



CG-500

CG-500 Player

G082060666B1

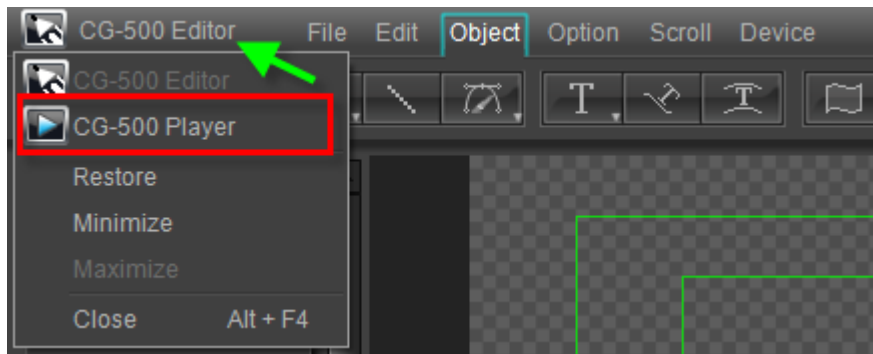
Contents

Contents.....	2
Operate CG-500 Player.....	3
Interface Description.....	4
All Menu Tool	4
File Menu	4
Device Menu	5
Play Control Tool	5
System Menu	6
Layout List and Template Library.....	6
Layout List	6
Template Library.....	8
Preview Window and Program Window	11
Preview Window	11
Program Window	12
Play List.....	12
Subtitle List.....	15
Quick Play List	19
Make and Edit Play List.....	22
Add Play Item	22
Edit Play Order	24
Play Control	26
Play/Stop All	26
3 Play Lists Play Control	26
Subtitle Play Control.....	27
Quick Play List Play Control	27
Apply Settings.....	27
Video Format Settings.....	27
Document Settings.....	29
UI Layout Manager.....	31
System Option.....	32
Keyboard Shortcuts	38
Shortcut Keys in CG-500 Player	38

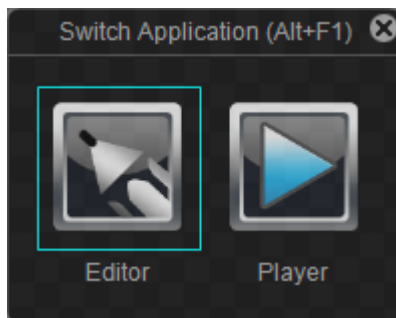
Operate CG-500 Player

You can open CG-500 Player:

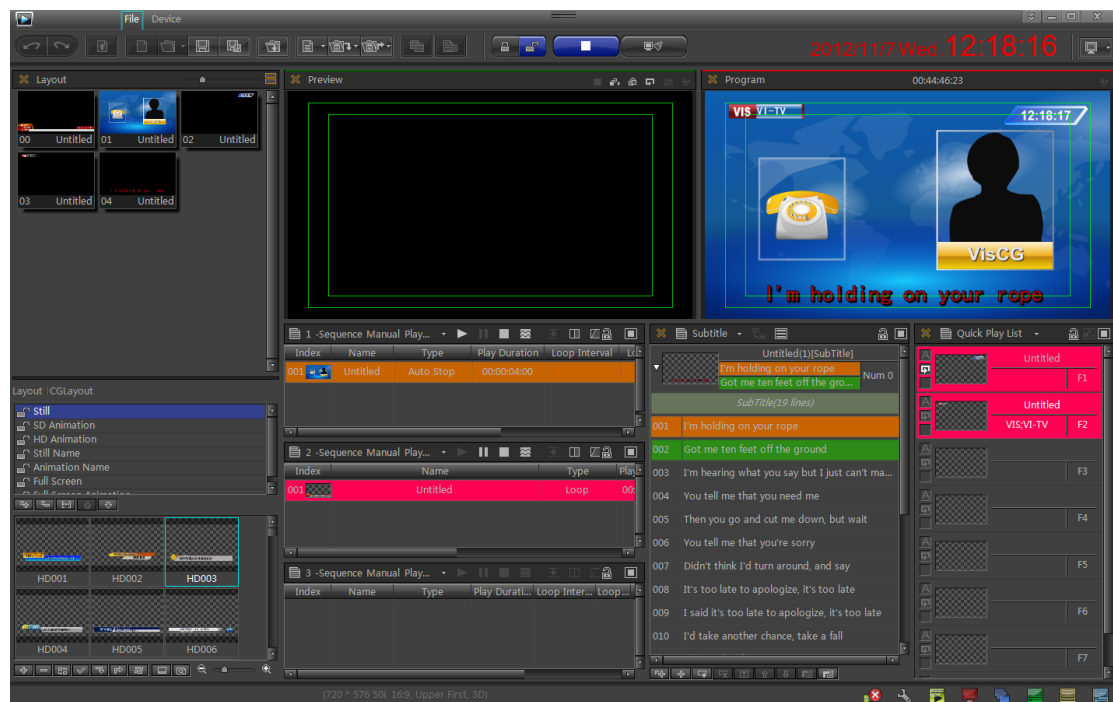
- 1) Click the “CG-500 Editor” and select “CG-500 Player” from the drop-down list.



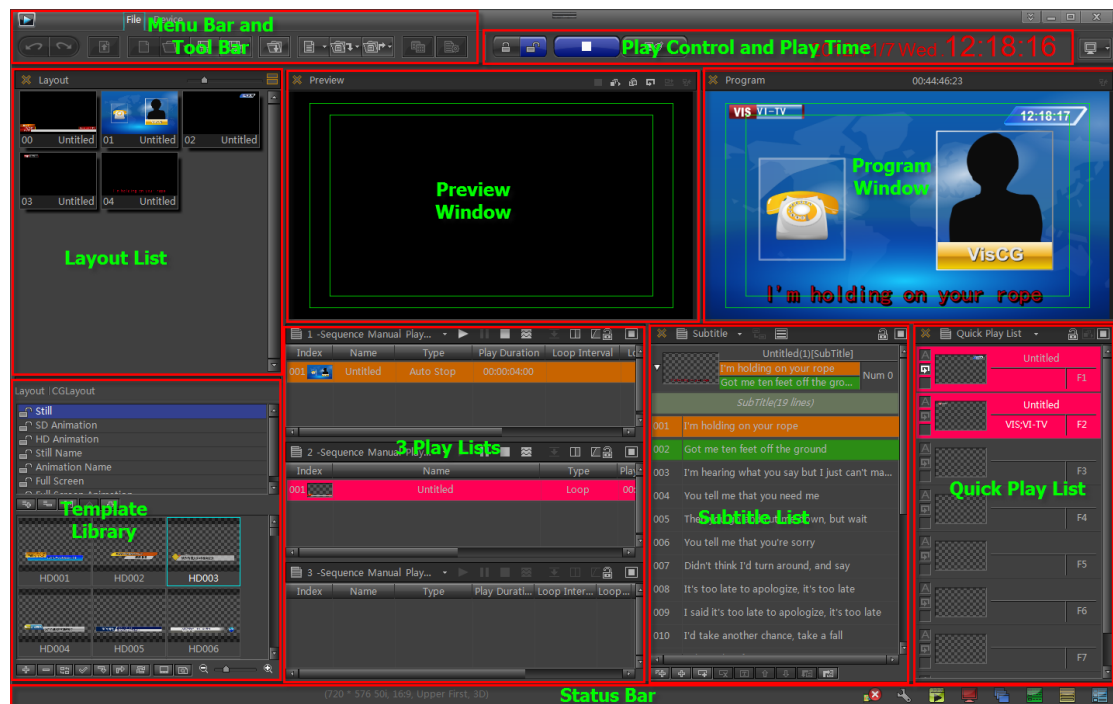
- 2) Click the “Switch Application” button or press **Alt+F1** and select “Player”.



The interface of CG-500 Player:



Interface Description



Menu Bar and Tool Bar - include "File" menu and "Device" menu

Play Control and Play Time - control play and display play time

Layout List - show all layouts in CG-500 Player

Template Library - show all templates in CG-500 Player

Preview Window - preview layout and template

Program Window - play layout of play lists

Play Lists - show play items of 3 play lists

Subtitle List - show subtitle

Quick Play List - show play items of Quick Play List

Status Bar - display system format and system buttons

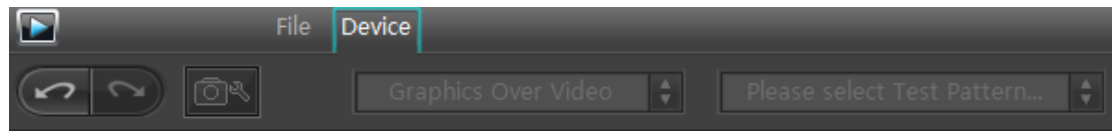
All Menu Tool

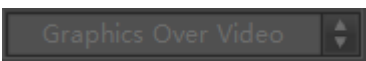
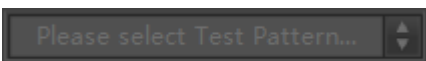
File Menu



	Start Project		New Project
	Open Project		Save Project
	Save As Project		Import Layout
	New Play List		Import Play List
	Export Play List		Document Settings
	Video Format Settings		

Device Menu



	Capture Video Frame
	Graphics Over Video
	Select Test Pattern

Play Control Tool



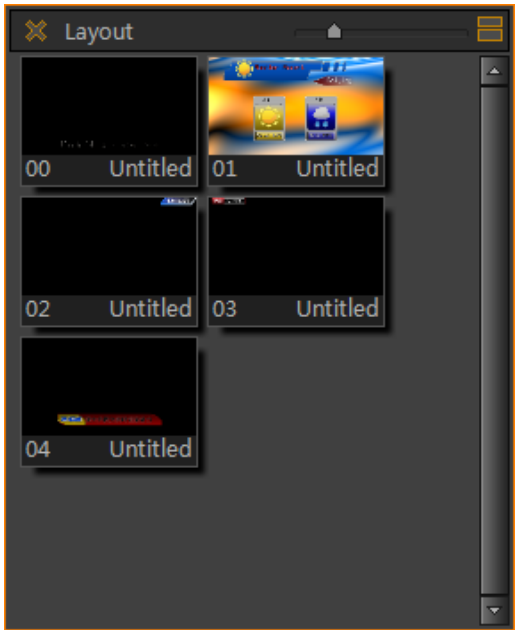
	All List Editing Locked		All List Editing Unlocked
	Play/Stop All		Clear All Player
	Default UI		

System Menu

			
	CG Hardware Option		System Option
	Show/Hide Preview Window		Show/Hide Program Window
	Show/Hide Layout/Library		Show/Hide Third Table
	Show/Hide Subtitle		Show/Hide Quick List

Layout List and Template Library

Layout List

		Layout list shows all layouts added to lists. Frequency operations are: Preview: double click a layout to preview in Preview Window Send Selected Layouts to Play List: drag selected layouts to play list Delete: delete layouts
---	--	---

Layout List right-click context menu:

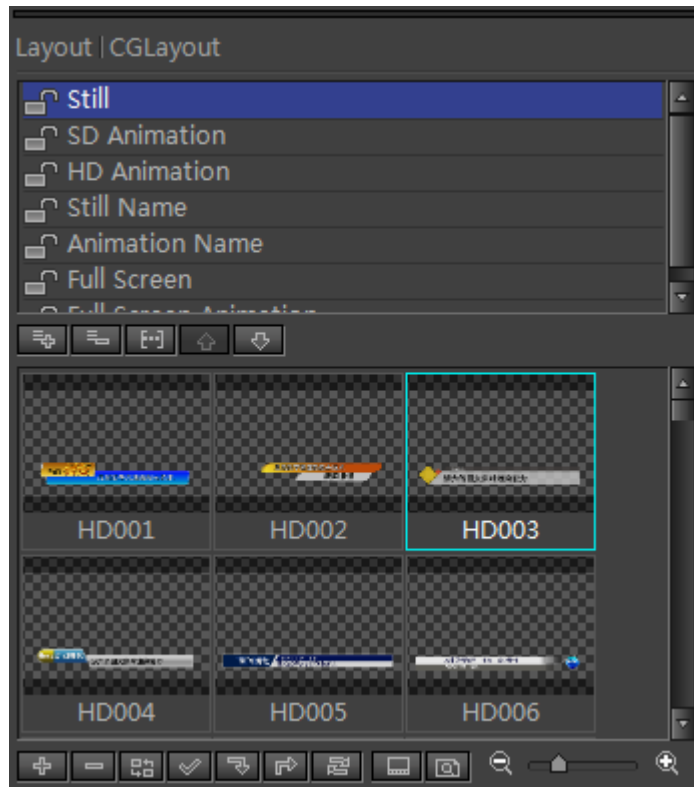
<u>P</u> review	P	Preview: preview in Preview Window
<u>E</u> dit	E	Edit: edit layout in CG Mini Editor Window
R <u>e</u> name		Rename: rename layout
<u>D</u> elte	Delete	Delete: delete layout
Select <u>A</u> ll	Ctrl + A	Select All: select all layouts
<u>U</u> p	Page Up	Up: move up
Down	Page Down	Down: move down
Move <u>T</u> op	Home	Move Top: move layout to front
Move <u>B</u> ottom	End	Move Bottom: move layout to end
<u>F</u> ind used in All Play List	F	Find used in All Play List: find selected layout in all play lists
Delete Useless Layouts	L	Delete Useless Layouts: delete useless layouts in all play lists
<u>S</u> witch To CG-500 Editor	S	Switch to CG-500 Editor
Send Selected Layouts to	▶	Send Selected Layouts to: add selected layouts to play list
Sync Layout Manager with	▶	Sync Layout Manager with: sync layout with play list

Changing layout name:

Double click on the layout name, enter a new name and then click on "OK".



