Cinegy Prompter 26.2 Manual

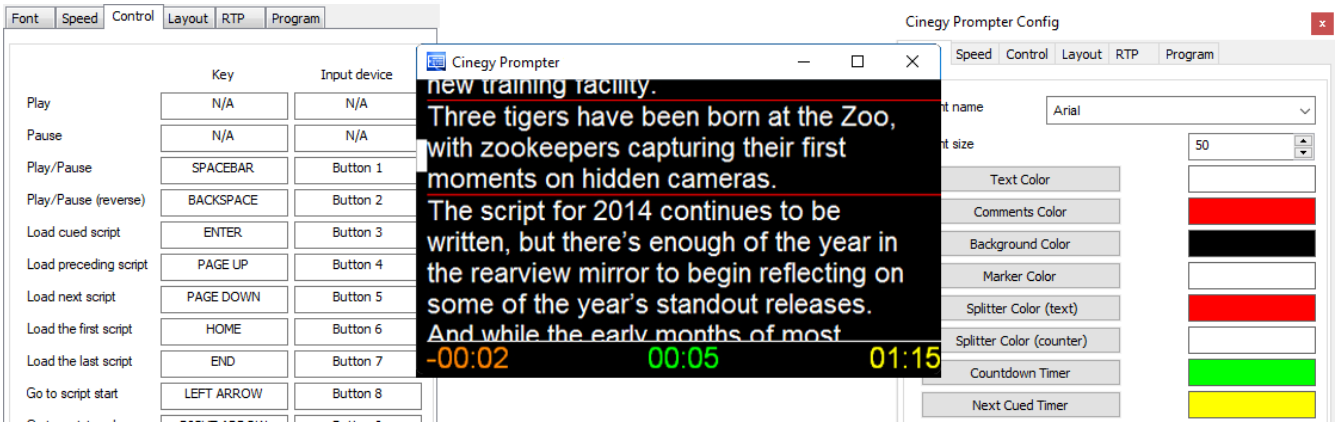
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Table of Contents

User Manual . . . 2
1 Installation And Configuration . . . 2
1.1 Installation . . . 2
1.2 Configuration . . . 4
Applying Settings . . . 5
1.3 Font Presets . . . 5
1.4 Speed Presets . . . 6
1.5 Control Presets . . . 7
1.6 Layout Presets . . . 8
1.7 RTP Output Settings . . . 9
1.8 Program Presets . . . 11
1.9 Licensing . . . 11
2 Operating . . . 12
2.1 Interface . . . 12
2.2 Script Items List . . . 13
2.3 Service Information . . . 14
2.4 Operational Keys . . . 14
Play Mode . . . 14
Pause Mode . . . 15

Cinegy Prompter is a powerful prompting utility integrated to the Cinegy Studio workflow. No special graphics card is required as the prompter uses the standard video card supplied with your PC. All Windows True Type fonts installed on your PC including the Arabic and Chinese fonts are supported and can be scaled giving large easy-to-read characters. The text can be smoothly scrolled via the keyboard, mouse or jog-shuttle.



User Manual

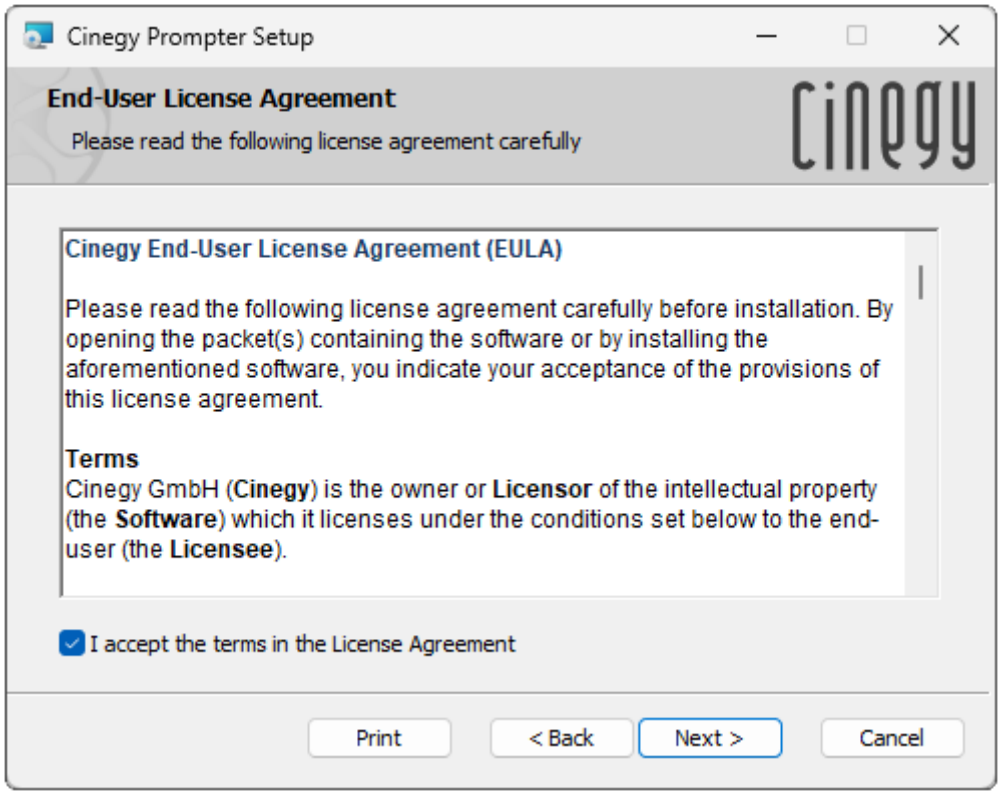
Chapter 1 Installation And Configuration

