VIDEOTEKSTAS

Textus live

with layers

2017

Textus Live

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Starting the software package

To start the program, run two file: **TextusControlPanel.exe** and **TextusLive.exe** directly or click on the icons:

Textus Control Panel software will start automatically when **TextusLive** is starting if it is in the same directory as the program **TextusLive**. If not, then you need to run it manually.
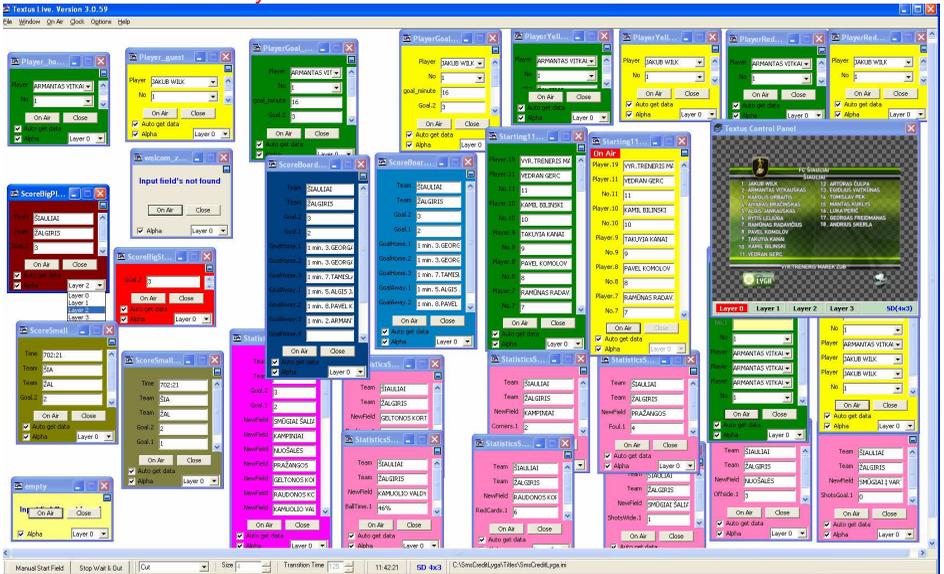
Textus Control Panel program automatically is located in the **Windows Taskbar**

Textus Control Panel running automatically disables single layer Textus programs **Title output** preview option to **Disable**.

Important:

Change default Windows register data for TEXTUS LIVE software to increase used templates number in project:

1.START\RUN\regedit
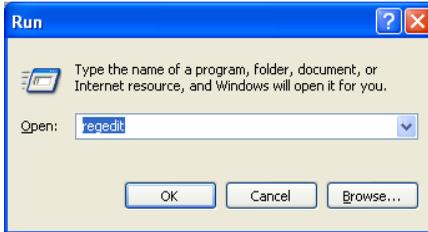
2. Find
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurentVersion\Windows\

3. Change these settings
GDIProcessHandleQuota – change to 4e20(20000)
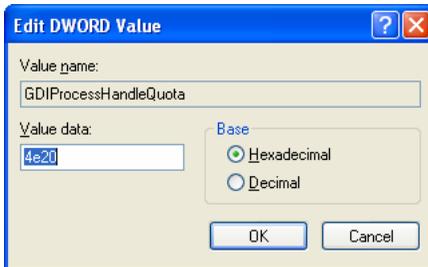
USERProcessHandleQuota – change to 4e20(20000)
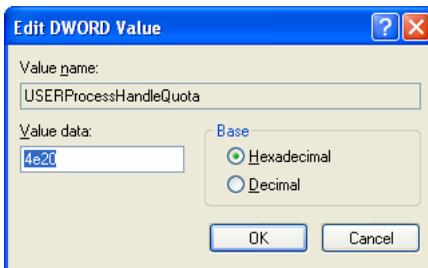
4. RESTART COMPUTER !

Layers support software

Textus Control Panel

Clicking on the red button, the title is turned off that layer.

Clicking the right mouse button on **Textus Control Panel** window appears menu with functions:

Device Settings (Alt+S) - select this function to set **Textus Air** parameters:
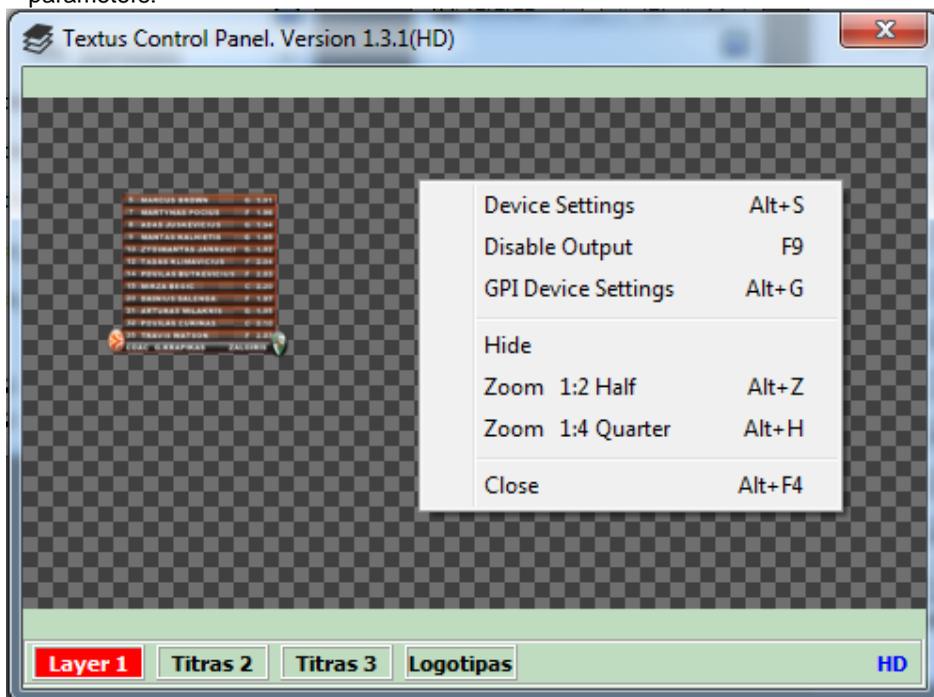
Video Device - video device (DeckLink Video Render);
Format - format of video signal:
    SD(576x720) mode - **PAL 576i**;
    HD(1080x1920) mode - **HD 1080i**.
Audio Device - audio device (DeckLink Audio Render);
Keying Control - keying mode of card:
    Off - off. Title can't be keyed. No signal **DSK KEY**;
    Internal - internal keying. Title is keyed inside DeckLink card;
    External - external keying. Title is keyed on the external switcher with **DSK FILL**, **DSK KEY** signals from DeckLink card.

