Viz Pilot Edge User Guide

Version 3.8



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1 Introduction

Viz Pilot Edge is a graphics creation tool designed for newsrooms to help journalists and producers to independently create and preview graphics using on-brand, show-aligned templates, making visual storytelling faster and easier.

Template Builder is used by design teams to create customized templates via scene import from Viz Artist, supports scripting (Typescript), and live data integrations.



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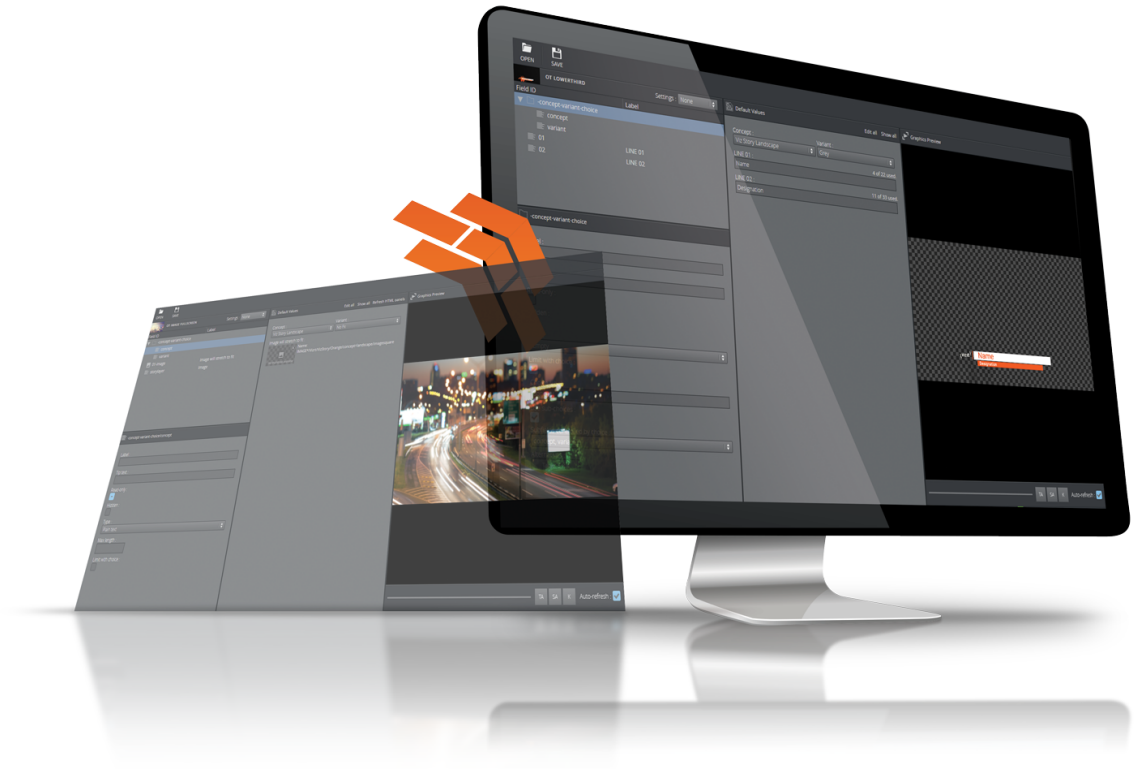

1.1 Key Features

- Search for graphics templates, elements and media assets.
- Add and edit content using an auto-generated Fill In Form.
- Preview graphics.
- Open and edit videos.
- Save data elements to the database.

1.2 Workflow

- Fill templates with content and store them as data elements.
- Move data elements into the newsroom rundown.
- Scenes are made in Viz Artist and imported into Template Builder, where templates are made.
- Templates are edited and new templates can be made in Template Builder.
- The template is saved in the Viz Pilot system and is available to newsroom and control room systems for playout.

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2 Setup and Configuration

This section shows you how to install and configure Viz Pilot Edge and Template Builder.

- Requirements and Installation
- URL Parameters and Database Settings
- Viz Arc

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2.1 Requirements and Installation

This section shows you how to plan, install and configure a new Viz Pilot Edge system and how to configure Template Builder. It also describes how to prepare your existing Viz Pilot system to work with Viz Pilot Edge.

These are the following topics:

- Requirements
  - Pre-Installation Requirements
- Installation
  - Configuring Preview Server
  - Specifying a Graphic Hub Endpoint
  - Server Errors

2.1.1 Requirements

Pre-Installation Requirements

A Viz Pilot system must be installed and actively in use. The following Viz Pilot backend infrastructure is required:

- Oracle or Graphic Hub servers to store Viz Pilot templates and data elements.
- NRCS system integrated with the Viz Pilot system.
- Preview Server or Connection Broker for graphics preview.
- A set of Viz Artist scenes used in broadcast.

Info: A table with the default ports and protocols can be found in the Pilot Data Server Administration Guide, under **Configuration** > **Default Ports and Protocols**.

2.1.2 Installation

If Viz Pilot infrastructure has not been installed, please follow the *Installation* procedure described in Pilot Data Server and other related administration guides. Viz Pilot Edge opens as a web application in a browser:

Info: The URL to access Viz Pilot Edge is: http://pds-hostname:8177/app/pilotedge/pilotedge.html. The URL to access Template Builder is: http://pds-hostname:8177/app/templatebuilder/TemplateBuilder.html.

Configuring Preview Server

Preview Server manages one or more Viz Engines, providing frames for thumbnails and snapshots in an ongoing preview process.

Preview Server must be configured in Pilot Data Server:

1. Access the Pilot Data Server Web Interface: *http://pds-hostname:8177*.
2. Click the **Settings** link.

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3. Select the *preview_server_uri* setting, and add the URL for the machine on which you installed Preview Server (*http://previewserver-hostname:21098*).
4. Click **Save**.

> **Note:** All applications with a connection to the database have access to Preview Server.

Specifying a Graphic Hub Endpoint

If you are using multiple Graphic Hubs, the one used to store your scenes must be configured in Pilot Data Server:

1. Access the Pilot Data Server Web Interface: http://pds-hostname:8177.
2. Click the **Settings** link.
3. Select the *graphic_hub_url* setting, and add the URL for the machine on which your scenes are stored (*http://gh-hostname:19398*).
4. Click **Save**.

Server Errors

The following servers are shown on the status line if they are unresponsive or misconfigured:

- **GH:** The current Graphic Hub REST service specified in the *graphic_hub_url* parameter in database settings.
- **PDS:** The current Pilot Data Server to which the application is connected.
- If the Pilot back-end cannot be reached at startup, Viz Pilot Edge and Template Builder show only this message: *Pilot back-end [<url>] is not reachable. Reason: '<reason>'*. No license dialog is shown in this case.

See also

- Installing Viz Pilot Edge for ActiveX Based Systems

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2.2 URL Parameters and Database Settings

Use the settings below to modify the setup according to your requirements.

2.2.1 URL Parameters

URL Parameter	Description
autorefreshpreview=[true/false]	Disables auto-refresh of the graphic preview if set to false.
candeletepilotelements=[true/false]	Allows deletion of data elements from the database if set to true.
maps=[hostname]	Overrides the *shared_curious_server* setting defined in the Pilot Data Server.
preview=[hostname]	Overrides the *preview_server_uri* setting defined in the Pilot Data Server.
showpilotelements=[true/false]	Hides the data element list if set to false.
mosid=[mosid]	Overrides <MOSID> in the generated MOS XML for data elements. Default is PILOT. The URL parameter also overrides the *ax_MOSID* database parameter.
disablepilotelementoverwrite=true	Hides the overwrite button if set to true.
override-initial-concept=[concept id]	Overrides the initial concept selection in the find graphics "tab" in Viz Pilot Edge. This overrides the local storage setting and re-selects the specified concept each time Viz Pilot Edge is loaded. The list of concepts and their *id* can be found in the service document for PDS, *host:8177/concepts*, and it is the numeric part of the id that it is used. ⚠ **Note:** This feature is only applied when Viz Pilot Edge is loaded for the first time. If a newsroom system only hides Viz Pilot Edge and shows the previously loaded version, this is not applied.
sendbutton	Forces the *Add to story* button to send the current MOS item to the NRCS (in addition to drag).

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URL Parameter	Description
origin=[URL]	When hosted in an iframe, Viz Pilot Edge uses *window.PostMessage* to communicate with the host window. The origin parameter is a safety measure to ensure that only the window with the given origin gets the message. If not present, Viz Pilot Edge falls back to using *, which makes the browser skip this check.
collections=[collection1,collection2…]	Opens Viz Pilot Edge with a predefined set of collections available to the user. This is useful when authentication is not enabled, allowing access to specific concepts to be limited, based on the workstation where Viz Pilot Edge is used or configured.
layout=[horizontal/vertical]	Locks the Pilot Edge layout to horizontal or vertical stacked mode.
disableupload=[true/false]	Disables possibility to upload images in Pilot Edge.
allow_detach_preview=[true/false]	Overrides the heuristics to allow the user to detach preview or not.
hide-preview	Set the default for whether the preview pane is shown or not. Overridden by user's choice stored in local browser.
nopreview	Removes option to show a preview.
template=[template id]	Opens Viz Pilot Edge directly on a new graphic created from the given template.
dataelement=[element id]	Opens Viz Pilot Edge directly on the given data element.
action	Starts Viz Pilot Edge in action mode when used together with *template* or *dataelement*. The header and connection status are hidden, and saving with Ctrl+S is disabled.
$var=value	**Environment variables** forwarded to the applications.
hide-videos=[true/false]	Hides the Videos tab in the Pilot Edge top bar. Overrides the *ax_hide_videos* database setting.
hide-images=[true/false]	Hides the Images tab in the Pilot Edge top bar. Overrides the *ax_hide_images* database setting.

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2.2.2 Database Settings

Pilot Data Server Setting	Description
ax_disable_data_overwrite	Hides the overwrite button if set to true.
ax_MOSID	Overrides <MOSID> in the generated MOS XML for data elements. Default is PILOT.
preview_server_uri	Base URI of Preview Server used when requesting preview images for graphics.
crop_service_uri	The URL of the service used to crop images.
graphic_hub_url	The URL of the Graphic Hub REST service used to import Viz Artist scenes.
shared_curious_server	Viz World Server IP or hostname for the maps workflow. If you add multiple hostnames, Viz Pilot Edge uses the first one on the list.
video_mode	Video mode for channel (PAL or NTSC). Has an effect on the objTB value (50 for PAL, 60 for NTSC).
ax_disableupload	Disables the ability to upload images in Pilot Edge.
ax_hide_videos	Hides the Videos tab in the Pilot Edge top bar.
ax_hide_images	Hides the Images tab in the Pilot Edge top bar.
env-style, pilotedge_settings	Default style, themes, template sorting, playout instructions and tag hiding in media and template search. Set these from the **Pilot Edge** panel in Data Server Config.

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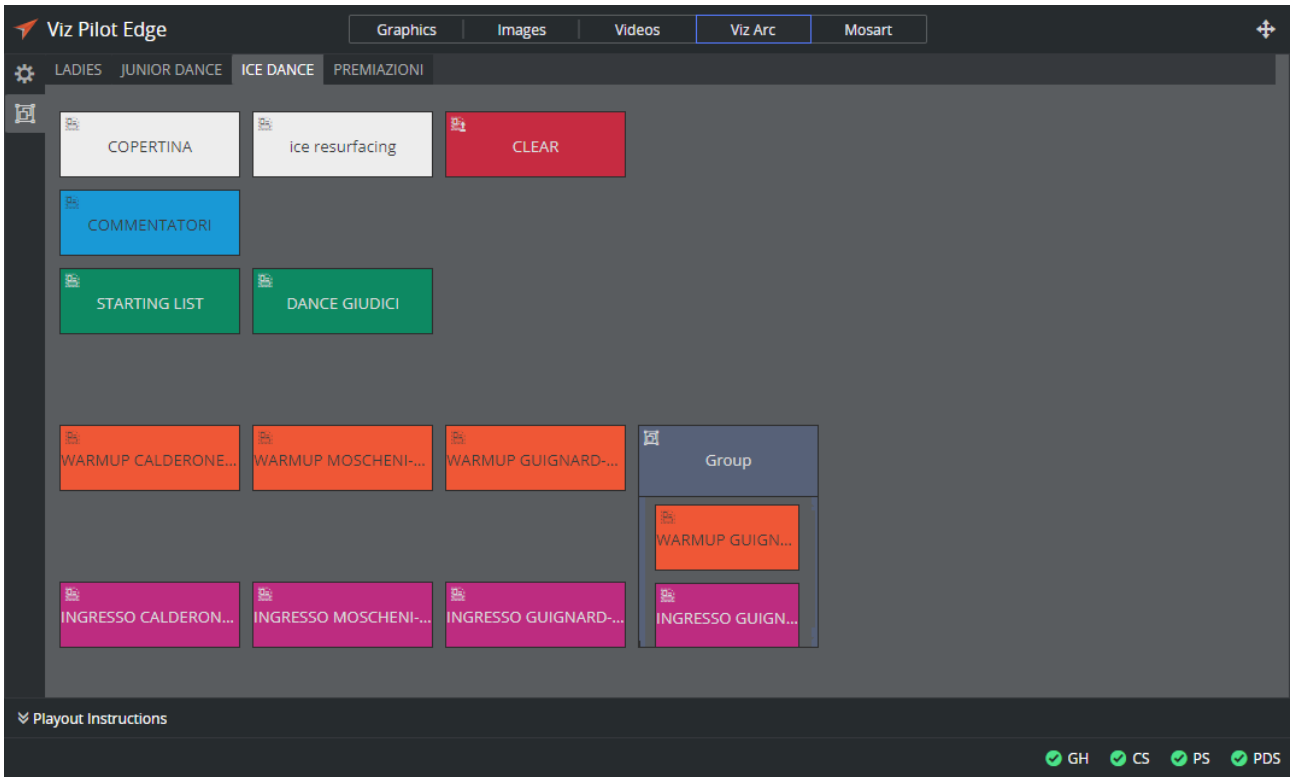
2.3 Viz Arc



Viz Arc can be integrated with Viz Pilot Edge. In this workflow, Viz Arc actions can be browsed, selected, dragged to the newsroom rundown and played out by a control client such as Viz Mosart.

2.3.1 Configuration

To enable this workflow, the Viz Arc system must support hosted MOS panels. See the Viz Arc documentation for the URL of the Viz Arc Panel.

> **Info:** In Viz Arc 1.8.1 the default URL is *http://arc-host:9004/mos-plugin*. For HTTPS, the default port is `9005`.

To display the Viz Arc panel in Viz Pilot Edge, add the following settings in PDS (see the Pilot Data Server documentation on how to add Optional Database Parameters):

Parameter	Mandatory	Default Value if not set	Description
moseditor_arc_url	yes		The URL to the panel.

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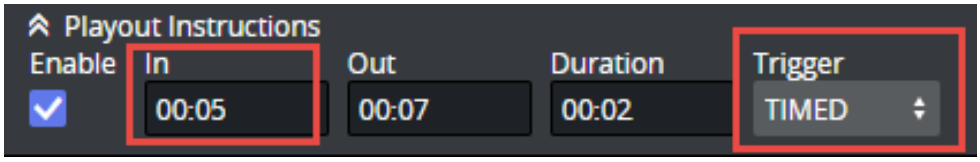
Parameter	Mandatory	Default Value if not set	Description
moseditor_arc_schema	no	http://www.vizrt.com/mosObj/vizarc/action	A unique identifier for the editor to be able to reopen Viz Arc actions from the rundown.
moseditor_arc_label	no	Viz Arc	Label appearing on the tab in Viz Pilot Edge.

2.3.2 Timing

To add timing to the Viz Arc Actions, use the Playout Instructions.



- Check **Enable** to instruct Viz Pilot Edge to use playout instructions.
- Set the **In** time to the number of minutes and seconds when this Viz Arc action must be executed, relative to the story.
- Set **Trigger** to **TIMED**.

If the Trigger is set to **MANUAL**, Viz Mosart does not play this item automatically, but marks it as a Manual item in the UI.

> ⚠ **Note: Out** and **Duration** are not yet supported for Viz Arc Actions, as these actions do not support such events. Only the **In** time is relevant.

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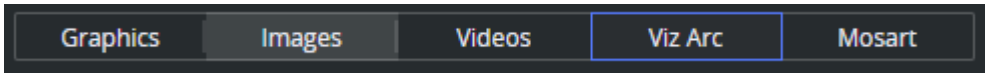
3 Workflows

The main purpose of the Viz Pilot Edge newsroom plugin is to browse for, edit and transport media or graphics items to a newsroom rundown. The UI has the following main functionality:

- Select type of media item to browse for (graphics, stillstore images or videos).
- Browse for the item to use.
- Either send the item as it is to the newsroom rundown, or
- Open the item in an editor.
- Change the item and if supported, save it.
- Send the item to the newsroom rundown.
- Re-open the item from the newsroom rundown to edit it.

