



Viz Pilot Edge User Guide

Version 1.4





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Contents

1	Introduction.....	4
1.1	Related Documents.....	4
1.2	Feedback and Suggestions.....	5
2	Setup.....	6
2.1	Installing Crop Service.....	6
2.1.1	Setting Database Parameters for Crop Service.....	6
2.1.2	Configuring the Connection from Crop Service to Pilot Data Server.....	7
2.2	Database Settings and URL Parameters.....	7
2.3	Installation of Viz Pilot Edge for ActiveX Based Systems.....	8
2.4	Mist Setup.....	9
2.5	Connecting to Viz One Using Internet Explorer.....	9
3	Using Viz Pilot Edge.....	11
3.1	Workflow.....	11
3.2	Getting Started.....	11
3.2.1	About.....	12
3.2.2	Log Window.....	12
3.3	Find Graphics.....	13
3.3.1	Adding Content to Templates and Elements.....	14
3.3.2	Using Maps.....	16
3.3.3	Feed Browser.....	20
3.3.4	Image Editor.....	21
3.4	Find Media.....	23
3.4.1	Media Status.....	24
3.4.2	Adding Graphics to Videos.....	24
4	Keyboard Shortcuts.....	30
5	Workflows.....	32
5.1	NLE.....	32
5.2	Templates in Viz Pilot Edge vs. Viz Pilot News.....	32

1 Introduction

This is the Viz Pilot Edge user guide. Used as a newsroom component, Viz Pilot Edge is part of a bigger environment where the aim is to create, manage and deliver content to live and taped broadcast productions. Viz Pilot Edge's role in this environment is to fill templates with content and store them as data elements. The data elements are then put into the rundown located in the newsroom system, where it can be monitored and played out using Viz Pilot Director or other third party control applications.

Viz Pilot Edge can also be used as a Graphics Plugin user interface in NLE workflows.



Main features of Viz Pilot Edge:

- Search for graphics templates, data- and library elements and media assets.
- Add and edit content using an auto-generated Fill In Form.
- Preview graphics.
- Open and edit videos in the Timeline Editor.
- Add, move or remove graphics in the video timeline.
- Preview videos with graphics.
- Save data elements to the database.

1.1 Related Documents

The [Viz Pilot User Guide](#) provides complete documentation of the Viz Pilot system which provides an environment to create, manage and deliver content to live and taped broadcast productions.

[The Template Builder](#) is a tool for customizing Fill In Forms which can be used by Viz Pilot Edge.

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

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

1.2 Feedback And Suggestions

We welcome your feedback and suggestions regarding Vizrt products and this documentation.

To give feedback and/or suggestions, please contact your local Vizrt customer support team at <http://www.vizrt.com>.

2 Setup

Viz Pilot Edge follows the Pilot Data Server installation and opens as a web application in a browser.

The URL to access Viz Pilot Edge is:

`http://pds-host-name:8177/app/pilotedge/PilotEdge.html`

The rest of this section covers topics on other setups that are related to Viz Pilot Edge:

- [Installing Crop Service](#)
- [Database Settings and URL Parameters](#)
- [Installation of Viz Pilot Edge for ActiveX Based Systems](#)
- [Mist Setup](#)
- [Connecting to Viz One Using Internet Explorer](#)

2.1 Installing Crop Service

Pilot Edge's crop tool, Image Editor, depends on Crop Service. In order to use Crop Service, the Pilot Data Server must be installed, see the Pilot Data Server Installation section in the [Viz Pilot User Guide](#). To simplify the configuration it is recommended to install Crop Service and Pilot Data Server on the same machine. If they are installed on different machines, see [To configure the connection from Crop Service to Pilot Data Server](#).

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

2.1.1 Setting Database Parameters for Crop Service

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

1. See how To access the Pilot Data Server Web Interface in the Pilot Data Server section in the [Pilot User Guide](#).
2. Click the **Settings** link
3. Select the **crop_service_uri** setting, and add the parameter for the machine you installed the Pilot Data Server on:
 - `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 will be 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**

2.1.2 Configuring the Connection from Crop Service to Pilot Data Server



Note:

When Crop Service is installed on the same machine as the Pilot Data Server, the steps below are not required because Crop Service is configured this way by default.

If Crop Service is installed on a different machine than Pilot Data Server, 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\cropservice.log`. If you see an error similar to: *ERROR: Failed to get payload from: <http://localhost:8177/vcp/parameters>, Error: Unable to connect to the remote server* the configuration is *incorrect*, and you need to repeat steps 1-6.

2.2 Database Settings And URL Parameters

It is possible to modify the behavior of Pilot Edge for all clients by editing the database settings in Pilot Data Server, or per client by adding URL parameters.

Pilot Data Server setting	Description
ax_disable_overlay_saving	Disable saving of overlay timelines for clip assets that have an overlay_timeline link.
ax_dont_fetch_thumbnails	Turns off the possibility to show thumbnails in the element list.

Pilot Data Server setting	Description
ax_hide_dataelements	Hides the data element list if set to true.
preview_server_uri	Base URL to 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 pick the first one in the list.
video_mode	Video mode for channel. PAL or NTSC.
URL parameter	Description
autorefreshpreview=[true/false]	Disables auto-refresh of graphic preview if set to false.
candetelepilements=[true/false]	Allows the user to 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.
showpilelements=[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

Installation Of Viz Pilot Edge For ActiveX Based Systems

Viz Pilot Edge is an HTML based newsroom component. Some newsroom systems support plugin applications, but not HTML plugin applications. To run Viz Pilot Edge on these systems, installation of Show Edge is required, which is an HTML wrapper for systems that only support ActiveX based plugins.

Do the following to use the Show Edge installer:

- The Show Edge installer is available at 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.
- For remote installation, on multiple machines, the installation file including the --msi parameter must be used. This will create 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 needed during the installation.
 - Type in 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. Type in a different URL in the installation window
 - For the MSI installation, an uninstall is not necessary 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

2.4 Mist Setup

To make resource sharing with other products like Template Builder and Viz Story simpler, or if you need HTTPS support, it is recommended to install **Mist** and let that serve out all the products. Mist also ensures that atom feeds that do not include proper CORS headers such as Flickr, function correctly. Mist is not installed by default and is optional.

The URL to access Pilot Edge if served out by Mist is:

