



Viz Pilot Edge User Guide

Version 2.3





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1 Introduction

Viz Pilot Edge is a newsroom component that's used to create, manage and deliver content to live and taped broadcast productions. Viz Pilot Edge can also be used as a Graphics Plugin user interface in NLE workflows.



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.
- Add, move or remove graphics in the timeline.
- Preview videos with graphics.
- 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.

1.3 Feedback

We welcome your feedback on Vizrt products and documentation. Please contact your local Vizrt customer support team at <http://www.vizrt.com>.

1.4 Support

Support is available at the [Vizrt Support Portal](#).

1.5 See Also

- The [Viz Pilot User Guide](#) covers the entire Viz Pilot system.
- [Template Builder](#) is a tool for customizing Fill In Forms that can be used by Viz Pilot Edge.
- The [Viz Artist User Guide](#).

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- www.vizrt.com
- [Vizrt Documentation Center](#)
- [Vizrt Training Center](#)
- [Vizrt Forum](#)

2 Installation And Configuration

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

- [Requirements and Installation](#)
 - [Configuration](#)
 - [Configuring the Crop Tool](#)
 - [Enabling Content from Viz One](#)
 - [Migrating from Pilot News](#)
-

2.1 Requirements And Installation

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

2.1.1 System Requirements

Pre-Installation Requirements

- A Vizrt 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 Pilot templates and data elements.
 - NRCS system integrated with Viz Pilot system.
 - Viz Preview Server or Connection Broker for graphics preview.
 - Set of Viz Artist scenes used in broadcast.

Hardware Requirements

There are no known hardware limitations for Viz Pilot Edge, other than requirements stipulated by newsroom systems that are hosting the client.

Software and Browser Requirements

 **Note:** It is strongly recommended to use the latest version of Viz Pilot Edge.

If you are running Viz Pilot Edge inside a browser, the following minimum requirements apply:

- Microsoft Internet Explorer 11 +
- Chrome 64 +
- Safari 11.0 +

2.1.2 Pilot Data Server Back-end Requirements – Oracle

You only need to consider the Pilot Schema version below when using Oracle.

Pilot Edge and Pilot back-end Compatibility Matrix

Pilot Edge version	Pilot Data Server version	Template Builder version	Preview Server version	Pilot Schema version	Viz Engine version
2.0	8.6	2.0	4.4.1	8.4	4.2
1.6	8.5	1.3	4.4.0	8.4	3.14.2

2.1.3 Pilot Data Server Back-end Requirements – Graphic Hub

In most instances, only Pilot Schema version ≥ 6.0 can be used with a Graphic Hub back-end. So, if you running Pilot schema 5.x, then you need to upgrade it first to, at least, version 6.0. Full list of compatible versions is available in the [Graphic Hub Administrator Guide](#).

Pilot Schema Version	Pilot Director	Pilot Edge Version	Graphic Hub Version	GH Rest Version	GH Manager Version to import/clean schema
8.4	8.6	2.0	3.4.2	2.4.2	5.4.1
8.4	8.6	1.6	3.4.1	2.4.1	5.4.1
8.4	8.5	1.5	3.4.0	2.4.0	5.4.0 can import schema 6, 7, 8, 8.3.0 and 8.4.0
8.3	8.3		3.2.0. or 3.3.0	2.2.0 or 2.3.0	5.2.0 or 5.3.0 can import schema 6, 7, 8, 8.3.0
8.0	8.0		3.0.2 to 3.1.1	2.0.2 to 2.1.1	5.1.1 or 5.0.2 can import schema 6, 7, 8,
7.0	7.0., 7.1, 7.2		3.0.0 or 3.0.1	2.0.0 or 2.0.1	5.0.1 can import schema 6,7

2.1.4 Installation

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

 **Viz Pilot Edge URL:** The URL to access Viz Pilot Edge is: <http://hostname:8177/app/pilotedge/PilotEdge.html>.

See also

- [Installing Viz Pilot Edge for ActiveX Based Systems](#)

2.2 Configuration

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

2.2.1 Database Settings

Pilot Data Server Setting	Description
ax_disable_overlay_saving	Disables saving of overlay timelines for clip assets that have an overlay_timeline link.
ax_dont_fetch_thumbnails	No thumbnails are shown in the element list.
ax_hide_dataelements	Hides the data element list if set to true .
preview_server_uri	Base URI of the Preview Server to be used when requesting preview images for the graphics.
shared_curious_server	Viz World Server IP or hostname for the maps workflow. If you add multiple hostnames, Pilot Edge will utilize the first one on the list.
video_mode	Video mode for channel. PAL or NTSC.

2.2.2 URL Parameters

URL Parameter	Description
autorefreshpreview=[true/false]	Disables auto-refresh of graphic preview if set to false.
candeletepilotelements=[true/false]	Lets you delete data elements from the database if set to true.
maps=[hostname]	Overrides the setting <i>shared_curious_server</i> defined in the Pilot Data Server.
preview=[hostname]	Overrides the setting <i>preview_server_uri</i> defined in the Pilot Data Server.
showpilotelements=[true/false]	Hides the data element list if set to false. Overrides the setting <i>ax_hide_dataelements</i> defined in the Pilot Data Server.

2.3 Configuring The Crop Tool

Crop Service and Pilot Data Server must both be installed before you can use Viz Pilot Edge's crop tool, Image Editor. To simplify configuration, it's recommended to install Crop Service and Pilot Data Server on the same machine. If they're installed on different machines, see [Configuring the Connection from Crop Service to Pilot Data Server](#) below. See also the **Pilot Data Server Installation** section in the [Viz Pilot User Guide](#).

2.3.1 About Crop Service

Crop Service is a Viz Pilot tool used for basic cutting, zooming and rotating of images. It provides an efficient way for journalists and editors to quickly add new images to a data element. Crop Service makes it possible to crop RestVOS images and images from any Viz One server.

2.3.2 Installing Crop Service

To install Crop Service, run the Crop Service installer: *VizrtPilotCropService-x64-x.y.msi*.

 **Note:** To be able to load all kinds of TGA images, a codec program like <https://www.fastpictureviewer.com/codecs/> must installed on the machine where crop service is running.

2.3.3

Setting Database Parameters for Crop Service

Database Parameters in the Pilot Data Server must be configured for Crop Service:

1. See **To access the Pilot Data Server Web Interface** in the **Pilot Data Server** section of the [Pilot User Guide](#).
2. Click the **Settings** link.
3. Select **crop_service_uri** and add the parameter for the machine on which you installed the Pilot Data Server: `http://< cropservicehostname >: 8178/`.
4. *Optional:* Set the **croptool_max_image_area** to adjust the maximum size of a cropped image that will be served by the Pilot Data Server. If the image size (*) is larger than `croptool_max_image_area`, then the image is resized, while still respecting the aspect ratio of the crop. The maximum image size applies even if no cropping is done. * Image size = image width x height in pixels.
5. Click **Save**.

Configuring the Crop Service Connection to Pilot Data Server

Note: If Crop Service is installed on the same machine as the Pilot Data Server, you can skip the steps below (Crop Service is already configured on your machine).

If Crop Service is installed on a different machine, configure the connection to Pilot Data Server as follows:

1. In Windows, open the **Services** dialogue and **stop** Crop Service.
2. Open the Crop Service configuration file. This must be done "As Administrator". For example, run Notepad (as administrator), and in Notepad open the config file: `C:\Program Files\Vizrt\Crop Service\CropServiceHost.exe.config`.
3. In the config file, find the following section:

```
<userSettings>
  <CropServiceHost.Properties.Settings>
    <setting name="PilotDataServerUri" serializeAs="String">
      <value/>
    </setting>
  </CropServiceHost.Properties.Settings>
</userSettings>
```

4. Replace `<value/>` with `<value>http://YOUR\ -PDS\ -HOST\ -HERE:8177</value>` and save your changes.
5. Start Crop Service.
6. Verify that the configuration is correct by viewing the log file at `C:\ProgramData\Vizrt\Logs\CropService\croppservice.log`.

Note: If you see an error similar to: *ERROR: Failed to get payload from: <http://localhost:8177/vcp/parameters>*, or *Error: Unable to connect to the remote server* the configuration is incorrect, and you must repeat steps 1-6 above.

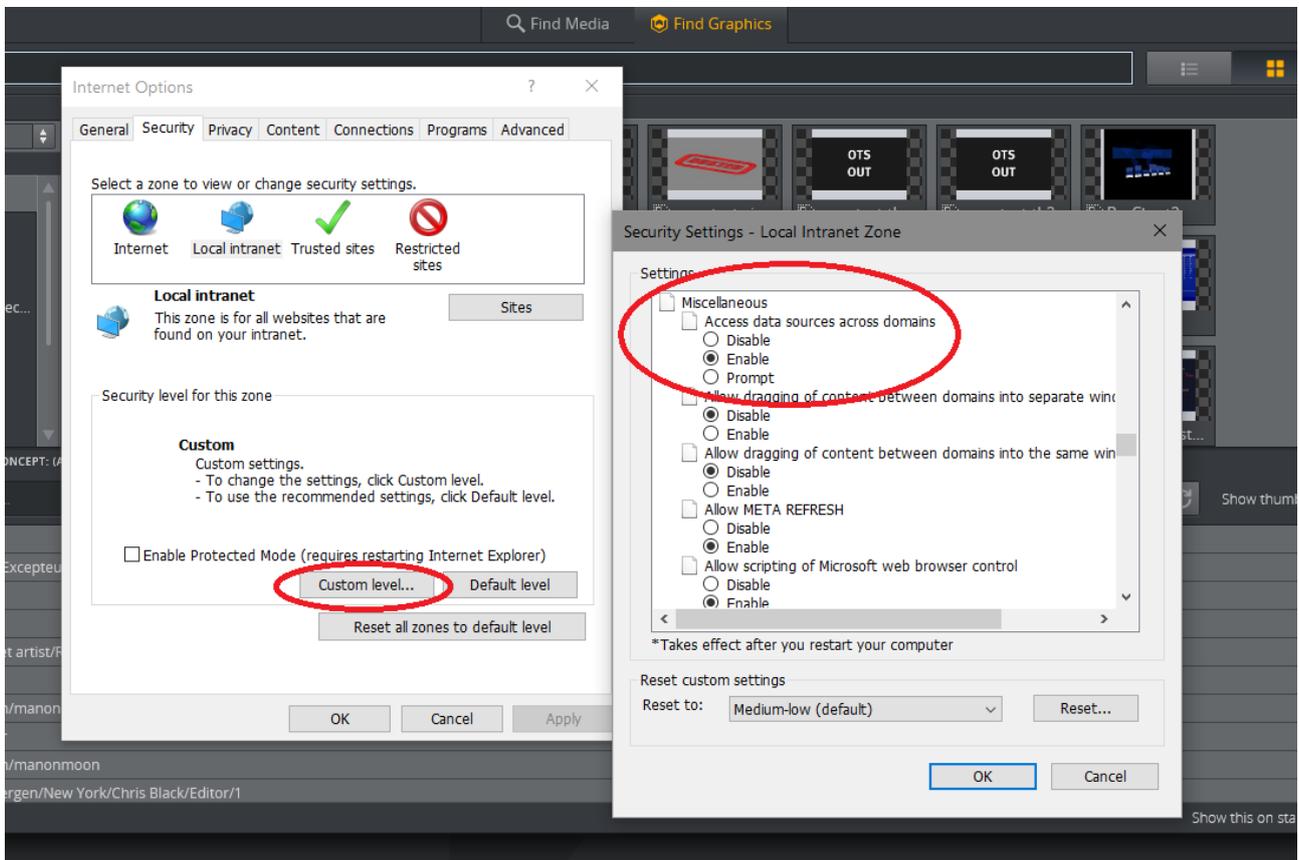
2.4 Enabling Content From Viz One

Some configuration may be necessary to search for and import content from Viz One if you're using Internet Explorer. You may need to change the setting below in order to make it possible to enter Viz One credentials.