3.1 The Tab Selector



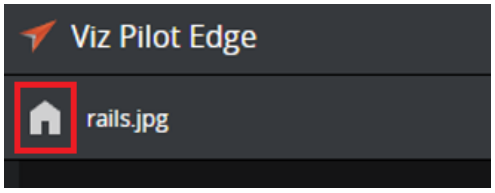
The tab selectors expose the main section to where the media items can be found. The standard tabs are:

- Graphics (Pilot Templates and Data Elements)
- Images (full screen still store images)
- Videos (full screen clips)

In addition, it is possible to configure Viz Pilot Edge to display additional tabs:

- Arc Actions (connect to a Viz Arc system and browse for Viz Arc actions to be transported to the newsroom rundown).

3.2 The Home Button



By clicking the home button when editing an item in the tabs for Graphics, Images and Videos, Viz Pilot Edge takes you back to the browser of the relevant tab.

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3.3 Send to Newsroom Buttons

Both in browse mode and edit mode, one or two buttons are shown on the toolbar:

- **Drag to Newsroom system** button  exposes a drag icon that can be used to drag the MOS XML of the currently selected or opened item out from the Viz Pilot Edge plugin, either to a text editor for inspection, or directly to the newsroom rundown if the newsroom system supports it.
- **Send to Newsroom system** button  sends a message to the newsroom system with the MOS XML for the currently selected or opened item. The button turns into Update mode if the currently edited item is opened from a newsroom rundown. A click on the button sends an update message to the newsroom system. Opening a different item in Viz Pilot Edge transforms the button back to Send mode where the plugin sends a create message to the newsroom system.

The Send button disappears if Viz Pilot Edge:

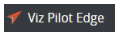
- Is opened directly in the browser (not hosted in a newsroom system), or
- Is hosted in ShowEdge, or
- Cannot determine which newsroom system it is hosted in.

Note: When Viz Pilot Edge is hosted in a newsroom system, the NRCS identifies itself with this message (for example, for ENPS):

```
<mos>
  <ncsAppInfo>
    <ncsInformation>
      <software>
        <product>ENPS Client</product>
      </software>
    </ncsInformation>
  </ncsAppInfo>
</mos>
```

Historically, Avid iNews has not identified itself in this way. Viz Pilot Edge removes the Send button, because iNews actually supports Drag and Drop. If the Send button is removed by Viz Pilot Edge because the newsroom system cannot identify itself correctly, it is possible to force the Send button to appear by applying the **sendbutton** URL parameter to the Pilot Edge URL.

3.4 About

Click the Viz Pilot Edge logo 

at the top left corner for information on the software version, and links to local documentation and third-party licenses.

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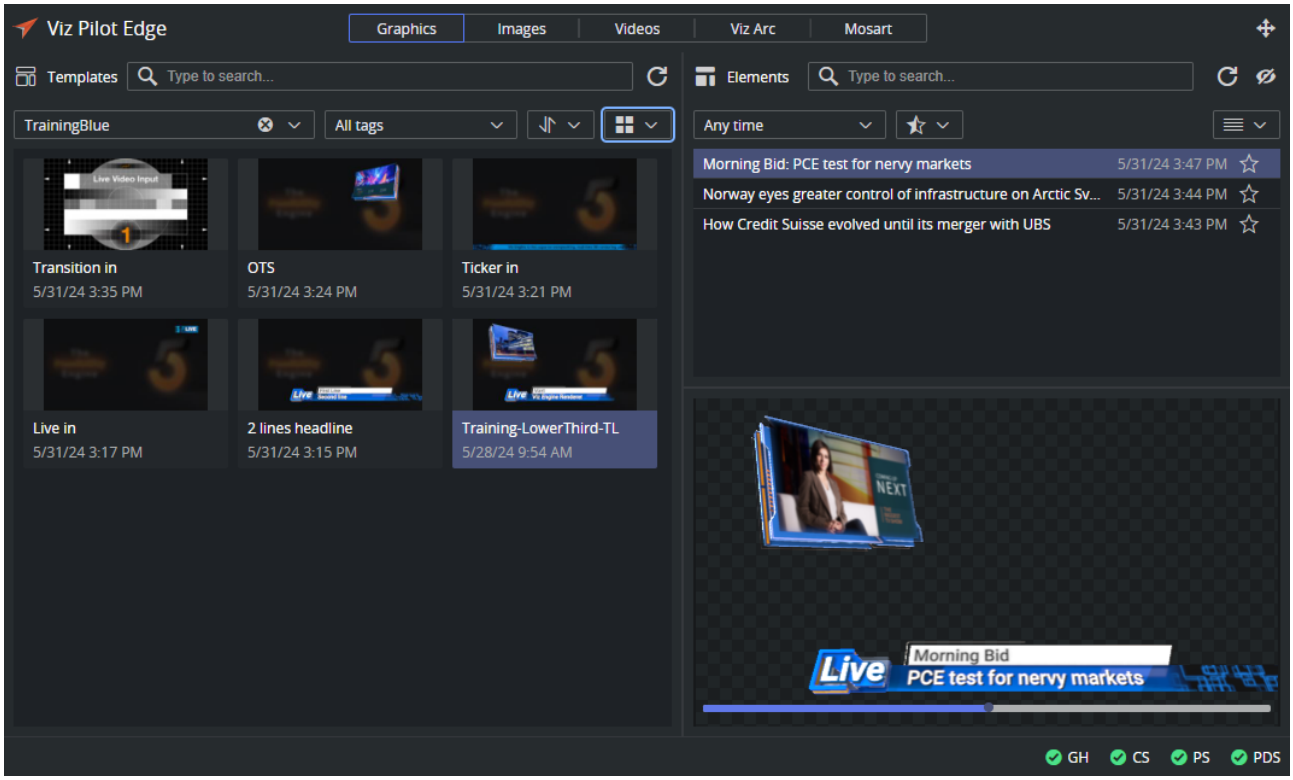
3.5 Graphics

This section covers the following topics:

- Browse for Graphics
  - Templates
  - Elements
  - Preview
- Edit Templates or Elements
  - The Fill In Form
  - Playout Instructions
  - Saving Data Elements
  - Using the Element in the Newsroom Computer System
  - Library Elements
  - The Preview Window



3.5.1 Browse for Graphics

Click **Graphics** on the top toolbar to search for available templates and saved data elements. Viz Pilot Edge now opens in Browse mode. Double clicking any item in this mode opens the item in Edit mode.

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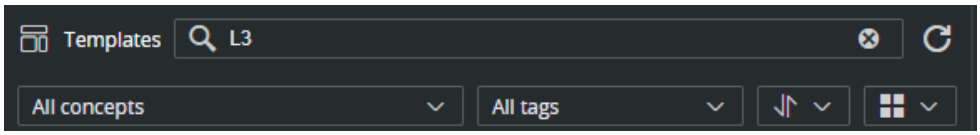
Templates



The **Templates** pane on the left shows available Pilot templates based on the selected **Concept** and **Tag**, and/or search terms entered. The **Tag** filter is hidden when **Hide tags in template search** (`hide_template_tags`) is on in the **Pilot Edge** section of Data Server Config. It is still shown when the user's profile restricts the available tags. When typing in the search field, all templates containing the search string in their description are displayed.

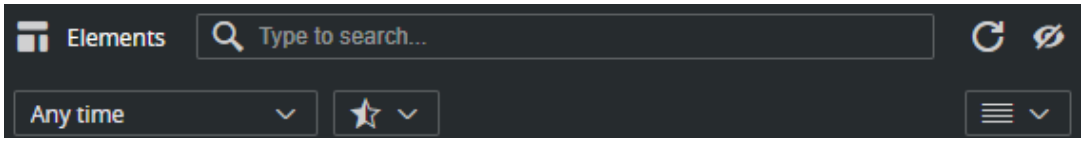
The list of templates can be sorted by description or modified date , and displayed with large, medium or small thumbnails, or as a list .

The template thumbnail shows a snapshot of the scene at the time it was saved in Viz Artist. Clicking a template thumbnail generates a preview by Preview Server. This preview jumps to the default preview point in the scene, and may differ from the thumbnail.

Double-click a template to open it in a new window, where you can edit the fill-in fields and save it as a data element.

Click an empty area of the template list to deselect the selected template.

Elements



When clicking on a template, the list of data elements is updated. Data elements are previously saved templates (instances of templates) available in Pilot Data Server. When searching, the list displays all data elements containing the search string. It can be filtered by the last updated time: Any time, Last hour, day, week and month, or a custom date and time range:

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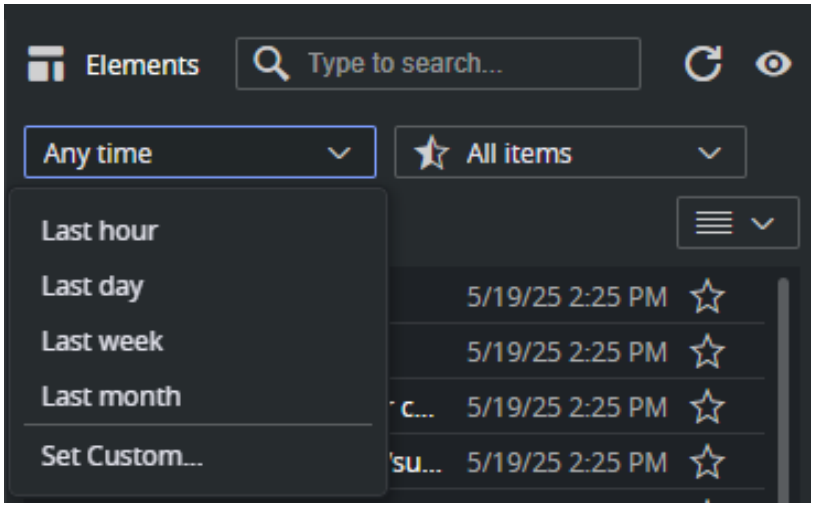
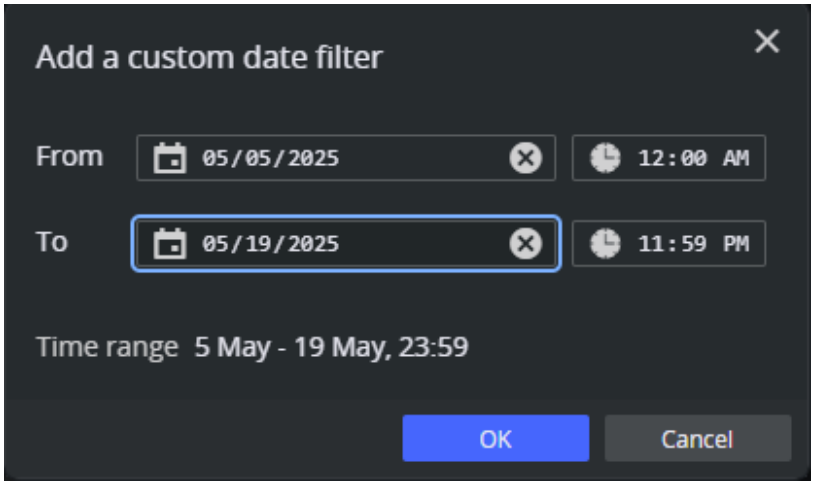


Clicking **Set Custom** opens the date/time editor:



Double-click a data element to open it in a new window, where you can edit the fill-in fields and save it as a new element or modify the existing one.

Click the eye icon to toggle on and off the preview window in browse mode. This also affects the preview in image mode.

Click the **Library** icon to select whether the elements list should contain only library items, only non-library items, or all items. Data elements in the library are marked with a filled star:



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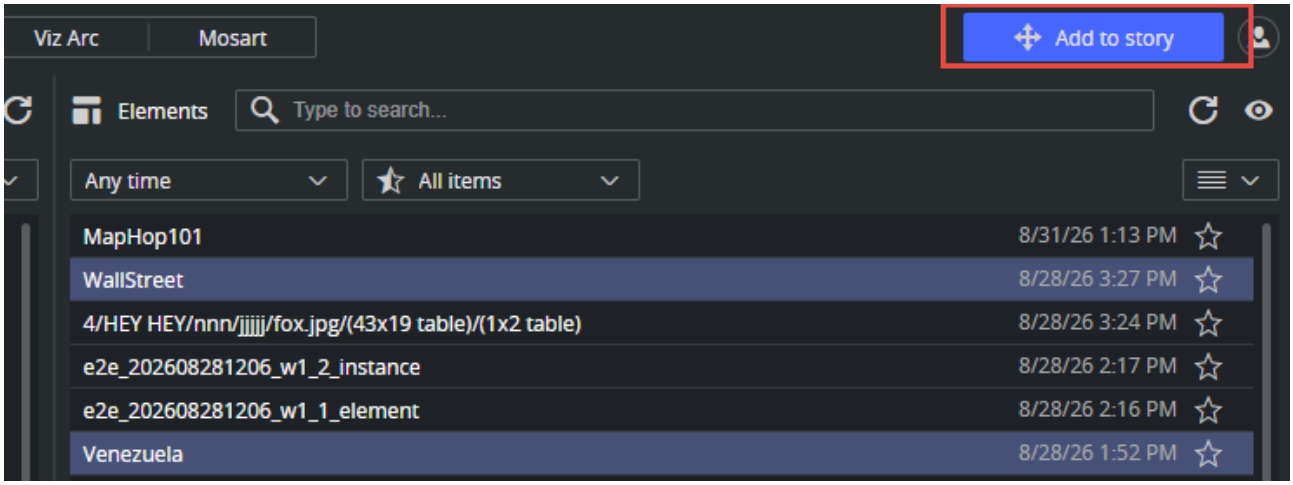
Add Items Directly to the Newsroom System

From the **Elements** list, you can drag or send data elements directly to the newsroom system. It is not necessary to open the graphics item before adding it to the newsroom system.

It is also possible to multi select items and add them to the newsroom system:

- Click or **CTRL +** click items in the Elements list.
- When the **Add to story** button highlights, click it or drag the drag button over to the newsroom system. The selected items are added to the rundown.



Info: Some newsroom systems support dragging, some only support sending items through the clicking the button. Some newsroom systems do not support adding multiple items in one action. Please see the newsroom system documentation.

Preview

The Preview window contains a Preview Server generated snapshot of the selected template or data element:

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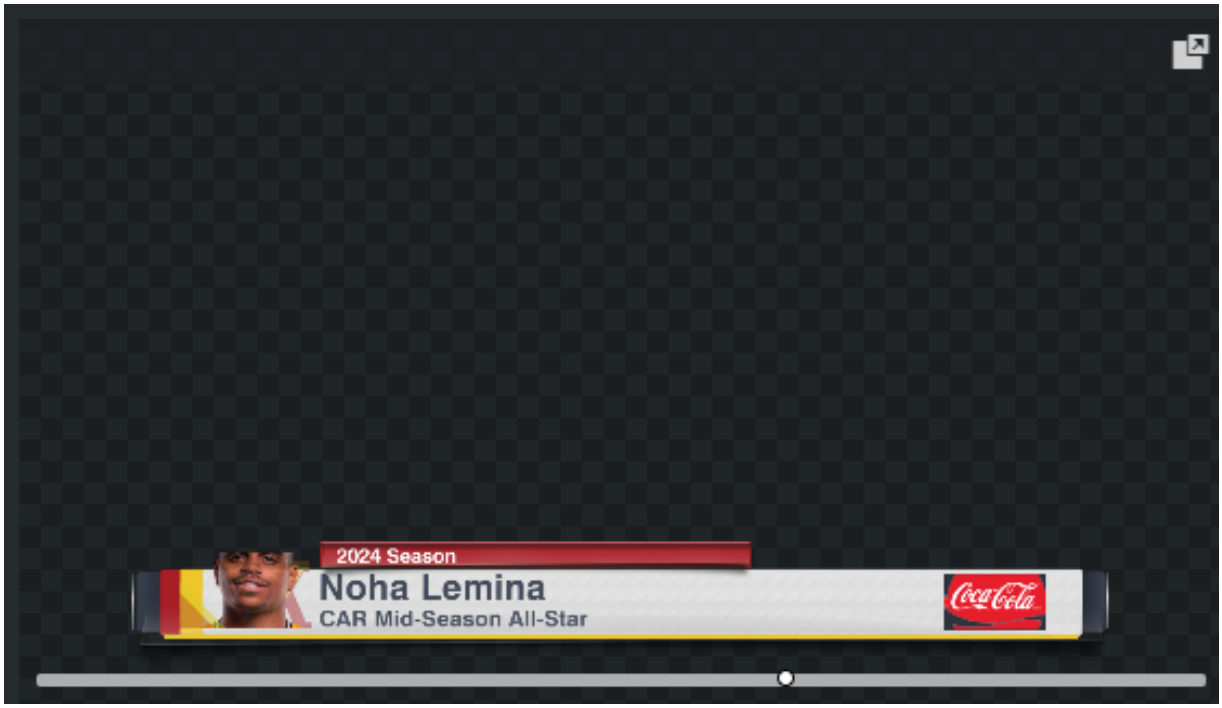

Hovering the mouse over the preview, this button appears:

- **Detach:** Opens the preview in a new window.

