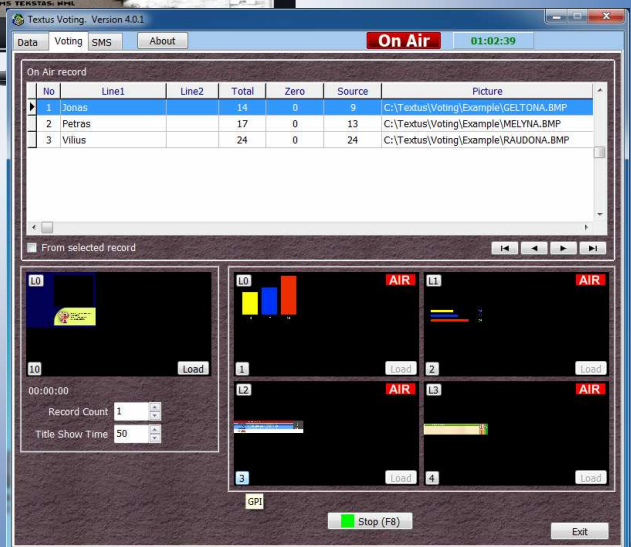


VIDEO TEXTAS2

# Textus Voting

with layers



2017

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## Starting the software package

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



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



**Textus Control Panel** program is located automatically in the **Windows Taskbar**



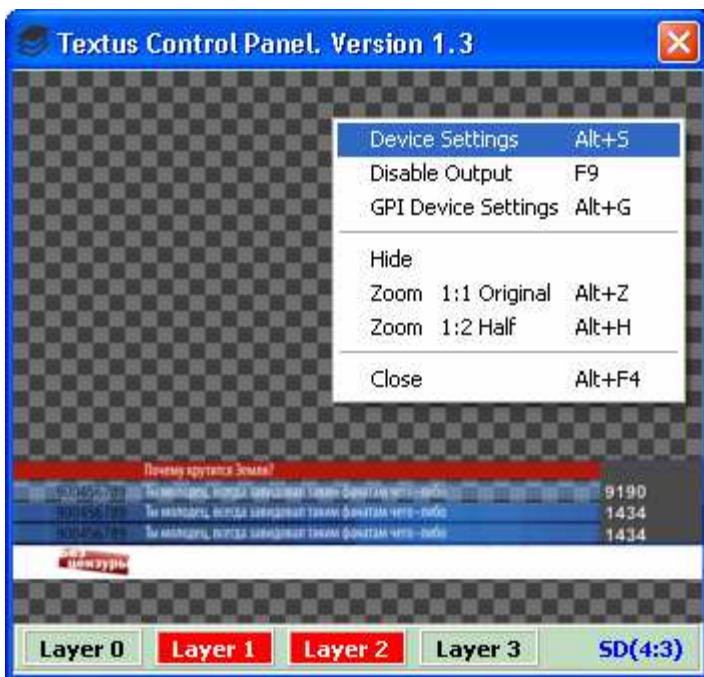
**Textus Control Panel** running automatically disables single layer Textus programs **Title output** preview option to **Disable**.

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 Voting** parameters:

**Video Device** - video device (DeckLink Video Render);

**Video 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 title through **DSK** in analog mixers. This function works only in **External** mode;

Setup

Video Device  
DeckLink SDI 4K

Video Format  
1080i50 1920x1080 25 FPS

Audio Device  
Decklink Audio Render

Keying Control  
☐ Off  
☒ Internal  
☐ External

☐ Output to Secondary Monitor  
☐ Mirror  
☐ Remove First Pixel

Reference Output Timing  
Left 0 Right

Alpha Position  
Left 0 Right

Mixing  
Level : 100%  
Mixing time : 0 frames

External Mixing  
Level : 100%  
☒ Serial Port COM 1  
GPI

Frame Count : 97633

**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.**

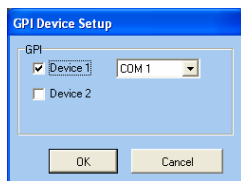
Make the necessary settings and press ✓ in the lower right corner of setup window.