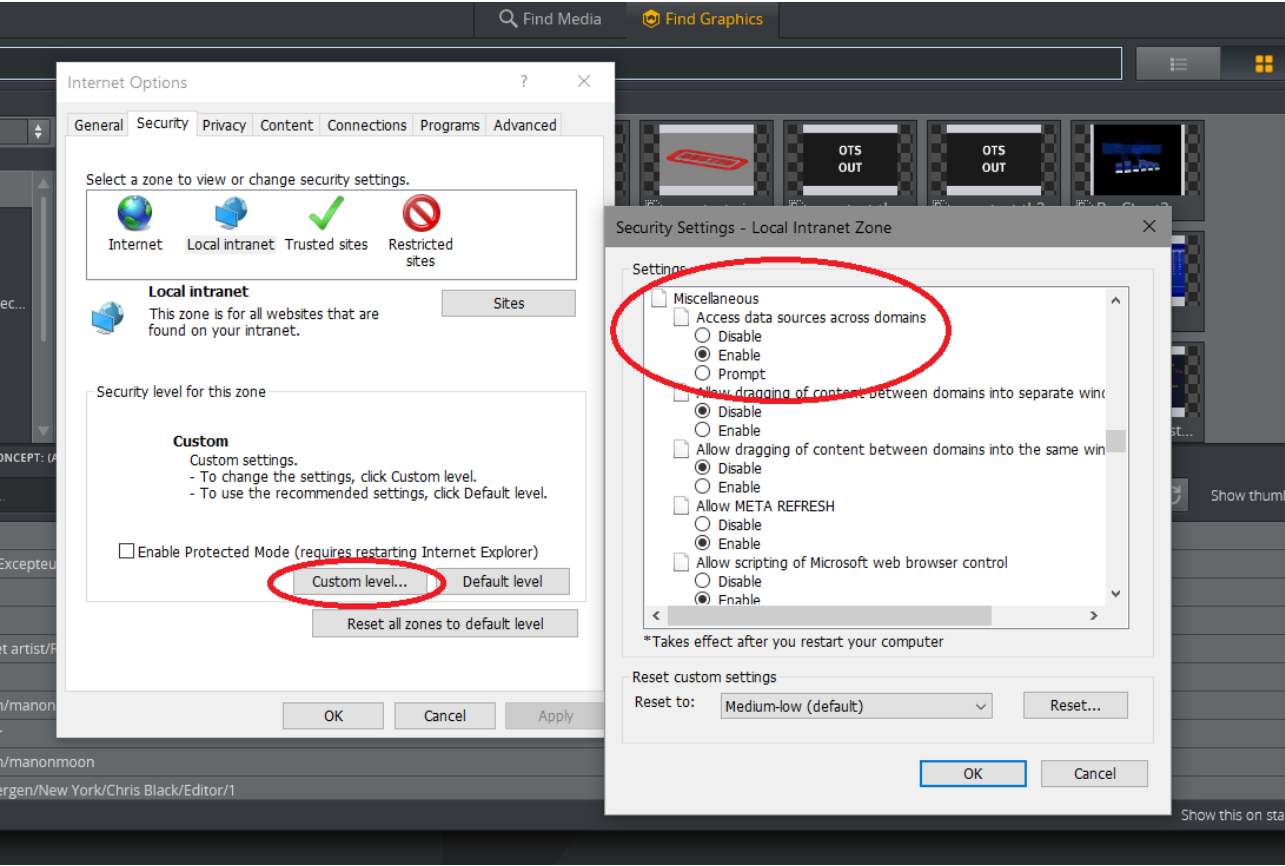
`http://hostname/pilotedge/`

2.5 Connecting To Viz One Using Internet Explorer

To be able to use Viz One as a search provider in Pilot Edge when running it in Internet Explorer, you might have to change a setting so you can enter the Viz One credentials:

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

Find the setting **Access data sources across domains** under Miscellaneous and set it to **Enable**. Press **OK** and reload Pilot Edge.



3 Using Viz Pilot Edge

Viz Pilot Edge is Vizrt's HTML based newsroom component for journalists which can be used together with the Viz Pilot system. It is a web application that can be embedded in newsroom systems, like Octopus Newsroom System, ENPS and iNews, that connects to a database for templates and media.

Viz Pilot Edge is a template based system for journalists to create, manage and preview content before it is delivered to the newsroom system.

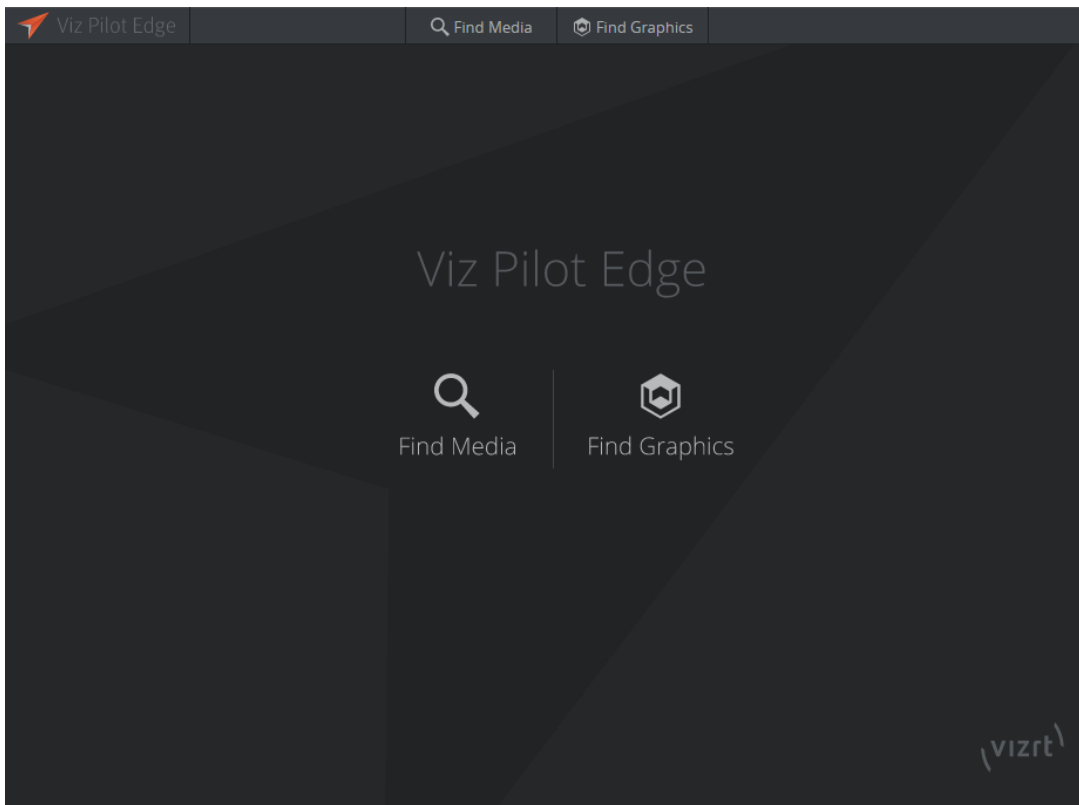
3.1 Workflow

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.
 - Different filter criteria are available when searching for resources.
 - 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, and optionally save them in the library. These are stored in the Pilot Data Server.
 - The elements are dragged to a newsroom rundown and made available to Director for monitoring and play-out.
-

3.2 Getting Started

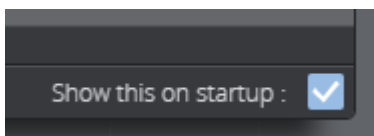
From the Viz Pilot Edge welcome page, the user can search for templates and media through the [Find Graphics](#) and [Find Media](#) tabs or icons.



Selecting the [Find Graphics](#) tab or icon a panel opens where the user can search for available templates and already saved data elements and library elements.

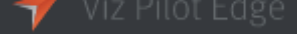
Selecting the [Find Media](#) tab or icon a panel opens where the user can search for available videos and images.

Instead of showing the welcome page upon startup, the graphics panel or the media search panel can be shown. Select the **Show this on startup** checkbox at the bottom right corner of the desired panel:



The last setting is saved in the local storage of the browser.

3.2.1 About

Clicking the Viz Pilot Edge logo  at the top left corner of the application takes the user to the about page where information about software version, link to local documentation and link to third-party licenses are found.

3.2.2 Log Window

A Log Window displaying Messages, Warnings and Errors becomes available using shortcut: **Alt + 1**.

