Cinegy CG 26.2 Manual

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Cinegy CG is a simple yet powerful live CG and channel branding tool that allows you to control your graphics in real time on one or multiple Cinegy Playout engines simultaneously. If a loaded graphics template has variables, Cinegy CG will let the operator change the values and even update them on the fly on one of the ten available layers.



User Manual

Chapter 1 Installation

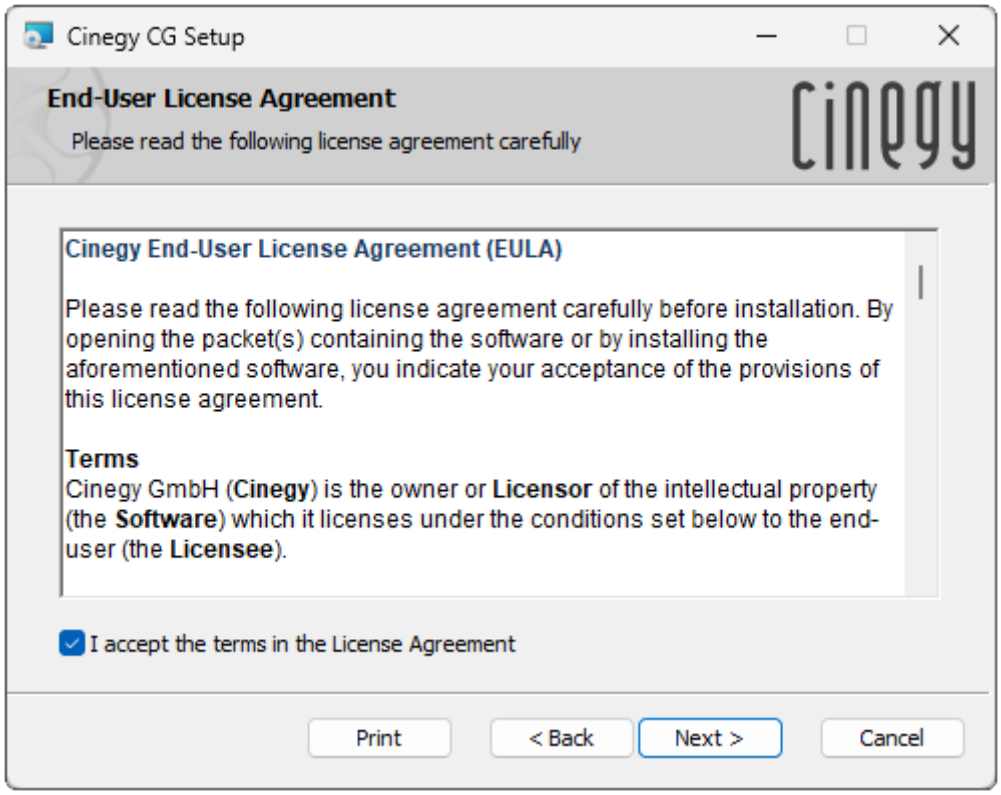
Cinegy CG is a powerful and easy-to-use tool that provides users with the ability to choose the graphics template, assign it to one of the available layers, and manually start or stop it whenever needed. If a graphics template has variables, the Cinegy CG operator can update the values on the fly on any number of Cinegy Playout engines he is connected to.

Please navigate to the Cinegy CG folder in your Cinegy Air installation package and run the Setup.exe file; the setup wizard will be started:

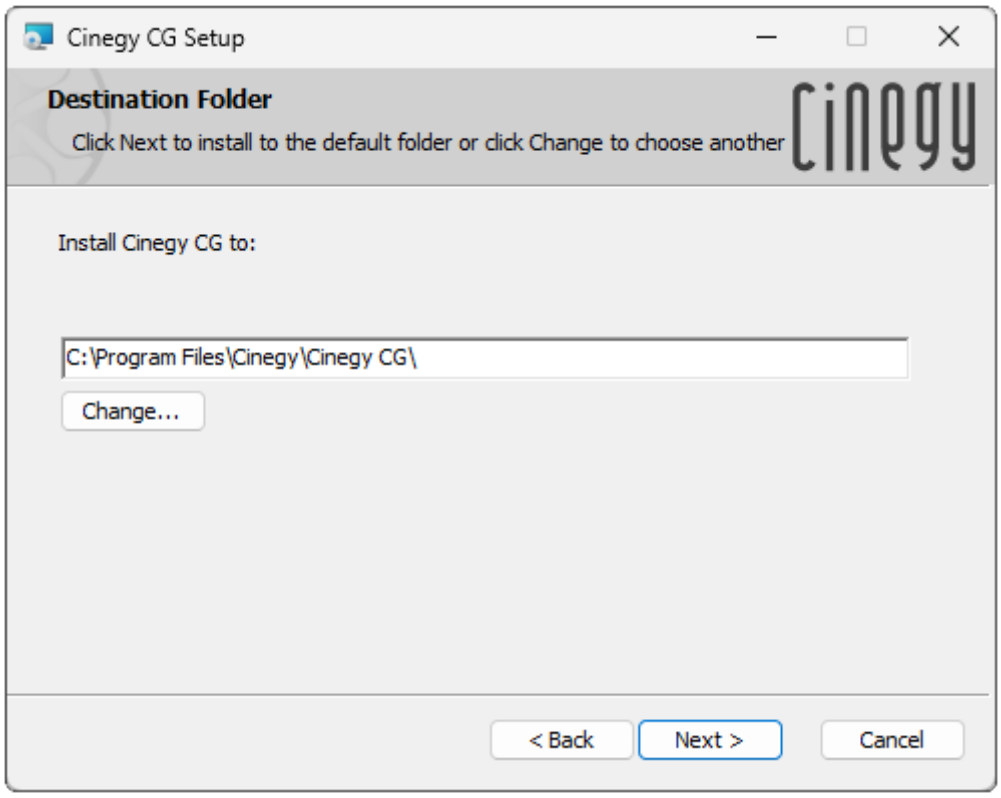


Press "Next" to proceed with the installation or "Cancel" to abort and exit the setup wizard.

Read and accept the license agreement:



Next, define the installation folder for Cinegy CG to be installed:



Press "Next" to proceed. In the dialog that appears, press the "Install" button to begin the installation. The progress bar will show the progress of the installation process.

At the final step, press the "Finish" button to complete the installation and exit the setup wizard.

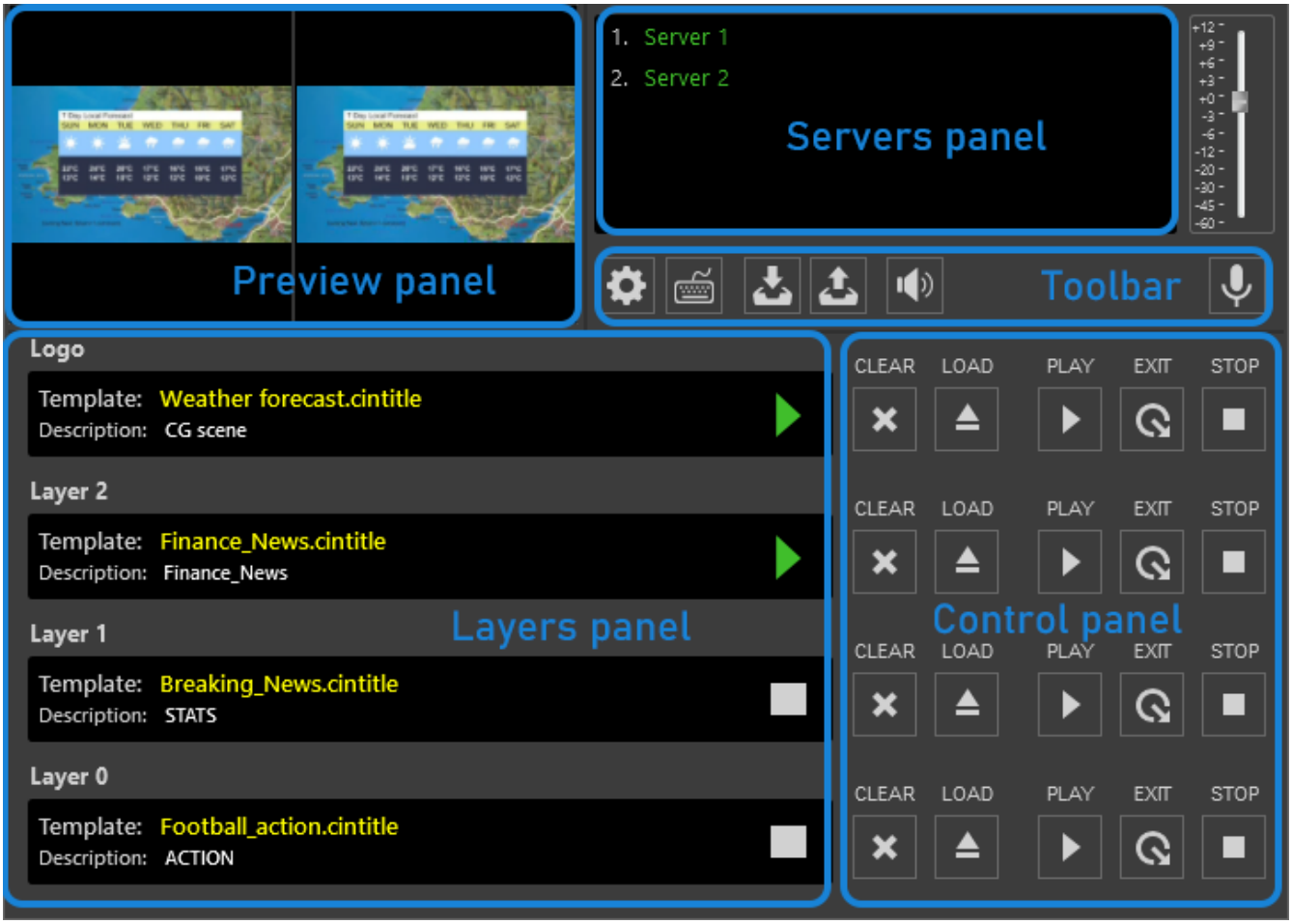


The Cinegy CG installer creates the program icon on the Windows desktop for all the users of the PC. Double-click it to launch the application.