2.4.1 Permitting Access to Content from Viz One

In Internet Explorer: Go to **Tools > Internet Options > Security > Custom level...**

1. Go to **Miscellaneous**.
2. Find **Access data sources across domains** and click **Enable** below it.
3. Click **OK**.
4. Reload Viz Pilot Edge.



2.5 Migrating From Pilot News

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

- [Why Migrate from Pilot News to Pilot Edge?](#)
- [What Does Migration Require?](#)

- [No New Server Infrastructure or Components Required](#)
- [The Template Analysis Tool](#)
- [Example of Vizrt Template Analysis Tool Results](#)

2.5.1 Why Migrate from Pilot News to Pilot Edge?

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

2.5.2 What Does Migration Require?

- **Although the same templates and scenes used by Pilot News also work in 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 Pilot News templates in Pilot Edge without further action.** Simply open the 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's 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 Pilot News and Pilot Edge at the same time, effectively allowing the templates and data elements to be used interchangeably in both clients during a transition phase!

2.5.3 No New Server Infrastructure or Components Required

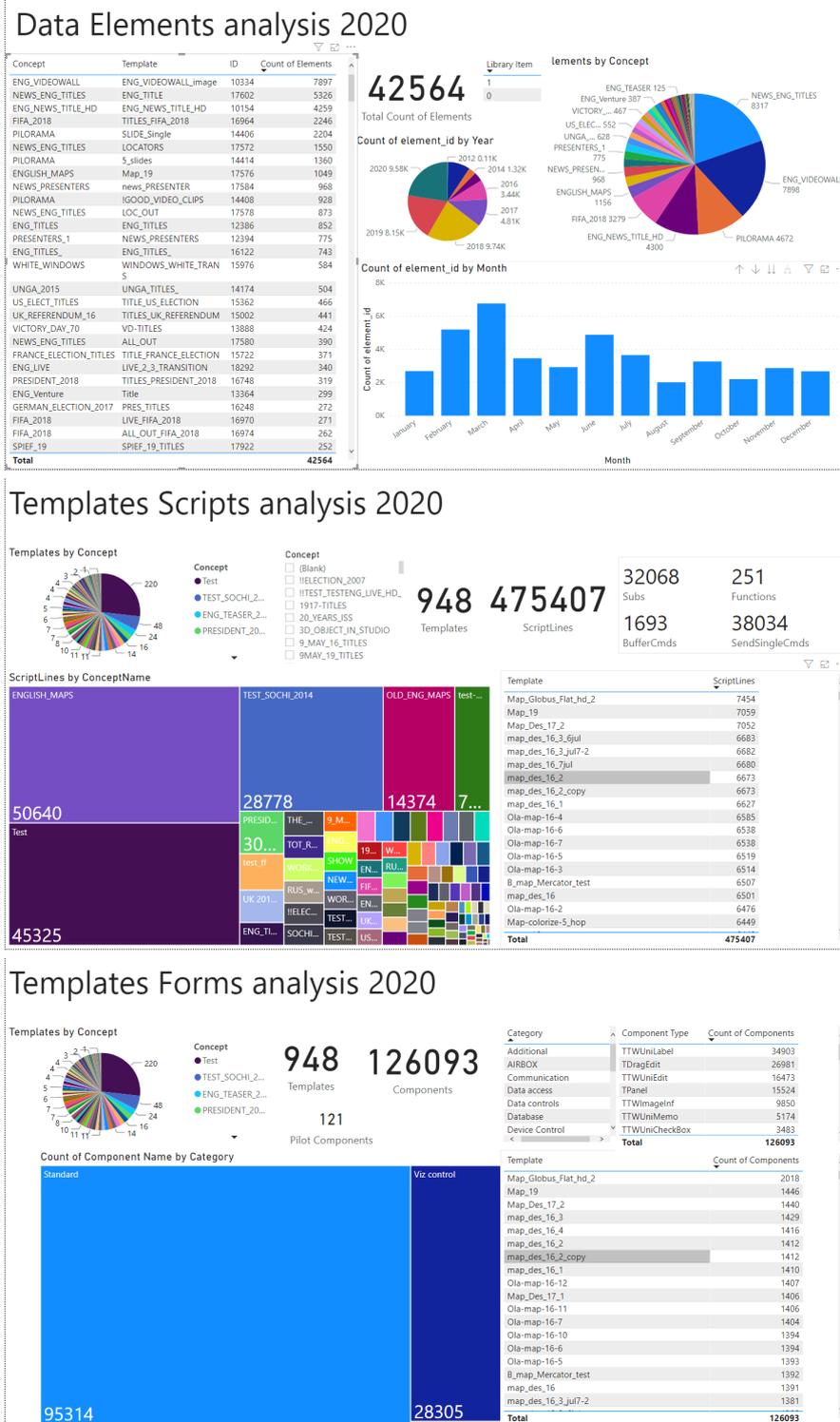
Viz Pilot Edge (together with Template Builder) communicate with the same back-end server and database components (Oracle or Graphic Hub) as Pilot News (with Template Wizard). No infrastructure changes are needed.

2.5.4 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.
- 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.

2.5.5 Example of Vizrt Template Analysis Tool Results



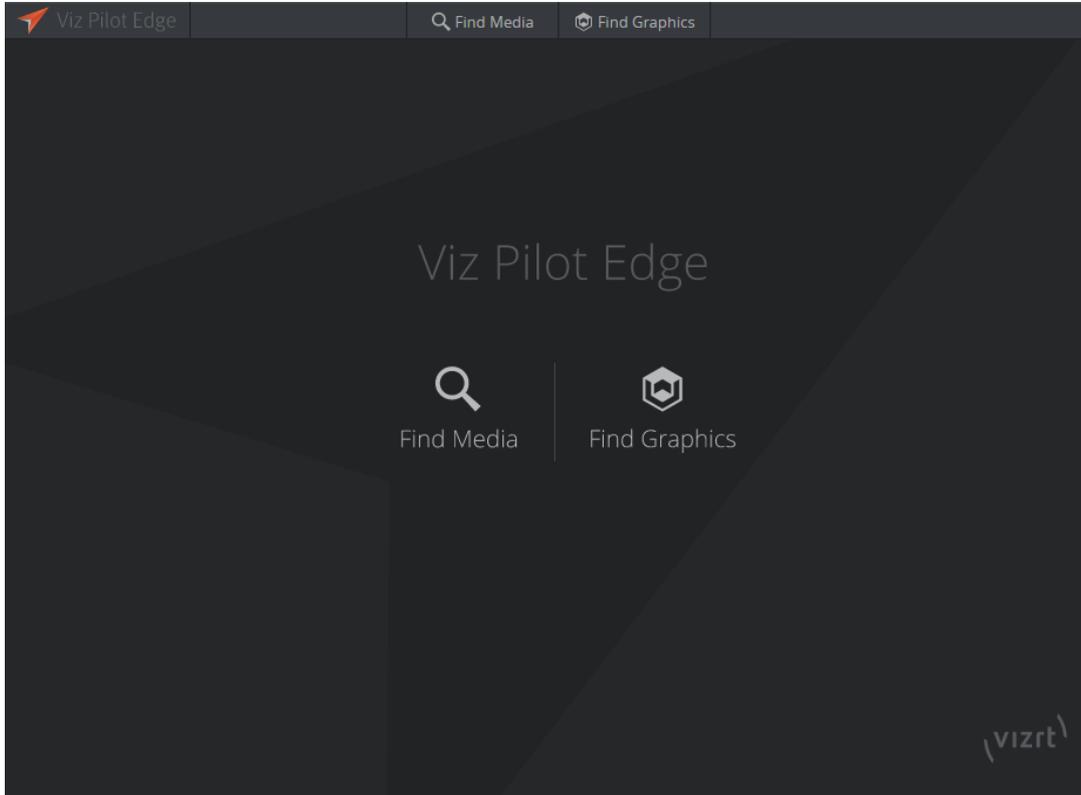
3 Template Scripting

The template scripting is a functionality for Pilot Edge that allows users to customize templates and fill in values from external sources.

You can find more information on how to use this functionality in the [Template Builder User Guide](#) under the section *Form Customization Scripts*.

4 Workflows

Search for templates and media using [Find Graphics](#) and [Find Media](#).



Selecting [Find Media](#) opens a panel where you can search for available videos and images.

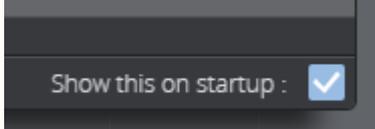
Selecting [Find Graphics](#) opens a panel where you can search for available templates and previously saved data elements and library elements.

4.1 Basic Workflow

The basic workflow from a template to a data element ready for play-out is as follows:

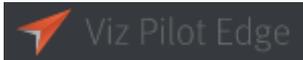
- Search for and open templates, data elements or media assets.
- Search for resources using a variety of filter criteria.
- Fill graphic templates with content using an auto-generated [Fill In Form](#).
- Preview graphics in the Preview Window.
- Save the filled in graphic templates as data elements; they can also be saved in the library. Elements are stored in the Pilot Data Server.
- Drag elements to a newsroom rundown where they will be available to Director for monitoring and play-out.

Note: At startup, the graphics panel or the media search panel can be shown rather than the welcome page. Select **Show this on startup** at the bottom right corner of the desired panel:



The most recent setting is saved in the browser's local storage.

4.1.1 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.

4.1.2 Log Window

Use the shortcut **ALT + 1** to display a log window that shows messages, warnings and errors.