At the bottom of the snapshot, a timeline with default preview point is shown:



Click this timeline to generate a preview at a different point in time.

3.5.2 Edit Templates or Elements

Double-clicking a template or data element opens it in **Edit** mode. This window contains two main parts, the Fill In Form (left) and the Preview Window (right), see the screenshot below. Content can be added and edited on the left, while a preview loads on the right, every time you make a change.

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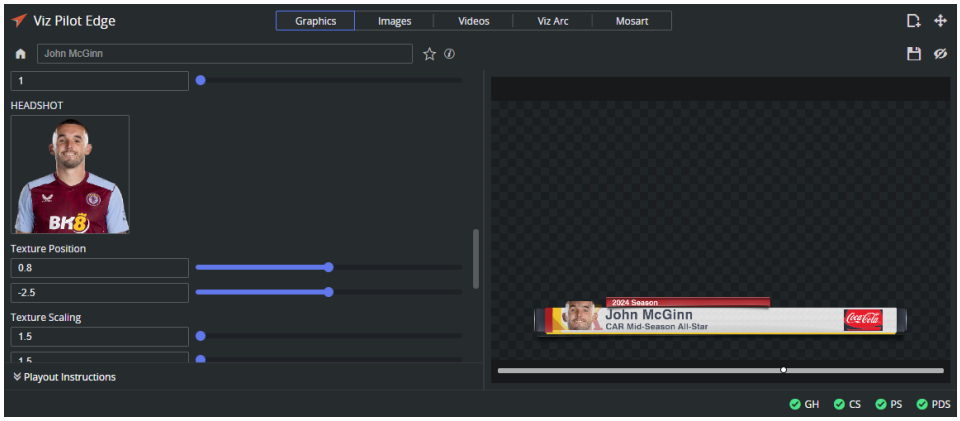


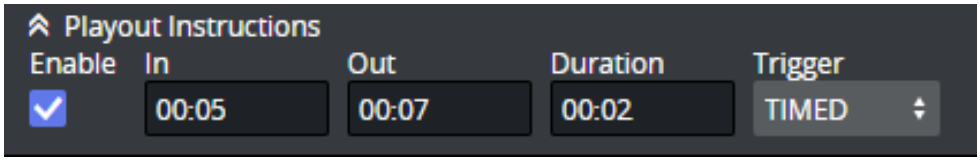
The Fill In Form

The window to the left is a Fill In Form for graphics. The form contains fields (exposed by the graphical designer in Viz Artist) where you can add content to the graphic, including text, options in a drop-down list or media assets. If **Auto-refresh** is enabled, the Preview Window instantly displays changes made in the Fill In Form.

A clip field that holds a video has a **Preview content** button (shortcut **P** while the field has focus), which opens *Preview video for "<field>"* and plays the clip. The video search dialog also plays the selected clip in the preview area. Playback requires H.264 support in the browser; without it, *No H.264 video support* is shown.

Playout Instructions

Playout Instructions are located at the bottom of the Fill In Form. The **In** and **Out** fields specify the start and end time for the graphic related to the rundown, of which the element is part of.



To instruct Viz Pilot Edge to add playout instructions to the element, check **Enable**.

Playout Instructions are hidden when **Show playout instructions** (`show_playout_instructions` , on by default) is off in the **Pilot Edge** section of Data Server Config. A template script can override this per template by setting `vizrt.$pilot.playoutInstructions.showPlayoutInstructions` to `"show"` , `"hide"` or `"useDefault"` (follow the setting).

This information is then added to the MOS XML attached to the data element when added to a newsroom rundown. More specifically, the MOS tags updated are *<itemEdStart>*, *<itemEdDur>* and *<itemTrigger>*. This information is used by Media Sequencer to time graphics when playing out data elements through Viz Multiplay, Viz Trio or Pilot Director. This timing information is not supported by Viz Mosart except when adding Viz Arc actions to a rundown.

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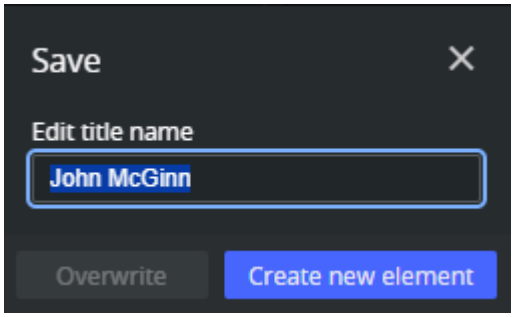
Saving Data Elements

Click the **Save** button to save a template as a data element, or to modify a data element. Type in the name of the new data element in the dialog that appears or use the generated title.



- **Create new element** creates a new instance of the current data element or template.
- **Overwrite**, overwrites the current data element.

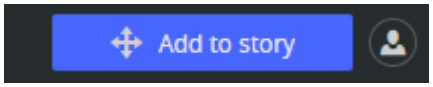
The Overwrite button is disabled if one of the following conditions are met:

- The editor contains a Template.
- The Disable Overwrite (ax_disable_data_overwrite) setting in Pilot Data Server is enabled.
- The current element has no modifications.
- The opened element was a library item and the library item status was removed. This is not allowed in the graphics editor.

WARNING: If the data element title is too long, it is reduced to 128 characters in the MOS XML file, which affects how the element title is displayed in the newsroom system.

Using the Element in the Newsroom Computer System

Once a data element is saved or reopened, use the **Add to story** button:



This button is a combined drag source and a clickable button. Drag it to the newsroom system if it supports drag and drop, or click it to send the current element to the NRCS.

The element can also be dragged to Notepad or a text editor to inspect the MOS XML.

Some Newsroom systems do not allow dragging.

If the data element was opened from an existing rundown item in the newsroom system, the **Add to story** button turns into an **Update story** button. The button stays in this state until an actual update is sent to the newsroom system, or the user **right clicks** and selects **Switch add**.

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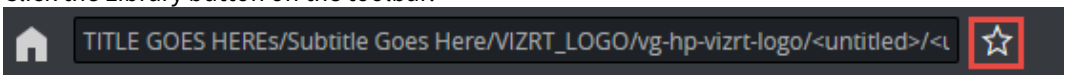
Note: Opening a template and creating a new data element does not switch the button back to Send mode.

Library Elements

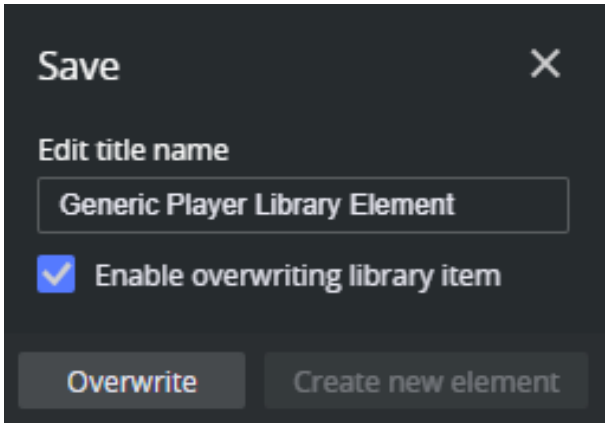
If a data element is frequently used, you want to prevent it from being changed or deleted during automated cleanup tasks, by adding it to the library.

1. Open the data element.
2. Click the Library button on the toolbar:



3. The Library icon changes to ★, to reflect the data element status.

To overwrite a library element, click **Save** and then explicitly check the **Enable overwriting library item** checkbox and click **Overwrite**.



This is a safety mechanism that prevents accidental overwriting of library elements.

Note: If the Disable Overwrite (ax_disable_data_overwrite) setting in Pilot Data Server is enabled, the **Overwrite** button is disabled in the Save dialog window and a new element needs to be created instead. The Library Status has to be set after the element has been created.

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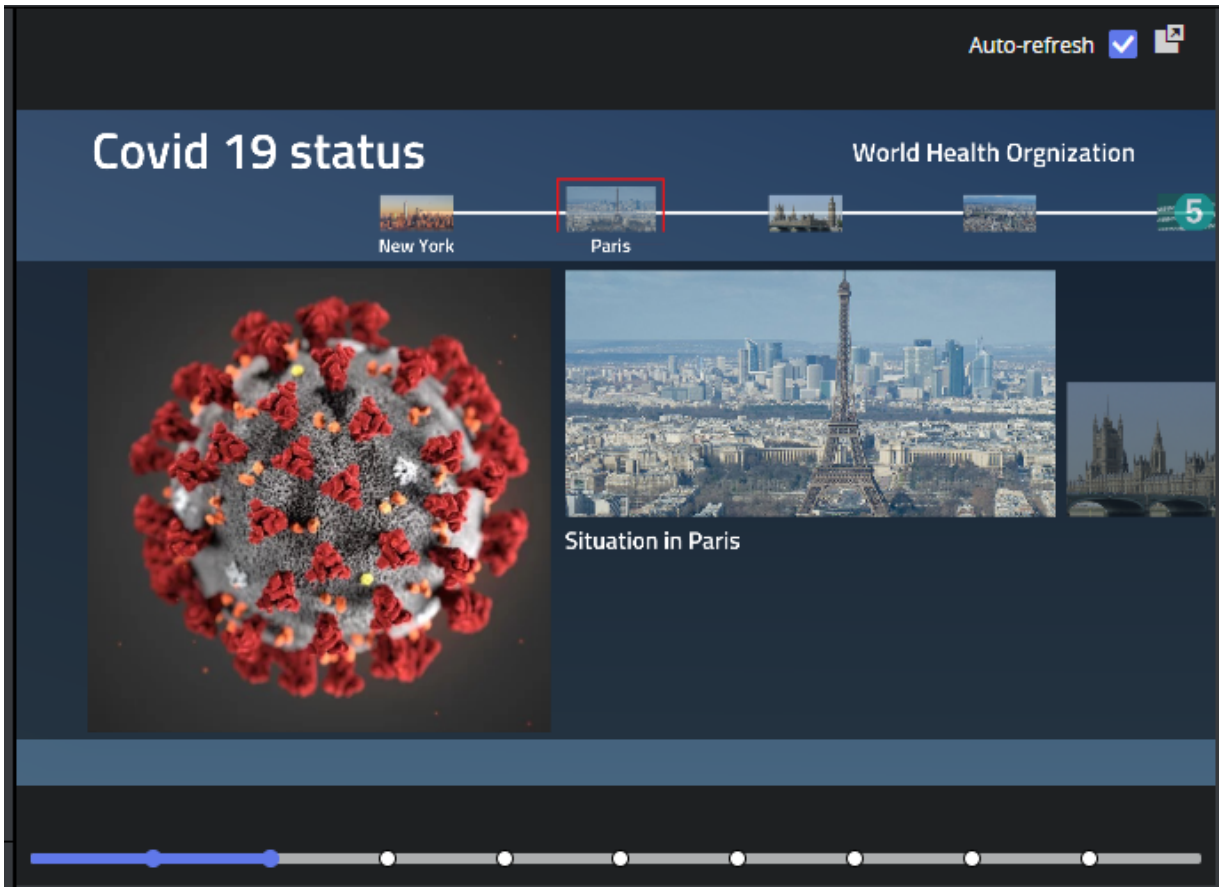
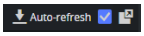
The Preview Window



Continuous snapshots of the graphics provide an indication of how it looks when played out in the 3D renderer on a Viz Engine.

Hover the mouse over the preview image to reveal a timeline of the graphics.

The preview window has the following features:

- **Preview points**: The stop points and tags of the scene's playout director are shown as clickable circles along the timeline on the preview image. The playout director is the `Default` director when the scene's `use_all_directors` setting is off or the scene is a preset scene. Otherwise it is the director with the most stop points; a tie goes to the first of them. Selecting a preview point shows a preview of the scene at the given point, and the playhead jumps to the point in time where the preview point is set.
- **Click** the timeline to move the playhead. If the scene has no playout director, for example when only the `Default` director plays and the scene has no director with that name, no timeline is shown.
- **Auto-refresh**: Auto-refresh is located at the top of the Preview Window and is enabled by default. 

This means that the Preview Window updates once there are any changes in the Fill In Form. Disable **Auto-refresh** to turn this functionality off. To refresh the Preview Window in this mode click the Refresh button to fetch a new snapshot.

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- Click the detach button to detach the preview out in a new window.
- Click the download button to download a PNG image of the current snapshot in HD resolution.

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3.5.3 Viz World

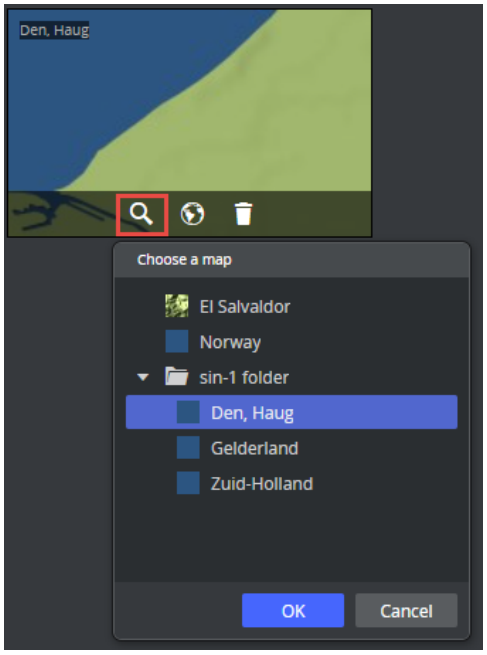
If you have a connection to a Viz World server and a local Viz World installation, you can select and edit maps. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines. See Viz World Client Integration for information on configuring your system.

Note: Maps from Viz World can be used in a graphics template or element if the scene contains the **ControlWoC** plugin. In Template Builder this is imported as a **Map** field.

Note: It is not possible to set navigation mode, relative longitude, relative latitude, zoom, geometry mode, pan and tilt when working with maps in Viz Pilot Edge.

Selecting a Map

To select a map, hover the mouse over the map thumbnail and click the magnifier icon (**Choose a map**) in the fill-in form:



Select a map and click **OK.** The map appears in the thumbnail in the fill-in form and in the graphic in the preview window.

Note: Choosing a map only requires communication with a Viz World server. However, a local Viz World installation is required to edit maps.