Aspect Ratio - aspect ratio **4x3** or **16x9** for **SD** mode **(PAL576i)** only;
Title output - on air preview mode:
Disabled - preview only on the **Textus Control Panel** screen;
Secondary Monitor - preview on the secondary monitor. To use this mode set computer's graphic board into **Dual View**.

Reference Output Timing - horizontal timing off output signals (horizontal position of the title);
Alpha Position - Alpha signal's positioning relative to the signal **Fill** to keying tite through **DSK** in analog mixers. This function works only in **External** mode;
Mixing field:
Level - title transparency for the all screen (0-no title, 100 – fully keyed title, no transparency);
Mixing time - title mixing time (video frames).
External Mixing field:
Level - indicates mixer's level when HD/SD Bypass board with mixer fader is used;
Serial Port COM port number for the HD/SD BYPASS board with mixer fader controlled via a serial COM port;
Mirror - all titles are mirrored for prompting option;

There is additional parameter **Remove First Pixel**. Selecting this function (✓), the first pixel of each row is eliminated, due to the issue of the **DeckLink Studio** board. After unmarking, the first pixel is displayed as is;

Start Service/ Stop Service - start/ stop the Decklink card and bypass block management service. There is no output from DeckLink card and bypass block is in the **BYPASS** mode if the service is not started.

Make the necessary settings and press ✓ in the lower right corner of setup window.

Disable/Enable Output (F9) - on/off title. To on/off all layers on the air, select a title function **Enabled** or press a **F9**. Red mark on the **Textus Control Panel** screen indicates that all layers are off of the air. To off air each layer can be performed by pressing buttons by mouse.

Layers (Layer0, Layer1,…Layers3) can be renamed to the desired names. Click right mouse button on the layer key (Layer0, Layer1,…Layers3), choose function **Rename** and assign new **Layer Name** (visible on the **Textus Control Panel**) or **Short Name** (visible on the software layer's button).

GPI Device Setup (ALT+G) - settings for **GPI**. ✓ **Device 1** or ✓ **Device 2 -** titles and logos boxes can be assigned to the buttons of external remote control panel. Select the serial port COM (RS232) on your computer, which is connected to the external control panel;

Hide - hide the **TextusControlPanel** software from the Desktop. It is active on the **Taskbar**;

Zoom 1:1 Original (ALT+Z) - actual preview screen size depending on the **Format** and **Aspect Ratio**. Size can by adjusted manually;

Zoom 1:2 Half (ALT+H) - half of actual preview screen size. Size can by adjusted manually;

Close (ALT+F4) - Textus Control Panel software closing. No title on the air in any case.

Textus Control Panel software function keys

Function keys speed up your work. You can use them to cause some major and frequently used functions, without going into the menu.

Alt+S	**-** device Settings;
F9	**-** on/off title;
Alt+G	**-** settings for **GPI**;
Alt+Z	**-** actual preview screen size depending on the **Format** and **Aspect Ratio**;
Alt+H	**-** half of actual preview screen size;
Ctrl+Alt+T	**-** additional information;
Alt+F4	**- Textus Control Panel** software closing.

BlackMagic Design settings

In **Settings** sheet:

! Is necessary to off **Remove field jitter when video is paused** and set fields:

Set default video standard as: PAL or **HD1080i 50** (determines in which mode is DeckLink card just after computer switch on until Textus software will runs. Usually: for SD - **PAL**, for HD - **HD1080i 50**);

When not playing video, send: Last Played Frame.
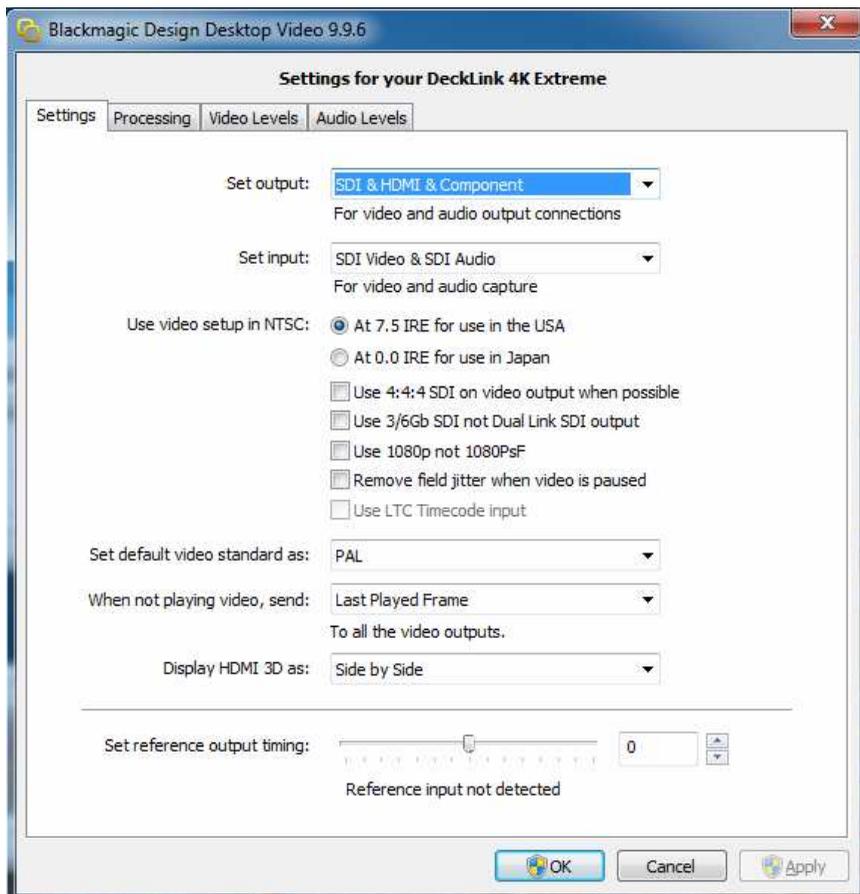
In **Processing** sheet:
Select output processing: **Off**
Select input processing: **Off**
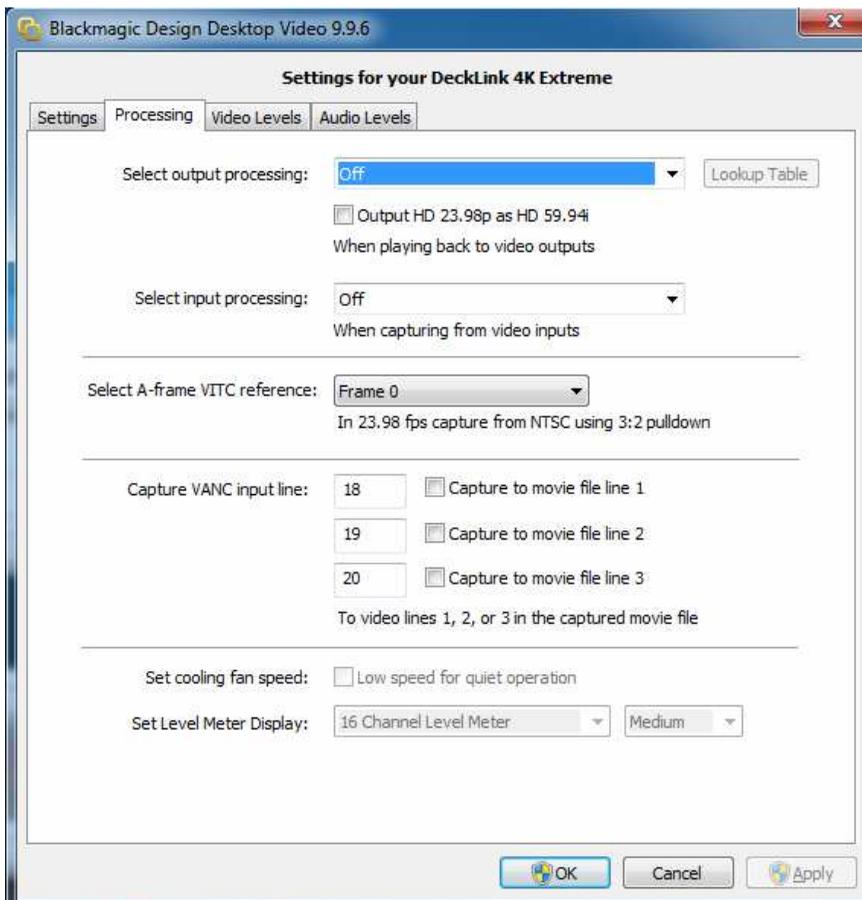
Sporting events titling software

