

Prismview Live

Software Manual

Version 11



 **Prismview**
A Samsung Electronics Company

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Customer Support

For questions regarding software use or custom message creation, please call Prismview Creative Group at 866.989.3726 (8 AM to 5 PM Mountain Standard Time). Or, by e-mail at: creativegroup@prismview.com.

For concerns regarding display operation or problems with communications, please call the Prismview Service Department anytime at 800.7416721. Or, by e-mail at: esupport@prismview.com.

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Introduction

Prismview Live can be used in two different ways. First, it has been designed to be used with an OES ISC 9000 controller. Prismview Live software integrates tightly with the controller to provide instant data streams from the OES controller to the Prismview LLC. display to create a virtual scoreboard.

Second, the software can be used to make your display a video board. Prismview Live can push out content instantly or even be used to show a live video stream during the game.

Using This Manual

This manual will cover configuration and settings of Prismview Live. Due to multiple configuration options within Prismview Live, the screen shots shown in this manual may not imitate exactly what you see on your own monitor.

If assistance is needed during the installation or configuration processes, the Prismview LLC. Service Department is ready to help anytime at 800.741.6421.



Warning: Installing Updates



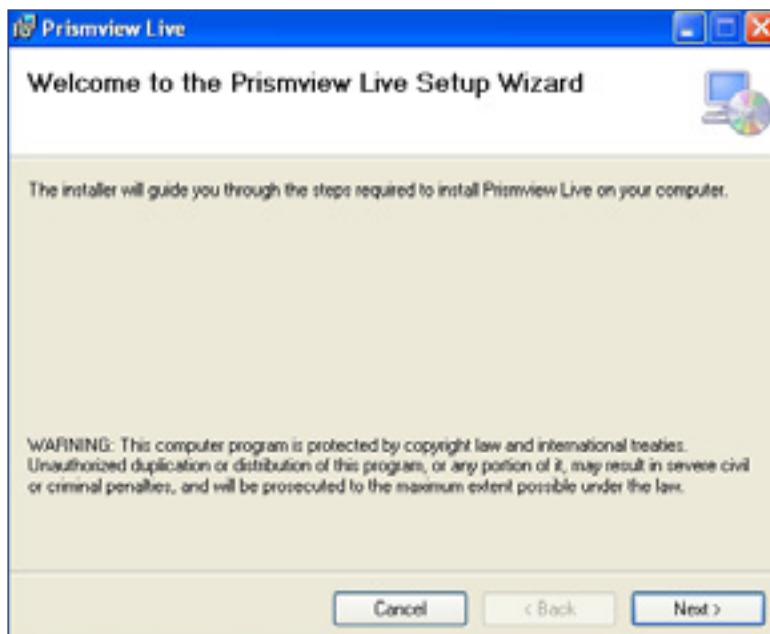
If you have created custom scoreboards, they will be deleted during an update.

If you want to save your custom scoreboards navigate to: 'My Documents\ Prismview Live' and make a copy of the 'Special DD' folder.

Then after the update is done, copy this folder back to the same path. This will replace the folder installed during the update with your folder and maintain your custom scoreboards.

Installation

Installation of Prismview Live is simple and straight forward.



Step 1. Double click on the Setup Prismview Live file to begin the installation process. The first window (pictured above) verifies that you want to continue on with the installation process. Click **Next**.

Step 2. The next screen asks where you would like the application to be installed. It is recommended that you let it install to its default directory. Click **Next**.

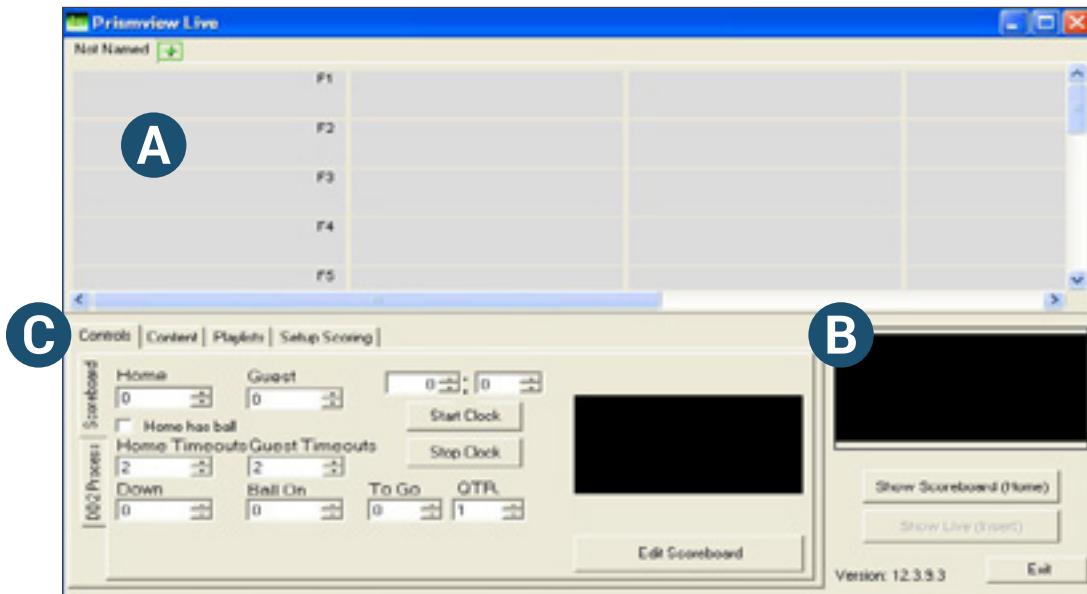
Step 3. The third screen is a confirmation page. Click **Next** for the installation to proceed.

Step 4. When the installation is finished, click **Close**.

Run Prismview Live to verify installation was successful. Go to Start > All Programs > Prismview > PV Live.

Overview

PV Live has three zones.



A This is the Layout Window, (see pg. 24). It contains the buttons where you will drop your media that you want to push out to your display.

B This is the Live Area. It has three buttons and a Reference Window.

The **Reference Window** shows a live stream of the media currently being pushed to the display.

The **Show Scoreboard (Home)** button triggers your custom DD2 scoreboard. It can be triggered by clicking on it or by pressing the Home key on the keyboard.

For systems configured to handle a live video feed, the **Show Live (Insert)** button pushes the video feed out to the display. It can be triggered by clicking on it or by pressing the Insert key on the keyboard.

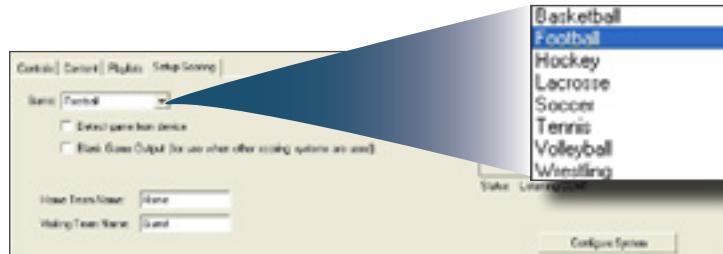
The **Exit** button when clicked will close Prismview Live.

C Zone C is the Controls Area. It contains 4 tabs - Controls, Content, Playlists, and Setup Scoring. When Prismview Live is launched it opens to the Controls tab. If this is the first time Prismview Live is opened, the Controls tab may be blank.

We will begin first time set up by selecting the **Setup Scoring** tab.

Setup Scoring

The **Game** field has a drop down menu where you can choose the sport. Setting this dictates the scoring XML that will be used to send values out to the display. We are going to choose football.



Detect Game From Device - Default: Checked

If checked, Prismview Live will auto switch scoreboards based on information from the OES ISC 9000.

Blank Game Output (for use when other scoring systems are used)

For use with other third party PC based scoring systems.

Home Team Name

Click in this field to type in the Home Team Name.

Visiting Team Name

Click in this field to type in the Visiting Team Name.

Configure System

When you click this button, a new window will open called Player Configuration.

Player Configuration

The new window has seven tabs across the top - General, Output, ICM, Playback and Scheduling, Live Capture, Image Alerts, and Image Overlay.

These settings are used on several types of displays. When using your display as a digital scoreboard or video board many of these options are unnecessary. We will only cover the necessary features for this type of application. If there is no information given for a setting it should not be changed.