**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.

**Output Disabled**

**Layer 0 Layer 1 Layer 2 Layer 3**

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 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 be adjusted manually;

**Zoom 1:2 Half (ALT+H)** - half of actual preview screen size. Size can be 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

## DeckLink SDI 4K

DeckLink SDI 4K




Video Output

Conversions

About

### General

Default video standard: 1080i50 

When paused: ☒ Display a full frame on video output

☐ Display a single field on video output

Video playback: ☒ Displays black output when not playing

☐ Displays freeze frame when not playing

During capture: ☐ Video output displays playback video

☒ Video output displays input video

### SDI Output

Color space: ☐ Video is converted to RGB 4:4:4

☒ Video is converted to Y, Cb, Cr 4:2:2

3G-SDI formats: ☐ Are output as SMPTE Level A

☒ Are output as SMPTE Level B (Normal)

1080p HD and 2K: ☒ Are output as 1080p progressive video

☐ Are output as 1080PsF segmented video

### Reference Input



Offset:  0 Pixels

Cancel

Save

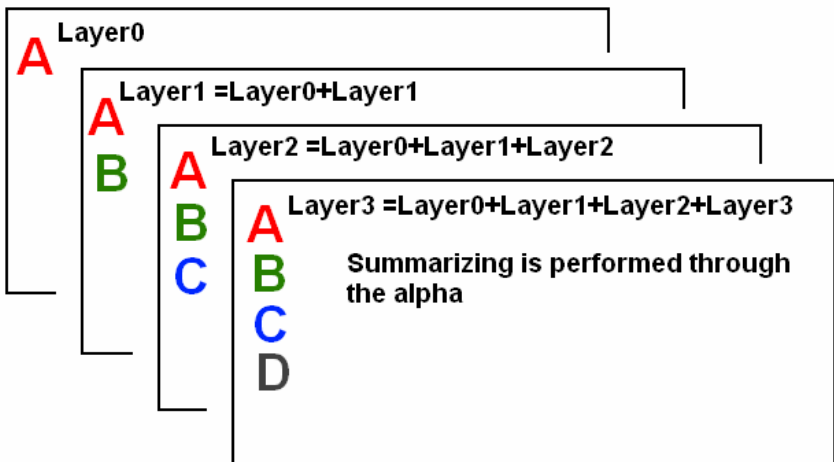


## Voting software

# Textus Voting

Software **Textus Voting** is intended for automatic or manual output of the voting results, as well as to display SMS messages or other text with different output effects (cut, crawl, chat,...).

## 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 title box of the **Textus Voting** own a layer number **Layer 0**, **Layer 1**, **Layer 2**, **Layer 3**. To select a layer, press the button in the upper left corner of the title box. Layer can be selected before the **Load** function and can be changed at any time.

## Voting data (Data)

This window **Data** is used to fill and store data in the database. There is entered voting data in case of manual data input.

Voting data are stored in the tables. Each table has a number of records. One record represents one voting option. Each record has several fields.

Field values:

**Number** - record number;

**Line1** - the first row of name of voting;

**Line2** - second row of name of voting;

**Picture** - graphic picture for the voting results display columns;

**Source** - votes counter;

**Total** - total votes;

**Percent precision** - percentage accuracy of votes (1, 0.1, 0.01).

All that's fields is used to prepare a voting title template \*.pgw in the software **Textus Editor**.

**Textus Voting. Version 4.0.1**

On Air 01:01:24

No	Position	Line1	Line2	Total	Percent	Zero	Source	Picture
1	3	Jonas		17205	97	0	17205	C:\Textus\Voting
2	1	Petras		17714	100	0	17714	C:\Textus\Voting
3	2	Vilius	Third record line2 text	17268	97	0	17268	C:\Textus\Voting
99	5				0			
99	4				0			

Number: 3 Percent precision: 0.1

Line1: Vilius

Line2: Third record line2 text

Picture: C:\Textus\Voting\Example\GELTONA.BMP

Source: 17268

Sort by Total

% =  $\frac{X}{Max} \cdot 100$

Stop (F8)

Total = 0

Total = Source

Timer: 01:01:24

Start: 01:01:00 Stop: 02:04:00

Format hh:mm:ss

Start Stop Reset

Data Source

Manual

File Data\Data1.txt

HTTP <http://www.textus.lt/Voting.php> <http://www.textus.lt/Voting.html>

Exit

To create a new database, press button **New Table**. Window **New** opens. Set the desired drive and directory, type the name of the database and press button **Open**. Will creates a new database with the extension **DBF**.