Textus Live

The software package **TEXTUS LIVE** designed for live titling of sport events. It uses the templates and titles, previously prepared with the software package **TEXTUS EDITOR**.

The concept of layers
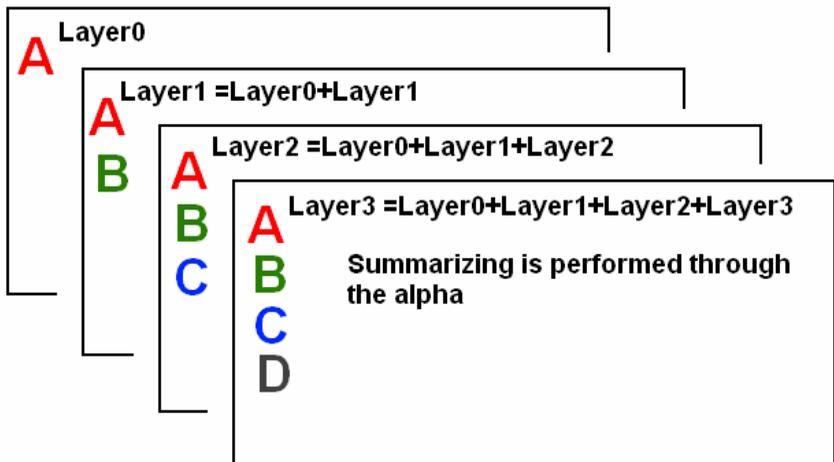
All layers are summed over the alpha channel. Layer 0 has the lowest priority, and Layer 3 - the highest. Titles, effects and control of each layer are independent of the other layers.

Using layers

Each window of the **Textus Live** own a layer number **Layer 0**, **Layer 1**, **Layer 2**, **Layer 3**. To select a layer, press the button in the lower right corner of window. Layer can be changed at any time.

F I L E

To work with files, that contain predefined templates, designed the menu item **File**.

Loading templates **(Open)**

To load the template select **Open** from the **File** menu or press **F4**. A window opens with a list of existing templates *.**pgw**.

Choose the drive and directory, select the template you want, and press **Open**. The template file is loaded.

The template fields will be filled with data from database if the statistic database for this pattern exists.

Creation of new project **(New Project)**

Select **New Project** function in **File** menu to create new project.

Project's loading **(Open Project…)**

Choose **Open Project…** function in **File** menu. A window opens with the list of existing projects *.**ini**.

Set to the desired drive and directory, select the project and press **Open**. Project will be loaded into and you can continue to work with him.

Project's saving **(Save Project…)**

To save changes into existing file, use **Save Project…**. The file will be rewritten.

For a new project open **Save Project As…**. Set to the desired directory, type in the new name of project and click the **Save** button in the window or press the **Enter** key on keyboard.

Project's saving with new name **(Save Project As…)**

To name and save a new project, as well as to maintain the existing project under a new name, select a function **Save Project As...**. When selected, the window **Save As** opens for entering the name of project.

Quit **(Exit)**

To quit the software package **TEXTUS LIVE** select **Exit** from the **File** menu or simultaneously press the **"Alt"** and **"X"**.

W I N D O W

Main menu item **Window** is designed to work with windows of templates.

Next window **(Next)**

Select **Next** in the **Window** menu or press **F6** to move from one window box to another. Switch from one window to another take place in order of opening windows.

Close window **(Close)**

To close active window select **Close** from the **Window** menu or simultaneously press **"Ctrl"** and **"F4"**.

The same action can be performed in the active window by pressing **Close**, or by right mouse button clicking and selecting the **Close** in the menu.

Redrawing title **(Redraw)**

You must update the title's data manually, if data from statistic database auto validation is turned off. Select **Redraw** in **Window** menu, or simultaneously press **"Alt"** and **"Z"**, and the title will be redrawn on the air.

The same action can be performed in the active window by right mouse button clicking and selecting the **Redraw** in the menu.

Reloading window **(Reload)**

When you edited the template (fill the fields, removed something, write text over the other…), then after that is it needs to update the window new changes were to be introduced. To do this, click **Window** function **Reload**, and the template window will be redrawn.

The same action can be performed in the active window by right mouse button clicking and selecting the **Reload** from the menu.

Preview window **(Preview...)**

Select the **Preview...** function in the **Window** menu or simultaneously press the **"Alt"** and **"P"**, for title's preview on the computer's monitor.

The same action can be performed in the active window by right mouse button clicking and selecting the function **Preview...** or pressing on the active window.

Edit the template **(Edit...)**

Select menu **Window** function **Edit...** to edit a previously created template. Editor **Textus Editor** will be opened with template, and you can edit the template.

The same action can be performed in the active window by right mouse button clicking and selecting the **Edit...** function.

Shortcuts of the active window **(Activate Shortcut...)**

To activate the window quickly, you can assign a hotkey for each window. Choose **Window** function **Activate Shortcut...**. In the window **Hot Key** type the desired key combination, for example, press **Alt** and **F2**.

