

QuickEdge 2.8

Graphics User Manual

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FOR QuickEdge™ Version 2.6 Software Product

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Index

TABLE OF CONTENTS

1	PREFACE	4
1.1	WHO SHOULD USE THIS MANUAL	4
2	INTRODUCTION	4
2.1	SUPPORTED OPERATING SYSTEMS	5
2.2	SUPPORTED SCREEN RESOLUTION	5
2.3	SUPPORTED FONTS	5
2.4	SUPPORTED MEDIA FORMATS	5
2.5	REMOTE CONTROL SUPPORT	5
3	USER INTERFACE & TERMINOLOGIES	5
3.1	DIFFERENT WORK AREAS IN THE USER INTERFACE	5
3.1	CG TEMPLATES	5
3.1.1	<i>Templates</i>	5
3.1.1.1	<i>Add Template</i>	6
3.1.1.2	<i>Edit-Delete Template</i>	6
3.1.1.3	<i>Schedule CG events in the MCR playlist</i>	6
3.1.1.4	<i>Manual CG control</i>	6
3.1.1.5	<i>Live input, switching and graphics overlay</i>	7
3.1.2	<i>Resources</i>	7
3.2	CG PREVIEW	9
	APPENDIX 1: SHORTCUT KEYS	9

1 Preface

Congratulations on the purchase of QuickEdge Payout Automation. QuickEdge automates your Payout and ingest workflow, along with the ability to control various equipment's like Router, switcher and CG it creates a seamless integrated automation solution

1.1 Who should use this manual

This manual is written for MCR operators and other technical personnel responsible for using the QuickEdge Client in a broadcast facility. Portions of the manual provide installation data for technicians.



TIP

It is strongly recommended that the users have prior experience or classroom knowledge of

- *The Windows or Mac operating system*

2 Introduction

QuickEdge is a linux based Payout and ingest automation solution with client application access provided on both Mac and Windows. It encompasses the following modules.

- QuickEdge PCR Application
- QuickEdge MCR Application
- QuickEdge Ingest Application
- QuickEdge MOS Gateway
- QuickEdge Traffic Gateway
- QuickEdge CG and Switcher Gateway
- QuickEdge Router Control Interface

QuickEdge Client application is a desktop-based application built using the latest cross platform development architecture. This enables users the choice to use either a windows-based client or a mac-based client.



TIP

There might be few modules invisible in your application depending on the licenses purchased.

2.1 Supported Operating systems

Operating system	Versions Supported
Windows	7 or higher
Mac OS	Version 10.10 or higher

2.2 Supported Screen Resolution

Best user experience of QuickEdge Client application can be found on screens with a resolution of **1290 X 800** or higher

2.3 Supported Fonts

QuickEdge supports all Unicode fonts including Right to left fonts of all languages.

2.4 Supported media formats

All standard image formats such as PNG, JPG, TIFF, GIF and standard sequences such as Targa, PNG are supported. Animated media in the form of video in standard formats such as Mov, MXF, Mp4 are supported.

2.5 Remote control support

QuickEdge graphics supports remote working from any part of the world. Please contact our support team for configuration of remote control of the client application along with the recommended security settings for firewall, network router etc. All video ports including ingest, playout, preview and graphics are available remotely along with audio bars.

3 User Interface & Terminologies

3.1 Different work areas in the user interface

1.1 CG Templates

1.1.1 Templates

CG Templates are regular CG'S with placeholders for dynamic text and graphics. CG Templates allows you to customize static and animated graphic elements. They're of types: real time clock, Ticker, Promo Bugs, Animations, Cartoon Bugs, L-Band, BackIn, Logo, Scroll and News Ticker. User can select channel type as per template usage. User can open CG Templates from **View>CG Templates**.

3.1.1.1 Add Template

User can click on '+' in CG Template window to create a new template providing details, properties and data. Details like Path, Name, Type, Layer, Offset, Duration and Loop count.

