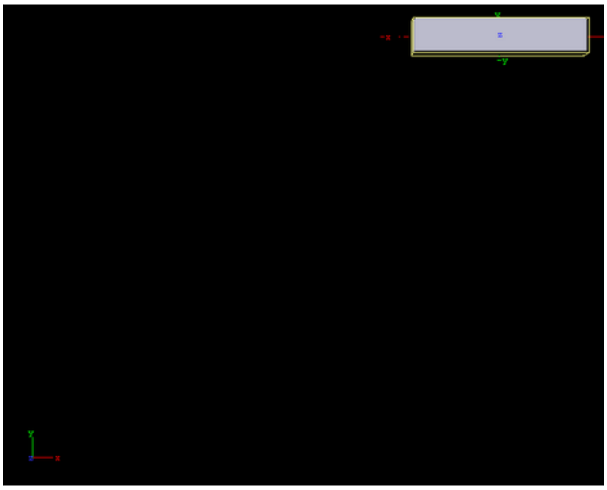
Show Size 0 on

To add a material

- Add a material, for example grey R= *235*, G= *237*, B= *255*, to the *background* container.



At this point, the output of the scene should have the following appearance:



To add a director

- From the **Main** menu, click **Stage**.
- In the **Stage Editor** that appears, click the **Add Director** button.

- Rename the director to *Tutorial*.

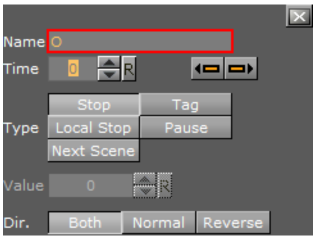
Tip: The director name should consist of alphanumeric characters only. For more details, see Global Conventions.

To add a stop point

- Make sure that the *Tutorial* director is selected, and the **Timeline** is set to *0*.
- Click the **Add Stop** button.

- Select the stop point that appears in the **Stage Editor**.

- In the appearing **Stop Point** editor enter the letter *O* (capitalized) to the **Name** field.



Name O

Time 0

  - *O* is a standard design convention for the out state.

To add another stop point

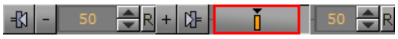
- Select the *Tutorial* director, and set the **Timeline** to *50*.
- Click the **Add Stop** button again, and name the new stop point *Headlines*.

  As the *O* stop point is automatically the out state of the scene, this new stop point is the in state.

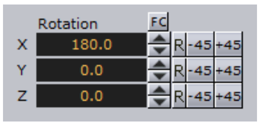
To add a keyframe

To create a simple in/out animation, perform the following steps:

- Select the *background* in the Scene tree.
- Make sure the Timeline is at position *50.*
- Click the **Set key frame** button in the **Animation** bar.



- Open the *background* container’s **Transformation Editor** and set the **Rotation** to X= *180*.



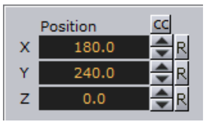
Rotation

X 180.0

Y 0.0

Z 0.0

- Set the **Position** to Y= *240*.



Position

X 180.0

Y 240.0

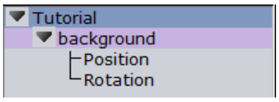
Z 0.0

To add another keyframe

- Set the **Timeline** to *0*.
- Click the **Set key frame** button again.

  In the **Stage Editor**, a new animation has now appeared.
- In the Director tree, make sure that the new *background* animation is placed inside the *Tutorial* director.

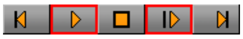
  The Director tree should now look like this:



Tutorial
background
Position
Rotation

The animation can now be played.

- Click the **Start** and **Continue** buttons to reset the scene to its *out* state, and to run the scene to its *in* state.

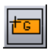


If the previous steps have been carried out correctly, a horizontally oblong cube object should rotate downwards into the screen’s upper right corner.

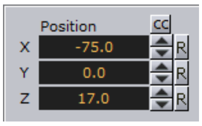
At this point, the scene tree still only contains one node:

To add a group

- Add a **Group** to the scene tree, and place it as a subcontainer of *background*.



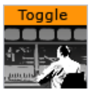
- Rename the new group to *Tutorial*.
- Open the *Tutorial* container’s **Transformation Editor** and set the **Position** to X= *-75* (note the minus sign), Z= *17*.



Position
X -75.0
Y 0.0
Z 17.0

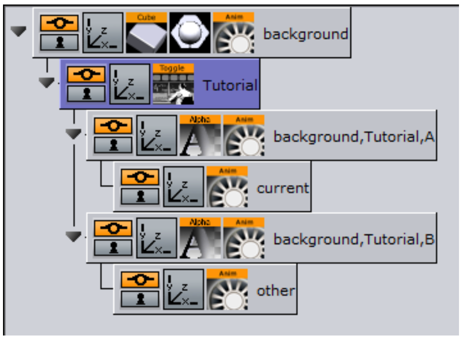
To add the Toggle plug-in

- From the **Main** menu, click **Built Ins.**
- From the dropdown list, click **Container Plugins**.
- Open the **Container** folder.
- Drag the Toggle plug-in onto the *Tutorial* container.

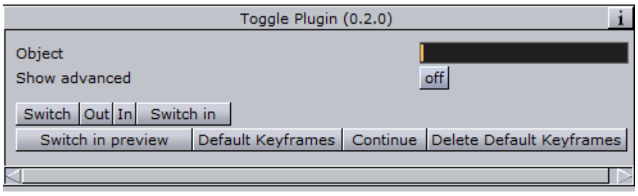


Four child containers are automatically added to the *Tutorial* container.

The scene tree should now look like this:



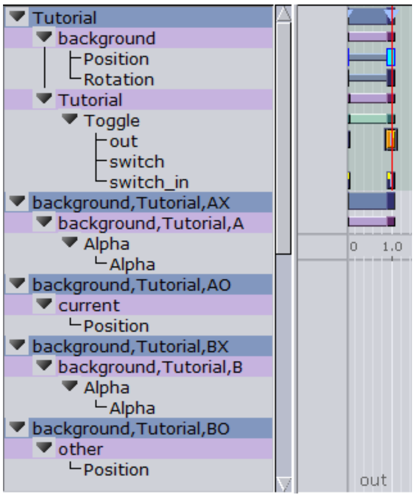
Note: The container holding the Toggle plug-in must have the same name as the director holding the stop points.



- In the **Toggle Editor**, click the **Default Keyframes** button.

  This adds additional keyframes in the **Stage Editor**.

The **Stage Editor** should now have the following appearance:



To save the scene

The flipping carousel background scene is now finished.

- Make sure that the **Timeline** is set to *0*.
- Click the **Save** button.

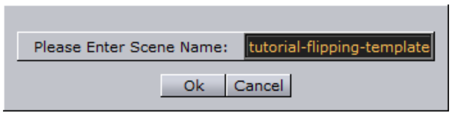
9.2 Creating a Flipping Carousel Template Scene in Viz Artist

This section describes how to create a flipping carousel template scene in Viz Artist.

Tip: A copy of the flipping carousel template scene has already been created and can be imported by following the steps in To import Viz Artist 3 example scenes .

When finished with the steps in this section, this template scene will be used by the flipping carousel background scene. The Toggle plug-in in the background scene makes it possible to add text message templates to the carousel.

To get started



Please Enter Scene Name: tutorial-flipping-template

- Create a new scene named *tutorial-flipping-template*.
- Open the new scene.

To add a group

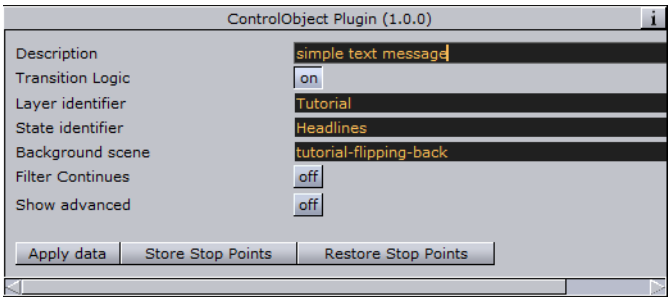
- Add a new **Group** to the scene tree.
- Rename it to *object*.

Note: All flipping carousel template scenes must have a root container named *object*.

To add the ControlObject plug-in

- Drag the **ControlObject** plug-in to the *object* container.

  Placing the control plug-in on the root container optimizes the process, as the whole template scene tree is copied when a new template is added, and the root container is the first one to be scanned.



ControlObject Plugin (1.0.0)

Description: simple text message
Transition Logic: on
Layer identifier: Tutorial
State identifier: Headlines
Background scene: tutorial-flipping-back
Filter Continues: off
Show advanced: off

- In the **ControlObject Editor**, enable **Transition Logic**.
- Set the **Layer identifier** to *Tutorial*.

  The *layer identifier* refers to the layer director in the flipping carousel background scene.

Tip: The layer identifier should consist of alphanumeric characters only. For more details, see Global Conventions.

- Set the **State identifier** to *Headlines*.

  The *state identifier* refers to the *in* state stop point.

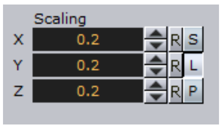
Tip: The state identifier should consist of alphanumeric characters only. For more details, see Global Conventions.

- Set the **Background scene** to *tutorial-flipping-back*.
- Set the **Description** to *simple text message*.

  The description is used when selecting templates in Ticker Wizard and Viz Ticker Client.

To add a font

- Drag a font to the scene tree, for example *Arial-Bold*, and place it as a subcontainer of *object* in the scene tree.
- Rename the new container to *text*.
- Open the *text* container’s **Transformation Editor** and set the **Scaling** to X,Y,Z= *0.2*.



Scaling

X	0.2	R S
Y	0.2	R L
Z	0.2	R P

With this size, the text will fit the background.

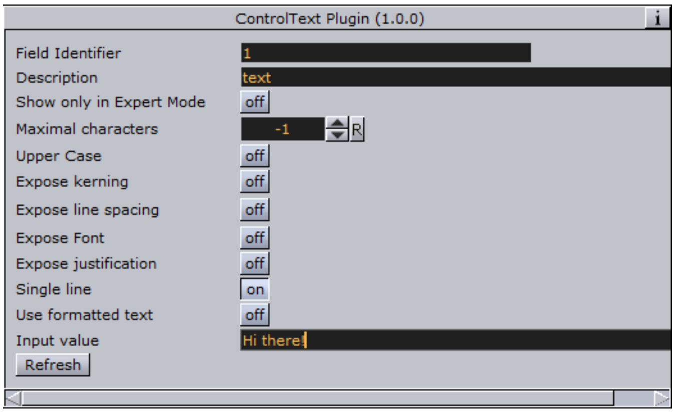
To add a material

- Add a material, for example orange R= *255*, G= *102*, B= *0,* to the *text* container.

  If no color is added, the font inherits the color of the container holding the Toggle plug-in in the background scene.

To add the ControlText plug-in

- Drag the **ControlText** plug-in to the *text* container.

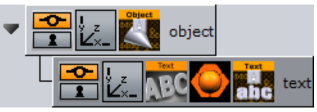


ControlText Plugin (1.0.0)

Field Identifier	1
Description	text
Show only in Expert Mode	off
Maximal characters	-1
Upper Case	off
Expose kerning	off
Expose line spacing	off
Expose Font	off
Expose justification	off
Single line	on
Use formatted text	off
Input value	Hi there!

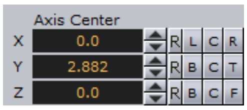
- In the **ControlText Editor**, make sure that the **Expose kerning** option is disabled.
- Disable **Use formatted text**.
- Type *Hi there!* in the **Input value** text box.

The scene tree should now have the following appearance:



To fine tune the position of the template

- Open the *object* container’s **Transformation Editor** and set the **Axis Center** to Y= *C*.

  Axis Center
  X 0.0
  Y 2.882
  Z 0.0

  When changing the axis center, the position changes too.