The same action can be performed in the active window by right mouse button clicking and selecting function **Activate Shortcut...**.

Shortcuts on air **(OnAir Shortcut...)**
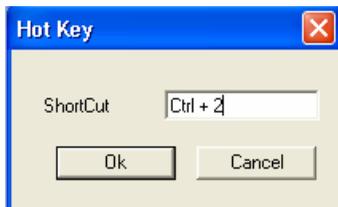
To display the information of the template on the air quickly, you can assign a hotkey for each window. Choose **Window** function **OnAir Shortcut...**. In the window **Hot Key** type the desired key combination, for example, press **CTRL** and digit **2**.

The same action can be performed in the active window by right mouse button clicking and selecting function **OnAir Shortcut...**.

Setting colors (**Color…)**

For window color settings select **Color...** from the menu **Window**. Once the desired color is selected, the active window will be assigned to a new color.
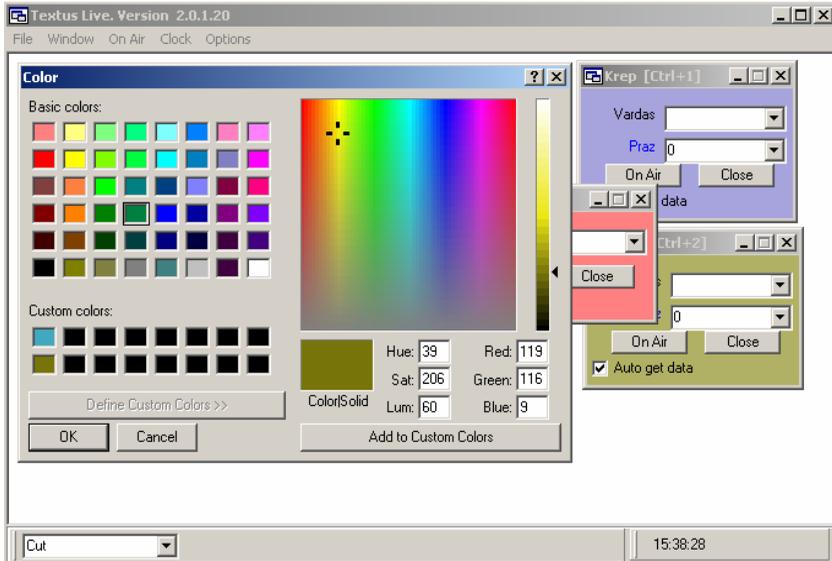
The same action can be performed in the active window by right mouse button clicking and selecting function **Color...** from the menu.

In **Define Custom Colors** are the values of level *RGB A* signals. The values range is from 0 to 255. Changing values of each field, you set the color. **R** change the color of red component, **G** - the color of green component, **B** - the color of blue component, **A** - the transparency level of color.

Window **Custom colors** intended for custom selected colors. In the window **Custom colors** click any square with mouse, in the colors - the desired color, select function **Add to Custom Colors** and press **Ok**. The selected color will be assigned to the selected square and stored until the next change.

O N A I R

Menu **On Air** is designed to display the desired window on the air with the data.

Active window on air **(Title On Air)**

Select function **Title On Air** in the menu **On Air** or simultaneously press the **"Alt"** and **"A"** to display title of the active window on the air.

The same action can be performed in the active window by pressing **On Air** button.

Clock on air **(Clock)**

Select **Clock** on the menu **On Air** or press a **F5**, to display clock on the air.

Reading data **(Get Data)**

Function is designed to read data from the database into the active window. To do this, select **Get Data** on the menu **On Air** or press a **F8**. This function does not work, if the window is in the automatic reading mode of data.

Fastest way to get data of desired player is to find by his number: type number into **nr** box simply.

Preview mode

Off function   ☐ Alpha   of each layer allows you to preview title on the **TextusControlPanel** window without be on air. This shows a flashing layer button on the **Textus Control Panel**. Function on/ off   ☐ Alpha   applies to all templates contained this layer.

On/off title **(Enabled/Disabled)**
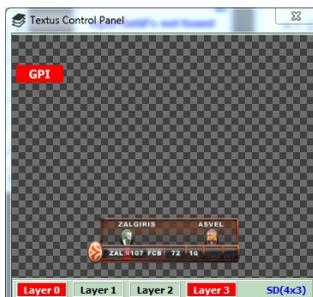
To on/off all layers on the air, select a title function **Enabled Output** in **On Air** menu or press a **F9**. All layers off the air indicated by red mark **GPI** on the **TextusControlPanel** screen. To off air can be performed by pressing **On Air** button by mouse in the active window also.

Layer settings

Each titling file is assigned to a layer by selecting layer on the template window.

All layers are summed over the alpha channel. Layer 0 has the lowest priority, and Layer 3 - the highest. Titles, effects and control of each layer are independent of the other layers.

Live video as title on air (**Clock from camera**)
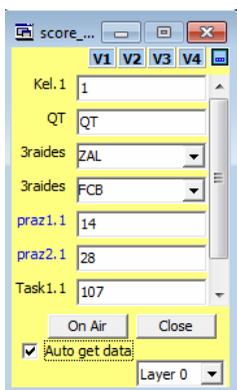
In the template *.**pgw** a function **V1**, **V2, V3**, **V4** is designed to display live video on the air from a video input. Basically, this feature is intended to show the time of scoreboard's clock from the camera.

Preparing a template in the **Textus Editor**, with function **Insert Field...** is created a special field: parameter **Source** is assigned with values **@ LiveVideo1**, **@ LiveVideo2**, **@ LiveVideo3**, **@ LiveVideo4**. Function **V1** includes a window that describes the parameters **@ LiveVideo1**, **V2 -** parameter **@ LiveVideo2**, **V3 -** parameter **@ LiveVideo3**, and **V4 -** parameter **@ LiveVideo4**. Buttons **V1**, **V2**, **V3** and **V4** turns on/off on air live clock video.

Quick roll **(Roll…)**

To scrolling titles select **Roll...** in menu **On Air**. A window opens with the list of existing titles in the format *.**pgw**. Select the desired directory, title file and press **Open**. The file will be loaded.

Enter the desired speed from 1 to 9 in the **Title Roll** function. Click **Move** or **F8** and title to begin scrolling up.

When issuing a title on the air, motions speed is controlled by and **PgDn**. Use the **PgUp** to and **PgDn** – to decrease within one step. While scrolling title is on the air, you can stop and restart the movement by pressing **F8**.

Quick crawl **(Crawl…)**

To crawl titles select **Crawl...** in menu **On Air**. A window opens with the list of existing titles in the format *.**pgw**. Set directory, title file and press **Open**. The file with crawl titles will be loaded.