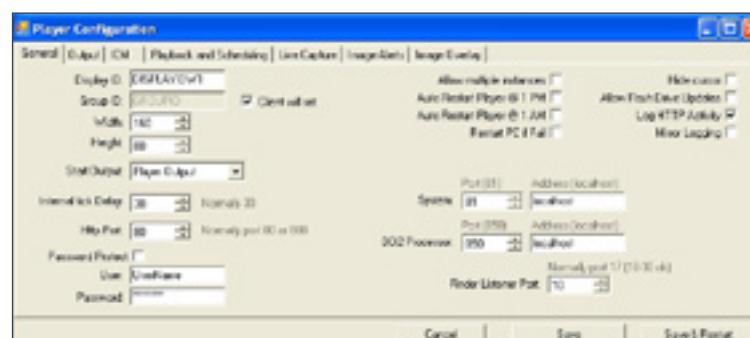
General

Width

The number set in this field should match the pixel width of your display.

Height

The number set in this field should match the pixel height of your display.



Allow multiple instances

In order to use this feature, you will need Prismview 12.11.12.1. By checking this box, you allow Prismview Player to have multiple instances of the program running. (see pg. 28)

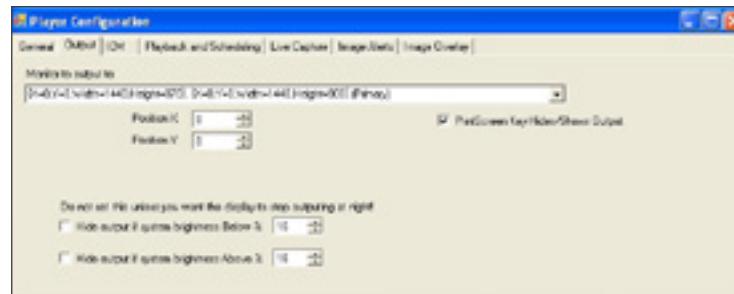
Systems Port Address - Default: 81

- Port - defines the port to open for communication with Prismview System.
- Address - LAN address where Prismview System is running.

Output

Monitor to output to

From this drop down menu select the monitor that you want to output your content to.



Position X

Changing this value will alter the location of the output along the X-axis. This value references the upper left corner of the output.

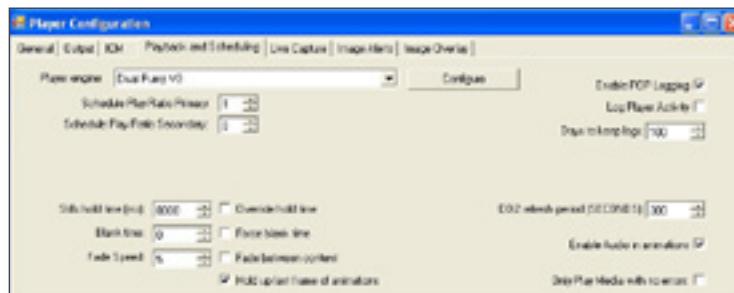
Position Y

Changing this value will alter the location of the output along the Y-axis. This value references the upper left corner of the output.

Playback and Scheduling

Player Engine

Leave set to Dual Pump V3.



Enable Audio in animations

- Default: Checked

By checking this box, you enable the output audio for animations containing an audio stream.

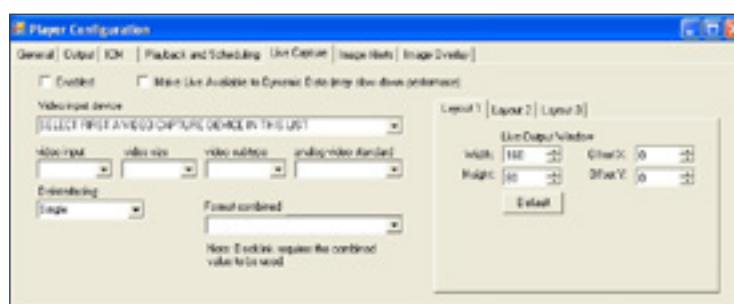
Live Capture

Enabled

Enables the ability to output a live video feed.

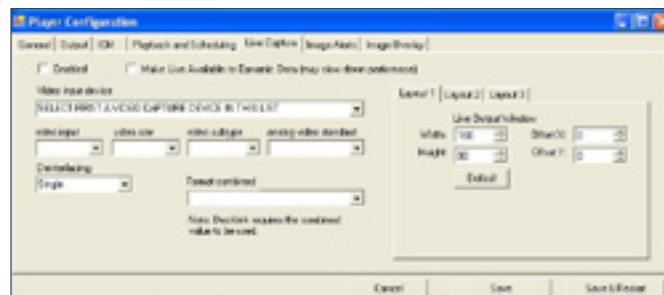
Video input device

Select the installed video capture device.



Video Input

Select the source from the capture card where the signal will be. (HDMI, Composite, S-Video, etc.)



Video Size

Select the pixel size of the video source.

Video subtype

Select the type of video stream, i.e. UYVY, HDYC.

Analog video standard

Select the standard for the video source. Typically NTSC for US and PAL for Europe.

Deinterlacing

A way to have a smooth live video without interference.

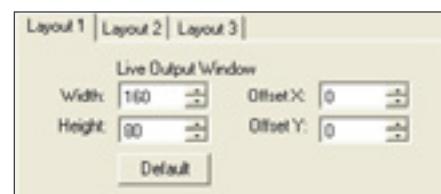
- None - no interlacing applied. Video is passed straight through to the preview window.
- Single - the video uses only a single field from the frame.
- Double - the video uses both fields from the frame.

Format Combined

Used to define the video signal using combined parameters.

Layout (1,2,3)

Only the **Layout 1** tab is active for Prismview Live. The tabs and fields in this section allow you to size and place your live video feed(s) within the screen area being pushed to your display. Using these functions you can 'virtually' crop and size your video signal.



Width

The width you want for your live video window. This is typically the same width as your display but may be larger if you are using Prismview Live to crop your video signal.

Height

The height you want for your live video window. This is typically the same height as your display but may be larger if you are using Prismview Live to crop your video signal.

Offset X

Changing this value will alter the location of the output along the X-axis. This value references the upper left corner of the output. Default is 0, but may be a negative number if you are using Prismview Live to crop.

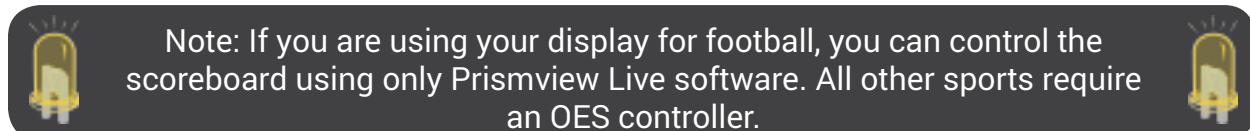
Offset Y

Changing this value will alter the location of the output along the Y-axis. This value references the upper left corner of the output. Default is 0, but may be a positive number if you are using Prismview Live to crop.

Once all of your settings have been set, click the **Save & Restart** button. You can also click the **Cancel** button to exit without saving. The **Save** button will save your changes and take effect once it is restarted.

Controls

Connecting your OES ISC 9000 controller to a computer via serial to USB adapter, will allow your controller to send data to the computer and to the display.



For football, if no scoreboard controller is detected, values can be controlled by the software interface. For all controls, values can be entered via the keyboard or using the arrows.

Home

Score for the Home team.

Guest

Score for the Guest team.



Home Timeouts

How many time-outs the Home team has left.

Guest Timeouts

How many time-outs the Guest team has left.

Down

Shows the current down for the offensive team.

Ball On

Where the ball is located on a football field. For example, the ball is on the fifty yard line.

To Go

How many yards are needed to get a first down.

QTR

The quarter that is currently being played.

Start Clock

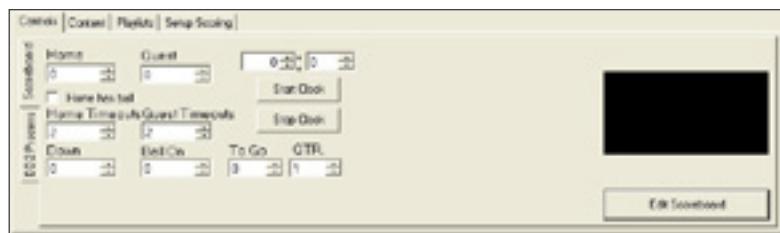
Starts the clock for the current quarter.

Stop Clock

Stops the clock for the current quarter.