1.1 Installation

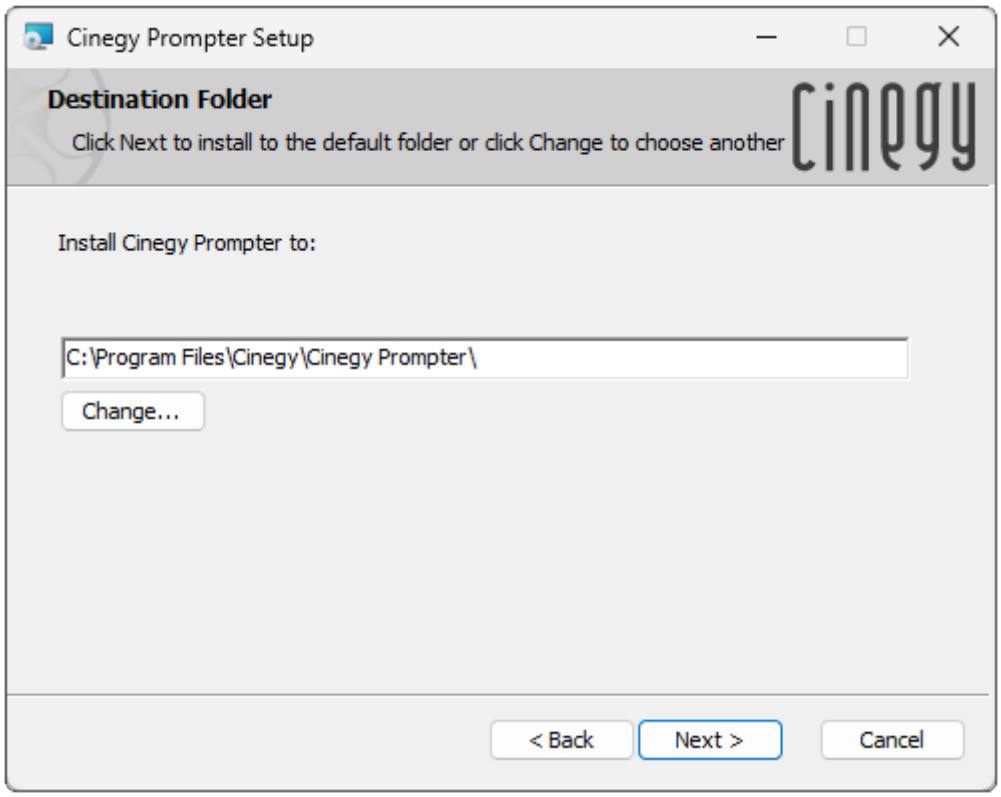
To start the Cinegy Prompter installation, run the "Setup.exe" file from the "Cinegy Prompter" directory of your Cinegy Air installation package. The setup wizard appears:



Press the "Next" button, read and accept the license agreement and proceed with the installation.



Next define the installation folder for Cinegy Prompter to be installed to:



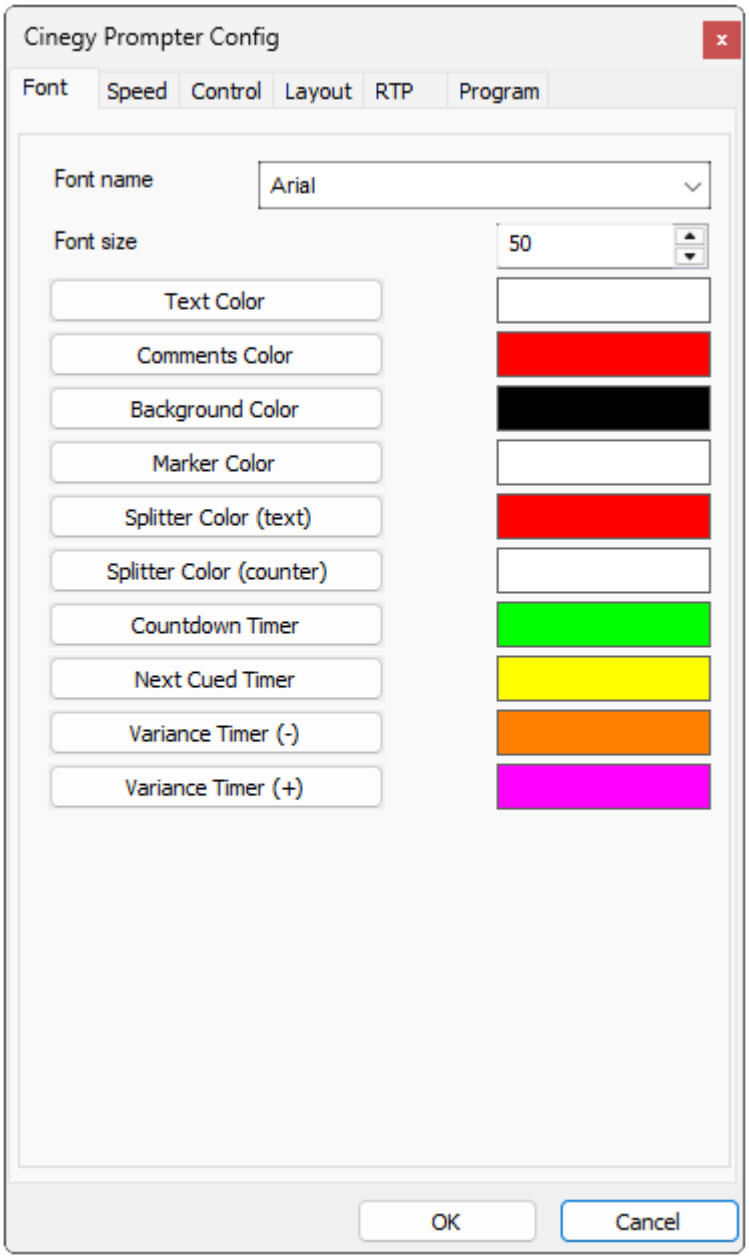
Press "Next" to proceed. Press the "Install" button in the dialog that appears to begin the installation. The progress bar will show the progress of the installation process.

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

1.2 Configuration

If Windows Firewall is enabled, you need to allow network activity for Cinegy Prompter.

When you launch Cinegy Prompter for the first time, the "Cinegy Prompter Configurator" dialog appears allowing you to define the display parameters. It can also be launched from the Prompter screen window by pressing the F3 key.