3.3 Find Graphics

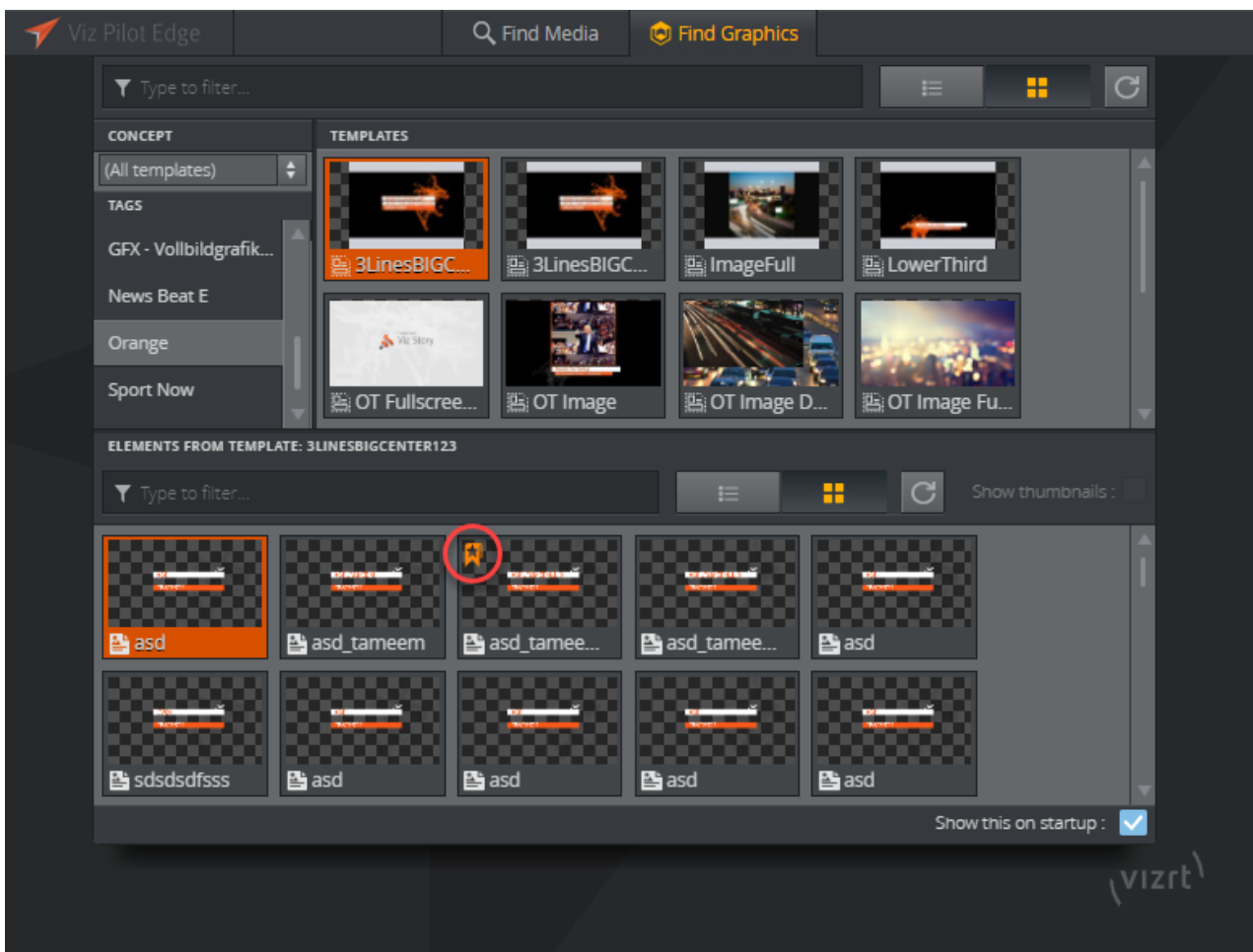
Clicking the **Find Graphics** tab or icon in the welcome page, a dialog opens where the user can search for available templates and saved data elements.

The **TEMPLATES** pane located in the top half of the dialog shows available templates based on the selection made for **CONCEPT**, **TAGS** and/or typed search.

Data elements are already saved templates available in the Pilot Data Server. They are located at the bottom of the dialog and are also based on the **CONCEPT**, **TAG** and **TEMPLATE** selection and/or typed search.

Data elements available in the **library** are marked with an orange tag, see the red ring in the image below.

Double click a template or data element to open it in a new window to add or edit content, or use as is.

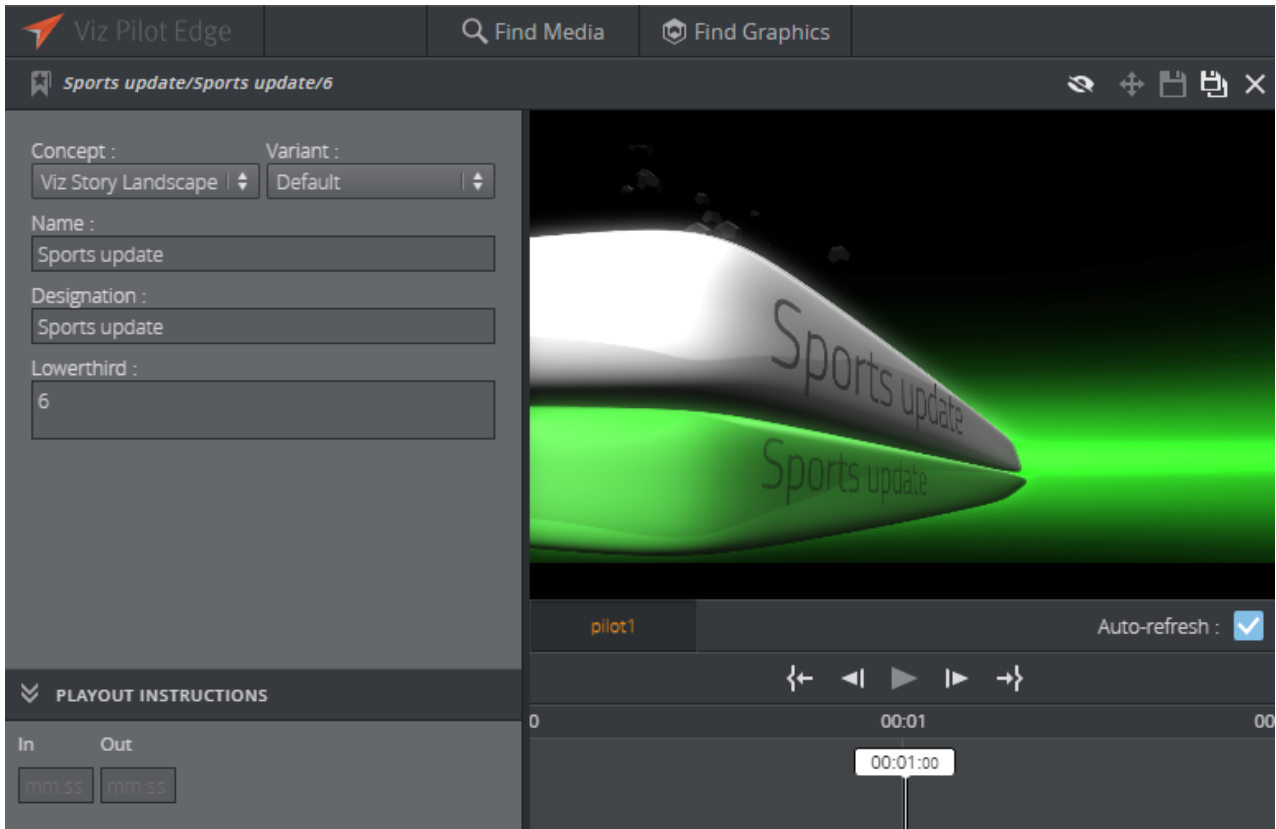


Note:

It is currently not possible to detect whether an element is in its original saved state. For example, if the user edits an element and changes it back to its original saved state, the save button will still be active even though there are no new changes to the element.

3.3.1 Adding Content to Templates and Elements

Once double-clicking a template or data element it will open in a new window which consists of two main parts, the [Fill In Form](#) (left) and the [Preview Window](#) (right), see image below. Content can be added and edited on the left, while on the right a preview will load every time the user makes a change.




Fill In Form



The window to the left is a Fill In Form for the graphics. It displays fields that are exposed by the designer in Viz Artist where the user can add content to the graphic. It can be text, choices in a drop-down list or media placeholders for media assets found in the **Find Media** tab. Once changes are made in the Fill In Form, the Preview Window immediately updates to display them (as long as [Auto-refresh](#) is enabled).