Info: Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

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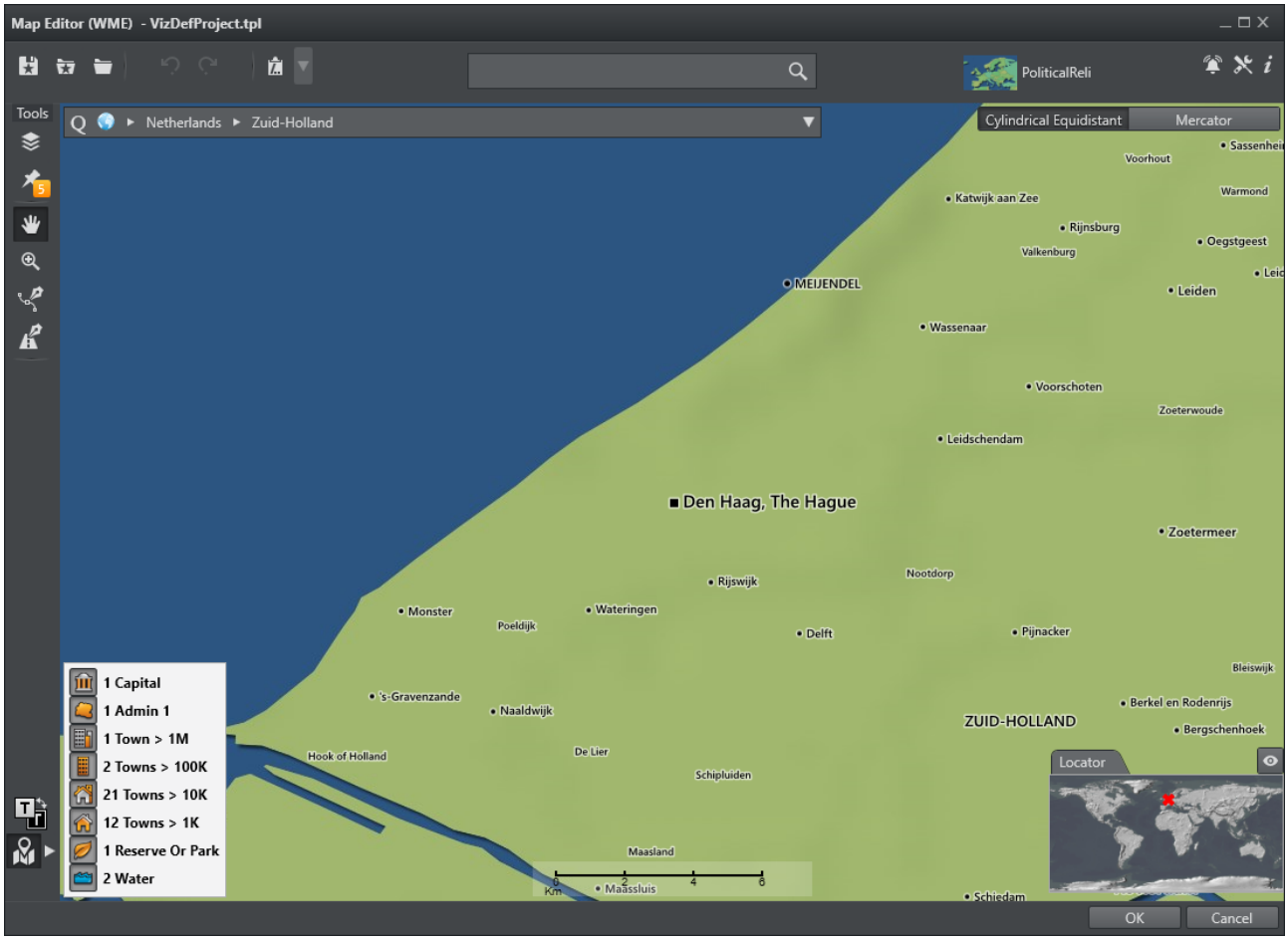
Editing Maps

Once a map is chosen and a Map Client is running on the machine, the map can be edited.



This opens the Viz World Map Editor, where all edits are performed.



After the map is opened in the Map Editor and edited, the name changes (for example, to *Den, Haug [modified])* to indicate that the map has been edited.

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WARNING: Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge continues to listen to data from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it.

The map thumbnail view is not available after saving and reopening a template that includes a map, however, the map is still there. Once the Viz World Map Editor is opened and communication is established, the map thumbnail view is available.

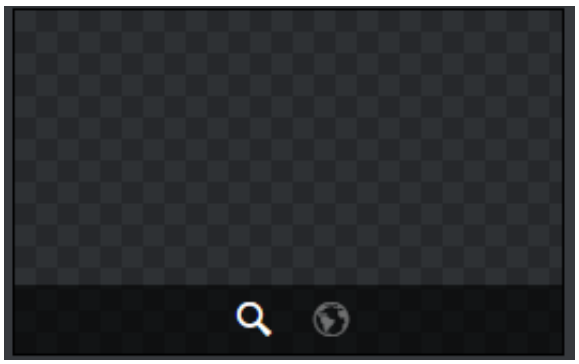
The Preview Window updates according to the selected map and edits performed.

To remove the map from the field, click the **Remove**  icon.

Warnings

Warning symbols and grayed-out map buttons indicate that Viz World is unavailable or that there is a Viz World error.

If no map is selected or no default value is found, the **Edit map** button is grayed out and disabled.



A map must be selected before edits can be made.

If the **Edit map** button is clicked and a Viz World client service is not running on the local computer, the button disappears.

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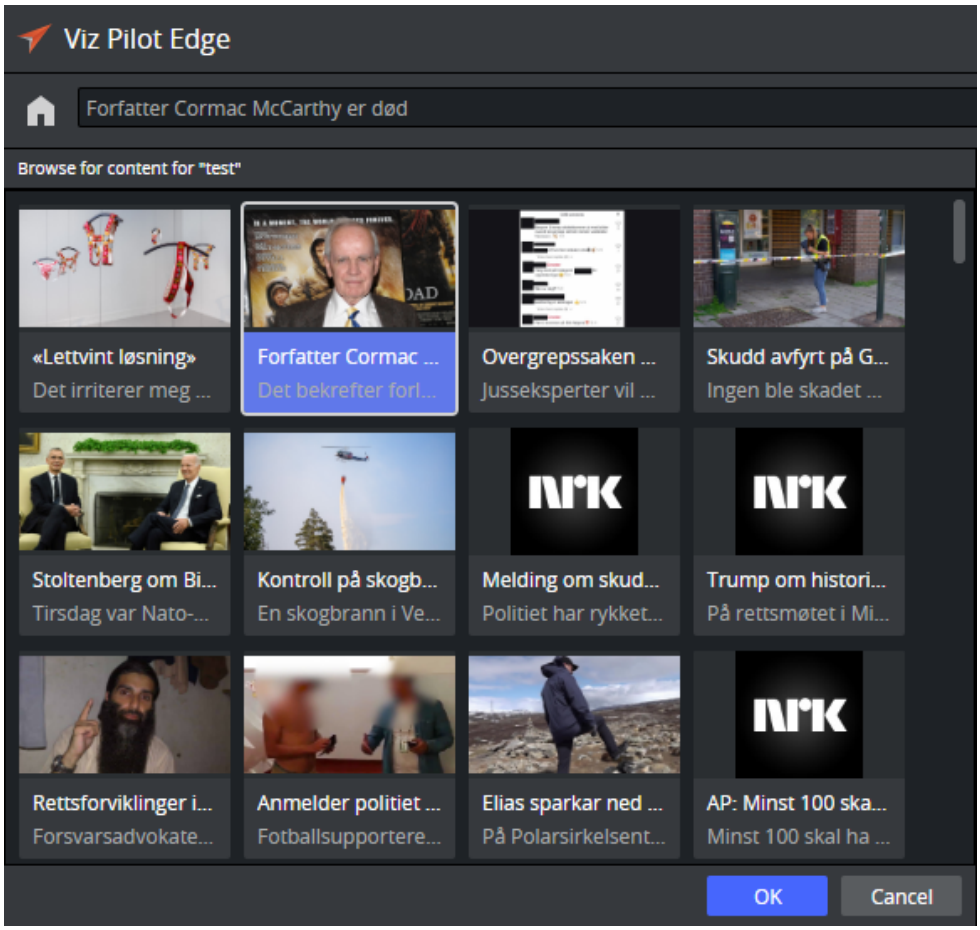
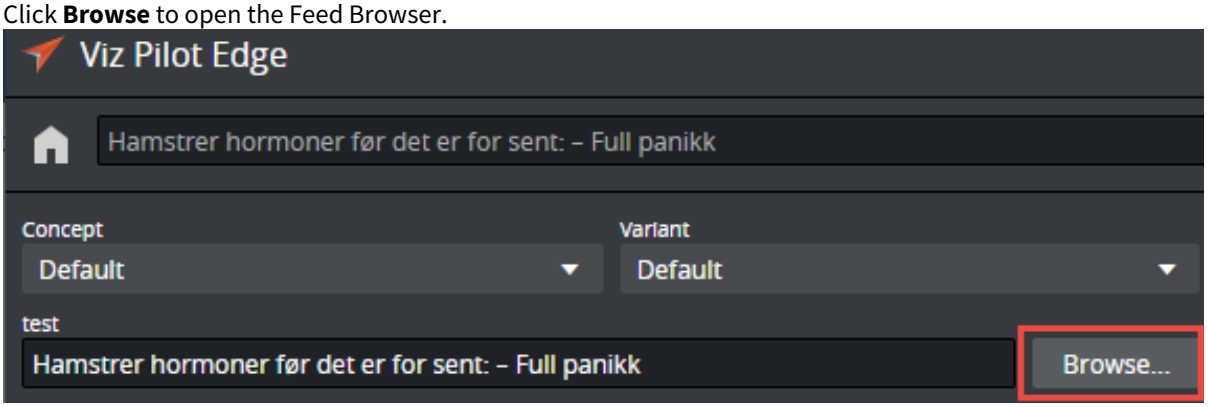
3.5.4 Feed Browser



If the **Feed Browser** functionality is configured in a template, it is possible to auto-fill in information in the data element by browsing for feed entries from a URL source. The feed entry URL is pre-set in the template. A **Browse** button appears next to the field in the fill-in form.

1. Click **Browse** to open the Feed Browser.



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2. Feed entries are displayed as thumbnails. Select an entry and click **OK**. The OK button is enabled only if the feed entry contains all the required information for the data element.
3. Information from the feed entry populates the fields in the fill-in form, based on how the fields in the template are linked to feed fields in Template Builder.

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3.5.5 Image Editor

Using the Image Editor

Images can be added to a template or data element that contains an image field, which can be set in Template Builder. The image can be cropped using the Image Editor. If image constraints (minimum size of the image and aspect ratio) are added to the image field in Template Builder, the frame in the graphics Fill in Editor reflects those constraints.

> **Note:** To crop images, the Crop Service must be installed, and the URL must be configured in the `crop_service_uri` setting in Pilot Data Server. If this URL is not configured, the **Crop** button does not appear on images.

Images Without Constraints

When hovering the mouse over the image inside a fill-in form, four buttons appear:



- Upload image from file.
- Browse for images.
- Crop (if crop service is configured).
- Remove image.

When browsing for images, click an image in the browser and preview the image inside the graphics in the Graphics Preview.

Double click the image or Click **OK** to add the image to the image field in the graphics.

Click **Cancel** to cancel the operation and revert to the original image.

> **Tip:** By using keyboard controls to focus on an image field, pasting in an image from the clipboard is also possible with **CTRL** + **V**.

Images With Constraints

In Template Builder it is possible to force a specific aspect ratio for an image to be filled into graphics:

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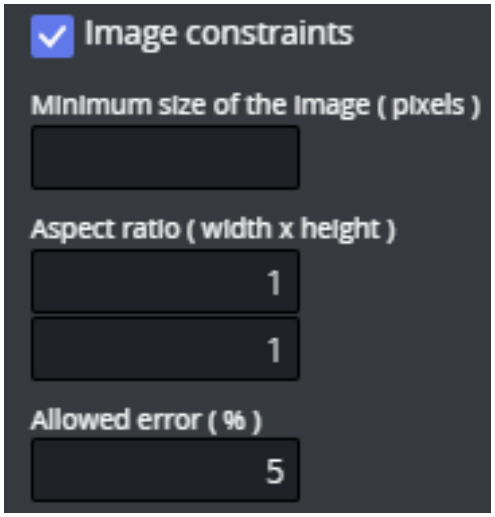
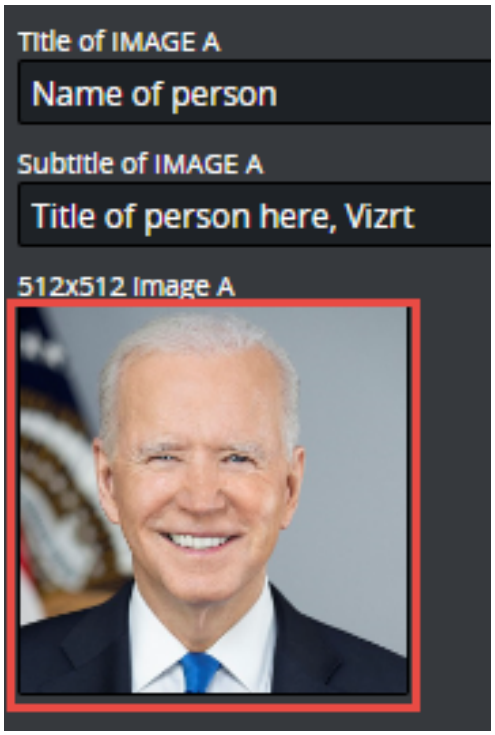


In the case above, the images filled into this image field need to have a 1:1 aspect. In Viz Pilot Edge, this aspect ratio is used when displaying the image frame:



When image constrains are applied to the image in Template Builder, three outcomes are possible when an image is selected:

- The image matches the aspect constraints and is selected.
- A warning appears if the image does not match the constraints. This can occur if Crop Service is not configured, or the image provider is Graphic Hub, which does not support cropping with Crop Service.

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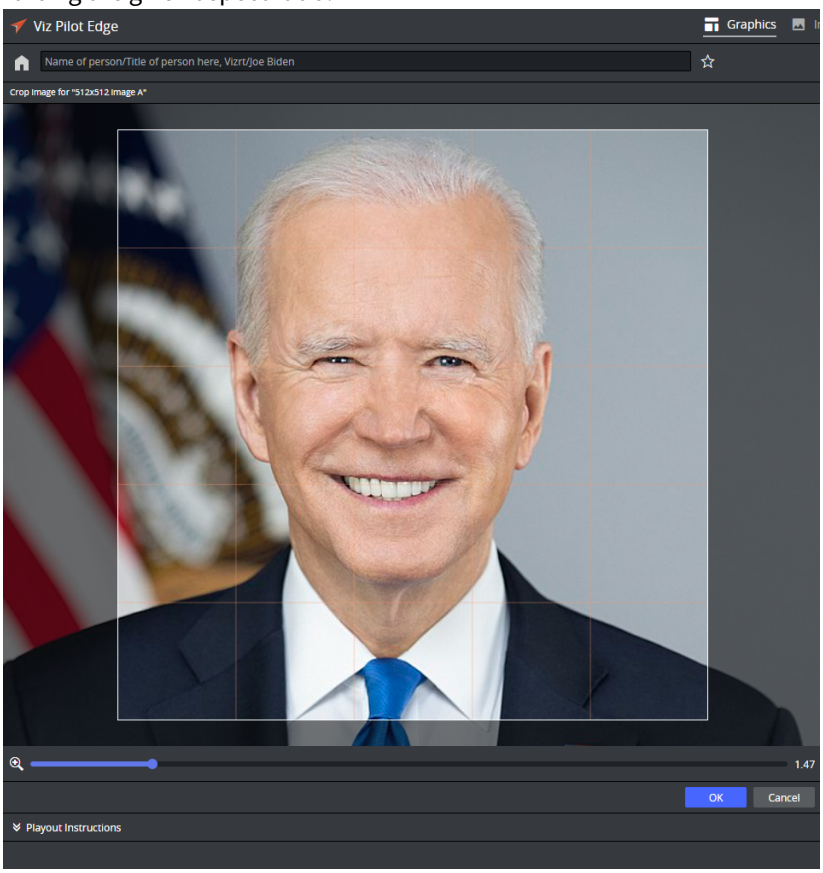
- The image is selected but does not match constraints, then the crop editor pops up with the crop frame, forcing the given aspect ratio.



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3.6 Other Workflows

3.6.1 Graphics Plugin (NLE)

Graphics Plugin supports Viz Pilot Edge. Viz Pilot Edge can be opened from Graphics Plugin, and the same interface is available in your craft editing system. In this workflow, Viz Pilot Edge only handles graphics.

3.6.2 Viz Pilot News

ActiveX-based templates used in Viz Pilot News cannot be migrated to HTML-based templates used in Viz Pilot Edge, because the technologies are incompatible. However, a simplified editor for these templates is available in Viz Pilot Edge. To use customized versions of the templates, you must recreate templates individually over time. Vizrt provides tools to assist with this process, see Migrating from Pilot News.

3.6.3 Template Builder

Template Builder is a tool to create and customize templates for Viz Pilot Edge. You can use TypeScript to customize templates (see below), or use **Custom HTML Panels** to load advanced self-hosted JavaScript and HTML UI to the template.

See Also

- **Template Scripting** section of the Template Builder User Guide.