Edit Scoreboard

Clicking this button will open a new window called Dynamic Graphic Editor. This will only need to be done once for each sport you would like to use the virtual scoreboard for or to go back in and adjust the scoreboard layout.



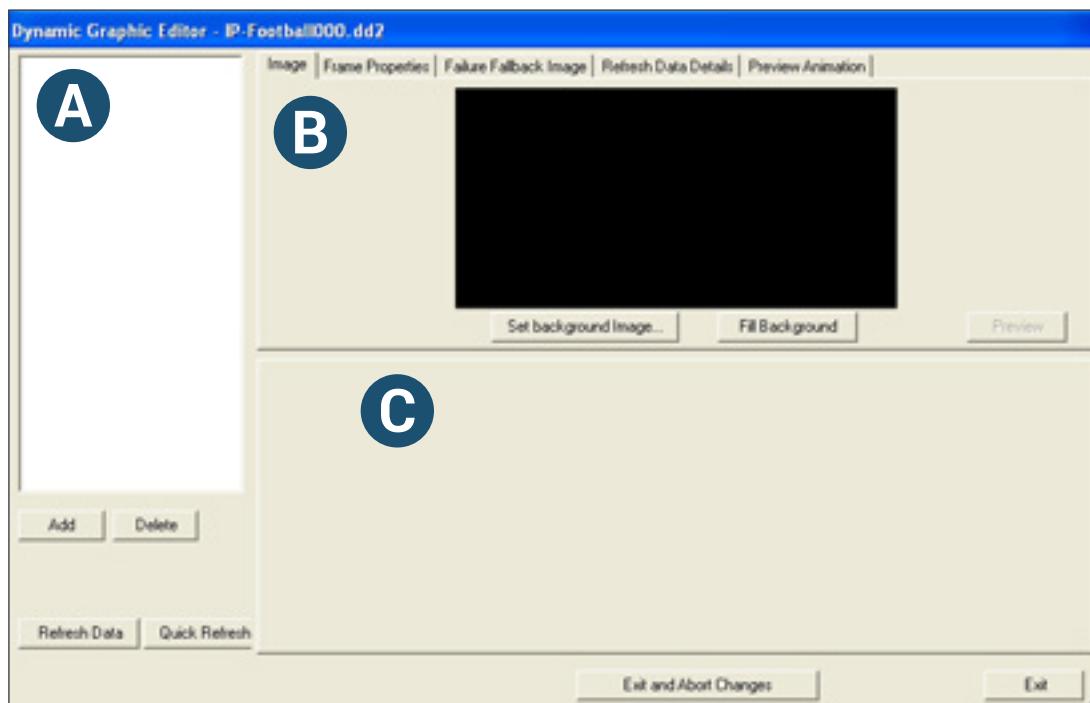
This can also be used to create a default image if you are not using the scoring features of Prismview Live.

Dynamic Graphic Editor

The Dynamic Graphic editor will be used to create your custom scoreboard template for the sport you have chosen.

For the purpose of this manual, a fictitious football team - Central South Rams - was created to demonstrate the various features of Prismview Live.

With the Dynamic Graphic Editor, the user can place images and text. Images and Text can either be dynamic (i.e. the message information changes depending on preset parameters -such as temperature), or static (i.e. message information will not change). The interface is divided into Zones A, B, and C.

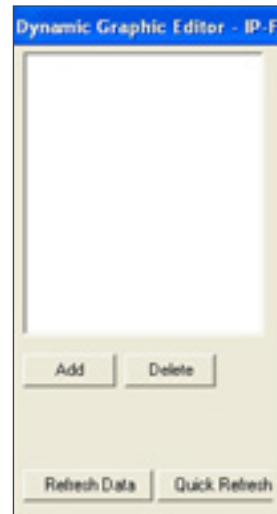


Zone A displays all data layers, and allows layers to be added, deleted, or re-ordered. This zone also contains the refresh commands.

Near the bottom of Zone A is an **Add** button for adding data layers and a **Delete** button for removing them. As data layers are added, they will list in the white area of Zone A. The first data layer listed in Zone A represents the bottom most layer visually. While the last data layer listed will be the top most layer. To re-order data layers, click-and-drag them above or below other data layers.

At the bottom of Zone A are two refresh buttons. The **Refresh Data** button is used to grab new data for all layers; this may take a few seconds.

The **Quick Refresh** button just refreshes the display layout using data saved in the cache. This refresh method is instantaneous but may contain outdated data.



B

Zone B will change depending on which tab is selected. We will only cover the applicable tabs for your virtual scoreboard.

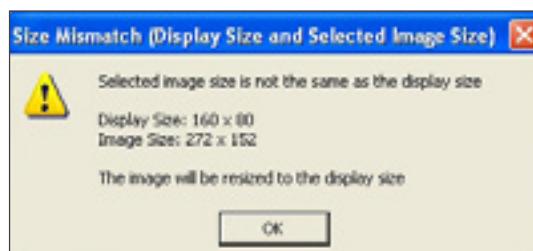
The **Image** tab allows you to import a background image or choose a background color and shows how each data layer will appear on top of the background image.



It is important to only use images with the exact same pixel size as the display.



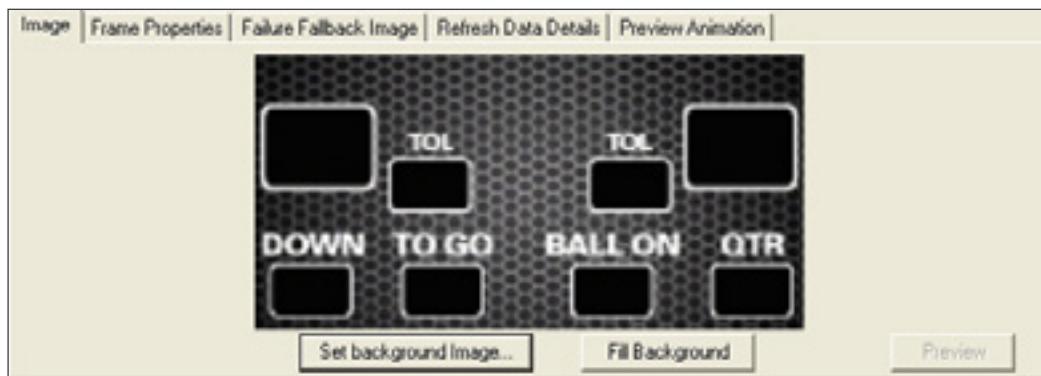
When clicked, the **Set background Image** button, opens a new window called Select an image file. Navigate to the image you want, select it, then click Open. If the image size does not match the display size, a dialog box will open called Size Mismatch.



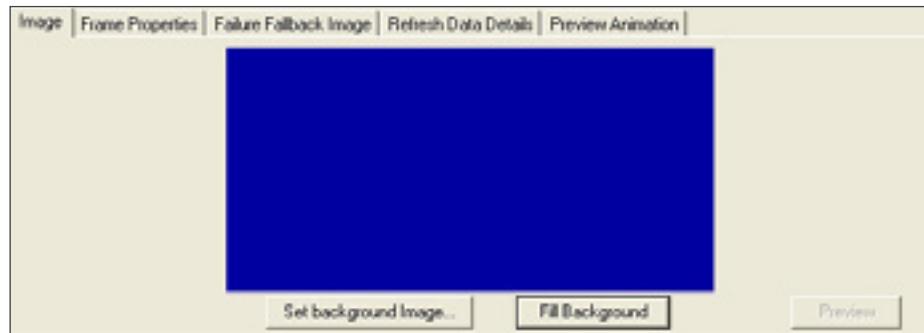
This dialog box lets you know that the image will be resized to fit the display. Click **OK**.

Your image will now appear on the display as a background for your virtual scoreboard. Animated backgrounds are not supported. If the image is skewed or stretched, you will need to scale the image to the correct size in a third party program and redo these steps.