To open an existing database, press the button **Open Table**. A window **Open** opens with a list of existing databases. Set the desired drive and directory, select the desired database from the list and press button **Open**. The selected database loads.

To insert a new record in the database, press the button **+** and fill all fields in the record.

To delete a record from the database, press the button **-**. The record is deleted from the database.

To move to the next record, press the button **▶**.

To move to the previous record, press the button **◀**.

To move to the first record, press the button **◀|**.

To move to the last record, press the button **|▶**.

To edit record, press the button **▲**.

To save record, press the button **✓**.

To cancel edit record, press the button **✕**.

All records can be sorted by record number (button **Sort by Number**) or by the number of votes (button **Sort by Total**).

Voting results of calculation performed in respect of the total amount of votes or of the maximum score.

$$\% = \frac{X}{\Sigma} \cdot 100$$

$$\% = \frac{X}{Max} \cdot 100$$

Clicking on the button **Stop (F8)** stops and starts the automatic counting of the voting results on the air. This button pressing changes the value **Continue (F5)** to the opposite.

Press the button **Total=0** at the beginning of voting. The software will store the number of the source data as and the initial and result will counts with respect to that initial number. In order to show the real value of the data source, press button **Total=Source**.

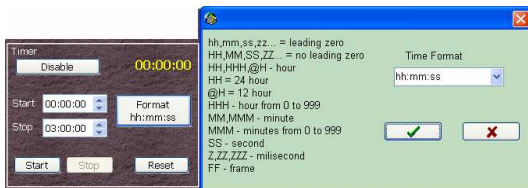
Panel **Timer** is used to set the timer, which is used to accept voting data and output on air voting results only for time period.

When **Disable** button is pressed, set the parameters:

**Start Time** - set the start time of the timer (hours, minutes, seconds and frames);

**Stop Time** - setting the end of the time (hours, minutes, seconds and frames);

**Format** - clock format. A window opens in which select the desired time format. Is possible to show only a part of the digital clock or specify time format.



**Start** - start timer;

**Stop** - stop timer;

**Reset** - returns the value

**Start Time** to the timer.

Timer can be outputed on air: a **Field Source** name is **#TIMER** and adds in the template **\*.pgw** with software **Textus Editor**.

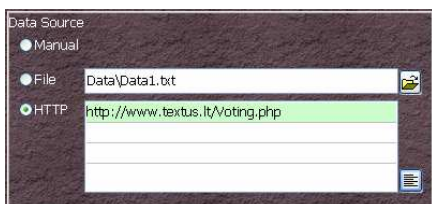
Panel **Data Source** is used to select the source of the voting results:

**Manual** - voting results are entered manually in the window **Data**;

**File** - voting results are getting from the specified text file. The first row of the file is the result of the first record, the second row - the result of the second record and etc.

Example of file:

750  
500  
650  
45



c) **HTTP** - voting results are getting from a specified **Internet** web site. The first row of the site - the telephone number and the result of the first record, the second row - the telephone number and the result of the second record and etc. Example of the site:

<P>9011141=750</P>

<P>9011142=500</P>

<P>9011143=650</P>

<P>9011144=45</P>

The second option of the site format: specifies the name of the field, an underline sign, record number, value - any text. Example of site:

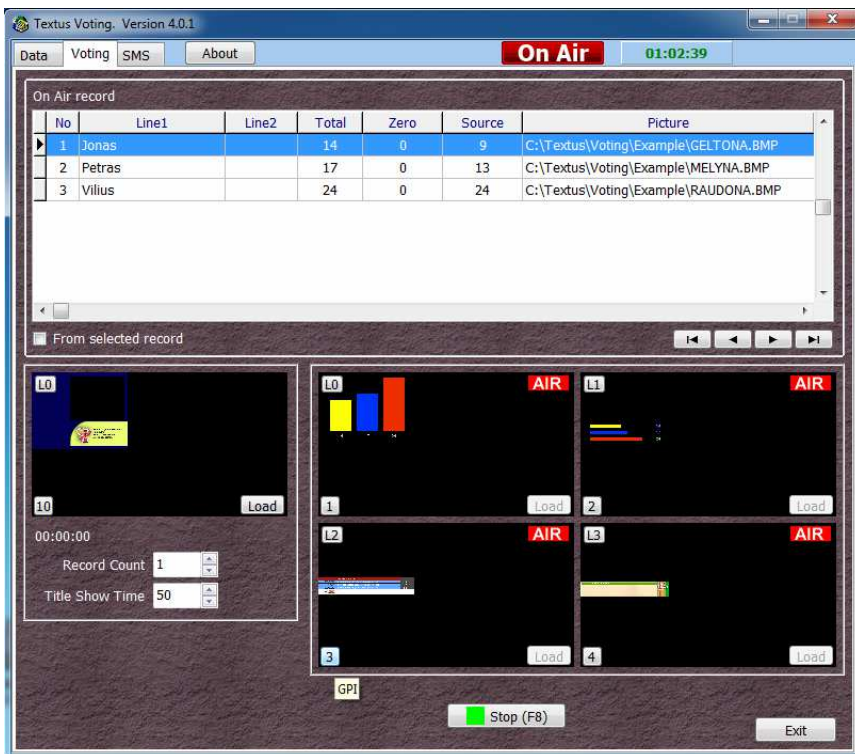
<P>Line1\_1 = Pirmas</P>

<P>Line1\_2 = Antras</P>

## Voting data output on the air (**Voting**)

A window **Voting** is used to output on the air voting data. There are two ways to output the results.

The first option outputs all the selected database records. Need to use alone left title box:



- select titles templates, which is prepared with a software **Textus Editor**. To load the template, press the button **Load**. **Open** window opens with a list of existing templates \*.pgw. Set the desired drive and directory, select the desired template from the list and press **Open**. After loading, the template will be displayed in the title box;

- set the number of records (field **Record Count**);

- set the show time on the air (field **Title Show Time**);

- press the left mouse button on the title box. **On Air** indication appears all the selected records played on the air at a specified time interval.

The results of the voting will be outputted on air by amount of records as specified in the box **Record Count** and with the displaying duration (in seconds), specified in the box **Title Show Time**.

The second option allows to output one or more records with automatic data checking and live changing data on the air. A dedicated panel **On Air record** and four right title box are used.

If the voting results going on the air not from the first records, then:  
 - select the start record;

No	Line1	Line2	Total
1	Jonas		25688
2	Petras		24991
3	Vilius	Third record	25035

- mark the field ✓ **From selected record**;

At any time can be used the four templates \*.pgw, which is prepared with a software **Textus Editor**. To load the template, press the button **Load**. **Open** window opens with a list of existing templates \*.pgw. Set the desired drive and directory, select the desired template from the list and press **Open**. After loading, the template will be displayed in the title box.

To output the the title with voting data on the air, press the left mouse button on the desired title box or press **F1, F2, F3, F4**. **On Air** indication appears for each title box.

Current and all next records will be outputed on the air. How many records show is determined by the template. Start and stop counting results is carried out from a window **Data**.

Clicking on the button **Stop (F8)** stops and starts the automatic display of the voting results on the air. This button pressing changes the value **Continue (F5)** to the opposite.

## External remote control panel (GPI)

You can assign a button for each title box on the external remote control panel.