- Reset the **Position** to Y= *0*.

These changes put the center of the template scene in the center of the Toggle plug-in placeholder container.

To save the scene

The template scene is now finished.

- Click the **Save** button.

10 Ticker Feed

Ticker Feed is a Viz Ticker add-on program that makes it possible to populate a scrolling or flipping carousel with data elements from an external source. The program can access the file through a URL, which is checked for updates at a defined interval.

Ticker Feed communicates with the Ticker System through the Media Sequencer, which is the server process for a Ticker System.

This section contains information on the following topics:

- Getting Started
- System Configuration
- XML Data Structure
- Ticker Feed Troubleshooting

10.1 Getting Started

To install Ticker Feed

> **Note:** If Ticker Feed is already installed on the machine, you must first remove the old program version before installing the new one, see To uninstall Ticker Feed.

1. Run *TickerFeed-<Product Version>.msi*.

Ticker Feed is now installed on the machine at the defined location.

To uninstall Ticker Feed

1. Select *Start* > *Control Panel* > *Programs* > *Uninstall a program.*

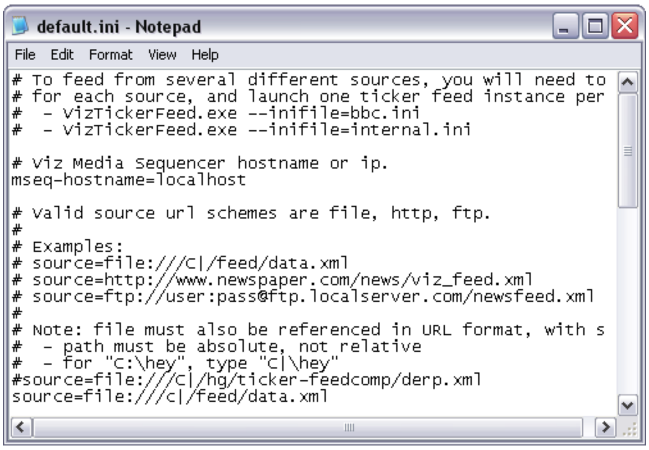
Ticker Feed is no longer available on the machine.

> **Note:** The software settings are not deleted with the software.

To set up a single source Ticker Feed

1. Click *Start* > *All Programs* > *Vizrt* > *Viz Ticker* > *Ticker Feed* > *Open Settings Folder*.

This will open the folder where the **default.ini** file is located.



```
# To feed from several different sources, you will need to
# for each source, and launch one ticker feed instance per
#  - VizTickerFeed.exe --inifile=bbc.ini
#  - VizTickerFeed.exe --inifile=internal.ini

# Viz Media Sequencer hostname or ip.
mseq-hostname=localhost

# Valid source url schemes are file, http, ftp.
#
# Examples:
# source=file:///C|/feed/data.xml
# source=http://www.newspaper.com/news/viz_feed.xml
# source=ftp://user:pass@ftp.localserver.com/newsfeed.xml
#
# Note: file must also be referenced in URL format, with s
#  - path must be absolute, not relative
#  - for "C:\hey", type "C|\hey"
#source=file:///C|/hg/ticker-feedcomp/derp.xml
source=file:///c|/feed/data.xml
```

The *default.ini* file must be created under **`%APPDATA%\Vizrt\Ticker Feed\Settings\`**

The file can be manually copied from the Ticker Feed installation folder, where it is called *default.ini.example*, and then renamed to *default.ini*. Alternatively start Ticker Feed once, and the system will automatically perform the copying/renaming operation.

2. Open the *default.ini* file.
3. Define the Media Sequencer Hostname.

    Example: mseq-hostname=localhost

4. Define the Source XML file that should feed data elements to the Ticker System.

    Example: source=ftp://user:pass@ftp.localserver.com/newsfeed.xml

5. Define the Transformation.

    Example: transformation=feedcomp:rss20,xsl:filters\rss20_to_TickerFeedExample.xsl

To set up a multi source Ticker Feed

Note: In order to set up a multi source Ticker Feed configuration, it is necessary to launch one Ticker Feed instance for each source. Each source must also have a separate INI file.

1. Click *Start > All Programs > Vizrt > Viz Ticker > Ticker Feed > Open Settings Folder*.

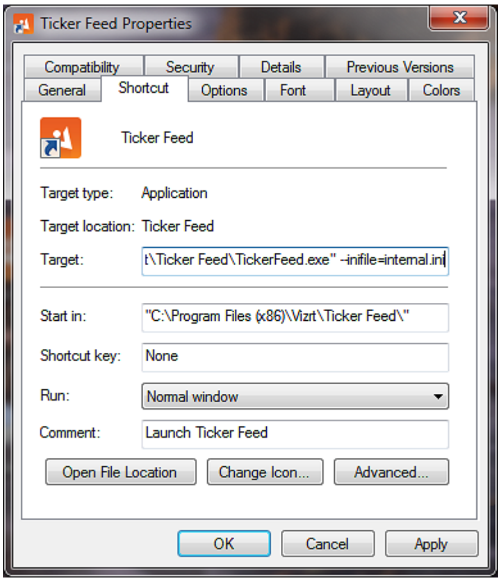
    This will open the folder where the default.ini file is located.

    The default.ini file must be created under

    `%APPDATA%\Vizrt\Ticker Feed\Settings\`

    The file can be manually copied from the Ticker Feed installation folder, where it is called *default.ini.example*, and then renamed to *default.ini*. Alternatively start Ticker Feed once, and the system will automatically perform the copying/renaming operation.

2. Save the default.ini file with a new descriptive name, for example **`internal.ini`** and place it in the same folder.
3. Create a shortcut of the **`TickerFeed.exe`** file found at **`%ProgramFiles%\Vizrt\Ticker Feed`**.
4. In the Ticker Feed Properties text box, type **`--inifile=internal.ini`** (if the example file name above has been used).



Ticker Feed

Target type: Application

Target location: Ticker Feed

Target: t\Ticker Feed\TickerFeed.exe" --inifile=internal.ini

Start in: "C:\Program Files (x86)\Vizrt\Ticker Feed\"

Shortcut key: None

Run: Normal window

Comment: Launch Ticker Feed

5. Define the Media Sequencer Hostname.

   Example: mseq-hostname=localhost

6. Define the Source XML file that should feed data elements to the Ticker system.

   Example: source=ftp://user:pass@ftp.localserver.com/newsfeed.xml

7. Define the Transformation.

   Example: transformation=feedcomp:rss20,xsl:filters \rss20_to_TickerFeedExample.xsl

For all additional sources, repeat the steps in this procedure so that one Ticker Feed instance with a separate INI file can be launched for each source. Make sure to name the INI file and instance parameter differently for each source.

To start Ticker Feed

Note: The correct INI file settings must be entered before the program is started. For more information, see To set up a single source Ticker Feed .

- Click *Start* > *All Programs* > *Vizrt* > *Ticker Feed* > *Ticker Feed*.

When launched, the program will start to monitor a URL and send data to the Media Sequencer.

10.2 System Configuration

The Ticker Feed configuration file is named **default.ini**. The following settings can be defined in the INI file:

- Media Sequencer Hostname
- Source
- Basic HTTP authentication
- Transformation
- Log Level

10.2.1 Media Sequencer Hostname

Ticker Feed communicates with the Ticker System through the Media Sequencer, which is the server process for the system. The Media Sequencer can be targeted either by hostname or IP address.

Example: mseq-hostname=localhost

10.2.2 Source

Ticker Feed makes it possible to populate a ticker carousel with data elements from an external source. The program access the file through a URL, which is checked for updates at a defined interval. Valid source URL schemes are **file**, **HTTP**, and **FTP**. For more information about source XML files, see XML Data Structure.

Example: File on disk: `source=file:///C|/feed/data.xml`

Example: Web Resource (HTTP): `source=http://www.newspaper.com/news/viz_feed.xml`

Example: FTP Server: `source=ftp://user:pass@ftp.localserver.com/newsfeed.xml`

Important notes about file on disk

Special rules apply to the URL reference for files on disk:

Note: The path must be absolute, not relative.

Example: Instead of `C:\file.xml`, type `C|/file.xml`.

Also, when using a disk file as source, it is advisable to write to a temporary file, and then copy content to the file that is being monitored. This reduces the chance of reading corrupt/incomplete files.

10.2.3 Basic HTTP authentication

For basic HTTP authentication from feeds that have user/password restrictions you can optionally instruct the URI to be constructed as (example):

```
http://[username]:[password]@hostname/data.xml
```

Some, but not all, browsers accept this basic authentication. Be aware that the username and password are exposed in clear text in the configuration file. This is a security issue if access to the server is exposed.

The uid / password must be set in the configuration file. Example:

```
# HTTP basic authentication username and password.
# Warning: Using HTTP basic authentication is potentially insecure since
 your username and password are
#  - exposed in clear text in this settings file (not an issue if access
 to the file is restricted).
#  - potentially exposed on an insecure connection (not an issue if the
 network itself is trusted or if using a secure connection).
#url-username=
#url-password=
```

10.2.4 Transformation

If the source data provides acceptable output in XML format, it is not necessary to define the transformation settings. If the source data must be converted to acceptable XML format, specify one or more transformations of the form:

```
<type-1>:<transformation-1>,<type-2>:<transformation-2>,...
```

Currently recognized transformation types are:

- **xsl:** Specify an XSL file as transformation. If the feed source outputs XML, but of a different format, write an XSL transformation to be applied to the feed data, for example:

  ```
  transformation=xsl:c:\feedtools\yourxml_to_tickerxml.xsl
  ```

- **prog:** Specify an external executable as transformation. The feed data will be piped through the program via standard input/output. If for example the feed source outputs data as lines of text, write a VB script to translate this to XML and specify like this:

  ```
  transformation=prog:cscript //NoLogo c:\feedtools
  \yourdata_to_tickerxml.vbs
  ```

  Tip: For more information, see the example script in *textfile_to_xml.vbs*. The file can be found at **`%ProgramFiles%\Vizrt\Ticker Feed\filters`**.

- **feedcomp:** Apply a built in transformation to the feed data. Currently available transformations are:
- **rss20:** Transforms any RSS XML to the RSS 2.0 format. To read any RSS feed and insert it into the ticker, write for example:

  ```
  transformation=feedcomp:rss20,xsl:filters
  \rss20_to_TickerFeedExample.xsl
  ```

Tip: For more information, see the example script in *rss20_to_TickerFeedExample.xsl*. The file can be found at **%ProgramFiles%\Vizrt\Ticker Feed\filters**.

If the feed is not trusted, it is possible to apply a censoring filter before inserting the messages to the ticker, for example:

```
transformation=feedcomp:rss20,prog:c:\feedtools
\rss_censor.exe,xsl:rss20_to_TickerFeedExample.xsl
```

- **compatibility:** Transforms input XML in formats of previous versions to the current format.

```
transformation=xsl:filters
\elementlists_to_tickerfeed.xsl,feedcomp:compatibility
```

IMPORTANT! The ticker feedcomp:compatibility transformation enables support for Ticker Feed XML versions 2.1 and earlier. This is the Feed XML version used in the Viz Ticker 2.1, 2.2 and 2.3 package. Vizrt no longer maintains this compatibility transformation and it will be removed entirely in future versions. Instead we recommend users of Ticker Feed XML version 2.1 and earlier to rewrite the XML to the newest version. See XML Data Structure.

Using External Programs to Transform Feed Data

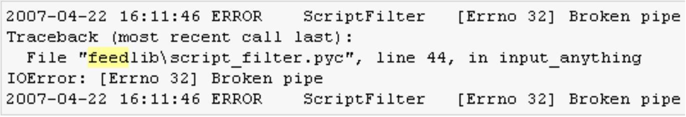
The value specified under the *transformation* key is a transformation pipeline, meaning that it enumerates a sequence of transformation steps that data obtained from the data source will pass through before being applied to the Ticker System.