Enter the desired speed from 1 to 9 in the **Title Crawl** function. Click **Move** or **F8** and title begins crawl left.

When issuing a title on the air, motions speed is controlled by **PgUp** and **PgDn**. Use the **PgUp** to increase in the template *.**pgw** speed and **PgDn** – to decrease within one step. While crawl title is on the air, you can stop and restart the movement by pressing **F8**.

C L O C K

Select a function **Options...** in menu **Clock** to change the digital clock. Window **Time Settings** opens and then set the options you want.

Change the font **(Font)**
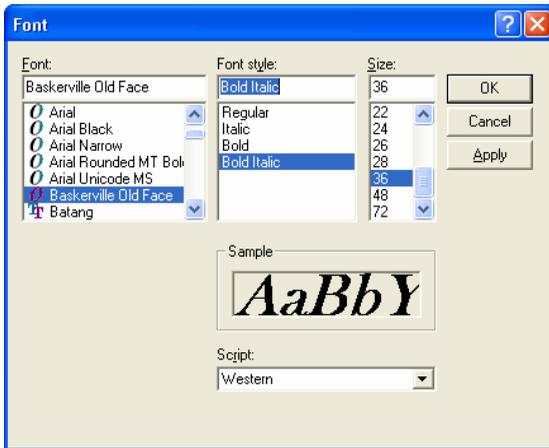
Select menu function **Font...** in menu **Font** or press **F3**. This will opens the **Font** dialog box with a list of names of existing **True Type** fonts.

Select the desired font. Set style, the font size and language, then press **Ok** in the window, and the clock's font will be changed.

Setting colors **(Colors)**

To set the color of the symbol and its attributes is used the menu function **Colors**. Colored small boxes next to the names of attributes show their current color. Colors can be chosen from a palette of 16.7 millions. The symbol's top color from the palette is selected by pressing left mouse button on the upper portion of the symbol's color rectangle, and the bottom color - the same left mouse click on the bottom of rectangle. **Top** and **Bottom** colors value is indicated by text info on the symbol's color rectangle.

Mark the function (✓) **Solid** if the color must be monochrome.

On the right side of the window are the values of level *RGB A* signals. The values range is from 0 to 255. Changing values of each field you set the color. **R** change the color of red component, **G** - the color of green component, **B** - the color of blue component, **A** - the transparency level of color.

Setting any level of transparency the black-and-white background's squares shows the future transparency in the output channel (on air).
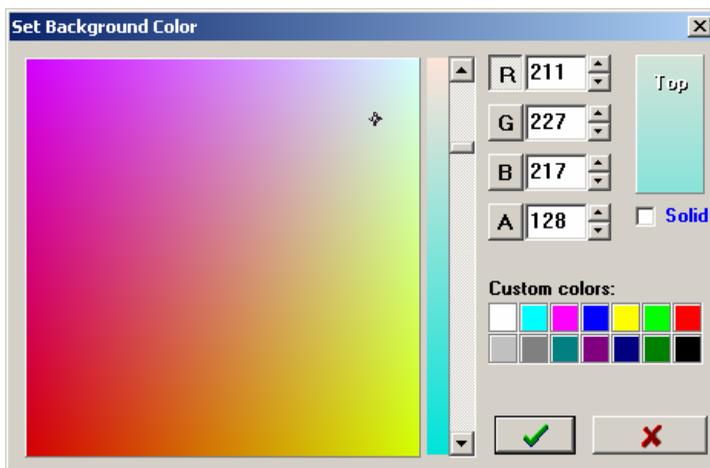
Window **Custom colors** intended for preset 14 custom selected colors. Set the desired color and then by right mouse button clicking on the **Custom colors** any square and select **Set**. Selected color will be assigned to the square and stored until the next change.

Symbol (font) attributes settings **(Attributes)**

To set the attributes of the character use the main menu item **Attributes**. In the **Attributes** function, next to the attribute's name, specifies parameter is set (√) or not ( ). When selecting the desired attribute mouse clicking change attribute's setting to the opposite.

Shadow Offset and **Shadow Drop** attributes is inconsistent, therefore they can't be set simultaneously. When specifying a single attribute, the other is automatically canceled.

Border Size, **Shadow Size** can be selected of values from 1 to 20. Select the desired value.

Selection of type **(Type)**

Clock or timer can be on air. To switch the clock's type select function **Type** in menu **Time:**

Clock - clock;
Timer - timer.

Format of clock **(Format)**

It is possible to show only a part of the digital clock or specify time format. To do this, use the menu **Time** function **Format**. Select the desired format.

Format **mmm:ss** designed to display the time, for example in soccer (football): game time **01:25:20** will be displayed as follows: **85:20**.
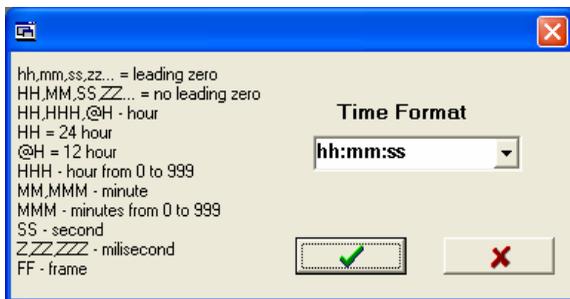
Control of timer **(Revers)**

In menu **Time** select **Revers** function to switch timer into reverse mode.
✓ **Revers** - time will be counted backward;
Revers - time will be counted forward.

Timer can be considered as forward or backward. Timer is counting up to 24 hours then drops to zero in forward mode. Backward timer is counting down from the desired value to 0 and then counting stops.

Stop and start the timer **(Timer)** (stop/move)

Function **Timer** is designed to stop/run timer. If the timer, at the moment you go on air, must to counts then set **(✓) Move**. In case you start timer directly on air, value must to be **(✓) Stop**.

Clock's background **(Background)**

The clock's background can be filled with a color or graphic pattern with function **Background**.

To set picture on the background, select **Set Picture...**. This will opens the **Open** dialog box with a list of existing graphics. Select the image and press **Open** or **Enter** key on the keyboard. The selected image will be displayed on the **Background** and filled the clock's background.

To fill the background by color, click the **Set Color...**. Set **(✓) Solid** if the clock has to be monochrome. It is possible to set color's gradient for background. The background's top color from the palette is selected by pressing left mouse button on the upper portion of the symbol's color rectangle, and the bottom color - the same left mouse click on the bottom of rectangle. **Top** and **Bottom** colors value is indicated by text info on the symbols color rectangle. Make the necessary settings and select **Exit** or press √ in the lower right corner of color's function window.

Clock (timer) will be automatically turned off when you on aired title on the same layer as clock.