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 that the element will be a part of.

Save

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

To save any changes to an existing data element that is currently open, use the **Save** button . Only when a template is saved as a data element the user is allowed to drag-and-drop it to the newsroom system using the **Drag item to Newsroom** button . If the template is not saved this button is grayed out.

WARNING

Remember that if the data element title is too long it will be reduced to 128 characters in the MOS XML file, which again will affect the element title in the newsroom system.

Library Elements

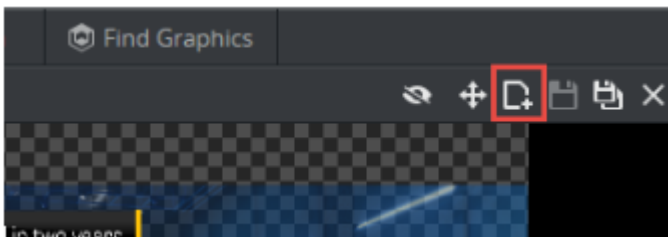
In the **Save As** dialog there is an option to **Add to library** which saves the data element to the library. Enable this option if the data element is frequently used and you want to prevent it from being changed or deleted.

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




Send Item Button

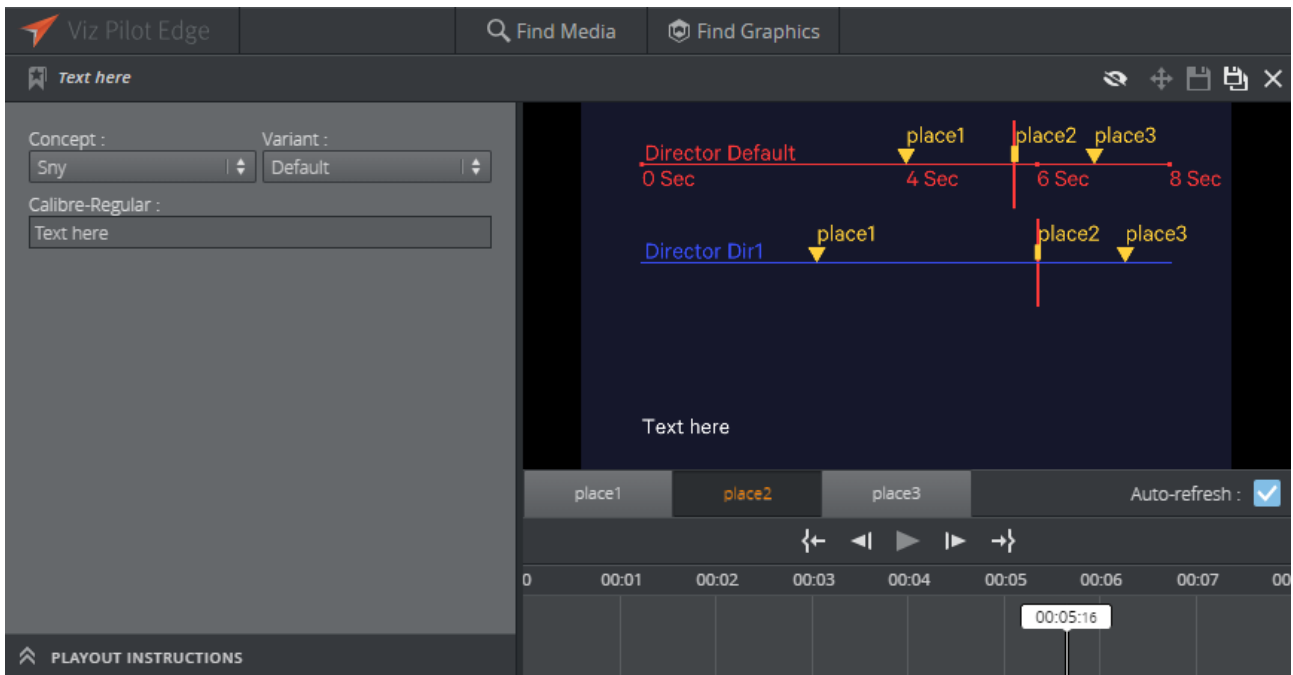
Clicking the **Send Item** button will send the item to the newsroom rundown. The button is used to update an already existing item in the newsroom.




Preview Window

The Preview Window displays snapshots of the graphics in an ongoing preview process and provides the user with an idea about how the graphics will look when played out in high resolution on a Viz Engine. The Viz Engine generate snapshots requested by the Preview Server.

Clicking the show/hide preview window button , or the split-bar separating the Preview Window and the Fill In Form, will collapse the Preview Window to make more space for the Fill In Form. Clicking the button or sidebar again will restore the Preview Window.



The toolbar at the bottom of the Preview Window allows the user to adjust how to view the preview of the graphics.

- **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 by default enabled which 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.

3.3.2 Using Maps

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.

Once there is communication with a Viz World server the user can select from a list of available maps in Viz World. In order to edit these maps, a local Viz World installation is required. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines. Note that it is 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.

Viz World Configuration

Viz World must be configured in Pilot Data Server to establish communication between Viz Pilot Edge and Viz World.

In Pilot Data Server Web Interface go to `shared_curious_server` through Settings (see Database Parameters under Configuration in the [Viz Pilot user guide](#)) and add a hostname in the value column

In the value column, use either:

- host name or IP

or,

- full URL. Here the port must be defined

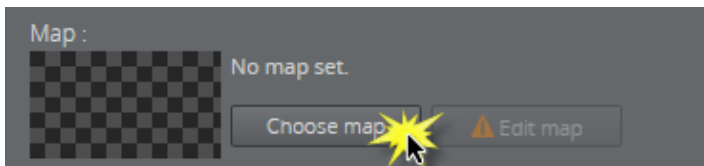


Info

A Viz World server defined in the Viz Pilot Edge URL (`maps=mapshostname`) will override the server defined in the Pilot Data Server.

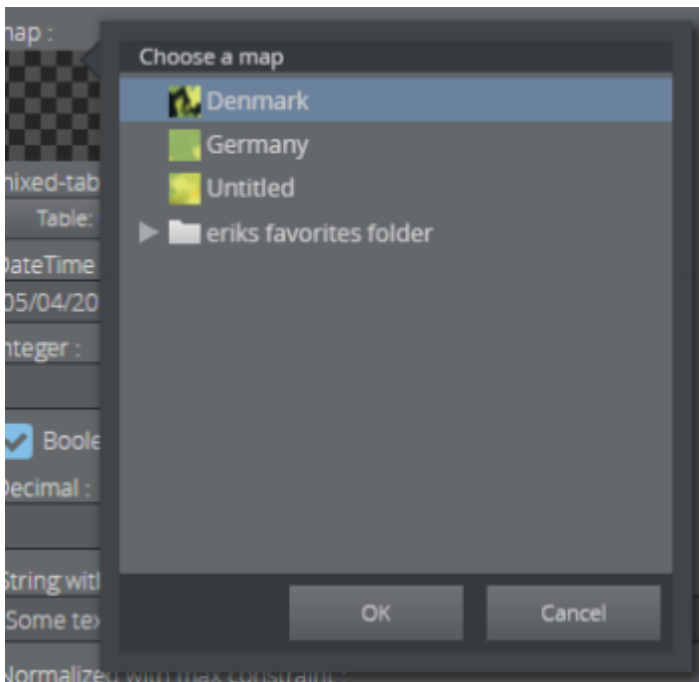
Choosing Maps

To select a map, click **Choose map** in the Fill In Form.



A dialog appears including the maps that are available from the Favorite folder in the Viz World Map Editor.