Template Library



Common buttons of Template Library:

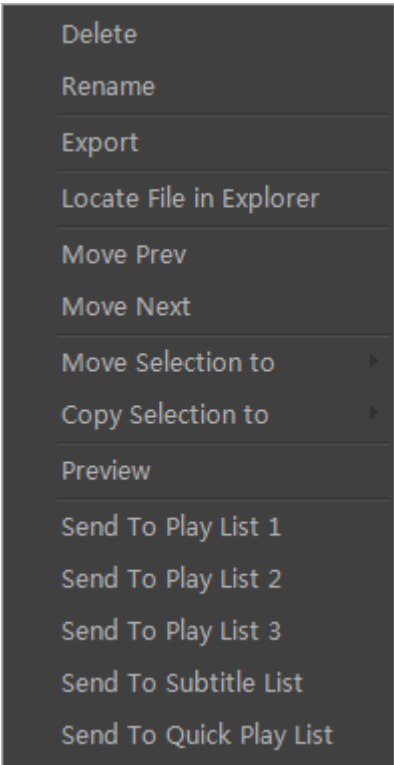
	Add template list		Delete template list
	Rename template list		Move up selected template list
	Move down selected template list		Add template
	Delete template		Apply template
	Import template		Export template
	Refresh template		Show/hide template name
	Replace selected template		Quick view

Changing size of template icon:



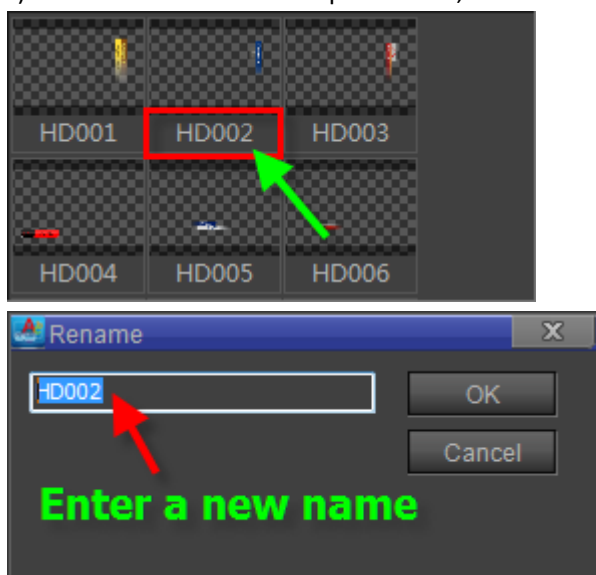
You can click / or drag the marked block to zoom in/out template icon.

Template context menu:

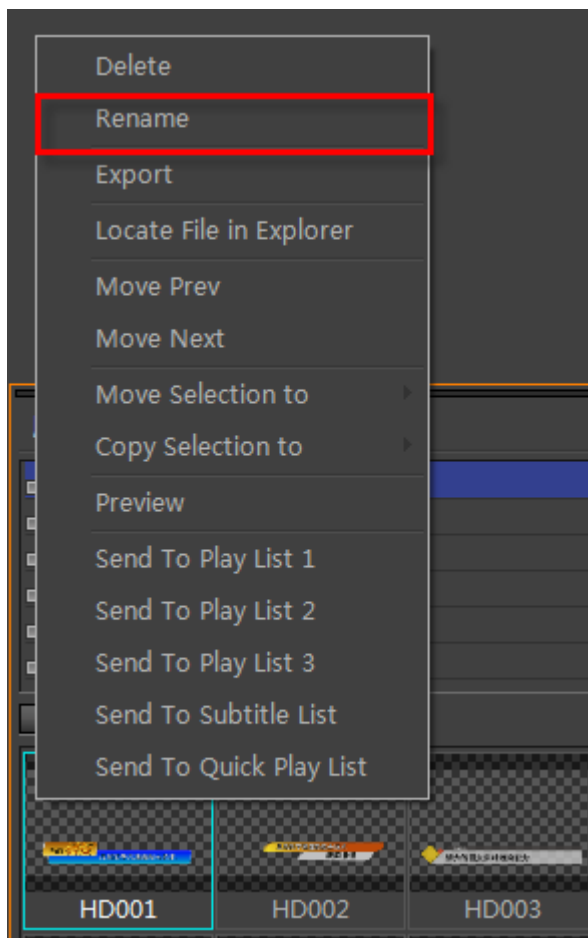
	Delete: delete selected templates Rename: rename selected template Export: export selected templates Local File in Explorer: local template file in explorer Move Prev: move selected template to prev Move Next: move selected template to next Move Selection to: move selected templates to other template list Copy Selection to: copy selected templates to other template list Preview: preview template in preview window Sent To Play List 1: send selected templates to Play List 1 Sent To Play List 2: send selected templates to Play List 2 Sent To Play List 3: send selected templates to Play List 3 Sent To Subtitle List: send selected templates to Subtitle List Sent To Quick Play List: send selected templates to Quick Play List
---	--

Changing template name:

- 1) Double click on the template name, enter a new name and then click on “OK”.

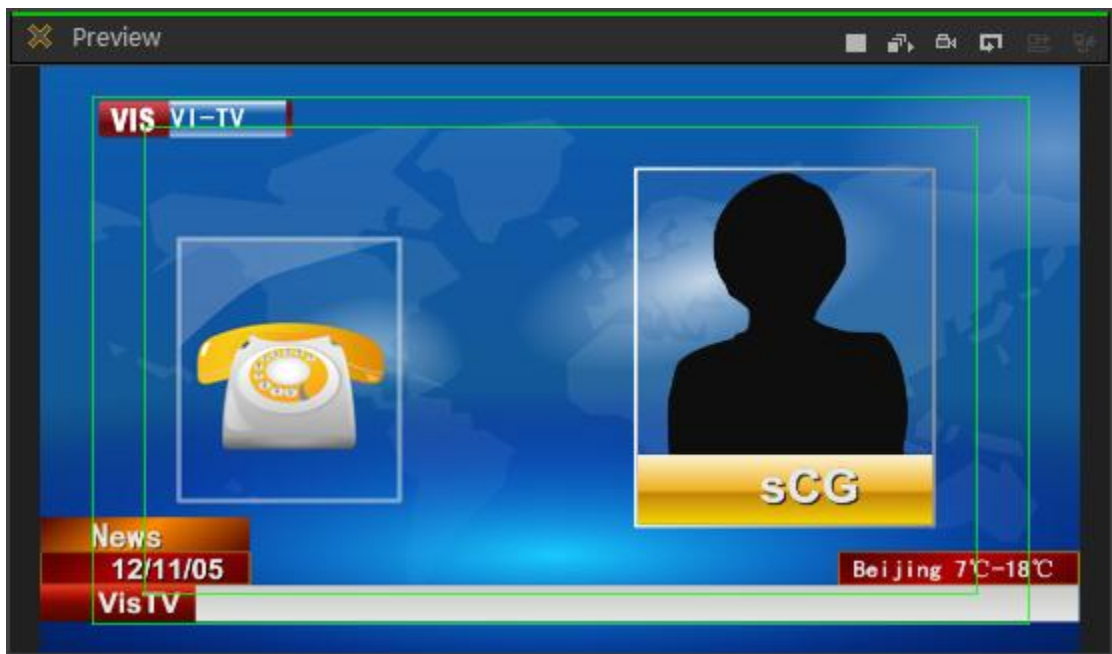


- 2) Right click the template and select “Rename” from the context menu, then enter a new name and then click on “OK”.



Preview Window and Program Window

Preview Window



Preview Window is used to preview templates in Layout List, Template Library and play items in play list.

Common buttons of Preview Window:

	Stop preview		Preview last item exclusively or preview all
	Preview with animation or only still image		Looping preview or preview only once

Context menu of Preview Window:

	Full screen (double click Preview Window to full screen) Show/hide safe area Show full/fill/alpha color Color background Grid background Select stereoscopic mode Swap left and right Note: the last two items are shown only in 3D stereoscopic project.
--	---

Program Window



Program Window is used to play items.

Program Window right-click context menu:

Full Screen ✓ View Safe Area ✓ Show Full Color Show Fill Color Show Alpha Only ✓ Color Background Grid Background Stereoscopic Mode Swap Left and Right	Full screen (double click Preview Window to full screen) Show/hide safe area Show full/fill/alpha color Color background Grid background Select stereoscopic mode Swap left and right Note: the last two items are shown only in 3D stereoscopic project.
---	---

Play List

CG-500 Player includes 3 play lists. The 3 play lists are used to display, edit play item, set play type and so on.

Index	Name	Type	Play Durati...	Loop Inter...	Loop...	State	Content
001	Untitled	Auto Stop	00:00:04:11			Pausing	Song; Singer VisCG
002	Untitled	Auto Stop	00:00:04:00			Waiting	VisTV;News;Beijing 7°C-...
003	Untitled	Auto Stop	00:00:04:13			Played	news;Real-Time Updati...

Common buttons of play list:

	Play selected item		Pause selected item
	Stop selected item		Break out selected item
	Switch to next play item		Switch to selected item with cut type
	Switch to selected item with fade type		Lock/unlock play list
	Stop/play list		

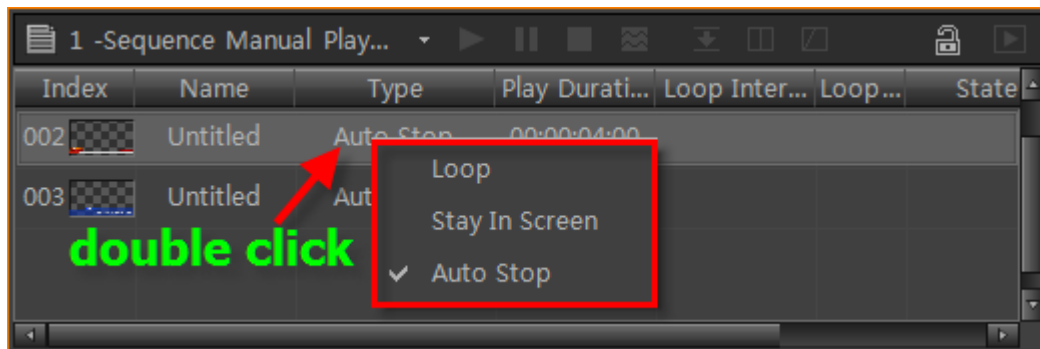
Context menu:

Right click play item to see the context menu:

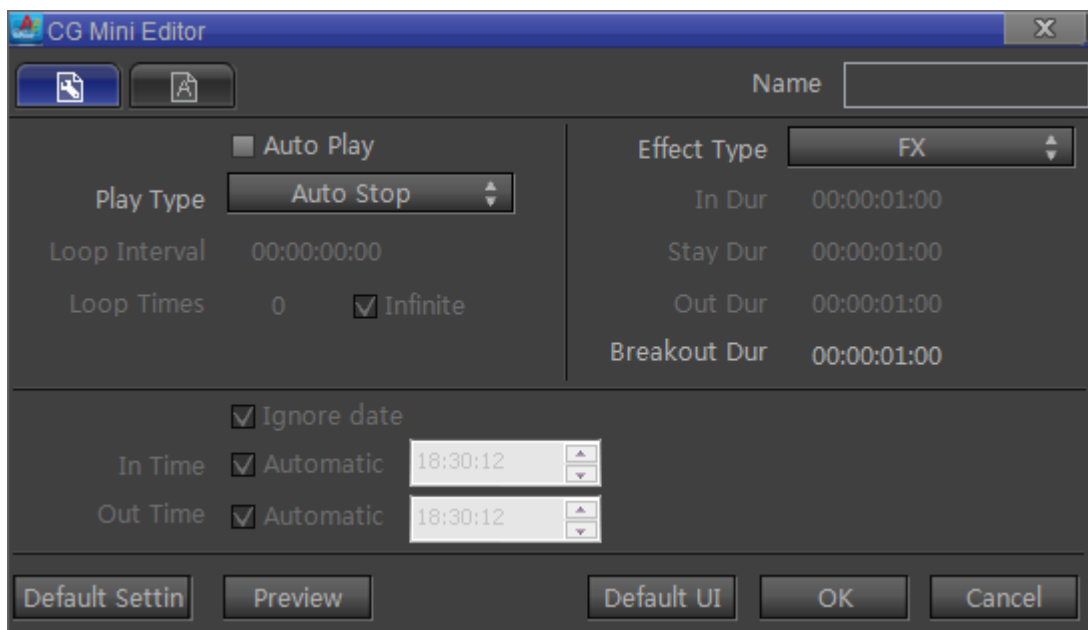
<u>P</u> review	P	Preview item
<u>E</u> dit	E	Edit item
A <u>s</u> sign to <u>N</u> ext waiting play item	N	Set to next waiting play item
<u>C</u> ut	Ctrl+X	Cut item
<u>C</u> opy	Ctrl+C	Copy item
<u>P</u> aste	Ctrl+V	Paste item
<u>D</u> ele	Delete	Delete item
<u>U</u> p		Move item to up
<u>D</u> own		Move item to down
M <u>o</u> ve <u>T</u> op		Move item to front
M <u>o</u> ve <u>B</u> ottom		Move item to end
<u>F</u> ind used in All Play List	F	Find selected item in all play list
A <u>d</u> d to <u>L</u> ayout Manager	L	Add item to Layout List
<u>S</u> witch To CG-500 Editor	S	Switch to CG-500 Editor
L <u>i</u> st <u>I</u> tem Height	I	Set item height