Positioning clock **(parameters X, Y)**

Enter desired coordinates **X** and **Y** into the respective boxes on the clock's main menu. The position of the clock can be controlled with the mouse by moving the clock to the desired place.

Setting the timer **(Timer Time)**

Fulfill **Timer Time** box on the clock's main menu with values to set the initial value of the timer.

Timer's start time setting **(Start Time)**

Start Time box is used to set timer's starting time, including years, month, days. When **Start Time** will be equal to computer's system time, timer will start to count.

Font size **(Font Size)**

Font size can be selected directly by using parameter **Font Size**.

Make the necessary settings and select **Exit** or press √ in the lower right corner of main clock's window.

Layer settings

Clock is assigned to a layer by selecting layer on the comand line on the top of editor's screen.

All layers are summed over the alpha channel. Layer 0 has the lowest priority, and Layer 3 - the highest. Titles, effects and control of each layer are independent of the other layers.

Setting time **(Set Time…)**

Select a function **Set Time...** in menu **Clock** or simultaneously press the **"Alt"** and **"T"** to set the time. Fill the box **Time** to set the time and press √. Time setting does not change the computer's system time.

Timer's Stop/Start **(Timer)**

You can stop and start the timer by using the menu function **Timer** in menu **Clock**. If the timer, at the moment to go on air, must to counts, then set (•) **Move** or simultaneously press the **"Alt"** and **"F12"**. In case, you start timer on air, value must to be (•) **Stop** or simultaneously press the **"Alt"** and **"F11"**.

O P T I O N S

Setup

To set the parameters, select the menu function **Setup** in menu **Options**. **Setup** dialog box opens to enter parameters.

Box **Max Count** of **Recent Files** field **-** is the maximum number of projects that have been previously opened and shown in the menu **File**.

Clear - clears the list of projects that are shown in the menu **File**.
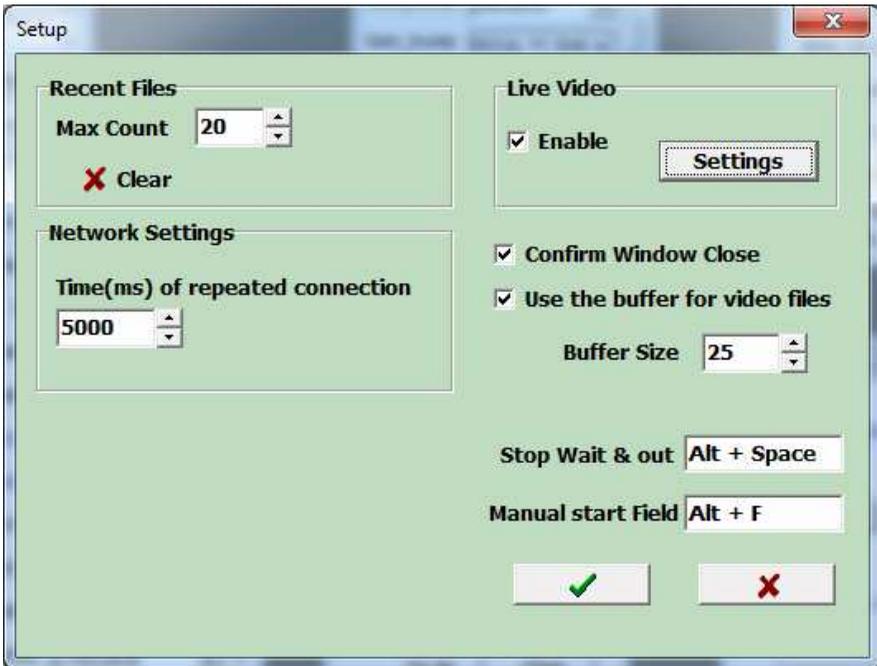
Field's **Live Video** setting:

Enable (√) - to turn on the video source that is connected to the video capture card;

Settings - setting video capture card's parameters and size and position of live video windows. Set input device, video size **(720x576)** and format of video signal **(Composite, S - VHS,** ...) and other parameters required for capture card.

Network Settings parameter **Time (ms) of repeated connection** used when data are obtained from other processing programs (statistic software) and are transmitted by TCP/IP protocol. If, during the broadcast, the data transfer is terminated, the connection will be resumed by intervals, valued in this parameter.

√ **Confirm Window Close -** ask confirmation when template is closed;

√ **Use the buffer for video files -** parameter, used to buffer animation files into RAM when playing *.**tga** or *.**png** sequences in frames. Remember, this parameter delayed on air appearance of title. Delay in duration is equal to the frame **Buffer Size** parameter. Useful to eliminate HDD reading speeds distortion in Windows.

Stop Wait & out - user defined shortcut cancel show last frame and process next operation (when **STOP TIME** is **Wait**).

Manual start Field - user defined shortcut start show first frame (when **START TIME** is **Wait**).

Make the necessary settings and press √ in the lower right corner of setup window. To exit from the **Setup** without changes select **Esc** or **×**.

Setting text encoding **(Encoding)**

Function **Encoding** in menu **Options** is used to convert data, received from database text records.
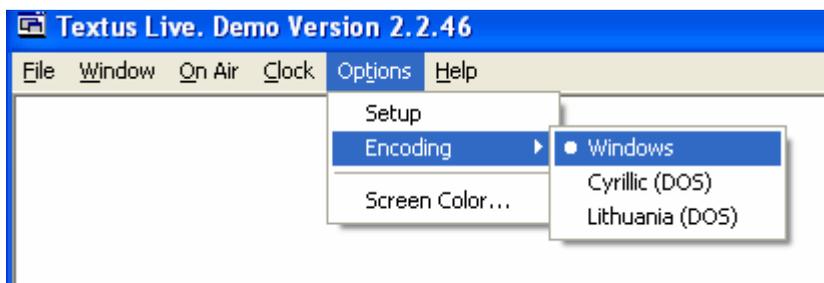
Global field data setting **(Data Setup)**

Data Setup function is used to input and change data around the page (project) with the fields of the same name. This makes work much easier because you can change the fields data in a single entry for the whole project in Data Setup table. Eg., a field with the name **TeamHome** is set with value "BARCELONA" in the DataSetup table. All the fields with the name **TeamHome** fills by record BARCELONA on the air.

Select the **Data Setup** function in the **Options** menu or simultaneously press the **"Alt"** and **"D"**.