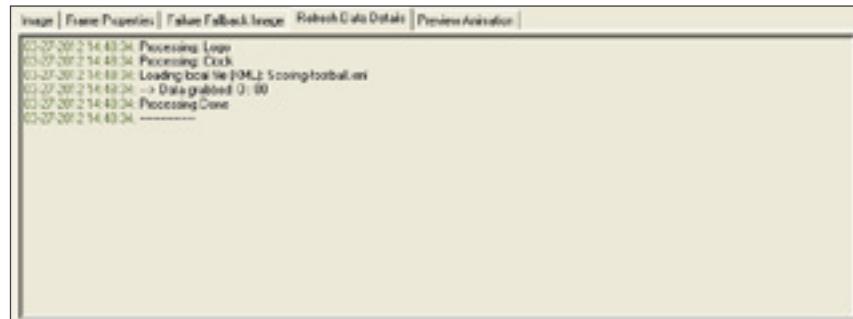
In the image below, we created a background for our scoreboard to add some appeal.



If you do not assign a background image, the background will be black by default. The **Fill Background** button allows you to choose a different background color for your virtual scoreboard.

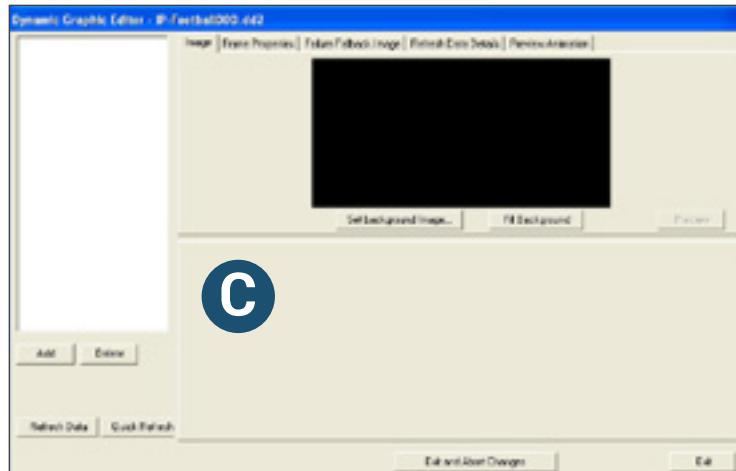


The **Refresh Data Details** tab provides feedback on the processing status of the Dynamic Data.



C

Zone C will change, depending on the type of data layer created. There are currently 24 different types of data layers available. We will only cover the layers needed to create a virtual scoreboard.



Image

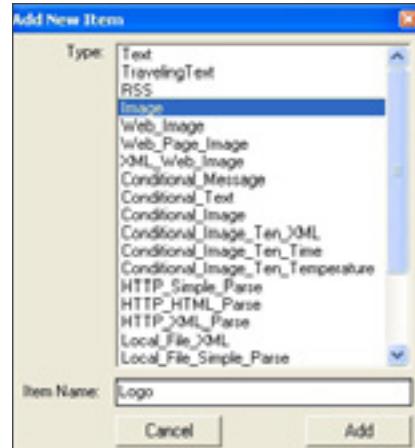
There are two ways that you can set an image as a background. You can use the **Set Background image** button (see pg. 12) or use the **Image** data layer type.

The Image data layer is used to show a local image on the display. This Image layer is more powerful than using a background image because it allows you to play the whole image or select a specific area of the image. With this layer you can also place the image anywhere you want on the display. Supported image types include: jpg, png, bmp.

First, insert a data layer by clicking the Add button near the bottom of Zone A.

This window will appear, asking for the type of data layer to add. Select **Image** as the data type.

In the **Item Name** field, give the image data layer a unique description for easy identification, we labeled ours Logo, then click the **Add** button.



Zone C will change depending on the type of data layer selected. In this case, Image is the data layer type, so this group of options appears.



Input

Next click on **Load Image**, navigate to the folder where your image is stored. Select the image you want to use and click Open.

Now click on **Select Source Area**. This will open the image in a new window. With the mouse draw a quick box around the portion of the image that you want shown on the display. Don't worry about getting it exact. After you have drawn the box click on Close.

The area you selected from your image should now be seen in the **preview window**. To fine tune the input image use the **X, Y** and **Width, Height** controls. The X coordinate will move the selected source area side to side along the X axis. The Y coordinate will move the selected source area up and down.

Output

Once you have your image cropped appropriately you are ready to define the output settings for your image.

You can check the **Fit to entire area** and the selected image will be sized to fit the entire display.

Because we wanted to put our image in a specific area, we chose not to use this feature and unchecked it. Instead, we checked the **Fit to specified area** box, located near the bottom of Zone C. The specified area will likely disappear temporarily or at least squish over to the left until the specified area has been set.

We also checked **Maintain input aspect ratio** to prevent distortion like skewing or stretching of our image.

Use the **X** and **Y** coordinates and the **Width** and **Height** settings to place the layer and size it. You can also click and drag the layer into position.



You also have the option of placing your image at an angle. You can use the **rotation interface** or the box below it to fine tune the angle.

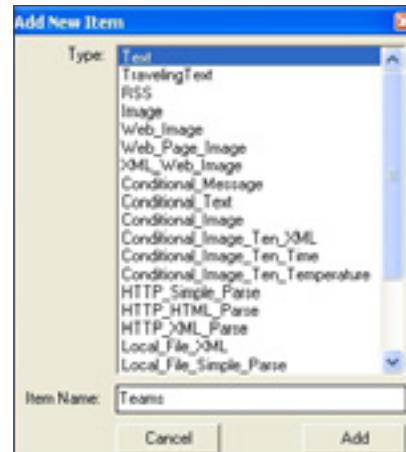
Text

The **Text** data layer type is used to show static text.

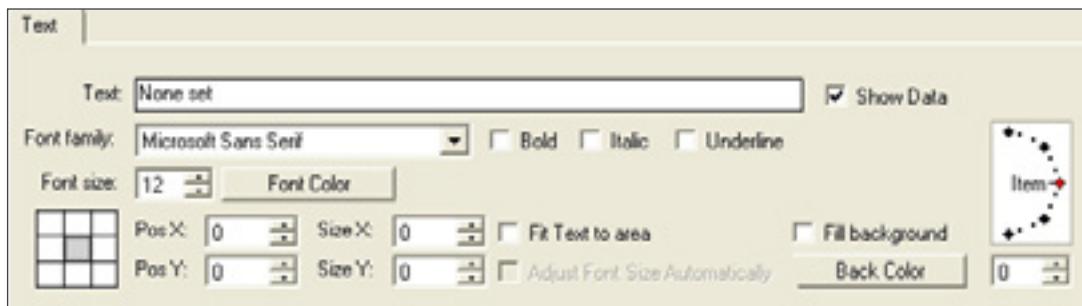
Insert a data layer by clicking the Add button near the bottom of Zone A.

This window will appear, asking for the type of data layer to add. Select **Text** as the data type.

In the **Item Name** field, give the text data layer a unique description for easy identification, we labeled ours Teams, then click the **Add** button.



In Zone A, select the Teams data layer. After adding a Text data layer, Zone C will look like this:

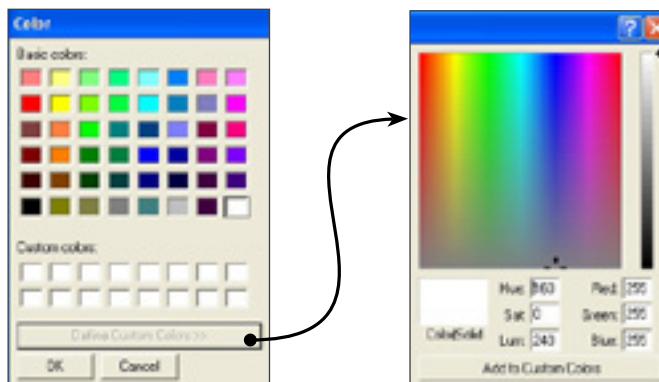


In the **Text** field, select the words: None set. Type over these words with your team's name. For the purpose of this tutorial, the Rams are the home team. Repeat these steps for any text layers desired.

To change the font, go to the **Font family** drop down. All fonts currently loaded on the computer will be available for use in the Dynamic Graphic Editor. Check the Bold, Italic and/or Underline boxes, if desired.

Choose a font size from the **Font size** menu by clicking the up or down arrows.

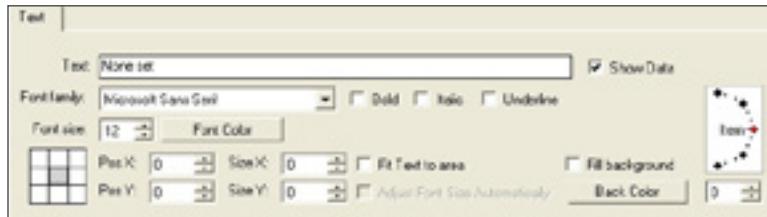
Click the **Font Color** button to choose the font's color. If you need to access more colors, click the **Define Custom Colors >>** button to access the entire color spectrum.