One of the transformation steps that can be configured is a transformation of type *prog*, which specifies an external executable that the data will be piped through. This means that the data will be piped into the standard-in stream of the executable process, and data will be read back out from the program through the standard-out stream of the executable process.

This places the following requirements on executables that can be used for transforming data:

- The executable must read all data provided to it on standard-in fully. The executable cannot choose to not read some of the data provided, since doing so will cause a *Pipe Broken* error to be generated when the application exits without having read all available data, and this will prevent the transformation pipeline from working.
- The executable must write all outgoing data to standard-out before ending the process.
- The executable must end the process with exit code *0* to indicate that the transformation was successful. Any other exit code will be interpreted as an error, and the entire output will be discarded.

If the Transformation Error (see image below) appears in the console or log file, the system has most likely tried to use an external executable that did not read all the data it was given on standard-in before it exited. To fix this problem, modify the external program so that it runs in a loop, reading all available data from standard-in input stream until it reaches the end of file (EOF) marker in the input stream. Only then let the program exit.



```
2007-04-22 16:11:46 ERROR    ScriptFilter   [Errno 32] Broken pipe
Traceback (most recent call last):
  File "feedlib\script_filter.pyc", line 44, in input_anything
IOError: [Errno 32] Broken pipe
2007-04-22 16:11:46 ERROR    ScriptFilter   [Errno 32] Broken pipe
```

10.2.5 Log Level

It is possible to define various logging levels for Ticker Feed. The log level can be set to:

- **debug:** Logs all necessary information, useful for debugging purposes as it maximizes the logging detail.
- **info:** Logs information necessary for normal use. This log level is selected by default.
- **error:** Logs only critical errors.

Example: log_level=debug

10.3 XML Data Structure

Note: <tickerfeed version="2.4"> is still used in this version of Ticker Feed. This means that Ticker Feed sources that worked in Ticker Feed 2.4 or later versions will also work in this version.

This section of the document contains information on the following topics:

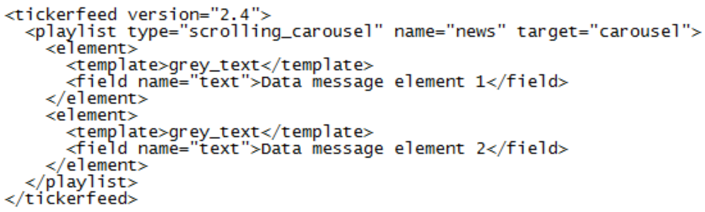
- XML Example
- XML DTD

10.3.1 XML Example

This section contains an example of the standard XML format for feeding data into a ticker carousel. It corresponds to the Document Type Definition specified in XML DTD .

IMPORTANT! If the input source has an XML format that vary from the Ticker Feed XML data structure, it is necessary to create an XSL transformation file to convert it to this format. If the input source is not in XML format, create a program/script that converts the input to XML.

Ticker Feed understands the following data structure:



```
<tickerfeed version="2.4">
  <playlist type="scrolling_carousel" name="news" target="carousel">
    <element>
      <template>grey_text</template>
      <field name="text">Data message element 1</field>
    </element>
    <element>
      <template>grey_text</template>
      <field name="text">Data message element 2</field>
    </element>
  </playlist>
</tickerfeed>
```

10.3.2 XML DTD

The XML format that is used for feeding data into a ticker carousel can also be described as an XML Document Type Definition (DTD):

```
<!ELEMENT tickerfeed (playlist*)>
<!ATTLIST tickerfeed version CDATA #FIXED "2.4">

<!ELEMENT playlist (defaults?,(element|group|section)*)>
<!ATTLIST playlist type (flipping_carousel|scrolling_carousel) #REQUIRED
                        name CDATA #REQUIRED
                        target (carousel|pool) #REQUIRED>
<!ELEMENT defaults (field|duration|outputchannels|timematch|ttl|
                        template|gui-color|attributes)*>
<!ELEMENT element (field|duration|outputchannels|timematch|ttl|
                        template|gui-color|attributes)*>
<!ELEMENT group (description,(outputchannels|
                        timematch|gui-color)*,elements?)>
<!ATTLIST group use_existing CDATA #IMPLIED>
<!ELEMENT description (#PCDATA)>
<!ELEMENT elements (group|section|element)*>
<!ELEMENT section (description,(outputchannels|
                        timematch|gui-color)*,head?,body?)>
<!ATTLIST section use_existing CDATA #IMPLIED>
<!ELEMENT head (element|group|section)*>
<!ELEMENT body (element|group|section)*>
<!ELEMENT field (#PCDATA)>
<!ATTLIST field name CDATA #REQUIRED>
<!ELEMENT duration (#PCDATA)>

<!ELEMENT outputchannels (active*)>
<!ELEMENT active (#PCDATA)>
<!ELEMENT timematch (begin,end)>
<!ELEMENT begin (#PCDATA)>
<!ELEMENT end (#PCDATA)>
<!ELEMENT ttl (#PCDATA)>
<!ATTLIST ttl action CDATA #REQUIRED>
<!ELEMENT template (#PCDATA)>
<!ELEMENT gui-color (#PCDATA)>
<!ELEMENT attributes (attribute*)>
<!ELEMENT attribute (#PCDATA)>
<!ATTLIST attribute name CDATA #REQUIRED>
```

XML DTD Explanation

```
<!ELEMENT tickerfeed (playlist*)>
<!ATTLIST tickerfeed version CDATA #FIXED "2.4">
```

<tickerfeed> is the root container for the entire feed.

- <tickerfeed> can contain any number of <playlist> nodes.

```
<!ELEMENT playlist (defaults?,(element|group|section)*)>
<!ATTLIST playlist type (flipping_carousel|scrolling_carousel) #REQUIRED
                   name CDATA #REQUIRED
                   target (carousel|pool) #REQUIRED>
```

<playlist> is a collection of elements, groups, and sections.

- Attribute *type* is either “flipping_carousel” or “scrolling_carousel”.
- Attribute *name* must correspond to the ticker name, as listed in Ticker Wizard. The name does not necessarily equal the tab name in Viz Ticker Client.
- Attribute *target* is either "carousel" or "pool", and specifies where the elements should be inserted.
- Can contain zero or one <defaults>.
- Can contain any number of <element>, <group>, and <section> nodes.

```
<!ELEMENT element (field|duration|outputchannels|timematch|ttl|
                   template|gui-color|attributes)*>
```

<element> refers to an actual ticker message. This container has no attributes.

- Can contain any number of <field> nodes.
- Can contain zero or one <duration> node.
- Can contain zero or one <outputchannels> node.
- Can contain zero or one <timematch> node.
- Can contain zero or one <ttl> node.
- Can contain zero or one <template> node. If a <template> node is not present, it must be defined in a <defaults> node.
- Can contain zero or one <gui-color> node.
- Can contain zero or one <attributes> node.

```
<!ELEMENT defaults (field|duration|outputchannels|timematch|ttl|
                   template|gui-color|attributes)*>
```

A **<defaults>** node is similar to an <element> node, but contains default values that will be set on all <element>, <section>, and <group> nodes in the same <playlist> node, unless they explicitly set the values otherwise.

```
<!ELEMENT group (description,(outputchannels|
                 timematch|gui-color)*,elements?)>
<!ATTLIST group use_existing CDATA #IMPLIED>
```

Corresponds to a **group** in the Viz Ticker Client rundown.

- The optional attribute "use_existing" can be set to "yes". If set otherwise, or missing, it will be treated as "no". When set to "yes", Ticker Feed will not create a new group, but instead locate and use an existing group with the same description as this, and use that instead. If no such group exists, an error will be reported and no messages will be added.
- Can contain zero or one <outputchannels> node.
- Can contain zero or one <timematch> node.
- Can contain zero or one <gui-color> node.
- Must contain one <description> node.
- Can contain zero or one <elements> nodes.

```
<!ELEMENT description (#PCDATA)>
```

The group’s **description**. Visible in the rundown, and the same as can otherwise be manually set in Viz Ticker Client for non-feeded groups.

```
<!ELEMENT elements (group|section|element)*>
```

Constitutes the list of messages under a group.

- Can contain any number of <element>, <group>, and <section> nodes.

```
<!ELEMENT section (description,(outputchannels|
                   timematch|gui-color)*,head?,body?)>
<!ATTLIST section use_existing CDATA #IMPLIED>
```

Corresponds to a **<section>** in the Viz Ticker Client rundown.

- The optional attribute "use_existing" can be set to "yes". If set otherwise, or missing, it will be treated as "no". When set to "yes", Ticker Feed will not create a new group, but instead locate and use an existing group with the same description as this, and use that instead. If no such group exists, an error will be reported and no messages will be added.
- Can contain zero or one <outputchannels> node.
- Can contain zero or one <timematch> node.
- Can contain zero or one <gui-color> node.
- Must contain one <description> node.
- Can contain zero or one <head> nodes.
- Can contain zero or one <body> nodes.

```
<!ELEMENT head (element|group|section)*>
```

<head> constitutes the list of header messages under a section.

- Can contain any number of <element>, <group>, and <section> nodes.

```
<!ELEMENT body (element|group|section)*>
```

<body> constitutes the list of messages under a section.

- Can contain any number of <element>, <group>, and <section> nodes.

```
<!ELEMENT field (#PCDATA)>
<!ATTLIST field name CDATA #REQUIRED>
```

Refers to the data **field**, as designed in the scene template, and also visible as a line in the standard Viz Ticker Client editor.

- Attribute "name" must be the same as the attribute name defined in the template.
- Contains the field value as a text string.

```
<!ELEMENT duration (#PCDATA)>
```

Defines the **duration** of a flipping message.

- Contains duration as a text string. Must be in plain numerical format, with "." as the decimal separator if applicable.

```
<!ELEMENT outputchannels (active*)>
```

Defines which output channels an element/group/section should be enabled for. If **<outputchannels>** is not specified at all, the element/group/section will be enabled for all available channels. If specified, the element/group/section will only be enabled for the specified channels.

- Can contain any number of <active> nodes.

```
<!ELEMENT active (#PCDATA)>
```

<active> means an element should be enabled for this channel. The channels check box will be selected in the rundown.

- Contains the output channel name as a text string.

```
<!ELEMENT timematch (begin,end)>
```

<timematch> means an element/group/section should only be considered enabled during a specified time.

- Must contain one <begin> node.
- Must contain one <end> node.

```
<!ELEMENT begin (#PCDATA)>
```

Contains **begin** timecode as text string. If the element should be valid only at a specific time interval, this attribute describes the start time. It can contain either a crontab timecode or a 24-hour hh:mm:ss string, for example *14:30:00*. The crontab timecode is almost in standard Unix crontab format, except the “/” operator is not supported and it has an extra seconds field. For example *00 00 22 01 12 **, means that the message will begin at 22:00 on December 1 playing all days of the week.

```
<!ELEMENT end (#PCDATA)>
```

Contains **end** timecode as text string. The format is equal to the *begin* node.

```
<!ELEMENT ttl (#PCDATA)>
```

If present, means the element should have **<ttl>** enabled.

Note: TTL must also have been enabled for the carousel in Ticker Wizard.

```
<!ATTLIST ttl action CDATA #REQUIRED>
```

- Attribute **“action”** defines the the ttl action. Can be either "remove", "pool", or "inactive".
- Contains ttl value as text string. Must be a whole number (integer).

```
<!ELEMENT template (#PCDATA)>
```

The name of the ticker **template** to use. See the carousel list in Ticker Wizard for a list of valid template names.

```
<!ELEMENT gui-color (#PCDATA)>
```

HTML style **color** format. Defines if an element should appear in Viz Ticker Client with a specific row background color, for example *#00FF00* (green).

```
<!ELEMENT attributes (attribute*)>
```

If non standard attributes must be specified for special integration purposes, they can be defined in the **<attributes>** node.