Data properties:

Run   - Yes: automatically start scanning for data changes (necessary only when the **Source** is with real time changing data);

- **No**: get data only just at the loading moment.
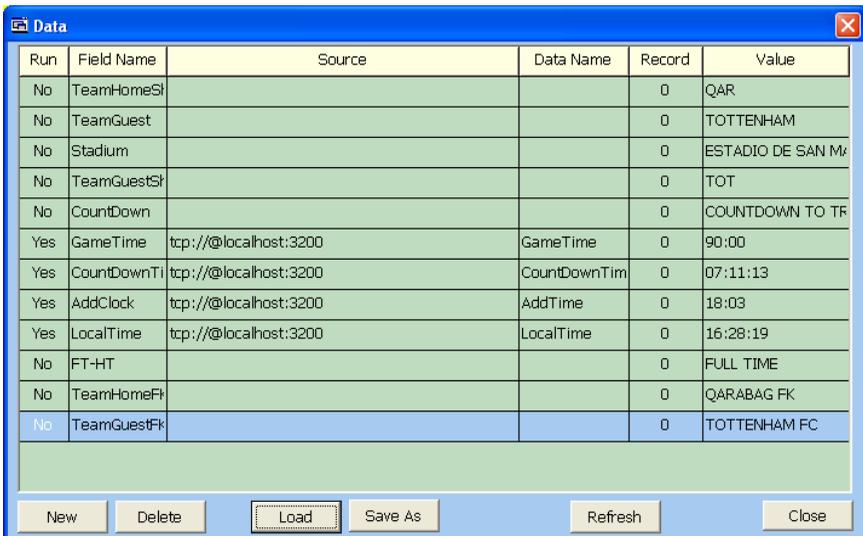
Field Name - field name, created with the software **Textus Editor**;

Source - the source of information. It can be a text file, database, www page, network, etc.;

Data Name - data source name;

Record - record number, if the source is with a table-type data structure (DBF, TXT, ...);

Value - a data value for the all fields with the name **FieldName**.

Run	Field Name	Source	Data Name	Record	Value
No	TeamHomeSl			0	QAR
No	TeamGuest			0	TOTTENHAM
No	Stadium			0	ESTADIO DE SAN M/
No	TeamGuestSl			0	TOT
No	CountDown			0	COUNTDOWN TO TF
Yes	GameTime	tcp://@localhost:3200	GameTime	0	90:00
Yes	CountDownTi	tcp://@localhost:3200	CountDownTim	0	07:11:13
Yes	AddClock	tcp://@localhost:3200	AddTime	0	18:03
Yes	LocalTime	tcp://@localhost:3200	LocalTime	0	16:28:19
No	FT-HT			0	FULL TIME
No	TeamHomeFl			0	QARABAG FK
No	TeamGuestFl			0	TOTTENHAM FC

New   Delete   Load   Save As   Refresh   Close

New - insert the new line in the list;

Delete - delete the line from the list;

Load - load new data file with format *.xml;

Save As - saving data file (.xml) with new name;

Refresh - update changes in the list;

Close - closing a window **Data**.

Set the color of the screen **(Screen Color…)**

Function **Screen Color** in menu **Options** is used to set desired **Textus Live** software's screen color.

On air effects

All effects are available only for static titles.

1. **Cut –** immediately on air for all static titles;
2. **Mosaic –** appearing by accidental square dots. Parameter define dot size (smallest - 4, biggest - 128);
3. **Blinds –** appearing by verticals strips. Parameter define strips width (thinnest - 4, thickest - 128);
4. **Wipe In –** wipe in effect;
5. **Wipe Out –** wipe out effect;
6. **Wipe Up –** wipe up;
7. **Wipe Down –** wipe down.

Fast – **Slow –** speed of effect.

Function keys **(Help)**

Function keys speed up your work. You can use them to cause some major and frequently used functions, without going into the menu. To see function keys press **Keyboard shortcuts…** in menu **Help** or press **F1**.

F4 – load file;

F5 – clock on air;

F6 – next template's window;

F8 – read data from the database into the active window. This function does not work, if the window is in the automatic reading mode of data;

F9 – on/off all layer's title on air;

Alt+A – active window on air;

Alt+Z – redraw title on air;

Alt+T – set time;

Alt+P – title's preview screen;

F11 – On/Off LiveVideo1;

F12 – On/Off LiveVideo2;

Alt+F11 – stop timer;

Alt+F12 – start timer;

Ctrl+F4 – close template's window;

PgUp – increase value by 1 of template's record data;

Ctrl+PgUp – increase value by 2 of template's record data;

Alt+PgUp – increase value by 3 of template's record data;

PgDn – decrease value by 1 of template's record data;

Ctrl+PgDn – decrease value by 2 of template's record data;

Alt+PgDn – decrease value by 3 of template's record data;

Alt+Space (default) **–** user defined shortcut cancel show last frame and process next operation when **STOP TIME** is -1 (Stop Wait & Out);

Alt+D - global field data setting;

Alt+F – user defined shortcut start show first frame when **START TIME** is Wait (Manual start Field);

Ctrl+Alt+T (on the Setup window). Additional **Remove First Pixel** function;

Alt+X – quit **TEXTUS LIVE** software.

Abbreviations, database records (FootballStatistic)

| Menu	Description	Default keyboard shortcut (Inc/Dec)	Team.DBF Field	Total.DBF Field
Goal	Goal	G/Ctrl+G	GOAL	GOAL
Own Goal	Goal in the home gate		OWNGOAL	
	Red card	R/Ctrl+R	REDCARDS	REDCARDS
	Yellow card	Y/Ctrl+Y	BOOKINGS	BOOKINGS
	Blow in gate	T/Ctrl+T	SHOTSGOAL	SHOTSGOAL
	Blow by gate	B/Ctrl+B	SHOTSWIDE	SHOTSWIDE
Shots on Goal	Blow in gate	F5/Ctrl+F5		TSHOTSGOAL
Shots Wide	Blow by gate	F6/Ctrl+F6		TSHOTSWIDE
	Additional time			ADDTIME
Offside	Offside	F7/Ctrl+F7		OFFSIDE
Foul	Fouls	F8/Ctrl+F8		FOUL
Corners	Corners	F9/Ctrl+F9		CORNERS
	Goal scorer home			GOALHOME
	Goal scorer quest			GOALAWAY
	Possesion time (Percent)	NUM-/NUM+		BALLTIME
	Possesion time (Seconds)	NUM-/NUM+		BALLTIMES
No	Player number		NO	
Player	Player name		PLAYER	
Team	Team name		TEAM	TEAM
	Player position		POSITION	
Player/Team picture	Player/Team picture file		PHOTO	LOGO

Abbreviations, database records (BasketballStatistic)