Select a map:



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

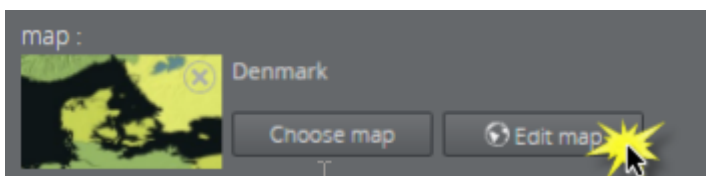
Using this feature of choosing a map only requires communication with a Viz World server. However, a local Viz World installation is required to [edit maps](#).

Info

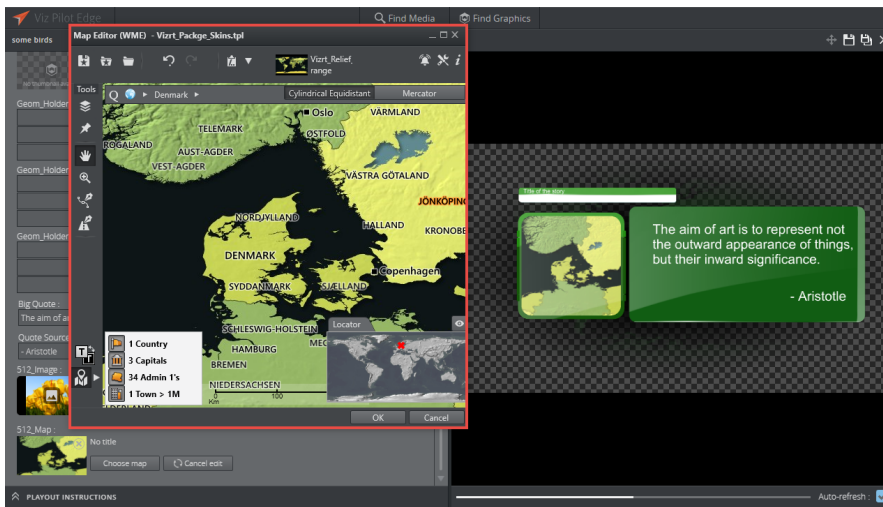
Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

Editing Maps

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

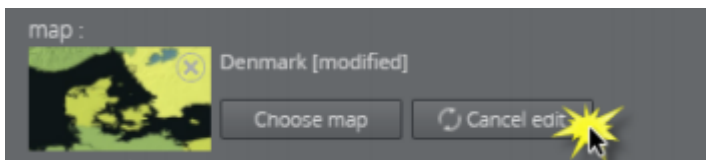


This opens up the Viz World Map Editor. All edits are performed inside this client, which means that Viz Pilot Edge has no control over your actions here.



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

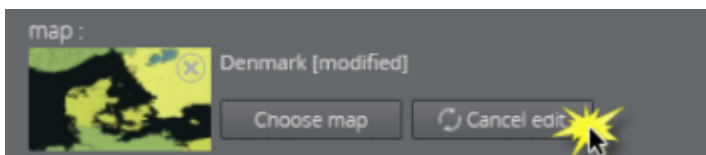
Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge will keep listening for data coming from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it, or click **Cancel edit** from Viz Pilot Edge.

The map thumbnail view will not be 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.

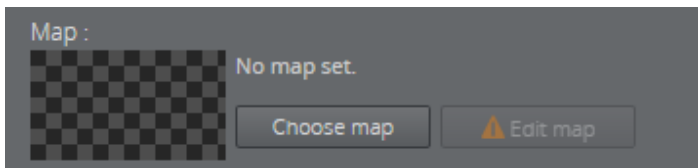
The Preview Window will update according to the selected map and edits performed on it.

Warnings

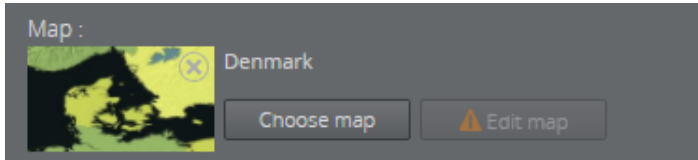
Warning signs and grayed out map buttons indicate that the Viz World service is unavailable or that there is an error from the service.



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.