Chapter 2 Getting Started

2.1 Interface

The Cinegy CG application interface offers the following panels:



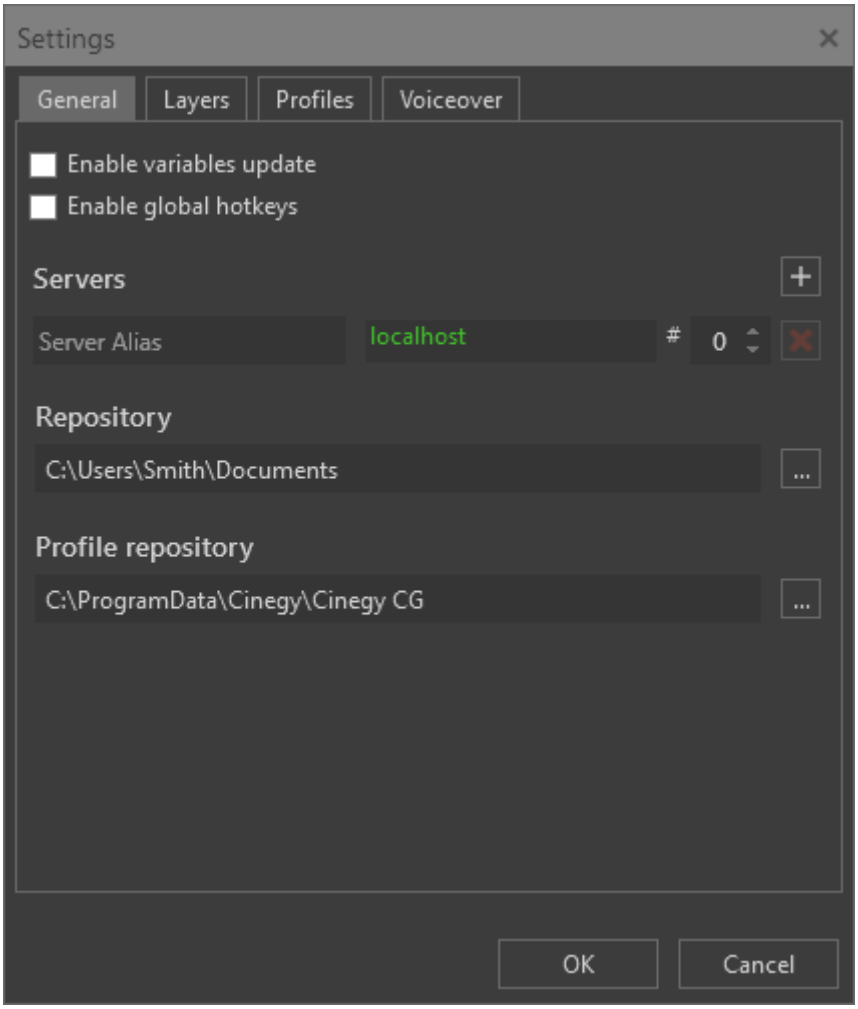
- **Preview panel** displays a real-time view of the graphics content on air. You can see how each layer is applied and ensure the composition looks correct.
- **Servers panel** shows a list of Cinegy Playout servers enabled in settings. You can control the status of each server (online/offline).
- **Toolbar** provides quick access to essential tools and functions within the application.
- **Layers panel** displays the details of individual graphics layers.
- **Control panel** is used to manage the playback and transmission of graphics. It provides controls to load, play, stop, and clear graphics, as well as to exit loop playback.

You can change the size of the panels by dragging the borders of a corresponding panel with the mouse.

2.2 Settings



Press this button on the main toolbar; the following "Settings" dialog box appears:



General Settings

In this tab the general Cinegy CG application settings are defined.

Select the "Enable variables update" option to allow the operator to update variables in real-time. With the "Enable variables update" option deselected, the variables panel becomes unavailable and the variables update is disabled.

Select the "Enable global hotkeys" option to ensure that shortcuts remain operational even when the Cinegy CG window is minimized.

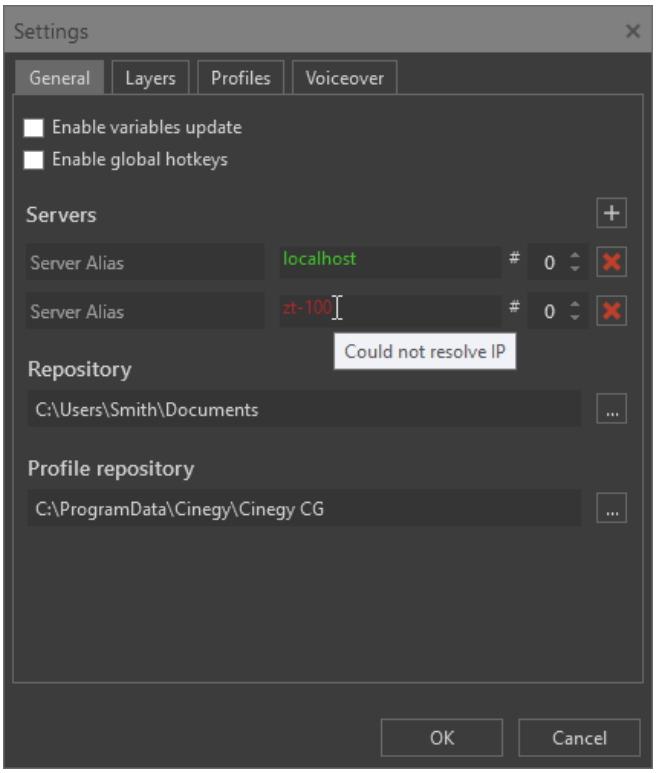
> When the "Enable global hotkeys" option is enabled and the Cinegy CG window is minimized, shortcut activation will interfere with another active application if the same shortcut is used there.

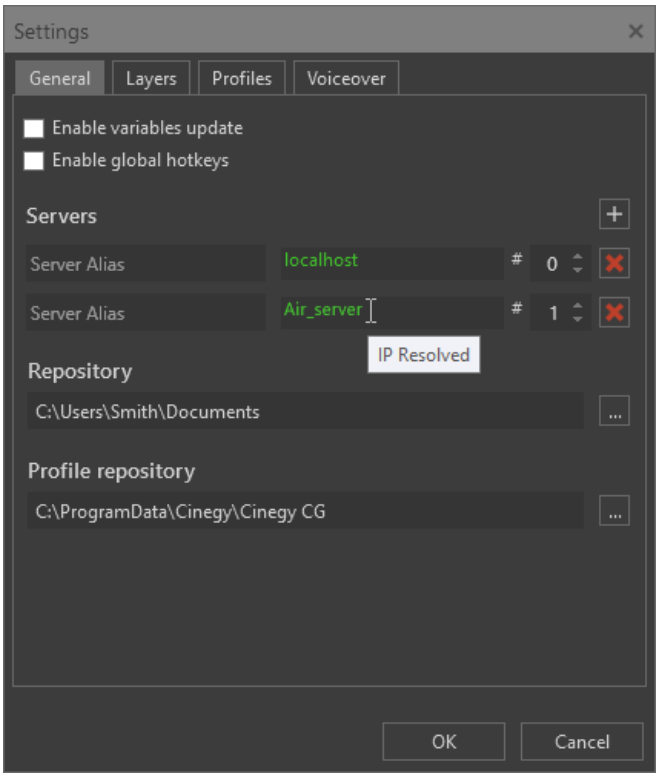
Servers Configuration

In this section servers running the Cinegy Playout engine are defined. Only one server is enabled by default, you can add more servers by pressing the + button.

If several Cinegy Playout engine instances are started on the same server, define what engine instance will be used to process the specified playlist in the corresponding "#" field next to the server IP address.