4.2 Find Graphics

This section covers the following topics:

- [Searching for Graphics, Templates and Data Elements](#)
 - [Searching for Data Elements](#)
- [Adding Content to Templates and Data Elements](#)
- [The Fill In Form](#)
- [Playout Instructions](#)
- [Saving Templates](#)
- [Library Elements](#)
 - [Send Item](#)
- [The Preview Window](#)
 - [Adjusting the Graphics Preview](#)

4.2.1 Searching for Graphics, Templates and Data Elements

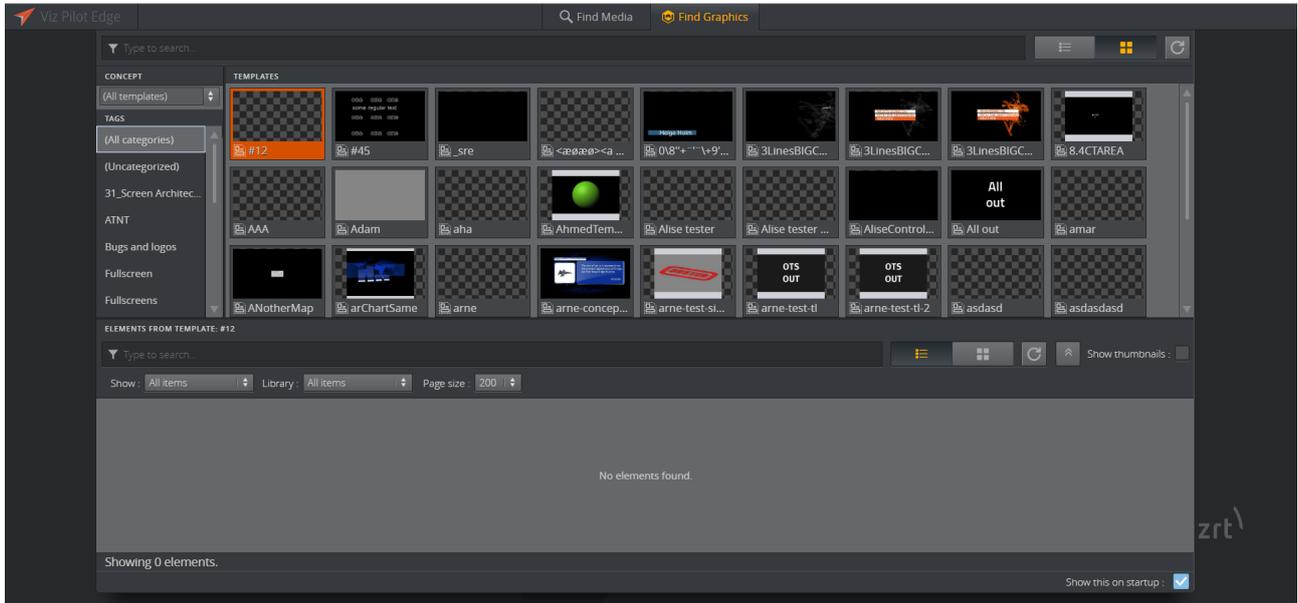
Click **Find Graphics** on the welcome page to open a dialog where you can search for available templates and saved data elements.

The **TEMPLATES** pane in the top shows available templates based on the **CONCEPT** and **TAG** selected and/or search terms entered.

Info: Data elements are previously saved templates available in the Pilot Data Server.

Data elements are located at the bottom of the dialog and are based on the **CONCEPT**, **TAG** and **TEMPLATE** selected and/or search terms entered. Data elements in the **library** are marked **orange**, as shown in the screenshot below.

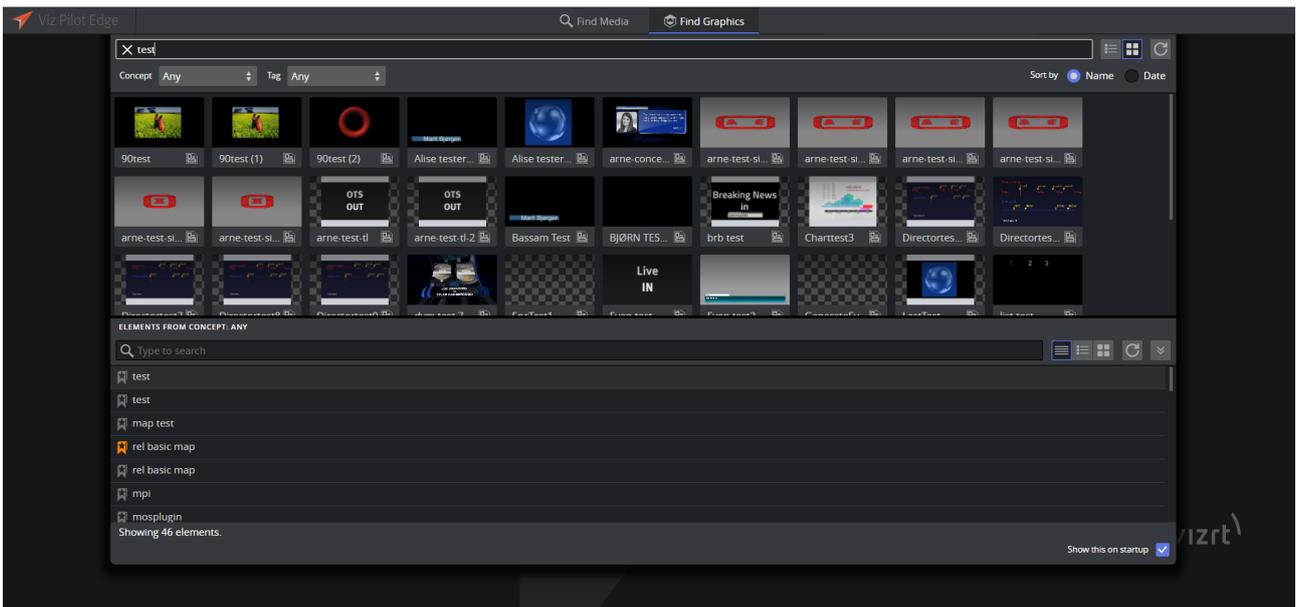
- Double-click a template or data element to open it in a new window, where you can add more content, edit the existing content, or use the content as-is.



Searching for Data Elements

To find a data element, enter a term in the search bar at the middle of the page. Click the **expand button** at the right of the panel to filter results by:

- **Show:** Time and date created.
- **Library:** Library, non-library or all items.
- **Page size:** Select how many element search results are shown.

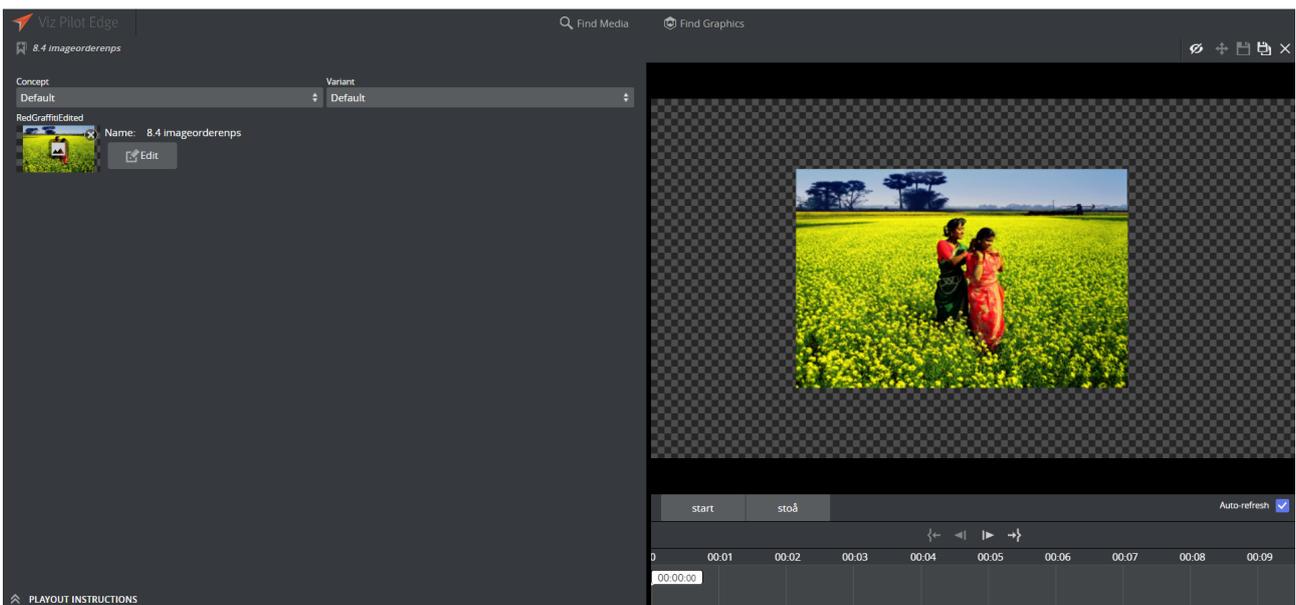


Click **Show more** to load more search results when you get to the end of the list.

Note: It's not possible to see whether a data element is in its original saved state. For example, if you edit a data element and change it back to its original saved state, the save button will remain active even though no new changes have been made to the element.

4.2.2 Adding Content to Templates and Data Elements

Double-clicking a template or data element will open it in a new window consisting of 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 will load on the right every time you make a change.



4.2.3 The Fill In Form

The window to the left is a Fill In Form for graphics. The form contains fields (set in Viz Artist) where you can add content to the graphic, including text, options in a drop-down list or media placeholders for media assets found in the **Find Media** tab. If **Auto-refresh** is enabled, the Preview Window will instantly display changes made in the Fill In Form.

4.2.4 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 relative to the rundown of which the element will be a part.

4.2.5 Saving Templates

Click the **Save as** button  to save a template as a data element. Type in the name of the new data element in the dialog that appears. Once the template is saved as a data element, its name will appear at the top of the Fill In Form.

Use the **Save** button  to save any changes to an existing data element that is currently open. A template must be saved as a data element before you can drag-and-drop it to the newsroom

system using the **Drag item to Newsroom** button . This button is grayed out if the template is not saved.

 **WARNING:** If the data element title is too long, it will be reduced to 128 characters in the MOS XML file, which will in turn affect the element title in the newsroom system.

4.2.6 Library Elements

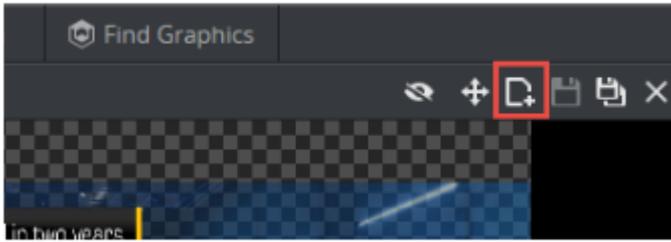
The **Save As** dialog contains an **Add to library** option. Enable this option if a data element is frequently used and you want to prevent it from being changed or deleted by adding it to the library.

To overwrite a library element, select the **Overwrite** checkbox (only available for library elements), and click **Save**.



Send Item

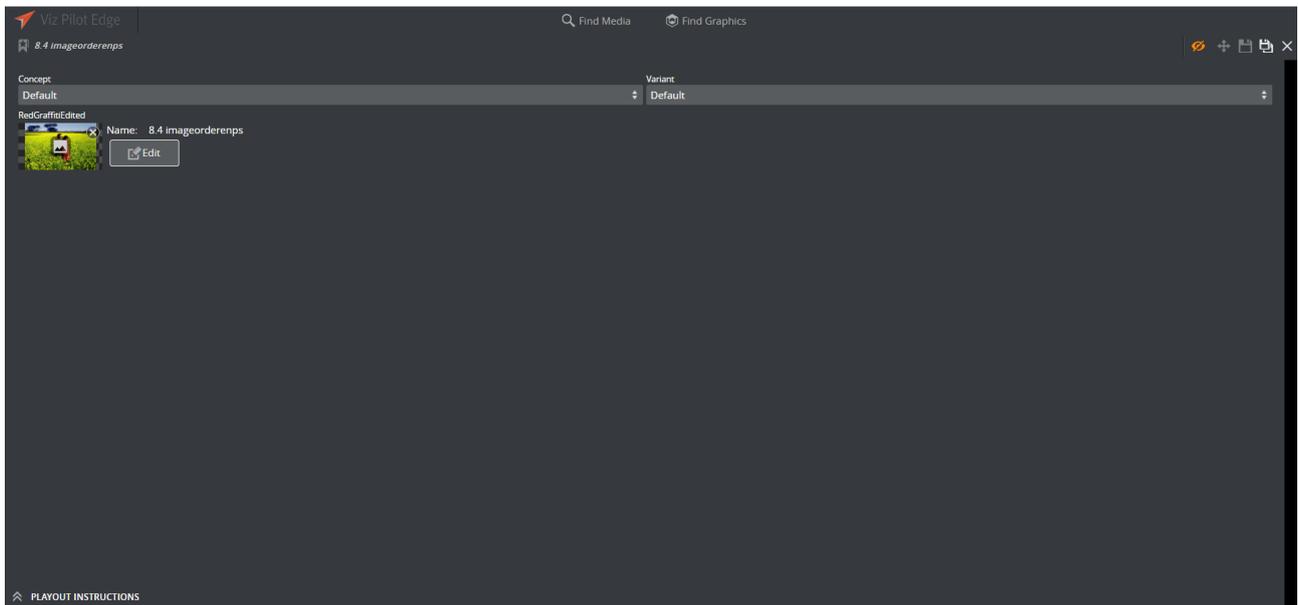
Some installations also feature a **Send Item** button (in the red square below) that can be used to send items to the rundown.