To edit item:

1. Double click item name, type, play duration and son on to edit, for example:

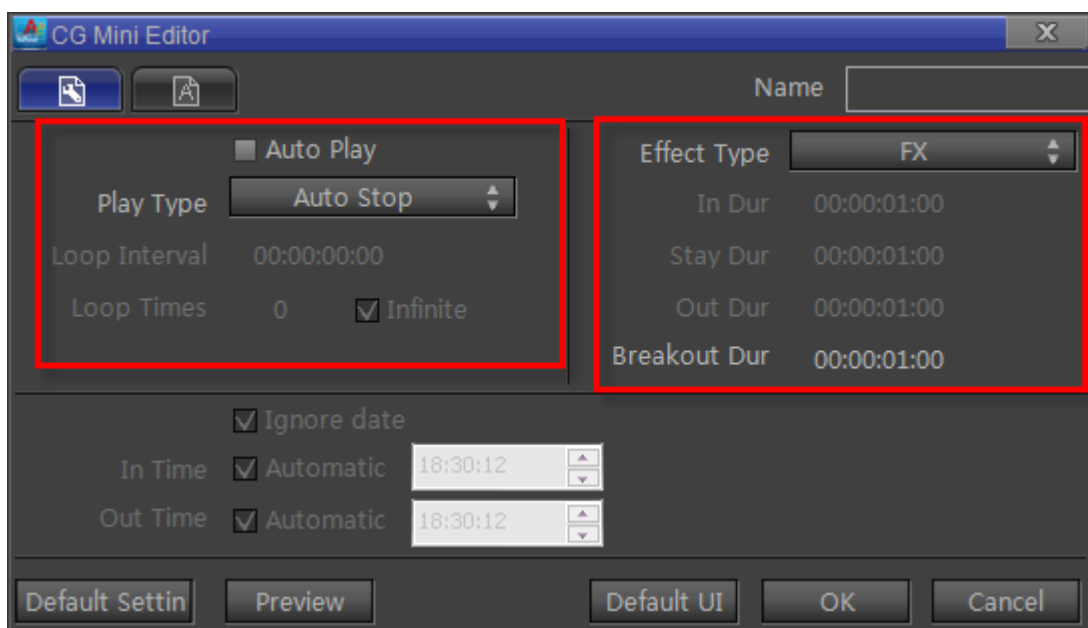


2. Double click item content or right click item and select “Edit” from the context menu to see CG Mini Editor Window:

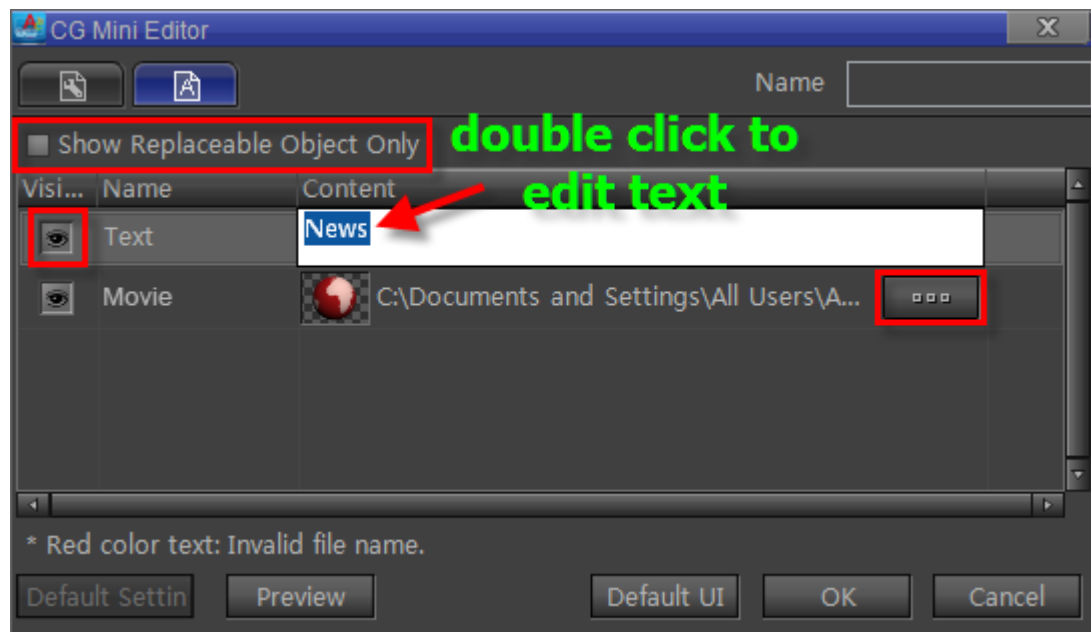


The bottom buttons: select default setting, preview item, select default UI, OK and Cancele

3. In the Play Item Property tab you can set item play type, effect type and so on.



4. In the Play Item Content tab you can edit item content, change image and so on.



Subtitle List

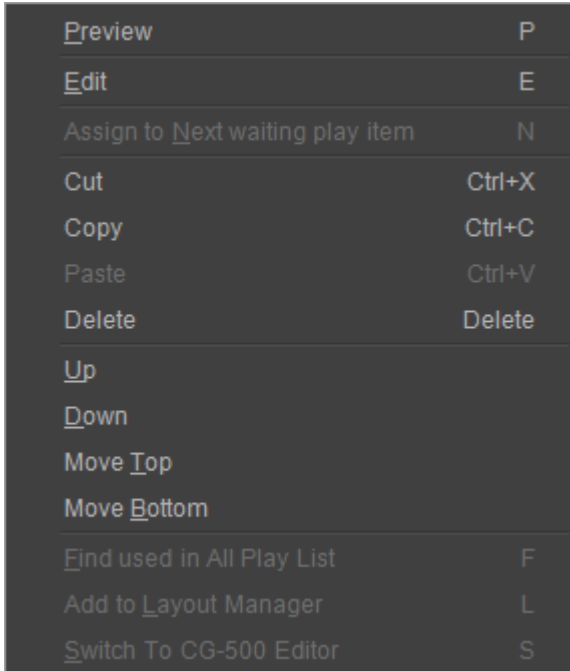
Subtitle List is used to display subtitle, play subtitle and edit subtitle.

Common buttons of Subtitle List:

	 Expand all subtitle lines  Collapse all subtitle lines  Insert line  Append line  Append empty line behind every line  Delete all empty lines  Edit subtitle text  Move up  Move down  Import subtitle text file  Export subtitle text file  Lock/unlock Subtitle List  Stop/play Subtitle List
--	---

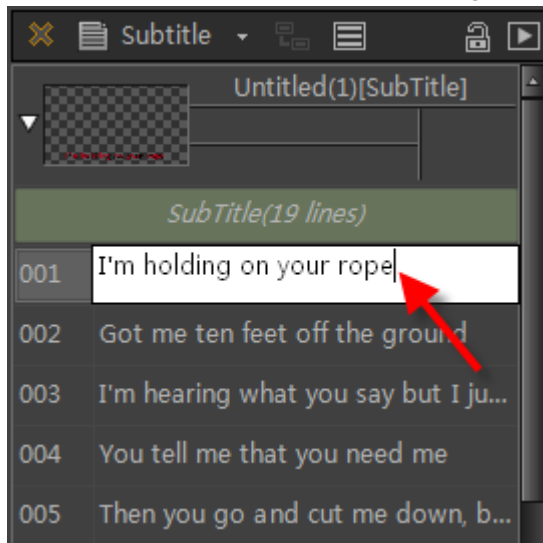
Context menu:

Right click subtitle to see the context menu:

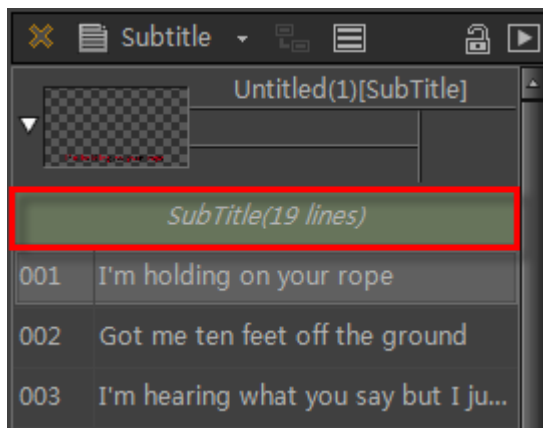
	- Preview subtitle line - Edit subtitle - Set to next waiting play line - Cut subtitle line - Copy subtitle line - Paste subtitle line - Delete subtitle line - Move subtitle line to up - Move subtitle line to down - Move subtitle line to front - Move subtitle line to end - Find subtitle in all play list - Add subtitle to Layout List - Switch to CG-500 Editor
---	---

To edit subtitle:

1. Double click subtitle text line and change content.



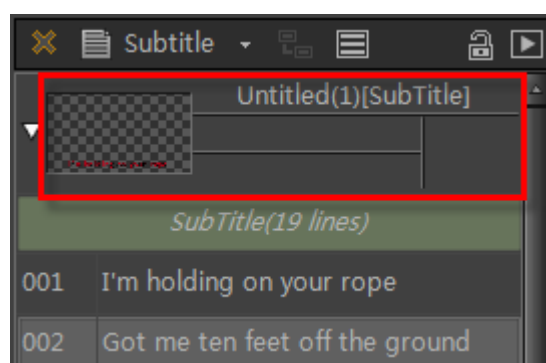
2. Double click the marked below, or right click subtitle then select “Edit” or click  to open the CG Subtitle Properties window.

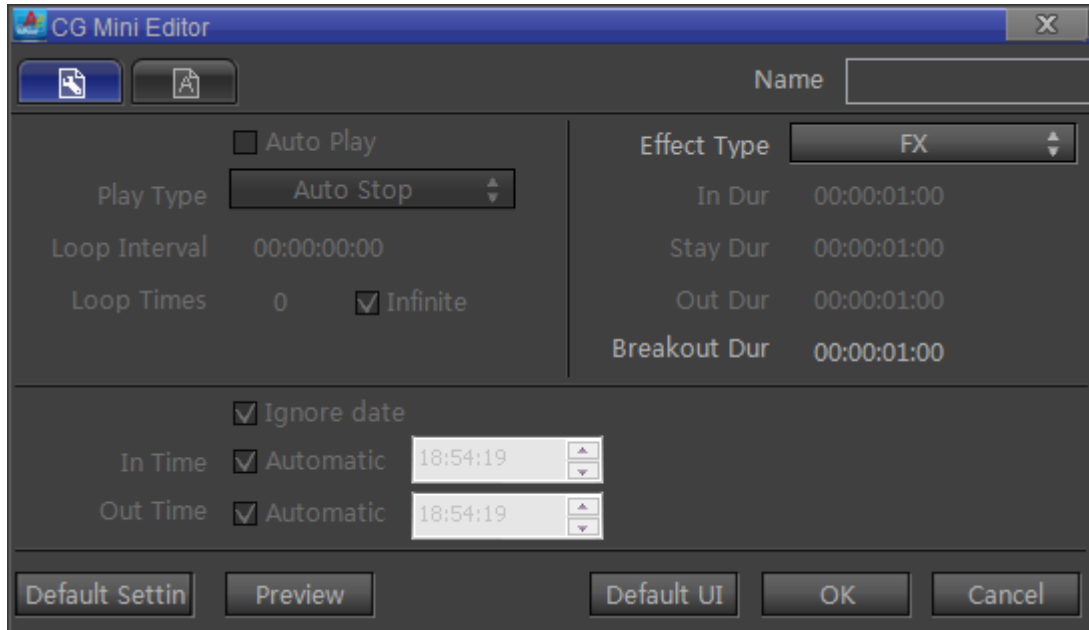


You can set effect mode, align mode and play mode and edit subtitle text content in the CG Subtitle Properties Window.