While entering the name of the server and during its validity check, the value of the server name is displayed in grey. The correct and accessible Cinegy Playout engine name and instance number are displayed in green. In case of errors in server path configuration or server unavailability, they will be displayed in red, and hovering the cursor over the path will show the tooltip for the reason:


Settings
General
Layers
Profiles
Voiceover
Enable variables update
Enable global hotkeys
Servers
Server Alias
localhost
0
Server Alias
zt-100
0
Could not resolve IP
Repository
C:\Users\Smith\Documents
Profile repository
C:\ProgramData\Cinegy\Cinegy CG
OK
Cancel

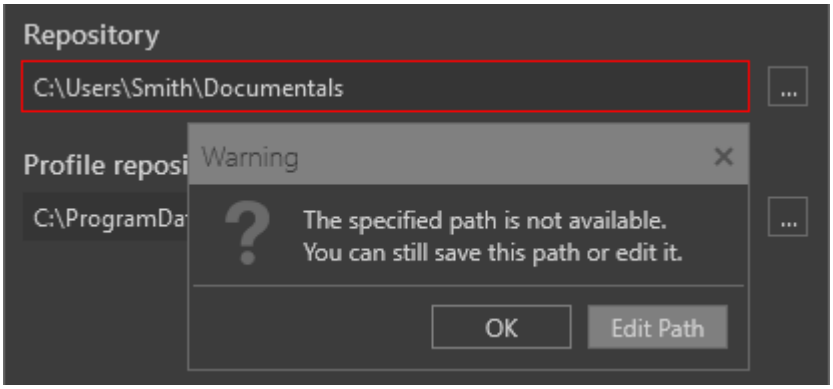

Settings
General
Layers
Profiles
Voiceover
Enable variables update
Enable global hotkeys
Servers
Server Alias
localhost
0
Server Alias
Air_server
1
IP Resolved
Repository
C:\Users\Smith\Documents
Profile repository
C:\ProgramData\Cinegy\Cinegy CG
OK
Cancel

To remove a server, press the button.

Please note that for the graphics scenes to be sent to playout, the "CG and Channel Branding option" should be set to "Cinegy Title" via the Cinegy Playout engine configurator for each corresponding Cinegy Playout instance.

Repositories Configuration

The "Repository" field displays the folder location where Cinegy Title templates are stored. Press the ... button to define the desired location in the "Select repository folder" dialog. Alternatively, you can type in the folder location manually. If the specified path is unavailable or does not exist, the following warning is displayed:

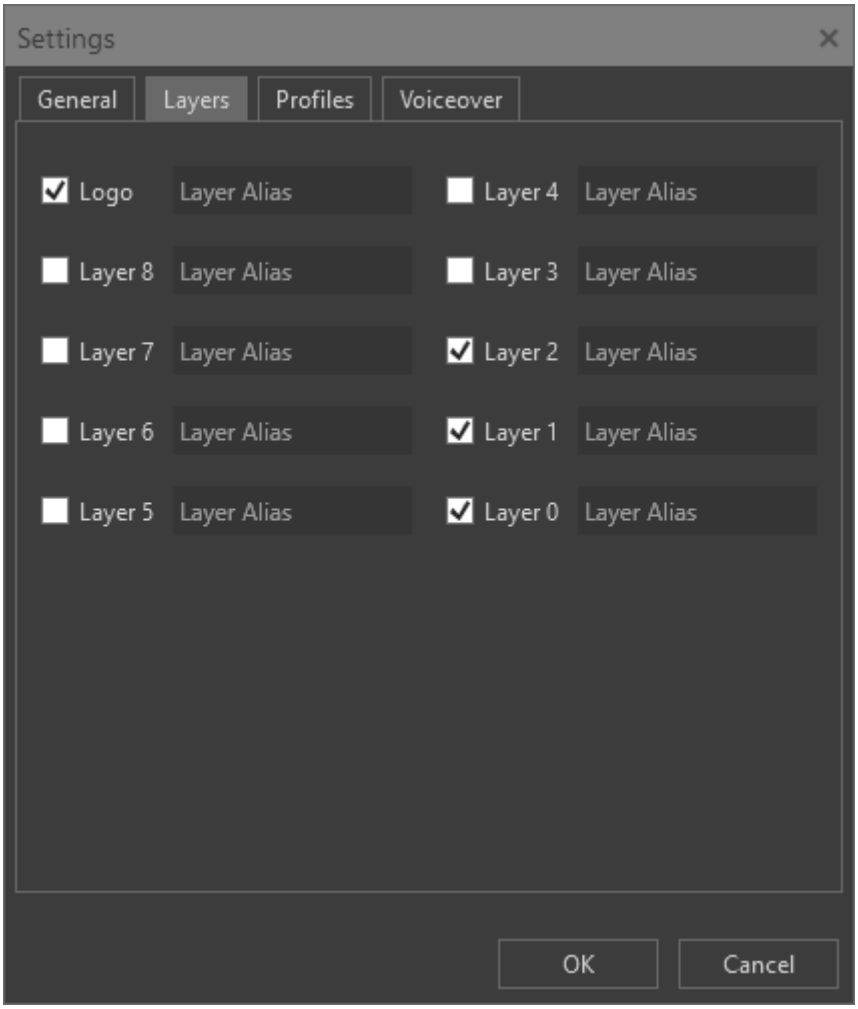


Press "Edit Path" to correct a mistake or define another path. Alternatively you can save the unavailable path in the settings by pressing the "OK" button.

The "Profile repository" is the folder location where user profiles containing Cinegy CG settings in XML file format are stored. Press the ... button and change the default location in the "Select settings folder" dialog.

Layers

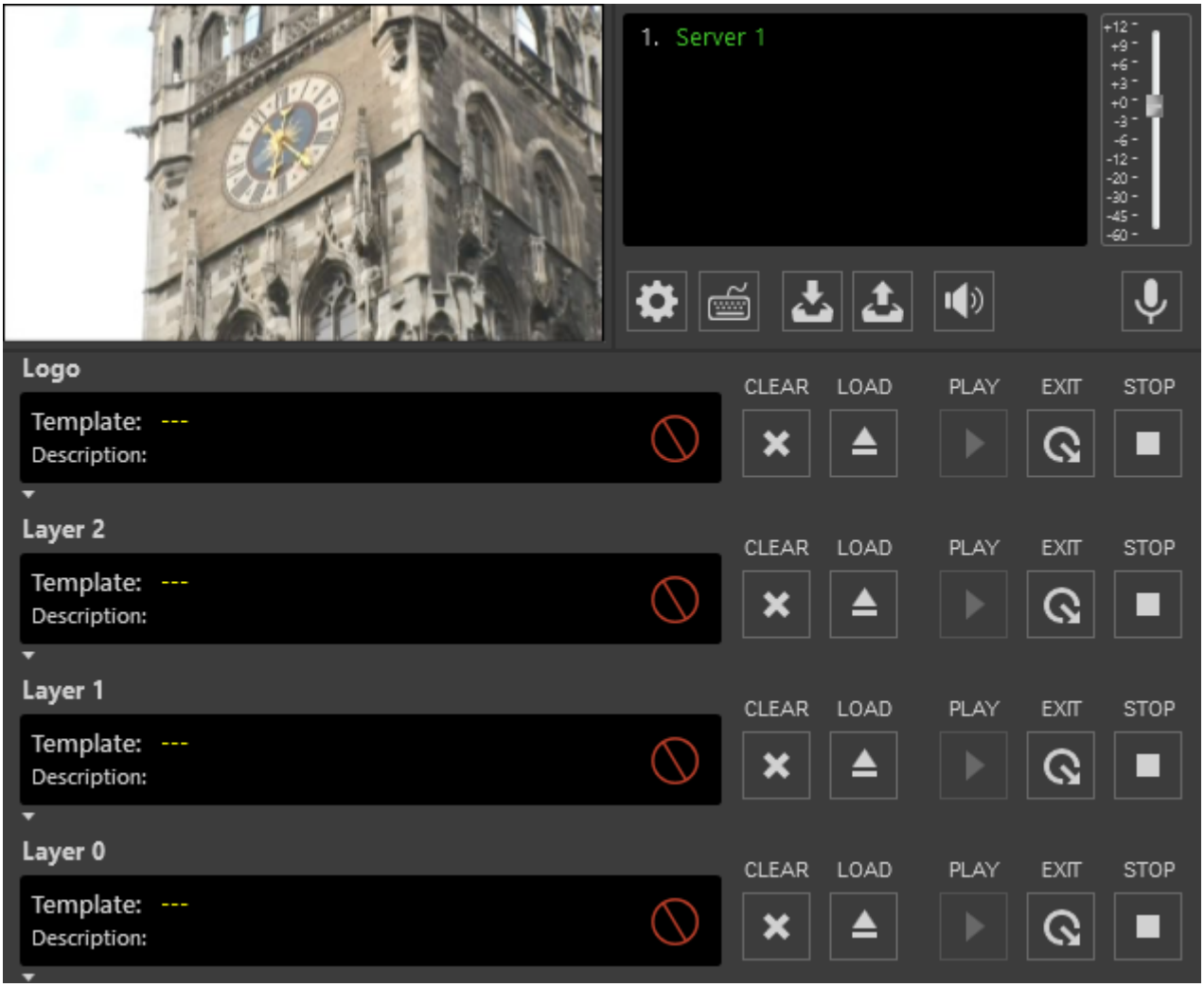
On the "Layers" tab, select the layers to be available for the graphics application. 10 layers of graphics are available: "Layer 0", "Layer 1", …, "Layer 8", and "Logo".



The "Logo" layer is the topmost layer, while the lowest layer is "Layer 0".

You can assign a short custom name to each layer. This alias can help the operator identify layers more quickly and easily.