- Contains any number of <attribute> nodes.

```
<!ELEMENT attribute (#PCDATA)>
<!ATTLIST attribute name CDATA #REQUIRED>
```

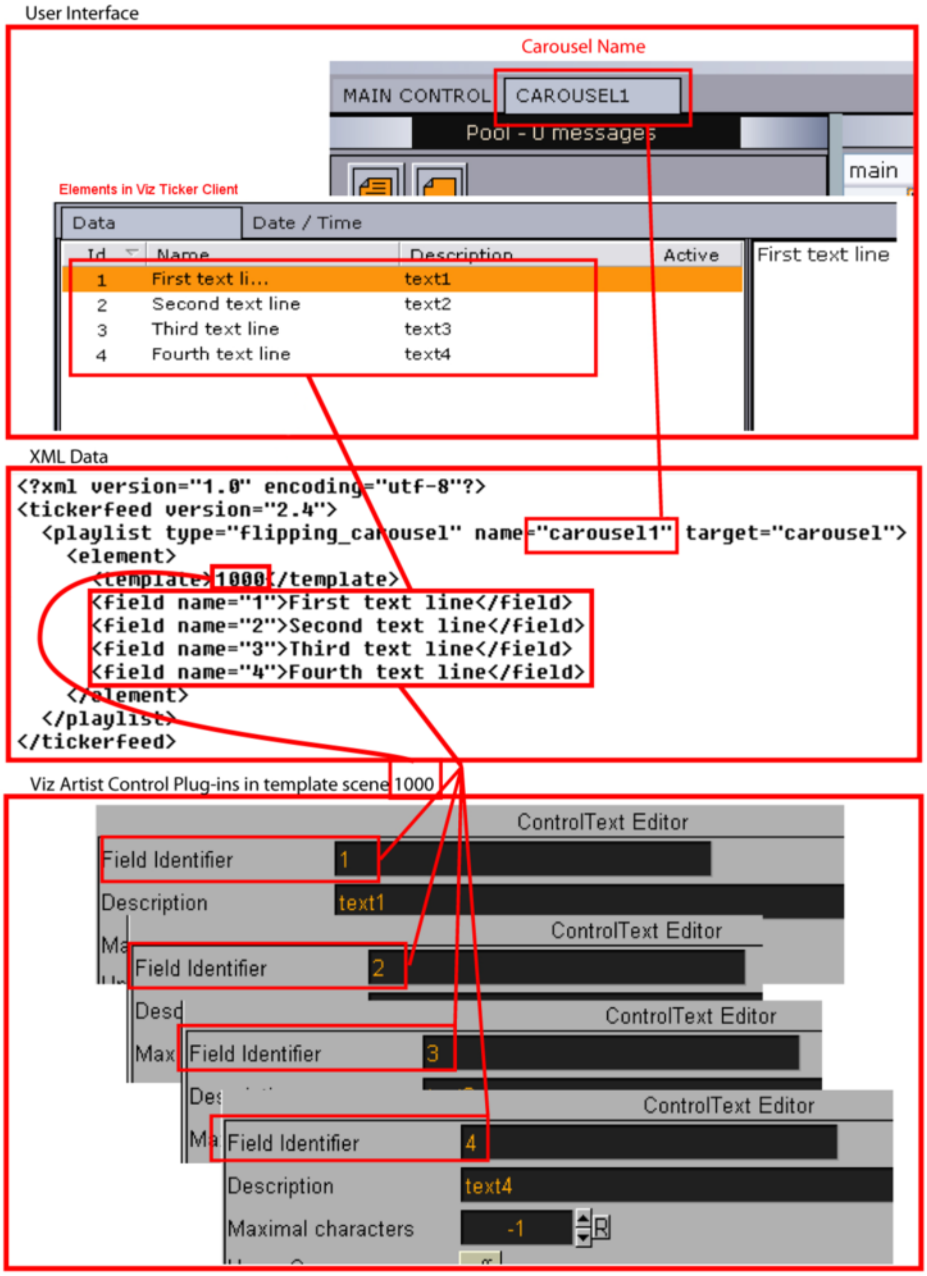
Specifies an element **attribute**, for example <attribute name="this">that</attribute>.

- Node attribute "name" is the name of the element attribute to define.
- Contains element attribute value as a text string.

> **Note:** Although it is possible, it is not recommended to use the Time To Live (TTL) attributes when feeding a ticker carousel from Ticker Feed. When feeding a carousel with elements that include the TTL actions *remove* or *pool*, the changes made by these actions, are overwritten by Ticker Feed during the next update that occurs after a feed XML change or Ticker Feed restart. Manually setting an element as inactive or moving it to the pool in Viz Ticker Client will likewise be overwritten during the next update.

Carousel Overview

The Carousel Overview illustrates the connection between the elements in Viz Ticker Client, the data in the XML file, and the plug-in setup in Viz Artist.



Id	Name	Description	Active
1	First text li...	text1	
2	Second text line	text2	
3	Third text line	text3	
4	Fourth text line	text4	

```
<?xml version="1.0" encoding="utf-8"?>
<tickerfeed version="2.4">
  <playlist type="flipping_carousel" name="carousel1" target="carousel">
    <element>
      <template>1000</template>
      <field name="1">First text line</field>
      <field name="2">Second text line</field>
      <field name="3">Third text line</field>
      <field name="4">Fourth text line</field>
    </element>
  </playlist>
</tickerfeed>
```

Field Identifier 1
Description text1

Field Identifier 2

Field Identifier 3

Field Identifier 4
Description text4
Maximal characters -1

Note: Control Material acts a bit different than other control plug-ins. While other plug-ins use field identifier for setting the value, Control Material uses *fieldid.material:*

```
<field name=”2.material”>MATERIAL*ABC</field>
```

Note: When using Ticker Feed to feed data from a file on disk to a Control Image plug-in, make sure to use forward slashes and not backslashes when defining the path, or the file will not be found. Define the path like this:

```
<field name="6">d:/data/tmp/thumb125.jpg</field>.
```

Note: Fields containing a “.” (dot) in the middle of the text will not be part of the auto generated description. This has been done to prevent fields like *25.kerning* or *35.rotation*, which generally is not very descriptive, to pollute the auto description.

10.4 Ticker Feed Troubleshooting

This section describes the most common problem areas that arise when working with Ticker Feed.

- **Q -** Is the XML data visible from Viz Ticker Client when it is coming in? For example, can they open the client and look at the XML fed data?
- **A -** Yes, the XML data is visible like all other elements. It is recommended to make the feed set a specific GUI color on the messages from the feed source, so that they are distinguished from the rest of the (manually created) messages.
- **Q -** Is it possible to change data coming from the XML in Viz Ticker Client? Will it be overwritten if reloaded from the XML?
- **A -** The messages can be opened, viewed, and also modified in Viz Ticker Client, but there is no point changing the data manually as the messages will be overwritten on the next Ticker Feed update.
- **Q -** Can data be directed to the pool in Viz Ticker Client instead of going straight on air?
- **A -** Yes, but be aware that if elements are directed to the pool from Ticker Feed, and then manually moved to the carousel, a new instance of each element will be recreated in the pool on the next Ticker Feed update.

10.5 External Components License

Ticker Feed uses components from the opensource Universal Feed Parser library, for code see https://code.google.com/p/feedparser/

This Python library is Copyright:

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11 Ticker Service

Ticker Service is a component responsible for storing and controlling the sequence of ticker messages in Viz Ticker. This component is necessary in order to run a scrolling carousel in Viz Ticker.

IMPORTANT! Viz Ticker *must* be installed and run on the Viz Engine used for output for scrolling carousels.

Note: The Ticker Service file is installed as: `%ProgramFiles%\Vizrt\Ticker Service\TickerService.exe` on a server with a 32-bit operating system, for 64-bit Windows the path will likely be `%ProgramFiles(x86)%\Vizrt\Ticker Service \TickerService.exe`

This section contains information on the following topics:

- To install Ticker Service
- To start Ticker Service as a service
- To start Ticker Service as a console application
- Ticker Service Options

To install Ticker Service

Note: If Ticker Service is already installed on the machine, you must first remove the old program version before installing the new one.

- Run *TickerService-<Product Version>.msi*.

To start Ticker Service as a service

1. At a command prompt (Administrator) go to %ProgramFiles%\Vizrt\Viz3

   Note: On **Windows 10**, Ticker Service must be run with administrator privileges. To do so, make sure the command line has administrator privileges ('Run as administrator') and start the service as usual.

2. Install `TickerService` as a Windows service by running:

   ```
   TickerService.exe --Service
   ```

3. Start the service from the command line:

   ```
   net start VizTicker
   The VizTicker service is starting.
   The VizTicker service was started successfully.
   ```

Tip: It is also possible to start Ticker Service as a service by using the *Microsoft Management Console*.

To start Ticker Service as a console application

In order to actually see the actions of this service, it is possible to launch Ticker Service as a console application.

- Click *Start > All Programs > Vizrt > Viz Ticker > Ticker Service*.

> **Note:** On **Windows 10**, Ticker Service must be run with administrator privileges. To do so, right-click TickerService.exe and Select 'Run as administrator'. Or, to make Ticker Service run with administrator privileges every time, right-click TickerService.exe and select Properties > Compatibility tab > ‘Run this program as an administrator’.

> **Tip:** It is also possible to start Ticker Service as a console application by using the command line.

11.1 Ticker Service Options

By running *TickerService.exe* with **`--help`** as an argument, all Ticker Service Options will be listed.

Ticker Service Options

Options	Behavior
`--help`	Shows the Ticker Service help message that lists all these options
`--log-level arg (=50)`	Defines the log level to use, a value in 0-100
`--port arg (=6301)`	Defines the port to bind the socket interface to
`--ignore-inactive-uh-groups`	Ignore inactive UpdateHub groups, groups that have a field called *active* with value *0* will be ignored
`--RegServer`	Register Ticker Service to run as a server in a console
`--UnregServer`	Remove the Ticker Service from the registry, only valid when Ticker Service is registered as a server
`--Service`	Register Ticker Service to run as a service
`--elevated`	Used internally by Ticker Service on Windows Vista to indicate whether Ticker Service has elevated privileges or not. This parameter should not be set by the user.

12 Ticker System Tool

From version 3.0, the *Ticker System Tool* is one of the System Applications in the Viz Ticker package.

The Ticker System Tool is a non-GUI console application that performs various important system operations, such as archiving (export/import), upgrading and system deletion.

In order to run, this console application requires that Microsoft .NET Framework is installed on the machine. For more details on the required .NET version number and relevant download details, see Requirements.

Note: Ticker Wizard and Viz Ticker Client should be closed before making any modifications using the Ticker System Tool. After upgrading the existing system or importing another system, Ticker Wizard and Viz Ticker Client must be restarted in order for the changes to take effect.

To install the Ticker System Tool

- The Ticker System Tool is installed together with Ticker Wizard, if this option is selected during installation.

After installation, the Ticker System Tool program files are available in the Ticker Wizard installation folder, in the sub-folder called *Ticker System Tool*.

Tip: For more details, see Installing Ticker Wizard.

Generic Ticker System Tool Commands

Options relevant for all Ticker System Tool commands:

- --silent: disables printing trace to stdout (see also About Logging)
- --verbose: prints trace info to stdout (see also About Logging)
- -e, --elapsedtime: prints how long the command ran for
- -h, --help: shows the help message

Tip: Use the `help` command to see all supported commands.

This section contains information on the following topics:

- Archiving
- Deletion
- Summary
- Upgrading
- About Logging

12.1 Archiving

Archiving can be useful for transferring ticker systems from test to production environments, or interchanging between multiple ticker systems in the same environment.