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3.7 Videos

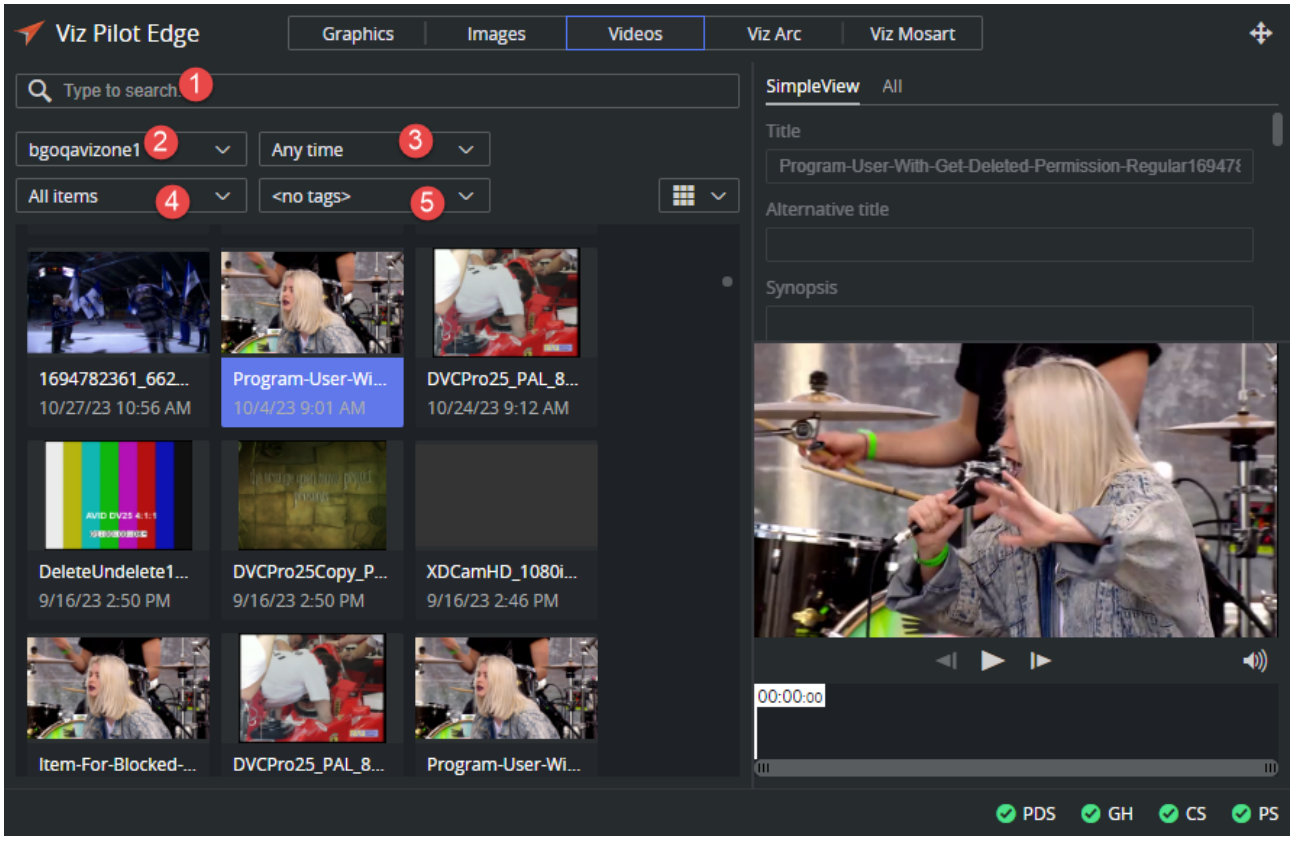
Click **Videos** to browse for and work with available media assets. Enter search terms and filter results by publishing time, media status and tags.

This section covers the following topics:

- Browsing for Videos
- Editing Videos
- Sending Videos to the Newsroom

3.7.1 Browsing for Videos

In **Browse mode**, the top toolbar provides the following options to search for and filter videos:



1. **Free text** searches the video titles for the entered string. This search ignores upper and lower case.

> **Note:** Wildcards can be used. For instance, `Las*` finds strings starting with Las, and `*Las*` finds words containing Las.

2. Select a **Search provider** to search from. Available search providers are configured in Pilot Data Server settings.

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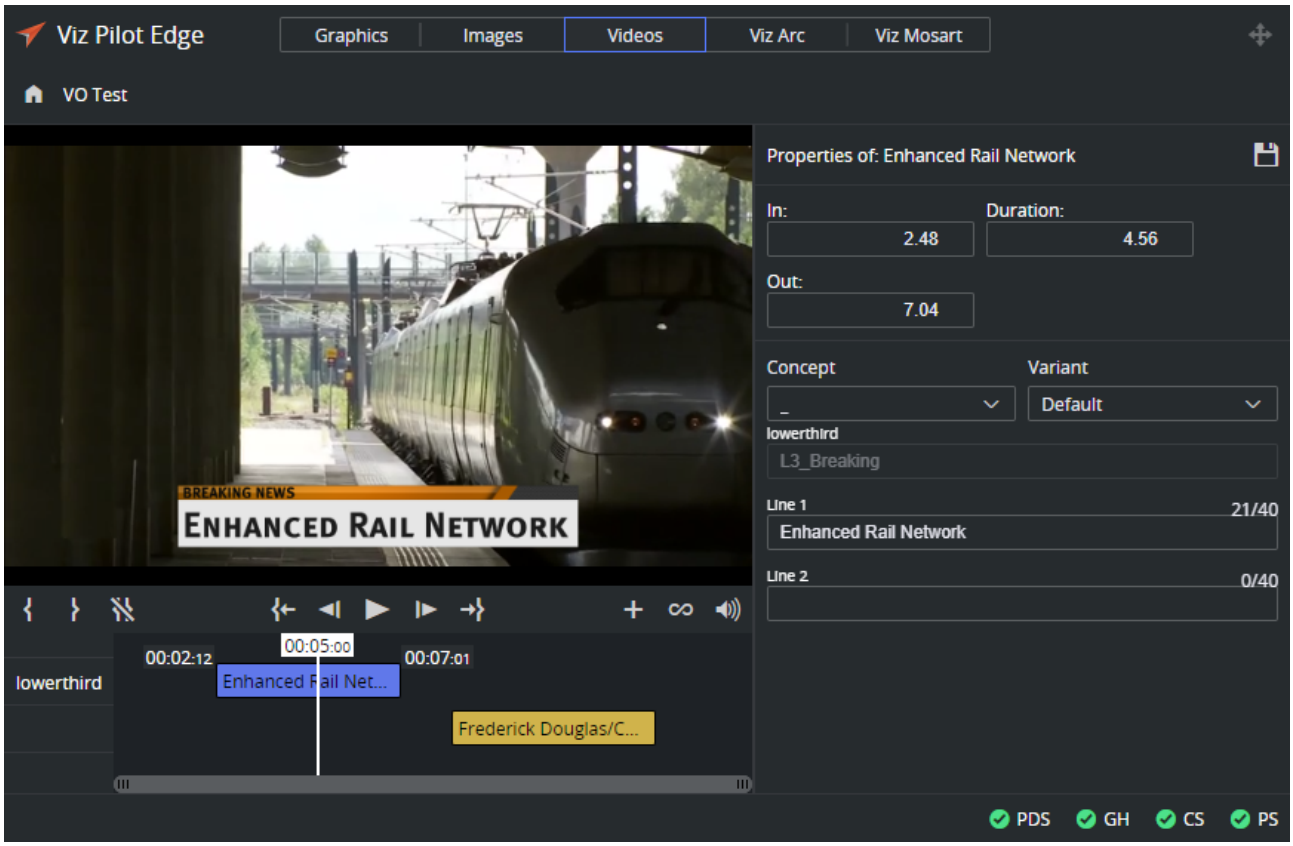
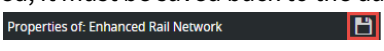
3. **Time** constraints. Limit to clips added last hour, last day, last week, last month or any time.
4. **Media Status** from Viz One.
5. **Tags** filter search results based on configured viz tags in Viz One. The filter is hidden when **Hide tags in media search** (`hide_media_tags`) is on in the **Pilot Edge** section of Data Server Config. The setting also applies to image search, for all search providers.

3.7.2 Editing Videos

The selected media opens in Viz Pilot Edge **Edit mode**. If the video is created in an NLE workflow and the video timeline, including graphics overlay, is saved to Viz One, the timeline can be opened and edited. A new video timeline can also be created from a video. These changes are not saved back to the media asset, they are only transported in the MOS XML to the newsroom system.



Edit or Build a New Video Timeline

1. Open a video.
2. Click the plus + button to add a graphics overlay to the timeline.
3. It is possible to add templates and data elements to the timeline.
4. When an overlay item on the timeline is clicked, the fill-in form for that graphic opens on the right side.
5. When data is changed, it must be saved back to the database.
6. Click the local **save**  button to save the current data element on the timeline.

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Note: The full video timeline cannot be saved back to Viz One. The result is sent to the newsroom and the lifetime of the video with graphics follows the lifetime of the newsroom item.

3.7.3 Sending Videos to the Newsroom

In both browse mode and edit mode, a video can be dragged into the newsroom using the **Drag to Newsroom system** button, or, for the newsroom systems that do not support dragging, click the **Send to Newsroom system** button.

Keyboard Shortcuts

Function	Shortcut
Move 1 frame back	,
Move 1 frame forward	.
Mute	M
Mark In	I
Mark Out	O
Go to In point	SHIFT + I
Go to Out point	SHIFT + O
Clear In/Out point	SHIFT + C
Timeline zoom	Scroll wheel

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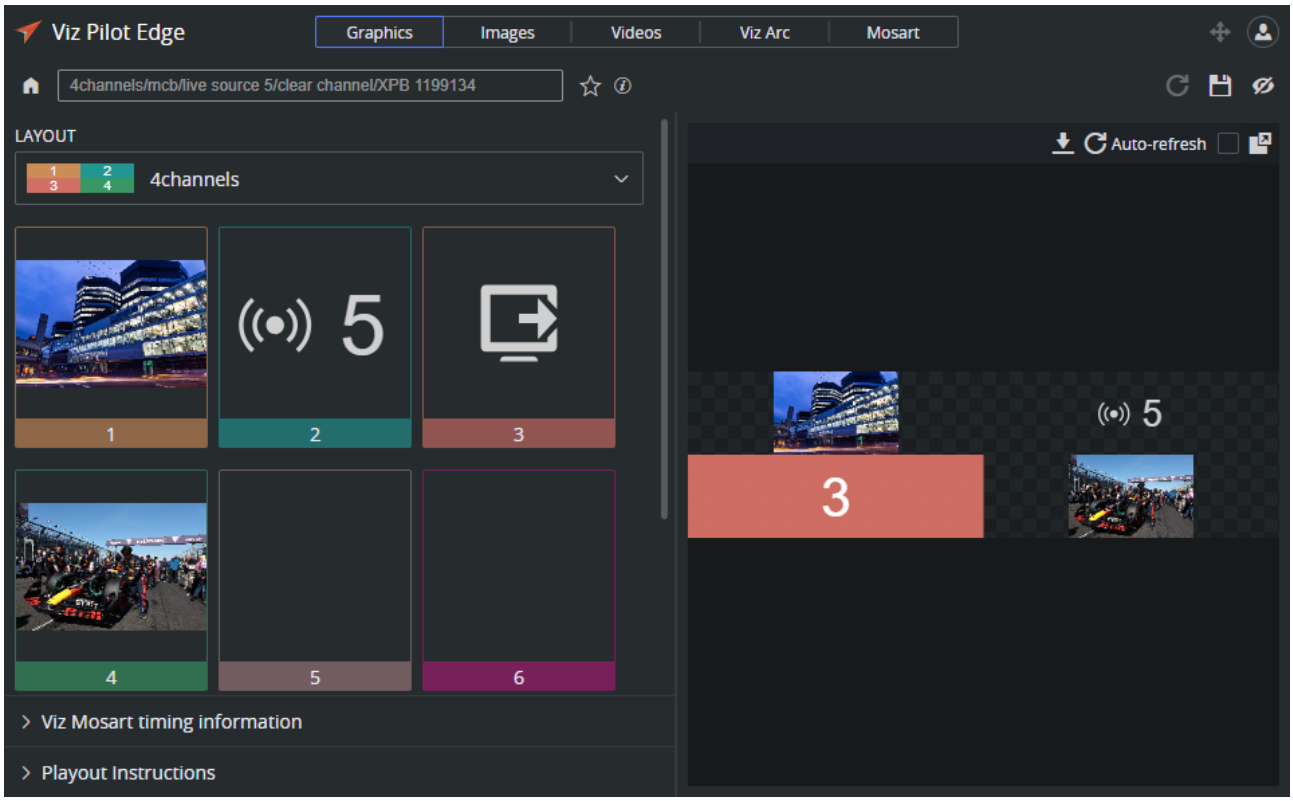
3.8 Multiplay Videowalls

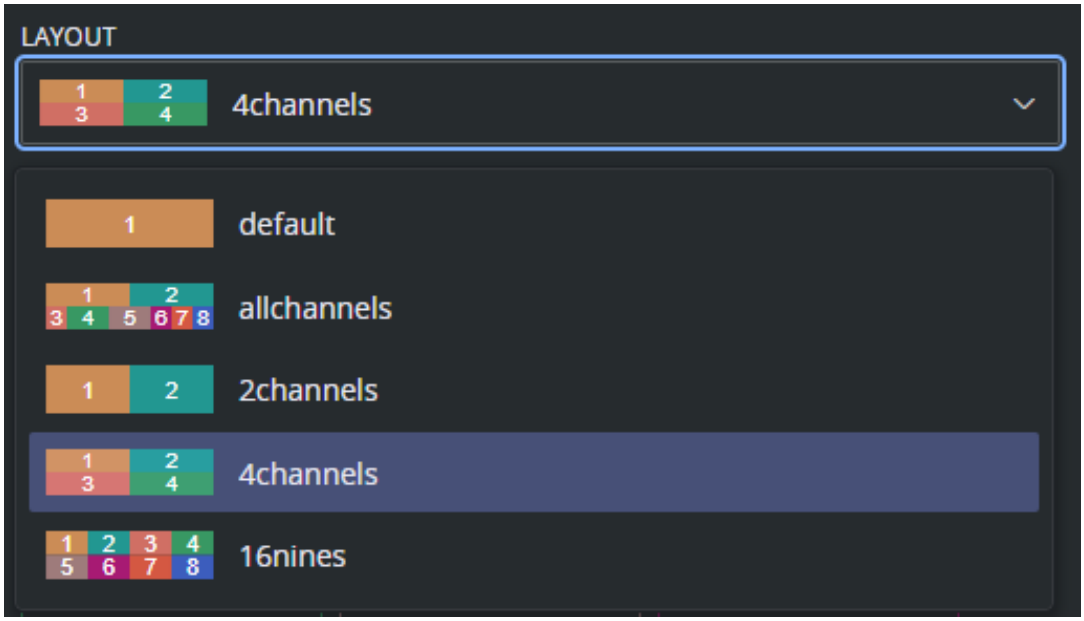
In Viz Pilot Edge, it is possible to open Viz Multiplay templates for video walls. These templates are standard Viz Pilot Edge templates, but they have two key differences:

- They include a selector that defines the layout of the video wall.
- The fields in a Viz Multiplay Preset template are not traditional inputs (text, images, or numbers), instead, they allow to select graphics, images, videos, or live sources.



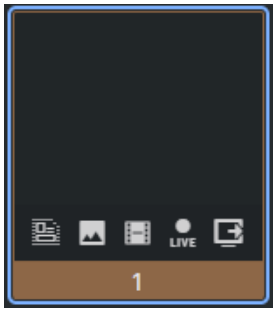
3.8.1 The Preset Selector

At the top of the Viz Multiplay template, there is a layout selector if the template contains multiple layouts:



3.8.2 The Content of Each Channel

Each channel in a layout can be filled with content such as graphics, images, videos, live channels, or an **out** action to clear the channel. Leaving a superchannel empty is interpreted as **ignore**, meaning the current content in the channel remains unchanged.



Each superchannel field in the template includes the following options:

- **Graphics:** Select graphics to display in the channel. This can be either an existing data element or a template that needs to be filled out.
- **Images:** Browse and select an image to display. The image can be cropped with the image editor.
- **Videos:** Browse and select a video clip to play in the channel.
- **Live:** Select a live input source. The actual content depends on how input channels are configured on the Viz Engine playout machine.
- **Out:** Clears the channel by taking the current content out.

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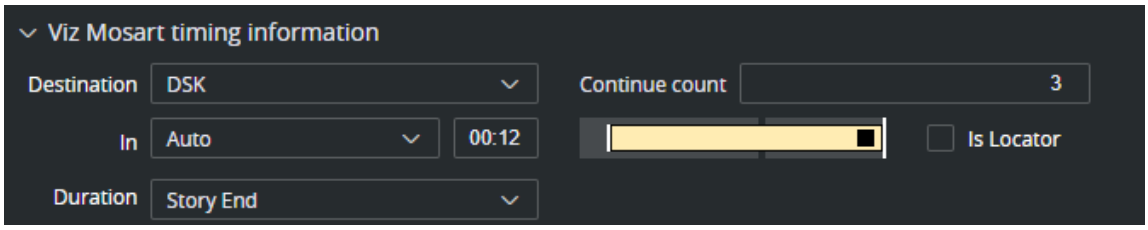
3.9 Mosart

The Viz Mosart Timing Panel is now integrated directly into Viz Pilot Edge, eliminating the need to embed the timing UI within individual templates.



Each Viz Pilot Edge data element can have individual timing. The lifetime and ownership of the timing data are now assigned to the newsroom system, enabling one data element to be reused with varying in/out points in different rundowns.