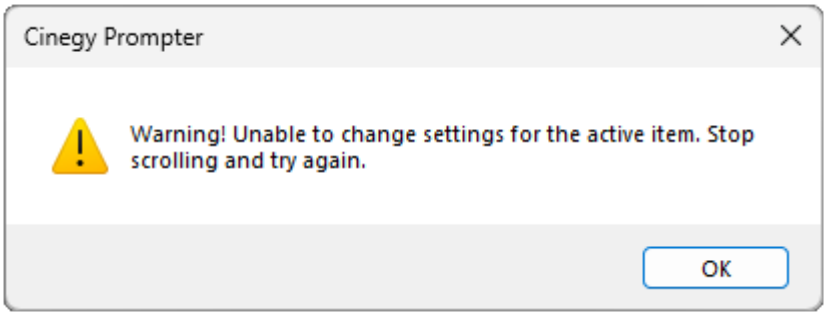
The settings are divided into the following preset groups:

- Font
- Speed
- Control
- Layout
- RTP
- Program

Applying Settings

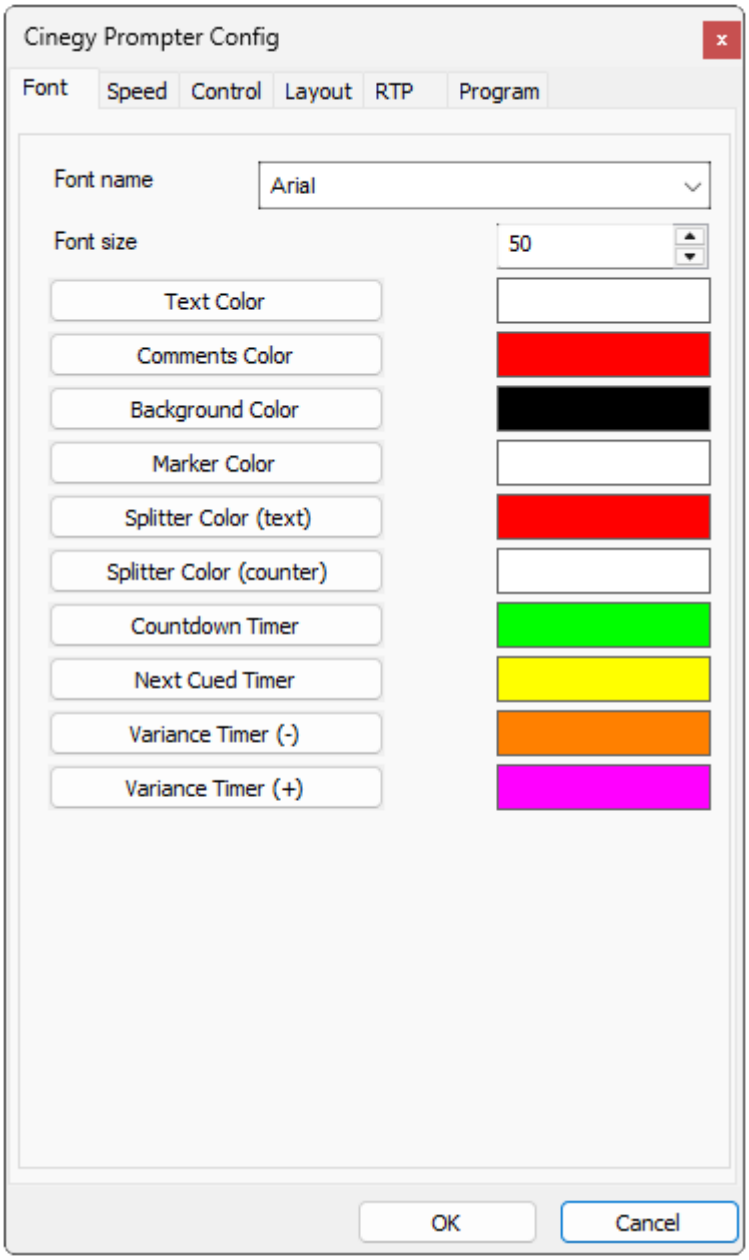
Having set up all the necessary settings, press "OK".

You can change your settings any time. However, it is not possible to apply new settings when any item is being scrolled. A warning message will appear asking you to stop text scrolling:



1.3 Font Presets

The "Font" tab of the Cinegy Prompter Configurator contains font style and color adjustment parameters:



Define the desired font size and name in the corresponding fields.

Use the following buttons to invoke standard dialogs and configure the given options:

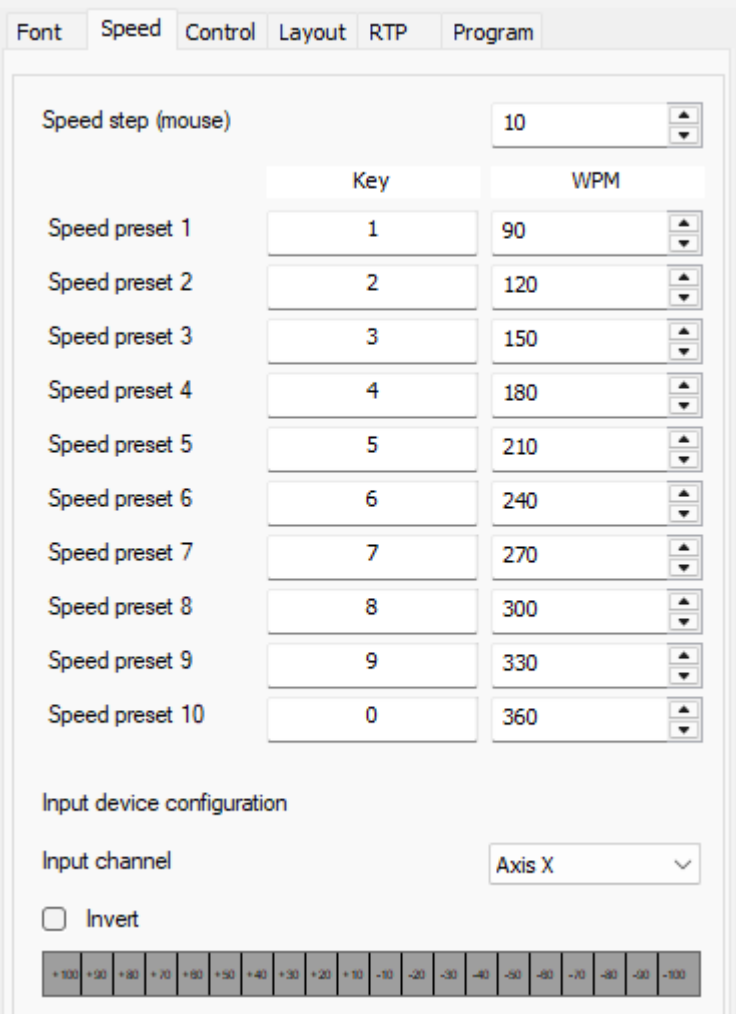
- **Text color** – the color of the script text to be displayed in the Cinegy Prompter window.
- **Comments color** – the color of the script comment.