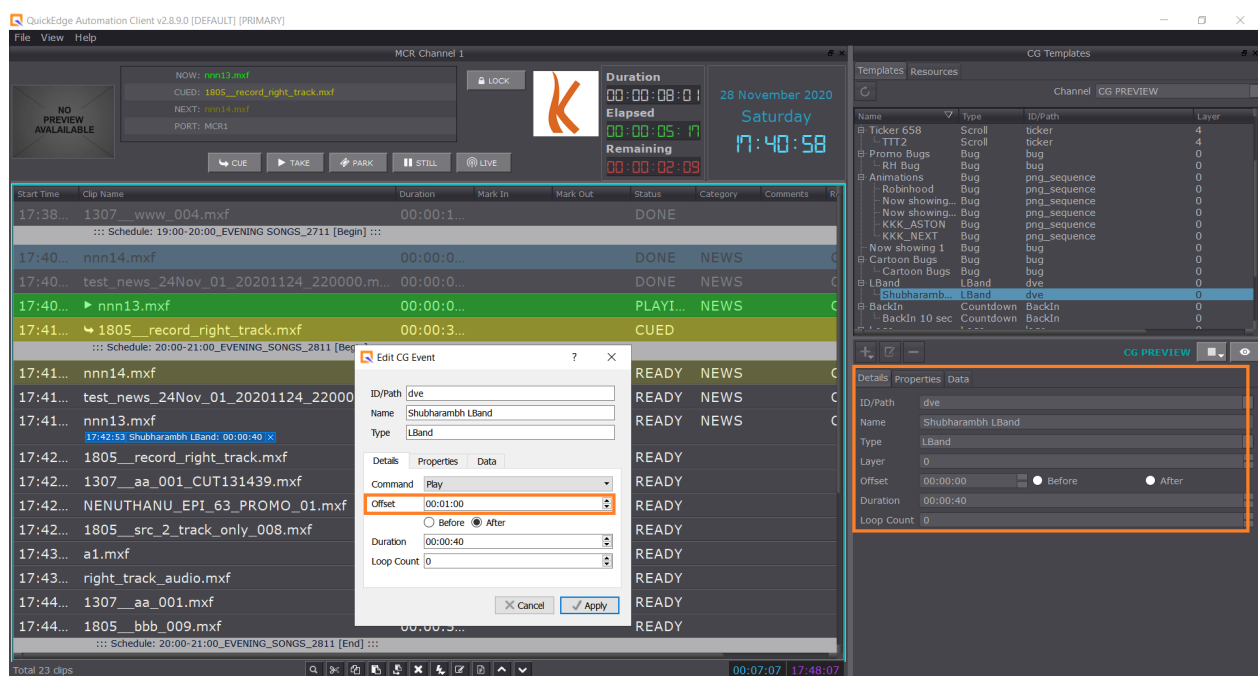
There is no limitation of the number of layers in the system and the users can add multiple layers.

3.1.1.2 Edit-Delete Template

User can select the Template and click on edit button to edit details. User can select the Template and click on delete button to delete the template and its instances from the CG window permanently.

3.1.1.3 Schedule CG events in the MCR playlist

User can schedule CG events in the MCR playlist. Drag drop CG instances onto playlist and click on CG event and provide offsets. CG events will be triggered at the offset time before or after as per the settings. User can edit the cg event from '**Edit CG event**' window and customize the settings like Details, properties, Data and even loop the CG event providing the loop count.