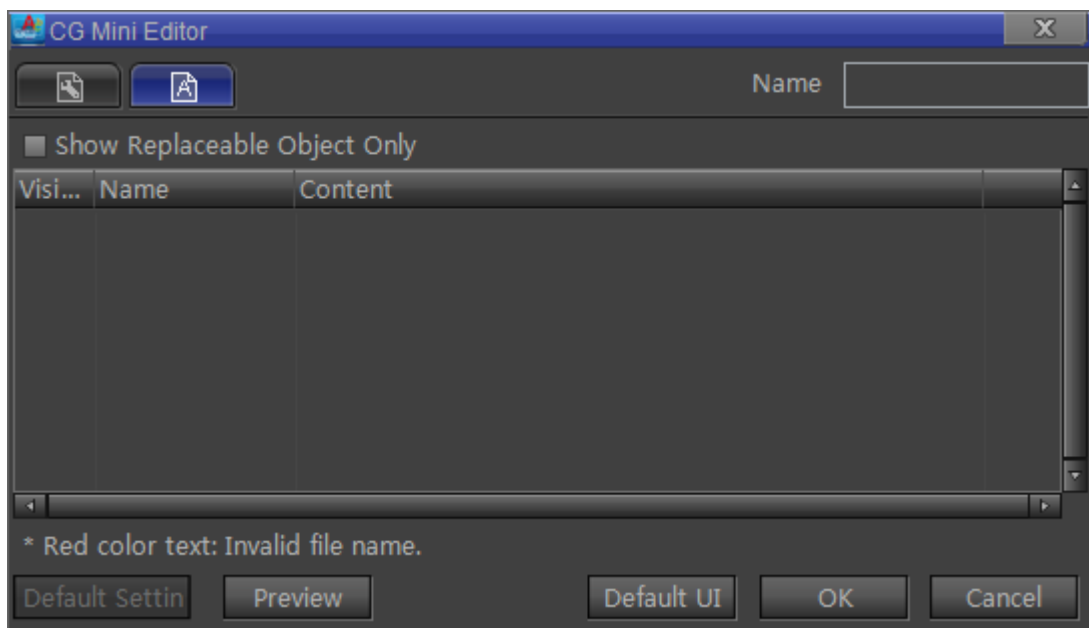
3) Right click the marked below then select "Edit" to see the CG Mini Editor Window.





In Play Item Property tab you can set name and effect type.

4) Open the Play Item Content tab to edit replaceable object of subtitle.

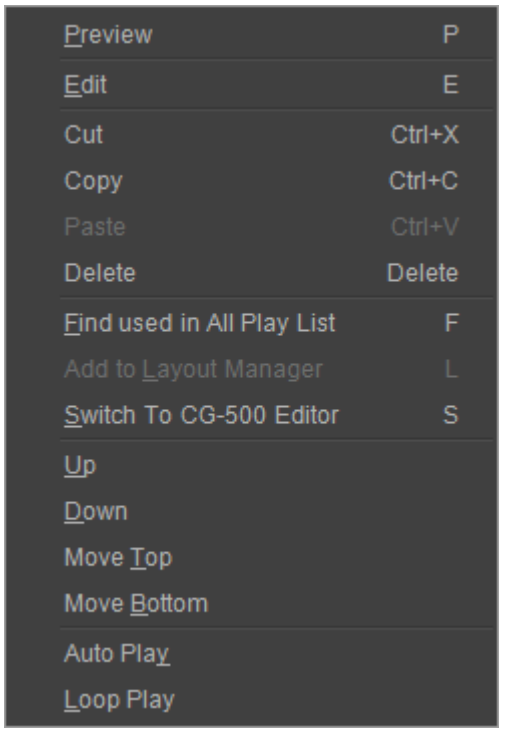


Quick Play List

Common buttons of Quick Play List:

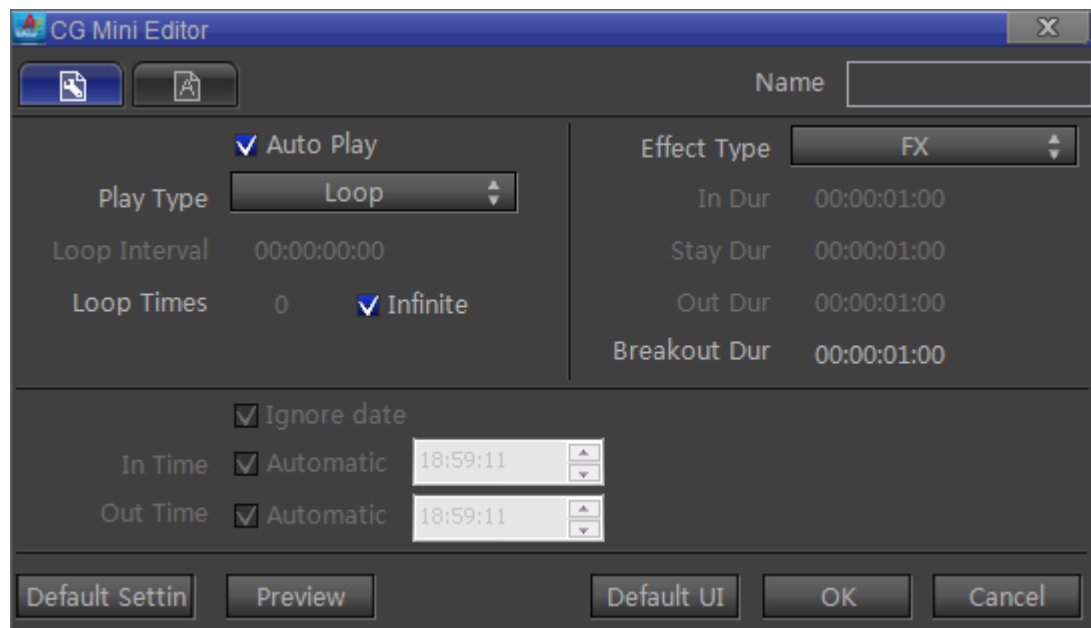
	 Play all items  Lock/unlock Quick Play List  Stop/play all  Auto play item(double click to enable/disable)  Loop play item(double click to enable/disable) 
--	---

Context menu:

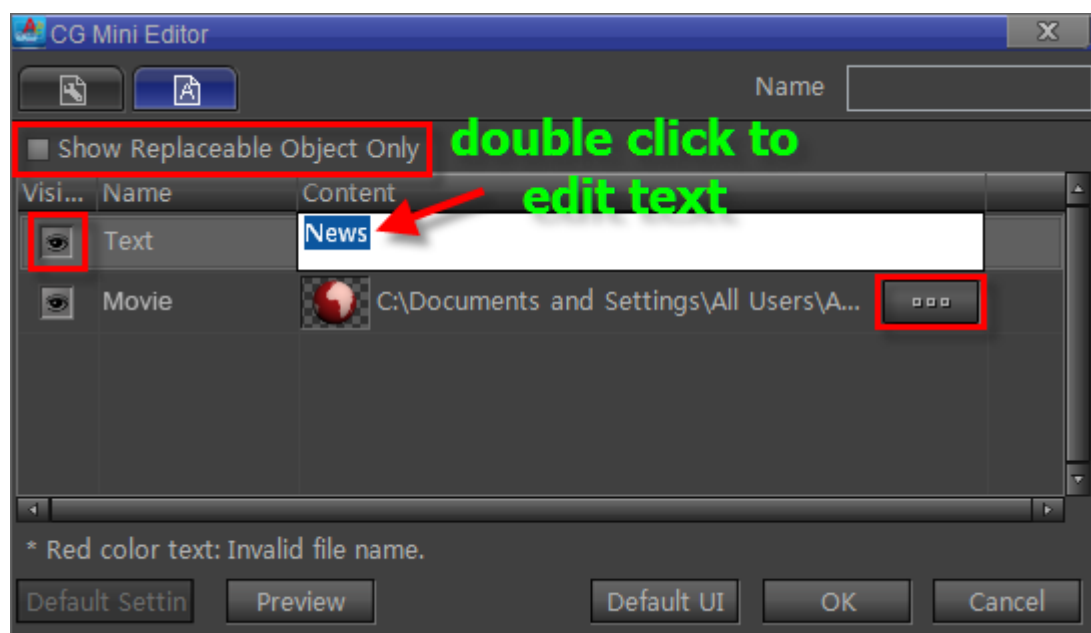
	- Preview item - Edit item - Cut item - Copy item - Paste item - Delete item - Find item in all play list - Add item to Layout List - Switch to CG-500 Editor - Move item to up - Move item to down - Move item to front - Move item to end - Auto play item - Loop play item
---	---

To edit item:

1. Right click item in Quick Play List and select "Switch to CG-500 Editor" from the context menu to edit item in CG-500 Editor.
2. Right click item and select "Edit" from the context menu to set properties in the CG Mini Editor Window:



3. In the Play Item Content tab you can edit item content, change image and so on.

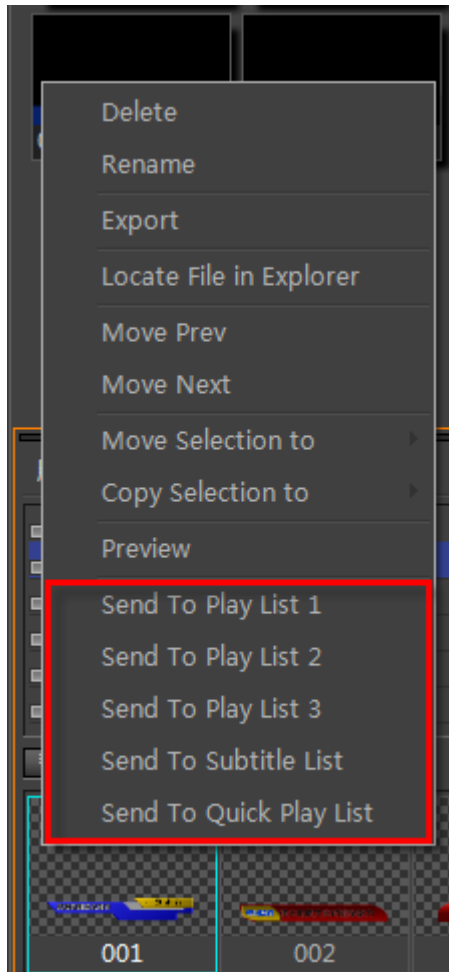


Make and Edit Play List

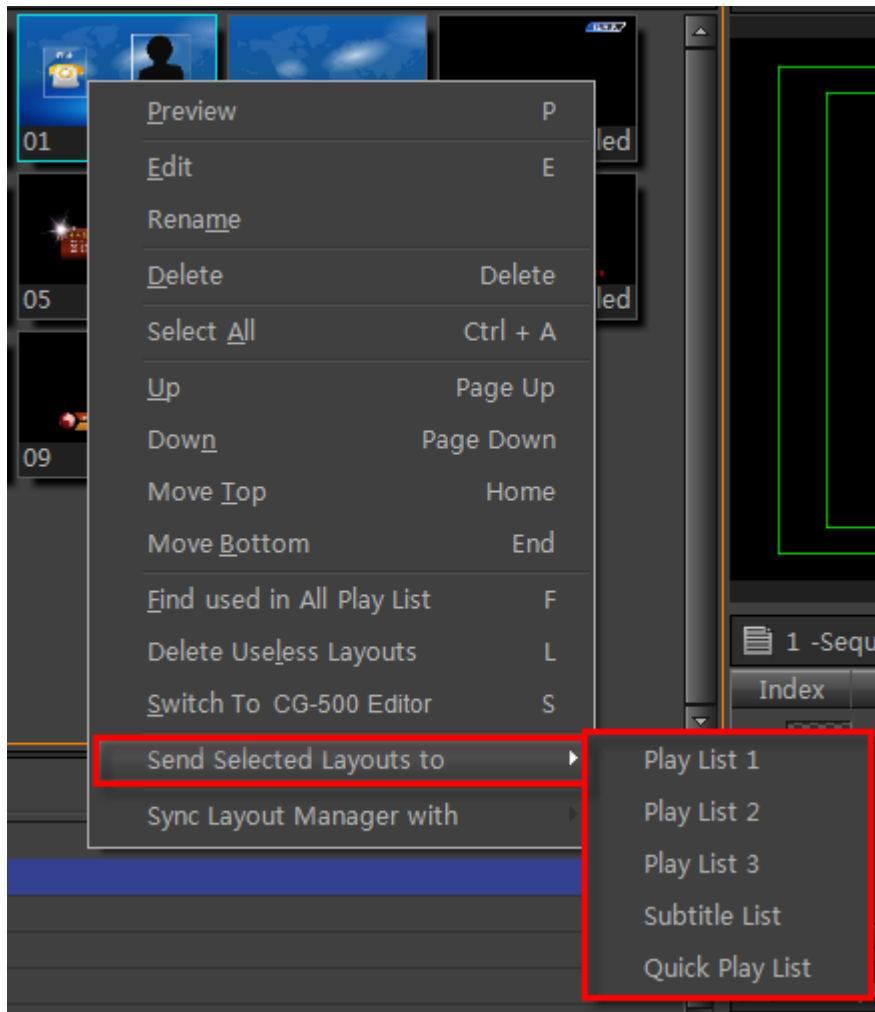
Add Play Item

Method 1: drag templates to play lists. Thus, the templates will also be added to Layout List.