> Comments are defined in Story Editor. For more information, please refer to the **Adding Comments** paragraph of the **Cinegy Desktop Manual**.

- **Background color** – the color of the script text background.
- **Marker color** – the color of the marker displayed on the left side of the Cinegy Prompter window that shows the start position of text scrolling.
- **Splitter Color (text)** – the color of the line splitting the text blocks.
- **Splitter Color (counter)** – the color of the line separating the text blocks from the timers.
- **Countdown Timer** – the color of the running item countdown timer.
- **Next Cued Timer** – the color of the timer showing the time left until the next cued item start.
- **Variance Timer (–)** – the color of the variance timer in case when the reading speed is decreased during playback.
- **Variance Timer (+)** – the color of the variance timer in case when the reading speed is increased during playback.

1.4 Speed Presets

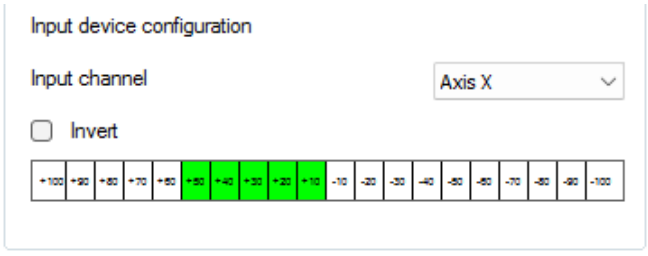
Speed presets define the text scrolling speed in words per minute ("WPM" parameter).



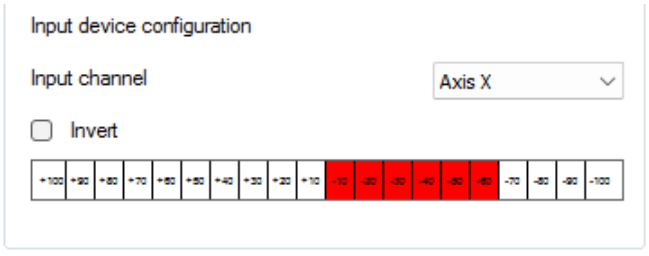
Keyboard key is assigned to each speed preset: 1 – 10 for scrolling in normal/backward direction. The default keys can be changed according to your preferences.

The USB game controller supporting analog input, i.e. input device, is also configured here. To define the movement axis for the input device, choose the required option from the drop-down list.

Once the USB game controller is connected and detected by the system, the speed indicator line turns white. To define the text scrolling speed, move the device controller stick in opposite directions along the chosen axis. These movements are correspondingly displayed on the speed indicator line:



The device controller stick is moved to the left

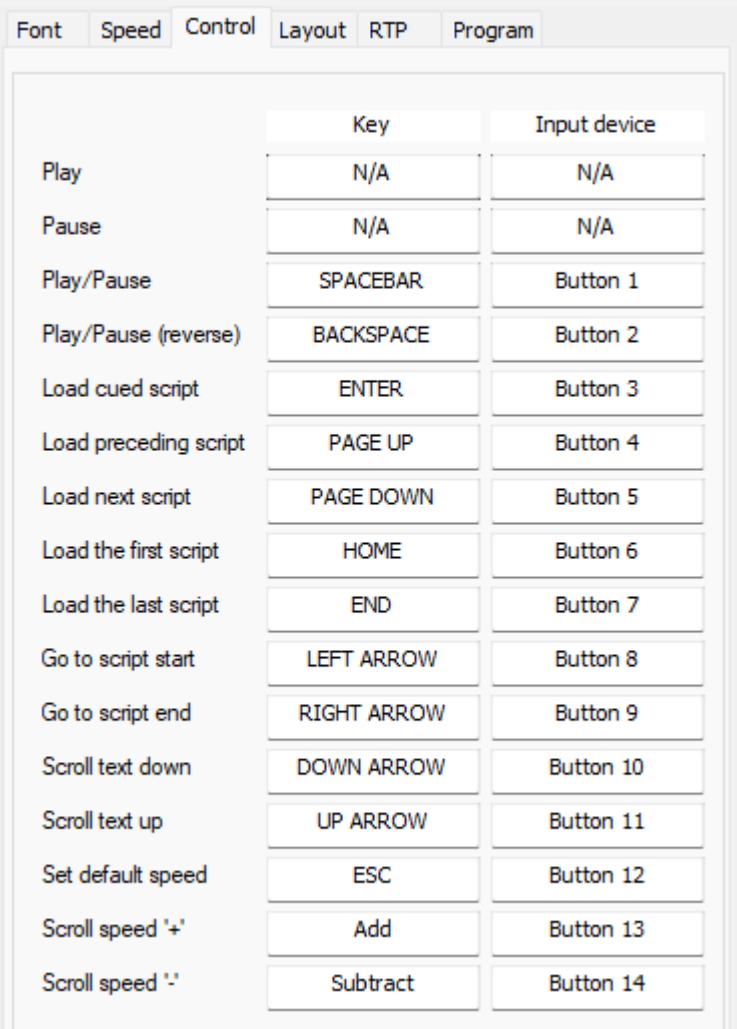


The device controller stick is moved to the right

To swap the speed acceleration and slowdown, select the "Invert" checkbox.