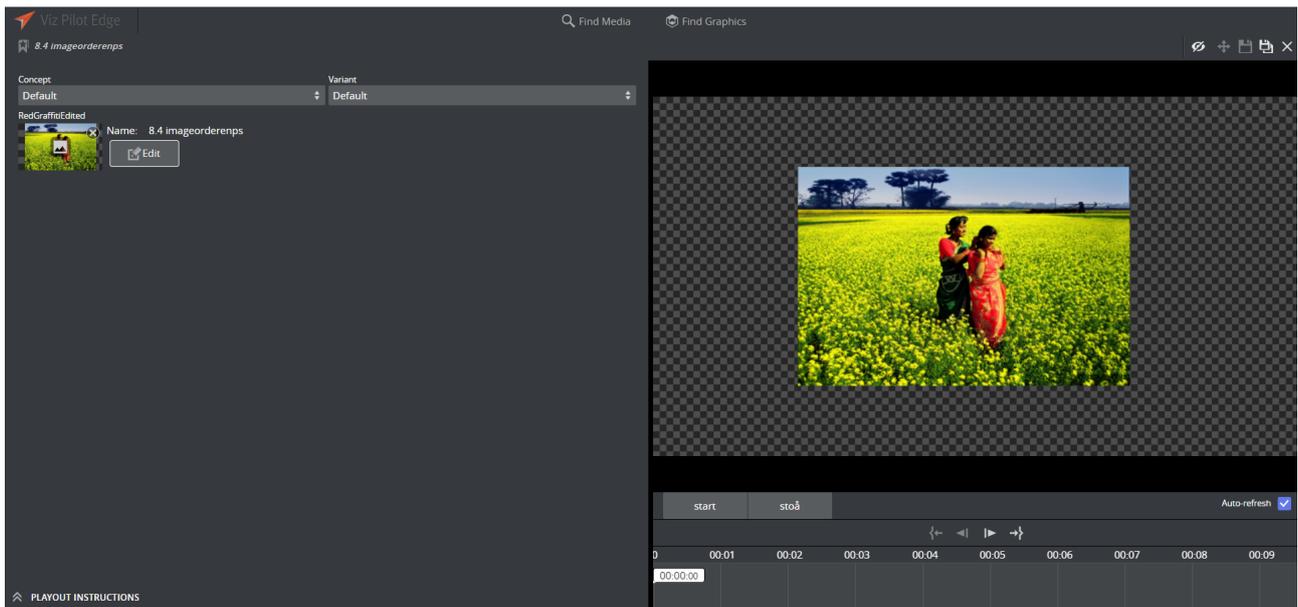
4.2.7 The Preview Window

Continuous snapshots of the graphics provide an indication of how they will look when played out in high resolution on a Viz Engine.

Click  or the **split bar** separating the Preview Window and the Fill In Form to collapse the Preview Window:



Click again to restore the Preview Window:



Adjusting the Graphics Preview

Use the toolbar at the bottom of the Preview Window:

- **Preview points:** If the scene contains named preview points, such as stop points and/or tags in the Default director, these are shown as buttons on the toolbar. If there is not enough space for the buttons, they appear in a drop-down list instead. 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.
- **Scrub** the timeline back and forth by clicking on it or moving the playhead. If the scene does not have a director called Default, or the Default director does not have a duration, the timeline will be disabled.
- **Auto-refresh:** Auto-refresh is located at the bottom 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  or click inside the Preview Window.

4.2.8 Using Maps

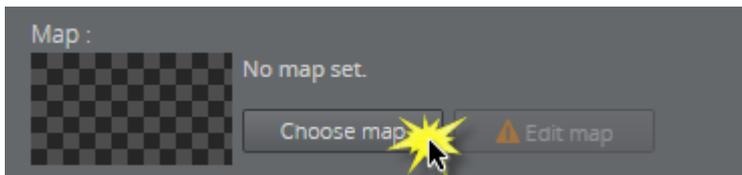
If you have a connection to a Viz World server and a local Viz World installation, you can select and edit maps. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines. See [Viz World Client Integration](#) for more on how to configure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

Note: Maps from Viz World can be used in a graphics template or element if it contains the **Map** field, which can be set in [Template Builder](#) version 1.0.2 and later.

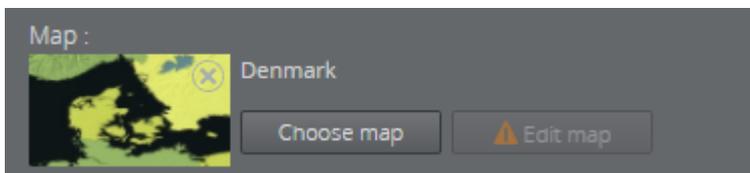
Note: It's not possible to set navigation mode, relative longitude and relative latitude, zoom, geometry mode, pan and tilt when working with maps in Viz Pilot Edge.

Selecting a Map

Click **Choose map** in the Fill In Form:



Select a map and click **OK**:



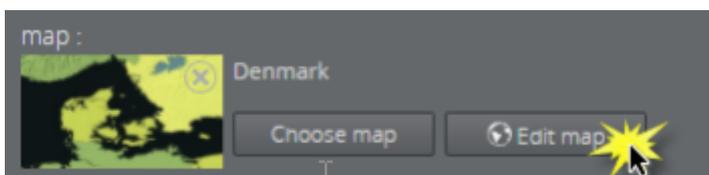
The map appears in the thumbnail in the fill-in form and in the graphic in the preview window.

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

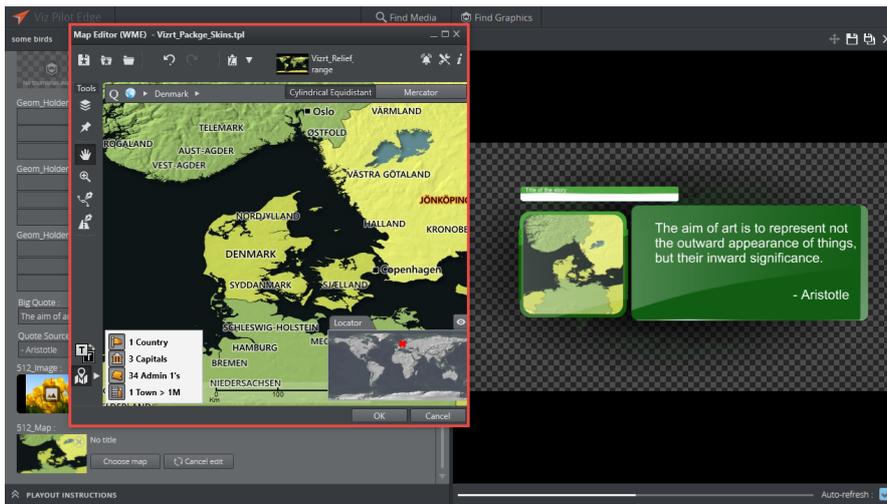
Info: Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

Editing Maps

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

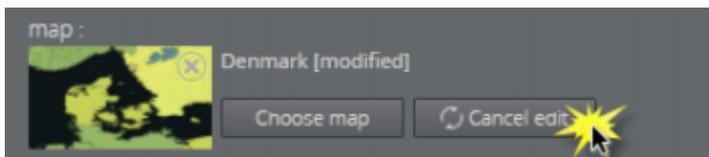


This opens up the Viz World Map Editor. All edits are performed inside this client, which means that Viz Pilot Edge has no control over your actions here.



After the map has been opened in the Map Editor the name is changed to e.g. *Denmark [modified]*, indicating that the map has been edited.

To cancel the edit mode from Viz Pilot Edge, click **Cancel edit**.



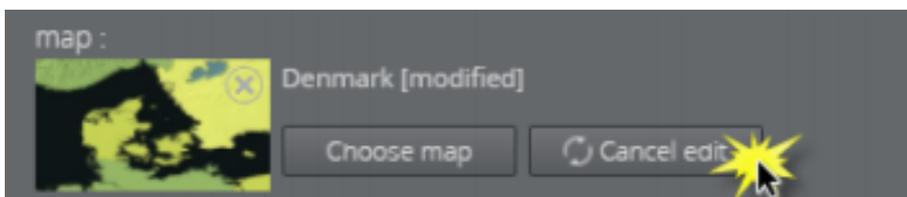
WARNING: Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge will keep listening for data coming from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it, or click **Cancel edit** from Viz Pilot Edge.

The map thumbnail view is not available after saving and re-opening a template including a map, however, the map will still be there. Once the Viz World Map Editor is opened and communication is established, the map thumbnail view is available.

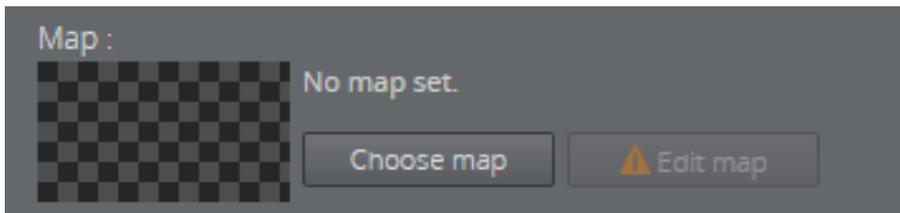
The Preview Window updates according to the selected map and edits performed on it.

Warnings

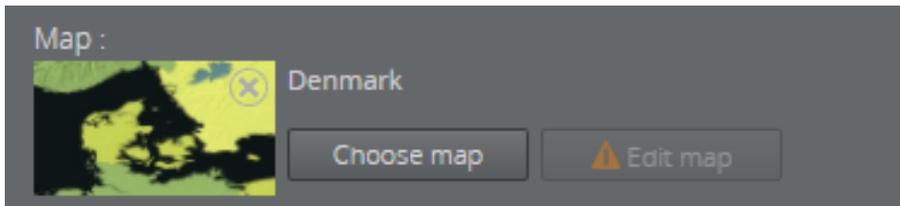
Warning symbols and grayed out map buttons indicate that Viz World is unavailable or that there is a Viz World error.



If no map is chosen or no default value is found, the **Edit map** button will be grayed out with a warning sign. A map has to be chosen before edits can be made.



If a map is chosen but the **Edit map** button is still grayed out, the map client is not detected.