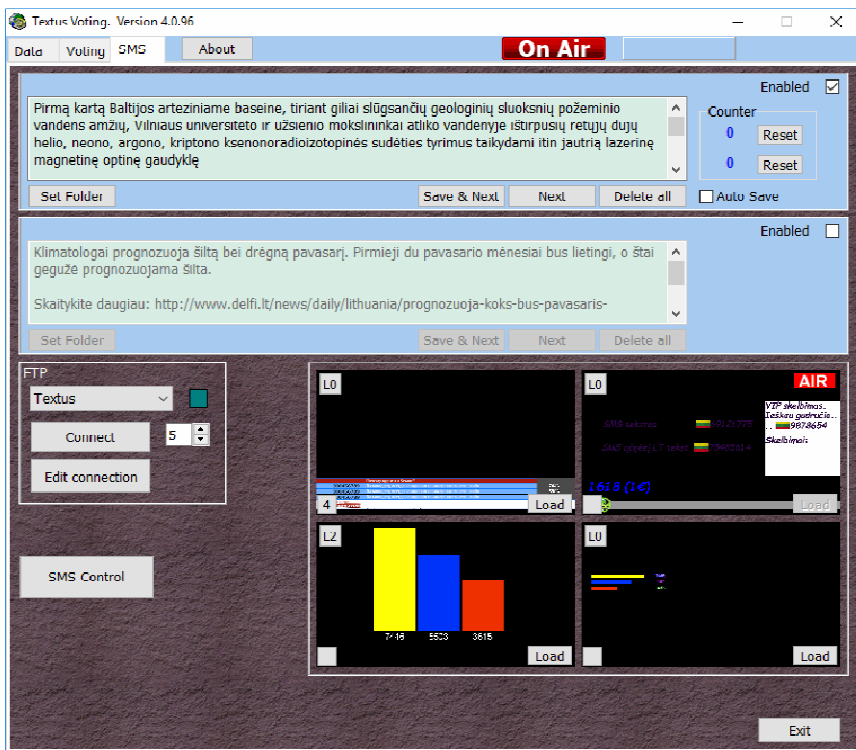
Press the left mouse button on the **GPI** button (left bottom corner of the title box). In the window that opens, select a free (green) button, whose number is automatically displayed on the left bottom part of the title box and this box additionally is assigned to the selected button on the remote control panel.



If the title box is already assigned to the remote button, then pressing **Clear** to abolish assignment.

## SMS messages (SMS)

A window **SMS** is used for getting SMS messages and outputting them on the air.

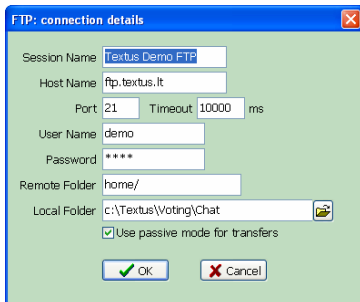


SMS messages are accepted from the **FTP** server as a text files. Text files from an **FTP** server are copied to the directory, specified in the **FTP Server** settings. If the **FTP** server is not used, SMS messages can be sent over the LAN, to take out from a special device which is connected to a mobile phone or simply record manually in SMS editor.

To activate the receiving SMS messages from the **FTP** server, you need to connect to it using a panel **FTP**. Select the desired server from the **FTP** server list , set the server read interval (in seconds) and press **Connect**. Now, you are connected to the selected **FTP** server.

If the server you want is not listed, you need to register it. To do this, press the button **Edit connection**. **FTP Server** window opens with a list of existing servers. Press the button **New connection....** In the opened window **FTP Server** enter the desired parameters and press **Ok**. Registered server will be added to the list of servers.

To delete the **FTP** server from the server list, press the button **Delete** in the window **FTP Server**.



To edit the parameters **FTP** server, press the button **Edit...** in the window **FTP Server**.

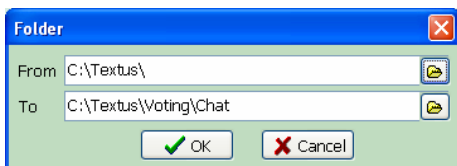
The SMS messages will be sent automatically into the computer after the connection to the server if all the parameters in the **FTP** server are set correctly and computer connected to the **Internet** network.

Green indicator flasches in the upper right corner of the **FTP** panel if the **FTP** server parameters are configured correctly.