With the archiving commands, various details for the ticker system can be exported/ imported:

- System information such as identifier, name and version
- Carousel settings
- Channel settings
- Playlists (pool and rundown)
- Buttons
- GPI settings
- Other settings such as Graphic Hub configuration and image search provider settings

Relevant archiving commands:

- Export
- Import

Important Notes

Note that when working with the archiving commands:

- The Ticker System Tool supports the *.ticker* archive type only.
- Scene archiving is not possible.
- Only complete ticker systems can be archived.
- Custom configuration settings, including macros and keyboard shortcut keys, are not archived. For more details, see Configuration Panel.
- A subset of GPIs can be archived, which may be useful when working with Viz Multichannel, Viz Trio or another control application on the same Media Sequencer.

> **Caution:** GPI archiving is disabled by default. Specified GPIs will be overridden during import! Any modifications made to the GPIs since the archive was created (exported) will be lost.

12.1.1 Export

The `export` command exports the Ticker System from the given Media Sequencer and creates a *.ticker* archive at the specified path.

- Required:
  - system_archive: path to the archive-file (.ticker)
  - mse_host: the Media Sequencer host to connect to
- Options:
  - gpi=VALUE: includes given GPI
  - gpi_all: includes all GPIs

Example: D:\TickerSystemTool.exe export "D:\TickerArchives\MorningNews.ticker" localhost

Example: D:\TickerSystemTool.exe export "D:\TickerArchives\MorningNews.ticker" localhost --gpi=gpi1 --gpi=gpi2

Example: D:\TickerSystemTool.exe export "D:\TickerArchives\MorningNews.ticker" localhost --gpi_all

Note: If the export operation fails, an output archive will be created at the specified path, with a *.fail* extension and time stamp as identifier (for example MorningNews-2016-06-09-180900738.fail).

12.1.2 Import

The `import` command loads the archived Ticker System from the specified *.ticker* file and imports it into the given Media Sequencer.

Caution: This command only works if no other ticker system exist on the given Media Sequencer. It is recommended to back up the existing configuration on the Media Sequencer before performing the import operation.

- Required:
  - system_archive: path to the archive-file (.ticker)
  - mse_host: the Media Sequencer host to connect to
- Options:
  - gpi=VALUE: includes given GPI
  - gpi_all: includes all GPIs

Example: D:\TickerSystemTool.exe import "D:\TickerArchives\MorningNews.ticker" localhost

Example: D:\TickerSystemTool.exe import "D:\TickerArchives\MorningNews.ticker" localhost --gpi=gpi1 --gpi=gpi2

Example: D:\TickerSystemTool.exe import "D:\TickerArchives\MorningNews.ticker" localhost --gpi_all

12.2 Deletion

Caution: It is not possible to recover a deleted system, so use this command with caution.

Relevant commands:

- Delete

12.2.1 Delete

The **`delete`** command deletes the current Ticker System on the given Media Sequencer.

- Required:
  - mse_host: the Media Sequecer host from which the system will be deleted

Example: D:\TickerSystemTool.exe delete localhost

12.3 Summary

The **`summary`** command provides a quick overview of the current Ticker System on the given Media Sequencer. It can be useful for example when setting up a ticker system, before exporting, or after importing a system.

Note: This command does not modify the state of the Media Sequencer (it is a read-only operation).

- Required:
  - mse_host: the Media Sequencer host on which to print the summary of the Ticker System

Example: D:\TickerSystemTool.exe summary localhost

12.4 Upgrading

The Ticker System Tool **`upgrade`** command supports Ticker System 2.4, or later. For older versions, Ticker Wizard must be used for upgrading, see Upgrading the Existing Viz Ticker Configuration.

Relevant commands:

- Upgrade

12.4.1 Upgrade

The **`upgrade`** command upgrades the current Ticker System on the given Media Sequencer to the latest (or specified target) standard version.

Note: This command will upgrade the Ticker System to the latest version if no *target* is specified.

- Required:
  - mse_host: the Media Sequencer host on which to perform the upgrade
- Options:
  - -t, --target=VALUE: the target Ticker System version to upgrade to

- -a, --maturity=VALUE: the maturity of the Ticker System version to upgrade to. Default is empty (release maturity).

Example: D:\TickerSystemTool.exe upgrade localhost -t v3.0

12.5 About Logging

The Ticker System Tool supports logging. By default, the system logs to a file and to the console. This logging can be configured, if needed.

Logging Configuration File

The default configuration for the logging can be found in **`TickerSystemTool.exe.config`**, located in the same folder as the Ticker System Tool program files (for more details, see To install the Ticker System Tool).

The logging configuration can be modified by editing this .config file.

Console Logging

Log information can be sent to the console. A *convenience flag* (silent/verbose) adjusts the console logging. For example, if invoking the Ticker System Tool from a script, it might be appropriate to use the *silent* option. For more details, see Generic Ticker System Tool Commands.

Colors are used to distinguish between various log levels. For example, red is used for errors, yellow for warnings, gray for info, and so on.

Log Files

Ticker System Tool log files are created and stored in the same location as all the other Viz Ticker system applications’ log files (for more details, see System Log Files).

Example: %AppData%\Vizrt\TickerSystemTool\log\TickerSystemTool-yyyy-MM-dd.log

By default, a 14 days log rotation is applied.

See Also

- External Components License

12.5.1 External Components License

The Ticker System Tool uses the *NLog* logging platform to produce log details. The following NLog copyright details apply:

13 Presentation Files

When creating messages in Viz Ticker Client it is possible to use presentation files instead of the default message editor.

This section contains the following topics:

- Using Presentation Files
- Image Search using Presentation Files

13.1 Using Presentation Files

Presentation (*.vtw*) files are created in Template Wizard. From Ticker Wizard, it is possible to add a presentation file to each template when setting up the carousel in one of the Wizards . The presentation file appears in the Elements Editor .

Presentation files must be placed at the following location:

`%ProgramFiles%\Vizrt\Viz Ticker Client\presentations \<MyPresentationFile>.vtwc`.

This section contains information on the following topics:

- To prepare a scrolling carousel for presentation file creation
- To create a presentation file in Template Wizard

To prepare a scrolling carousel for presentation file creation

A *.vtw* template must be based on a scene containing only the template. For flipping carousels, this is not a problem as the background and template scenes are created separately. For scrolling carousels, the background and templates are designed within the same scene. This makes it necessary to create new scenes holding only the container structure of each template. If creating a presentation file for a scrolling carousel, perform the following steps:

1. Start Viz Artist.
2. Open the scrolling carousel scene.
3. Create a copy of the scene, and call it *MyTemplate*.
4. In the new scene, remove all containers except the ones belonging to the template (or the first template if the scene contains more than one template).

   Note: Remove the *ticker_templates* root container, all other root containers (with subcontainers), and also any subcontainers of *ticker_templates* that does not belong to the first template.

5. Repeat steps 2-4 for all templates if the scene contains more than one template.

To create a presentation file in Template Wizard

Note: The presentation files can be added to a carousel when it is first created (as described below), or can be added to existing carousels by going to the Ticker Carousels Panel > Templates Frame > **Edit Templates List**.

1. Start Template Wizard.

> **Note:** Template Wizard is installed as part of the Viz Pilot package.

2. From the **Main** menu, click **File > Wizard**.
3. From the **Wizard** window that opens, navigate to the template scene.

> **Note:** A *.vtw* template must be based on a scene containing only the template. For a scrolling carousel, a separate template scene must be created, see To prepare a scrolling carousel for presentation file creation .

4. Double click the template scene.
5. Click **Next**.
6. Select the elements that should be included in the *.vtw* template.
7. Click **Finish**.
8. Back in the **Main** window, rename and drag the elements so that they suit the desired layout.
9. Resize the template so that it fits the content. If the template is too big to fit the Elements Editor in Viz Ticker Client, scroll bars will appear.
10. From the **Main** menu, click **File** > **Save to file**.
11. In the **Save Templates** window that opens, give the template a descriptive name, for example *MyPresentationFile*.
12. Click **Save**.

For detailed instructions on how to operate Template Wizard, see the *Viz Pilot User’s Guide*.

For instructions on how to add the *.vtw* file to a template, see To select the presentation file for a template .

13.2 Image Search using Presentation Files

Image Search is a feature that allows you to search and select images using Vizrt Asset Search providers (Viz Graphic Hub, Pilot Data Server, Viz One, etc.).

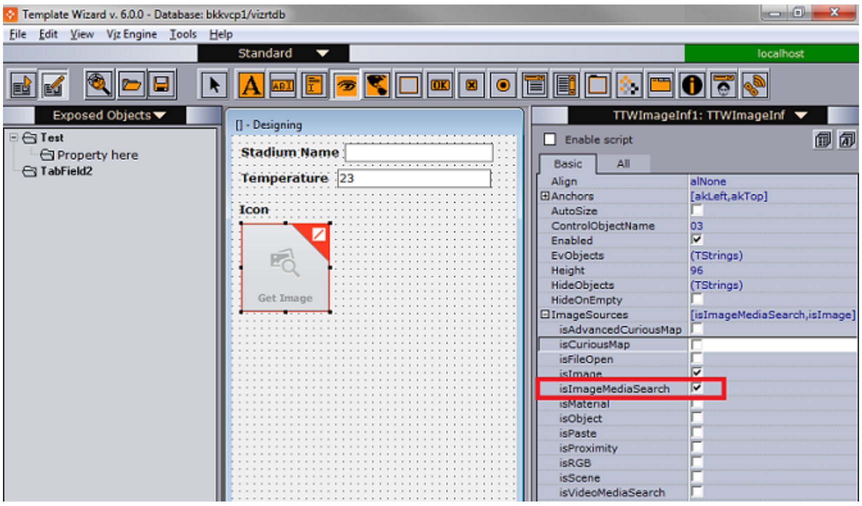
The Ticker System can be configured to support Image Search using template presentations (VTW). Search providers can be stored on either Viz Graphic Hub or Pilot Data Server. See Image Search Provider Frame.

Presentation Files for Image Components

Template Wizard is a component of Viz Pilot and is used to create VTW presentation files (.vtw/.vtwc).

The screenshot below shows an example VTW presentation file with an image component. To enable Image Search, the "IsImageMediaSearch" property of the image component should be checked. Now the VTW presentation file is ready to be used in Viz Ticker Client.

For more information on the *Image Component* see the Viz Pilot User’s Guide.



Template Wizard v. 6.0.0 - Database: bkkvcp1/vizrtdb
File Edit View Viz Engine Tools Help
Standard
localhost
Exposed Objects
Test
Property here
TabField2
[] - Designing
Icon
Get Image
TTWImageInf1: TTWImageInf
Basic
All

Stadium Name
Temperature 23

□ Enable script

Align	alNone
Anchors	[akLeft,akTop]
AutoSize	□
ControlObjectName	03
Enabled	☑
EvObjects	(TStrings)
Height	96
HideObjects	(TStrings)
HideOnEmpty	□
ImageSources	[isImageMediaSearch,isImage]
isAdvancedCuriousMap	□
isCuriousMap	□
isFileOpen	□
isImage	☑
isImageMediaSearch	☑
isMaterial	□
isObject	□
isPaste	□
isProximity	□
isRGB	□
isScene	□
isVideoMediaSearch	□

For more details see To create a presentation file in Template Wizard.

Image Search Configuration

Some configuration is required in Ticker Wizard to have Viz Ticker Client launch Image Search from VTW presentation files. For details, see Image Search Provider Frame.

Using Image Search

See Adding an Image using Media Search.

14 Field Linking and Feed Browsing

Viz Ticker supports browsing tab field values from external sources. Instead of editing tab field values manually, values from an external feed can be selected.

This section contains information on the following topics:

- Overview
- Workflow
- Field Linking
- Feed Browsing
- Shared Memory Support
- Technical reference for Field Linking

14.1 Overview

Field Linking assists the user in filling in data by selecting items from a feed rather than editing the value(s) manually. The feedsource can for instance be a network URI or a local XML file. Each Ticker message then uses the feed browser in Viz Ticker Client to edit the tab field value. The specified feed URI in Viz Ticker overwrites any existing feed URI from the control object.