3.9.1 Full Screen Graphics

If **Destination** is set to **FULL**, this is treated as a primary event in the Viz Mosart system. These graphics do not support timing.

3.9.2 Overlay Graphics

Overlay graphics appear on top of primary elements and are executed in relation to the primary template.

Destination

The playout destination as configured in Viz Mosart. Different types of overlay graphics can have separate handlers (destinations) in the Overlay Graphics application in Viz Mosart.

In

Take-in of lower third elements may be performed either manually or automatically by Viz Mosart.

- **Automatic:** If an in-time is set, Viz Mosart automatically takes it in at the specified point in time.
- **Manual:** Viz Mosart marks it as a manual graphics. These elements must be taken in by the operator.

Duration

Take-out of lower thirds can be performed in four ways. Each method is displayed differently in the Viz Mosart GUI:

- **Auto:** Taken in and taken out automatically based on the in-time and duration, or out-time set in the timing panel.
- **Background:** Taken in automatically as defined in the **In** field, and taken out together with the primary element to which it is attached.

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- **Story End:** Taken in automatically as defined in the **In** field, and taken out when the story is attached to is taken off air.
- **Open End:** Taken in automatically as defined in the **In** field, and is not taken out until the operator takes it out.
- An element without a duration gets the **Default Duration** of its Viz Mosart group, set in **Viz Mosart Configuration** in Template Builder. Selecting another group in the timing panel sets the duration to that group's default. Otherwise a duration that is already set is kept. Template scripts can set the duration with `vizrt.$pilot.mos.mosart.duration`.

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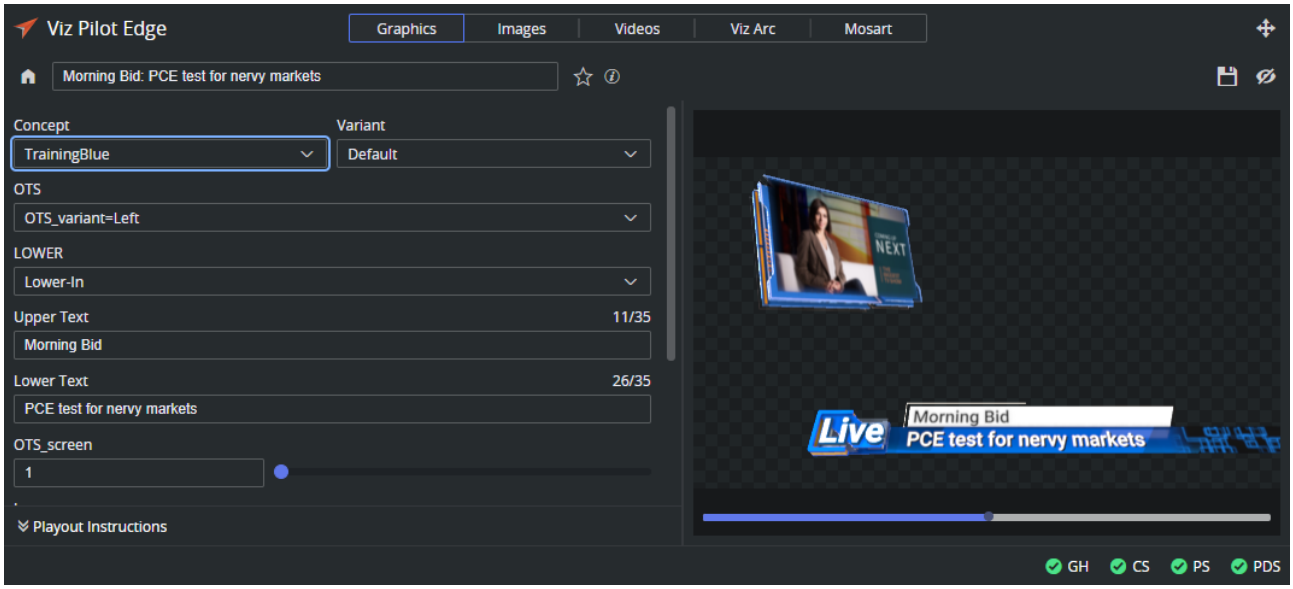
4 Transition Logic



4.1 What is Transition Logic (TL)?

Transition Logic (TL) is primarily a method for designing a graphics package that enables designers to maintain the look and feel of the graphics, while also allowing users such as journalists or producers, to add graphics items to a rundown without requiring technical knowledge of system. TL provides independent control over multiple graphics layers, offering a code-free design-based method for building graphics that animate in and out and transition automatically between states.

Info: Transition Logic (TL) can be played out by most Vizrt control applications such as Viz Trio, Viz Pilot, Viz Multiplay, Viz Channel Branding.

4.2 How does TL Work?

4.2.1 Master Scenes

This is achieved by using a *Master Scene* that coordinates the animation of independently controlled objects comprising the entire graphic. The master scene typically contains the background items of the graphics package. Such items can be looping backgrounds or design items of the lower third, over the shoulders, and full-screen graphics. The *variable* or changing content, such as the text in a lower third, is stored separately in *Object Scenes*.

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4.2.2 Object Scenes

When a lower third is played On Air, the object scene for the lower third is triggered. This instructs the engine to load the master scene, place the object scene inside the master, and animate the timelines. TL handles all of these actions automatically.

4.2.3 Basic TL Concepts

- **Combo Templates:** A TL template that contains more than one layer of scenes. In the screenshot above, the template consists of two layers: OTS and LOWER.
- **Master Scenes:** A TL scene is not a single scene, but a set of Viz graphics scenes that consist of a *master scene* that may have multiple layers of graphics that can be On Air at the same time and independently controlled.
- **Object Scenes:** Each layer in the master scene may have multiple referring *object scenes*. However, only one object scene per layer can be active at any given time.
- **Layers:** Layers in the transition logic scene define how many scenes can be on air at the same time. TL layers are conceptual, not spatial.



Note: With Transition Logic scene design, *take in* and *take out* commands are still used as with standalone scene design. Where standalone scene design demands that only a single scene can be On Air at a time. However, Transition Logic allows more than one scene to be On Air simultaneously. This means using Transition Logic lets you have a graphic covering the lower third of the screen and another graphic covering the left and/or right side of the screen for the shoulder graphics On Air at the same time.

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5 Order Management

This section contains the following topics:

- Order Management in Viz Pilot Edge
- Sample Fields for Work Orders
- Submitting a Work Order from Viz Pilot Edge
- Order Status and Warnings

5.1 Order Management in Viz Pilot Edge

The Order Management System is designed to bridge the gap between newsroom users ordering content and the department fulfilling these requests. The Order Management System is built on top of Viz One, Vizrt's media asset management solution.

If Order Management is configured, you can submit an order if you cannot find the media you need from a media search. See the **Setting Parameters using Pilot Data Server** section in the Pilot Data Server Administrator Guide.

Order Management comprises three levels, the first two are managed in Viz One, and the third is submitted from Viz Pilot Edge:

1. **Projects:** Top level of a work order system. Examples of a project are *National Elections*, a single show called *The Evening News*, or an entire facility. Typically a management role creates and manages Projects.
2. **Requests:** A Project may have one or more Requests associated with it. An example of a request could be a *set graphic, a lower-third, a highly stylized video*, or a *Viz Scene*.
3. **Work Orders:** The lowest level where tasks are completed. This is where media is filed, approved or rejected. One or more work orders can be associated with a Request. An example of a work order is all variants of a lower-third required for the project. Work Orders are generated by templates inside Viz Pilot Edge. Templates can contain one or more image selectors.

5.2 Sample Fields for Work Orders

Name	Description
Mandatory Values	
Requestor	User name of the requestor. This can be overridden and does not have to be the same as the user creating the project.
Project *	Name of the Project this work order is associated with.
Request *	Name of the Request that this work order is associated with.
Media Title	Title of the Request.
Send Notification	Enables/disables notifications for the Request.

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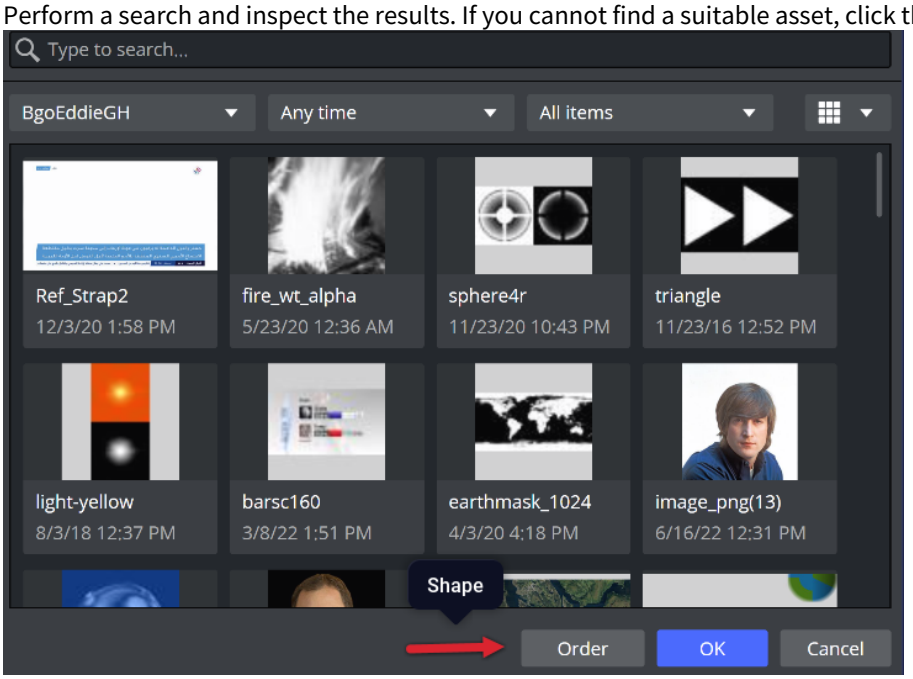
Name	Description
Optional Values	
Description	Additional information about the Request.
Air Date/Time	Date and time the work order airs.
Contact Information	How the user fulfilling the request can contact the requestor. For example: *Call me in edit bay 3* or *I am out of office, use alternate contact*. Information not available in the corporate directory typically goes here.
Also Notify	Other people are notified as the Request is processed. A semicolon separates multiple email addresses.

Note: *Projects and Requests must have MOS Enabled set to *Yes* to appear in the Newsroom plug-in drop-down.

5.3 Submitting a Work Order from Viz Pilot Edge

1. Open a template or data element that has an image component.
2. Click the image component to open the Media tab.
3. Perform a search and inspect the results. If you cannot find a suitable asset, click the **Order** button below:



4. If prompted, log in to the system:

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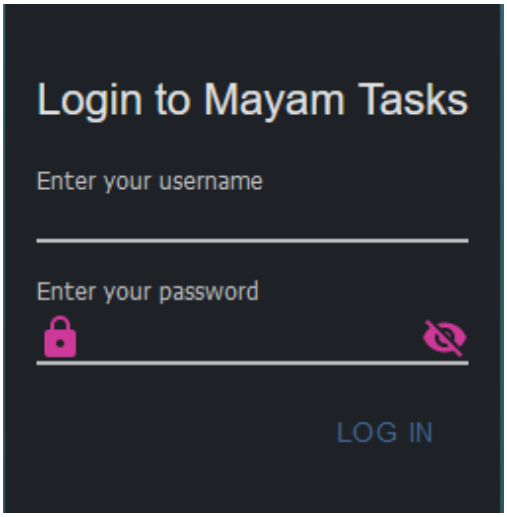

5. In the **Order** menu, fill in the mandatory fields (indicated with a star *) and select either **SUBMIT** or **SUBMIT AND ATTACH FILE(S)**.

Note: Users in Viz Pilot Edge create Work Orders, while Projects and Requests are configured in Viz One.

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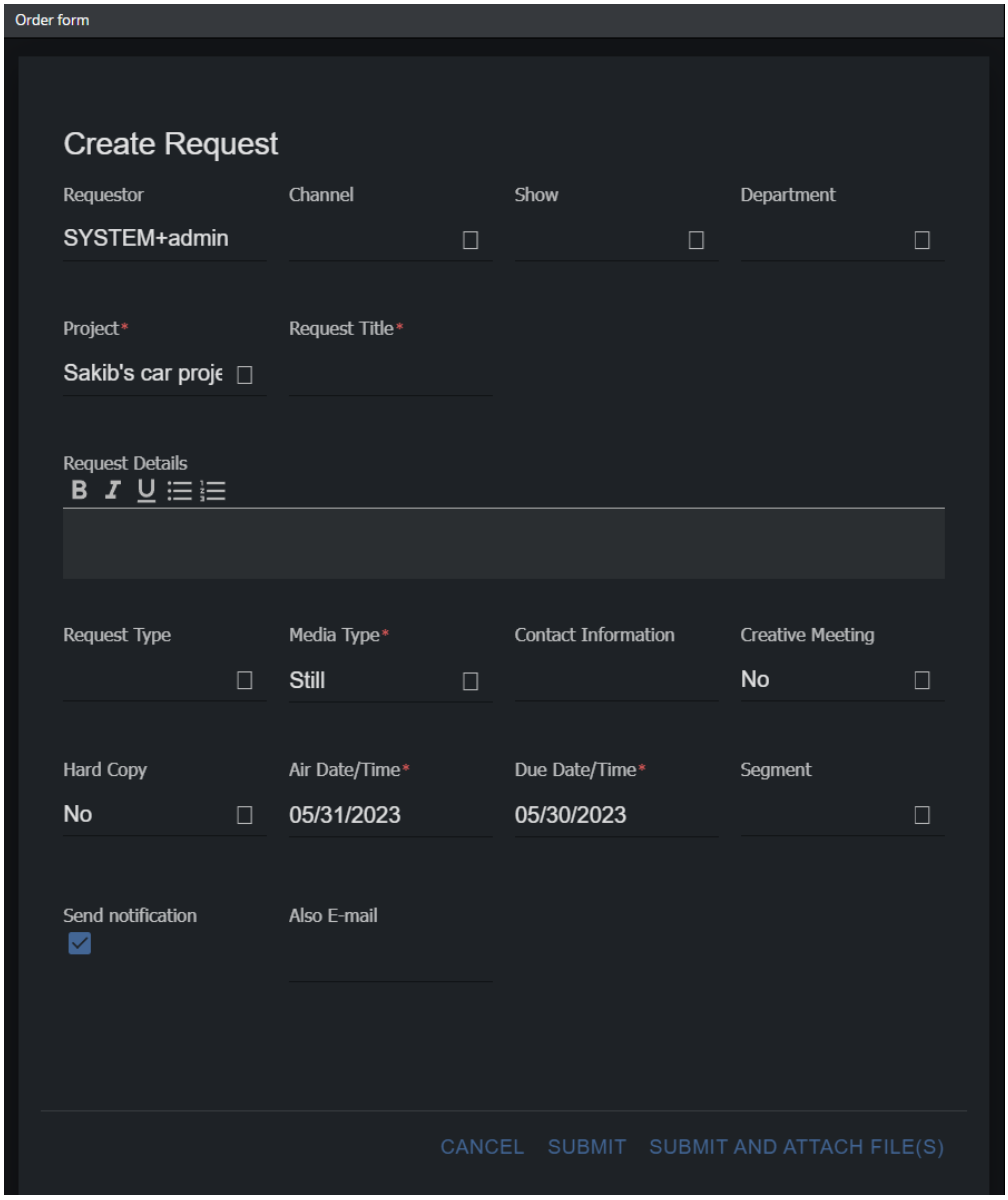

6. If you selected **SUBMIT AND ATTACH FILE(S)**, browse for files in the **Order** window. You can optionally add comments about each file in the **Comment** column. When ready, click **OK**.