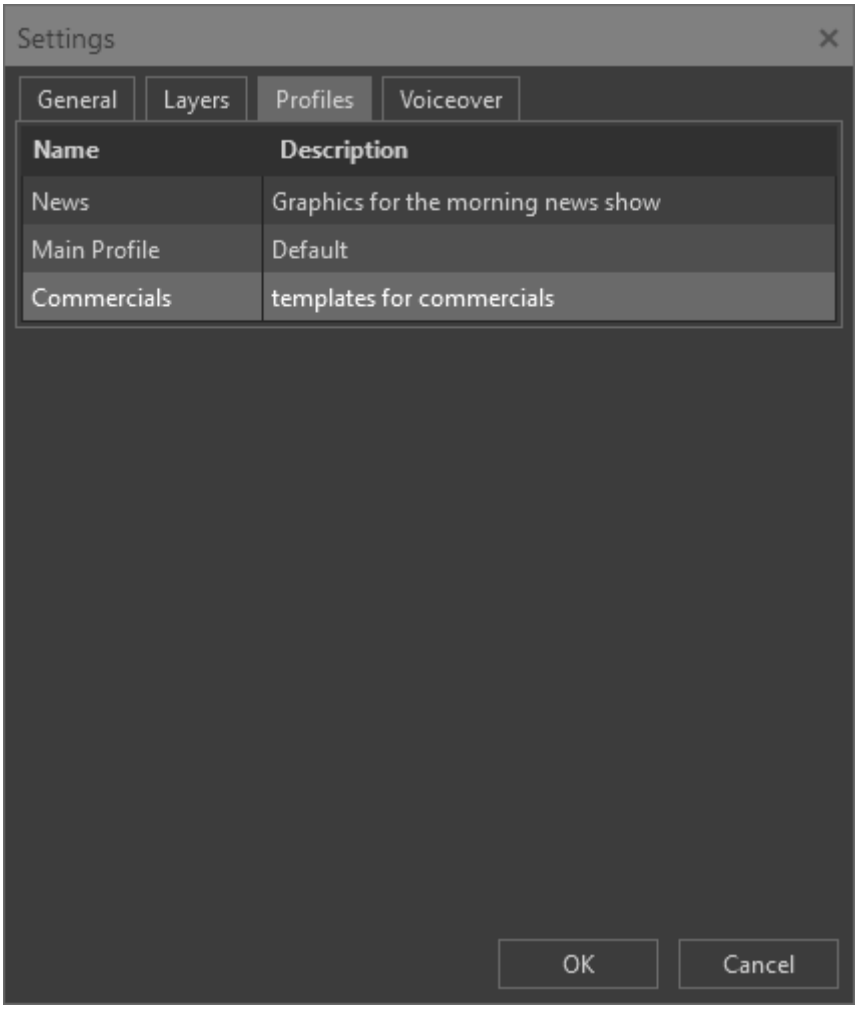
Having applied the settings on the "Layers" tab, the corresponding layers will be displayed on the main Cinegy CG window:



The Cinegy Title template will be sent to all configured Cinegy Playout engines and will be played on the layer from which it was sent via the Cinegy CG window.

Profiles

The application profiles, previously created via the "Save profile" button located on the main window, are displayed on this tab:

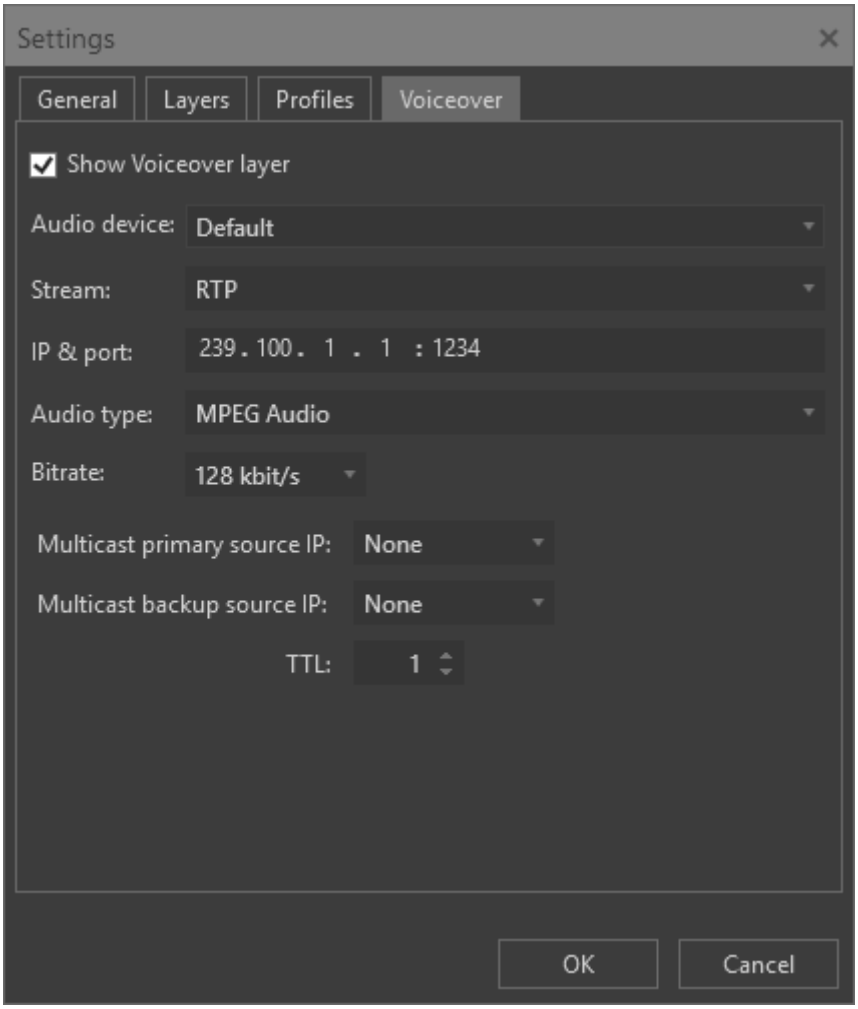


In this list, you can edit a profile's name or description. To do so, double-click the corresponding field and enter the desired text, then press `Enter` to apply the changes.

To delete a profile, select it in the list and press the `Delete` key.

Voiceover

In the "Voiceover" tab, you can configure the voiceover audio output, which will be transmitted to the Cinegy Playout engines specified in the "General" tab:



Select the "Show Voiceover layer" option for the audio recording controls to be displayed on the toolbar.

This will enable the following voiceover audio output parameters:

- **Audio device** – choose the corresponding audio input device from the drop-down list.
- **Stream** – define the stream protocol type: RTP, UDP, or SRT.

> For detailed information about URL formats, please refer to the article at the following link.

- **IP & port** – enter a destination multicast address and port, which will be used to stream audio output to the network via RTP/UDP.
- **Source IP** – select the required network adapter from the list of available adapters on your machine. This adapter will be used for transmitting an SRT stream to the Cinegy Playout engine(s) defined in the settings.

> Please ensure that the Cinegy Playout engines used in this configuration have access to the network transmitting the SRT stream.

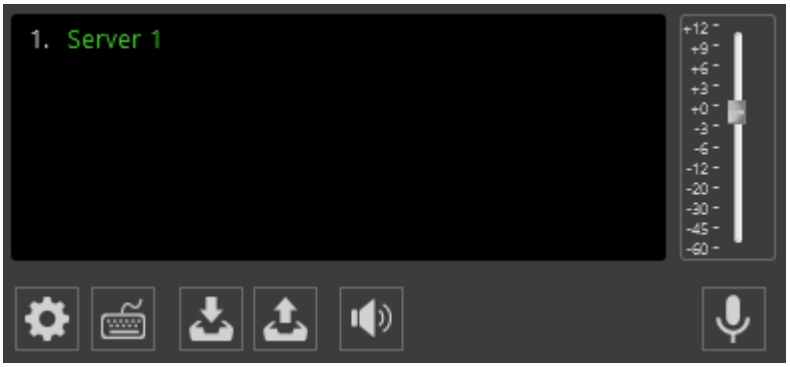
- **Audio type** – select the desired audio type from the drop-down list.
- **Bitrate** – select the audio bitrate from the drop-down list for MPEG and AAC audio.
- **Multicast primary source IP** – enter the IP address of the primary local network adapter that will be used for multicasting.
- **Multicast backup source IP** – optionally enter the IP address of a secondary local network adapter that will be used for multicasting as well as the primary IP.

- **TTL** – define the number of routers (hops) that multicast traffic is permitted to pass through before expiring on the network.

> Refer to this documentation for more information on the TTL option.

Once the settings are configured, press the "OK" button for the changes to take effect.

To begin the voiceover transmission, press the button in the main Cinegy CG window. Use the audio fader control to adjust the volume.



On first launch, or if no audio input device is available, the voiceover button is disabled and shown in pale red. If an audio input device becomes disconnected while running, the input signal will be muted, and the voiceover button will turn red to indicate the issue.

2.3 Server Connection Indication

The connected server name on the main info panel is displayed in green.