When defining and configuring the field linking in Ticker Wizard you can select to make the item values returned from a feed read only. By default the values returned from a feed linked item fetched with Viz Ticker Client feed browser can be edited. For more information see Field Linking with edit restrictions.

Note: Viz Ticker supports *Atom 1.0* formatted feeds. See the Technical reference for Field Linking section for more information.

A field in general has several properties. Each property relates to a control plug-in in the scene. Properties are grouped under a tab field by a naming convention. To be able to set the values of multiple tabfield properties from the same feed entry, the properties must be grouped together under the tabfield. This is done by giving them the same prefix followed by the period character.

For example, the following tabfield names will generate two groups of tabfields (**candidate1** and **candidate2**):

```
candidate1.name
candidate1.image
candidate2.name
candidate2.image
```

A further example to illustrate tab field grouping:

The ControlText plug-ins specifying the field identifiers “**1.name**”, "**1.score**" and "**1.image**" will form a tab field "**1**" with the properties "**name**", "**score**" and "**image**". Selecting a feed item for the tab field "1" should apply the parts of the selected item to the properties "name", "score" and "image" at once.

The feed linking is usable across all tab field types.

Note: Make sure to define matching object types; a thumbnail link for control image tab fields, and so on.

14.2 Workflow

Field linking in Viz Ticker is a two step procedure:

- **Field Linking:** Linking the fields in a template to various parts of data that comes from entries in a feed. This is a setup step that is performed in Ticker Wizard, and is usually done once for a template.

  For more information, see Field Linking and To configure field linking in Ticker Wizard.
- **Feed Browsing:** After field linking for a template has been successfully set up, a property editor for selecting an entry from a feed will be available in Viz Ticker Client’s Elements Editor. This feed browser lets you select an item in a feed that contains the values that should be applied to the field values.

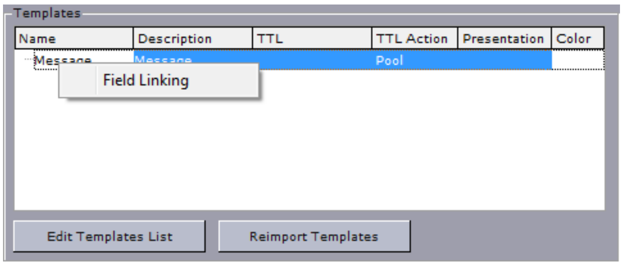
  For more information, see Feed Browsing and To browse feed data in Viz Ticker Client.

14.3 Field Linking

Field linking can be configured in Ticker Wizard.

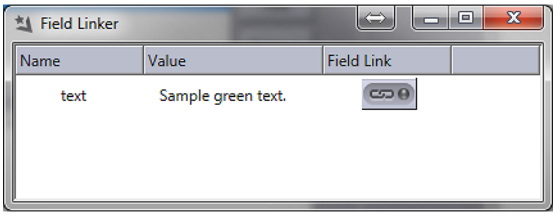
To configure field linking in Ticker Wizard

1. Scan and set up a carousel in one of the Wizards.
2. Open the carousel in the Ticker Carousels Panel.
3. Right click a template from the Templates Frame.



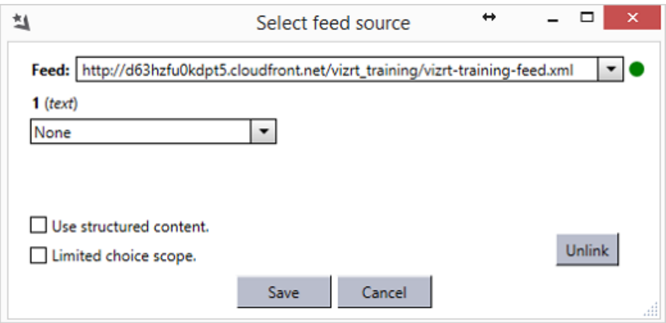
Name	Description	TTL	TTL Action	Presentation	Color
Message	Message		Pool		

4. In the popup that appears, click **Field Linking**



Name	Value	Field Link	
text	Sample green text.		

5. In the window that opens, click the **Field Link** button next to the field that you want to update



Select feed source

Feed: http://d63hzfu0kdpt5.cloudfront.net/vizrt_training/vizrt-training-feed.xml ●

1 *(text)*

None

□ Use structured content.

□ Limited choice scope.

6. In the window that opens, specify the feed URI in the **Feed** text box.

Note: The feed source can also be located on the file system. Assuming a file is located at *C:\feeds\feed.xml* then it can be referenced by *file:///C:/feeds/feed.xml*. Notice it has to be a well formed URI.

7. Specify which part of the selected feed item should be used as value for this field; content, thumbnail, title, and so on. If the field is grouped the user can select multiple "parts"/properties to be linked.

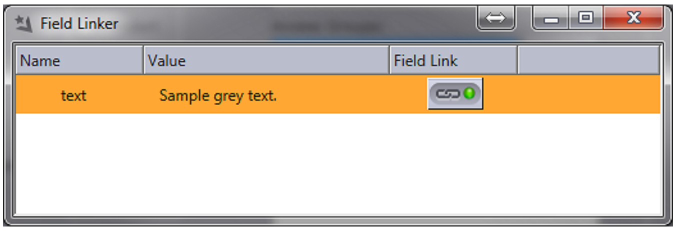
Note: Make sure to define matching object types; a thumbnail link for control image tab fields, and so on.

8. *Optional:* Enable the **Use structured content** check box to automatically map tabfield values from the VDF payload content in the selected Atom entry. In order to use structured content, the feed source must serve out data in the VDF (Viz Data Format) defined format.

9. *Optional:* Enable the **Limited choice scope** check box to restrict the field linking choices. Enabling this option means that the user browsing the feed *can not change the values* of items returned from the feed. Effectively this option makes browsing the feed a read only operation. For more information see Feed Browsing in Viz Ticker Client and Field Linking with edit restrictions.

Note: Linking to an ATOM feed is the property of a template in Viz Ticker and is therefore shared by all messages using that template.

10. Click the **Save** button.



Field Linker

Name	Value	Field Link
text	Sample grey text.	●

A green icon in the **Field Linker** window reflects a configured Field Linking connection.

Note: The green icon only indicates that there has been set up a field linking configuration for this particular field. It does not verify that the URL is correct, available, and so on. By holding the pointer over the icon, the configured URL is shown as a tool tip.

If the template contains more than one field that should be linked, select additional **Field Link** buttons, and repeat steps 6-9.

To continue the workflow, and actually use this feed linking setup as the source for carousel creation in Viz Ticker, follow the steps in To browse feed data in Viz Ticker Client.

14.4 Feed Browsing

Feed browsing is the process of fetching carousel content from a working Field Linking instance.

This section contains information on the following topics:

- Feed Browsing in Viz Ticker Client
- Field Linking with edit restrictions
- VizBoldSearching and Filtering

14.4.1 Feed Browsing in Viz Ticker Client

After setting up a working Field Linking instance in Ticker Wizard, the feed can be used to generate output for ticker carousels In Viz Ticker Client.

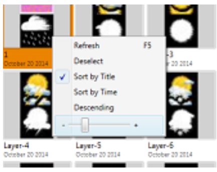
To browse feed data in Viz Ticker Client

1. Make sure that a valid field linking feed has been configured, see To configure field linking in Ticker Wizard.
2. In Viz Ticker Client, create a message or open the message that should be edited.

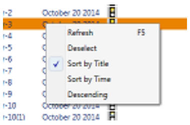
   Instead of the regular look of the editor, the Elements Editor will contain a Feed Browsing Icon **if** a feed has been configured to one of the fields in the template.
3. Click the Feed Browsing Icon.

   While browsing the feed you can right click on the property editor to bring up the context menu that will enable various options for displaying and sorting the feed.

   - Grid View

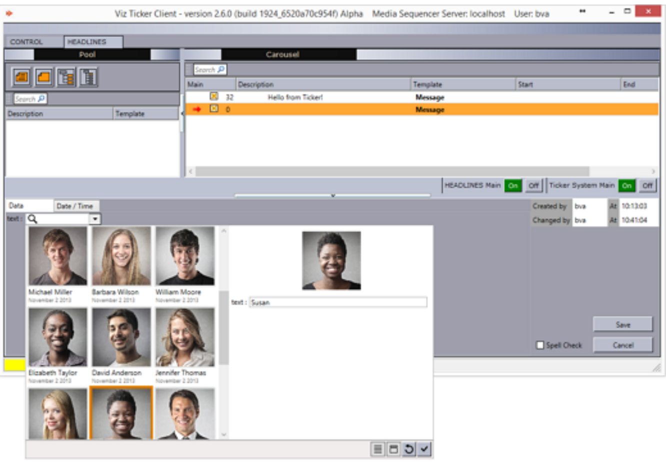
   

   - List View

4. In the Feed Browsing Property Editor that opens, double click the feed item that will serve as content for the field. Use the control icons on the right hand side

to choose style (tabular etc.) for the feed data. You can drill down results shown using the Feed Browsing search field to filter the results.



The content being fetched, depends on which field has been designed to be linked, whether it is a title, thumbnail and so on.

5. Back in the Elements Editor, click the **Save** button.

   The message now contains content from the configured feed.

   While browsing a feed the icons below will be displayed in the feed browser window. The two icons on the left are switches and will change depending on current selection as explained in the table below:

   ≣ ▭ ↺ ✓

Icon	Action when clicked
≣	Display the feed as listview (tabular format).
▭	Hide details view.
◫	Show details
⊞	Show as grid.
↺	Reset the field value to the value from the feed.
✓	Select current item and save value.

14.4.2 Field Linking with edit restrictions

As explained in the previous section Feed Browsing in Viz Ticker Client the user by default can *edit* the values of items returned from a feed. This changes the payload and the changed item value will be used in tickers. Usually this is appropriate because it provides flexibility. However, if the user doing the feed browsing should be restricted from changing values received from the feed this can be achieved by setting the field linking option “*Limited choice scope*” when setting up and configuring the field linking. If this option is active for the feed, items received from the feed can not be changed, effectively reducing the feed to read only.

14.4.3 Searching and Filtering

If the feed supports *OpenSearch*, then the search box will be enabled and all searches will be done on the server. If not, then the search box will be a local text filter box.

See Also

- VizBoldOpenSearch link

14.5 Shared Memory Support

Viz Ticker supports the Viz Engine Shared Memory (**SHM**) functionality. Combining Field Linking with the Viz Engine *ApplySharedMemory* plug-in provides an easy way to update data instantly. A typical scenario would be updating stock prices where the actual stock values are fetched from external data sources and the ticker displaying the stock values are updated in near realtime.

The combination of Field Linking and SHM allows the user of Viz Ticker Client to simply select an item using Field Linking, which behind the scenes extracts information from the feed item, including the “**locator**” element (the key used to set the data in the *ApplySharedMemory* plug-in). Realtime data can be sent to the *ApplySharedMemory* plug-in using any application that supports it, for instance Viz DataHub. It could also be any custom application sending data via UDP, TCP or by sending commands directly to the Viz Engine.

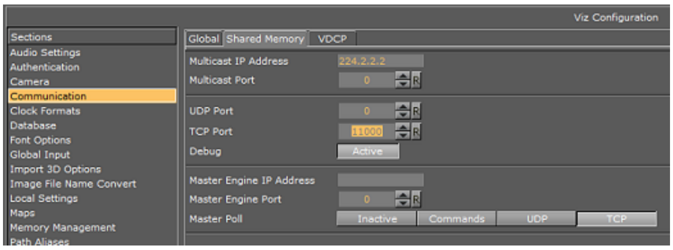
IMPORTANT! This functionality requires Viz Engine 3.7 (REV 43635) or above.

