

Administrator screens settings





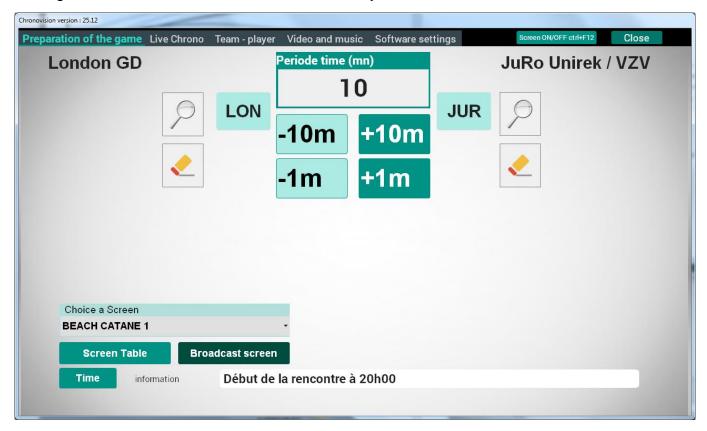
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1 Configuration of diffusion screen

1.1 Screen and video space area size

Settings are set from the diffusion model. Choose your model from the lists.



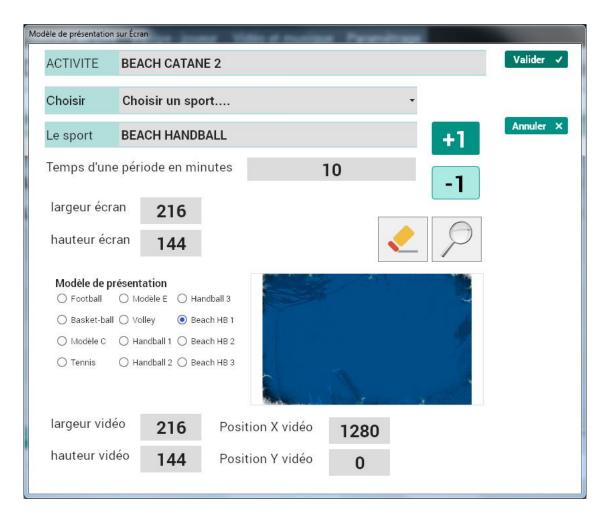
Choose a model to modify or create a new one or duplicate an existing one.

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The screen for modifying or creating a delivery model allows:

- to give a name to your model
- to choose the concerned sport
- · to define the time of a default half-time
- to define the width and height in pixel of the broadcast screen
- to define the width and height in pixel of the video broadcasting area (this size cannot be larger than the size of the broadcasting screen).
- to define the X and Y position of the broadcast screen
- to integrate an image as wallpaper
- to choose a basic presentation model



After the validation, you have to choose your sport and your screen model in order to launch the diffusion.

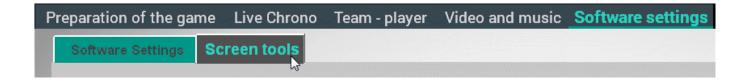


2 Elements positioning on the diffusion screen

2.1 Set the main screen position

Depending of the diffusion screen size, it will be need to configure your computer to be allowed to diffuse on the 2 screen (use the extended desktop mode).

Go on the page « Screen tools » from the tabulation Software settings



From this screen, you can move the diffusion screen in order to position it down to the pixel.



Use the direction arrows. When the position is determined, backup by clicking « Save Screen position » button.

2.2 Position the timing elements

Form the tab Screen Tools, you have to use the administrator mode.

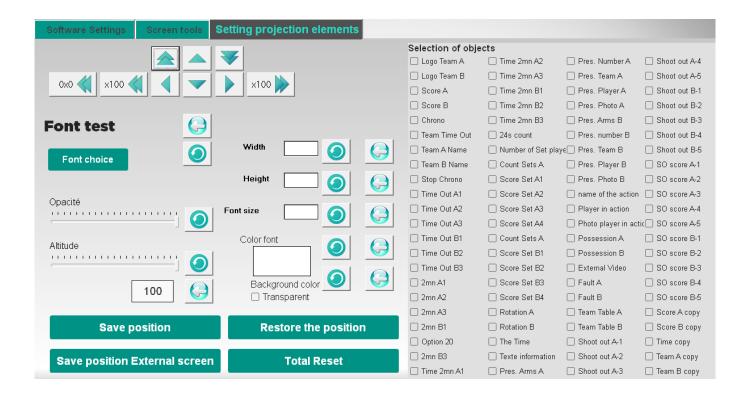
Use the CTRL+F3 keys to display the screen allowing to tape the password and activate the "Administrator" functionalities.



After password validation, a new tab « Setting projection elements" appears.

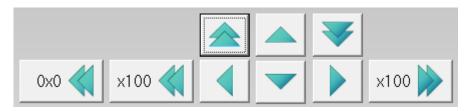


Use to set the screen.



On the right, all the usable elements. Please note that some will not concern your sport.

On the left, the actions that can be done on the selected elements.



Allows you to move the selected object or objects by pixel (0x0 positions the object at x = 0 and y = 0)



retrieves the value of the object (the selected object or the first of the objects)



allows to apply the value to the selected object or objects.



Then save the positions and if necessary also the position of the external video space.