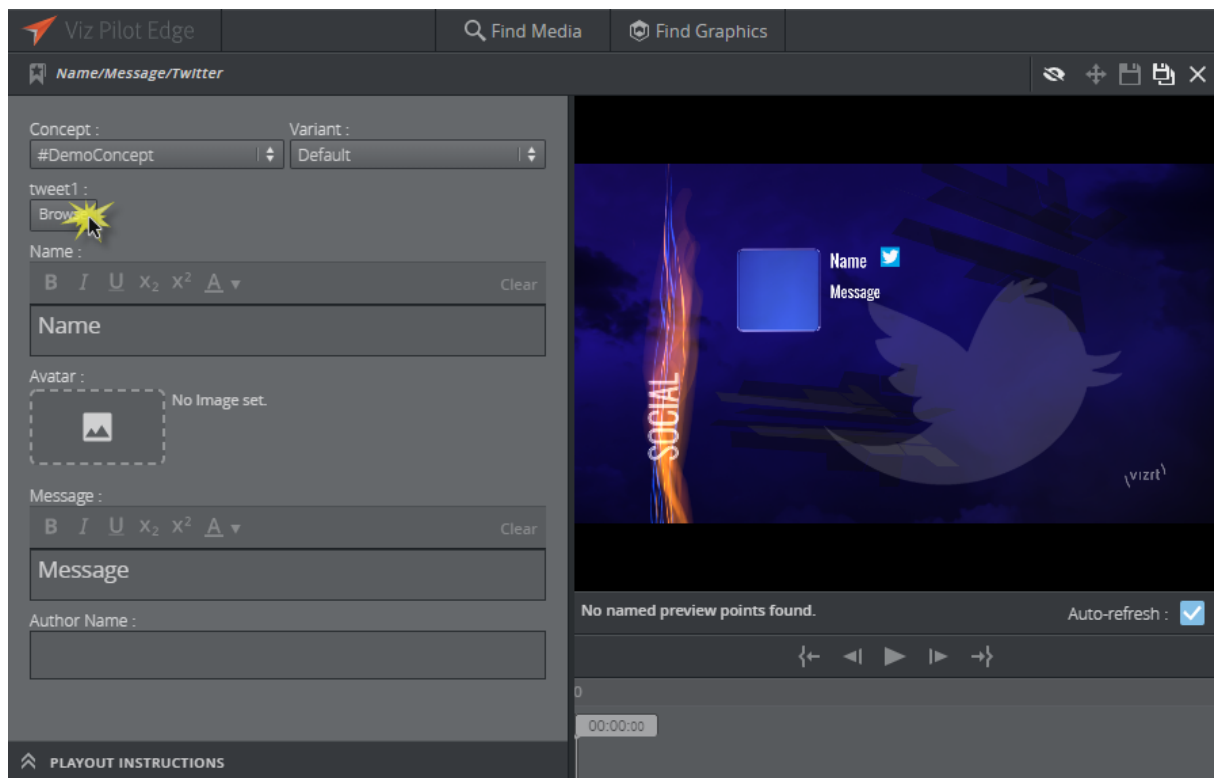


3.3.3 Feed Browser

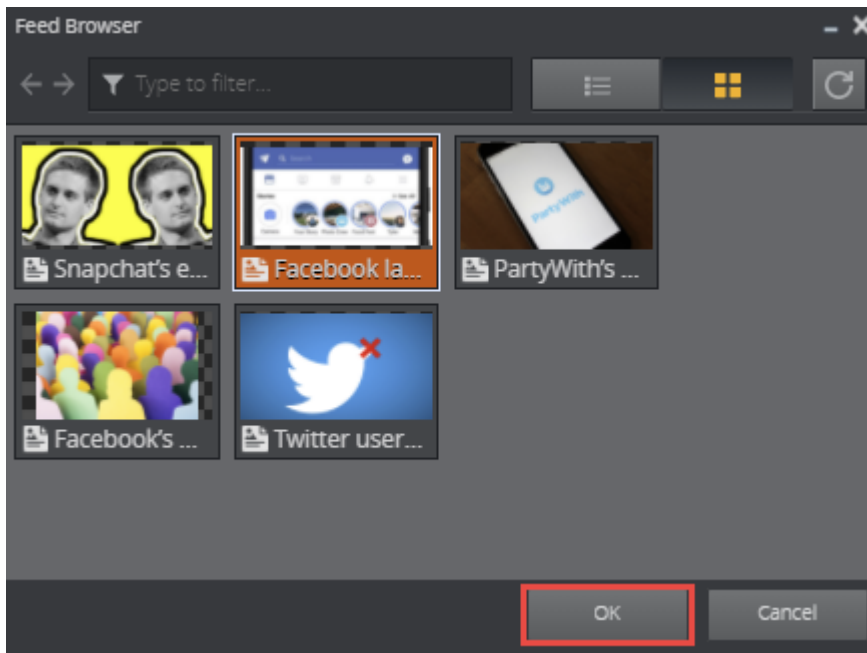
If the **Feed Browser** functionality is available in a template, a browse button in the Fill In Form allows the user to browse for a feed entry. The feed entry URL is pre-set in the template.

Using the Feed Browser in the Fill In Form for a graphic is shown below:

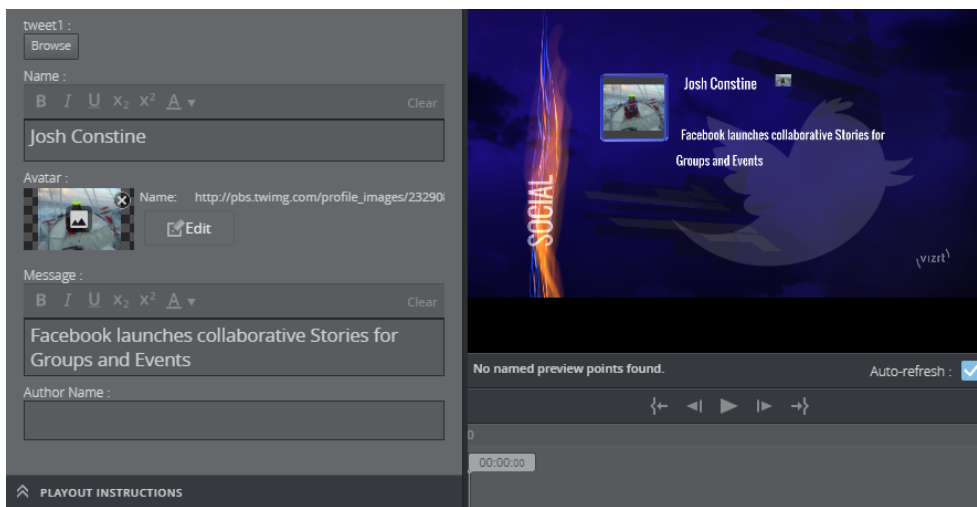
1. Click the **Browse** button to open the Feed Browser



2. The atom entries of the feed will be presented as thumbnails if available. Select one of the entries and click **OK**.



3. Information from the feed entry will be used to fill in the feed browser fields in the template.



3.3.4 Image Editor

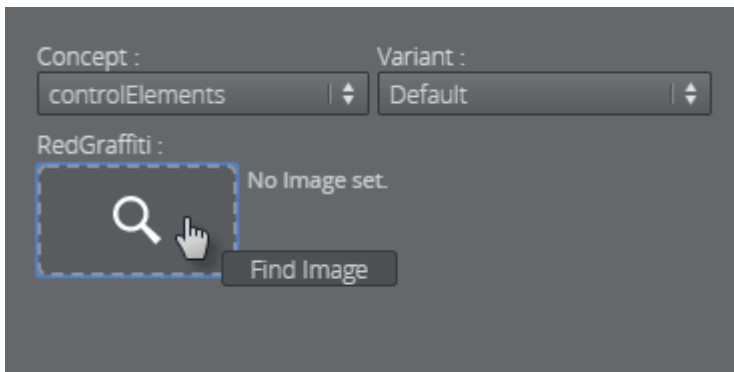
Images can be added to a template or data element if it contains an Image field which can be set in [Template Builder](#). Using the Image Editor the image can be cropped. If image constraints are

added to the image field in Template Builder (Minimum Size of the Image and Aspect Ratio), a frame is shown in the Image Editor that reflects those constraints.