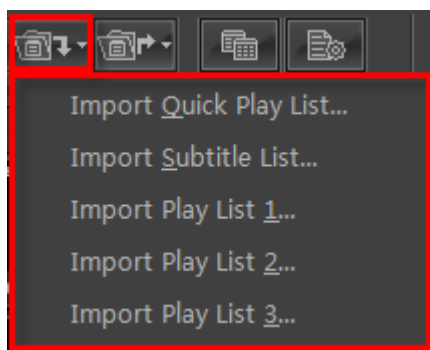
Method 2: right click templates in Template Library and select “Send To Play List 1/Play List 2/Play List 3/Subtitle List/Quick Play List” from the context menu.



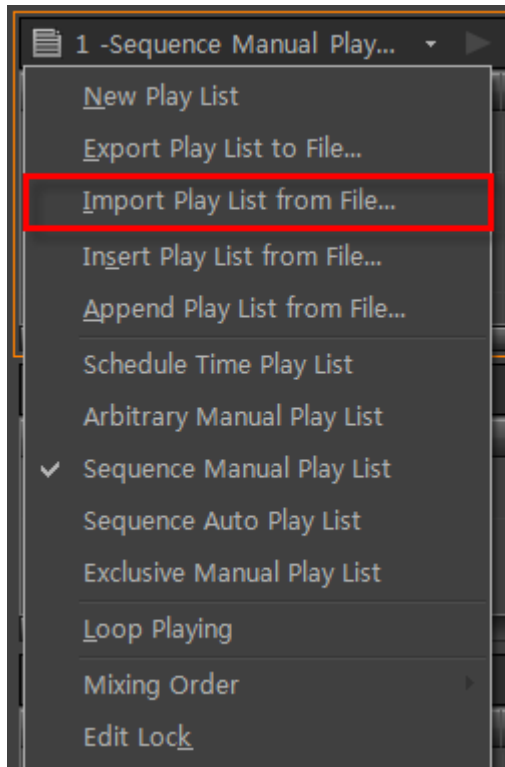
Method 3: create objects in CG-500 Editor then switch to CG-500 Player and drag the layout to play lists or right click the layout then select “Send Selected Layouts to Play List 1/Play List 2/Play List 3/Subtitle List/Quick Play List” from the context menu.



Method 4: import saved items. Click the “Import Play List” button.

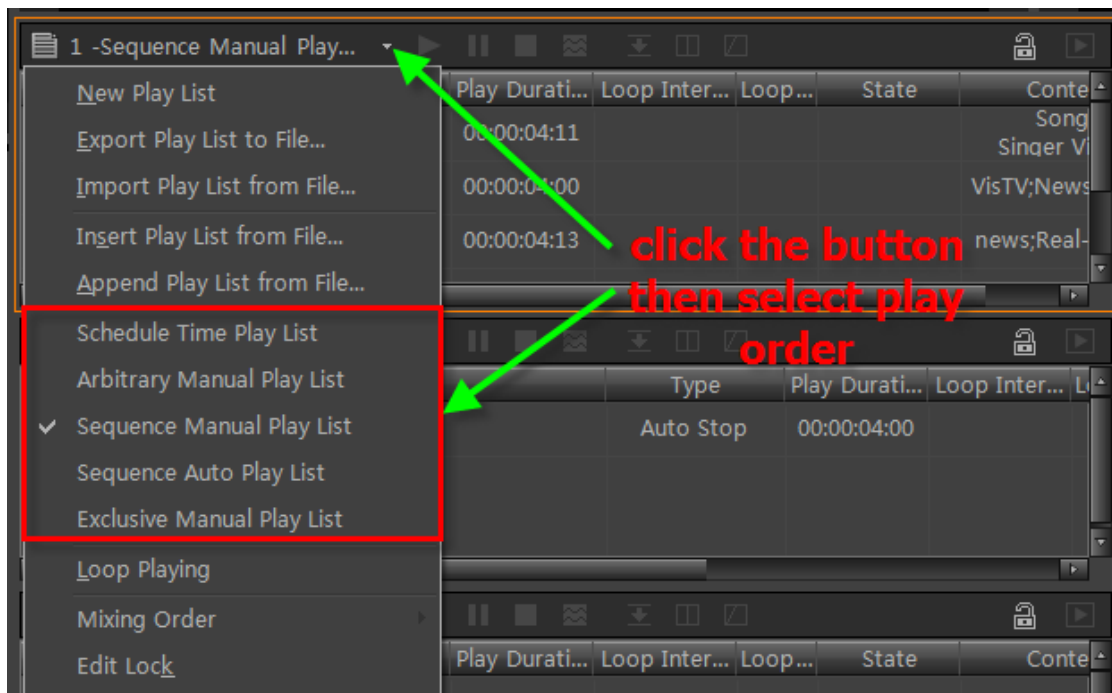


Or click the drop-down button in play list.



Edit Play Order

1. Drag item up and down in play list to edit play order.
2. Select play list type.



3. Edit play of different list type.

Schedule Time Play List

Double click in time and out time then enter time code. You can also set type and loop count.

Index	Name	Type	In Time	Out Time	Play Duration	Loop Interval	Loop Count
001	Untitled	Loop	--:--:--	--:--:--	00:00:04:11	00:00:00:00	Infinite
002	Untitled	Auto Stop	10:27:38	--:--:--	00:00:04:00		
003	Untitled	Auto Stop	--:--:--	--:--:--	00:00:04:13		
004	Untitled	Auto Stop	--:--:--	--:--:--	00:00:07:09		

Index	Name	Type	In Time	Out Time	Play Duration	Loop Interval	Loop Count
001	Untitled	Loop	--:--:--	--:--:--	00:00:04:11	00:00:00:00	Infinite
002	Untitled	Auto Stop	--:--:--	--:--:--	00:00:04:00		
003	Untitled	Auto Stop	--:--:--	--:--:--	00:00:04:13		
004	Untitled	Auto Stop	--:--:--	--:--:--	00:00:07:09		

Arbitrary Manual Play List

You can double click to edit loop interval and loop count.

Index	Name	Type	Play	Stop	Play Duration	Loop Interval	Loop Count
001	Untitled	Loop	▶	■	00:00:04:11	00:00:00:00	Infinite
002	Untitled	Auto Stop	▶	■	00:00:04:00		
003	Untitled	Loop	▶	■	00:00:04:13	00:00:00:00	Infinite
004	Untitled	Auto Stop	▶	■	00:00:07:09		

Sequence Manual Play List

Double click loop interval then enter time code. You can also set type and loop count.

Index	Name	Type	Play Duration	Loop Interval	Loop Count	State	Content
001	Untitled	Loop	00:00:04:11	00:00:00:00	Infinite		Song; Singer Vis
002	Untitled	Auto Stop	00:00:04:00				VisTV;News;E
003	Untitled	Loop	00:00:04:13	00:00:00:00	Infinite		news;Real-Ti

Sequence Auto Play List

Double click loop interval then enter time code. You can also set type and loop count.

1 -Sequence Auto Play List							
Index	Name	Type	Play Duration	Loop Interval	Loop Count	State	Content
001	Untitled	Loop	00:00:04:11	00:00:00:00	Infinite		Song; Singer Vis
002	Untitled	Auto Stop	00:00:04:00				VisTV;News;E
003	Untitled	Loop	00:00:04:13	00:00:00:00	Infinite		news;Real-Ti

Play Control

Play/Stop All

Click on **"Play/Stop All"** button  or **ESC** to play all play lists.

3 Play Lists Play Control

Different list type corresponds to different play control. For example Play List 1:

1. Sequence Auto Play List Play Control

Select Schedule Time Play List type and click the "Play All" to play. Click the buttons in the middle of the image below to control play. The buttons are "Play selected item", "Pause selected item", "Stop selected item", "Break out selected item", "Switch to next", "Switch to item(Cut)" and "Switch to item(Fade)".

1 -Sequence Auto Play List							
Index	Name	Type	Play Duration	Loop Interval	Loop Count	State	Content
001	Untitled	Loop	00:00:04:11	00:00:00:00	Infinite	Playing	Song; Singer Vis
002	Untitled	Auto Stop	00:00:04:00			Waiting	VisTV;News;E
003	Untitled	Loop	00:00:04:13	00:00:00:00	Infinite		news;Real-Ti

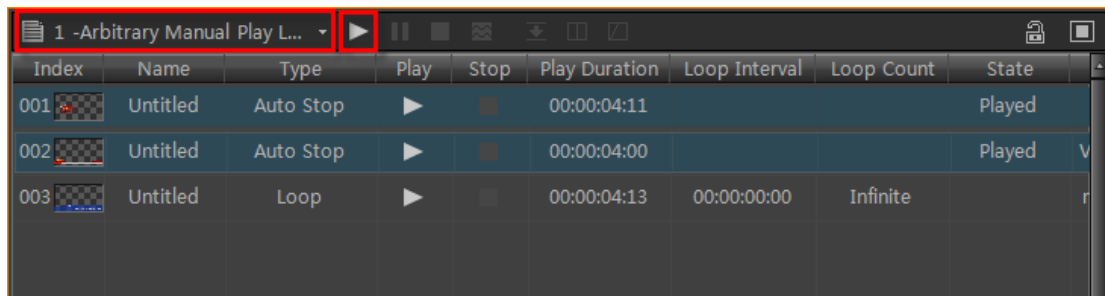
2. Sequence Manual Play List Play Control

Select Sequence Manual Play List type and click the "Play All" to play. You must press **Enter** to start playing Play List 1. And when an item played you must press **Enter** to play next.

1 -Sequence Manual Play...							
Index	Name	Type	Play Duration	Loop Interval	Loop Count	State	Content
001	Untitled	Auto Stop	00:00:04:11			Played	Song; Singer Vis
002	Untitled	Auto Stop	00:00:04:00			Waiting	VisTV;News;E
003	Untitled	Loop	00:00:04:13	00:00:00:00	Infinite		news;Real-Ti

3. Arbitrary Manual Play List Play Control

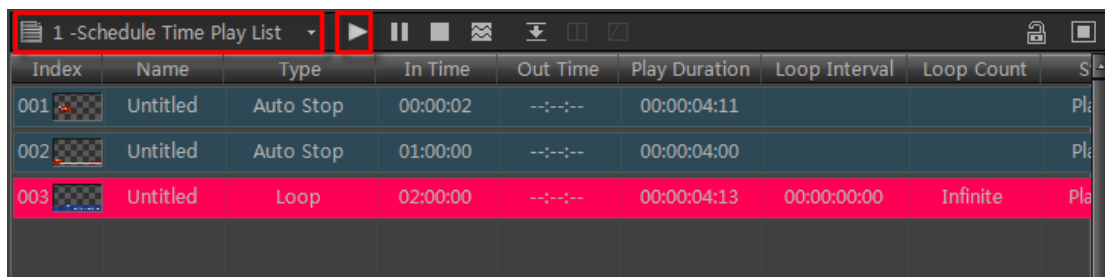
Select Arbitrary Manual Play List type and click the “Play All” to play. You must select an item and click the “Play selected item” button to start playing. And when an item played you must select an item again and click the “Play selected item” button to play.



Index	Name	Type	Play	Stop	Play Duration	Loop Interval	Loop Count	State
001	Untitled	Auto Stop	▶	■	00:00:04:11			Played
002	Untitled	Auto Stop	▶	■	00:00:04:00			Played
003	Untitled	Loop	▶	■	00:00:04:13	00:00:00:00	Infinite	

4. Schedule Time Play List Play Control

Select Schedule Time Play List type and click the “Play All” to play. You must set in/out time.



Index	Name	Type	In Time	Out Time	Play Duration	Loop Interval	Loop Count	State
001	Untitled	Auto Stop	00:00:02	--:--:--	00:00:04:11			Pla
002	Untitled	Auto Stop	01:00:00	--:--:--	00:00:04:00			Pla
003	Untitled	Loop	02:00:00	--:--:--	00:00:04:13	00:00:00:00	Infinite	Pla

Subtitle Play Control

Click **Space** to play Subtitle List. You must press **Space** to start subtitle line in screen. Click **Alt+M** to make subtitle line out screen.

Select a subtitle line and press **N** or right click the subtitle line and select “Assign to Next waiting play item”, then press **Space** to start the subtitle line in screen.

Quick Play List Play Control

Press hotkey **F1-F8** to control items play\stop in Quick Play List. Double click “Auto Play” button and “Loop Play” button to set item play type.