You also have the option of placing your text at an angle. You can use the rotation interface or the box below it to fine tune the angle.

If you want a colored background box behind a text data layer, check the **Fit Text to Area** box, located near the bottom of Zone C. The text will likely disappear temporarily or at least squish over to the left until the text area has been set.

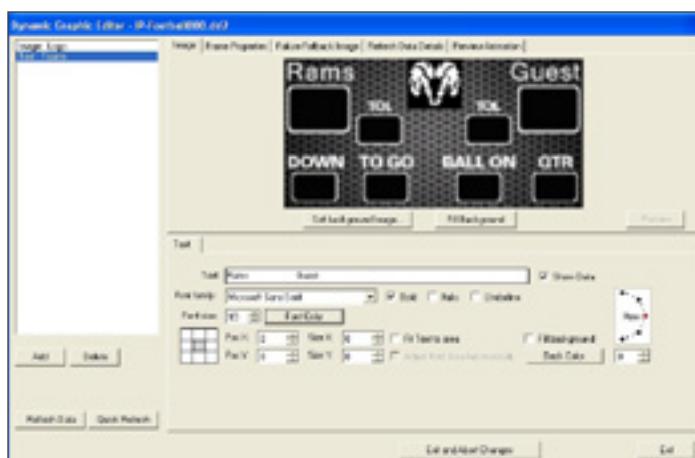


To set the text area, just click and drag the mouse to create a text box. Or, adjust the **Size X** and **Size Y** coordinates by clicking the up or down arrows; or type in the desired value.

Check the Fill background box and click the **Back Color** button. Choose a color the same way you chose a font color.

The default text alignment is centered but that can be changed by selecting one of the nine small white boxes.

Then, with the mouse, click on the text in Zone B and move the text into position.



When you are done editing the Team layer, you can use the tools to edit the other layers to personalize your virtual scoreboard.

Even though Text data layers are limited to include plain text, they are a great way to add clarity and enhance the appearance of the display.

Local File XML

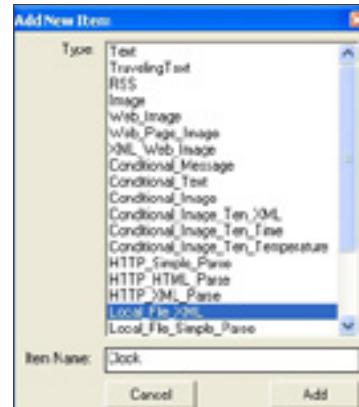
The third data layer type is the Local_File_XML. This data type uses a local XML file.

The Scoring data from the controller is stored locally in an XML. The path for the XML is: "Current User"\My Documents\Prismview Live\Scoring-"Sport".xml. "Sport" is the sport you selected on your controller or on the Control tab in the software.

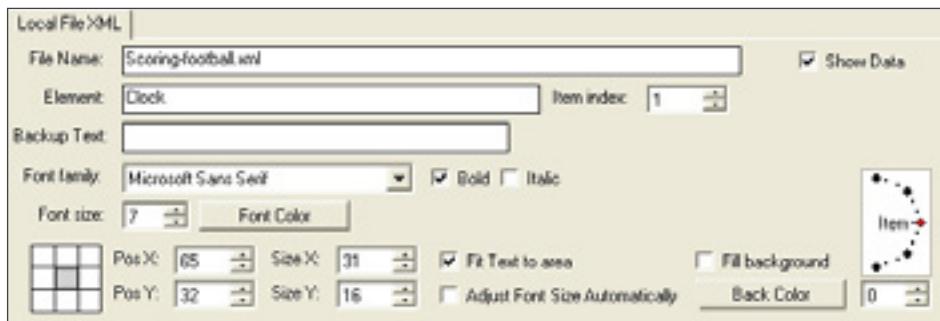
This data layer type is used to show dynamic elements on the display. Insert a data layer by clicking the Add button near the bottom of Zone A.

This window will appear, asking for the type of data layer to add. Select **Local_File_XML** as the data type.

In the **Item Name** field, give the data layer a unique description for easy identification, by typing it in the Item Name field, we labeled ours Clock. Then click the **Add** button.



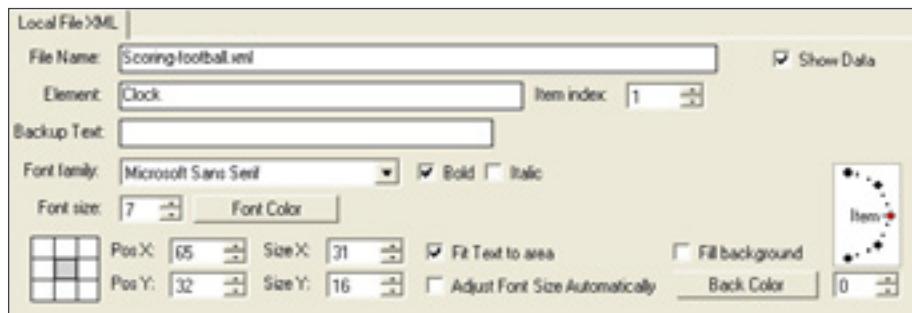
After adding a Local_File_XML data layer, Zone C will look like this:



Copy and paste the name of the XML file that will be used into the **File Name** field.

Directly below the File Name field is the **Element** field. Put the name of the chosen element into the Element field. The elements can be found in your XML file when it is opened as a text file or a web page.

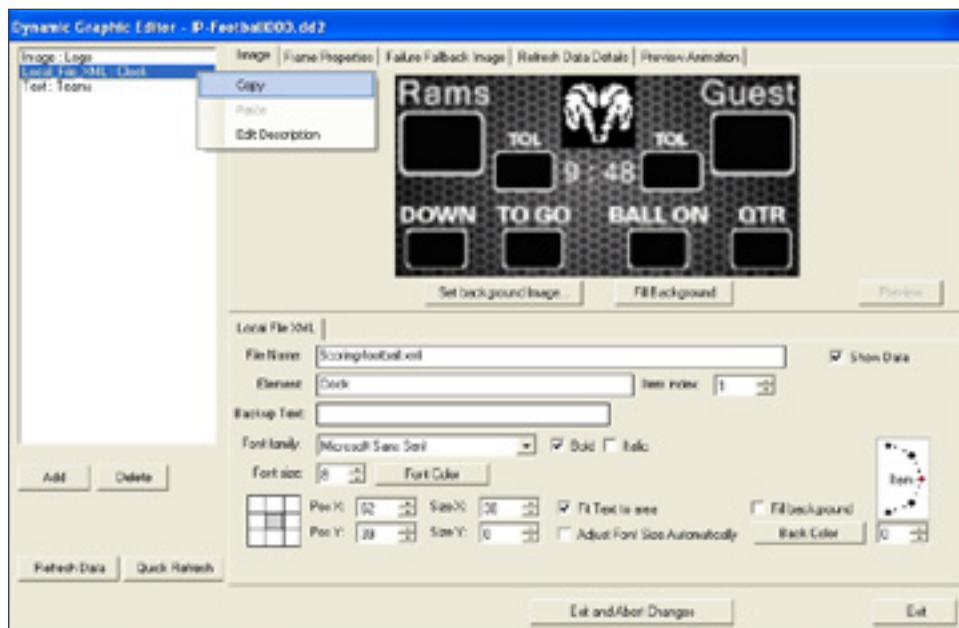
Prismview Live will look for the defined element in the XML. It will extract the data and show it on the display. For instance, the first data layer labeled Clock will have the Element field with the words Clock. Spelling and capitalization must match exactly.



In the preview window, you can click and drag the text layer to the location of your choice.

For each layer, you can use the same text tools, covered previously, to fine tune the look and layout of your display.

Now that you have created the first Local_File_XML data layer, you can create another using the copy and paste feature.