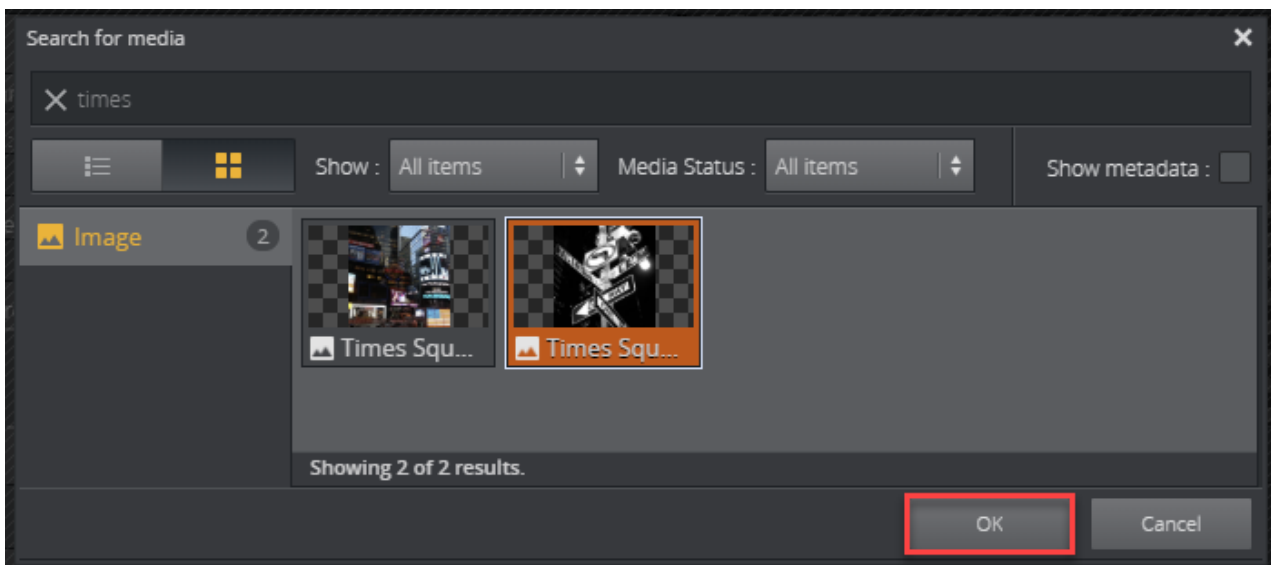
Using the Image Editor

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

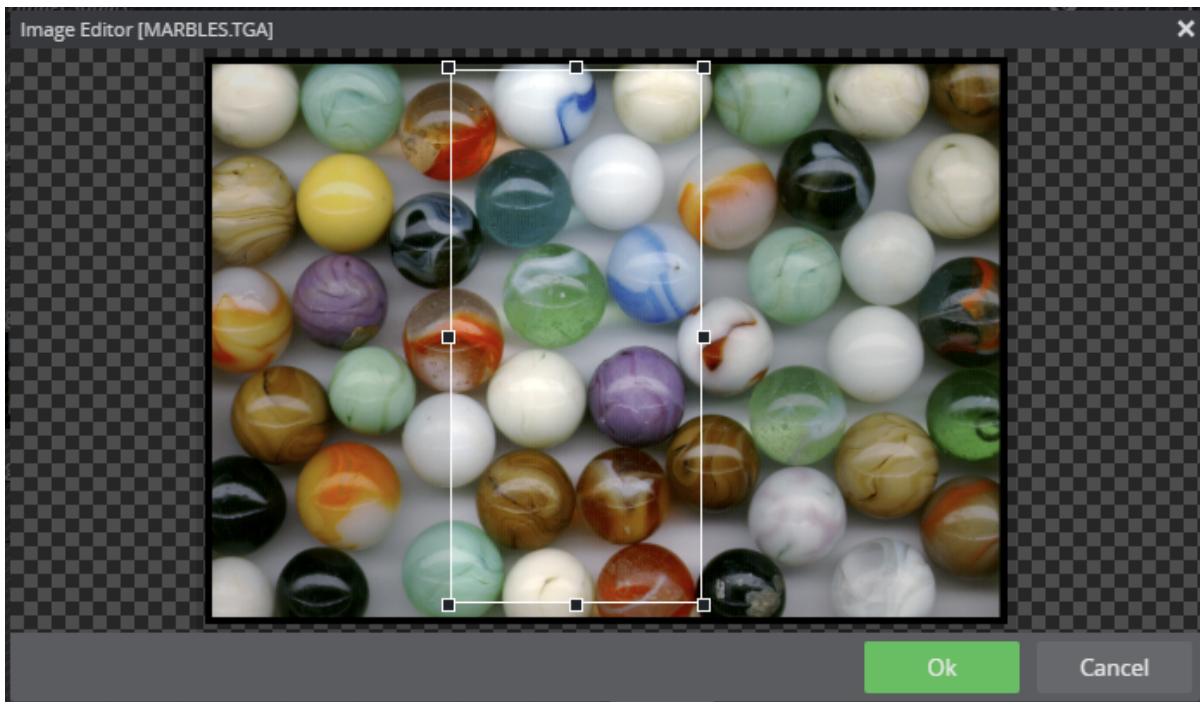
If no image is selected click the image placeholder in the Fill In Form or find the desired image in the **Find Media** tab:



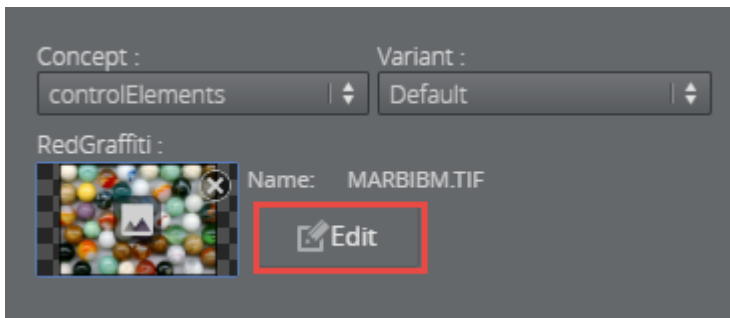
Select an image by double-clicking it (or click **OK**).



If image constraints are enabled for the image field, the Image Editor will open in a new window. Adjust the frame which size is based on the image constraints to the desired position. Click **Ok** to place the cropped image in the Fill In Form.



To crop an image without image constraints, click the **Edit** button and crop the desired area using the mouse.



Tip:

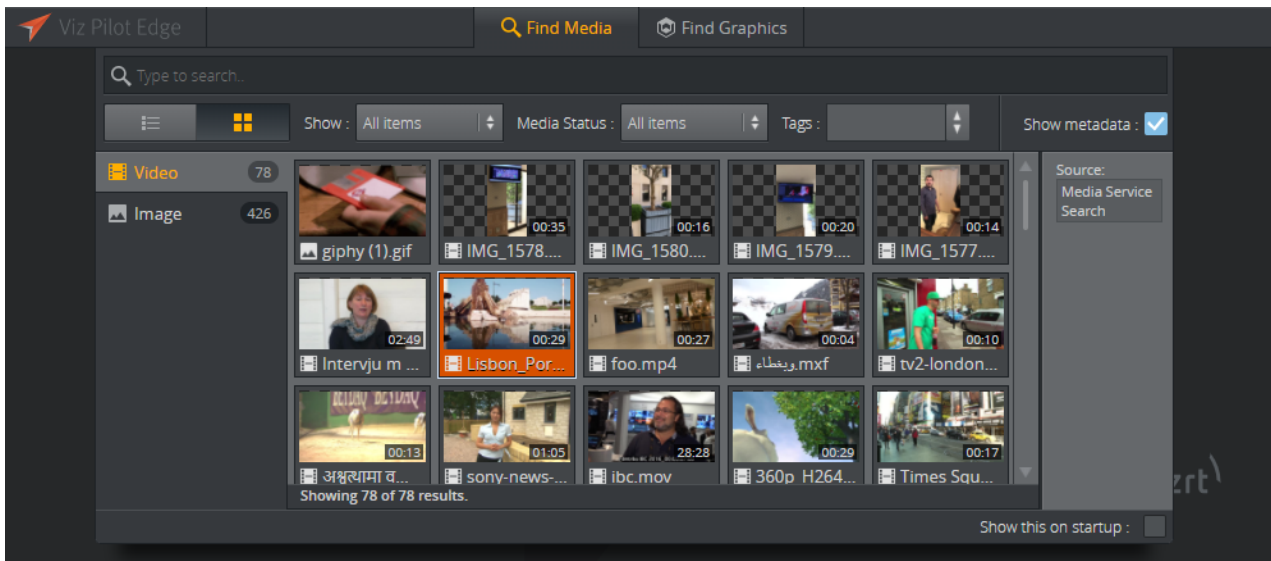
You can open an image from the Find Media tab directly in Image Editor by dragging it into the image placeholder and pressing **Alt**.


3.4 Find Media

Selecting the **Find Media** tab or icon in the welcome page, a dialog opens where the user can search for available media assets. The user can type to search and filter the search based on the time of publish, [media status](#) and tags.

A preview of the media asset is available by right-clicking it and select **Preview**.

Double-click a media asset to open it.



The selected media will open in a new window and from here it can be dragged directly to the newsroom system as is, using the Drag item to Newsroom button .

Working with a video, the user can [add and edit graphics](#) on the timeline and do basic edits of the video.

3.4.1 Media Status

The media status filter allows the user to filter out invalid media items. The filter is only available if the search providers support this filtering.

If only one of several search providers support this filtering, a warning will be displayed.

3.4.2 Adding Graphics to Videos

Double-clicking a video from the **Find Media** tab will open the video in a new window which consists of three main parts; the [Fill In Form](#) at the left, the Preview Window at the right and the Timeline Editor located below the Preview Window in the application. The Timeline Editor offers basic functionality for video editing and manages graphics within the Timeline Editor.

Clicking on the vertical split-bar separating the two windows will collapse the Fill In Form to make more space for the timeline and Preview Window. Clicking on the sidebar again will restore the view.

To add a graphic to the Timeline Editor click the **Find Graphics** tab while having the video open.



Find the desired graphic and drag-and-drop it into the Timeline Editor. To add more items do the same procedure again.

⚠ WARNING

Use the drag-and-drop functionality to add a graphic to a video. Unless there are 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.

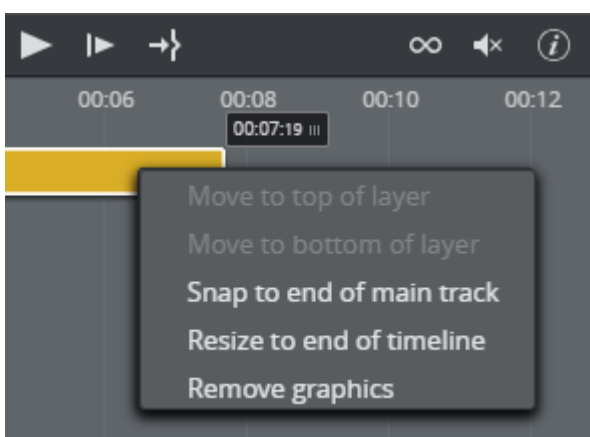
In the example below a lower third graphics is added to the Timeline Editor from the **Find Graphics** tab. Each of the graphics types has its own graphics track. To edit the content of a specific graphic click on it and edit the content in the [Fill In Form](#).