See Also

- See the sections about *Apply Shared memory plugin* and *Viz Artist Shared Memory* in the Viz Artist Manual
- Viz Engine

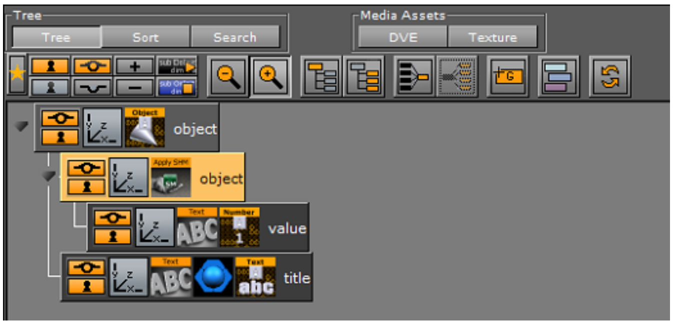
14.5.1 Configure Field Linking and SHM support

The Viz Engine used must be configured for Shared Memory Support and the port used for communication must be agreed upon. In Viz Artist go to *Configuration > Communication > Shared Memory-tab*. In the example below we use TCP on port 11000 for communication.

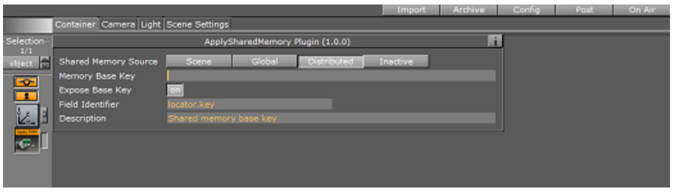


Multicast IP Address 224.2.2.2
Multicast Port 0
UDP Port 0
TCP Port 11000
Debug Active
Master Engine IP Address
Master Engine Port 0
Master Poll Inactive Commands UDP TCP

Design and configure the scene to be used as a ticker for SHM. A typical scene tree are shown below:



Make sure the *ApplySharedMemory* plug-in is configured:



ApplySharedMemory Plugin (1.0.0)

Shared Memory Source: Scene | Global | Distributed | Inactive
Memory Base Key:
Expose Base Key: on
Field Identifier: locator.key
Description: Shared memory base key

You can now use Ticker Wizard and Field Linking with Shared Memory support using the SHM key/value combination you have chosen.

14.5.2 Realtime data updates

Use any custom application to send updates to the port you have configured for SHM use. The message must include the SHM key and the value. The key should be in "/ *YOUR_SHARED_MEMORY_BASE_KEY/PERHAPS_WITH_PATH/value*" format.

The Viz Engine is shipped with an example implementation (using C#) showing you how to send data to the engine. The source is typically installed in the directory *C:\Program Files\vizrt\Viz3\Tools\SendToSMM.* Using this requires compiler and programming experience, so obviously end users should have other tools prepared for sending data to SHM enabled tickers.

14.5.3 Technical Specification

After setting up SHM use in the Viz Artist scene and Field Linking in Ticker Wizard the vdf (Viz Data Model) will look like this example:

```
<model xmlns="http://www.vizrt.com/types">
<schema>
    <fielddef name="locator">
      <choice scope="suggest">
        <collection src="source.xml" />
      </choice>
      <fielddef name="key" label="Shared memory base key"
 mediatype="application/vnd.vizrt.smmkey">
        <fromatom select="locator" />
        <value></value>
      </fielddef>
      (...)
  </schema>
```

```
</model>
```

The locator element can then be extracted from atom elements like this:

```
<entry>
    <id>MSFT</id>
    <published>2012-04-08T16:42:58+07:00</published>
    <updated>2012-09-25T10:34:29Z</updated>
    <title type="text">Microsoft</title>
    <locator type='application/vnd.vizrt.smmkey' xmlns='http://
www.vizrt.com/atom-ext'>/stocks/random/MSFT</locator>
  </entry>
```

Note: Notice that namespace of the <locator /> element is the vizrt *atom-ext* and the type is *application/vnd.vizrt.smmkey*.

14.6 Technical reference for Field Linking

This section contains information on the following topics:

- Feed linking formats
- XML Namespaces
- Elements in atom feed
- Elements in atom entry
- Fields that can be Linked
- Fields that cannot be Linked

14.6.1 Feed linking formats

Viz Ticker supports *Atom 1.0* formatted feeds.

The feed browser supports two types of feeds:

- Flat feeds
- Hierarchical feeds (folder structure)

Linking to Social Media sources

Some of the most popular web feeds, such as Twitter and Facebook, output content in non-supported formats or they use propriatary APIs. In order to get these and other Social feeds working together with Viz Ticker, the Ticker System must be combined with Vizrt’s Social TV solution (*Feed Streamer*). The Social TV solution then captures content from the social feeds and pushes moderated content to Viz Ticker wrapped in a open standard based network container format (example: Atom/XML) that can be combined with Ticker.

See Also

- Social TV User’s Guide

14.6.2 XML Namespaces

The following XML Namespace Prefixes are used when referring to XML elements:

XML Namespace Prefixes

Prefix	URL
atom	http://www.w3.org/2005/Atom
viz	http://www.vizrt.com/types
vaext	http://www.vizrt.com/atom-ext
media	http://search.yahoo.com/mrss/
thr	http://purl.org/syndication/thread/1.0
opensearch	http://a9.com/-/spec/opensearch/1.1/

Example: The notation **`<atom:entry>`** is to be interpreted as referring to the same element as **`<entry xmlns=”http://www.w3.org/2005/Atom”>`**.

The keywords "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119.

14.6.3 Elements in atom feed

Elements that should be present in the **`<atom:feed>`** for the full user experience:

OpenSearch link

```
<atom:link rel="search" type="application/opensearchdescription+xml"
 href="http://example.com/opensearchdescription.xml"/>
```

- Optional, needed for support for server side searching.
- The opensearchdescription XML file must contain a template node that returns search results as an atom feed:

  ```
  <opensearch:Url type="application/atom+xml" template="http://..." />
  ```
- For more details see http://www.opensearch.org/Specifications/OpenSearch/1.1

Up link

```
<atom:link rel="up" type="application/atom+xml;type=feed"
 href="http://..." />
```

- Optional, needed for nested collections.
- The up link should link to the parent folder feed for hierarchical feeds.
- The up link must have a type string equal to **`"application/atom+xml;type=feed"`**.

14.6.4 Elements in atom entry

Elements that should be present in the **`<atom:entry>`** for the full user experience:

Self link

```
<atom:link rel="self" type="application/atom+xml;type=entry"
 href="http://..." />
```

- The self link must link to the URL that will return the **`<atom:entry>`** XML.
    - The self link must have a type value equal to **`"application/atom+xml;type=entry"`**.
    - Needed for refresh/update of values from the item to work.
    - Needed in combination with the up link for remembering and showing the selected feed entry in a hierarchy of feeds (folder structure). Not needed for remembering selection in flat feeds since then the **`atom:id`** will be used.

Up link

```
<atom:link rel="up" type="application/atom+xml;type=feed"
 href="http://..." />
```

- The up link must have a HREF value that is the URL of the feed the entry is in.
    - The up link must have a type value equal to **`"application/atom+xml;type=feed"`**.
    - Needed in combination with the self link for remembering and showing the selected feed entry in a folder structure.

Down link

```
<atom:link rel="down" type="application/atom+xml;type=feed"
 href="http://..." />
```

- Needed if this **`<atom:entry>`** is to be considered a subfolder instead of a normal **`<atom:entry>`**.
    - The down link must have a type value equal to **`"application/atom+xml;type=feed"`**.
    - The down link must have a HREF value that is the URL of the feed (folder) the entry represents.
    - Link may contain **`thr:count`** attribute (RFC4685) indicating how many children there are. If the value of **`thr:count`** is “0” (zero) then the folder will not be loaded since it is empty. This is an optimization.

Thumbnail link

```
<media:thumbnail url="http://..."/>
```

- Needed for thumbnail icons to display on the entries in the feed browser.
    - The URL value must reference a JPEG or PNG image resource.
    - If many thumbnails are defined, the first one will be selected as the default. This is according to "Media RSS" Specification Version 1.5.0.

Other links

```
<link rel="..." href="http://..." type="..."/>
```

- Needed in order to select the URL to external resources. This can be images, video, text, and so on.
    - Limitation 1: The Atom 1.0 specs allow multiple links with the same relation, but when linking a tabfield to a link in Viz Ticker, only the first link will be selected.

  - Limitation 2: Viz Ticker can only use the **`href`** URL as the value. It cannot download the resource at the URL and use its contents as the value. The Viz Engine control plug-in for the property has to be able to understand the URL and download the resource.

14.6.5 Fields that can be Linked

- **`<atom:author>`**

  The personal details of the author of the selected **`<atom:entry>`**, which might be an individual person or an organization. The data is provided in child elements as follows:

  - **`<atom:name>`**: The name of the author. The value of the **`<atom:name>`** element inside the first **`<atom:author>`** element that applies for the entry is recorded as the field value. This child element is required if you are specifying the **`<atom:author>`** element.
  - **`<atom:uri>`**: A URL associated with the author, such as a blog site or a company web site. The value of the **`<atom:uri>`** element inside the first **`<atom:author>`** element that applies for the entry is recorded as the field value. This child element is optional.
  - **`<atom:email>`**: The email address of the author. The value of the **`<atom:email>`** element inside the first **`<atom:author>`** element that applies for the entry is recorded as the field value. This child element is optional.
- **`<atom:content>`**
  - Both inline and URL content is supported.
  - There is no type match, so it is up to the Viz Ticker operator to figure out what content can be used.
  - For URL content the resource is downloaded first and then applied as the value. If you just want the URL you should use **`<atom:link>`**.
- **`<atom:entry>`**

  The whole entry XML.
- **`<atom:link>`**

  This element defines a reference from an entry to a Web resource; in other words this is the value of the **`href`** attribute.
- **`<vaext:locator>`**

  The text of the Vizrt Atom Extension **`<vaext:locator>`** element which has a **`vaext:type`** attribute equal to the "mediatype" attribute of **`<viz:fielddef>`** element in the model.
- **`<atom:published>`**

  This element is a Date construct indicating the initial creation or first availability of the entry. The value of the **`<atom:published>`** element in the entry is recorded as the field value.
- **`<atom:summary>`**

  This element is a Text construct that conveys a short summary, abstract, or excerpt of an entry. The content of the **`<atom:summary>`** element in the entry is recorded as the field value.
- **`<atom:thumbnail>`**
- The value of the "url" attribute of the first thumbnail element in the entry is recorded as the field value.
- **`<atom:title>`**

This element is a Text construct that conveys a human readable title for an entry or feed; the title of the selected **`<atom:entry>`**.

- **`<atom:updated>`**

  This element is a Date construct indicating the most recent instant in time when the selected **`<atom:entry>`** was modified. The value of the **`<atom:updated>`** element in the entry is recorded as the field value.

14.6.6 Fields that cannot be Linked

- **`<atom:category>`**
- **`<atom:id>`**
- **`<atom:rights>`**
- Any other elements

15 REST interface and services

This section describes how external applications or services can interface with Viz Ticker using the REST API.

For most users simply using the client applications Ticker Wizard (for setting up Ticker Systems) and Viz Ticker Client (for controlling ticker services and creating messages) should be used.

For users requiring API access to Viz Ticker functions the REST interface to Media Sequencer using standard http calls can be used. Using this feature requires some programming and network experience and it’s also helpful with some knowledge of XML.

Note: Currently not all Viz Ticker functions can be controlled by the REST API.

This section contains information on the following topics:

- Overview
- Listing Pool and Rundown Messages
- Listing and Triggering Actions
- The curl and tidy utilities

15.1 Overview

In order to access Viz Ticker functions, use standard REST http calls to the Media Sequencer used by the Ticker System. The full Media Sequencer API documentation can be accessed by browsing:

```
http://YourMediaSequencerHostName:8580/doc
```

Note: 8580 is the default TCP port used by Media Sequencer.