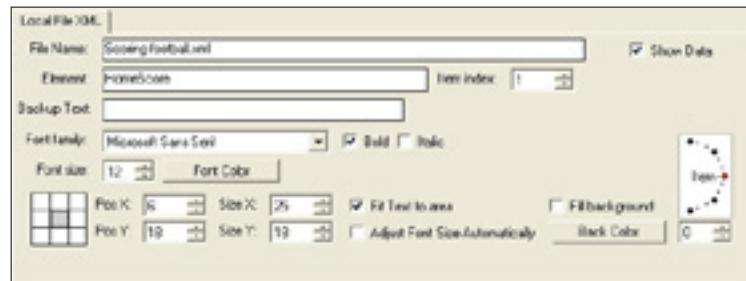
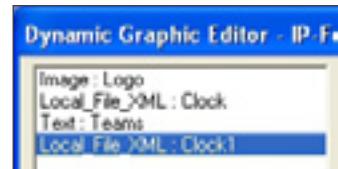


Just select the Clock layer, right click and select **Copy** from the pop up menu. Then, right click and paste the copied layer into Zone A.

All of the information is included in the copied file, however, you will need to change the description of the new layer and change the element field name to get different values from the XML file.

For instance, we copied our Clock layer and now have a new layer called Clock1.

To change the description, right click on that layer and choose Edit Description. Choose a unique description for easy identification, we labeled ours HomeScore.



We now want to pull in the score for the home team so the Element field needs to be changed to pull in the new element, HomeScore.

Remember, you can click and drag the layer to the location of your choice. You can also use the same text tools, covered previously, to fine tune the look and layout of your display.

When all of the Local_File_XML data fields are setup, your display should look similar to the image below.



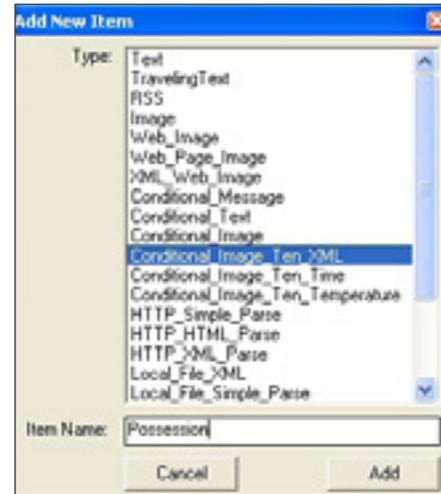
Conditional Image Ten XML

The Conditional_Image_Ten_XML layer adds flexibility when using conditional images connected with an XML. This layer will be used to display an image indicating who has the ball.

Insert a data layer by clicking the Add button near the bottom of Zone A.

This window will appear, asking for the Type of data layer to add. Select **Conditional_Image_Ten_XML** as the data type.

In the **Item Name** field, give the data layer a unique description for easy identification, we labeled ours Possession, then click the **Add** button.



After adding a Conditional_Image_Ten_XML data layer, Zone C will look like this:



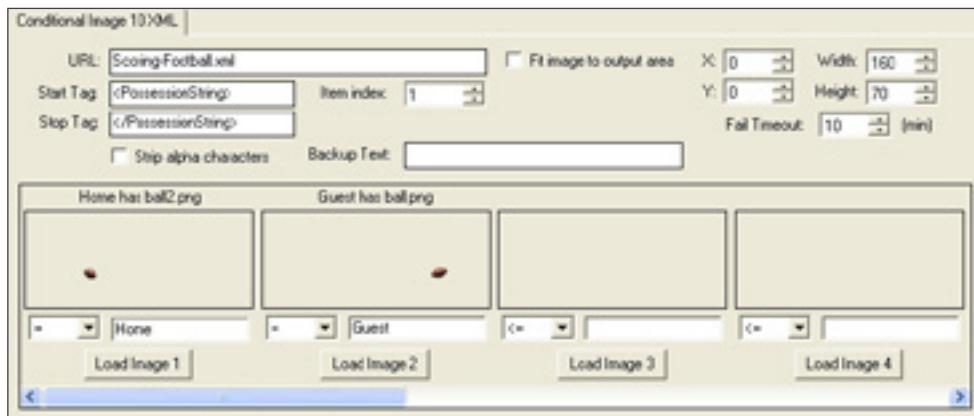
Copy and paste the name of the XML into the **URL** field.

The **Start Tag** and **Stop Tag** can be found on the XML file when it is opened as a text file or web page. Note that the identifier on this layer uses the Tag and not the Element.

When typing the Tag all characters must be used. For example the Start Tag will be <PossessionString> and the Stop Tag will be </PossessionString>.

Images used to show possession will need to support transparency (png) and should be created at the same pixel size as the display. You will need two images, one for the Home team and one for the Guest team, to show who has possession.

Click **Load Image1**. A new window will open, choose the image you want to use for the home team and click **Open**.



Under the image are two entry fields. Set the first drop down box to =. Next set the text entry field to Home by typing "Home" in the text field. This means that when the home team has the ball the image you have chosen will appear.

Repeat the above for **Load Image 2**; except, in the empty field type in the word "Guest".

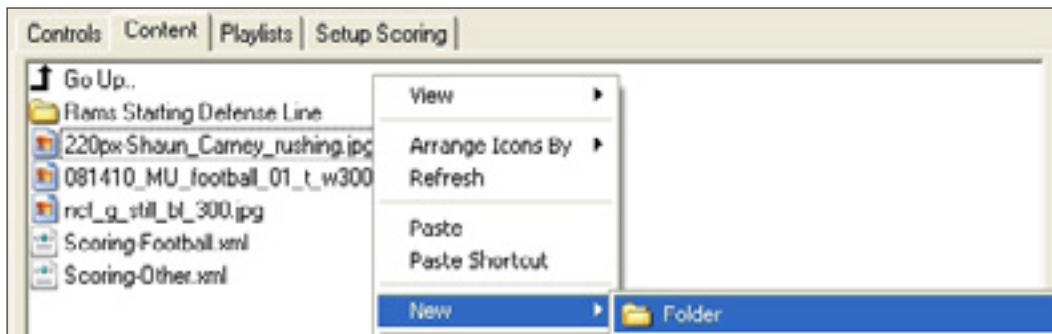
After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Exit button at the bottom right corner. To exit without saving changes, click the Exit and Abort Changes button. Your Scoreboard is now set up.

Adding Media

The Content tab allows you to add and organize media that you want to send to your display. Some of the supported types of media are .bmp, .png, .jpg, .wmv, and .avi.

The Content window allows you to have multiple folders with different types of media. In fact, it is designed to work similar to file folders found on your home computer.

To add a folder, right click in the Content window. A drop down menu will open. Click on **New** then **Folder**. Now, type the name of your new folder.



To open a folder, double click on it.

To go back to the main folder, double click on the **Go Up** icon.

To add media, find the name of the media you want to use, then simply copy the image and paste it into the Content window or the folder. You can also drag and drop the media into the Content window.

You can delete media by right clicking on the name and selecting Delete.

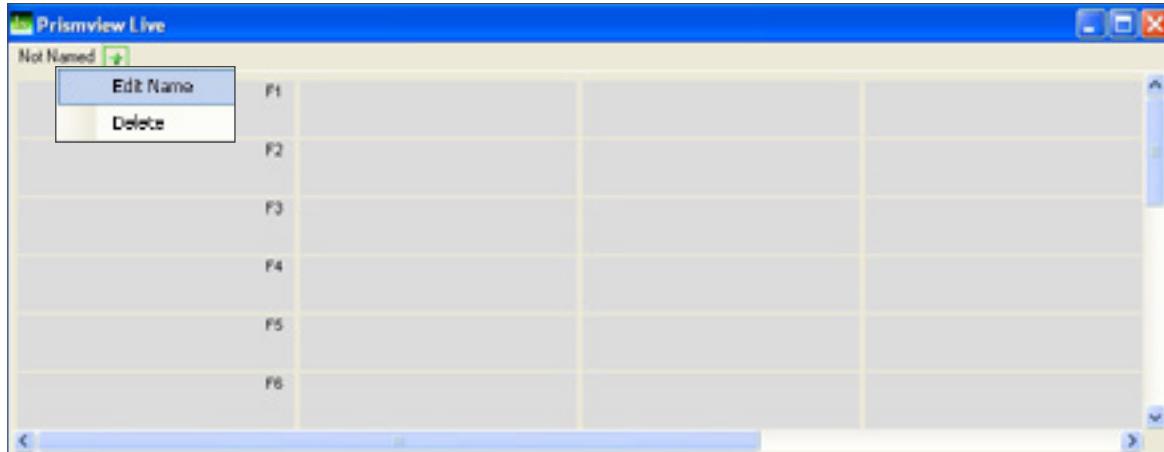
Sending Media

There are two ways that media can be pushed out to a display. The main way is via the Layout Window.