Apply Settings

Video Format Settings

Set system format:

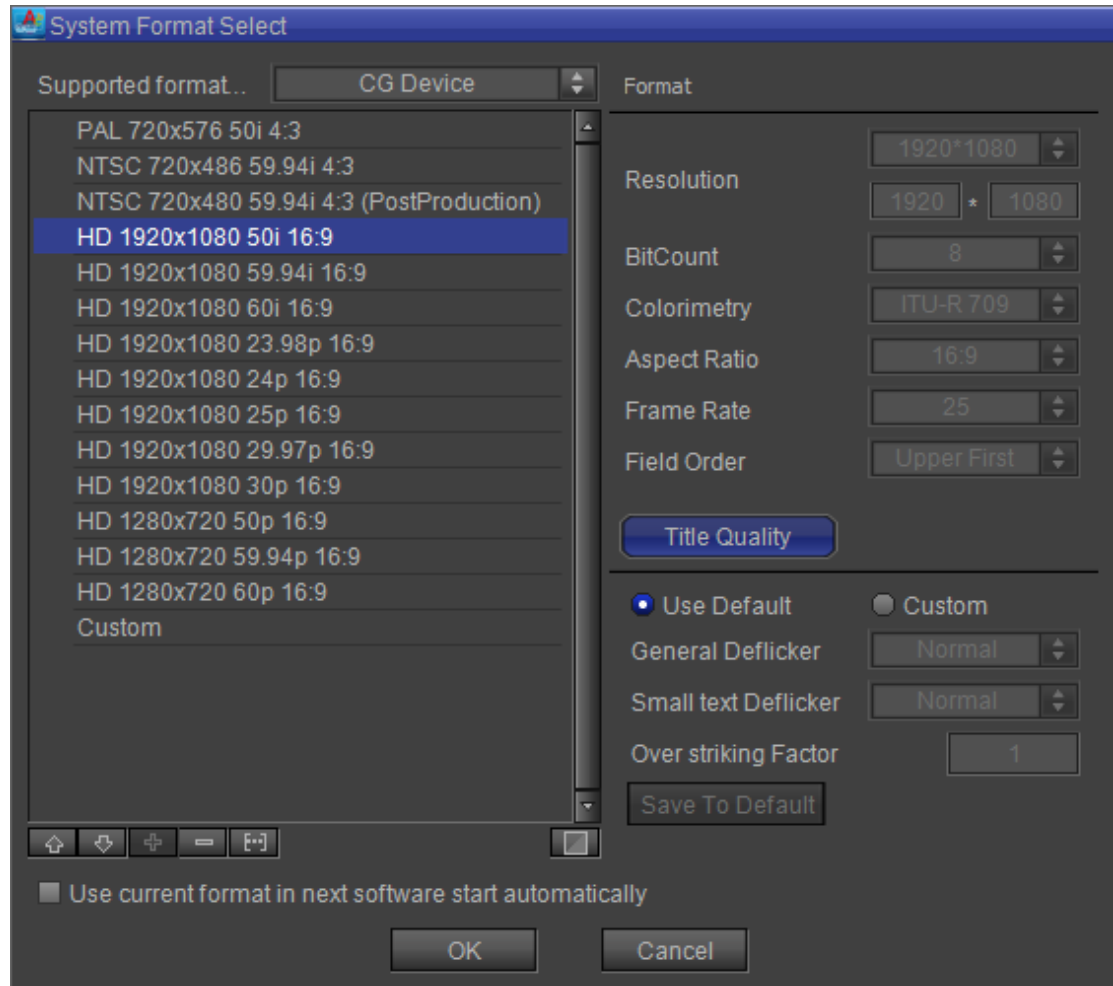
1. to open the System Format Select Window

Method 1: click the “Video Format Settings” button .

Method 2: double click the system format in bottom.

(720 * 576 50i, 16:9, Upper First, 3D)

2. to select system format in the System Format Select Window



Three functions can be performed:

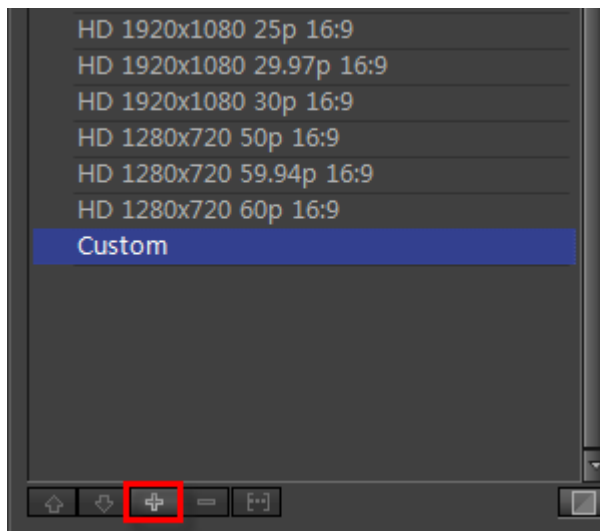
1) Choosing a format.

For example, PAL D1 50i or PAL Full HD 1080/50i 16:9.

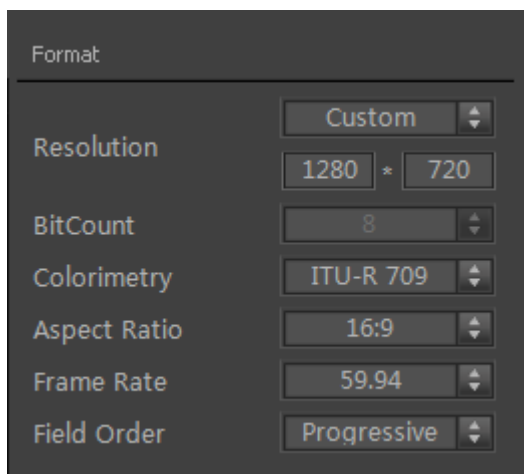
Note: if one format is frequently used it can be set as the default format.

2) Add custom format

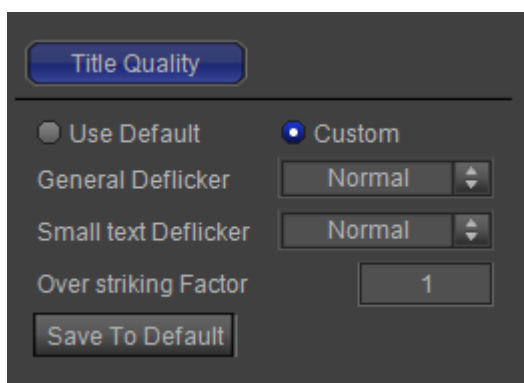
Choose “Custom” format.



Set format parameters then click the “Add” button marked in red in the image above.



3) Set Title parameters

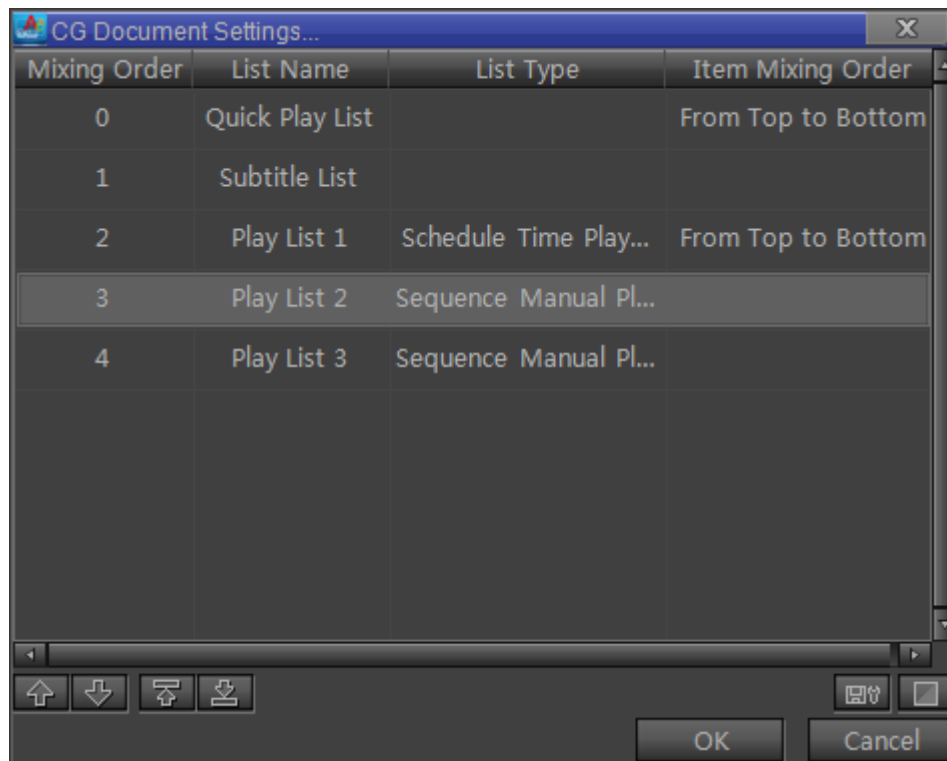


Custom parameters can be set by clicking on "Custom", setting parameters, and then clicking on “Save as Default Parameters”.

Document Settings

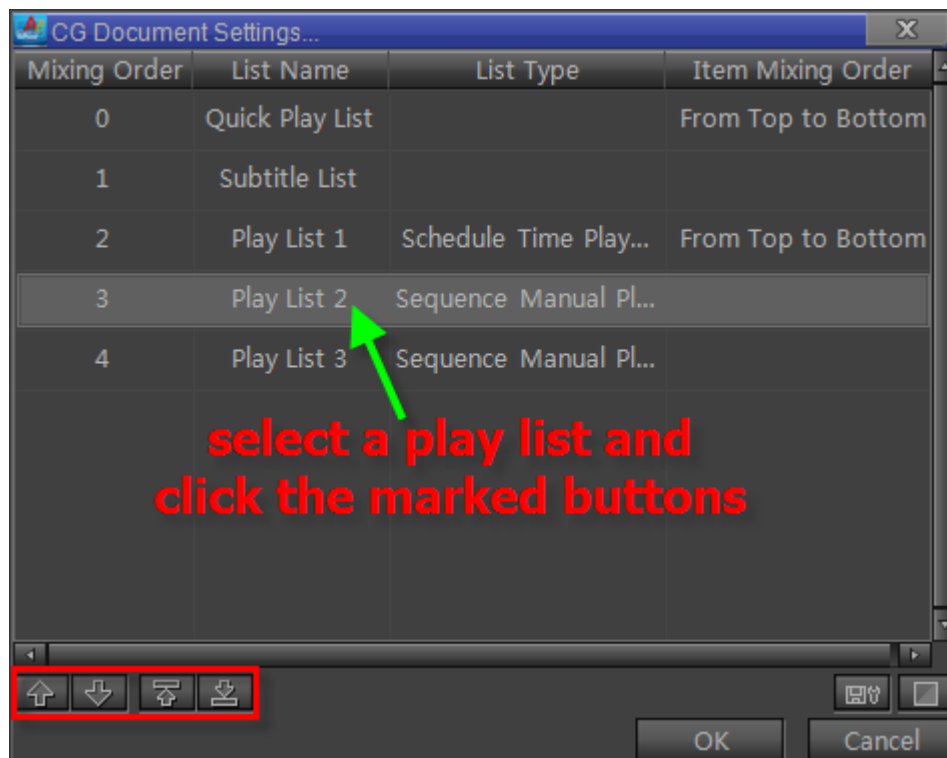
You can click the “Document Settings” button to open the CG Document Settings Window. And in the window you can set list order. The default order is Quick Play List, Subtitle List, Play List

1, Play List 2 and Play List 3.

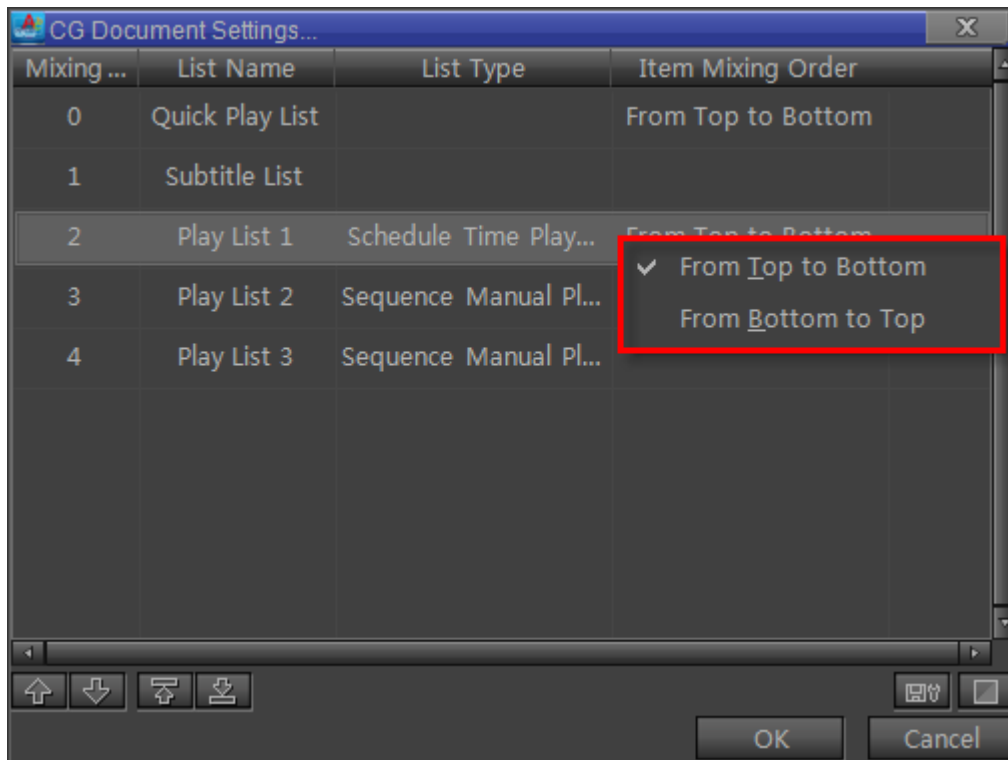


To change list order:

1. In the CG Document Settings Window select a play list and click the marked buttons shown below.



2. Click the item mixing order to select item overlying order.



Note: Subtitle List can not be set item mixing order.