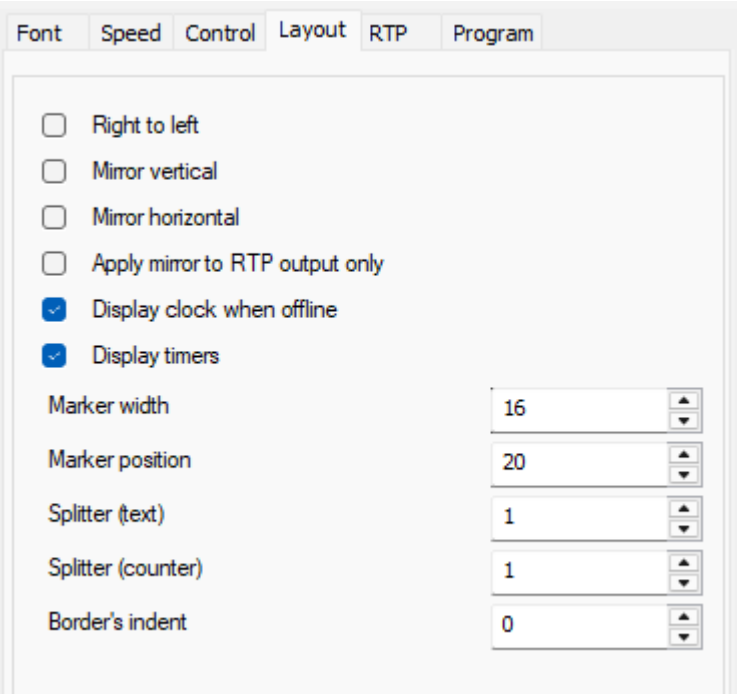
1.5 Control Presets

Here you can assign keyboard shortcuts and input device buttons to certain Cinegy Prompter actions:



To change default shortcuts and reassign default input device buttons, click the desired action field in the corresponding column ("Key" or "Input device") and hit a new keyboard key or press a different input device button respectively.

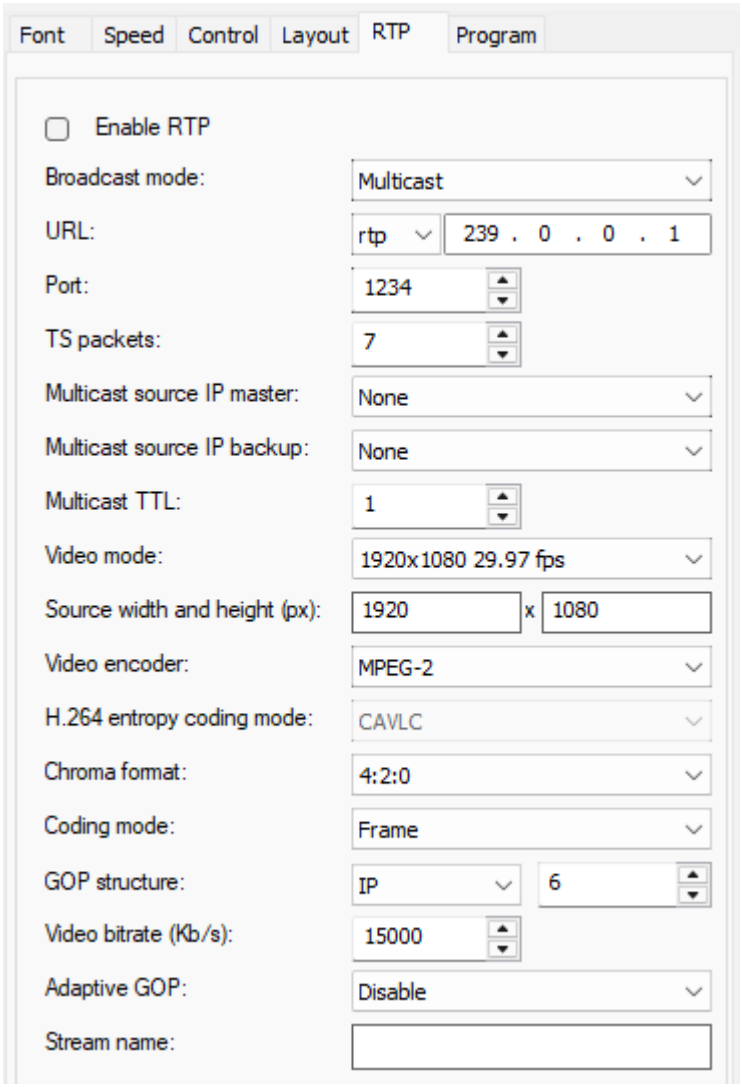
1.6 Layout Presets



Here you can set up the following layout parameters:

- **Right to left** – right to left layout for RTL languages.
- **Mirror vertical** – enable this option for the screen to be flipped vertically (for special mirror usage).
- **Mirror horizontal** – enable this option for the screen to be flipped horizontally (for special mirror usage).
- **Apply mirror to RTP output only** – enable this option to flip the RTP output only, while the playout engine will keep scrolling text in normal view.
- **Display clock when offline** – enable this option to display the date and time on the screen of Cinegy Prompter working in offline mode.
- **Display timers** – enable this option for the timers to be displayed on the screen.
- **Marker width** – defines the width of the reading marker.
- **Marker position** – defines the marker position as the screen height percentage.
- **Splitter (text)** – defines the width of the line splitting the text blocks.
- **Splitter (counter)** – defines the width of the line separating the text blocks from the timers.
- **Border's indent** – defines the space separating the text from the left and right borders. This is required when a full-screen picture is fed to the 4:3 monitor.

1.7 RTP Output Settings



The following parameters are available in the "RTP" tab of the Cinegy Prompter Configurator window:

- **Enable RTP** – check this option to enable RTP output.
- **Broadcast mode** – choose the output transmission method (unicast or multicast).