The Layout Window

The Layout Window allows you to have one or more layouts organized any way you want with multiple types of media.

When Prismview Live is opened there will be one layout already available called **Not Named**.

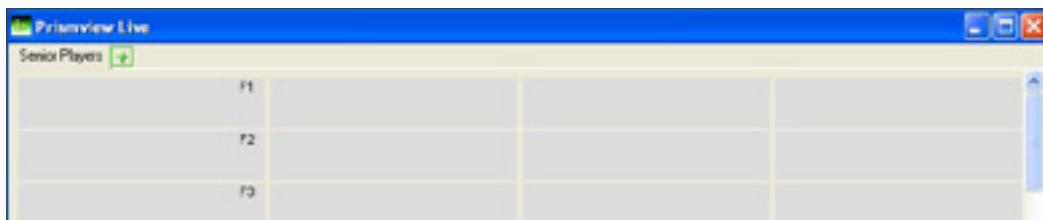


To rename a layout, right click on the Not Named tab. A pop up menu will open with two options - **Edit Name** and **Delete**.

Click on Edit Name, this will open a new window.



In the **Template Name** field, click and type a name for your Layout window. For example, we named our layout "Senior Players." Click **OK**.

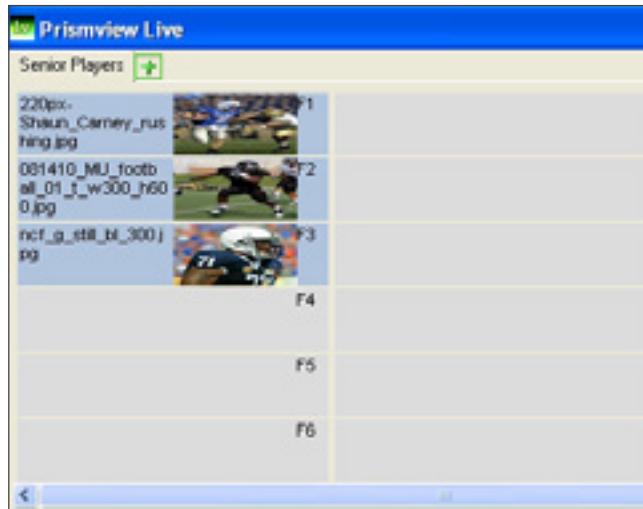


To delete a layout, click on the tab then select Delete from the pop up menu.

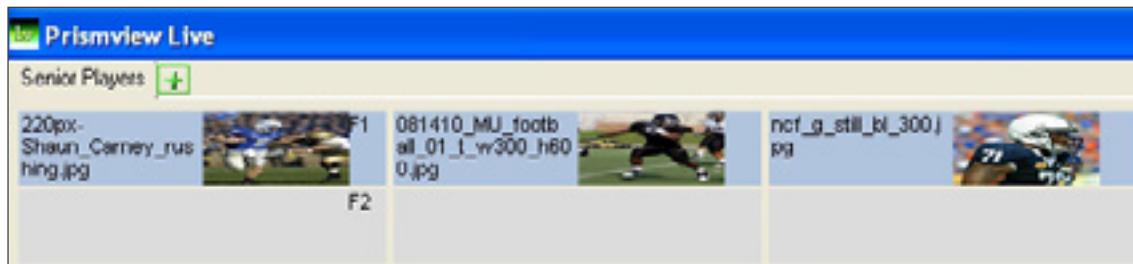
Media is added through the Content tab (see pg. 23) but is sent to the display through the Layout Window.

To add media to the Layout Window, open the Content tab, then drag and drop the media into the Layout Window. Still images will display a thumbnail image on the button.

You can organize your media in the Layout Window however you want. For instance, you could have one layout with images in a vertical column for offensive players.



Or, you could have offensive players in a horizontal column.



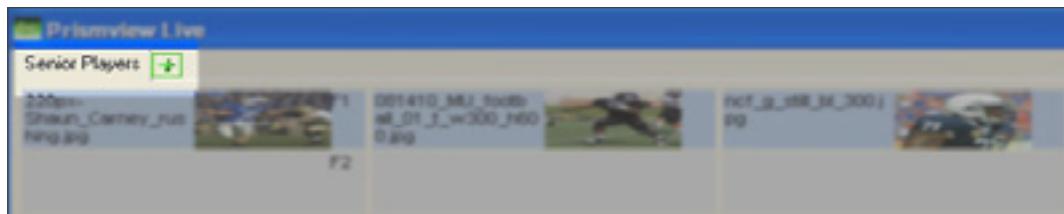
To do an Instant Play, meaning the media is pushed out instantly to the display, simply click on a button where you have placed media in the Layout Window.

The media immediately appears on the display.

The buttons labeled **F1-F12** are hot key buttons. They refer to the buttons on your keyboard. You can send the media to the display by using the Function keys or it can be sent by clicking the button.

To remove media from a button, right click on the button then click Clear.

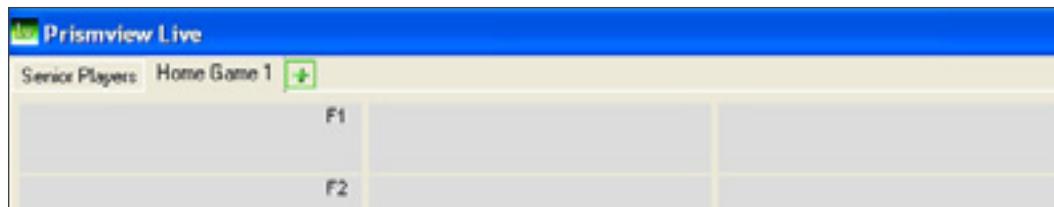
To add a new layout, click on the green plus sign next to the existing tab.



A new window will open called **Add New Template**.



In the **Template Name** field, click and type a name of your choice. For example, we named our layout "Home Game 1" that will now appear as a tab after Senior Players. Once you have named your new template, click **Add**.



Playlists

The second way to send media to the display is by creating playlists.

The Playlists tab allows you to create different media lists to play with one click. For example, you have fourteen boosters that you want to highlight during halftime. You have created all of the media and want them to all play back to back. You could place the media on a layout and trigger them one by one or you could simply create a playlist and click on it once. A playlist does two things. It plays all the content in the list from top to bottom and it plays in a loop.

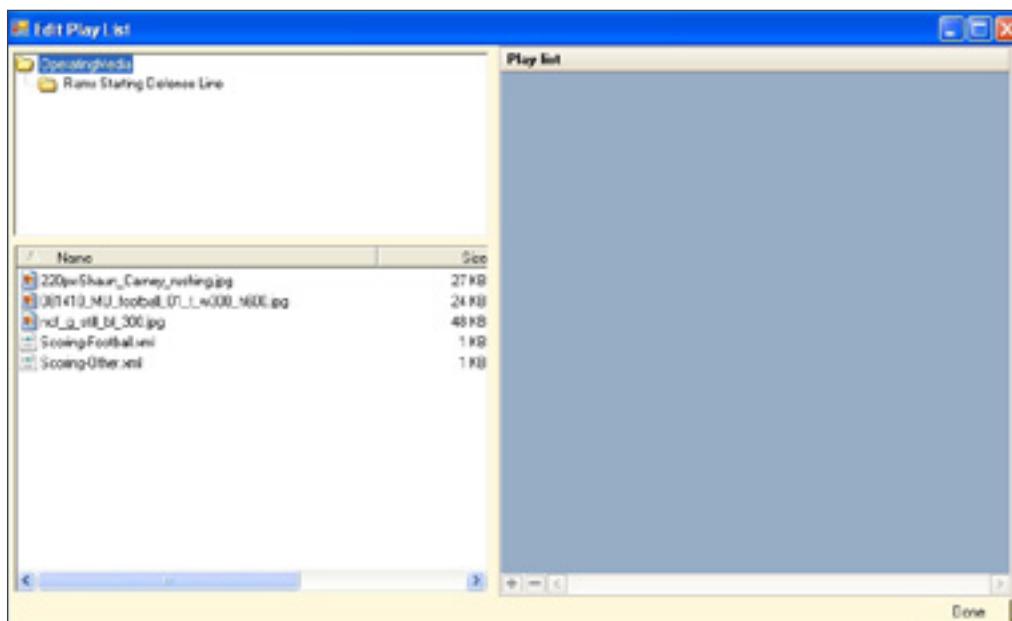


Playlist 1 - 4

Clicking on this button causes Prismview Live to send the prebuilt playlist to the display. The playlist plays in a loop. It will play to the end of the list and then start over. You can interrupt or stop the playlist by clicking Show Live, Show Scoreboard, or any of the Instant Play buttons.