To output the received SMS messages on the air may be used two types of templates, that are prepared with the software **Textus Editor**: by crawl, roll effects or by cut effect (chat). Press the button **Load** to load the template \*.pgw in the title box. **Open** window opens with a list of existing templates. Set the desired drive and directory, select the desired template \*.pgw from the list. By pressing the left mouse button on the title box outputs received messages on air in such a manner as specified in the template. All received messages will be outputted automatically without confirmation if the **Auto Save** is sets. SMS messages can be separated by graphics image as separator, whose formats are \*.tga, \*.bmp with alpha. Separator is added at the template preparing process in the editor software **Textus Editor**.



There are two identical messages editors. One is used to edit the SMS messages outputted as crawl line and the other - to edit SMS messages as chat. The message will be displayed in one of the editors when the message is received. Messages can be edited.



Press a button **Save&Next** if the received message you want to save and show on air. The message is stored in the directory, that is specified in the field **To** of window **Folder**. **Folder** window can be opened, by

pressing the button **Set Folder**.

Press the button **Next** if the received message does not need to show on the air.

Press the button **Delete all** if you want to delete all received SMS messages.

All the SMS messages will be saved and outputted on the air automatically without confirmation if the ☒ **Auto Save** is marked.

☒ **Enable** - set to get a sms messages.

There are two counter panels **Counter** to calculate received messages. Pressing the button **Reset** sets to zero the counters. The upper counter is increased by 1 and stored after receiving each message and lower counts messages only displayed on the air.

**SMS Control** function used for SMS on air sequencing, duration, repeatability description.

Select the **SMS Control** function. **SMS Data** properties:

**OnAir** - **Yes**: SMS output on the air with specified interval;

- **No**: SMS on the air is not output. You can edit the list;

**Interval** - time to out on the air each SMS;

**From, To** - time window for sending a message, sms;

**Text** - SMS;

**Next Show Time** - the next time to show SMS;

**Counter** - indicates the number of times to out SMS on air;

**New** - manual insert the new line in the list;

**Delete** - delete the line from the list;

**Delete all** - delete all lines from the list;

**OnAir all Stop** - stops sending all sms to the air;

**SMS Data**

OnAir	Interval	From	To	Text	Next Show Time	Counter	
Yes	600	15:00:00	21:00:00	šlandien BOSO diena !!!	2017-10-16 15:00:00	19	
No	400	11:00:11	11:22:22	labas rytas		10	
Yes	600	00:00:00	23:59:59	SMStextukas	2017-10-16 11:49:07	198	
Yes	600	12:11:05	16:56:00	REKLAMA	2017-10-16 12:11:05	111	
No	120	00:00:00	23:59:59			2	

New Delete Delete all OnAir all Stop 11:39:31

☒ Auto OnAir ☐ TXT Folder C:\Textus\Layer\SMsreklama ... ☐ XML Folder http://www.textus.lt/demo.xml ... Start

Keyword	Interval	From	To	Repeat	Folder	Counter	Reset
	300	17:30:00	19:59:59	14	C:\Textus\Voting\Chat	0	
VIP	120	22:50:00	23:59:59	22	C:\Textus\Voting\Chat	0	
SKELBIU	40	11:11:00	14:00:00	55	C:\Textus\Voting\News	0	

New Delete Hide

**Auto OnAir** - include received SMS to the list and outputs on the air immediately;

**TXT Folder** - a catalog selected to read from the SMS and writed in automatically;

**XML Folder** - web page address or xml file folder;

**Keyword** - SMS code (first word in sms text);

**Interval** - time to out on the air each SMS (in seconds);

**From, To** - time window for sending a message, sms;

**Repeat** - indicates the number of times to out SMS on air;

**Folder** - a catalog selected to write SMS messages;

**Counter** - indicates the number of SMS in the specified directory;

**Reset** - restore values;

**Start/Stop** - start/stop of sms processing;

**New** - manual insert the new line in the list;

**Delete** - delete the line from the list.

After setting the necessary settings, select **Hide** or **x** to exit from the **SMS Data**.

## Quit (Exit)

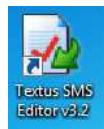
Press the button **Exit** to finish working with voting software **TEXTUS Voting**.

# Software sms editor

## Sms Editor

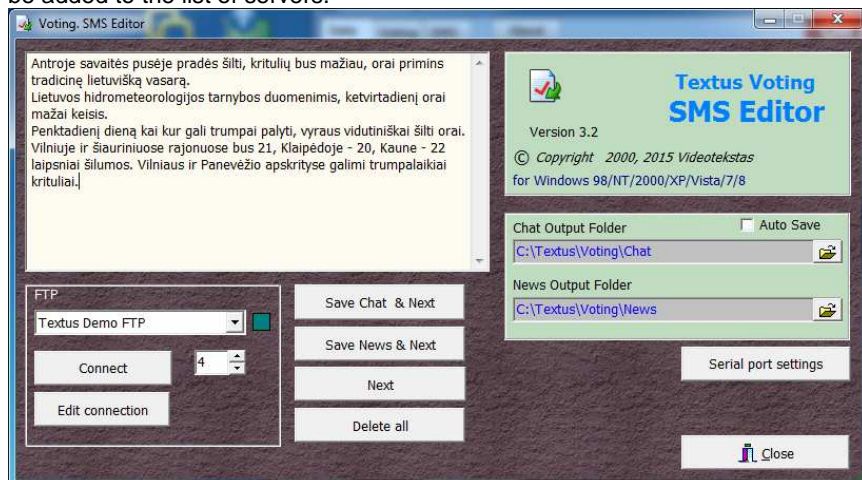
Software **SMS Editor** is used to check and edit messages. This software can be located in the any computer (not necessary run in the computer with **Textus Voting** software).

Run the file **SMSEditor.exe** by clicking on the icon to start.



To activate the receiving SMS messages from the FTP server, you need to connect to it using a panel **FTP**. Select the desired server from the FTP server list, set the server read interval (in seconds) and press **Connect**. Now, you are connected to the selected **FTP** server.

If the server you want is not listed, you need to register it. To do this, press the button **Edit connection**. **FTP Server** window opens with a list of existing servers. Press the button **New connection...**. In the opened window **FTP Server** enter the desired parameters and press **Ok**. Registered server will be added to the list of servers.



To delete the **FTP** server from the server list, press the button **Delete** in the window **FTP Server**.

To edit the parameters **FTP** server, press the button **Edit...** in the window **FTP Server**.

The SMS messages will be sent automatically into the computer after the connection to the server if all the parameters in the **FTP** server are set correctly and computer connected to the **Internet** network.

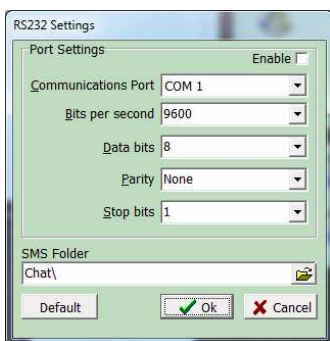
Green indicator flasches in the upper right corner of the **FTP** panel if the **FTP** server parameters are configured correctly.

Press a button **Save Chat & Next** or **Save News & Next** if the received message you want to save and show on air. The message is stored in the directory, that is specified in the field **Chat Output Folder** or **News Output Folder**.

Press the button **Next** if the received message does not need to show on the air.

Press the button **Delete all** if you want to delete all received SMS messages.

All the SMS messages will be saved and outputed on the air automatically without confirmation if the ✓ **Auto Save** is marked.



**Serial port settings** is used to get a SMS messages trough computer **Com** port.

## Quit (Close)

Press the button **Close** or press simultaneously the keys "**Alt**" and "**C**" to finish working with sms editor software **SMS Editor**.

## 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.

- F1** - 1-st title box on air ;
- F2** - 2-nd title box on air;
- F3** - 3-rd title box on air;
- F4** - 4-th title box on air;
- F5** - **Continue** counting of votes;
- F8** - **Stop** counting;
- F9** - on/ off on air for full screen;
- F10** - pressing button **Total = Source**;
- F12** - pressing button **Total = 0**;
- Alt+C** - **SMS Editor** software closing.



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[www.textus.lt](http://www.textus.lt)