Then clicking on "Save as Default" to save the document settings as default.

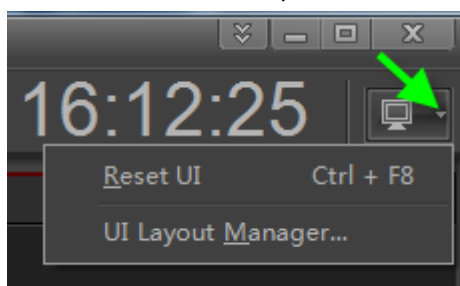
UI Layout Manager

Click the marked buttons to show/hide window

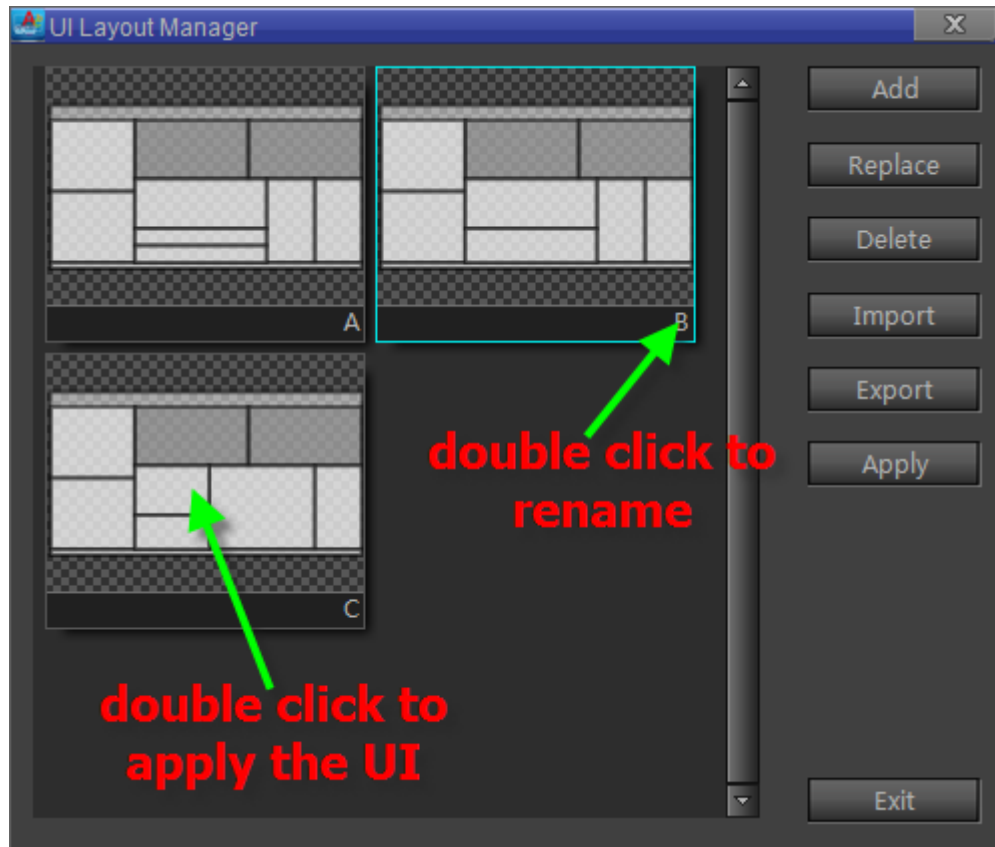


The buttons left to right: "Show/Hide Preview", "Show/Hide Program", "Show/Hide Layout/Library", "Show/Hide Third Table", "Show/Hide Subtitle" and "Show/Hide Quick Play List".

Click the "Default UI" or press **Ctrl+F8** to reset UI



Click the marked button shown above and select "UI Layout Manger", the UI Layout Manager Window will appear.

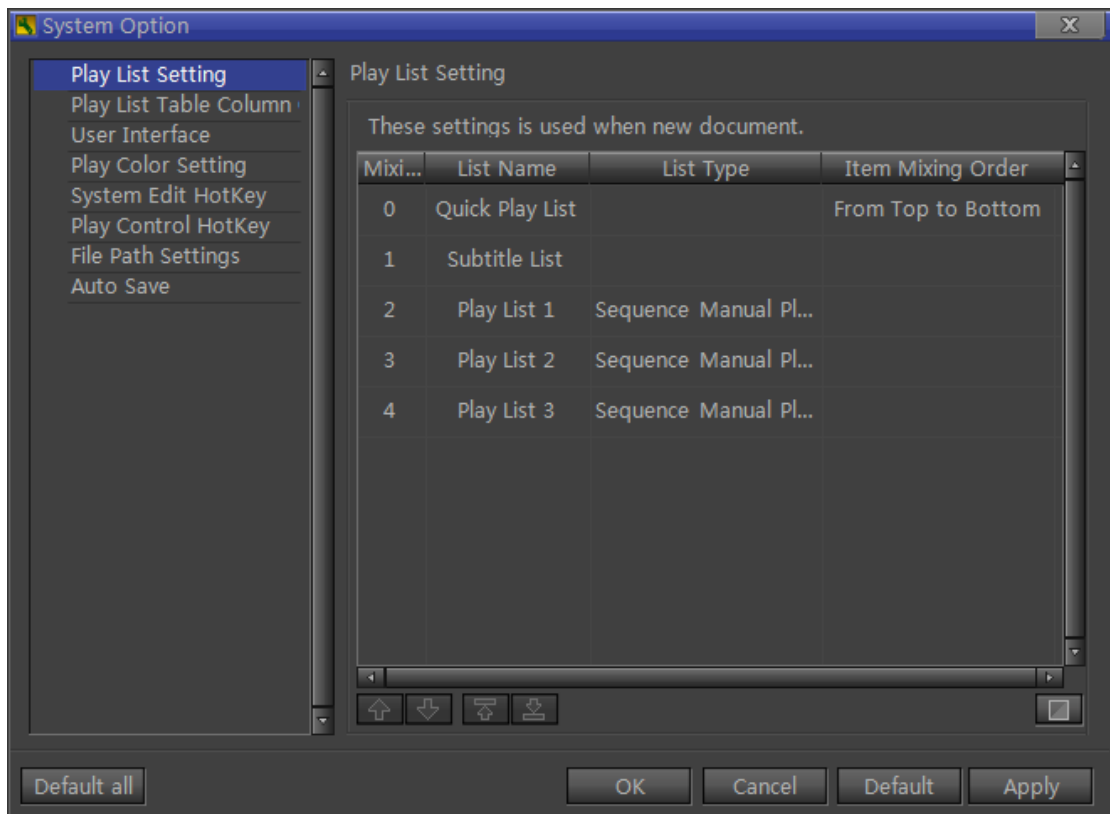


The right buttons are used to add current UI, replace selected UI with current UI, delete selected UI, import UI, export selected UI, apply selected UI and exit the UI Layout Manager window.

System Option

Click on "System Option" button at bottom or press **Ctrl+Shift+O**:

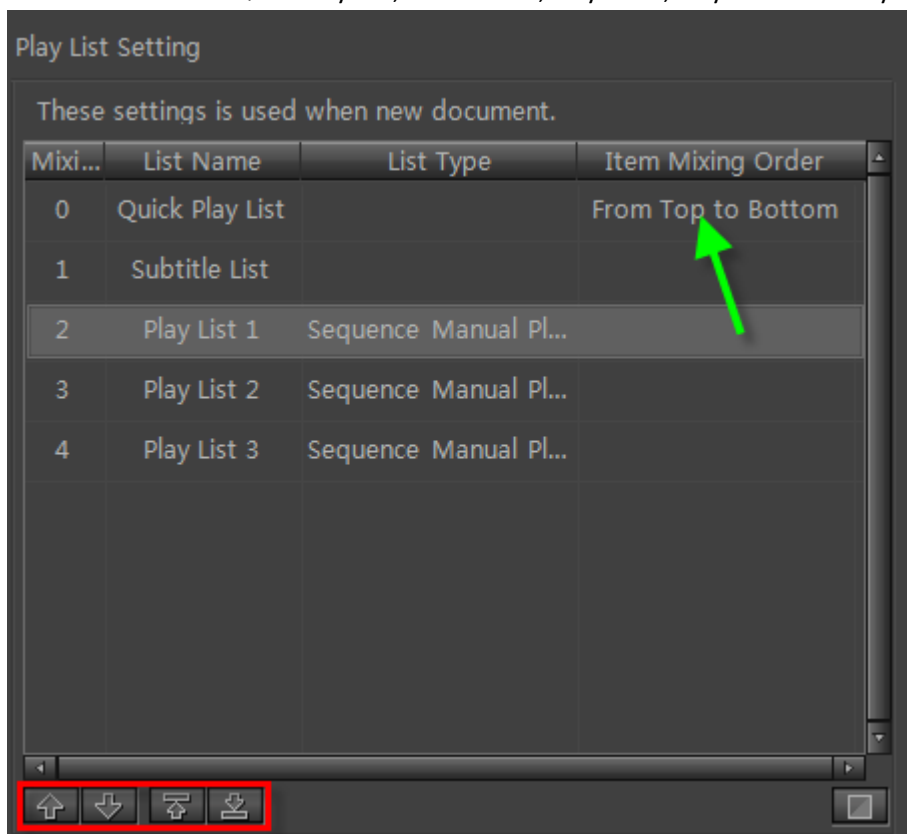




Play List Setting

Setting list order

The default order is Quick Play List, Subtitle List, Play List 1, Play List 2 and Play List 3.



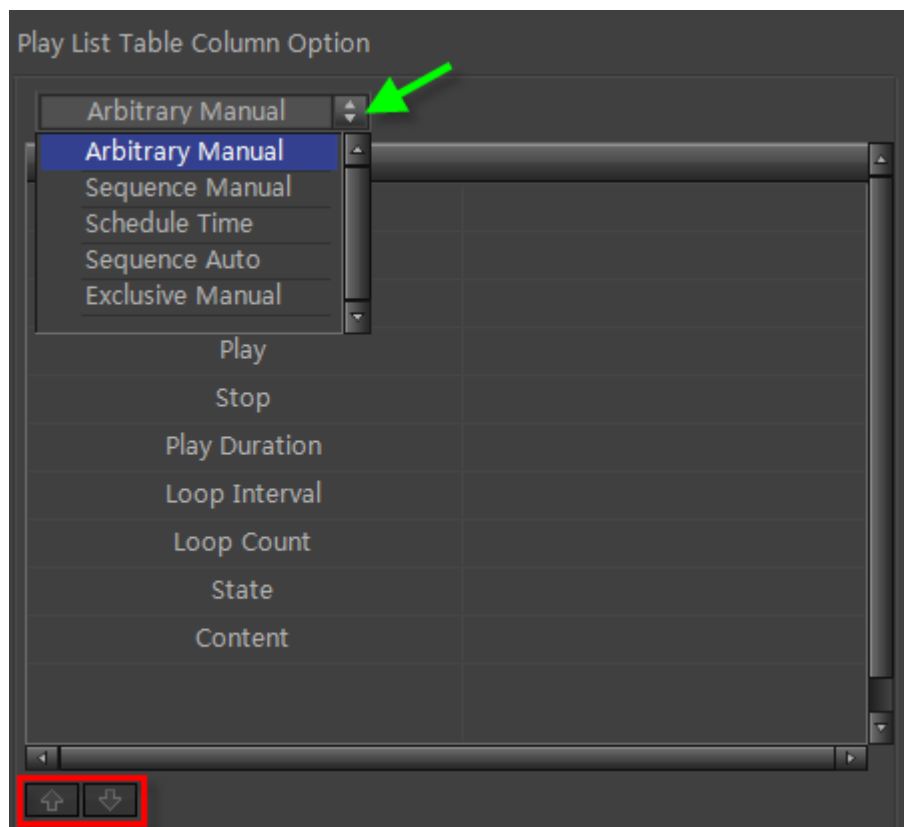
Select a play list and click the marked buttons shown below to set list order.

Click the item mixing order to select item overlying order.