Edit Play List 1 - 4

Clicking any of these buttons will open a new window, called **Edit Play List**, that allows you to modify the media in that particular play list.

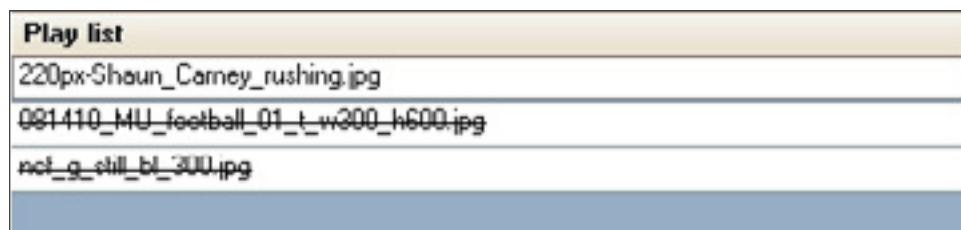


Any folders you have set up and need to open will be in the top left hand window.

The available media will appear in the file list. If you need to add media, find the media on your computer then drag and drop it into the file list.

To add media to the Playlist, you can drag and drop from the file list into the Playlist field.

If your Playlist looks like the image below, some of the scheduled media have been deleted.



To delete media from the playlist, click on the file then click on the red subtraction sign in the bottom tool bar of the Playlist.

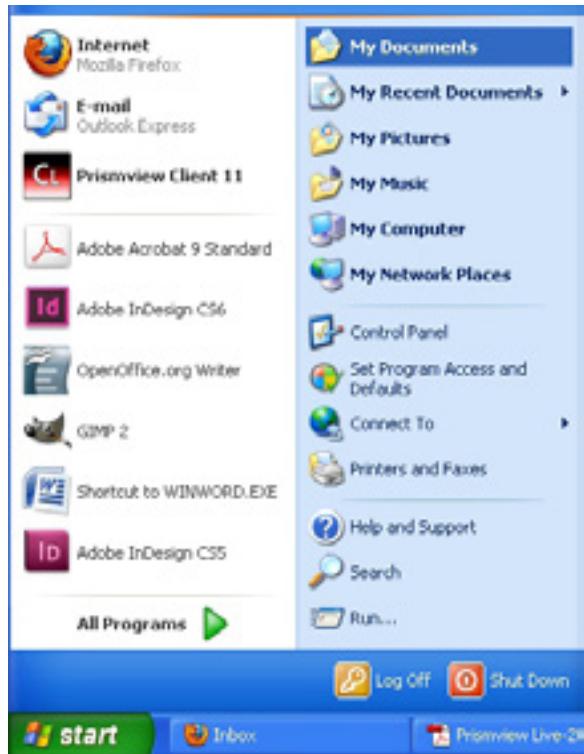
Appendix A: Running Multiple Instances

Prismview Live version 12.11.12.1 will run two instances at the same time.

System Requirements:

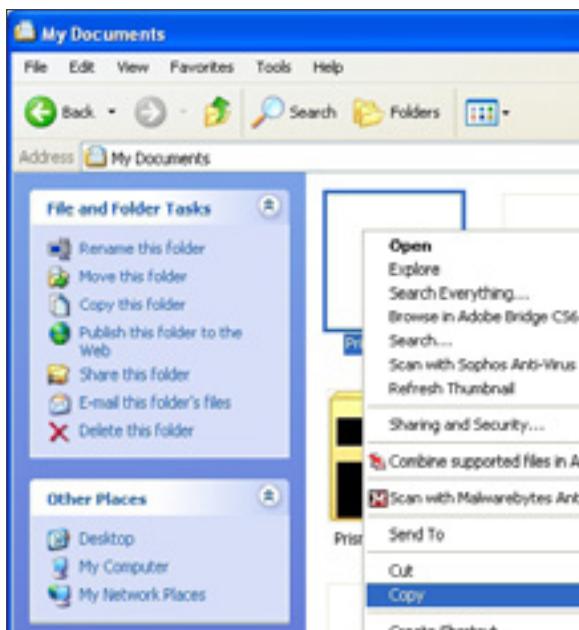
- Processor: Dual core, 2.0 GHz or faster
- RAM: 2GB

Set-up:

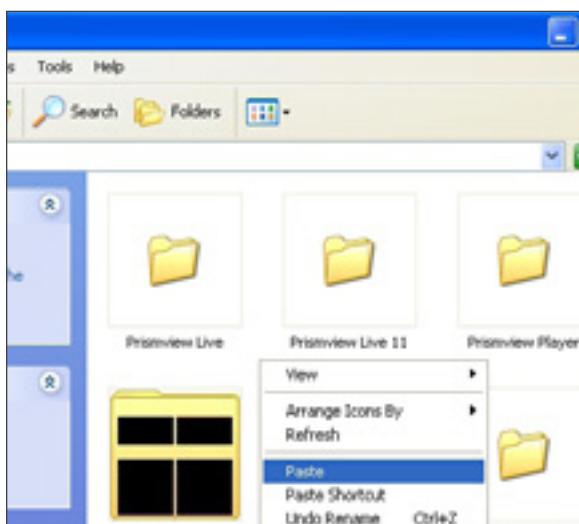


1

Click **Start**, then click **My Documents**.
A new window will open called My Documents.

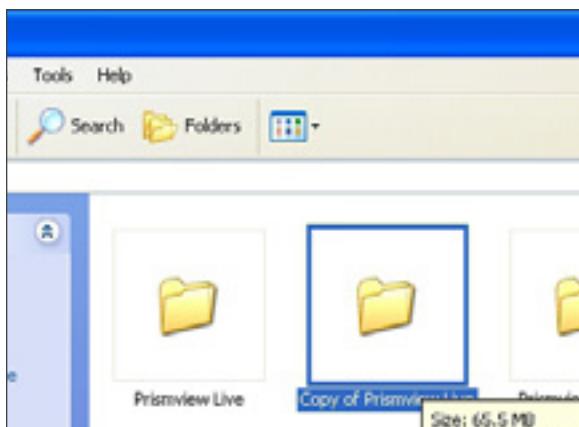


- 2 Left click on the Prismview Live folder. A pop up menu will open, click on **Copy**.



- 3 Left click in the My Documents window and click **Paste**.

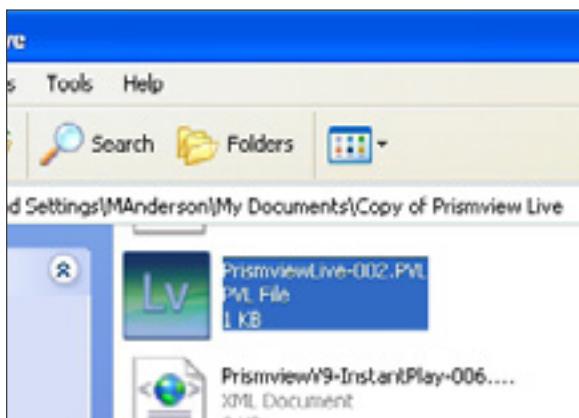
You now have a copy of Prismview Live in your My Documents window. Now you can configure the instances separately.



4

To open another instance of Prismview Live, click on the **Copy of Prismview Live**.

The shortcut in the Start menu will only start the one instance.



5

Double click on the **.PVL file**.

You should now have two instances of Prismview Live. The hot-keys, F1-F12, Home, and Insert, that are used to play content, scoreboard, or live content, will only work for the first instance of Prismview Live that is started. The second instance will only have the mouse available to click on content to play.

The serial port communications are automatic so you may not always get the same controller communicating with the same instance of Prismview Live whenever it starts up. If the first instance doesn't establish communication with the desired controller, unplug the other controller until communication is established with the desired controller. Then plug the other controller back in and start the second instance of Prismview Live. Once they are both up and running they will keep their connections.

This concludes the PV Live manual. Please refer back to this manual for questions regarding use of PV Live. If further assistance is needed, please call either Prismview Service 800.741.6721 or Creative Group 866.989.3726.



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