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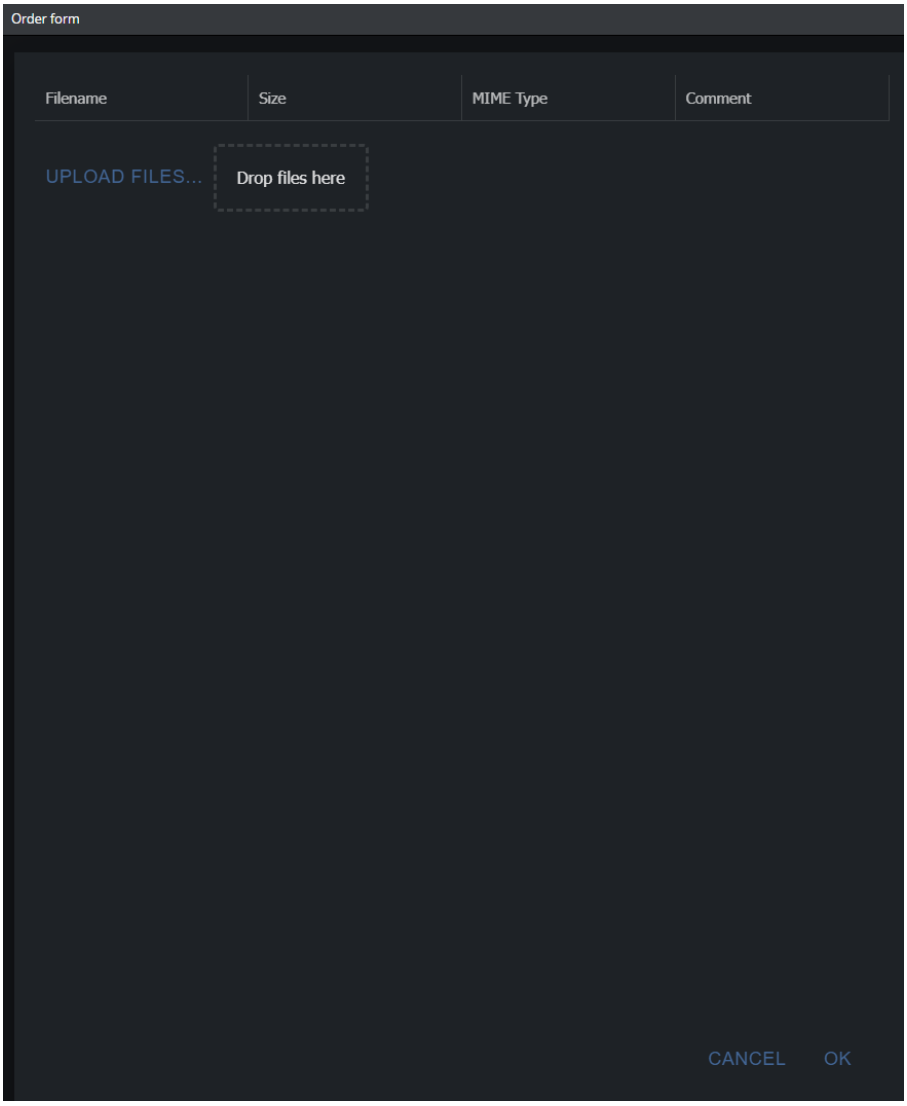
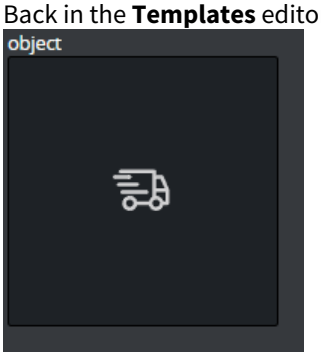


7. Back in the **Templates** editor, the media selector icon changes to **Order**.



8. Save the template and insert it into the newsroom rundown. Once the order is fulfilled, any material needed to air this data item is automatically associated.

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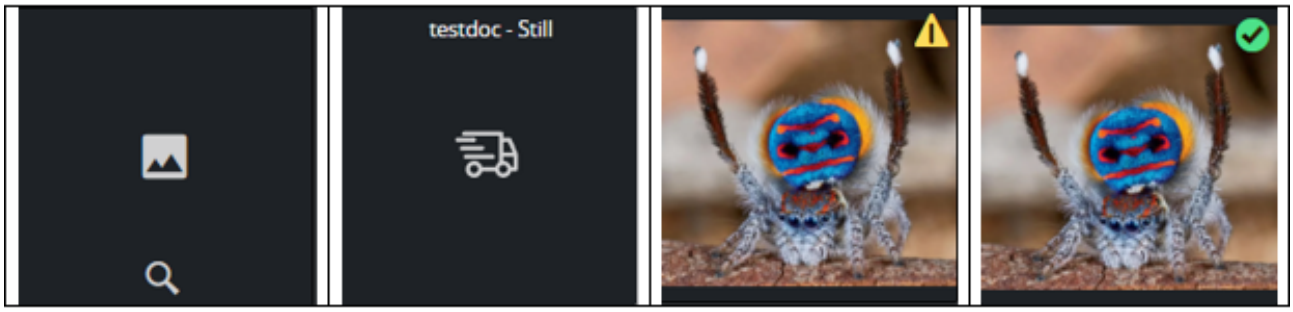
5.4 Order Status and Warnings



From left to right in the images above:

- **No order submitted** (Get Image placeholder).
- **Submitted** (Order placeholder). For pending items, you can right-click and select **Open in Studio** to open a browser with information about the order, including name and ID.
- **Fulfilled** but not yet approved (yellow warning notification).
- **Approved**

Note: Order management with video is not yet available in Viz Pilot Edge. Currently, only the image workflow is supported.

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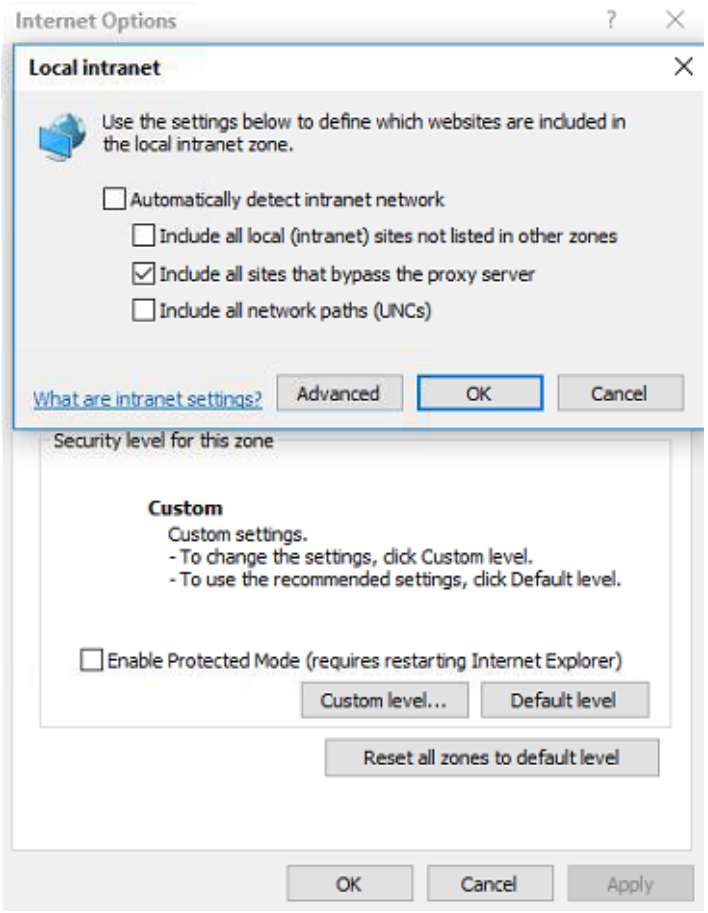
6 Troubleshooting

6.1 The "Edit map" Button is Grayed Out and Displays the Tooltip "Error connecting to Viz World"

If clicking the **Edit map** button results in it being grayed out and displaying the tooltip **Error connecting to Viz World**, and if the same action works in Google Chrome on the same machine, it is likely that Internet Explorer has determined that Viz Pilot Edge and the Viz World client are on different networks and is blocking the integration.

6.1.1 Solution

- Use URLs for Viz Pilot Edge and Viz World client that are both based on intranet hostnames, or
- Configure **Internet Options** > **Local intranet** to include the Viz Pilot Edge host:



6.2 Support

Support is available at the Vizrt Support Portal.

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7 Appendix

This section covers the following topics:

- Glossary
- Migrating from Pilot News
- Configuring the iNews HTML Plugin
- Installing Viz Pilot Edge for ActiveX Based Systems
- Viz World Client Integration

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7.1 Glossary

The following terms are used in this guide:

7.1.1 Viz Pilot Terms

Name	Description
Combo Template	A transition logic (TL) template (see below) that contains more than one layer of scenes.
Concept	A visual theme, intended to differentiate scenes used in different scenarios, for instance between the morning news and the sports news. Concepts are a means of reusing content for graphics that have the same properties. You can create one template for multiple scenes that have the same properties and switch between concepts without re-entering data. Each show then gets a unique, recognizable look without needing to think about picking the "right" template. For more information about concepts, see the Viz Pilot User Guide.
Layer	Layers in the transition logic scene define how many scenes can be on air at the same time. Layers are conceptual, not spatial.
Template	A template containing only basic scenes. A template can have multiple concepts attached to it, and a template can have multiple variants attached to each of its concepts.
Toggle Layer	The layer you see in the template (clock, logo, icon, etc.).
Transition Logic (TL)	A method of designing a graphics package that lets you to maintain the look and feel of the graphics while allowing others, without technical knowledge, to add graphic items to a rundown. TL gives you independent control of graphics layers, providing a code-free and design-based way of building graphics that gracefully animates in and out, and transitions from one to another automatically.
Transition Logic (TL) Template	A template with one layer of transition logic scenes. Also referred to as a *TL template*.
Variant	A different layout and positioning of a graphic.

In addition, there are a number of Viz Artist terms it's useful to know:

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7.1.2 Viz Artist Terms

Name	Description
Standalone Scenes	Viz Artist term for basic scenes.
Transition Logic - Background Scene	A scene that contains objects and animates between them. Contains the TL layers.
Transition Logic - Object Scene	Scenes that contain variable or changing content, such as the text in a lower third. *Also called leaf scenes.*

See also

- Transition Logic
- Viz Artist User Guide

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7.2 Migrating from Pilot News

This section covers aspects of migrating from Viz Pilot News to Viz Pilot Edge.

- Why Migrate from Viz Pilot News to Viz Pilot Edge?
- What does Migration Require?
- No New Server Infrastructure or Components Required
- The Template Analysis Tool
- Examples of Vizrt Template Analysis Tool Results

7.2.1 Why Migrate from Viz Pilot News to Viz Pilot Edge?

- Viz Pilot Edge gives you access to a browser-based tool, which means no local installation is needed.
- Server-side installation means the tool is available on any PC/Mac at any time (Chrome, IE or Safari). Viz Pilot Edge also integrates with Avid Media Central Cloud UX, which means templates can be used directly from this environment to produce content.

7.2.2 What does Migration Require?

- Although the same templates and scenes used by Viz Pilot News also work in Viz Pilot Edge, the fill-in form used to add content to templates must be replaced with an HTML-based form that works in a browser.
- For the simplest templates, you can use your existing Viz Pilot News templates in Viz Pilot Edge without further action. Simply open the Viz Pilot Edge client and start using your existing templates. HTML-based fill-in forms are automatically generated and expose all the of fields in the template.
- For more complex templates, it is usually desirable to design a custom layout to help journalists fill in data quickly without errors. Custom layouts are made with a drag and drop interface in Template Builder.

> **Note:** A single template can contain fill-in forms for both Viz Pilot News and Viz Pilot Edge at the same time, effectively allowing the templates and data elements to be used interchangeably in both clients during a transition phase.

7.2.3 No New Server Infrastructure or Components Required

Viz Pilot Edge (together with Template Builder) communicates with the same back-end server and database components (Oracle or Graphic Hub) as Viz Pilot News (with Template Wizard). No infrastructure changes are needed.

7.2.4 The Template Analysis Tool

Migration involves upgrading templates from an existing ActiveX-based format to a new HTML-based format. To help you plan your migration and identify the templates that need to be updated, Vizrt Professional Services has an internal tool that is used to analyze templates in a Pilot database, both Oracle and Graphic Hub-based. This analysis uncovers unsupported or obsolete features in templates at an early stage of a Pilot upgrade project, assisting the migration process. The results provide an overview of your current template base, including:

- Number of templates per Concept.

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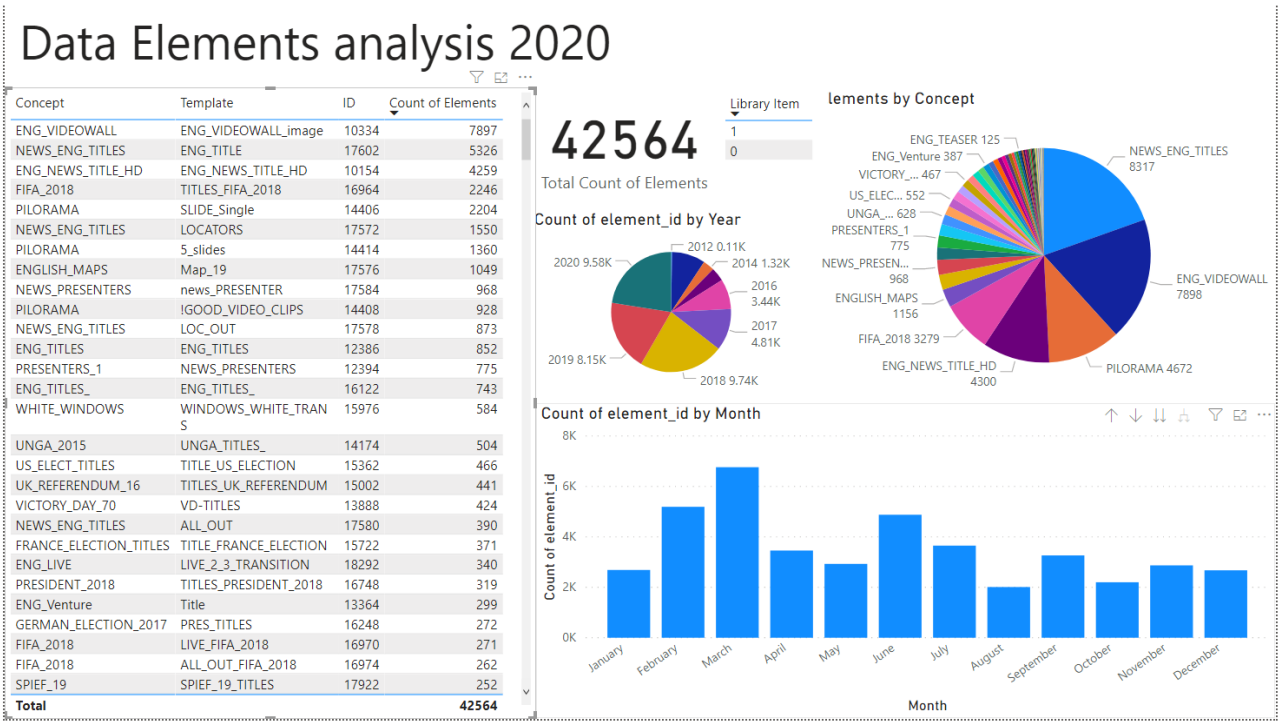
- Number of UI components per Template.
- Number of script lines per Template.
- Number of script functions/subroutines per Template.
- Number of obsolete/unsupported script functions per Template.
- and more.