> Changing broadcast mode settings resets the defined channels configurations. You will be informed about it with the corresponding alert message.

- **URL** – enter the URL address of the RTP output.
- **TS packets** – specify the number of transport stream packets placed in the payload portion of the RTP packet.

> Refer to the network technical documentation for more information on the RTP and UDP packets.

- **Multicast source IP master** – here enter the IP address of the local network adapter that will be used for multicasting.
- **Multicast source IP backup** – here enter the IP address of the local network adapter that will be used for multicasting instead of the master IP.

> It is recommended to set up the static IP address for this adapter. The "Multicast source IP master" and "Multicast source IP backup" parameters affect multicast mode only.

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

> The "TTL" parameter affects multicast mode only.

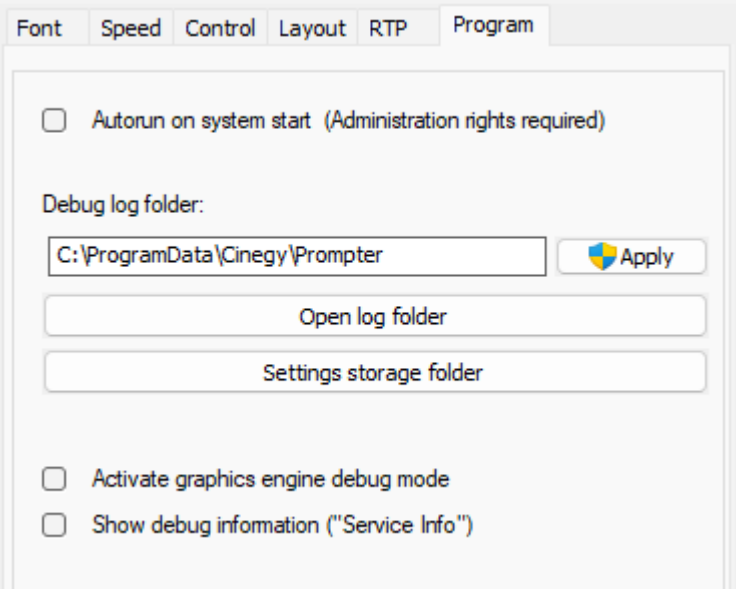
> Refer to the network technical documentation for more information on the TTL option.

- **Video mode** – define video mode by choosing the desired option from the drop-down list.

Further settings are available only for custom video mode.

- **Source width and height** – use the keyboard to enter the source width and height values in pixels.
- **Video encoder** – defines the video encoder type. Choose MPEG-2,H.264, NVidia GPU or HEVC NVidia GPU video encoder type from the drop-down list and configure its settings below.
- **H.264 entropy coding** – define entropy coding mode (CAVLC or CABAC) setting the corresponding radio button. This option is available only for H.264 video encoder.
- **Chroma format** – define the color space (4:2:0 or 4:2:2) by setting the corresponding radio button.
- **Coding mode** – define the frame-coding rule (whole frame or pair of fields) in the current stream by setting the corresponding radio button.
- **GOP structure** – choose the Group of Picture (GOP) structure of the resulting stream from the drop-down list.
- **GOP length (frames)** – define the GOP length in frames.
- **Video bitrate (Kb/s)** – define the bitrate value used for compression.
- **Adaptive GOP** – enable this option to allow GOP to be of variable length.
- **Stream name** – specify the custom stream name to be embedded into the output RTP stream.

1.8 Program Presets



The following parameters are available in the "Program" tab of the Cinegy Prompter Configurator window:

- **Autorun on system start** – when enabled, Cinegy Prompter will be launched on system startup.
- **Debug log folder** – press the "Browse…" button to define the folder to store Cinegy Prompter failure logs. Alternatively, enter the desired folder path via the keyboard.

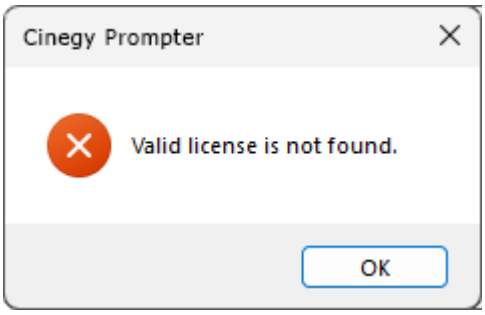
Press the corresponding buttons to open or change the current log folder, and to open the settings storage location.

Select the "Activate graphics engine debug mode" checkbox to enable graphics engine debug mode.

Select the "Show debug information (Service Info)" checkbox to enable the full technical data display in the Cinegy Prompter service information window. When this option is disabled, only brief overview is displayed.

1.9 Licensing

You need Cinegy Licensing Service installed and a hardware dongle or software license for operating Cinegy Prompter; if you launch it without the license, an error message will appear:

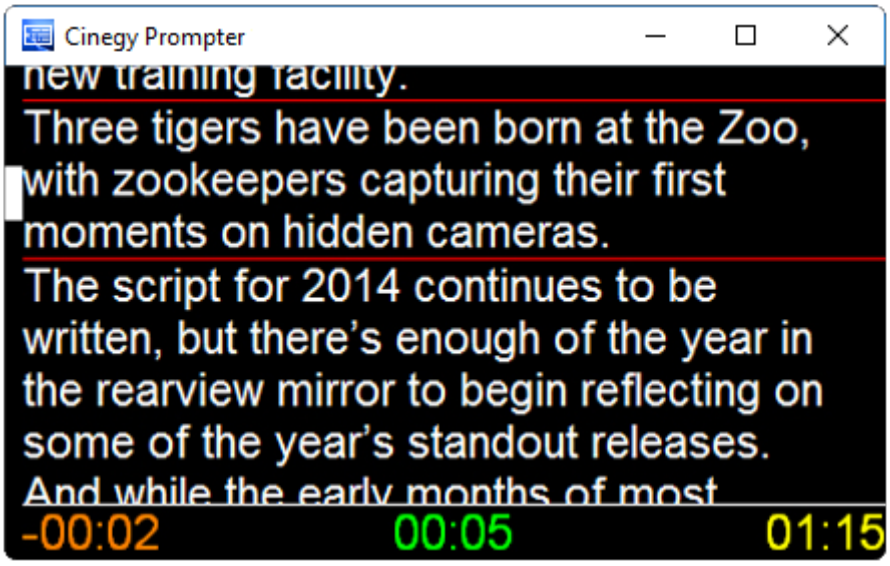


If the dongle is removed while Cinegy Prompter is launched and connected, the red "NO DONGLE" sign appears at the bottom of the Prompter screen. In a few seconds it starts blinking, and after that the text scrolling stops. As soon as the dongle is inserted, the "NO DONGLE" sign disappears. To continue the text scrolling press the "Play" button.

Chapter 2 Operating

2.1 Interface

Cinegy Prompter starts displaying and scrolling the text when the cued text is launched from the Prompter device inside Cinegy Studio. The text is scrolled with the speed defined in Story Editor for each separate presenter.



The marker on the left side of the window shows the position from which the text begins to scroll when launched. The marker is stationary, its position can be changed only in Cinegy Prompter Configurator.

There are timers at the bottom of the Cinegy Prompter window. Each timer has its own color and corresponds to a separate time value. You can change the default colors in the Cinegy Prompter Configurator.



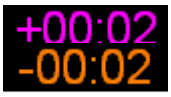
The timer in the middle displays the countdown for the currently played item depending on its scrolling speed.



The timer in the right corner shows the time left until the next cued item start.



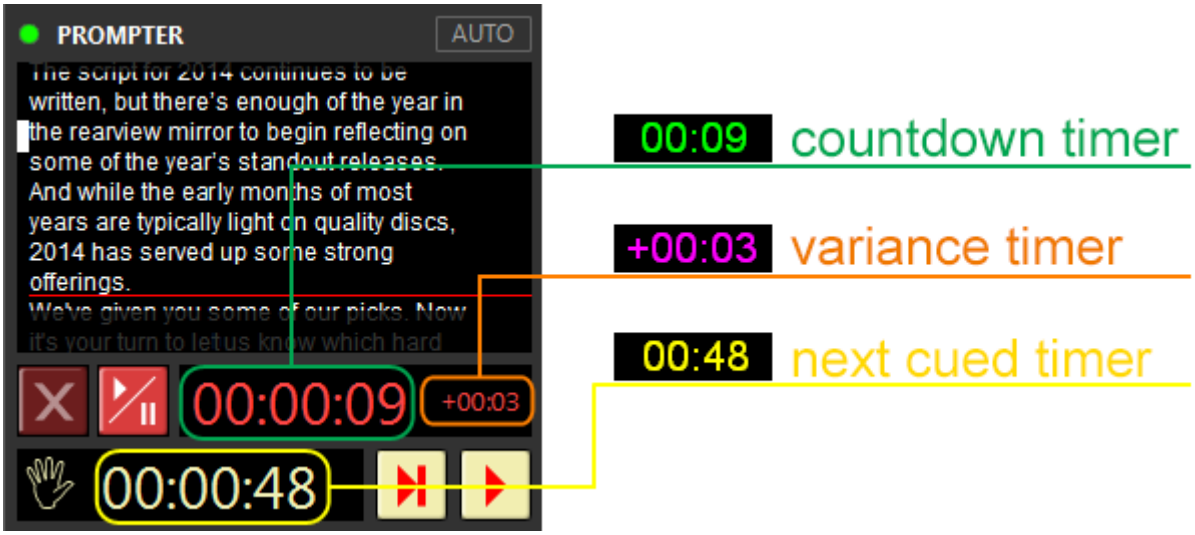
This timer is displayed only when the counters are started.



The variance timer shows the variance between the estimated end time of the block and its end time calculated depending on the changed speed of scrolling during playback. When there is no variance between these values, the variance timer is not displayed in the Cinegy Prompter window.

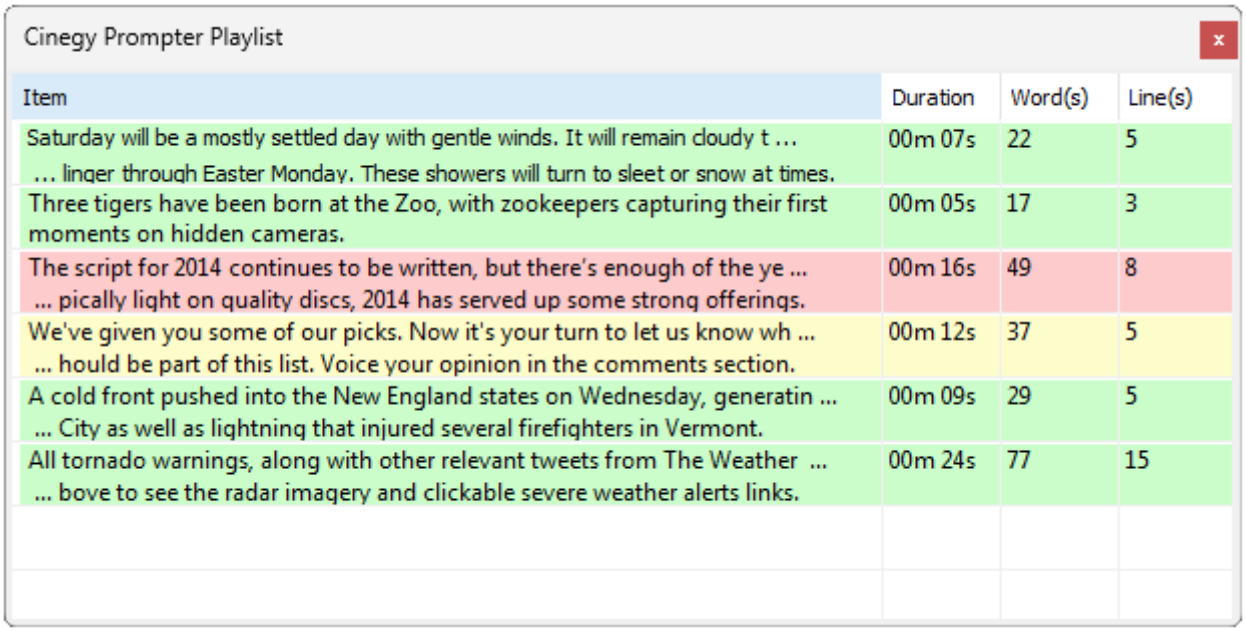
If the scrolling speed is changed during playback, the other timers are recalculated automatically.