If two or more playout servers are defined in settings and all of them are properly connected, broadcasting is carried out on all of them. When connection to either of playout servers is lost, broadcasting proceeds on the connected server(s):


Cinegy CG
1. Server 1
2. Server 2
3. Server 3
4. Server 4
Logo
Template: Weather forecast.cintitle
Description: CG scene
Layer 2
Template: Finance_News.cintitle
Description: Finance_News
Layer 1
Template: Breaking_News.cintitle
Description: STATS
Layer 0
Template: Football_action.cintitle
Description: ACTION
CLEAR
LOAD
PLAY
EXIT
STOP

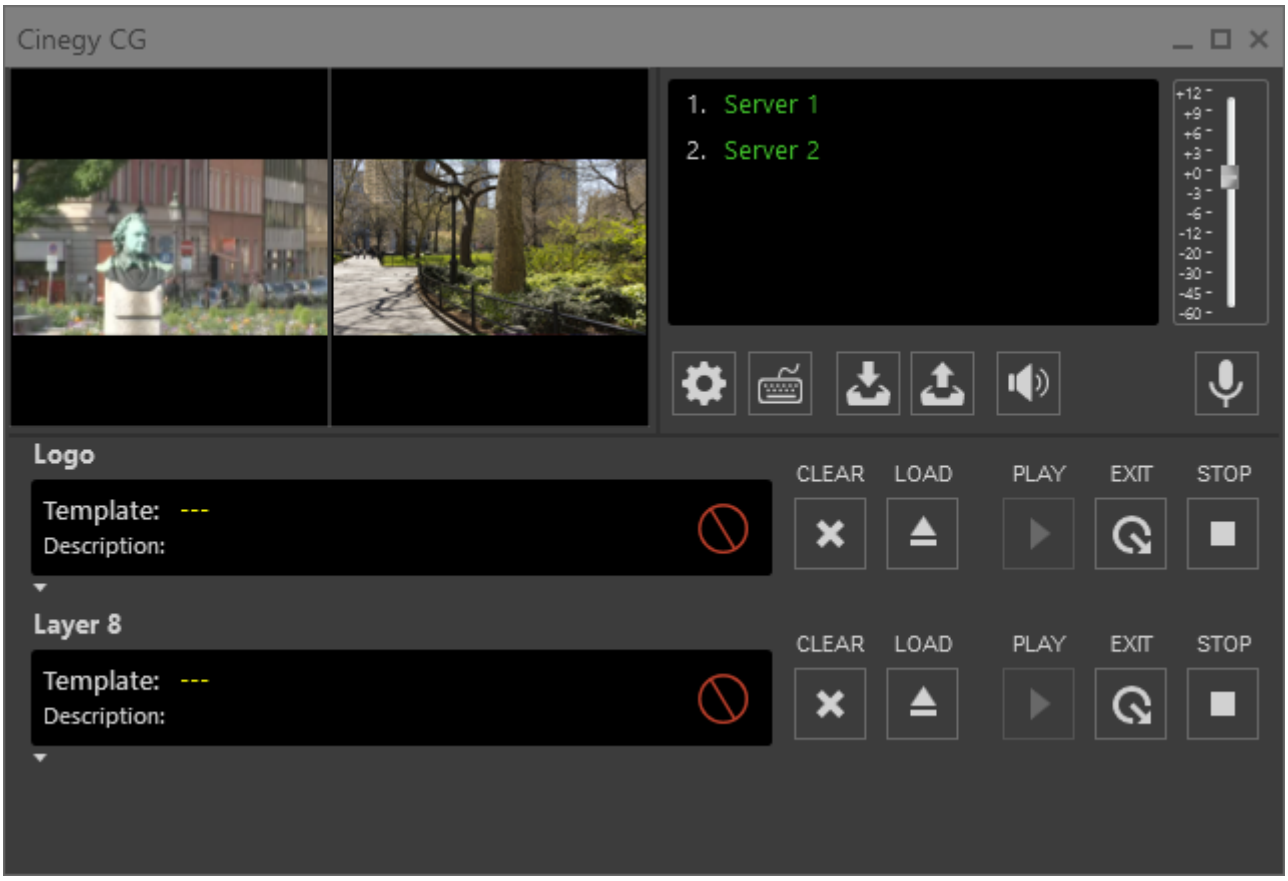
Chapter 3 Templates and Profiles

3.1 Working with Templates

This article provides a detailed, step-by-step guide on sending Cinegy Title templates to playout using the Cinegy CG application. In this example, two Cinegy Playout servers will be used for broadcasting, with two graphics layers enabled for the template application.

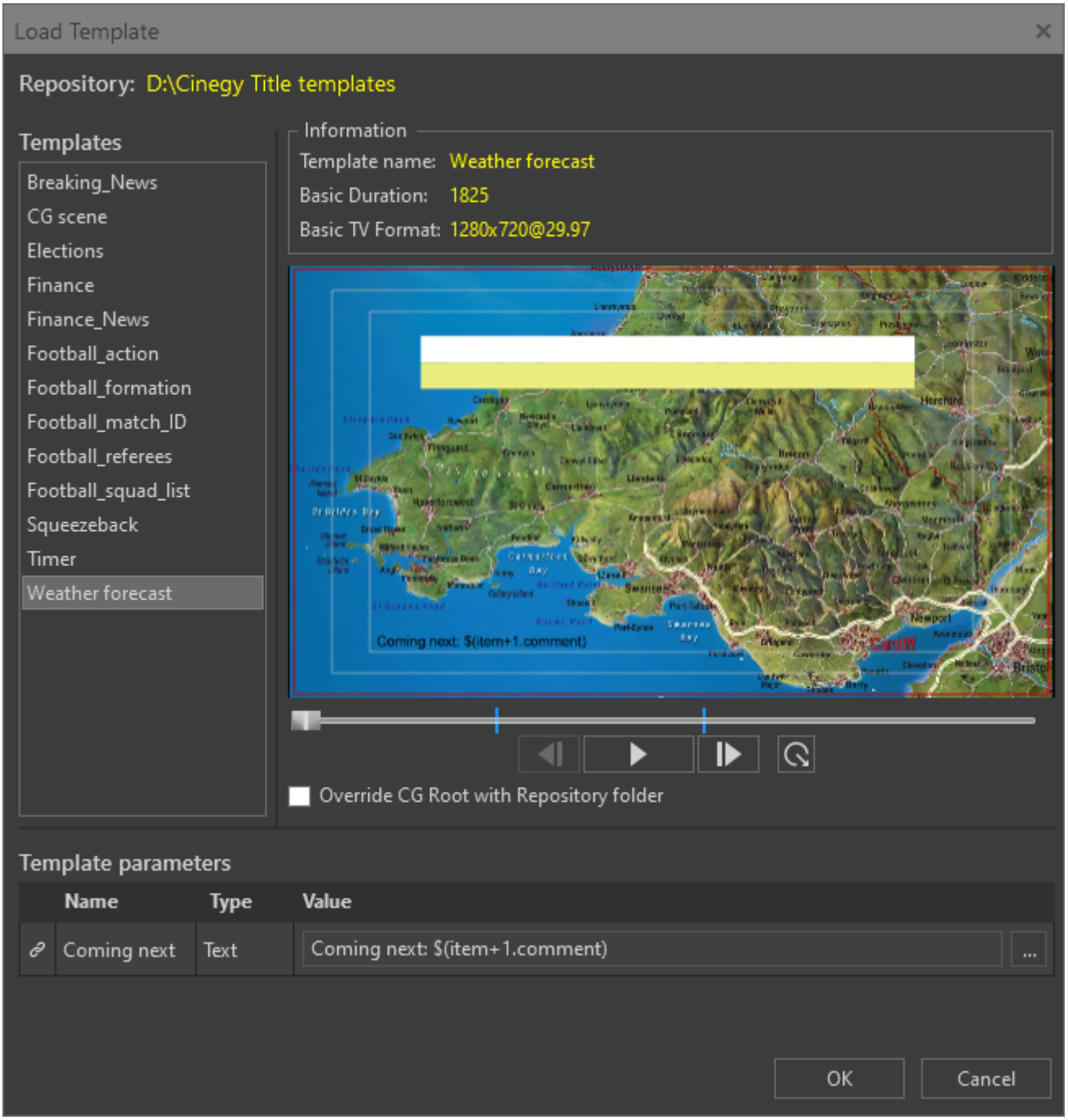
Loading Cinegy Title Template

The main Cinegy CG window looks as follows:





To load a pre-prepared Cinegy Title template into Cinegy CG, click the "Load" button corresponding to the layer where the template will be displayed. This action opens the "Load Template" dialog, as shown below:



The "Templates" panel displays a list of CG templates available for loading from the repository specified in the settings. Select the CG template you want to add; its preview will appear in the "Preview" window. You can navigate to any frame of the template by dragging the time slider or using the playback buttons.



The arrow buttons allow you to jump directly to the first and last frames, respectively.



The "Play/Pause" button toggles playback mode.



For scenes configured with loop playback, blue indicators above the time slider mark the starting and ending frames of the loop. The “Exit loop” button allows you to leave the looped playback during template preview, resuming standard playback to continue until the scene ends.

Select the "Override CG Root with Repository folder" option to substitute the Cinegy CG root path with the Cinegy CG repository location for template preview.