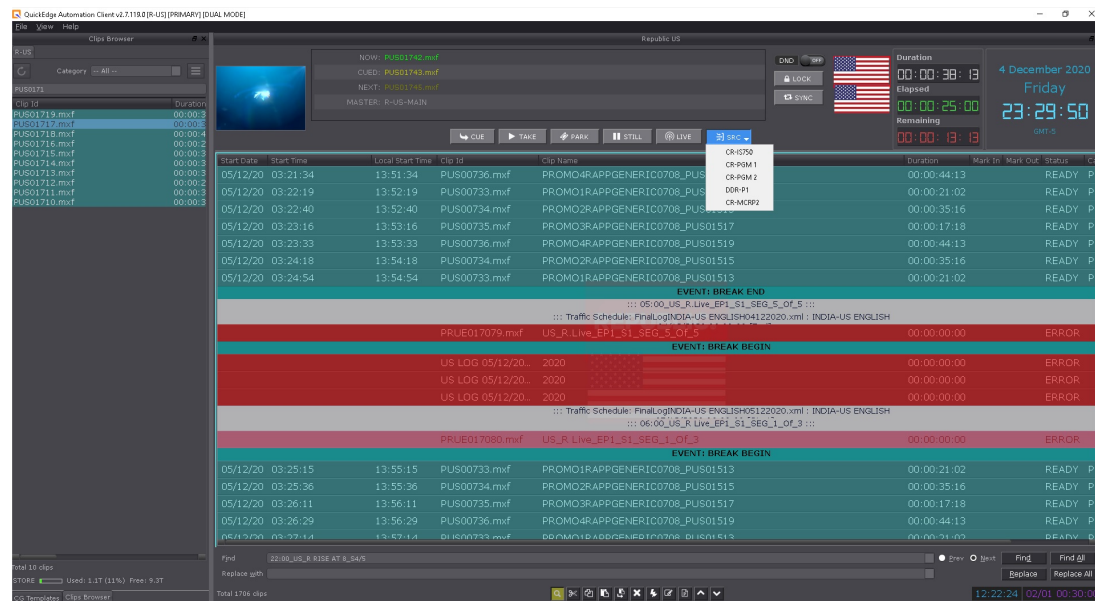
3.1.1.4 Manual CG control

User can manually trigger CG events in the MCR playlist. User can edit the cg event from '**Edit CG event**' window and customize the settings like Details, properties, Data and even loop the CG event providing the loop count.

All layers and graphics are individually controllable including logos, L-band, bugs etc.

Users can add any number of layers of graphics.

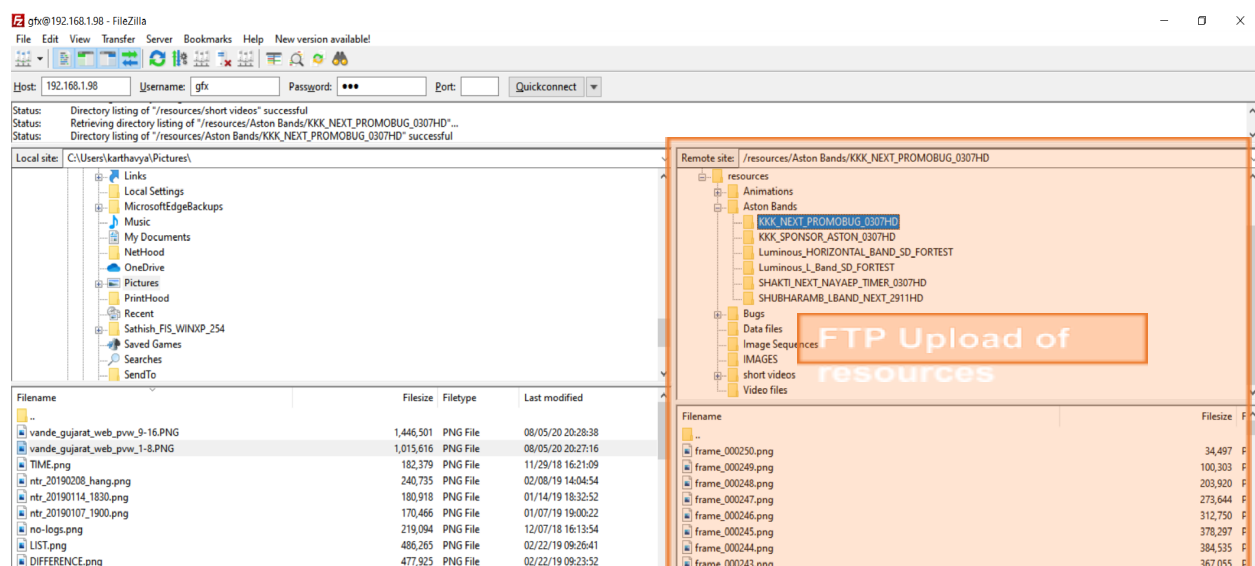
3.1.1.5 Live input, switching and graphics overlay