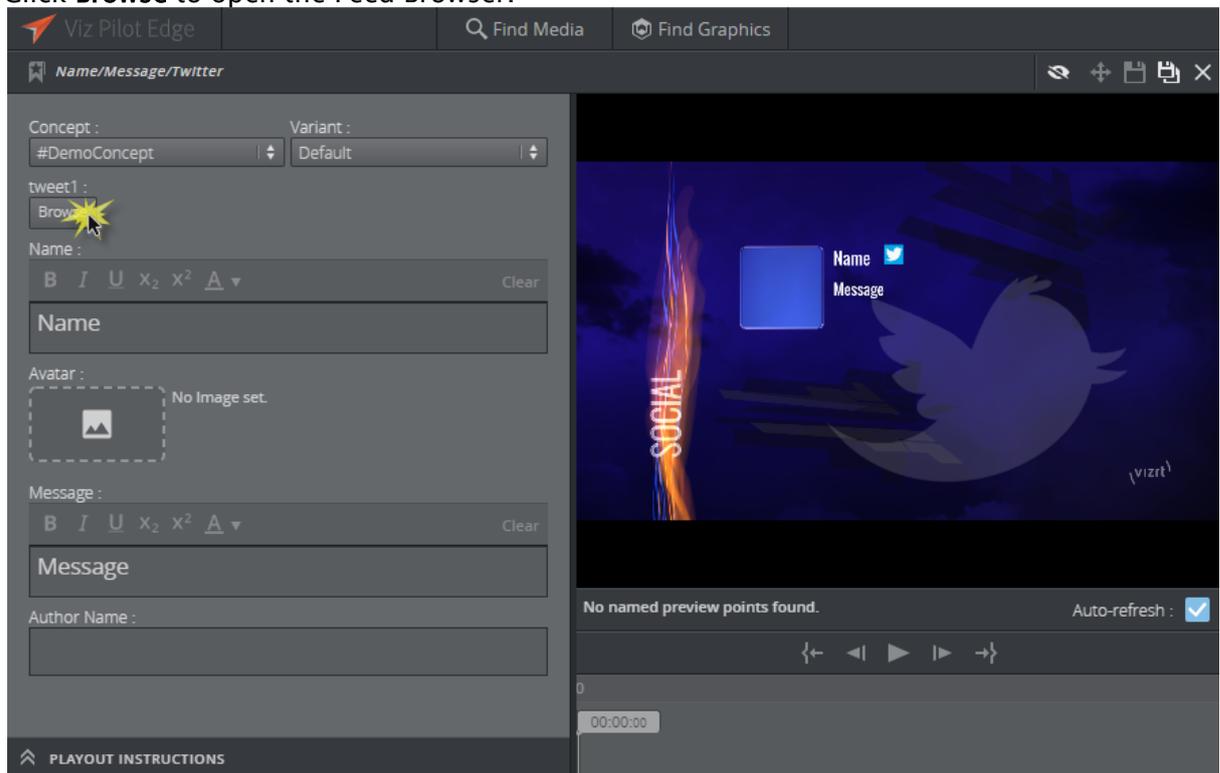


4.2.9 Feed Browser

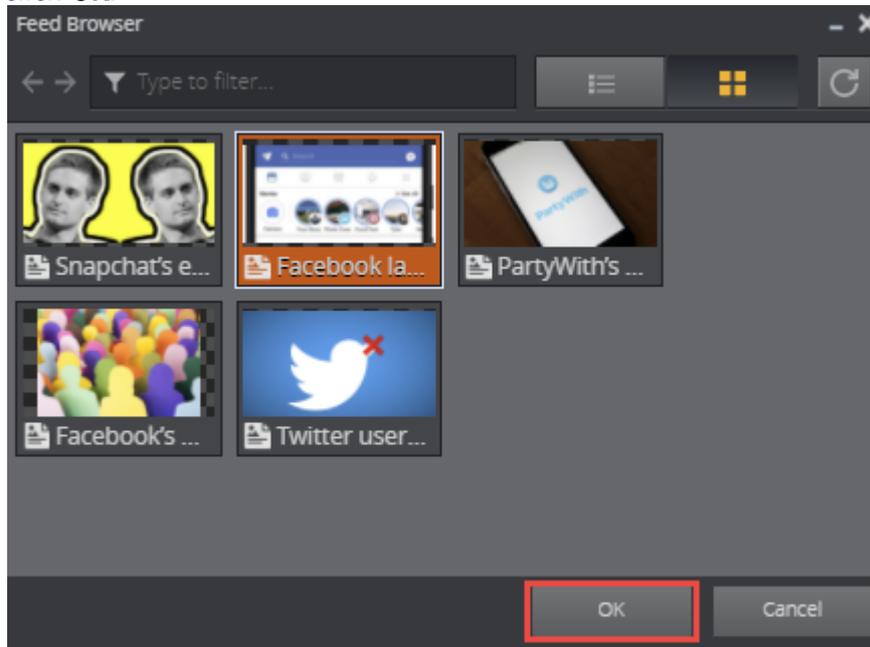
If the **Feed Browser** functionality is available in a template, browse for a feed entry by clicking **Browse** in the Fill In Form. The feed entry URL is pre-set in the template.

The screenshot below shows the Feed Browser being used in the Fill In Form for a graphic:

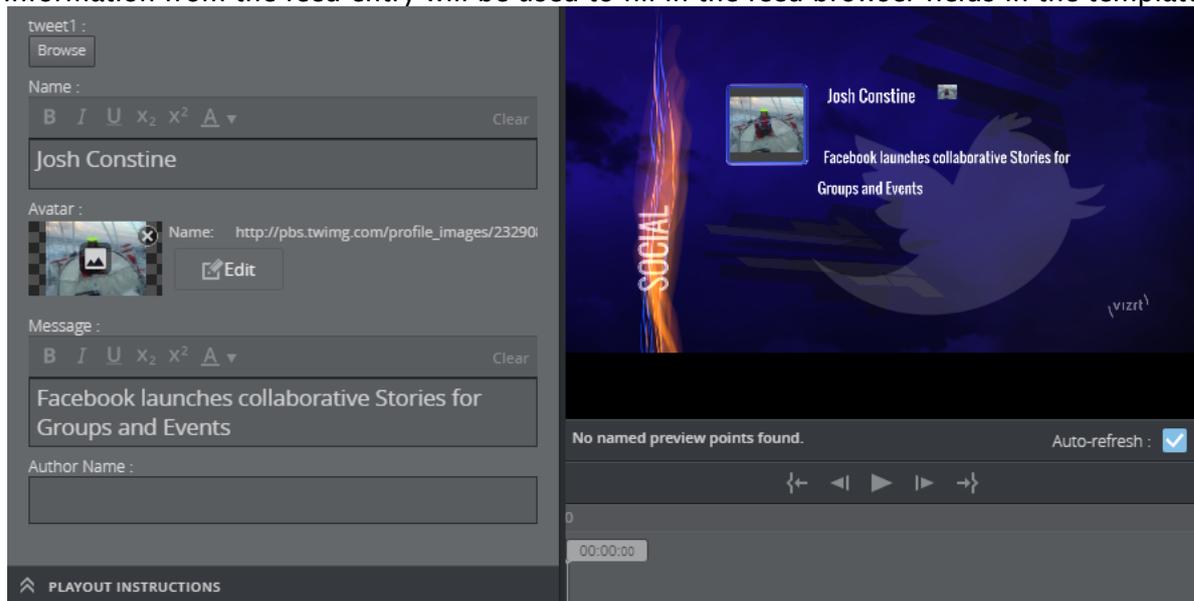
1. Click **Browse** to open the Feed Browser.



- Any atom entries of the feed will be presented as thumbnails. Select one of the entries and click **OK**.



- Information from the feed entry will be used to fill in the feed browser fields in the template:



4.2.10 Editing Images

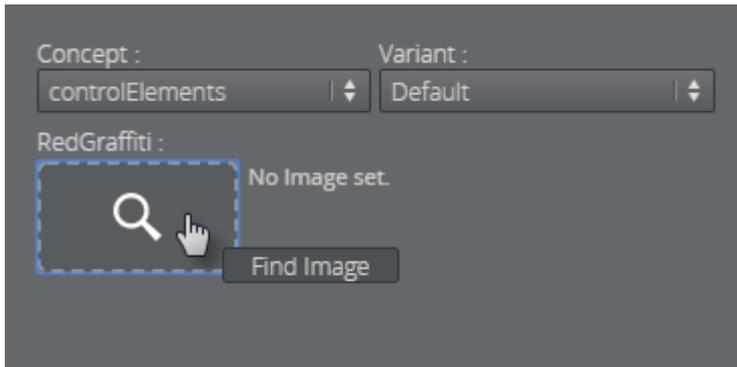
Images can be added to a template or data element that contain an image field, which can be set in [Template Builder](#). The image can be cropped using the Image Editor. If image constraints (Minimum Size of the Image and Aspect Ratio) are added to the image field in Template Builder, a frame is shown in the Image Editor that reflects those constraints.

Using the Image Editor

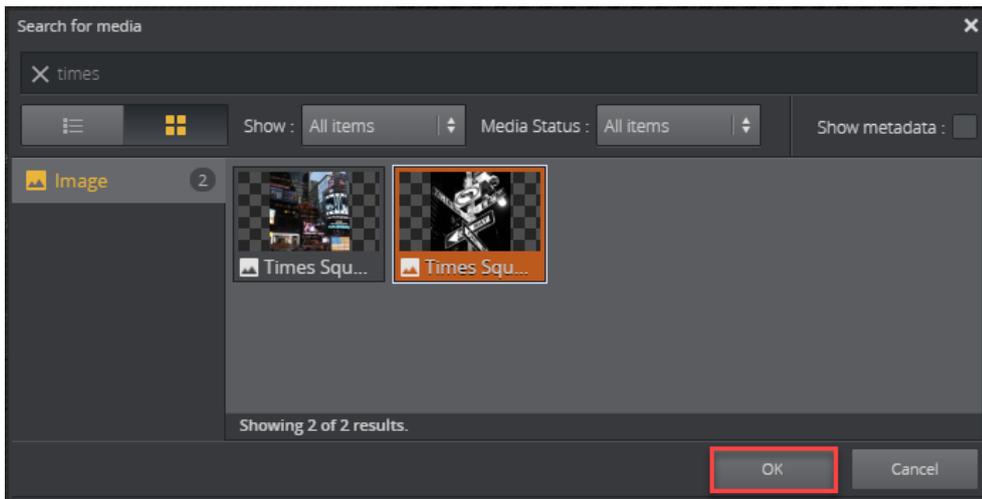
This section shows how to use the Image Editor both with and without image constraints enabled.