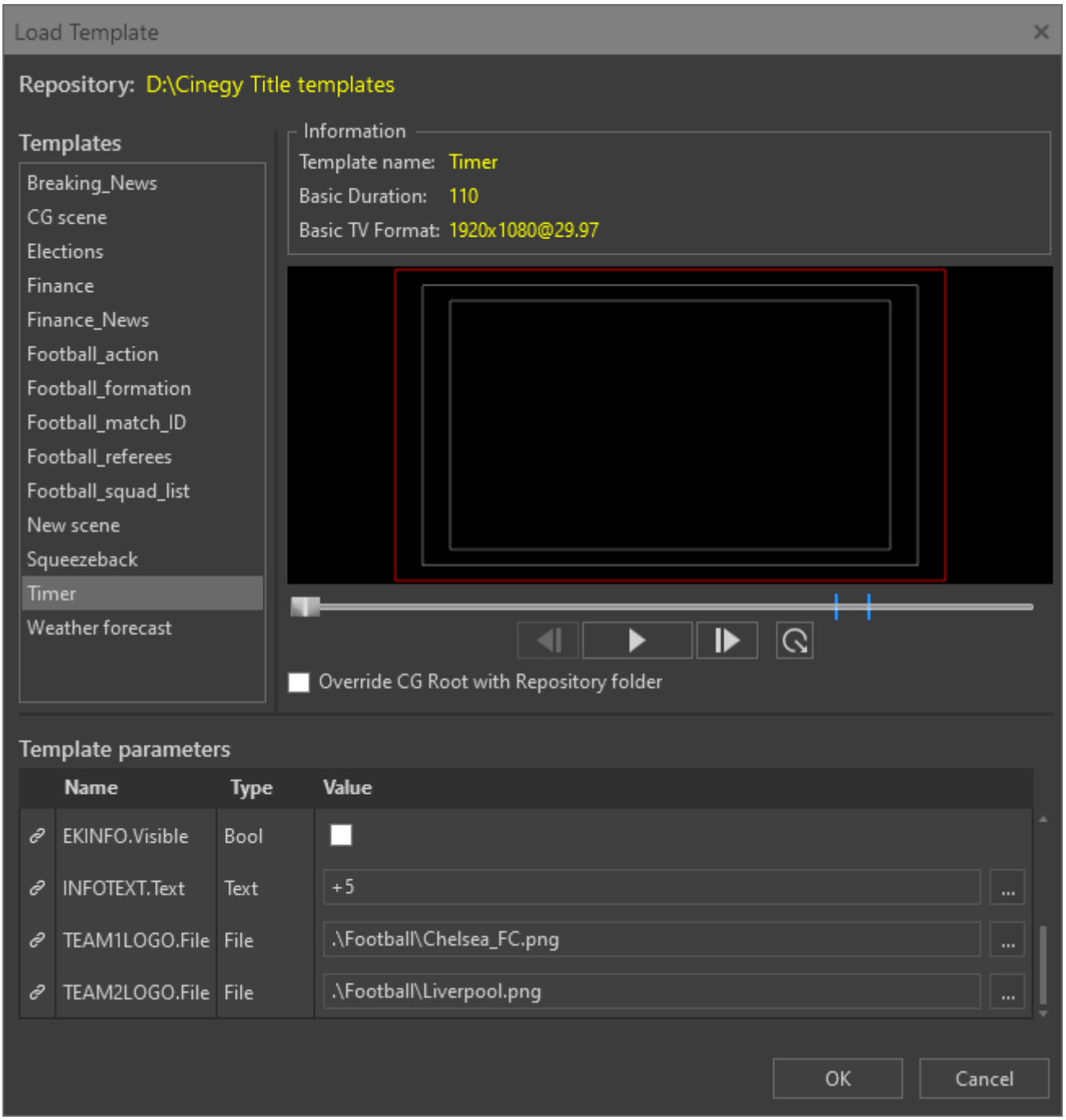
For more information on Cinegy CG repositories, refer to the **Cinegy CG Root Folder** paragraph of the **Cinegy Playout Manual**.

The "Information" panel above the preview window shows essential details about the Cinegy Title template, such as its name, duration, and TV format.

The "Load Template" window can be resized by dragging its corners with the mouse. Additionally, the panels within the window, such as the "Templates," "Information," and the preview window, can be resized by dragging the delimiters between them. This allows you to customize their size to suit your preferences.

Editing Variables

The "Template Parameters" table lists all the variables defined in the Cinegy Title template.

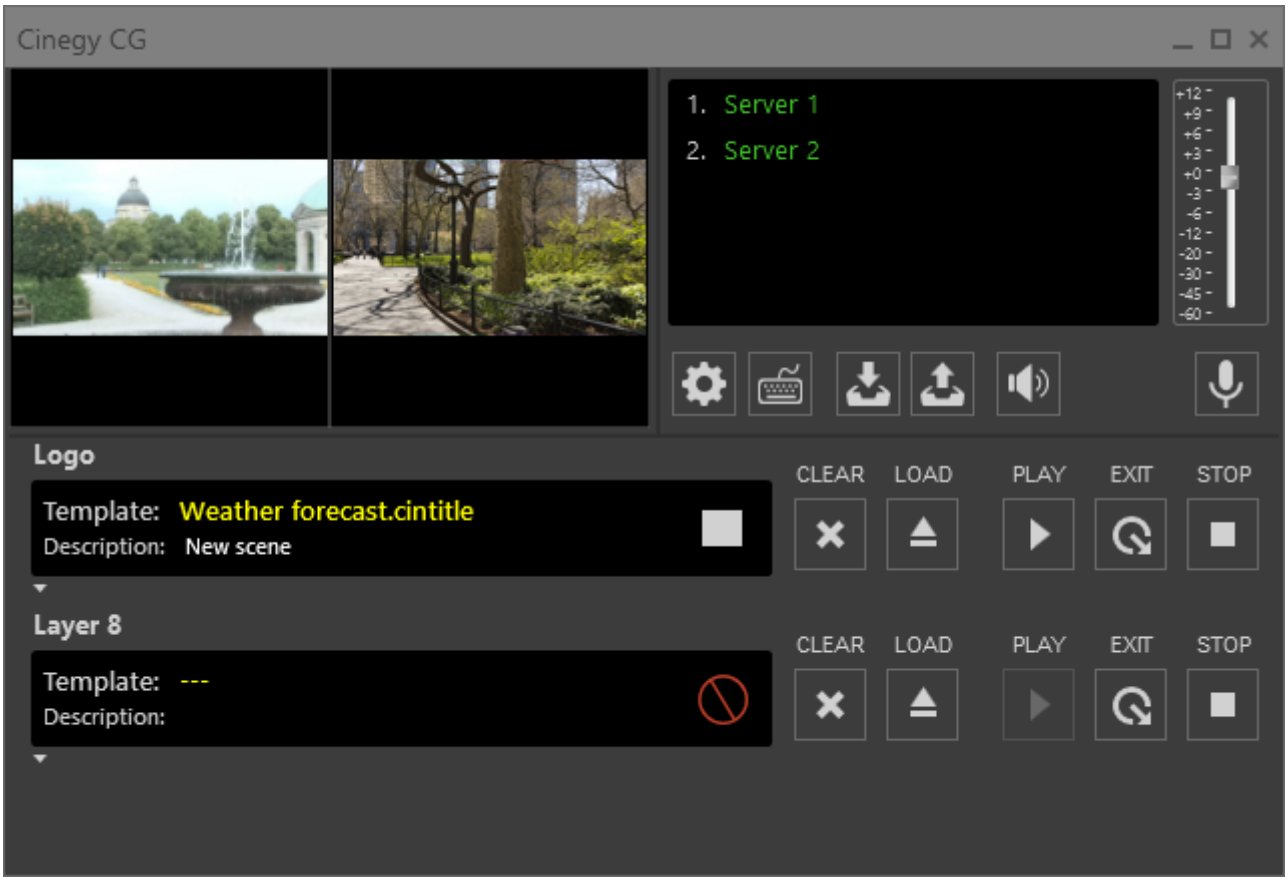


Variable values can only be modified during the template loading stage, similar to how it's done in Cinegy Title Editor. Depending on the variable type, use the appropriate control to define a new value. The updated variable value is applied only

for the current operation session and is not saved in the original Cinegy Title template.