It is advisable to read the Media Sequencer API documentation carefully in order to use the REST API effectively.

Most programming and scripting languages have built in support for http calls which makes it easy to interface Ticker via the REST API. It is beyond the scope of this document to explain REST (Representational State Transfer) in detail. There are many good internet resource for this. A good starting point for reading about REST would be http://en.wikipedia.org/wiki/Representational_state_transfer.

In the following examples we use the free “*curl*” utility to send REST calls and “*tidy*” to do a basic XML formatting, see The curl and tidy utilities. Other tools can of course be used. For example Telerik’s Fiddler2 (http://www.telerik.com/fiddler) is quite popular.

The basic workflow:

1. Send the REST **API** command you require to port **8580** on the Media Sequencer running the Ticker System.
2. You will receive the response from the Media Sequencer as XML in UTF8.

Example REST API call:

Send the REST verb GET with curl to the Media Sequencer running on localhost port 8580 to get a list of actions from the command line:

```
curl -X GET http://localhost:8580/actions
```

Receive a slightly more readable output (format the XML with tidy):

```
curl -X GET http://localhost:8580/actions/ | tidy -xml -i -w 0
```

15.2 Listing Pool and Rundown Messages

The generic API call format for Ticker’s Pool is:

```
GET http://[host]:[port]/element_collection/storage/shows/[carousel-id]
```

The following shows how to interact with a carousel named *news* with Media Sequencer running on *localhost* and port *8580*:

List the Ticker carousels:

```
curl -X GET http://localhost:8580/y/shows/
```

Get elements from Ticker Pool:

```
curl -X GET http://localhost:8580/element_collection/storage/shows/news
```

Get elements from Ticker Rundown:

```
curl -X GET http://localhost:8580/element_collection/storage/shows/news/
playlists/carousel/
```

Get templates under a carousel:

```
curl -X GET http://localhost:8580/template_collection/storage/shows/news/
```

15.3 Listing and Triggering Actions

The generic API call format to list all Ticker actions is:

```
GET http://[host]:[port]/actions
```

Example:

```
curl -X GET http://localhost:8580/actions
```

Receive formatted XML:

```
curl -X GET http://127.0.0.1:8580/actions/ | tidy -xml -i -w 0
```

Controlling the Ticker actions with REST calls

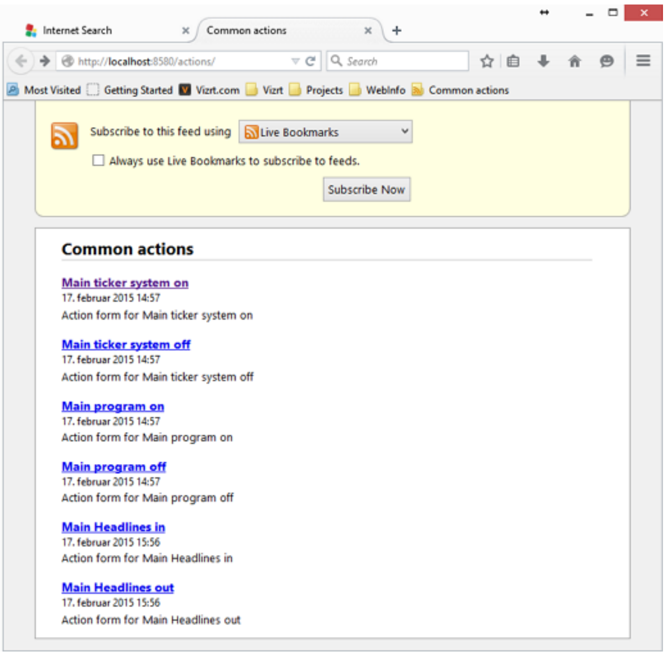
Assuming you have a Ticker on *program* with a Ticker carousel named *NEWS* you can switch the system **on** with:

```
curl -X POST http://localhost:8580/actions/Main%20ticker%20system%20on
curl -X POST http://localhost:8580/actions/Main%20program%20on
curl -X POST http://localhost:8580/actions/Main%20NEWS%20in
```

And you can turn the ticker **off** with:

```
curl -X POST http://localhost:8580/actions/Main%20NEWS%20out
curl -X POST http://localhost:8580/actions/Main%20program%20off
curl -X POST http://localhost:8580/actions/Main%20ticker%20system%20off
```

An alternative to curl is to use a browser to parse the received XML for actions as illustrated in the screenshot below using Firefox:



Subscribe to this feed using Live Bookmarks

□ Always use Live Bookmarks to subscribe to feeds.

Subscribe Now

Common actions

Main ticker system on
17. februar 2015 14:57
Action form for Main ticker system on

Main ticker system off
17. februar 2015 14:57
Action form for Main ticker system off

Main program on
17. februar 2015 14:57
Action form for Main program on

Main program off
17. februar 2015 14:57
Action form for Main program off

Main Headlines in
17. februar 2015 15:56
Action form for Main Headlines in

Main Headlines out
17. februar 2015 15:56
Action form for Main Headlines out

15.4 The curl and tidy utilities

Curl utility, see: http://curl.haxx.se/download.html

Tidy utility, see: http://tidy.sourceforge.net/#binaries

None of these free utilities are made by, supported or endorsed by Vizrt. Alternatives exist.

16 Keyboard Shortcuts

The following keyboard shortcuts can be used to operate Viz Ticker.

Keyboard Shortcuts in Ticker Wizard and Viz Ticker Client

Function	**Key + Mouse Combination**
Selects the next tab in the Main Menu	CTRL+TAB

Keyboard Shortcuts in Viz Ticker Client's Pool Frame

Function	**Key + Mouse Combination**
Jump to the VizBoldPool Search text box	CTRL+F
Copy currently selected messages	CTRL+C
Cut currently selected messages	CTRL+X
Delete currently selected messages	DEL
Opens a new message in Elements Editor based on the default template	CTRL+N
Opens the **Select Template** dialog box, where any available message template can be selected	CTRL+T
Paste messages	CTRL+V
Select all messages	CTRL+A

Keyboard Shortcuts in Viz Ticker Client's Carousel Frame

Function	**Key + Mouse Combination**
Activate the **Find** text box in the Carousel Search	CTRL+F
Activates currently selected messages	INS
Deactivates currently selected messages	CTRL+INS
Delete currently selected messages	DEL
Copy currently selected messages	CTRL+C
Cut currently selected messages	CTRL+X
Paste messages	CTRL+V

Function	Key + Mouse Combination
Select all messages	CTRL+A

Keyboard Shortcuts in Viz Ticker Client’s Elements Editor

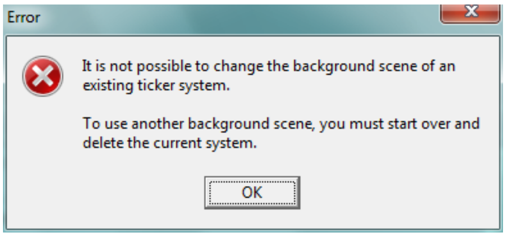
Function	Key + Mouse Combination
Saves the current element	CTRL+S

17 Troubleshooting

This section describes some common problems that may arise when working with Viz Ticker:

- Not Possible to Scan Scene in Ticker Wizard
- Scrolling Carousel Messages Not On Air
- The System Seems to Freeze when Creating a Message
- Unable to Connect to Viz Engine
- Begin and End times from Ticker Feed

17.1 Not Possible to Scan Scene in Ticker Wizard



It is not possible to change the background scene of an existing ticker system.

To use another background scene, you must start over and delete the current system.

Problem

I want to scan a new scene in Ticker Wizard, but the system prevents me from doing this and the error message above appears: *“It is not possible to change the background scene of an existing ticker system. To use another background scene, you must start over and delete the current system.”*

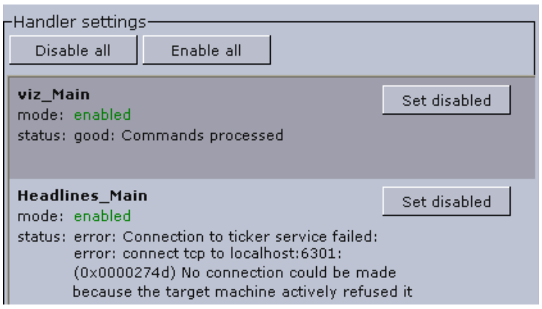
Solution

In order to scan a new scene, any existing setup must be deleted. To do so, perform the following steps:

1. Delete any existing carousels, see To delete a carousel.
2. Delete any existing output channels, see To delete an output channel.
3. Try to scan the scene again, see To scan a scene.

The scene should now be successfully scanned.

17.2 Scrolling Carousel Messages Not On Air



Handler settings

viz_Main
mode: enabled
status: good: Commands processed

Headlines_Main
mode: enabled
status: error: Connection to ticker service failed:
error: connect tcp to localhost:6301:
(0x0000274d) No connection could be made
because the target machine actively refused it

Problem

I want to take scrolling carousel messages on air, but the messages do not appear as expected.

Solution

This problem can be caused by various errors.

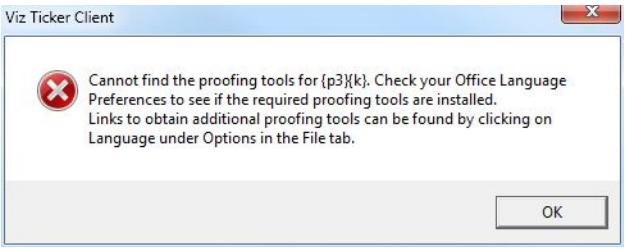
- First, make sure that the Ticker Service is running. You can check if this Viz Ticker component is running, from the Handler Settings Frame in Viz Ticker Client. If the error message above appears, *“error: Connection to ticker service failed”*, Ticker Service is not running.

  The service can be launched from *Start > All Programs > Vizrt > Viz Ticker > Ticker Service*, or can be launched as a service.

  Note: On **Windows 10**, Ticker Service must be run with administrator privileges. For more details, see To start Ticker Service as a service and To start Ticker Service as a console application.

- If you are sure Ticker Service is running successfully, continue the problem solving process by making sure that the scene is designed according to the scrolling carousel Design Conventions.

17.3 The System Seems to Freeze when Creating a Message



Viz Ticker Client

Cannot find the proofing tools for {p3}{k}. Check your Office Language Preferences to see if the required proofing tools are installed.
Links to obtain additional proofing tools can be found by clicking on Language under Options in the File tab.

Problem

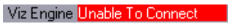
I want to create a message in Viz Ticker Client, while the spell check feature is activated, but the system seems to “freeze” when I try to do this.

Solution

An error message similar to the above may appear in the background when trying to create a message while the spell check feature is activated: *“Cannot find the proofing tools for <your default language>. Check your Office Language Preferences to see if the required proofing tools are installed.”* This dialog box must be closed in order for the system to work.

The spell check function is based on the Microsoft Office dictionary, and uses the default language in Microsoft Word. In order for the Viz Ticker spell check function to work, Microsoft Word must be installed on the machine, and the proofing tools must be updated accordingly.

17.4 Unable to Connect to Viz Engine



Problem

For some reason, the Ticker System is not successfully connected to the specified Viz Engine.

Solution

The Viz Engine may have been shut down, taken off air, or similar. For details about the Viz Engine connection status, see Status of the Viz Engine Connection.

17.5 Begin and End times from Ticker Feed

Problem

Can I set the begin/end times for messages in the Ticker Feed source XML and then view/edit it in Viz Ticker Client?

Solution

We do not recommend using Viz Ticker Client to edit messages controlled by Ticker Feed since manual changes will be overridden on the next Ticker Feed update. Furthermore, Start/End time may show incorrectly in the UI when setting the begin/end elements in the Ticker Feed source XML since the UI can only be used to visualize certain begin/end combinations.