Selecting an Image

- If no image is selected, click the image placeholder in the Fill In Form or find the desired image in the **Find Media** tab:



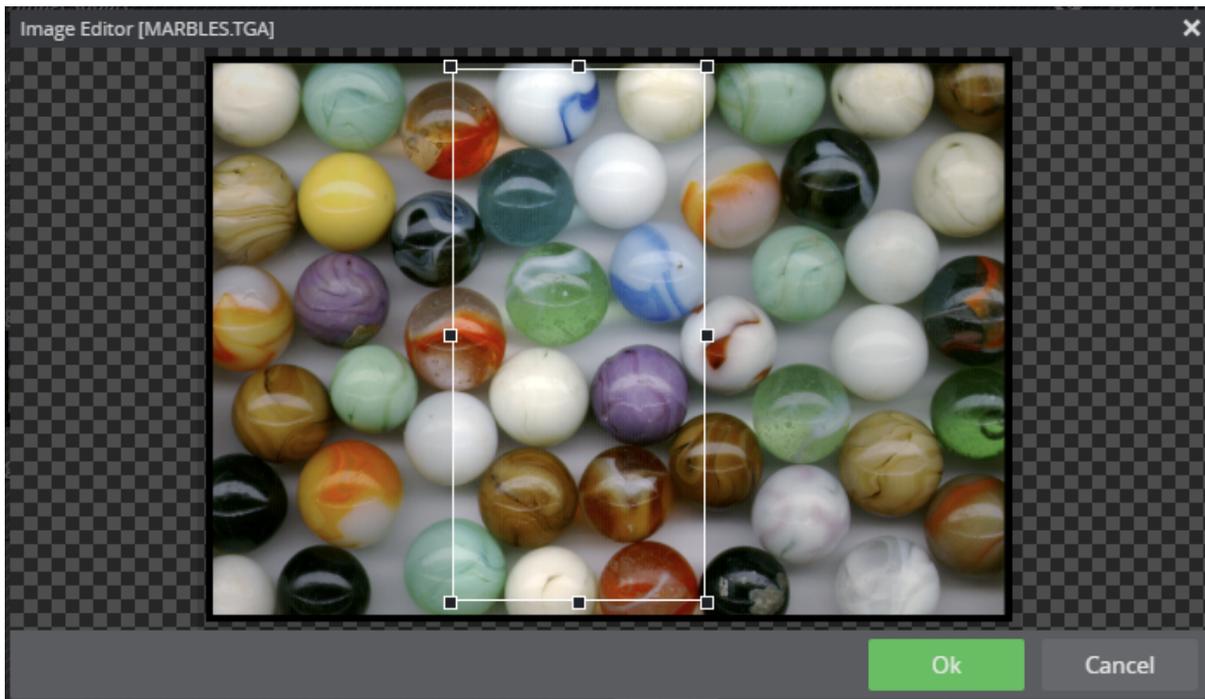
- Open an image by double-clicking it.



Editing with Image Constraints

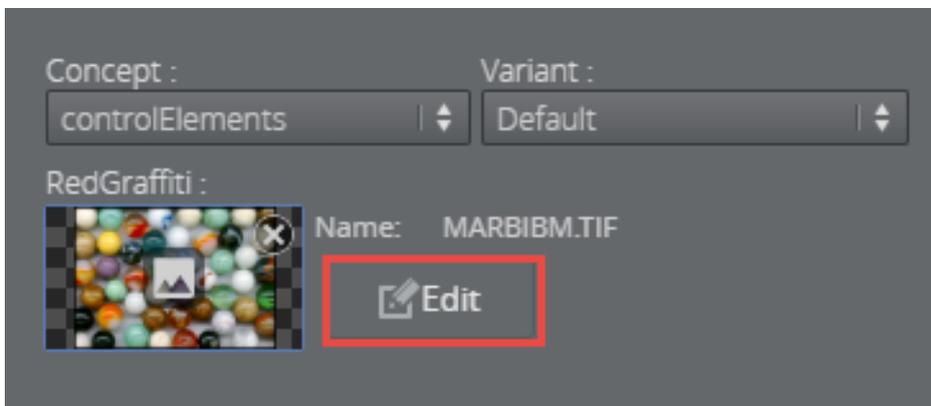
If image constraints are enabled for the image field, the Image Editor will open in a new window.

- Adjust the frame that has a size based on the image constraints to the desired position.
- Click **Ok** to place the cropped image in the Fill In Form.



Editing without Image Constraints

To crop an image without image constraints, click **Edit** and crop the desired area with your cursor:



- ✓ **Tip:** Open an image from the **Find Media** tab directly in **Image Editor** by dragging it into the image placeholder and pressing **ALT**.

4.3 Find Media

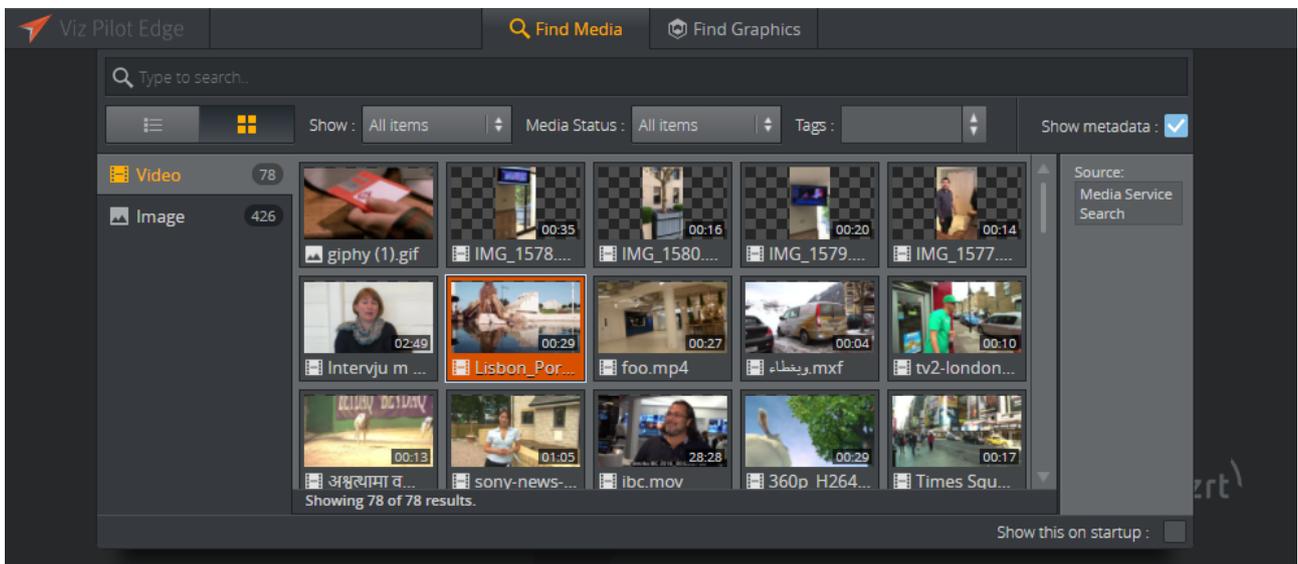
Click **Find Media** to search for and work with available media assets. Enter search terms and filter searches based on publishing time, [media status](#) and tags. You can also add graphics, edit the timeline, save media and drag it the newsroom system form the **Find Media**.

This section covers the following topics:

- [Finding and Opening Media](#)
- [Adding Graphics to Videos](#)
- [Editing and Previewing on the Timeline](#)
- [Saving and Dragging Items to the Newsroom](#)

4.3.1 Finding and Opening Media

- **Open** an asset by double-clicking it.
- **Preview** by right-clicking an asset and selecting **Preview** or **High Resolution Preview**.
- You can add filters to narrow down your search using the search boxes **Show**, **Media Status** and **Tags**.



The selected media opens in a new window where it can be dragged directly to the newsroom system as-is, using the Drag item to Newsroom button .

Note: **Media Status** is only available if search providers support filtering. A warning appears if only one provider supports filtering.

4.3.2 Adding Graphics to Videos

Double-clicking a video from the **Find Media** tab will open it in a new window consisting of three main parts: the **Fill In Form** on the left, the **Preview Window** on the right and the **Timeline Editor** located below the Preview Window in the application. The Timeline Editor offers basic functionality for video editing and managing graphics.

Note: Clicking on the vertical split-bar that separates the two windows will collapse the Fill In Form to make more space for the timeline and Preview Window. Clicking on the sidebar again restores the view.

Adding Graphics to the Timeline

- Click the **Find Graphics** tab while keeping the video open.



- Find the desired graphic and drag-and-drop it into the Timeline Editor. Repeat the same procedure to add more items.

WARNING: If there are no unsaved changes, double-clicking the graphic will replace the video view with the graphic view. A warning dialog will appear if there are unsaved changes.

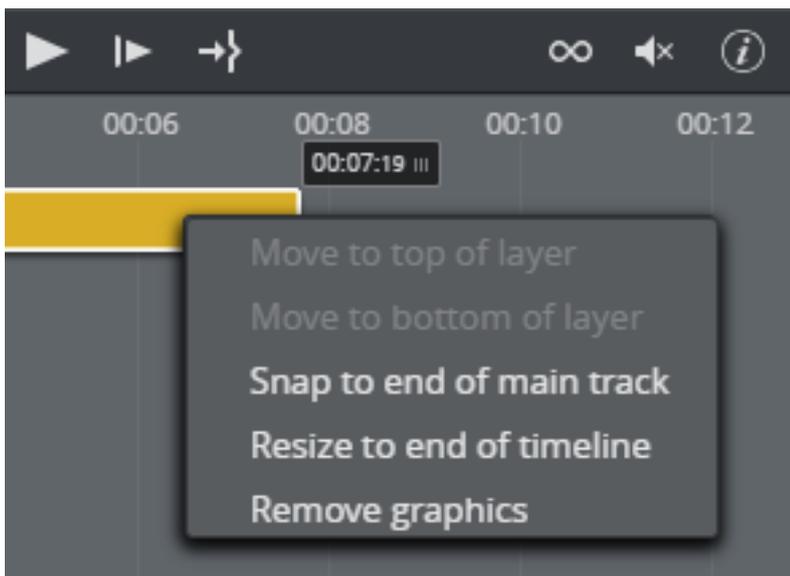
In the example below, a lower third graphic is added to the Timeline Editor from the **Find Graphics** tab. Each of the graphics types has its own graphics track. To edit the content of a specific graphic click it and edit the content in the [Fill In Form](#).



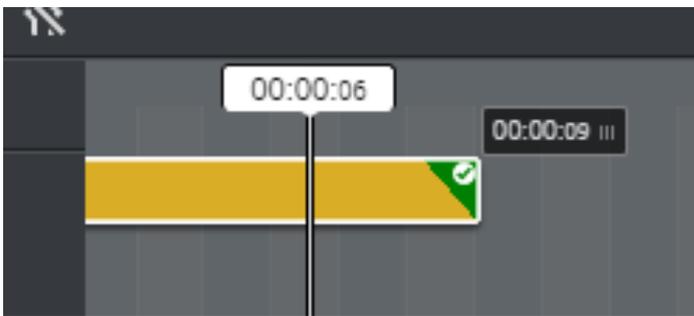
Info: Viz Pilot Edge provides basic support for Transition Logic scenes.

Graphics Shortcut Menu

The graphics shortcut menu (accessed by right-clicking a graphic in the timeline) contains the following options:



- **Move to top/bottom of layer:** If graphics are overlapping, move one graphic behind or in front of other graphics on the timeline. Graphics moved to the top will not be obstructed by other graphics, while moving to the bottom will place a graphic behind other graphics that could block it entirely or partially.
- **Snap to end of main track:** Move the graphic to the end of the main track without changing its duration.
- **Resize to end of timeline:** Move the graphic's out point to the end of the timeline. The graphic's in point remains the same. The feature is disabled if an item already matches the end of the timeline.
- **Load animation:** Click to view any graphic animations. A green check mark indicates that the animation is loaded:



- **Remove graphic:** Delete a graphic from the timeline.

Note: Pressing the **DELETE** key after selecting a graphic also removes it from the timeline.