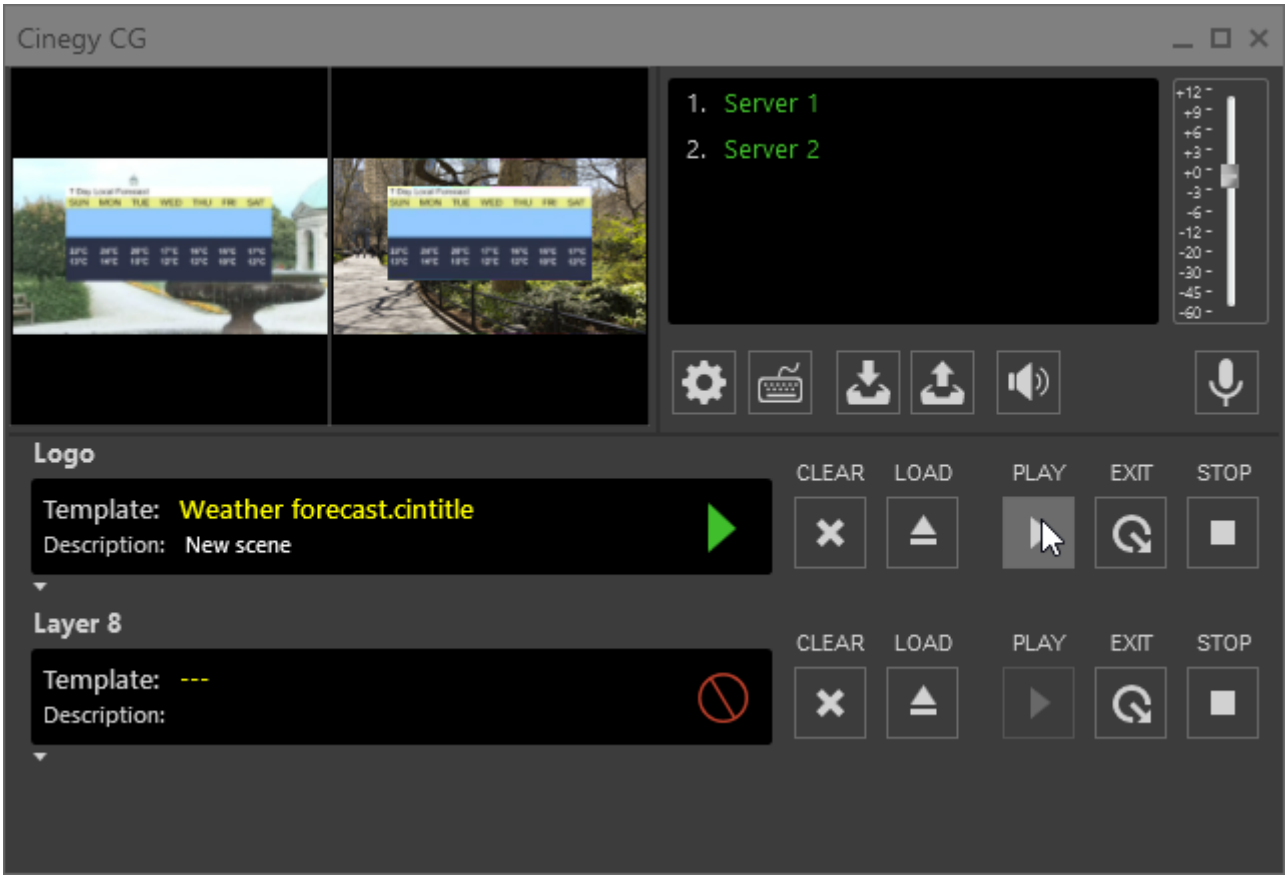
Template Playback

After selecting the desired template, click "OK" to load it into the Cinegy CG application. The template will then be applied to the corresponding layer.





Click the "Play" button for the corresponding layer to broadcast the Cinegy Title template on air:



The Cinegy Title template will be applied to all configured Cinegy Playout engine outputs on the corresponding layer.



The Cinegy Title template status indicator changes to a green triangle, signifying that the template is now on air.



While monitoring the templates, you can mute the audio from the Cinegy Playout engines by pressing the "Mute" button.



Once activated, the button will change to indicate that mute is enabled.



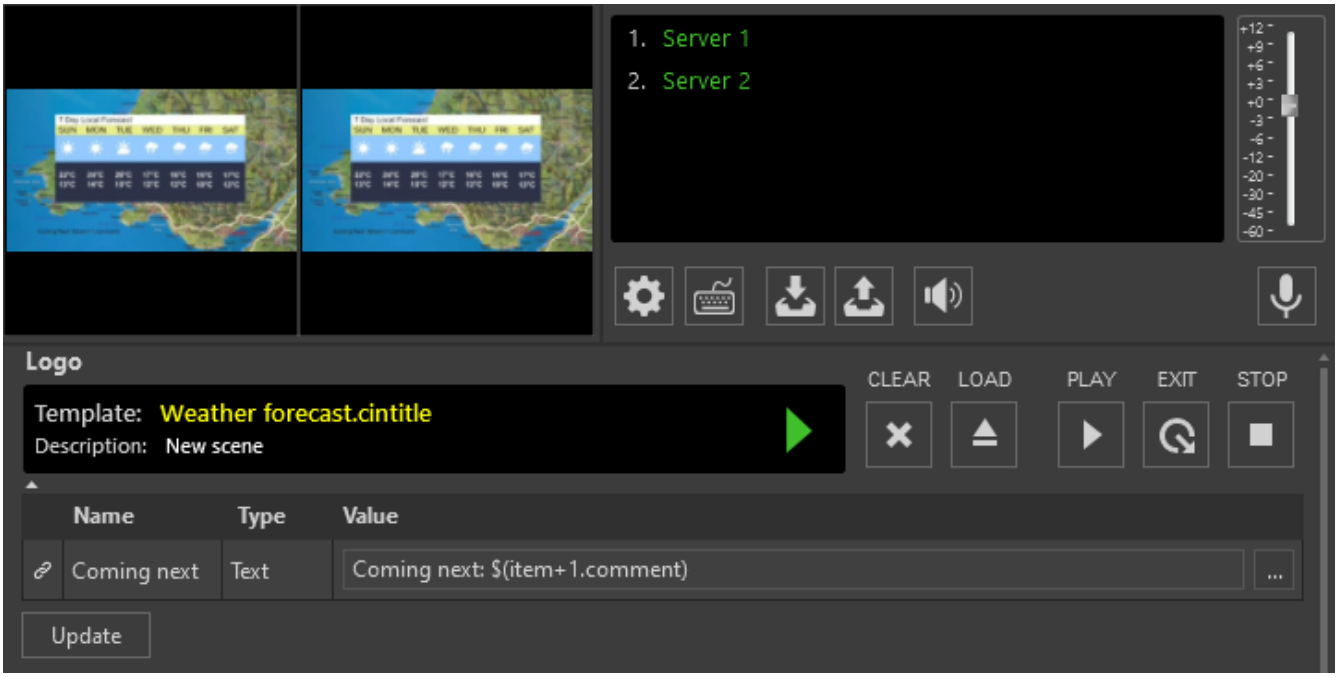
To begin the voiceover transmission, press the "Start Voiceover" button. Use the audio fader control to adjust the volume.



Impacting an item with secondary events through Cinegy CG on the same CG layer may lead to the failure of secondary events automation at this level, and you must continue to control this element manually until the next item starts.

Editing On-Air Cinegy Title Templates

It is possible to edit Cinegy Title template parameters on the fly when this template is on air. To do this, expand the variables panel inside the corresponding layer control panel in the main "Cinegy CG" window:



Updating Cinegy Title template parameters on the fly is possible with the "Enable variables update" option selected in the Cinegy CG settings dialog box.

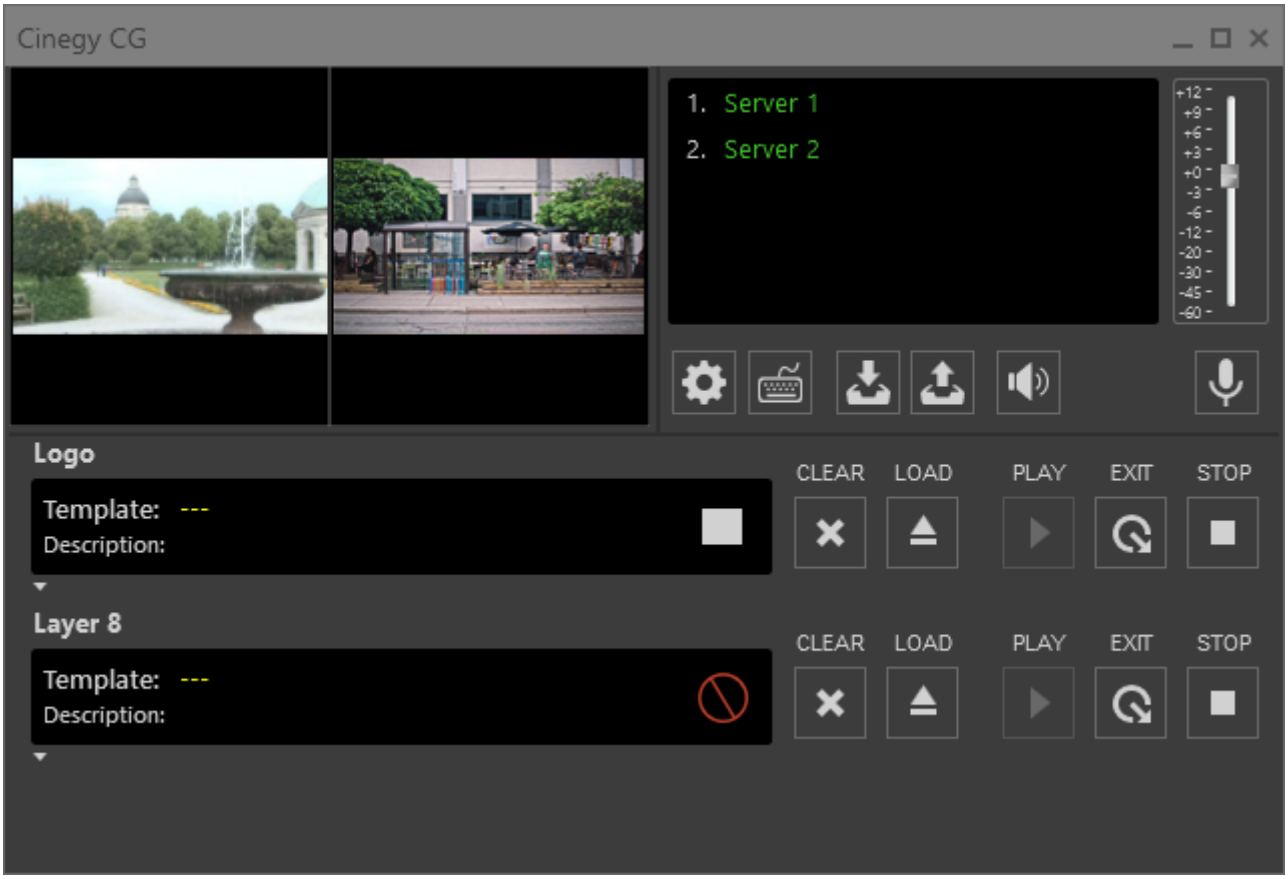


To apply the changes and display them on the monitor, press the "Update" button.