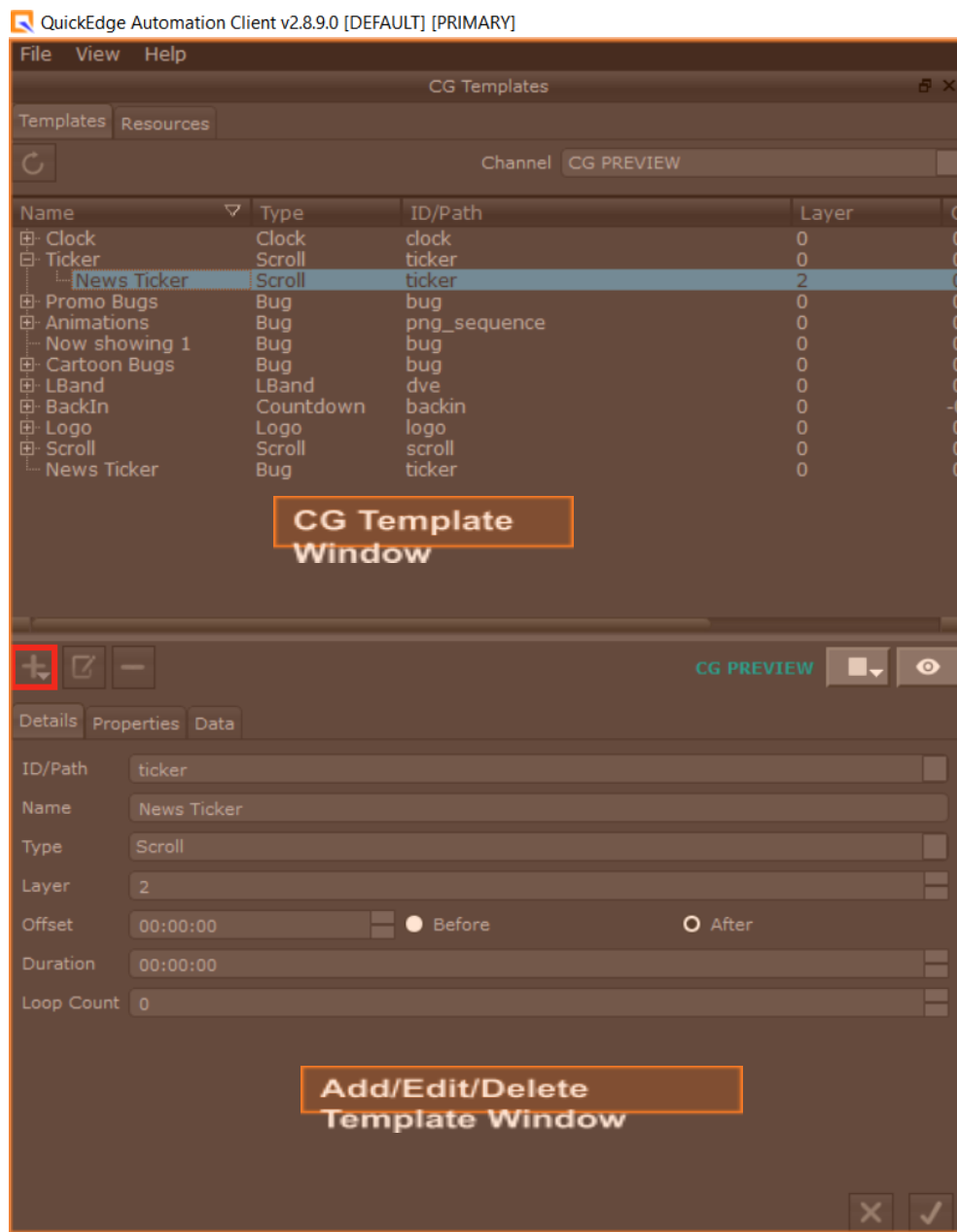


Multiple live sources can be selected using the combination of Live button and the source selection button. The source selection button can be configured to select from various live sources such as router input, switcher input, VTR etc. Any graphic elements overlayed can be switched on or off on the live input source. The input source of live inputs can be either SD or HD, the output will be scaled according to the output preset. I.e., SD or HD.