4.3.3 Editing and Previewing on the Timeline

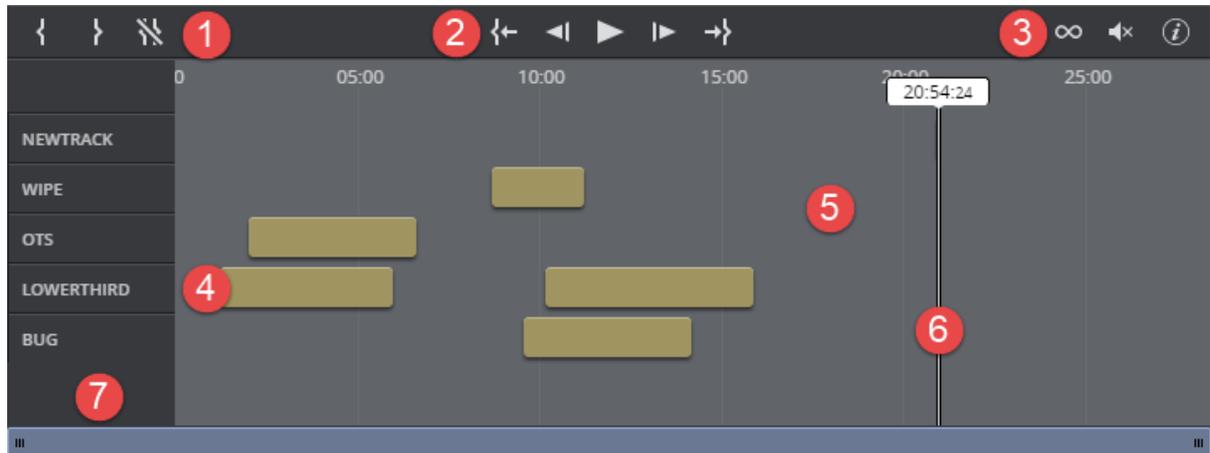
Located below the Preview Window, the Timeline Editor lets you make basic edits and provides an overview of graphics added to a video.

Tip: Hover your cursor over the Timeline Editor buttons to display shortcuts.

The main timeline editor features are listed below:

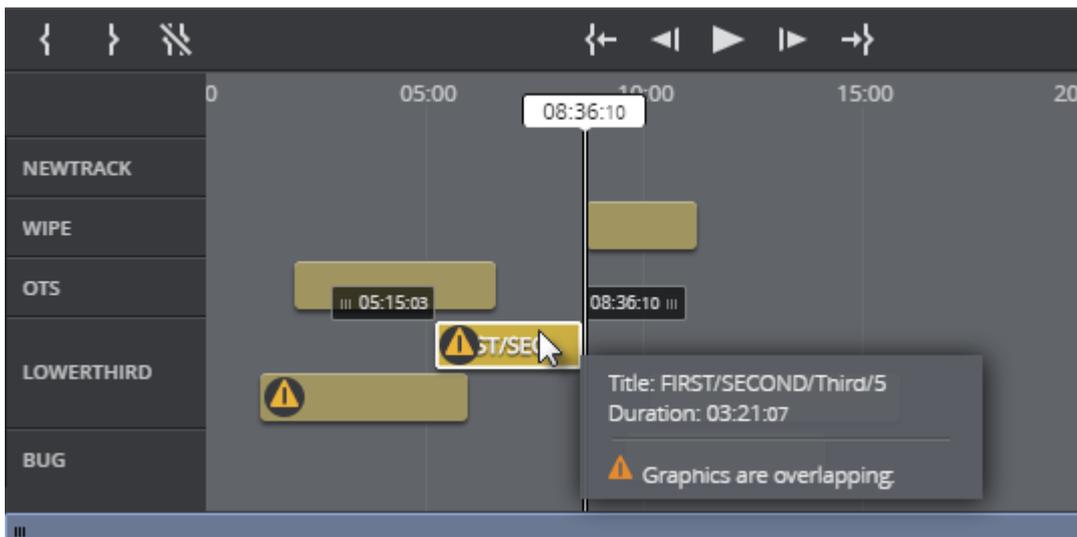
1. Adjust in and out point positions in the timeline.
2. Play/move frames.
3. Loop video, mute and information about keyboard shortcuts.
4. **Graphic track:** Move graphics to the desired position and adjust the timing of the graphic. Click the graphics track to add/edit content in the Fill In Form.
5. Area containing graphic tracks. Use the mouse wheel to zoom in and out. Right-click for [shortcut menu](#).
6. **Playhead:** Drag to scrub the clip.

7. List of the names of the different graphic tracks.



The Timeline Editor supports several layers of graphics. This allows graphics to overlap and be played out correctly, as long as they are in separate layers or the correct layer. The Timeline Editor will indicate a conflict by displaying a warning icon and a message in the graphic track.

In the example below, two lower third graphics are overlapping:



Timeline Shortcut Menu

The timeline shortcut menu (accessed by right-clicking an empty area in the timeline) contains the following options:

- **Clear timeline:** Removes all overlay graphics from the timeline.
- **Always show labels:** The titles of the overlay graphics will always be displayed when enabled. Hover your cursor over the graphics element to display the title when disabled.

For more shortcuts, please check the [Keyboard Shortcuts](#) page.

4.3.4 Saving and Dragging Items to the Newsroom

After opening a video, it can be dragged into the newsroom as-is using the **Drag item to Newsroom** button .

If one or several templates have been added to the video, the element must be saved  before it can be dragged to the newsroom. This saves the video together with the graphics. If the graphics element is a previously saved element, any changes made to it are saved.



Note: The save as functionality, , is not available for videos with graphics since Viz One does not support saving multiple timelines for the same video.

4.4 Other Workflows

4.4.1 Graphics Plugin (NLE)

The Graphics Plugin also supports the fill in form technology. Viz Pilot Edge can be opened from the Graphics Plugin, and the same interface is available in your craft editing system. Viz Pilot Edge is only available for handling graphics in this workflow.

4.4.2 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 Pilot Edge. To use the customized version of the templates, you need to recreate templates one-by-one over a period of time. Vizrt has tools to assist you with this process, see [Migrating from Pilot News](#).

4.4.3 Template Builder

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

See also

- The **Script** section of the [Template Builder User Guide](#) for information on how to write custom template scripts.

5 Keyboard Shortcuts

Most of the shortcuts below are used in the timeline editor.

Click  in the timeline editor to show a list of keyboard shortcuts available in Viz Pilot Edge:

Action	Shortcut	Button
Keyboard shortcut information	SHIFT + K	
Play/pause	SPACE or CTRL + SPACE	
Loop video	R	
Mute	M	
Delete selected items	BACKSPACE or DELETE	
Select previous item	←	
Select next item	→	
Move 1 frame back	, (comma)	
Move 1 frame forward	. (period)	
Mark In point	I	
Mark Out point	O	
Go to In point	SHIFT + I	
Go to Out point	SHIFT + O	
Clear In/Out points	SHIFT + C	
Play backward - press multiple times to increase speed	J	

Action	Shortcut	Button
Pause	K	
Play forward - press multiple times to increase speed	L	
Play backward at 0.5 x speed	ALT + J	
Play forward at 0.5 x speed	ALT + L	
Move selected item left by 1s (not supported on Mac)	CTRL + LEFT ARROW	
Move selected item right by 1s (not supported on Mac)	CTRL + RIGHT ARROW	
Move selected item left by 10s	CTRL + SHIFT + LEFT ARROW	
Move selected item right by 10s	CTRL + SHIFT + RIGHT ARROW	
Move 10 frames back	SHIFT + J	
Move 10 frames forward	SHIFT + L	
Grow selected item by 1s	CTRL + ALT + RIGHT ARROW	
Shrink selected item by 1s	CTRL + ALT + LEFT ARROW	
Grow selected item by 10s	CTRL + ALT + SHIFT + RIGHT ARROW	
Shrink selected item by 10s	CTRL + ALT + SHIFT + LEFT ARROW	
Zoom timeline	Scroll wheel	
Open an image from Find Media directly in Image Editor	drag (into image placeholder) + ALT	
Open the Log Window displaying Messages, Warnings and Errors	ALT + 1	

6 Transition Logic

6.1 What Is Transition Logic (TL)?

Transition Logic (TL) is first and foremost a method of designing a graphics package that allows the designer to maintain the look and feel of the graphics while also allowing anyone else, such as journalists or producers, to add graphics items to a rundown without the need for any kind of technical knowledge of how the system works. TL allows the independent control of any number of graphics layers, providing a code-free and design-based method for building graphics that gracefully animates in and out, and transitions from one to another automatically. Transition Logic (TL) can be played out by most Vizrt control applications such as Viz Trio, Viz Pilot and Viz Multichannel.

6.2 How Does TL Work?

6.2.1 Master Scenes

This is accomplished by using a *Master Scene* that coordinates the animation of independently controlled objects which make up the whole. The master scene commonly contains the background items of the graphics package. Such items can be looping backgrounds or the 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*.

6.2.2 Object Scenes

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

6.2.3 Basic TL Concepts

- **Combo Templates:** A TL template that contains more than one layer of scenes.
- **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.

7 Appendix

This section covers the following topics:

- [Glossary](#)
- [Troubleshooting](#)
- [Viz World Client Integration](#)
- [Configuring the iNews HTML5 Plugin](#)
- [Installing Viz Pilot Edge for ActiveX Based Systems](#)
- [Control Plugins Overview](#)

7.1 Glossary

The following terms are used in this guide:

7.1.1 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.

Name	Description
Transition Logic (TL) Template	A template with one layer of transition logic scenes. Also referred to as a <i>TL template</i> .
Variant	A different layout and positioning of a graphic.

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

7.1.2 Viz Artist Terms

Name	Description
Standalone Scenes	Viz Artist term for basic scenes.
Transition Logic Scene - Master Scene	A scene that contains objects and animates between them. Contains the general design of the scenes.
Transition Logic Scene - Object Scene	Scenes that contain variable or changing content, such as the text in a lower third. <i>Also called leaf scenes.</i>

See also

- [Transition Logic](#)
- [The Viz Artist User Guide](#)

7.2 Troubleshooting

This page outlines some potential issues and their solutions:

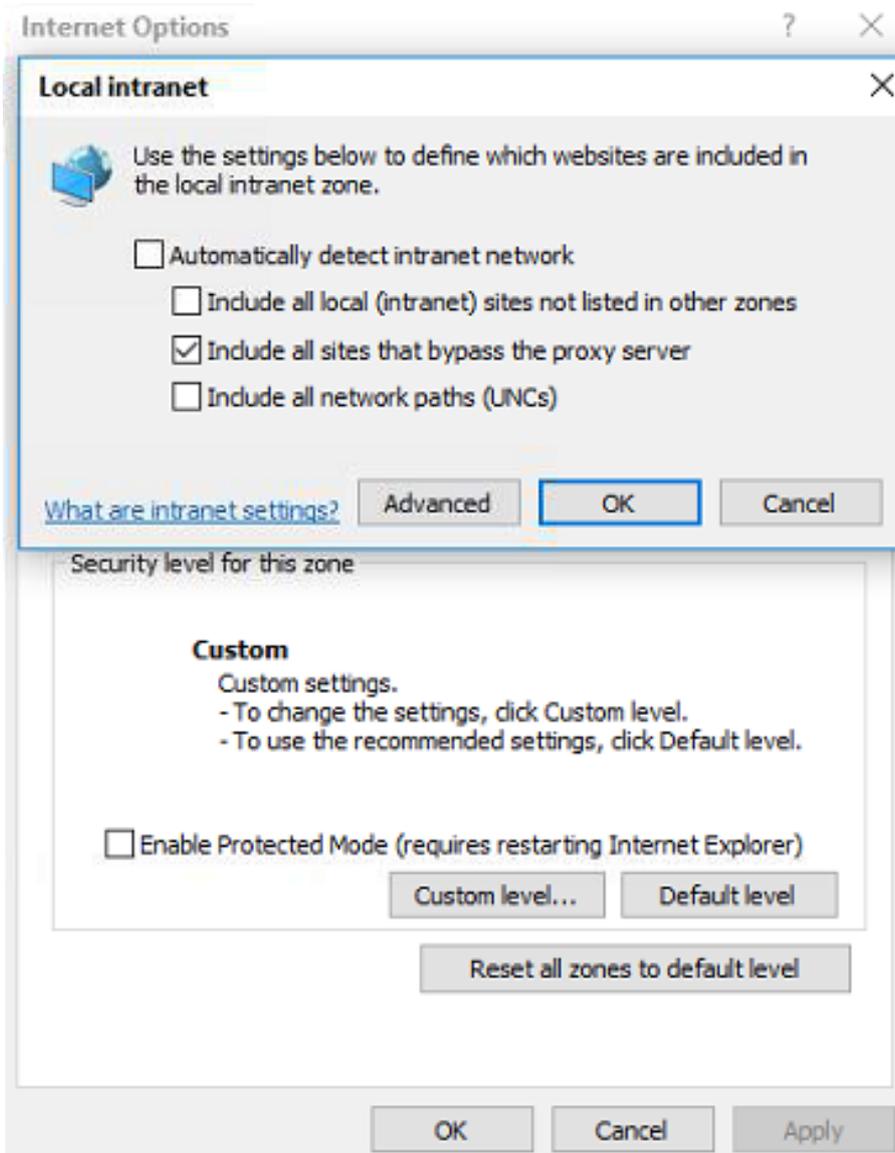
- [The "Edit map" Button is Grayed Out and Displays the Tooltip "Error connecting to Viz World"](#)
- [Support](#)

7.2.1 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's likely that Internet Explorer has determined that Viz Pilot Edge and the Viz World client are on different networks and is blocking the integration.

Solution

- Either use URLs for 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:



7.2.2 Support

Support is available at the [Vizrt Support Portal](#).

7.3 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 they contain the **Map** field, which can be set in [Template Builder](#) version 1.0.2 and later.

7.3.1 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 [Viz World Plugins Guide](#), respectively.

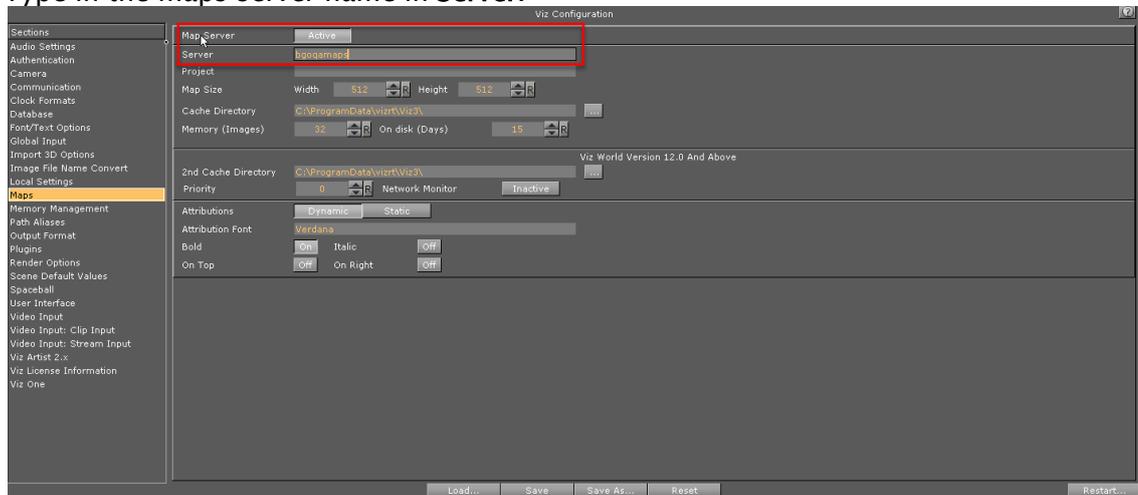
7.3.2 Viz Pilot Server Settings

1. Install Viz Engine.
2. Install the Viz World Client. It's 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 will not run.
 - b. Download the Viz World Client and run the installer.

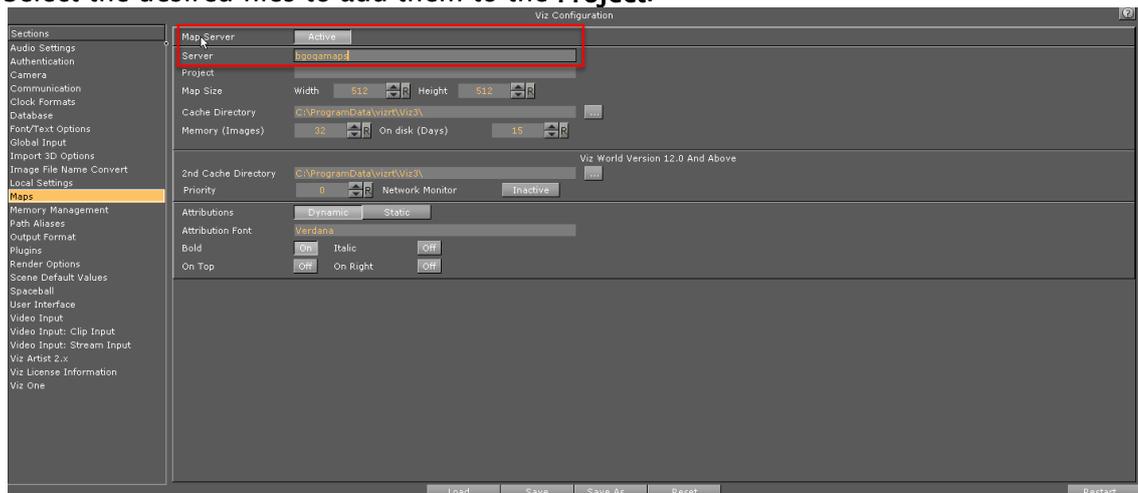
Info: It's recommended to use Viz World Client 17.0.0. Newer versions (17.0.1, 17.0.2) have issues displaying the Maps preview due to the **ControlMap.vip** plugin in these versions. If you must use a newer version of the Viz World Client, the ControlMap plugin should be manually copied from the `products/VizWorld/PreviousVersions/Viz Plugins/17.0.0-controlPlugins` folder on the FTP into `C:\Program Files\vizrt\Viz3\plugin`.

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**.



- 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**.

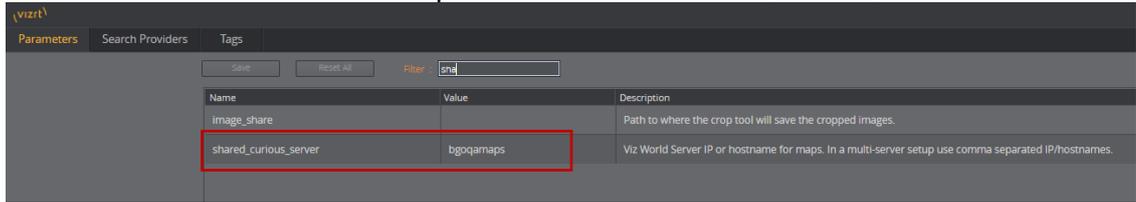


- i. Click **Save** and close the Viz Config window.
- j. Restart Viz Engine.

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**.



7.3.3 Workstation Settings

1. Install the Viz World Client. It's 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 will not run.
 - b. Download the Viz World Client and run the installer.

Info: It's recommended to use Viz World Client 17.0.0. Newer versions (17.0.1, 17.0.2) have issues displaying the Maps preview due to the **ControlMap.vip** plugin in these versions. If you must use a newer version of the Viz World Client, the ControlMap plugin should be manually copied from the `products/VizWorld/PreviousVersions/Viz Plugins/17.0.0-controlPlugins` folder on the FTP into `C:\Program Files\vizrt\Viz3\plugin`.

2. Viz World Client Configuration

- a. Run `C:\Program Files\vizrt\Common\Maps\MapsClient.Service.exe`.

Note: This step is important, but you will not get any explicit feedback once it's completed. You must complete this step in order to launch the Maps Editor from Vizrt's web applications.

Note: 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.

7.4 Configuring The INews HTML5 Plugin

As part of the configuration for 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 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?mosid=PILOT&progid=pilotmos
```

Note: This configuration is not mandatory to use Show Edge.

7.5 Installing Viz Pilot Edge For ActiveX Based Systems

7.5.1 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 *Vizrt_Show_Edge-x.y.exe* file on the client machine.

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: `Vizrt_Show_Edge-x.y.exe --msi`

- 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.
- The URL can be changed 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"`.
 - Run `ShowEdge.exe` with the desired URL parameter in the command line.

Note: To access help in the command window, run: `ShowEdge.exe help`

7.6 Control Plugins Overview

7.6.1 Supported Control Plugins

Plugin Name	Comments
Control Action	
Control Action table	
Control Bars	
Control Chart	Control chart works with VDT plugins. You can add and delete rows when filling in numbers.
Control Clip	
Control Condition	
Control Container	

Plugin Name	Comments
Control DB Object	
Control Data Action	
Control Datapool	
Control Feed	Control feeds, like Nasdaq, for example.
Control Field Identifier	Probably works, need to check full workflow for this.
Control Text	The text plugin from the new Viz Engine renderer pipeline.
Control Geom	Remember to set up search provider towards GH for using this. Deny upward browsing seems to be broken for geoms.
Control Hide in range	
Control Hide on Empty	Often used to hide a group when a text field or other is left empty.
Control Image	
Control Keyframe	
Control List	Works as a regular table but is missing the functionality of moving lines up and down.
Control Material	
Control NDI	

Plugin Name	Comments
Control Number	
Control Object	Control object is normally added automatically to a scene when you add another control plugin. It is in this plugin you mark if a scene is part of a transition logic set or not. There should normally only be one control object in the scene. The exception is when you use control list when there is a control object for every line. The functionality of writing controlfields directly in the control object is currently not supported.
Control OMO	This controls an Integer from 0 to 5 etc. It is typically nice to use a dropdown for these with proper field names.
Control Parameter	
Control Payload	
Control Pie	
Control Sign Container	
Control Soft clip	
Control Stoppoint	
Control Classic Text	In general control classic text is supported. But the full workflow for rich text may not be supported.
Control VBI	
Control Video	
Control Field Renamer	

7.6.2 Control Plugins Not Supported

Plugin Name	Comments
Control Apply SHM	Type Custom, uncertain if this is working and how it is supposed to work.
Audio	Audio is not a supported field type.
Control Clock	Not supported in Template Builder.
Control Maps	Currently not working. Requires Viz Engine 4.3 and more.
Control Multihop	Depends on maps to work.
Control Placeholder	This plugin is only valid for Viz Trio and was used to mark container where you could place predefined design elements for Viz Trio designer.
Control WoC	A replacement of the Control Maps plugin with much more options and on-the-fly feedback from Viz Artist/Engine.