Stopping Template Playback



Press the "Stop" button to stop the Cinegy Title template broadcast:





The Cinegy Title template status indicator changes to a white square, signifying that the template is not currently being broadcast.

Leaving Loop



The Cinegy Title template can be configured to play in a loop. To make the template exit the loop at a specific moment, the "Leave Loop" trigger must be applied by pressing the "Exit" button.

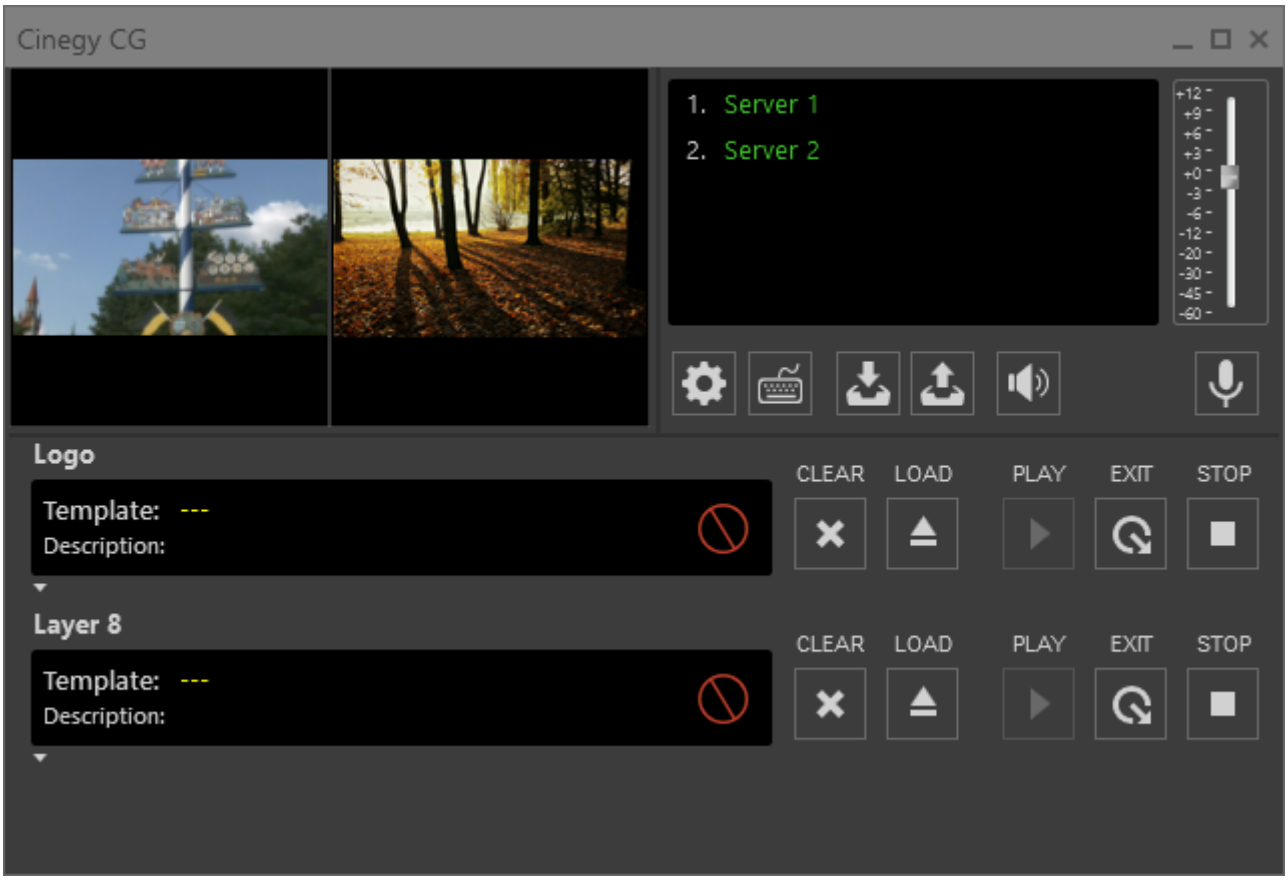
While operating within the Cinegy CG application, this trigger is displayed in the variables panel under the corresponding layer control panel. To exit the loop playback, select the checkbox in the "Value" column and press the "Update" button. The scene will then exit the loop and continue playing until its end.



Clearing Template



Press the "Clear" button to remove the Cinegy Title template from the corresponding layer. However, the template will continue broadcasting until its current playback finishes.





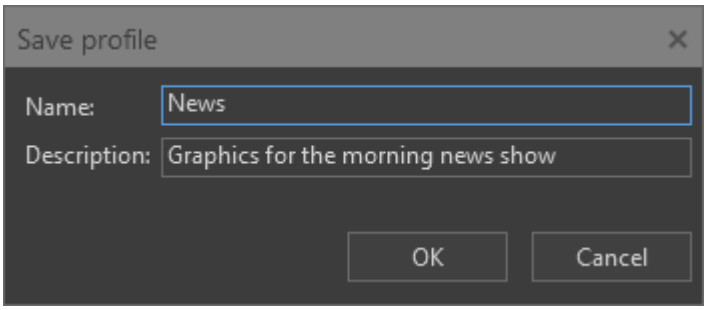
The Cinegy Title template status indicator changes to a red crossed circle, signifying that the template is not loaded onto the corresponding layer.

3.2 Working with Profiles

Cinegy CG allows you to save application profiles that store the following settings: configured Cinegy Playout servers, the defined Cinegy Title template repository, enabled layers, the paths to the Cinegy Title templates loaded onto those layers along with their variable values, and additional settings configured for working with a specific show.



To save the custom profile, press the "Save profile" button on the main toolbar; the "Save profile" dialog appears. Here enter the name for the profile and its description, then press "OK" to save it.



To load a user profile that has been previously saved, press the "Load profile" button on the main toolbar; the list of all previously saved profiles appears:



Select the desired one, and all the configurations will be applied in Cinegy CG application.

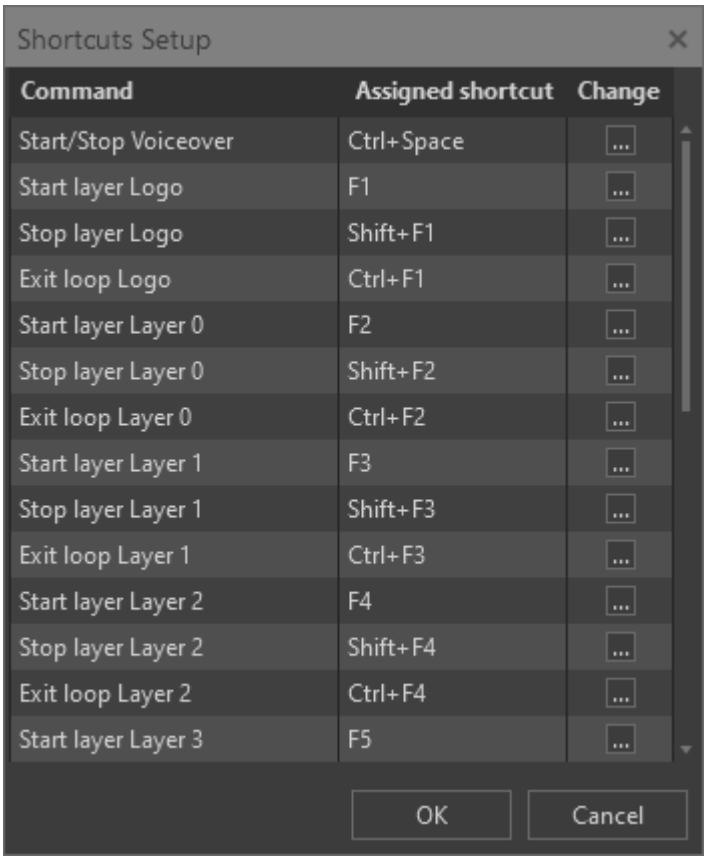
Chapter 4 Shortcuts

Shortcuts remain operational even when the Cinegy CG window is minimized, provided that the "Enable global hotkeys" option is selected on the "General" settings tab.

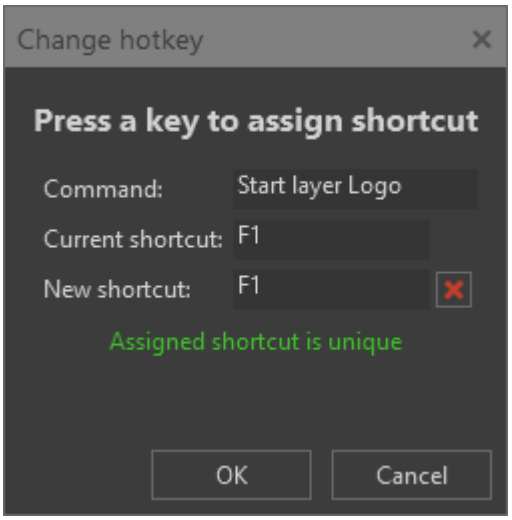
Assigning shortcuts is available only for graphics layers enabled via the Cinegy CG "Settings" dialog.



Press the "Shortcuts setup" button to set up shortcuts for convenient and fast work with layers.



To change the shortcut defined by default, press the corresponding button in the "Change" column. The "Change hotkey" window will appear:



To delete this shortcut, press the button. To assign a different shortcut, hit the corresponding key or key combination; it

will appear in the "New shortcut" field. Press the "OK" button to save the new shortcut. If this new shortcut is already used by another command, the corresponding message will be displayed:

