Cinegy Title Studio 26.2 Manual

© Cinegy GmbH

Built 18.11.2026

Table of Contents

User Manual . . . 2
1 Installation . . . 2
2 Interface . . . 5
2.1 Playout Control Panel . . . 5
2.2 Template List . . . 5
2.3 Edit/Preview Panel . . . 6
2.4 Playlist Panel . . . 6
2.5 Interface Customization . . . 6
3 Settings . . . 8
3.1 General . . . 8
3.2 Layers . . . 9
4 Working with Templates . . . 11
4.1 Production Folder Selection . . . 11
4.2 Template List . . . 12
4.3 Playlist . . . 13
Editing Playlist Items 14
Unavailable Templates Handling 15
4.4 Previewing and Editing Templates . . . 16
Previewing Area Settings . . . 17
Editing Variables . . . 18
Sending a Template On-air . . . 23
Saving Templates . . . 23
5 Automation . . . 24
5.1 Creating Automated Items . . . 24
Adding Data Sources . . . 24
Creating Mapping Rules . . . 25
Saving and Verifying Automation . . . 25
5.2 Controlling Data Updates . . . 26
5.3 Data Files Creation Rules . . . 26
CSV . . . 26
MS Excel . . . 27
XML . . . 28
JSON . . . 28
6 Controlling Playout . . . 30



Please note that this documentation describes a beta version of a brand-new application. It may contain inaccuracies or errors, as Cinegy Title Studio is still undergoing active development and frequent updates.

Cinegy Title Studio is a graphics control application for managing real-time playback of Cinegy Title templates in live broadcast environments. It provides operators with comprehensive tools to preview, edit, and send graphics via up to 10 layers to multiple Cinegy Playout engines in a controlled and predictable manner.

Cinegy Title Studio allows the organization of Cinegy Title templates in playlists and supports data-driven playlist items, the content of which can be updated automatically from external data files such as XML, JSON, CSV, or Microsoft Excel. This ensures efficient preparation, reliable and controllable automation.

The application is organized around media folders, each representing a single show and containing all related templates, playlists, data sources, and configuration settings. They will hereafter be referred to as "production folders" throughout this manual. Switching between production folders instantly loads the full context of a production, enabling fast and consistent operation across multiple shows.

User Manual

Chapter 1 Installation

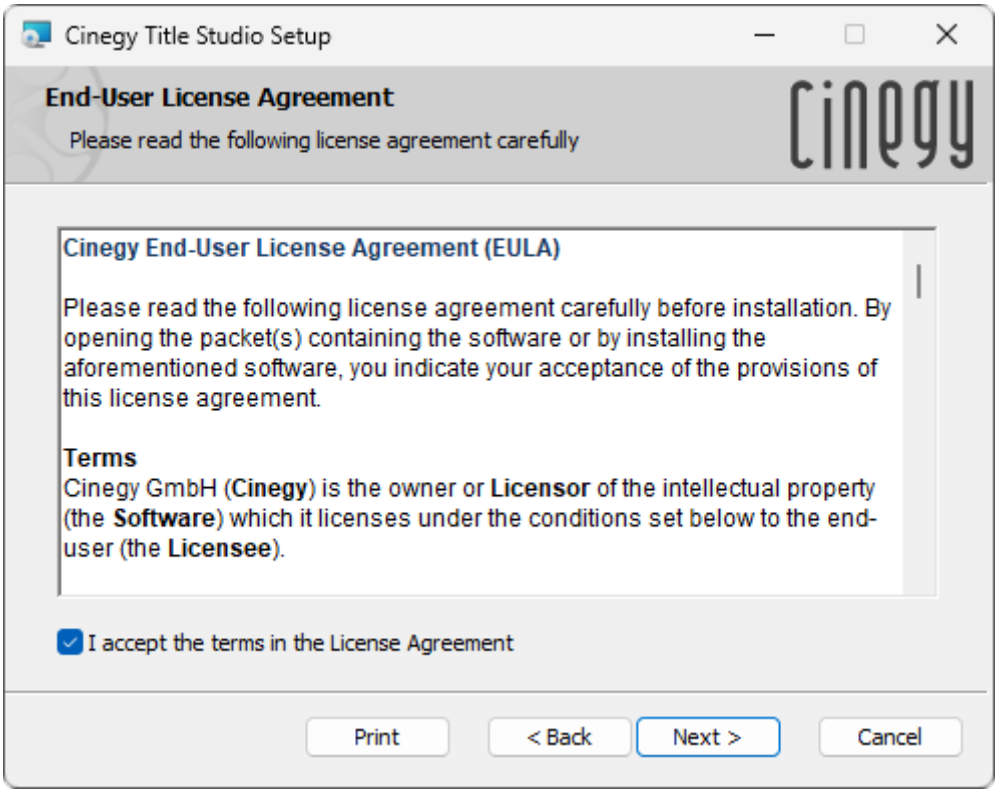
> Please note that this is a beta version of a brand-new application and is still undergoing active development and frequent updates.

Cinegy Title Studio is a part of the Cinegy Air package. To start its installation, run the Setup.exe file from the Cinegy Title Studio directory of your Cinegy Air installation package. The setup wizard will be started:

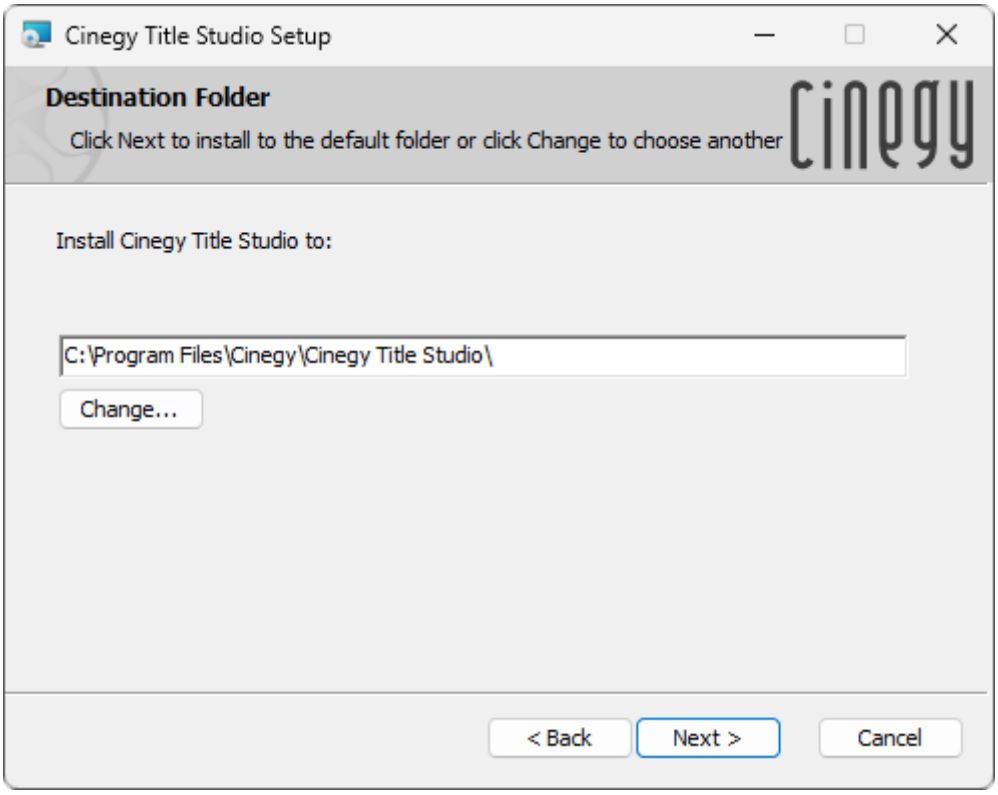


Press "Next" to proceed with the installation or "Cancel" to abort and exit the setup wizard.

Read and accept the license agreement.



Press "Next" to proceed. The following dialog appears:



Press the "Change" button to change the installation folder for Cinegy Title Studio, if needed.

Press "Next".

In the next dialog, press the "Install" button to begin the installation. The progress bar will show the progress of the installation process.

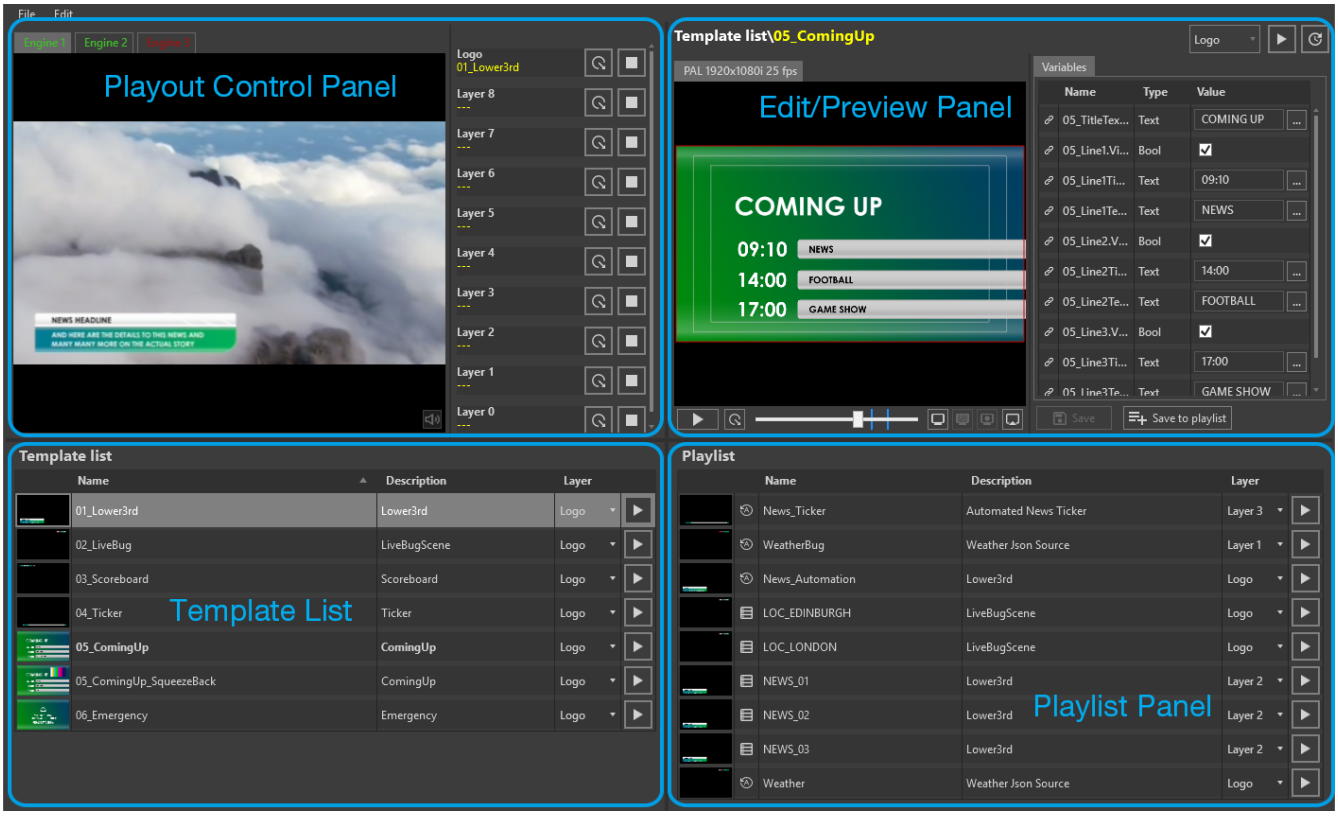
To complete the installation, press "Finish". The Cinegy Title Studio application will be installed on your machine.



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

Chapter 2 Interface

The Cinegy Title Studio interface is shown below:



It consists of the following panels:

- Playout Control Panel
- Template List
- Edit/Preview Panel
- Playlist Panel

2.1 Playout Control Panel

This panel displays the live output from the connected Cinegy Playout engine. Multiple engines can be connected, each shown in a separate tab, and the preview updates according to the currently selected tab.

The list of graphics layers and the Title templates applied to them is displayed on the right. Each layer provides control buttons that allow users to quickly clear graphics or exit loops when fast action is required. A Cinegy Title template assigned to a particular layer is applied to all configured Cinegy Playout engines.



Refer to the **Controlling Playout** section for more information about controlling graphics playout, managing layers, and using the available control actions.

2.2 Template List

This panel displays a list of all Cinegy Title templates available in the production folder.

Template thumbnails show the middle frame of each scene. The template name and description are displayed alongside. The

description reflects the scene name retrieved from the template (the name of the topmost object in the CG scene).

Each template can be assigned to a graphics layer and sent to playout with its predefined variables. Double-clicking a template loads it into the Edit/Preview Panel.

2.3 Edit/Preview Panel

In this panel, you can preview the Cinegy Title template frame by frame, moving forward or backward, and play or pause the template to see the animation flow. The preview window offers various settings, including viewing template objects on a solid color background, a transparent background, and an alpha layer preview.

You can also change variable values on this panel, and these changes are instantly displayed in the preview window. Having modified the variables, you can save the changes to the original Cinegy Title template or create a separate playlist item (displayed on the Playlist panel).



Refer to the **Previewing and Editing Templates** section for more details.

2.4 Playlist Panel

The playlist is a core part of Cinegy Title Studio, designed to simplify repetitive graphics workflows.

In live production, the same template is often reused with different content – such as team lineups in a football match or lower-thirds in a news show. The playlist allows operators to prepare these variations in advance, reducing the need for duplicated templates or manual updates during the broadcast, helping to reduce workload and the risk of errors.

In the playlist, operators can prepare all content variations in advance, save them as playlist items, and trigger them instantly during the show. Each playlist item references a master Cinegy Title template. Any design change – such as font size, color, or object layout – automatically applies to all related playlist items, eliminating the need to manually fix duplicated templates.

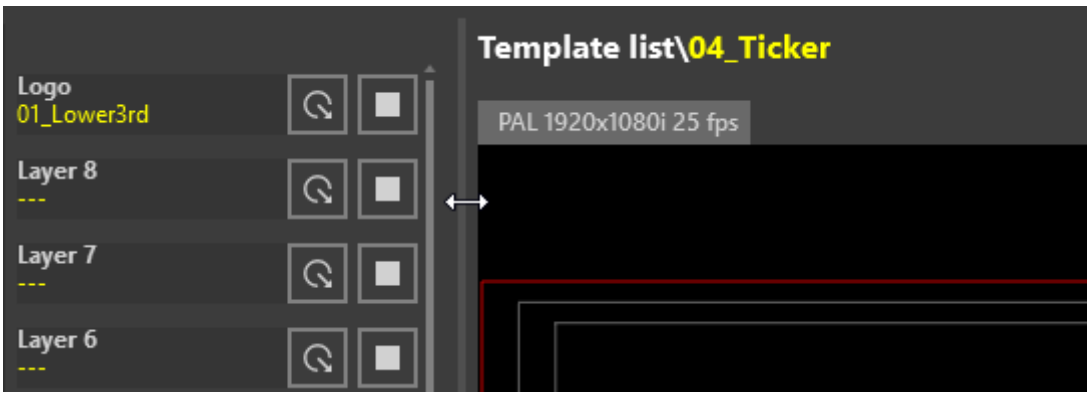
Using a playlist ensures faster preparation, consistent design, and more reliable live operation.



Refer to the **Playlist** section for more details on working with a playlist.

2.5 Interface Customization

The size of the interface panels can be adjusted to create a more comfortable and efficient working environment in Cinegy Title Studio. To resize panels, hover the cursor over the grid lines. When the mouse pointer changes to a double-sided arrow, and the grid line is highlighted in light grey, drag the grid line to adjust the panel size.



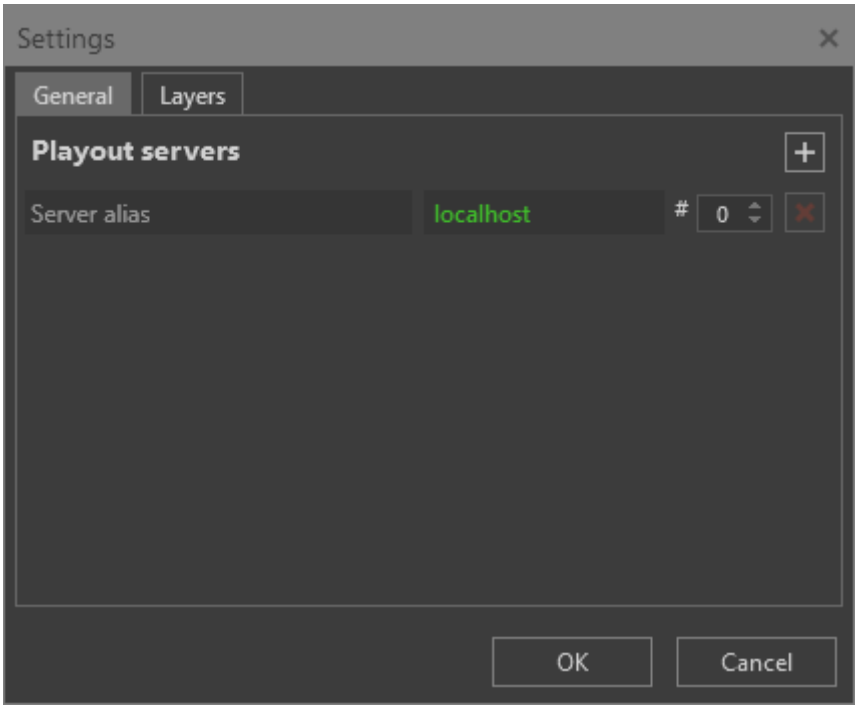
Different shows may require different UI layouts:

- In predefined shows (for example, news bulletins, music clip rundowns), the operator may prefer a larger playlist area to follow the rundown and trigger graphics sequentially.
- In live debate shows or unscripted discussions, where new headlines are created dynamically, operators typically need a larger variable editing and preview area and a smaller playlist area for greater flexibility and efficiency.

All production-specific customizations, such as panel layout proportions, are preserved after changing the production folder and closing the Cinegy Title Studio working session. The last accessed production folder is also remembered, providing immediate access to the most recent work context upon program start-up. This ensures that operators can resume their work with minimal setup time, maintaining efficiency in a fast-paced studio environment.

Chapter 3 Settings

The "Settings" dialog is opened via the corresponding command in the "Edit" main menu and appears as follows:



It consists of two tabs: "General" and "Layers".

3.1 General

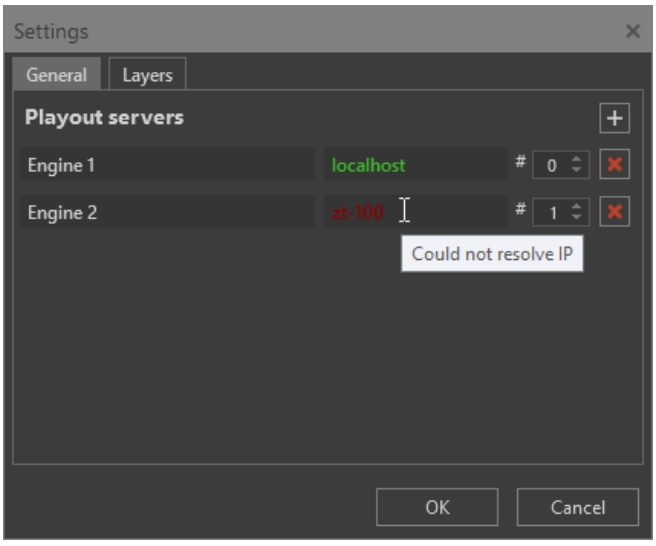
On the "General" tab, define the servers running the Cinegy Playout engines whose output will be used for preview and Cinegy Title template overlay in Cinegy Title Studio.

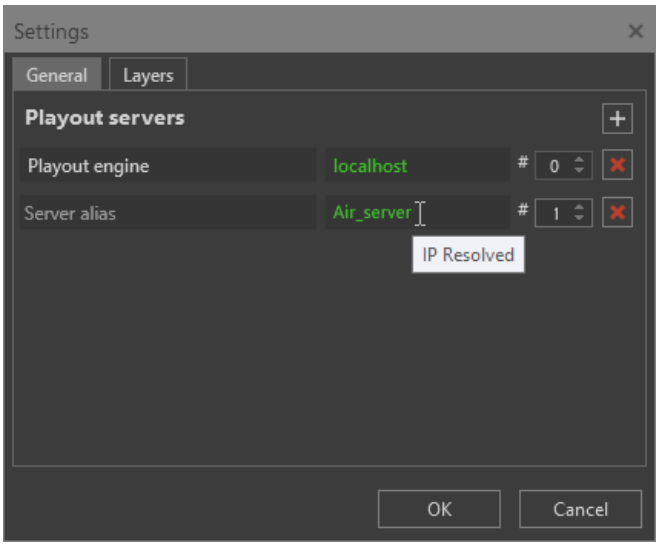
> These Cinegy Playout engines are configured and operated independently; adding them here allows templates to be overlaid on their output.

One server is defined by default; additional servers can be added by pressing the + button.

If multiple Cinegy Playout engine instances are running on the same server, define the engine instance to be used in the corresponding "#" field next to the server IP address.

While entering the server name and during validation, the server name value is displayed in **grey**. After successful validation, the correct and accessible Cinegy Playout engine name and instance number are displayed in **green**. If an error occurs when defining server paths, they are displayed in **red**; hovering the cursor over the path shows a tooltip explaining the reason:



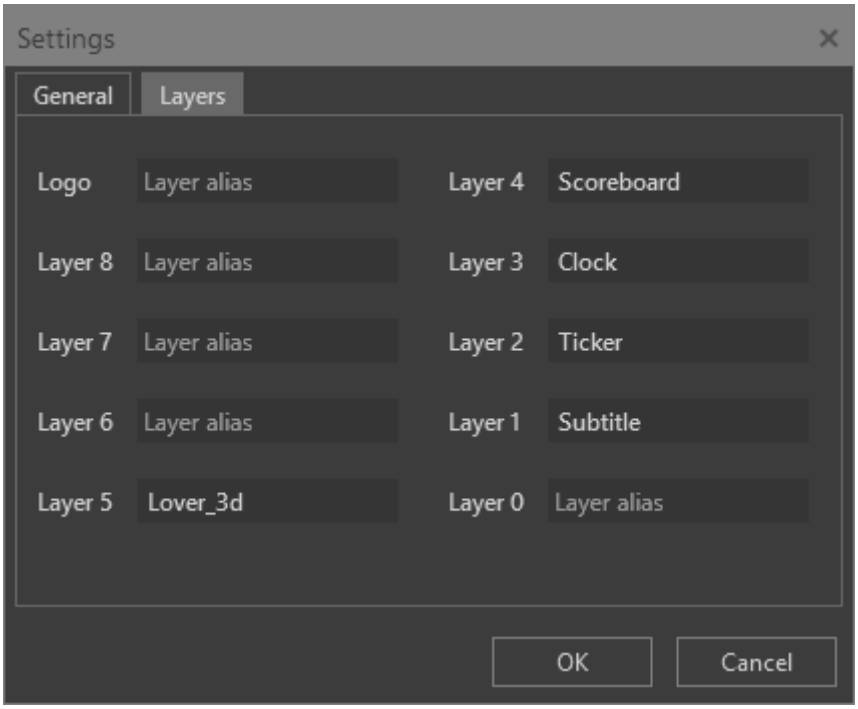


To remove a server, press the ✖ button.

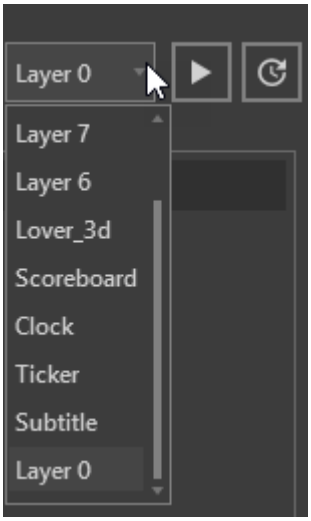
For details on monitoring Cinegy Playout engine outputs and managing templates overlaid on them, refer to the Controlling Playout article.

3.2 Layers

On the "Layers" tab, you can assign a short custom name (up to 10 characters) to each layer. This alias can help the operator identify layers more quickly and easily.



The custom aliases are displayed across the interface on all panels, replacing the numeric layer labels, while preserving their original order:



Chapter 4 Working with Templates

In Cinegy Title Studio, media organization is structured around production folders, each representing a distinct show created within the application. Every production folder contains all essential components for that show, including Cinegy Title templates, playlist items, data sources, and working environment configuration files. These configuration files store information about which templates are assigned to which layers, their order within those layers, and details about user interface customizations, such as panel resizing.

This architecture ensures a smooth and efficient workflow when managing multiple shows. By simply switching to a different production folder, the user instantly enters the complete context of another show, with all its associated assets and configurations. As a result, transitioning between productions becomes fast, consistent, and highly efficient.



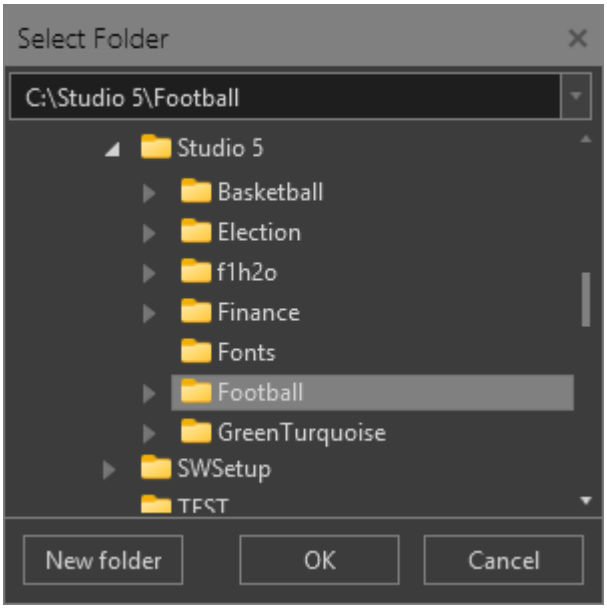
In the following public GitHub repository, you can download sample Cinegy Title templates for testing.

4.1 Production Folder Selection

When Cinegy Title Studio is launched for the first time, no production folder is defined. A corresponding message is displayed in the lower-left corner of the Template List panel.

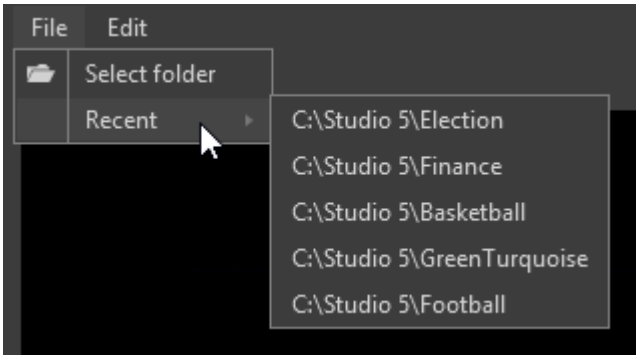


To define a production folder, use the "File" → "Select folder" main menu command, and then choose the desired folder in the dialog that appears:

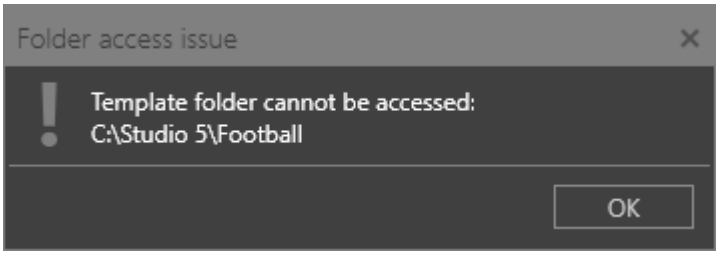


The selected production folder is saved and automatically loaded in the next application session.

Production folders that were previously loaded in the application can be accessed via the "Recent" drop-down list in the "File" main menu:

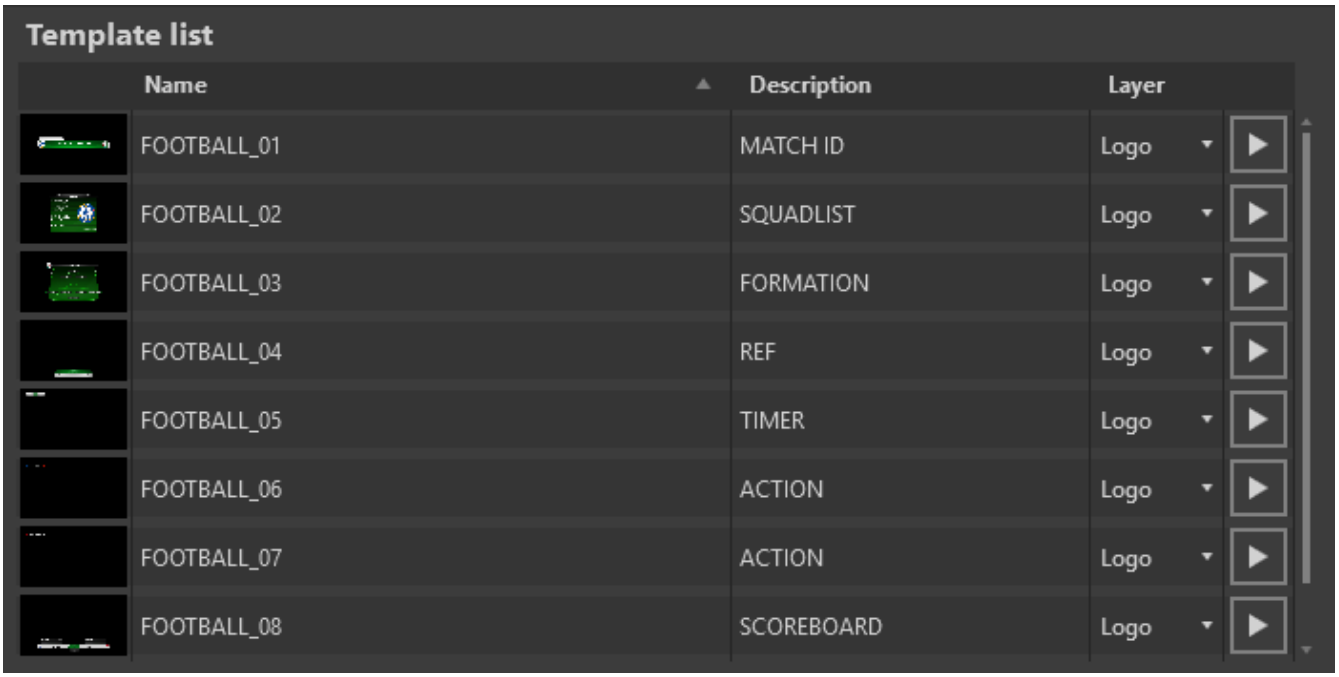


If a previously selected production folder becomes inaccessible (for example, if it was deleted, access permissions were revoked, or the network share went offline), the following warning is displayed when the application starts:



4.2 Template List

This panel displays all Cinegy Title templates stored in the selected production folder. The folder contents are presented in a grid view, showing each template's thumbnail (its middle frame), name, description, and controls for sending the template on-air on a specified layer.



Cinegy Title templates are sorted alphabetically by name in the templates list. Use and to toggle the sorting order between ascending (A to Z) and descending (Z to A).

After double-clicking a template in the grid, it is loaded into the Edit/Preview panel. The currently loaded template is shown in bold in the template list.



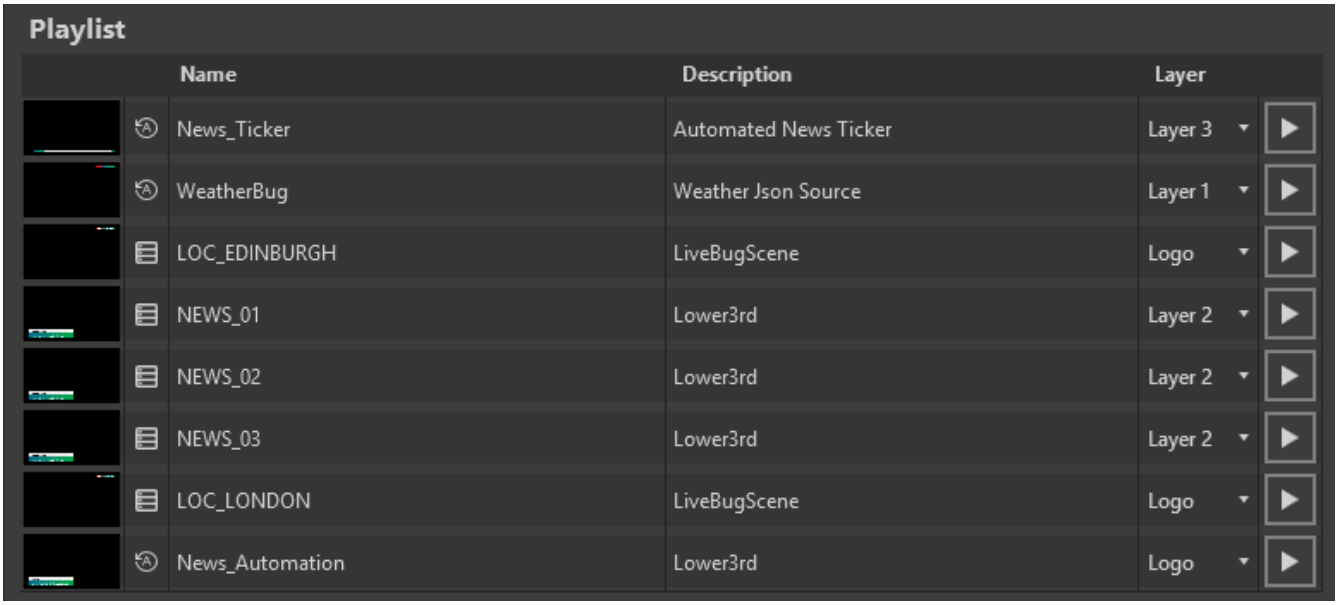
Pressing the "Play" button sends the selected Cinegy Title template directly to the currently selected Cinegy Playout engine on the specified layer. For convenience, the output is displayed in the Playout Control Panel preview, where you can monitor the result and use the control buttons to exit loops or quickly clear graphics from any layer.



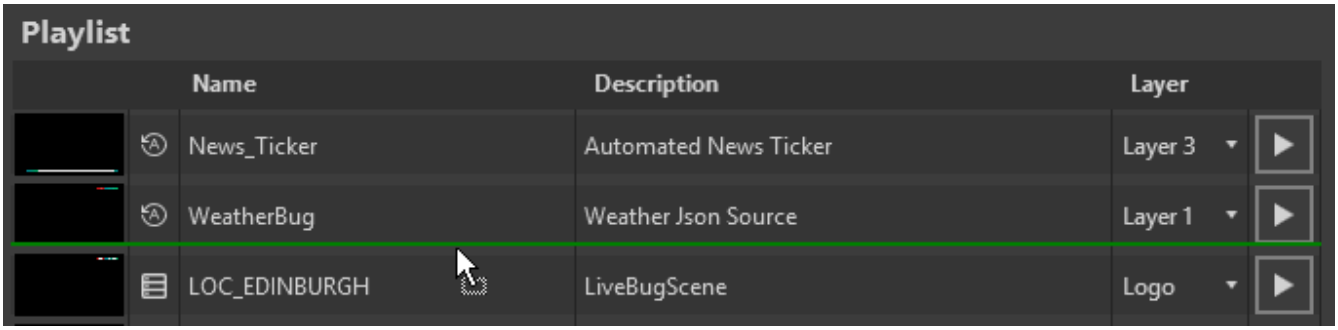
Refer to the Controlling Playout article for more information on controlling Cinegy Title templates applied to the live output.

4.3 Playlist

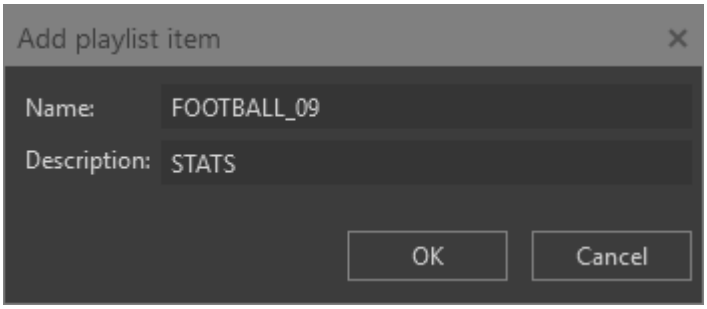
The Playlist panel displays Cinegy Title templates that have been drag-and-dropped from the template list, thereby saving them as playlist items in the current production folder. The playlist content is presented in a grid showing each item's thumbnail, type (static or dynamic), name, description, and the layer on which it will be applied:



To add a Cinegy Title template to the playlist, drag it from the Template List panel. A green line will indicate the insertion position within the playlist:

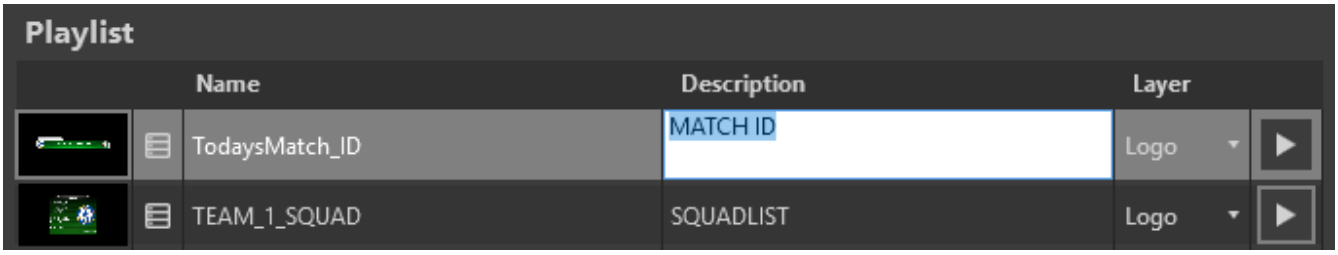


After dropping the template at the desired position, the following dialog appears:



Here you can define the name and description of the playlist item. Each item must have a unique name different from the corresponding Cinegy Title template to avoid confusion and potential playback errors. Press "OK" to add the item to the playlist. The template is saved as a playlist item with its current variable values and the layer assigned in the template list.

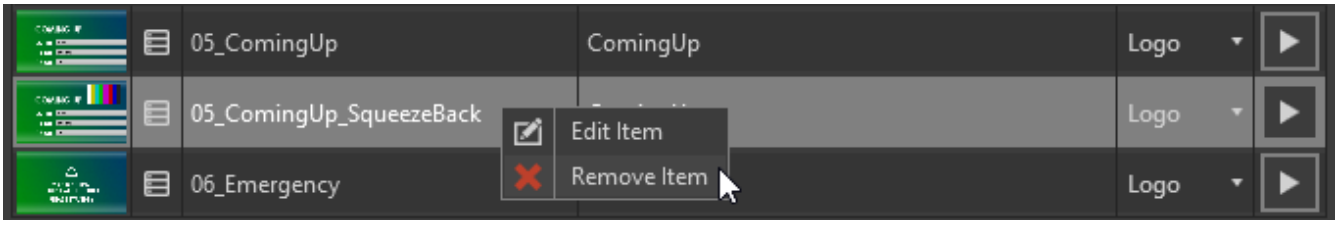
To change the name or description of an item in the playlist, click the cell within the corresponding column and press F2. The "Name" or "Description" field will then enter text editing mode:



Press Enter to apply the changes, or Esc to discard any modifications made to the item name or description.

To reorder playlist items within the grid, click and drag the item to the desired position.

You can remove an item from the playlist by selecting "Remove Item" from the item's context menu:



Double-click a playlist item in the grid to load the referenced Cinegy Title template into the Edit/Preview panel. The currently loaded playlist item is shown in bold in the playlist grid.



Pressing the "Play" button sends the selected playlist item directly to the currently selected Cinegy Playout engine on the specified layer. For convenience, the output is displayed in the Playout Control Panel preview, where you can monitor the result and use the control buttons to exit loops or quickly clear graphics from any layer.



Refer to the Controlling Playout article for more information on controlling Cinegy Title templates applied to the live output.

Editing Playlist Items

There are two types of items in the playlist:

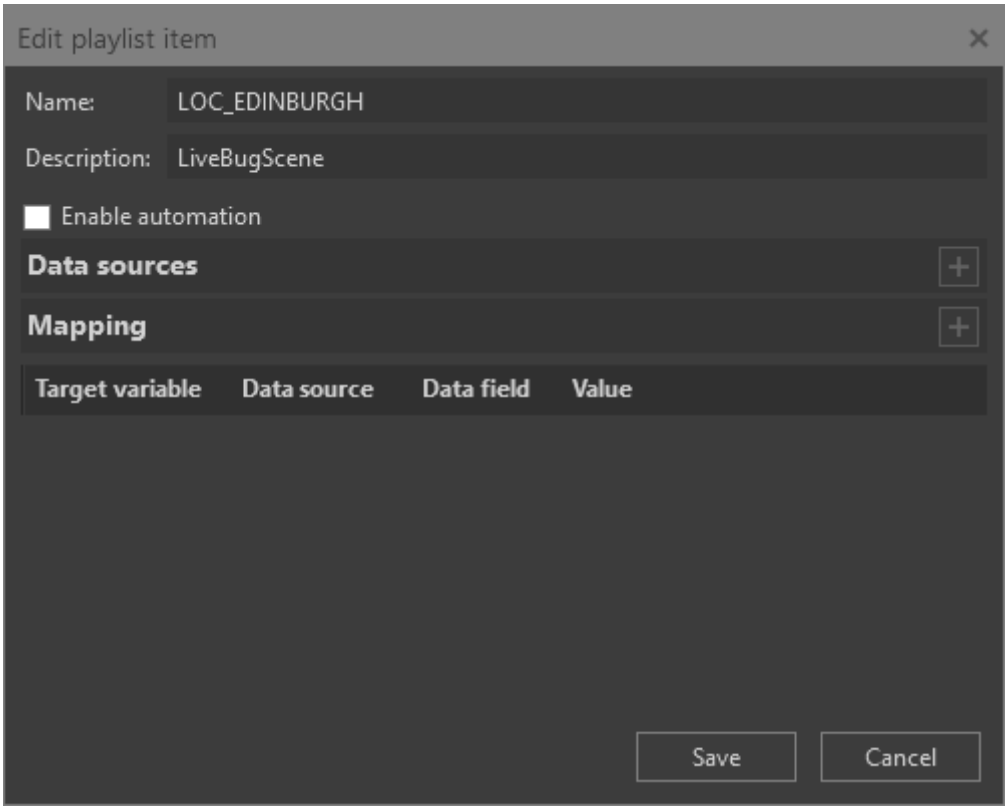


static



dynamic

Dynamic playlist items are Cinegy Title templates mapped to external data sources (CSV, XML, JSON, MS Excel), while static items store variable values entered manually. To convert an item to dynamic, select "Enable Automation" in the "Edit playlist item" window, accessed via the "Edit Item" context menu:

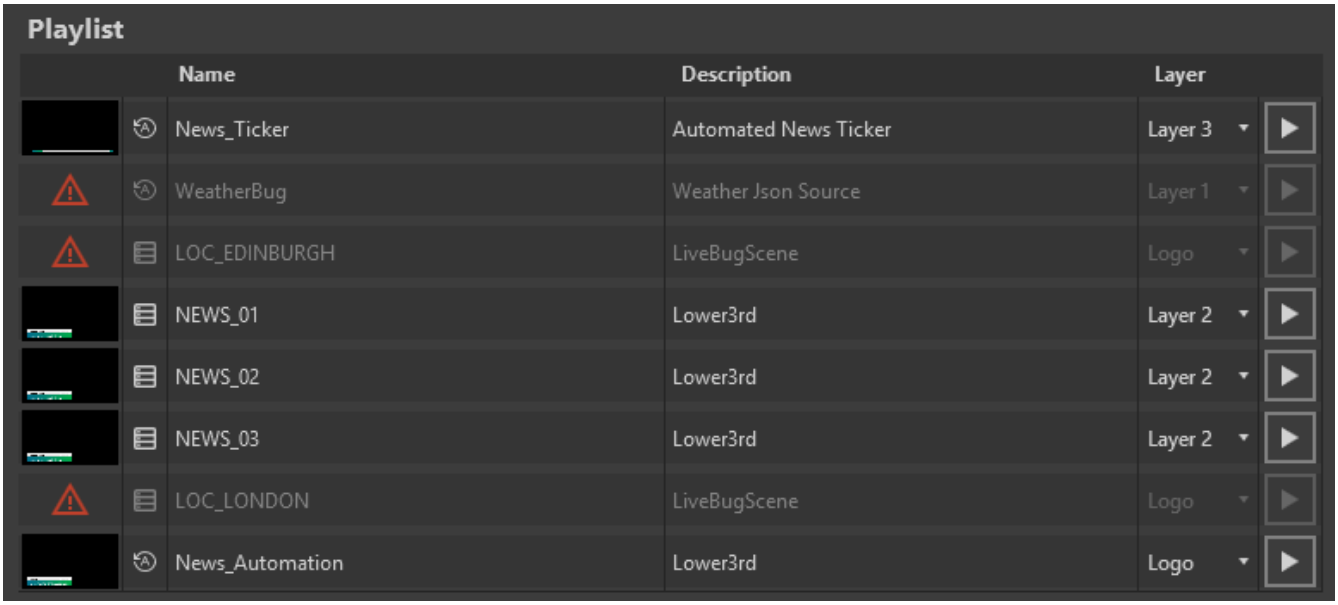




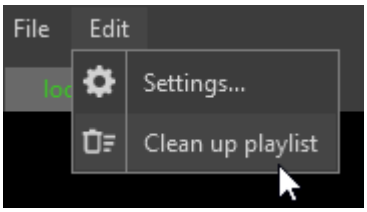
The detailed description of working with dynamic items is provided in the Automation article.

Unavailable Templates Handling

If the original template becomes unavailable in the production folder, a red exclamation mark is displayed for the corresponding playlist item that references it. Such an item is disabled for selection in the playlist and cannot be previewed or sent to playout.

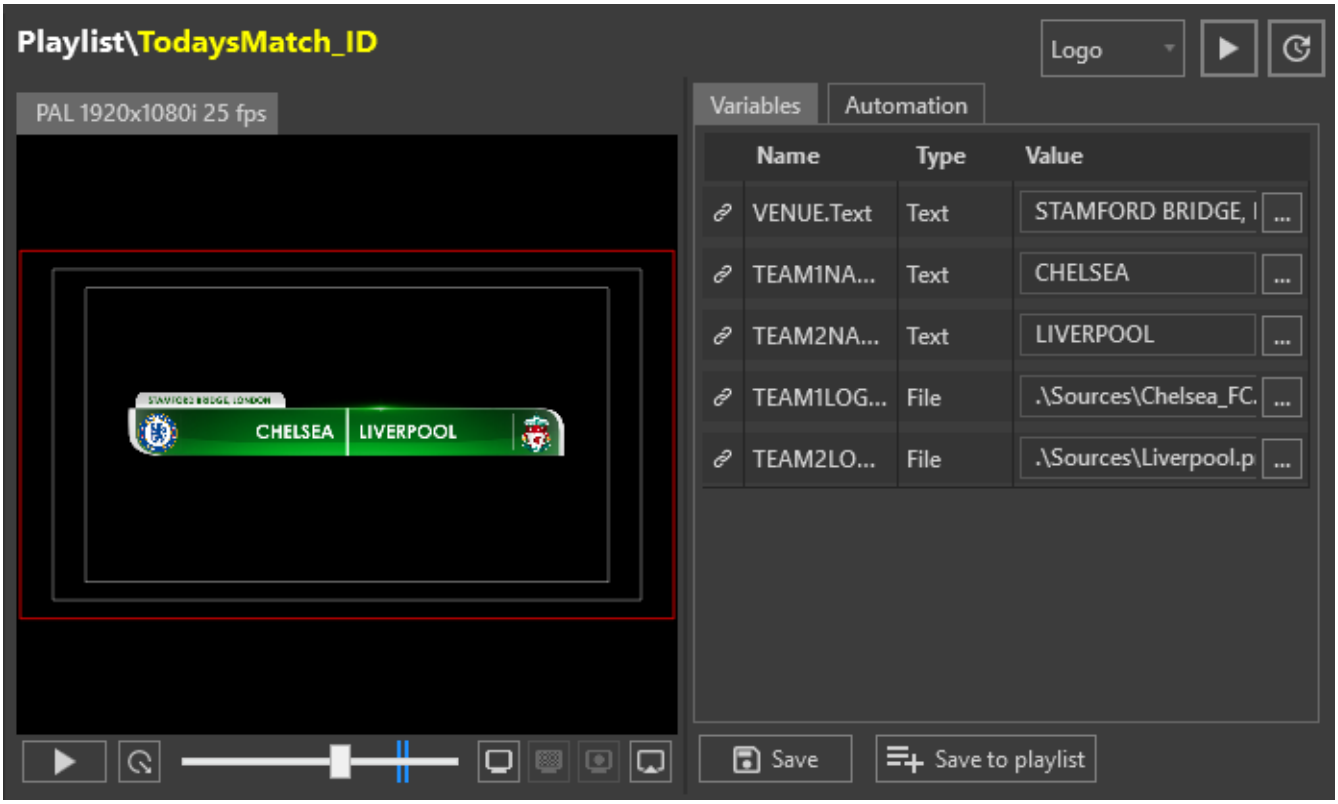


All items that have any missing referenced Cinegy Title templates can be deleted from the playlist via the "Clean up playlist" option in the "Edit" menu.



4.4 Previewing and Editing Templates

The Cinegy Title template is loaded into the Edit/Preview panel by double-clicking in the template list or the Playlist panel.



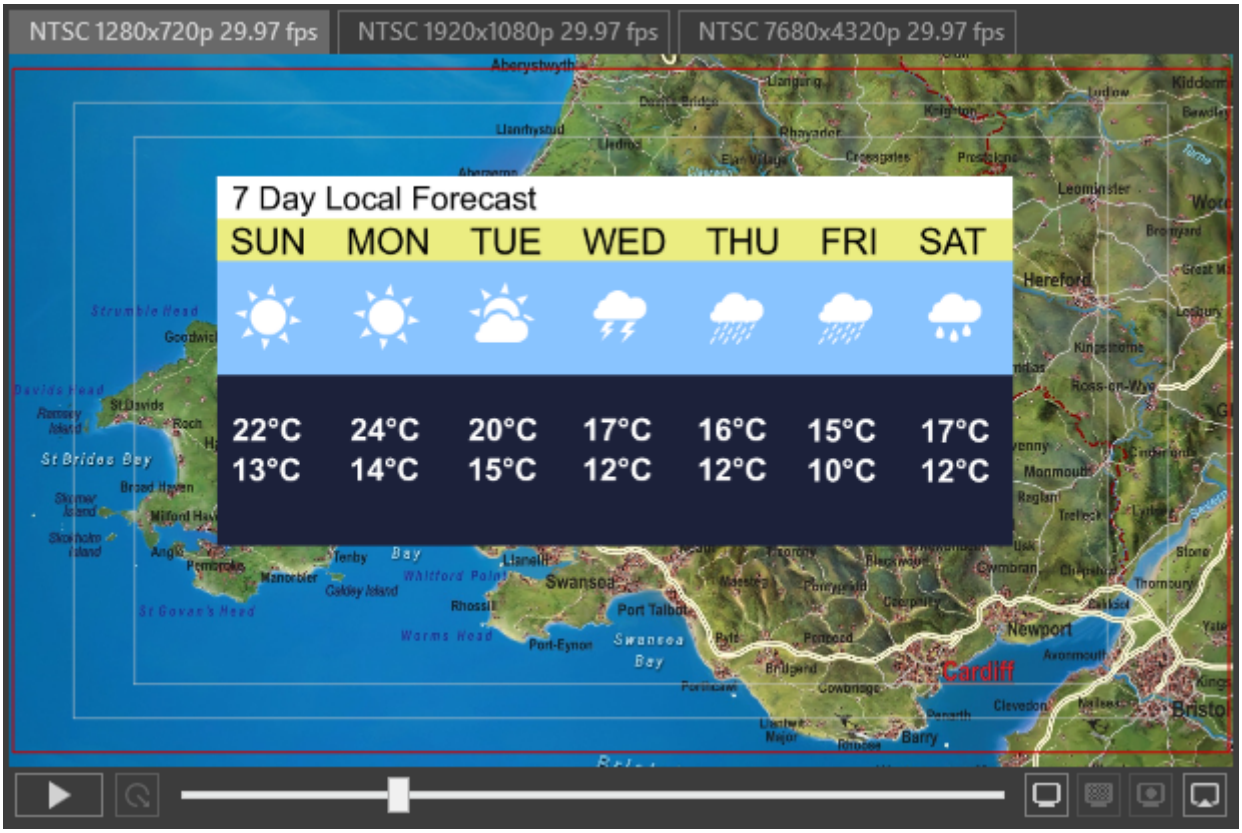
At the top of the panel, the template name is displayed in yellow, preceded by the name of the panel from which it was

opened, shown in white.

The Cinegy Title template is displayed in the preview window together with safe zones to help control the positioning of template objects. You can view any frame of the template by dragging the time slider or using the "Play" button below the preview.

The start and end frames of the loop span are shown as blue bars on the scrollbar. During preview, press the "Exit Loop" button to leave the loop set up via Cinegy Title Editor.

If multiple layouts are configured for the Cinegy Title template, each will be displayed on its own separate tab. Switch between the tabs to preview the corresponding layout.



Previewing Area Settings

It is possible to define a viewing mode for the preview window. The options are solid color background, transparent background, and alpha layer preview. Viewing mode can be switched using the following icons in the bottom right corner of the canvas panel:

When "Solid background" is selected, the background color specified during the Cinegy Title template creation is displayed in the viewing area.

> The solid background color is used only on the Cinegy Title template previewing stage and is not passed to the output.

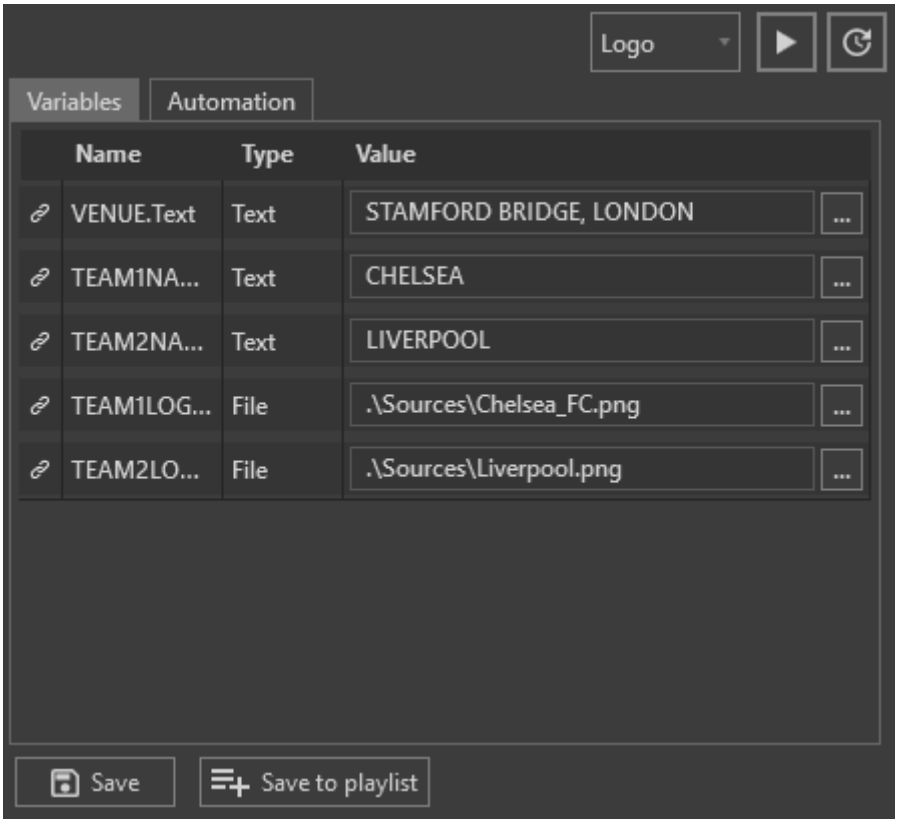
When "Transparent background" mode is selected, the background is changed to a checkered board for better understanding of object transparency.

Use the "Alpha layer" viewing option to preview the alpha (key) value of the objects, to estimate and adjust their transparency.

Clicking the "Show in floating window" button opens the preview in a separate window, allowing you to enlarge it or display it on a second monitor.

Editing Variables

The "Variables" tab displays the list of variables defined for the current Cinegy Title template. The information is presented in the form of a table showing the variable linking status, its name, type, and the field for the value editing.



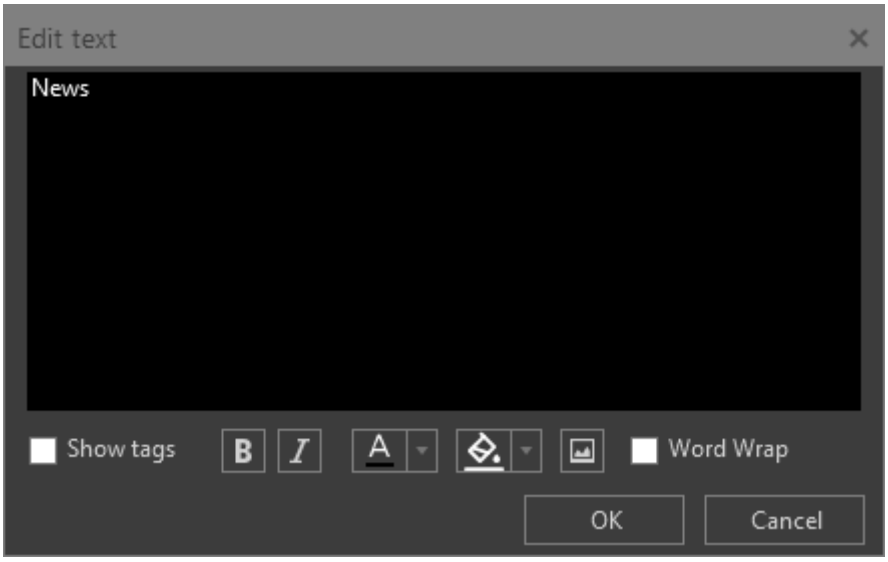
Variables can be edited on the fly, even while the template is on air. To modify a variable, click in the "Value" field and enter the desired data. Any changes made to variable values are reflected instantly in the Edit/Preview panel.



After modifying variable values, click "Update variables" to apply the changes to the template that is currently on air. The update is sent to the selected layer without restarting template playback. The update is applied only if a template is already playing on the specified layer. Only the modified variables that exist in that template are updated; all other variables remain unchanged.

Working With Text-Based Variables

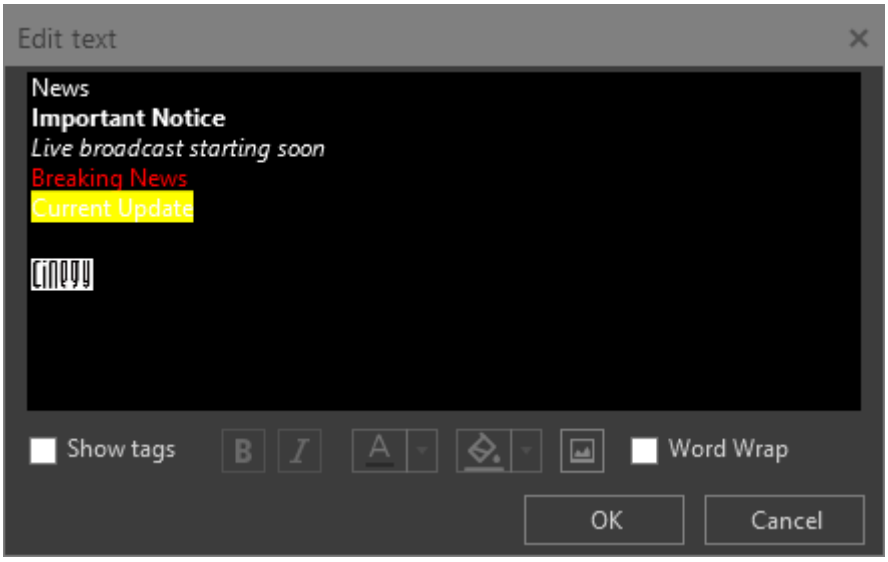
If a text-type variable contains long content, only the first line is shown in the "Value" field, accompanied by the ... button. Clicking this button opens the extended text editor, where the variable content can be modified:



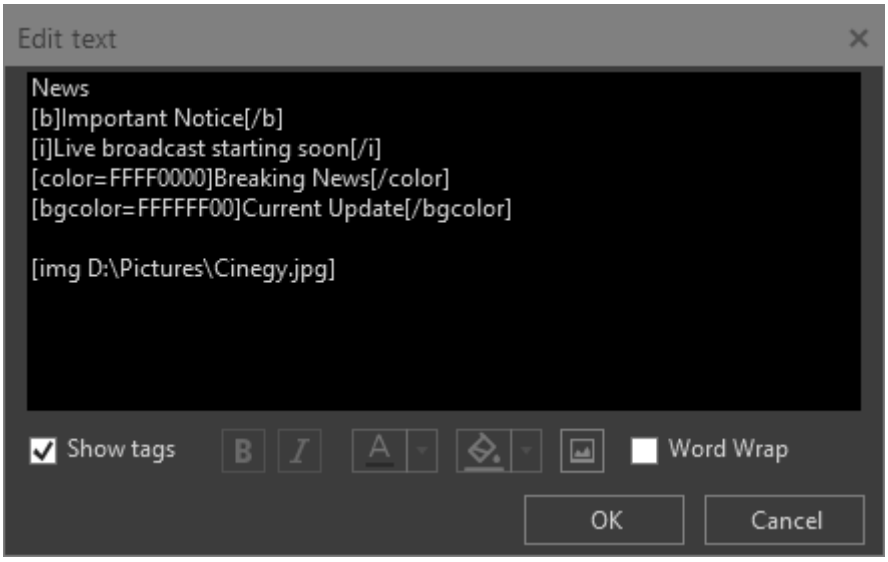
Tags

Text formatting can be applied either via tags or using the interface controls.

In the "Edit text" dialog, buttons for applying bold and italic styles, changing foreground and background colors, and inserting images into the text are available when the "Show tags" option is disabled:



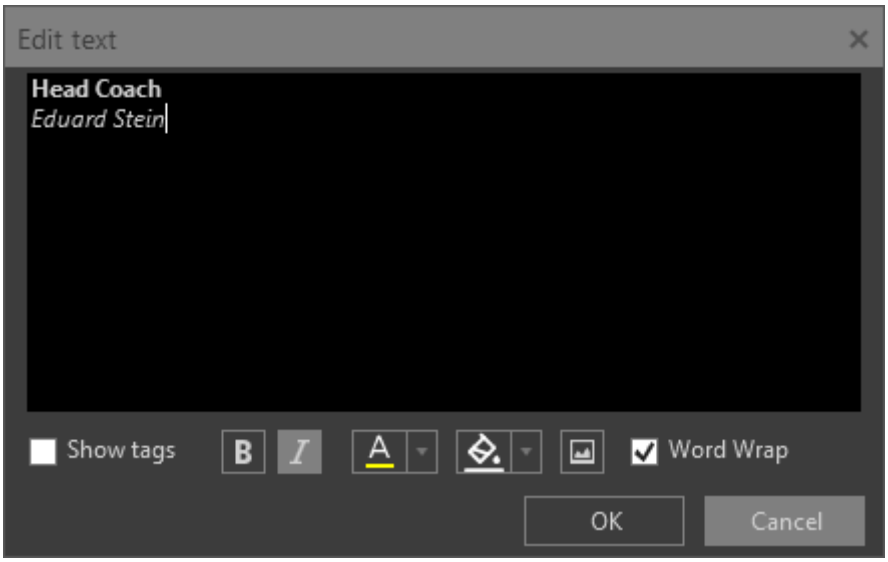
If "Show Tags" is enabled, formatting must be applied manually using the following tags: `[b]`, `[i]`, `[color]`, `[bgcolor]`, and `[img]`, as shown in the example below:



The text formatting buttons are active if the cursor is placed inside the text.

Select the "Word Wrap" checkbox to split long text into lines inside the text field in the "Edit text" dialog without actual line breaks.

Formatting





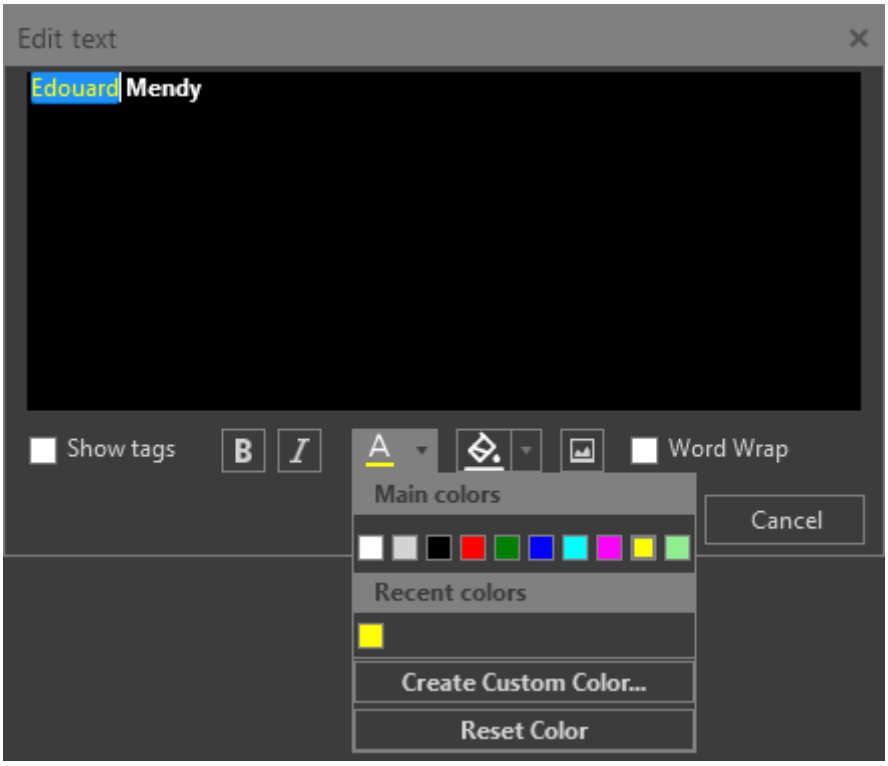
Select the text or place the cursor inside the word and press the "Set Bold" and/or "Set Italic" button(s) to apply the corresponding formatting. The button with applied formatting will be highlighted in light grey.

Color



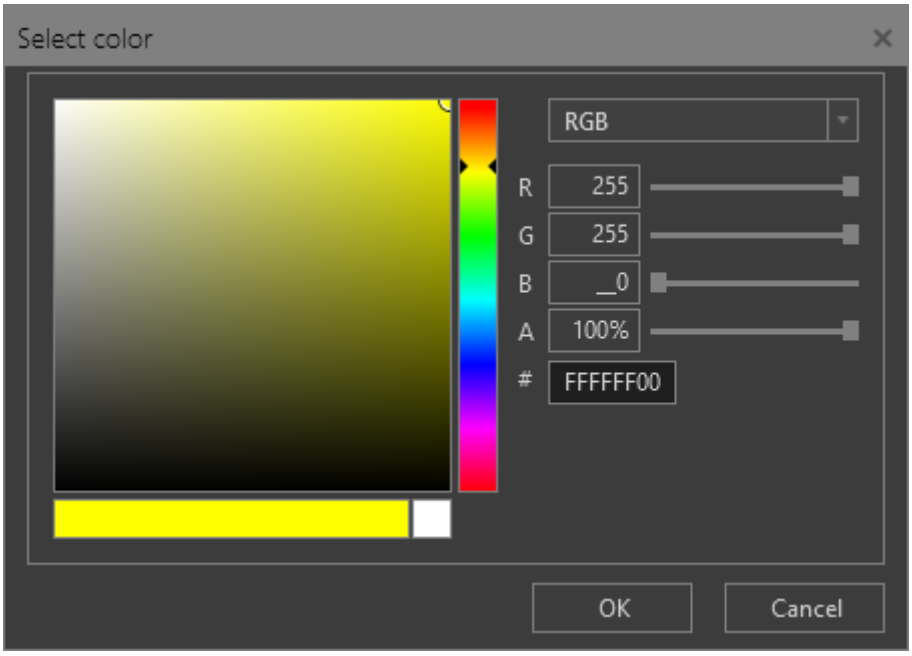
To apply the foreground or background text color, press the corresponding button.

Pressing the ▯ sign opens the following drop-down menu:



Recently used colors are listed in the "Foreground" and "Background" color selectors for quick access.

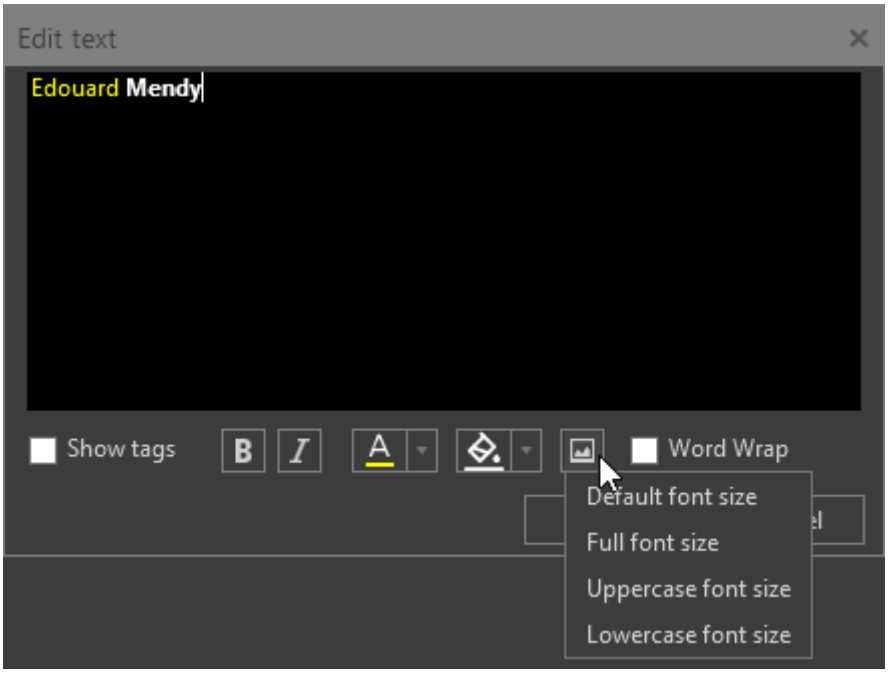
In addition to existing colors, you can create a custom color using the "Create Custom Color…" button, which opens the "Select color" dialog to define a unique color in different color models:



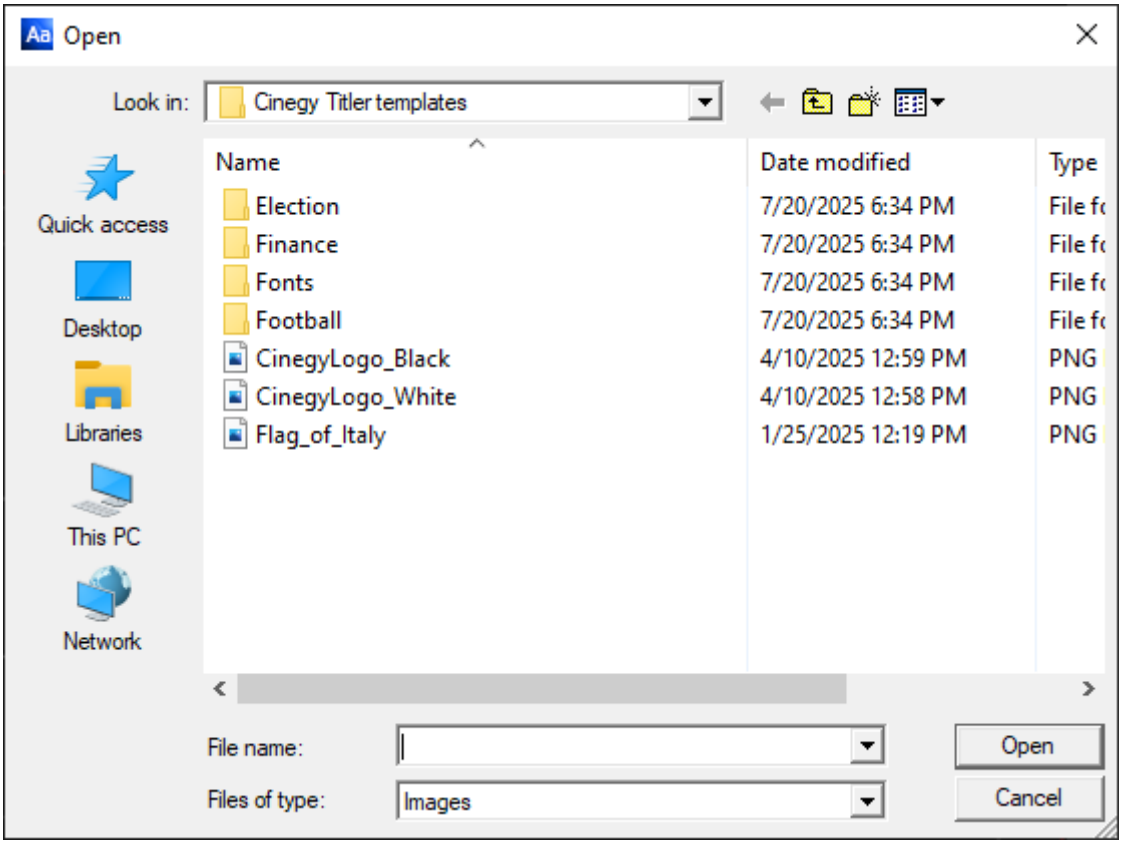
You can reset color formatting at any time using the "Reset Color" command. For the foreground, the color defined in the "Color" variable is applied. Resetting the background color removes any applied background highlighting from the text.

Image

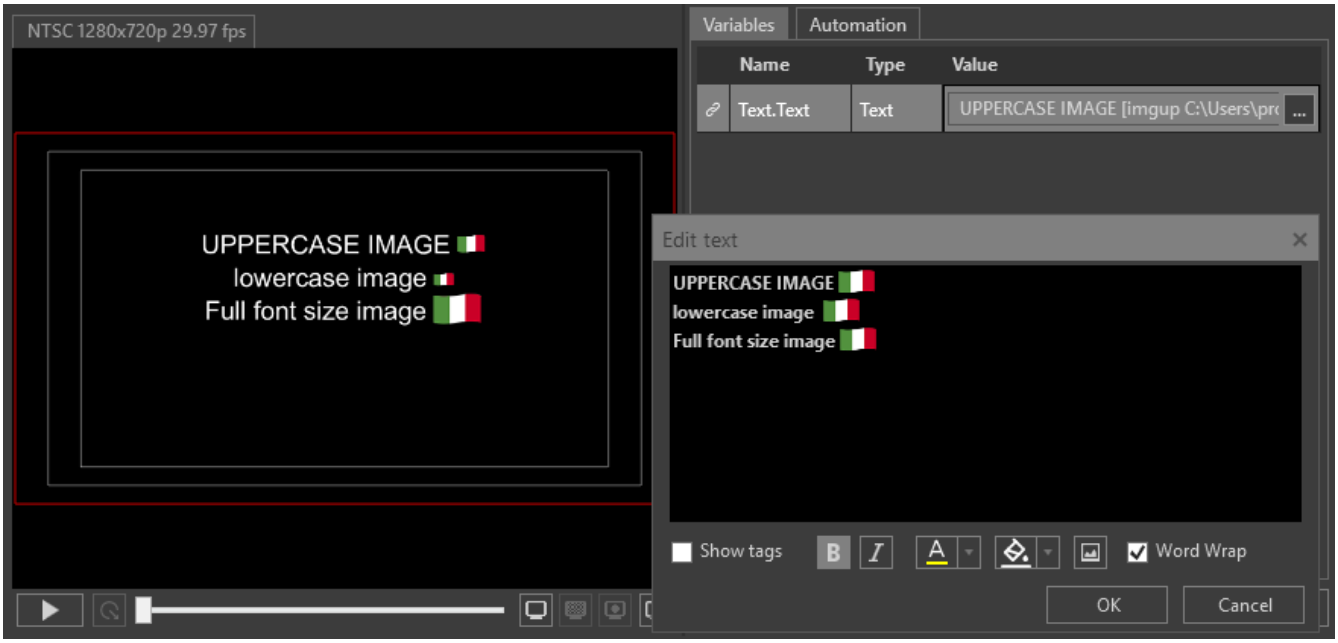
To add an image inline with text, press the "Insert image" button; the following options are available:



Select the size of the inserted image. It can match the height of uppercase or lowercase characters, or the full font size, corresponding to the "Default Graphics Size" parameter defined in Cinegy Title Editor. After selecting the size, the standard file selection dialog opens:



The results of the image inline insertion are as follows:



Sending a Template On-air



Whether the template was only previewed or its variable values were edited in the Edit/Preview panel, it can be sent directly to the currently selected Cinegy Playout engine on the specified layer by pressing the "Play" button. For convenience, the output is displayed in the Playout Control Panel preview, where you can monitor the result and use the control buttons to exit loops or quickly clear graphics from any layer.

Saving Templates



To save the changes introduced to the variables defined for the playlist item, simply press the "Save" button.



The "Save" button is not active for the templates added to the Edit/Preview panel from the template list.

Saving changes as a playlist item via the "Save to playlist" button creates a link to the original template. This approach maintains a connection to the original template, meaning that the changes to the original template will be reflected in the playlist item. Also, a set of variables specific to the playlist item is stored, enabling customized playback settings without altering the original template.

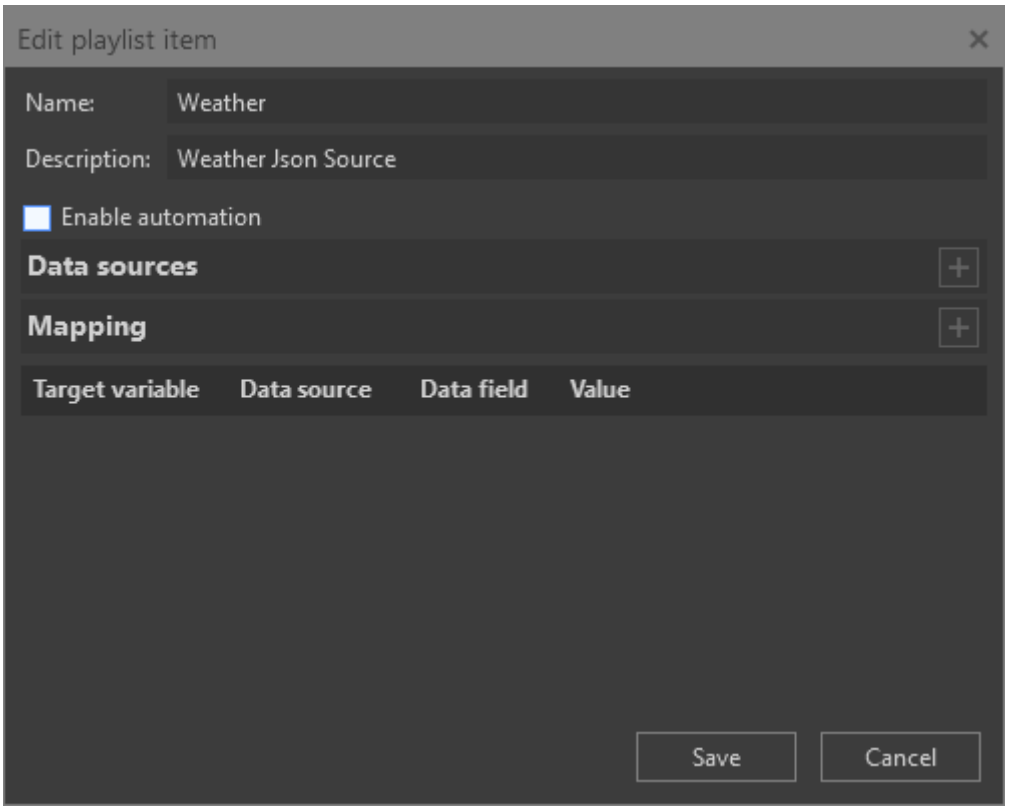
Chapter 5 Automation

Cinegy Title Studio supports data-driven playlists. Instead of manually entering text, playlist items can be linked to external data sources such as XML, JSON, CSV, or MS Excel files. By mapping fields from the data source to variables in the template, Cinegy Title Studio automatically reads and displays the corresponding content.

This setup needs to be configured only once. After defining the data source and mapping rules, the configuration can be saved as a reusable playlist item that can be triggered on air whenever required. For reliable automation, the referenced files must follow a predefined structure. Although Cinegy Title Studio does not connect directly to online APIs, external systems can provide updated local files, and any changes in these files are reflected on air automatically.

5.1 Creating Automated Items

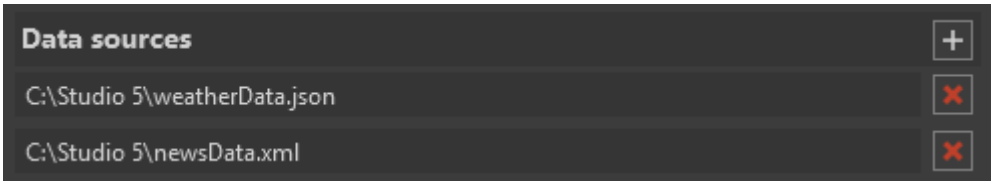
To configure automation for a playlist item, select the "Edit Item" command from the item's context menu. The "Edit playlist item" dialog opens:



In this dialog, select the "Enable automation" option. Once enabled, the "Data sources" and "Mapping" sections become available.

Adding Data Sources

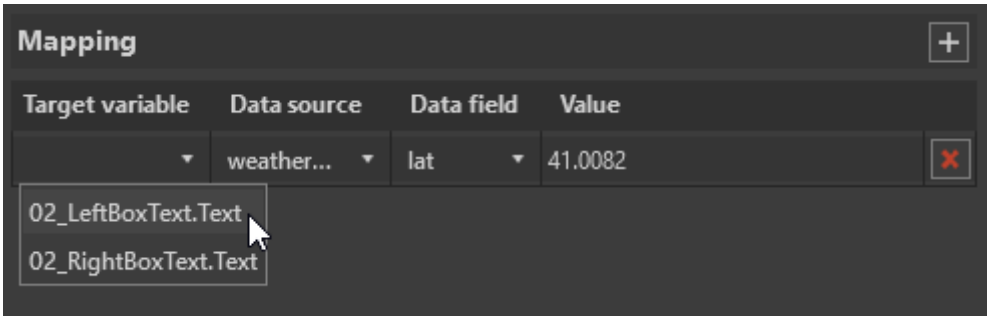
In the "Data sources" section, click the + button and select a data source file using the standard file selection dialog. Multiple files can be added as data sources if required.



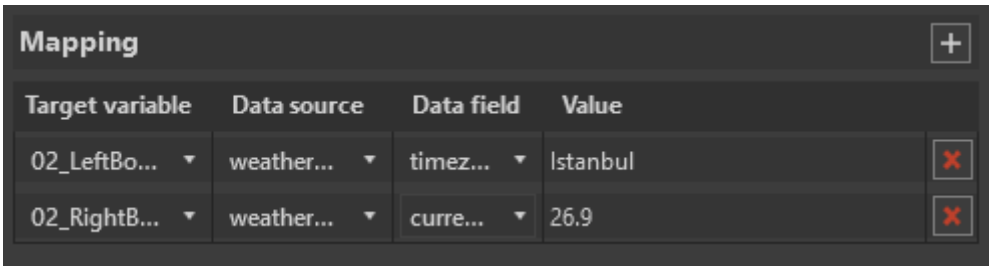
Next, map template variables to the required values from the selected data sources.

Creating Mapping Rules

In the "Mapping" section, click the + button to create a new mapping rule:



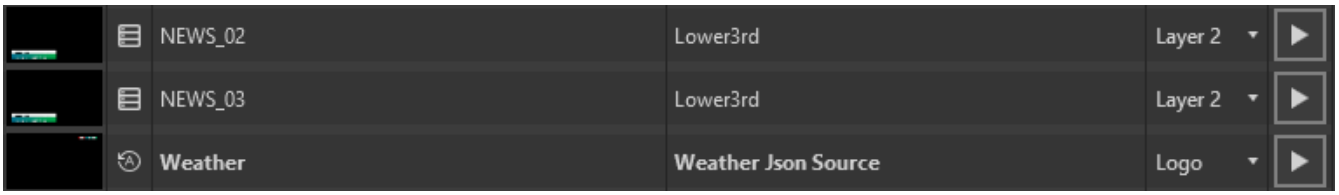
In the first two columns, select a variable from the list of those available in the Cinegy Title template and choose the corresponding data source file. In the "Data field" and "Value" columns, select the required data element and its value.



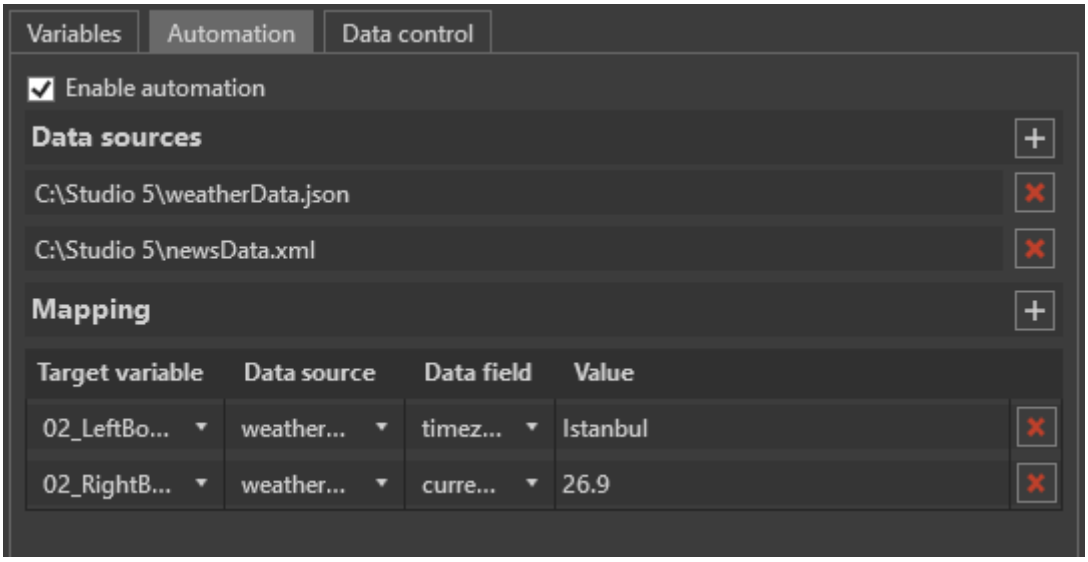
Saving and Verifying Automation

In the "Edit playlist item" dialog, click "Save" to finish editing the playlist item.

 The icon of the item in the playlist grid changes to indicate that automation is enabled.

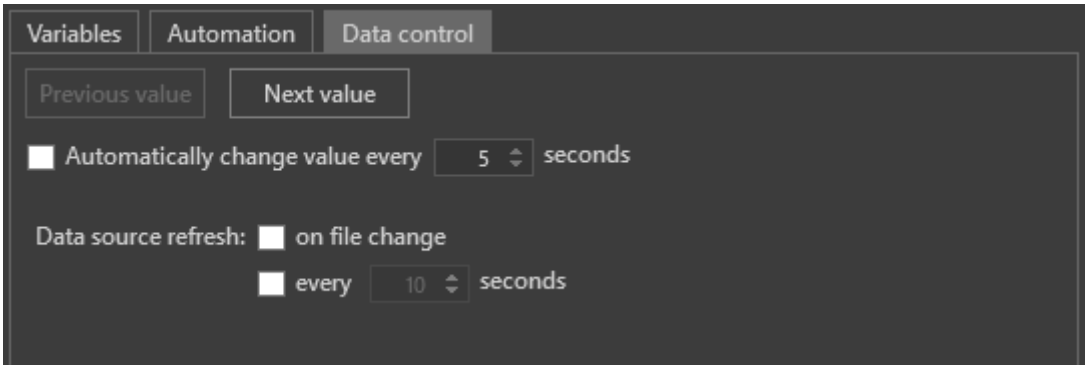


The same data mapping functionality is also available on the "Automation" tab within the Edit/Preview panel when the automated item is selected in the playlist.



5.2 Controlling Data Updates

On the "Data control" tab of the Edit/Preview panel, you can define how values from the data source are applied. Values can be updated manually using the "Previous value" and "Next value" buttons or automatically.



Enable "Automatically change value every" to automatically switch to the next value after a specified number of seconds.

Data retrieved from external source files can also be refreshed automatically. The "Data source refresh" parameter defines how updates are triggered and provides two options:

- *on file change* – data is refreshed whenever the source file is modified.
- *every <n> seconds* – the system periodically reloads the data source at the specified interval.

5.3 Data Files Creation Rules

CSV

Comma-Separated Values (CSV) files can be used as source files for automation. A CSV file stores data in a simple table structure where each line represents a record and values are separated by commas.

The first row of the file must contain the header row, which defines the data fields used for mapping. This row is mandatory and must appear exactly once in the file.

The following requirements apply when using a CSV file as a data source:

- The file delimiter must be a comma `,`.

- UTF-8 encoding is recommended.
- Each data row must contain the same number of columns as defined in the header row.
- If a field value contains a comma, the value must be enclosed in double quotes.
- If a quoted value contains a double quote, it must be escaped using two double quotes " " according to the CSV standard.
- Empty values are allowed, but the column order must remain consistent across all rows.

Sample SCV file structure:

```
name,temp,humidity,pressure,description
London,19,61,1009,"broken clouds"
Paris,20,59,1013,"clear sky"
Berlin,25,62,1013,"clear sky"
```

MS Excel

Microsoft Excel (.xlsx) files can be used as source files for automation if the data is organized as a simple table. Each row in the table represents one record, while columns correspond to data fields used in the mapping.

Data in MS Excel must be stored as a single flat table to ensure correct interpretation during mapping.

The following requirements apply when using an MS Excel file as a data source:

- The file must be a Microsoft Excel workbook (.xlsx).
- Only standard Excel text cells are supported; UTF-8 encoding is not applicable.
- Data must be organized as a single table.
- It is recommended to use a single worksheet containing the table.
- If multiple worksheets exist, only the first worksheet is processed; place all required data there.
- The first row must contain unique column headers and appear exactly once.
- Header names must be unique.
- Each subsequent row represents one record.
- The table must be rectangular, meaning each row contains the same set of columns defined by the header row.
- Avoid merged cells, grouped headers, side tables, notes, or multiple tables within the same worksheet.
- Empty cells are allowed, but column positions must remain consistent.

Sample MS Excel table structure:

	A	B	C	D	E
1	Name	Temp (°C)	Humidity	Pressure	Description
2	London	19	61	1009	broken clouds
3	Paris	20	59	1013	clear sky
4	Berlin	25	62	1013	clear sky

XML

XML files can be used as source files for automation data when structured as a flat list of records. Each record is represented by an individual element within a single root element.

An XML document used as a data source must contain exactly one root element. This root element holds a collection of item elements, where each item element represents one record (row) of data.

The following requirements apply when using an XML file as a data source:

- The XML document must contain exactly one root element.
- The root element must contain a list of item elements (for example: `<data ⋯ />`).
- Each item element represents one record.
- UTF-8 encoding is recommended.
- All field values must be stored as attributes of the item element, not as nested child nodes.
- Nested structures are not supported (for example, avoid structures such as `<data><headline>⋯ </headline></data>`).
- Attribute names are used for mapping and must remain consistent across all items.
- Attribute values must follow standard XML escaping rules, such as using `\&` for *&* and `"` for *quotation marks* where necessary.

Sample XML file structure:

```
<?xml version="1.0" encoding="utf-8"?>
<weather>
  <data name="London" temp="19" humidity="61" pressure="1009" description="broken
clouds" />
  <data name="Paris" temp="20" humidity="59" pressure="1013" description="clear sky"
/>
  <data name="Berlin" temp="25" humidity="62" pressure="1013" description="clear sky"
/>
```

JSON

JSON files can be used as source files for automation data when structured as a collection of records within a single root object. Each record is represented by an object inside an array.

A valid JSON data source must begin with one root object, which contains a property whose value is an array of item objects. Each object within this array represents one record of data.

The following requirements apply when using JSON files as a data source:

- The JSON document must contain a single root object.
- UTF-8 encoding is recommended.
- The root object must contain one array that holds the records.
- The root object must include a property whose value is an array of item objects (for example: `"items": [ ⋯ ]` or `"NewsList": [ ⋯ ]`).
- Each object inside the array represents one record.

- Data fields used for mapping must remain consistent across all items.
- Values can be strings, numbers, or booleans, but the overall structure must remain consistent for every item.

Sample JSON file structure:

```
{
  "MyItems": [
    {
      "name": "London",
      "temp": 18.78,
      "pressure": 1009,
      "humidity": 61,
      "description": "broken clouds",
    },
    {

      "name": "Paris",
      "temp": 19.84,
      "pressure": 1013,
      "humidity": 59,
      "description": "clear sky",
    },
    {
      "name": "Berlin",
      "temp": 24.78,
      "pressure": 1013,
      "humidity": 62,
      "description": "clear sky",
    },
  ]
}
```

Chapter 6 Controlling Playout

Cinegy Title templates can be composited over the live output of one or multiple connected Cinegy Playout engines.

In the Playout Control panel, they can be managed simultaneously, each on a separate tab, with the preview showing the output of the currently selected engine.



Each tab name corresponds to the alias defined for the respective Cinegy Playout engine in the "Settings" dialog. Available engines are indicated by a green tab name, while unavailable engines appear in red.



While monitoring the Cinegy Playout, adjust the audio volume using the "Volume" button. Hover the mouse pointer over this button to access the volume control slider; the tooltip displays the current volume percentage.



Click the "Volume" button to mute the audio output during preview – the icon will change to the muted (crossed-out) state.

On the right side of the panel, the list of graphics layers and their assigned Cinegy Title templates is displayed. The name of the assigned template is displayed below the layer number in **yellow** font. Templates assigned to a layer are applied simultaneously to all connected Cinegy Playout engines.



Refer to the **Working with Templates** article for details on playlist preparation, template editing, and sending templates to the Cinegy Playout engine outputs.

Each layer includes individual control buttons that allow operators to quickly clear graphics or exit loops when fast action is required.



Templates can be configured to play in a loop. Press the "Exit Loop" button to trigger the template to leave the loop at a specific moment.



Press the "Stop" button to end the broadcast of the template on the corresponding layer.