1.1.2 Resources

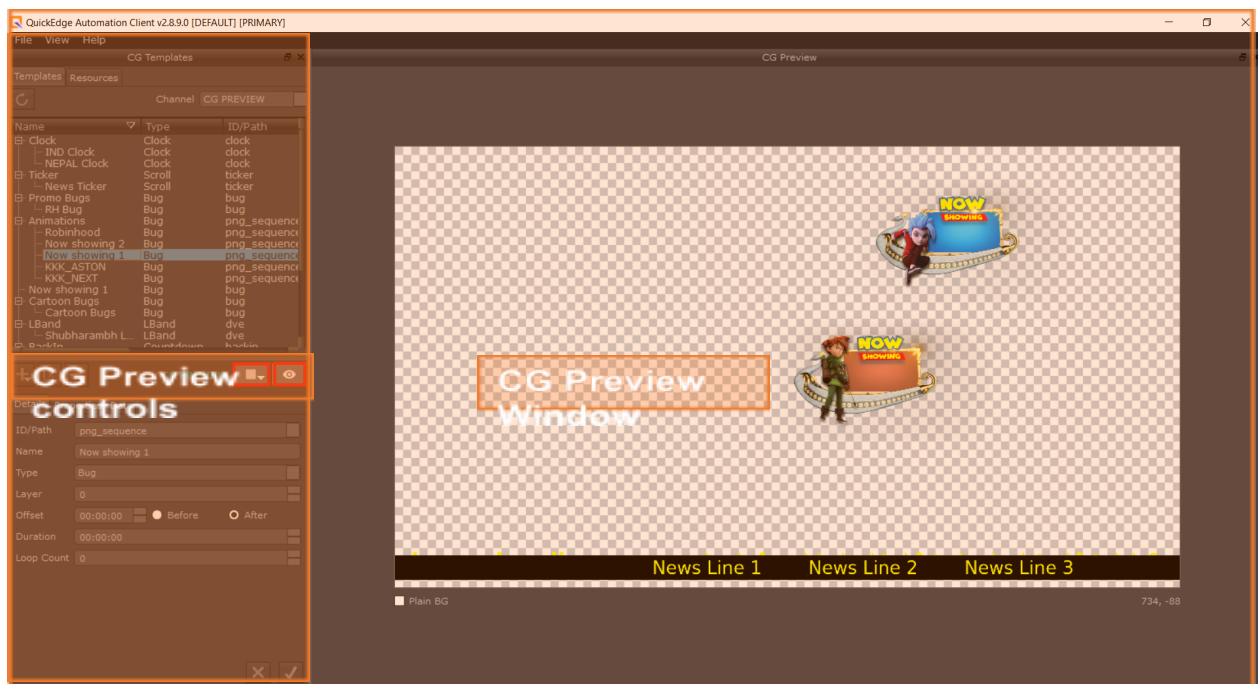
Resources are multimedia files used in CG templates. User can upload resources from ftp and refresh in CG Template window. On refresh uploaded resource folder will be updated under resources.





1.2 CG Preview

CG Preview allows user to preview cg instances. User can manage CG instance preview using play and stop buttons. Select CG instance from any template and click CG play instance button, CG instance starts playing. User can open CG preview from **View>CG Preview**.



PIP and video tiles

QuickEdge supports PIP mode for alignment of various videos. This functionality can be used for coming up bugs, tiles view, now next later etc.



Appendix 1: Shortcut keys

CG Templates: **Ctrl+Shift+C**