Menu shortcut	Description	Keyboard shortcut (Inc/Dec)	DBF Field (Team.DBF/ REZULT.DBF)
PF	Personal fouls	P / Ctrl+P	PRAZ / (PRAZ1 or PRAZ2)
AS	Assists	R / Ctrl+R	REZ_P / (REZ_P1 or REZ_P2)
REB D	Defensive rebounds	A / Ctrl+A	AT_KP / (AT_KP1 or AT_KP2)
REB O	Offensive rebounds	V / Ctrl+V	AT_KM / (AT_KM1 or AT_KM2)
REB T	Total rebounds		REB_T / (REB_T1 or REB_T2)
TO	Turnovers	K / Ctrl+K	PER_K / (PER_K1 or PER_K2)
ST	Steals	S / Ctrl+S	KLAID / (KLAID1 or KLAID2)
BS	Blocks	B / Ctrl+B	UZB_M / (UZB_M1 or UZB_M2)
FT A	Free throws attempted	F5 / Ctrl+F5	TASK_1 / (TASK_11 or TASK_12)
FT M	Free throws made	F1 / Ctrl+F1	TASK_1P / (TASK_1P1 or TASK_1P2)
FT %	Free throws %		PROC_1 / (PROC_11 or PROC_12)
2FG A	2-pointers attempted	F6 / Ctrl+F6	TASK_2 / (TASK_21 or TASK_22)
2FG M	2-pointers made	F2 / Ctrl+F2	TASK_2P / (TASK_2P1 or TASK_2P2)
2FG %	2-pointers %		PROC_2 / (PROC_21 or PROC_22)
3FG A	3-pointers attempted	F7 / Ctrl+F7	TASK_3 / (TASK_31 or TASK_32)
3FG M	3-pointers made	F3 / Ctrl+F3	TASK_3P / (TASK_3P1 or TASK_3P2)
3FG %	3-pointers %		PROC_3 / (PROC_31 or PROC_32)
PTS	Points		TASK / (TASK1 or TASK2)
%	%		PROC / (PROC1 or PROC2)
	Game points	T /Ctrl+T	/ (TASK1 or TASK2)
	Set team fouls to zero	Ctrl+Alt+P	/(PRAZ1 or PRAZ2)
NO	Player No		NR
Player	Player Name		VARDAS
Player	Team Name		/ (VARDAS1 or VARDAS2)
	Player Height		UGIS
	Player Position		AMP
	Player played time		MIN
	Performance Index Rating		ANK

Digital clock over network

Virtual digital clock software provides a clock on air with the ability to have required font and attributes. Virtual digital clock is synchronized manually according to game's clock in the hall. You do not need clock camera in this case.

Structure is as below:
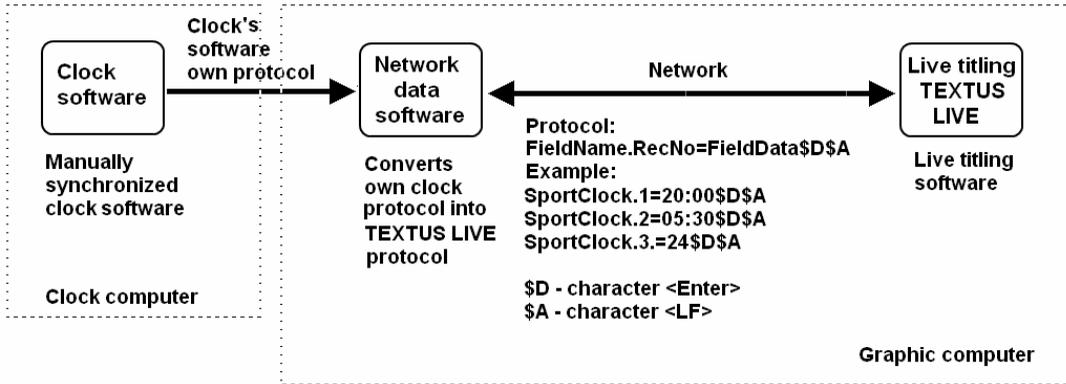
Several parameters required to insert digital virtual clock on the page:
   ☑ **Name** – used type of virtual digital clock software, e.g. DSBasketClock
   Source – source address, e.g. tcp://@127.0.0.1:3199
   Value – received value, e.g. 00:00
   Record – time record on the selected clock protocol, e.g. 14

Software NetworkData configuration:

   DigiSport Clock

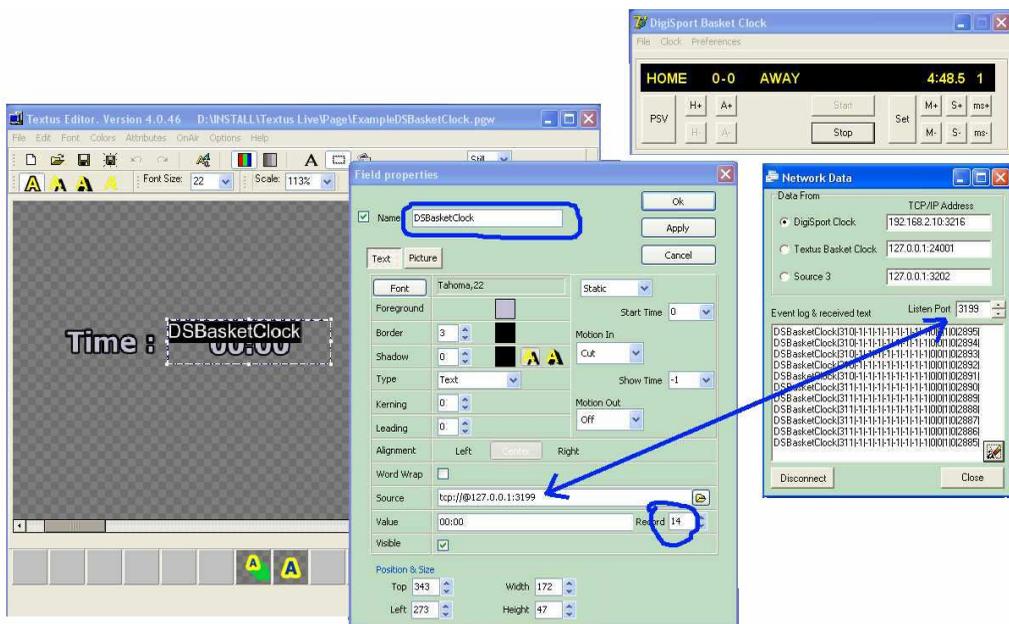   **Textus Basket Clock**   - virtual clock type

   Source 3

TCP/IP Address - address which is connected by NetworkData software to get clock's info, e.g. 192.168.2.10:3216

Listen Port - port number. Must be the same as in prepared field, e.g. 3199

TextusLive is sending for the NetworkData pocket "Test DA" to check network connection every 2 sec.

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Vilniaus g.215/15, LT-76348 Siauliai
Lithuania
Tel./fax +37041525930
mob.tel.+37068786167
e-mail: info@textus.lt
www.textus.lt