All the above-mentioned timers are also displayed in the Prompter device screens of Cinegy Studio:



2.2 Script Items List

The script items list window shows the items running order and can be launched by pressing the F2 key in the Prompter screen window. It is displayed as a table containing the list of all script items for the Rundown, loaded in Cinegy Studio, as well as script items from the local playlist, their duration in minutes and seconds, and amount of words and lines.



Item	Duration	Word(s)	Line(s)
Saturday will be a mostly settled day with gentle winds. It will remain cloudy t … … linger through Easter Monday. These showers will turn to sleet or snow at times.	00m 07s	22	5
Three tigers have been born at the Zoo, with zookeepers capturing their first moments on hidden cameras.	00m 05s	17	3
The script for 2014 continues to be written, but there's enough of the ye … … pically light on quality discs, 2014 has served up some strong offerings.	00m 16s	49	8
We've given you some of our picks. Now it's your turn to let us know wh … … hould be part of this list. Voice your opinion in the comments section.	00m 12s	37	5
A cold front pushed into the New England states on Wednesday, generatin … … City as well as lightning that injured several firefighters in Vermont.	00m 09s	29	5
All tornado warnings, along with other relevant tweets from The Weather … … bove to see the radar imagery and clickable severe weather alerts links.	00m 24s	77	15

The script items are displayed against colored background. Pink background is used for the script item currently loaded into Cinegy Prompter, yellow – for the next cued item, green – for all other items.

If the text of an item is long, only the beginning and the end of it with ellipsis are displayed in the "Item" column. The size of the window and the column width can be adjusted according to your needs by placing the mouse pointer to the grid line and dragging to the desired size.

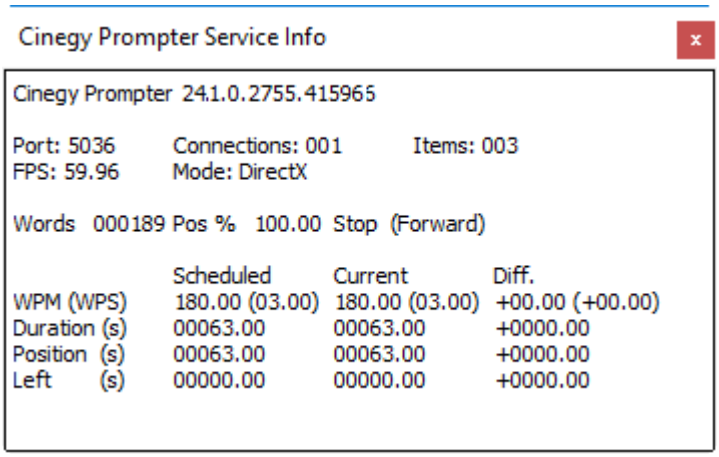
Any item of the list can be loaded into the Prompter screen window. When loaded, it does not start automatically; you need to start it manually. To load the item simply double-click it or use the keyboard keys described in the table below:

Operation	Resulting Action
Home	Load the first item of the list
End	Load the last item of the list

Operation	Resulting Action
Page Up	Load the previous script item (up to the first item in the list)
Page Down	Load the next script item (down to the last item in the list)
Esc	Quit the playlist

2.3 Service Information

The Cinegy Prompter service information window can be launched by hitting the F4 key.



The information window includes details on the product version, connections, and the timing of the currently played and cued items of the rundown. If the "Debug info" option is enabled in the Cinegy Prompter Configurator, detailed technical information about the Cinegy Prompter work will be given.

2.4 Operational Keys

Cinegy Prompter can work in "Play" and "Pause" modes.



The modes can be switched by the "Play/Pause" button in the Prompter device window of Cinegy Studio.

In "Play" mode the text is scrolled automatically with the speed defined for the story presenter, which can be adjusted as described in the table below. In "Pause" mode all the operations are performed only using the mouse or keyboard. The same keys can perform different actions or be blocked depending on which mode you are working in.

Play Mode

The following table gives the description of the hot keys and actions they perform in "Play" mode:

Operation	Resulting Action
Keyboard:	
Space	• Pause text when scrolled in normal direction • Play text in normal direction when scrolled in reverse direction
Backspace	• Pause text when scrolled in reverse direction • Play text in reverse direction when scrolled in normal direction

Operation	Resulting Action
Enter	Load cued script
Ctrl+Enter	Send cued script on air
1...10 keys	Change scrolling speed according to settings in the "Speed presets" section of the Cinegy Prompter Configurator NOTE: All hot keys and amount of words per minute can be changed according to your needs in the Cinegy Prompter Configurator.
+	Increase scrolling speed by adding 10 words to the reading rate
–	Decrease scrolling speed by subtracting 10 words from the reading rate
Esc	Set scrolling speed according to the reading rate defined in Story Editor
Mouse:	
Scroll up	Decrease text scrolling speed
Scroll down	Increase the text scrolling speed
Right-click	• Pause text when scrolled in normaldirection • Play text in normal direction when scrolled in reverse direction

Pause Mode

The following table gives the description of the hot keys and actions they perform in "Pause" mode:

Operation	Resulting Action
Keybord:	
Space	Start text scrolling in normal direction
Backspace	Start text scrolling in reverse direction
Enter	Load cued script
Page up	Load preceding script
Page down	Load next script
←	Go to script start
→	Go to script end
↑	Scroll text up
↓	Scroll text down
Home	Load the first script
End	Load the last script
Esc	Set scrolling speed according to the reading rate defined in Story Editor
F12	Enable full screen mode. Pressing one more time escapes full screen mode
Mouse:	
Scroll up	Scroll text up
Scroll down	Scroll text down