7.2.5 Examples of Vizrt Template Analysis Tool Results



Concept	Template	ID	Count of Elements
ENG_VIDEOWALL	ENG_VIDEOWALL_image	10334	7897
NEWS_ENG_TITLES	ENG_TITLE	17602	5326
ENG_NEWS_TITLE_HD	ENG_NEWS_TITLE_HD	10154	4259
FIFA_2018	TITLES_FIFA_2018	16964	2246
PILORAMA	SLIDE_Single	14406	2204
NEWS_ENG_TITLES	LOCATORS	17572	1550
PILORAMA	5_slides	14414	1360
ENGLISH_MAPS	Map_19	17576	1049
NEWS_PRESENTERS	news_PRESENTER	17584	968
PILORAMA	!GOOD_VIDEO_CLIPS	14408	928
NEWS_ENG_TITLES	LOC_OUT	17578	873
ENG_TITLES	ENG_TITLES	12386	852
PRESENTERS_1	NEWS_PRESENTERS	12394	775
ENG_TITLES_	ENG_TITLES_	16122	743
WHITE_WINDOWS	WINDOWS_WHITE_TRANS	15976	584
UNGA_2015	UNGA_TITLES_	14174	504
US_ELECT_TITLES	TITLE_US_ELECTION	15362	466
UK_REFERENDUM_16	TITLES_UK_REFERENDUM	15002	441
VICTORY_DAY_70	VD-TITLES	13888	424
NEWS_ENG_TITLES	ALL_OUT	17580	390
FRANCE_ELECTION_TITLES	TITLE_FRANCE_ELECTION	15722	371
ENG_LIVE	LIVE_2_3_TRANSITION	18292	340
PRESIDENT_2018	TITLES_PRESIDENT_2018	16748	319
ENG_Venture	Title	13364	299
GERMAN_ELECTION_2017	PRES_TITLES	16248	272
FIFA_2018	LIVE_FIFA_2018	16970	271
FIFA_2018	ALL_OUT_FIFA_2018	16974	262
SPIEF_19	SPIEF_19_TITLES	17922	252
Total			**42564**

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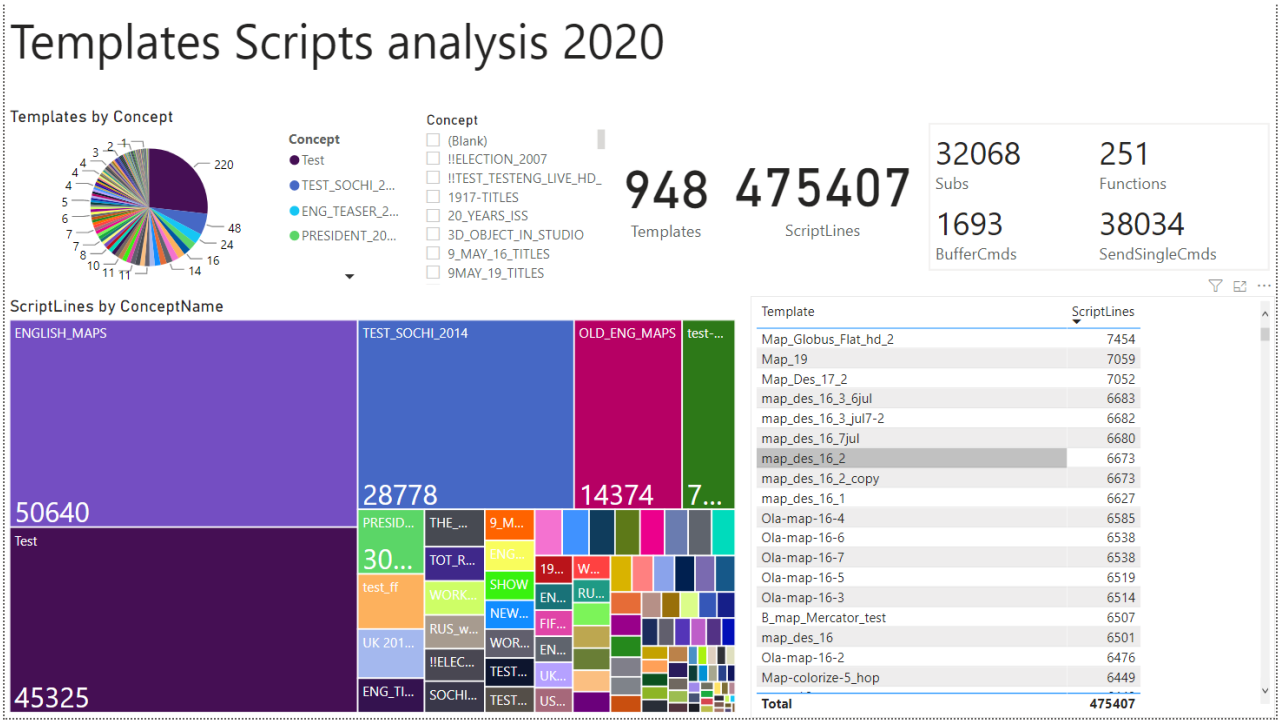

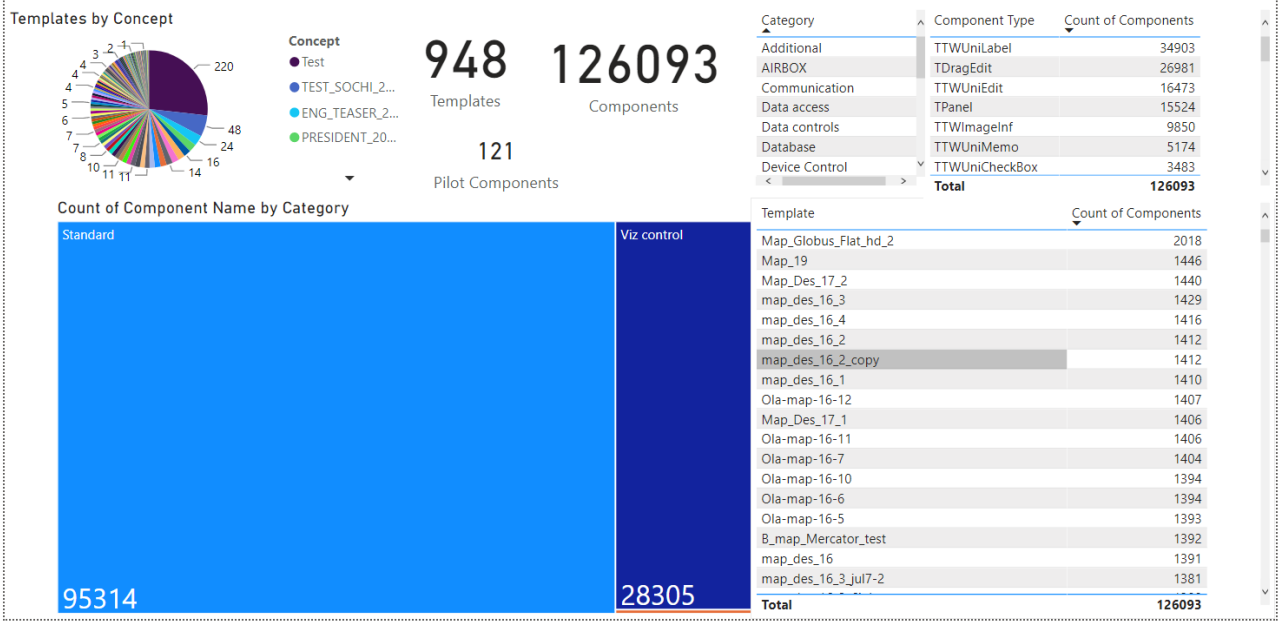

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7.3 Configuring the iNews HTML Plugin

As part of the configuration for Viz Pilot Edge, a few steps need to be followed to be able to use the HTML5 plugin feature in iNews.

Firstly you must go to Avid's *MediaCentral Newsroom Management Setup and Configuration Guide* and follow the steps under the HTML5 Plugins section.

Once the Avid setup is complete, open iNews and select the queue named SYSTEM/HTML-PLUGINS.

A URL for Viz Pilot Edge is provided, and as a requirement, the parameter *progid* needs to be added to the URL. The value of *progid* must match the value of mosItemBrowserProgID, mosItemEditorProgID and mosItemPlayerProgID.

For example:

```
mosItemBrowserProgID = pilotmos
mosItemEditorProgID = pilotmos
mosItemPlayerProgID = pilotmos
mosPlugInID = Pilot Edge

URL = http://hostname:8177/app/pilotedge/PilotEdge.html?mosid=PILOT&progid=pilotmos
```

Note: This configuration is not necessary when using Show Edge to host Viz Pilot Edge inside iNews.

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7.4 Installing Viz Pilot Edge for ActiveX Based Systems

7.4.1 Installing Viz Pilot Edge for ActiveX Based Systems

Some newsroom systems support plugin applications, but not HTML plugin applications like Viz Pilot Edge. Show Edge, an HTML wrapper for systems that only support ActiveX based plugins, must be installed on such systems.

Run the Show Edge Installer:

- The Show Edge installer is in the same location as Viz Pilot Edge. Following the location of Viz Pilot Edge at the top of this page, the Show Edge installer is available at: http://pds-host-name:8177/app/pilotedge/ShowEdgeInstaller.exe
  - Run the *ShowEdgeInstaller.exe* file on the client machine.
  - Show Edge displays Viz Pilot Edge in Microsoft Edge WebView2. *ShowEdgeInstaller.exe* includes WebView2 Runtime 156.0.4314.50: it installs the runtime, or upgrades an older one. A newer runtime is left as is.

Note: For remote installation on multiple machines, the installation file that includes the *--msi* parameter must be used. This creates a sub-folder containing the *.msi* file. In the command line, run: `ShowEdgeInstaller.exe --msi`

Note: The *.msi* file does not include the WebView2 Runtime. For MSI installations, install or update the Microsoft Edge WebView2 Runtime on each machine separately.

- The URL to access Viz Pilot Edge is required during installation.
  - Enter the URL in the installer window that appears after running the *.exe* installer.
  - For the MSI installation, set the Viz Pilot Edge URL using the PE_URL property: `msiexec.exe /i ShowEdge.msi PE_URL="http://pds-host-name:8177/pilotedge"`.
- If the MSI installation is used, the default install directory can be overridden with the parameter INSTALLDIR: `msiexec.exe /i ShowEdge.msi PE_URL="http://pds-host-name:8177/pilotedge" INSTALLDIR="mypath"`.
- Opening the "Show Pilot Edge" application from the start menu opens the configured URL in a browser window.

How to Change the Installed Show Edge Configuration:

- The URL can be changed with the installer (*ShowEdgeInstaller.exe*, or MSI) by doing one of the following:
  - For the *.exe* installation, first uninstall and then re-install Show Edge. Enter a different URL in the installation window.
  - For the MSI installation, it's not necessary to uninstall to change the URL. Simply run with a different URL in the command line: `msiexec.exe /i ShowEdge.msi PE_URL="change_the_URL"`.
- It can also be changed using the installed executable (the default directory is *C:\Program Files (x86)\Vizrt\Show Edge*):

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- Select the default directory and run the *ShowEdge.exe* located in this folder with the desired URL parameter: `ShowEdge.exe url "change_the_URL"`.

Note: To access help in the command window, go to the installed directory and run: `ShowEdge.exe help`

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7.5 Viz World Client Integration

This section shows how to integrate a Viz World Client with Viz Pilot Edge.

- Requirements
- Viz Pilot Server Settings
- Workstation Settings

Note: Viz World maps can be used in graphic templates if the scene contains the **ControlWoC** plug-in. In Template Builder this is imported as a **Map** field type. Note that ControlMap is not supported in this workflow.

7.5.1 Requirements

- A connection to a Viz World Server is required to select maps.
- A local Viz World Client installation is required to edit maps.

Note: For more information about the Viz World Client and Server, and scene design, see the Viz World User Guide and the Plug-ins User Guide, respectively.

7.5.2 Viz Pilot Server Settings

1. Install Viz Engine.

Info: The Map Plug-in must be explicitly selected to install with Viz Engine.

2. Install the Viz World Client. It is recommended to install the bundled installer that includes both the 32-bit and 64-bit versions. The Viz Pilot Edge workflow often includes Viz Pilot, which requires a 32-bit installation.
    a. Make sure the Microsoft Visual C++ 2010 Redistributable Package (x64) is installed, otherwise the Viz World Client installer does not run.
    b. Download the Viz World Client and run the installer.
3. Modify Viz Config.
    a. Run Viz Config.
    b. Select **Maps**.
    c. Set the **Map Server** to **Active**.
    d. Type in the maps server name in **Server**.

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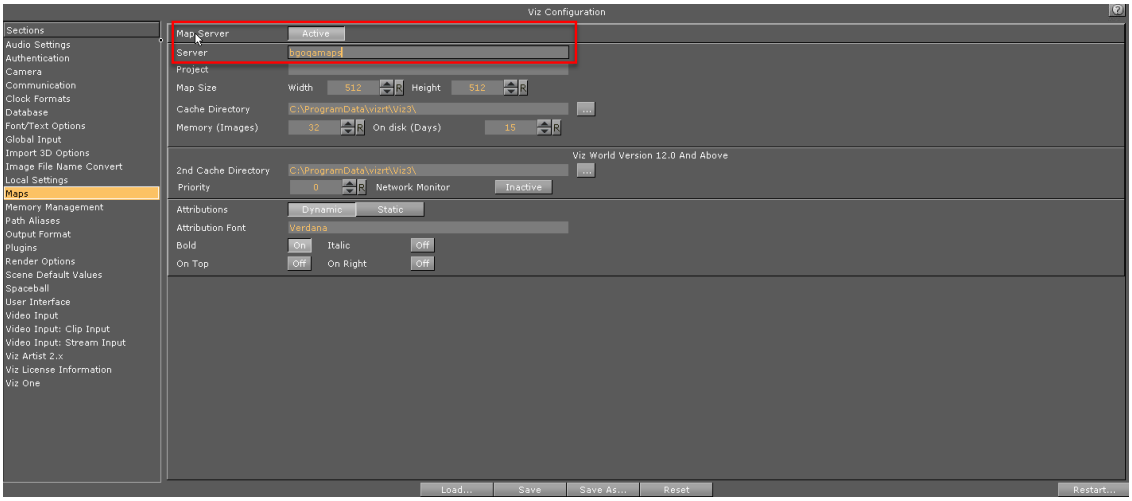
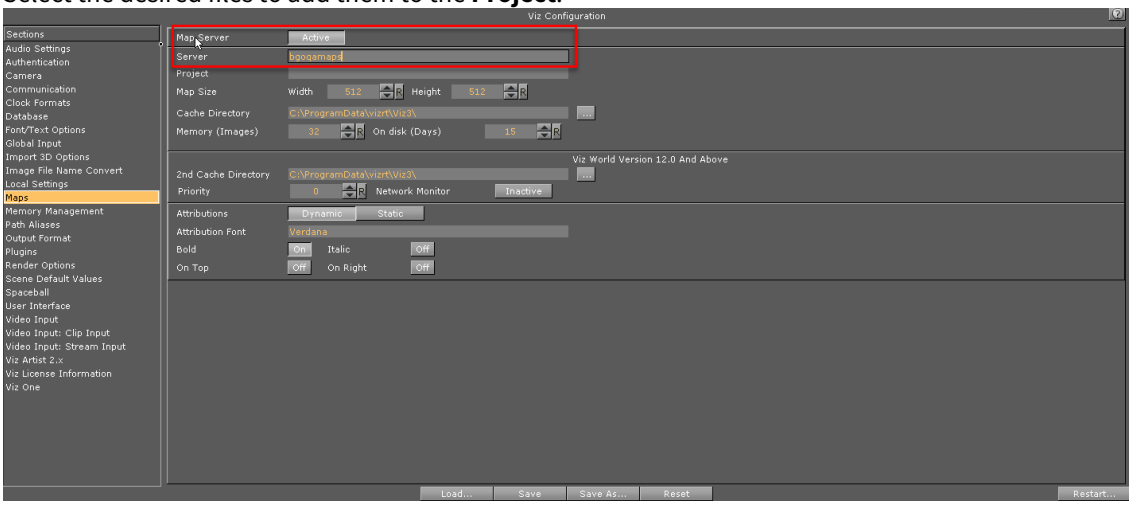


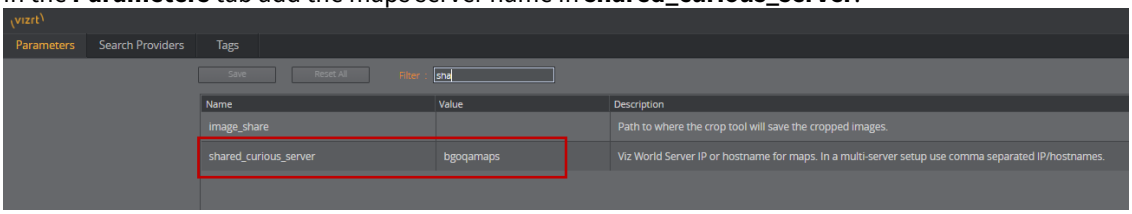
e. Click **Save** and close the Viz Config window.
f. Run the Viz Config again.
g. Select **Maps**. A list of *.tpl* files is shown in the **Available** section.
h. Select the desired files to add them to the **Project**.



i. Click **Save** and close the Viz Config window.
j. Restart Viz Engine.

> **Important:** Remember to restart Viz Engine.

4. Pilot Data Server Configuration.
   a. Run the Pilot Data Server in a browser: *http://dataserver.example:8177*.
   b. Click **Settings**.
   c. In the **Parameters** tab add the maps server name in **shared_curious_server**.



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7.5.3 Workstation Settings

1. Install the Viz World Client. It is recommended to install the bundled installer that includes both the 32-bit and 64-bit versions. The Viz Pilot Edge workflow often includes Viz Pilot, which requires a 32-bit installation.
    a. Make sure the Microsoft Visual C++ 2010 Redistributable Package (x64) is installed, otherwise the Viz World Client installer does not run.
    b. Download the Viz World Client and run the installer.
2. Viz World Client Configuration
    a. Run *C:\Program Files\vizrt\Common\Maps\MapsClient.Service.exe*.

> **Note:** This step is important, but you do not get any explicit feedback once it is completed. You must complete this step in order to launch the Maps Editor from Vizrt's web applications.
> You must re-run *MapsClient.Service.exe* every time you either: 1) Restart your PC or 2) Update the Viz World Client.

b. If you want to open the Maps Editor from outside Vizrt's web applications, you must launch *C:\Program Files\Vizrt\Common\Maps\MapsClient.exe* and specify the maps server name as the server in the Login dialog.

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