Info
 Viz Pilot Edge has basic support for Transition Logic scenes

Graphics Shortcut Menu

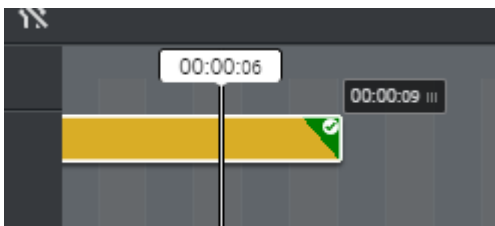
The graphics shortcut menu (accessed by right-clicking a graphic in the timeline) contains the following options:



- **Move to top/bottom of layer:** In the event 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 checkmark 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.

Timeline Editor Functions

The Timeline Editor is located below the Preview Window. The Timeline Editor Functions allow the user to do basic edits to the video.

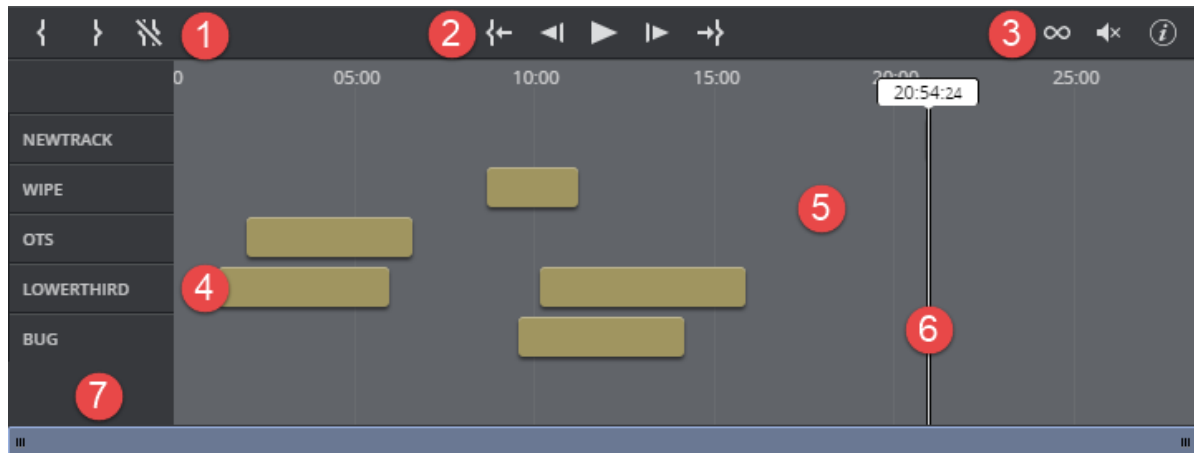
The Timeline Editor also provides an overview of graphics added to the video.

Hover the mouse over the Timeline Editor buttons to get button and keyboard shortcut information.

Below is a list of the main areas:

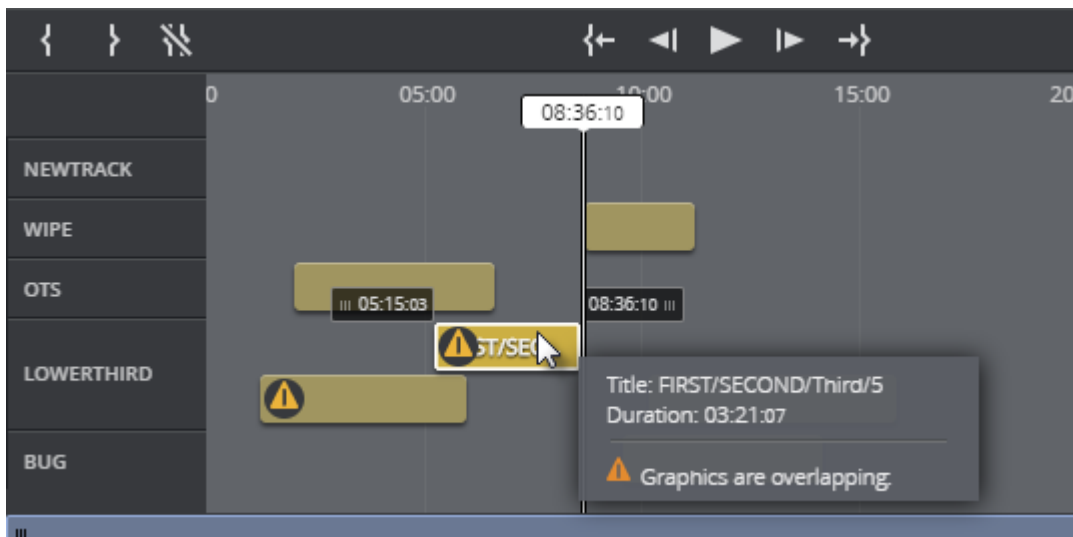
1. Adjust in and out point positions in the timeline.
2. Play/move frames.
3. Loop video, mute and information about keyboard shortcuts.
4. **Graphic track:** Move graphics to the desired position and adjust the timing of the graphic. Click the graphics track to add/edit content in the Fill In Form.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

7. Lists 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/the right layer. The Timeline Editor will indicate a conflict by a warning icon in the graphic track and a message.

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 the graphics element to display the title when disabled.

Save

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 are added to the video the element needs to be saved  before it can be dragged to the newsroom. This saves the video together with the graphics. If the graphics element is an already saved element, any changes made to it are saved.

Note












The save as functionality, , is not an option for video with graphics since Viz One does not support saving multiple timelines for the same video.

4 Keyboard Shortcuts

Most of the keyboard shortcuts in Viz Pilot Edge are the ones used in the timeline editor which is available for videos. They allow the user to navigate and make edits within the video clip.

A list of keyboard shortcuts opens when clicking the  button in the timeline editor.

The following keyboard shortcuts are available in Viz Pilot Edge:

Action	Shortcut	Button
Keyboard shortcuts 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 0.5x speed	Alt + J	
Play forward at 0.5x speed	Alt + L	
Move selected item left by 1s	Ctrl + ←	
Move selected item right by 1s	Ctrl + →	
Move selected item left by 10s	Ctrl + Shift + ←	
Move selected item right by 10s	Ctrl + Shift + →	
Move 10 frames back	Shift + J	
Move 10 frames forward	Shift + L	
Grow selected item by 1s	Ctrl + Alt + →	
Shrink selected item by 1s	Ctrl + Alt + ←	
Grow selected item by 10s	Ctrl + Alt + Shift + →	
Shrink selected item by 10s	Ctrl + Alt + Shift + ←	
Zoom timeline	Scroll wheel	
Move timeline	H + Drag mouse	
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	

5 Workflows

Viz Pilot Edge can be used in other workflows than the newsroom workflow which is the main focus in this user guide.

5.1 NLE

There is also support for the web-based fill in form technology in our NLE plugin for the major craft editing systems. From the graphics plugin, Viz Pilot Edge can be opened and the same interface is available in the craft editing system. In this workflow, Viz Pilot Edge is available for handling graphics only.

5.2 Templates In Viz Pilot Edge Vs. Viz Pilot News

There are no methods for migrating templates from ActiveX based templates used in Viz Pilot News to HTML based templates used in Viz Pilot Edge. The technologies are too different thus it is not feasible to handle a migration. The suggested approach is to recreate them one by one over a period of time.

The Template Builder, which also is bundled with the Pilot Data Server, is a tool provided for creating complex templates. Applying separate javascript code stored on any web server, the same functionality as with Viz Pilot News templates can be achieved. This requires re-coding of the templates.