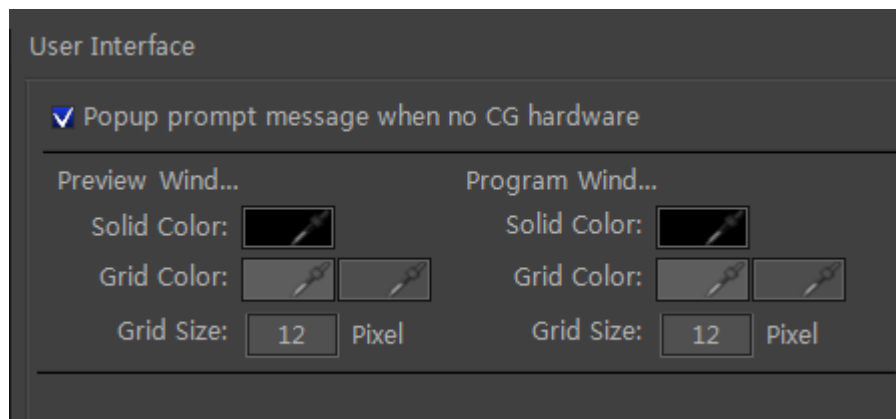
Play List Table Column Option

Setting item playing option

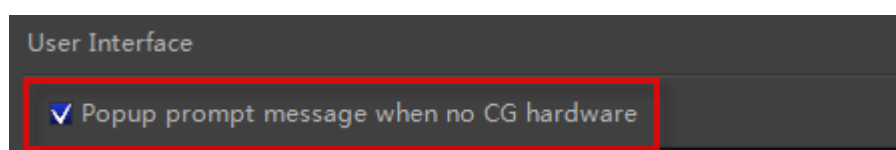
Select a column name and click the marked buttons shown below to set the order.



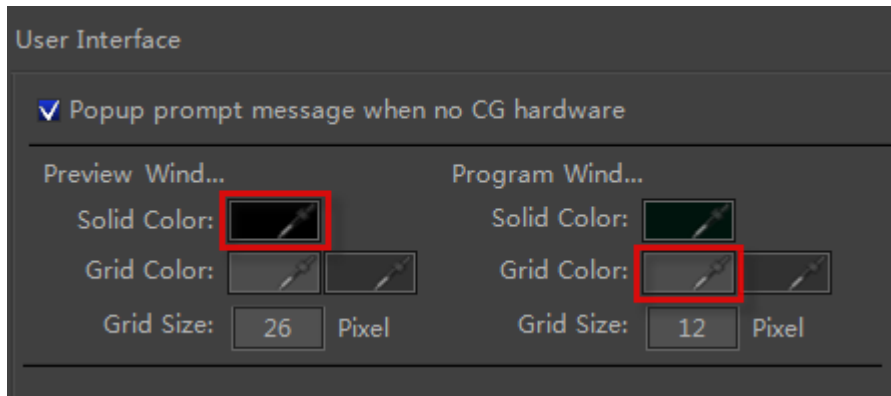
User Interface



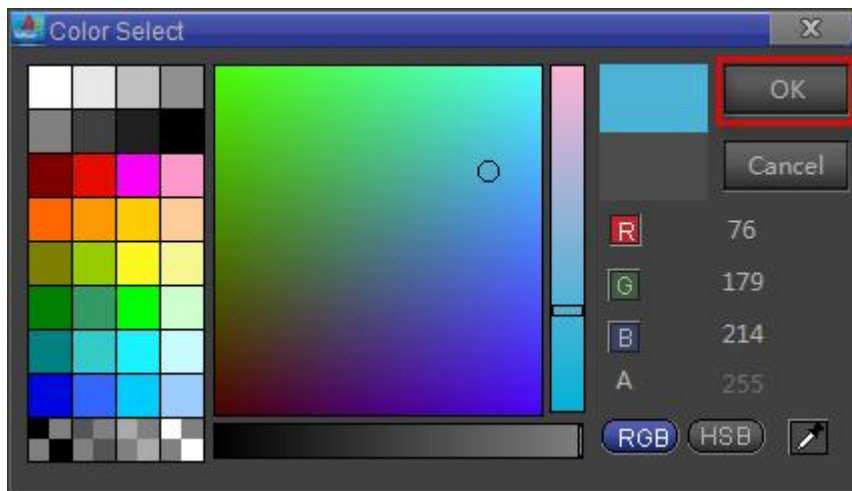
Popup prompt message when no CG hardware: whether popup prompt when no CG hardware



To set color for Preview Window and Program Window:
First, click the color button, Color Select Window will appear.

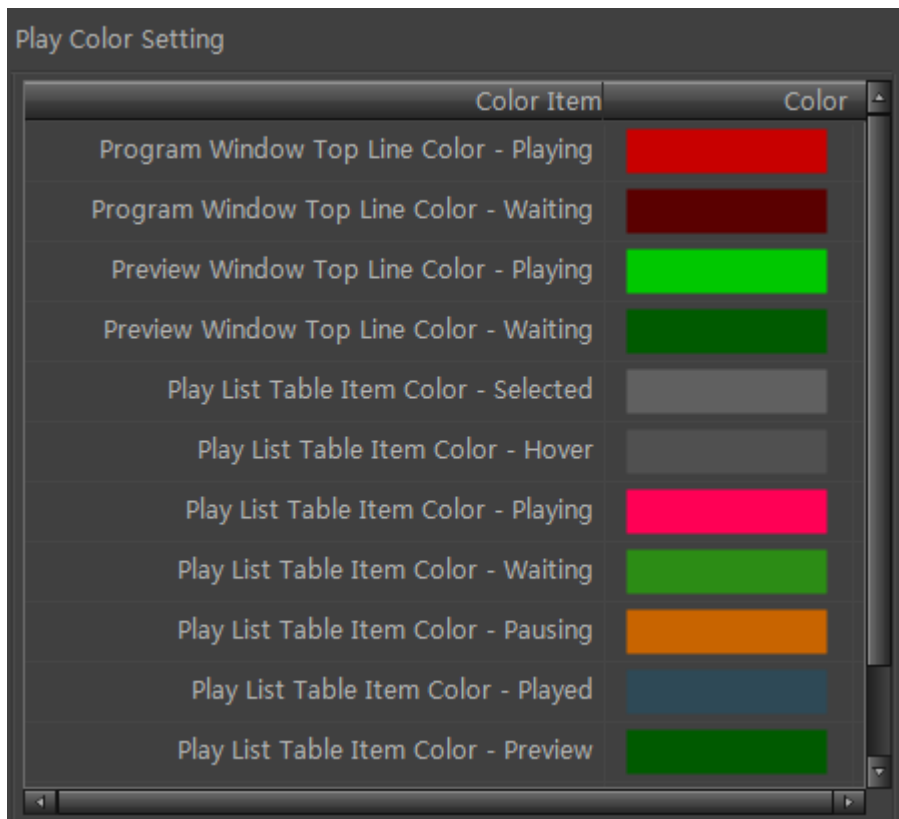


Second, pick on one color in the Color Select Window and click "OK".

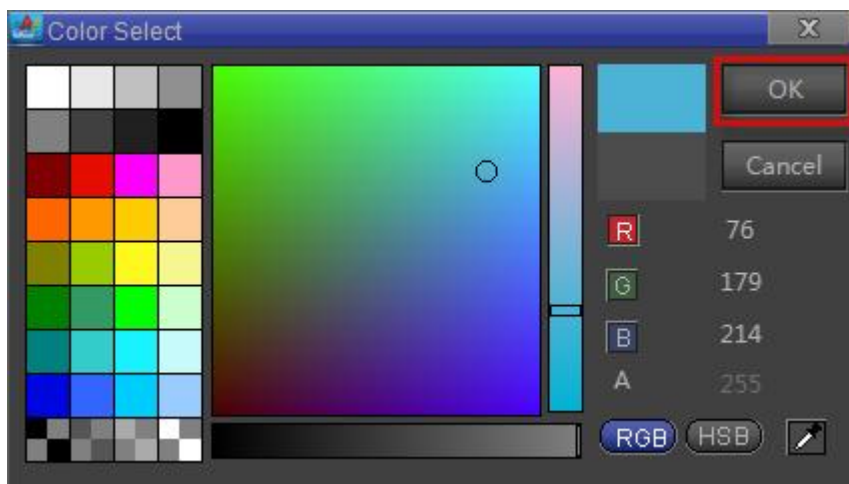


Play Color Setting

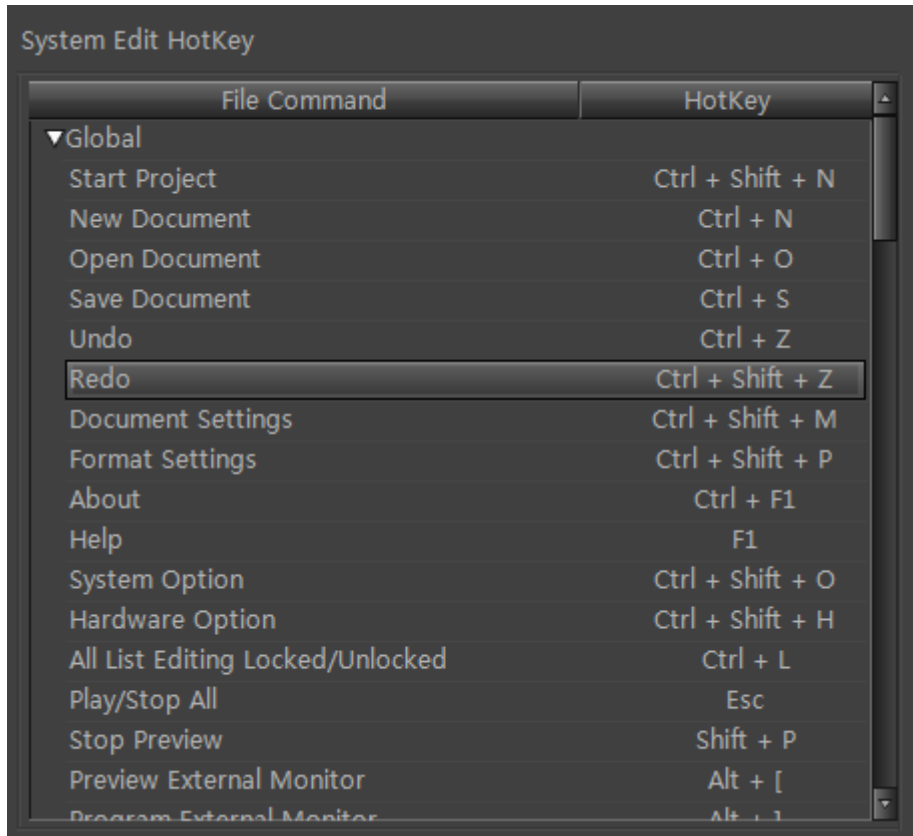
Set one color as play sign



To set play color: double click the color button and choose one color then click the "OK" button in Color Select Window

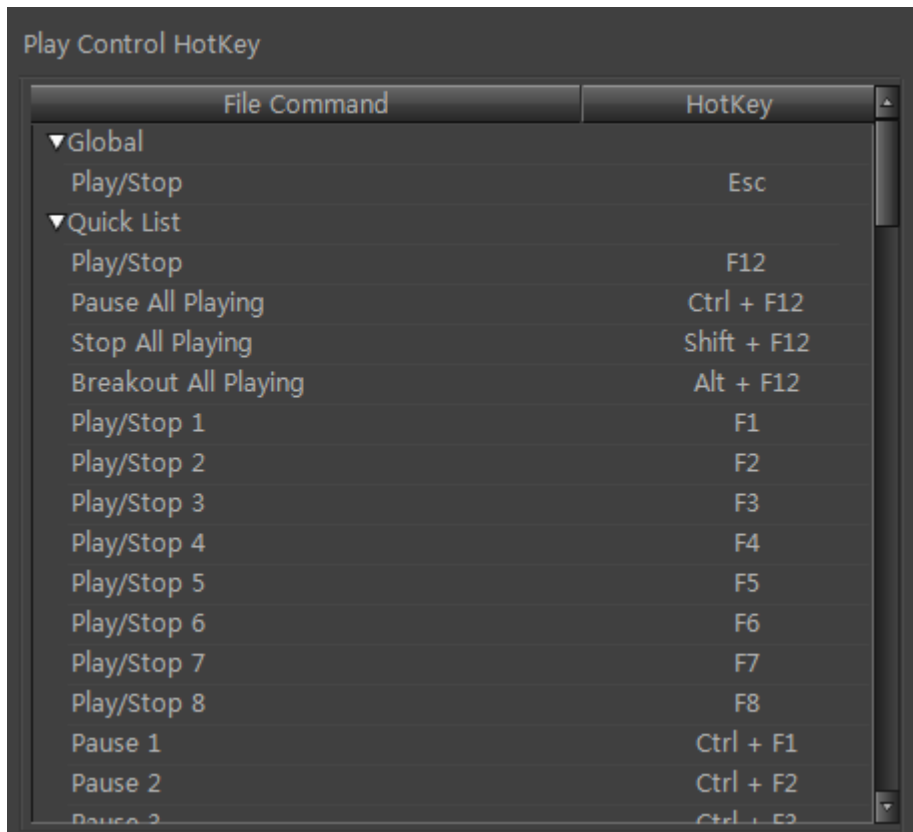


System Edit Hotkey



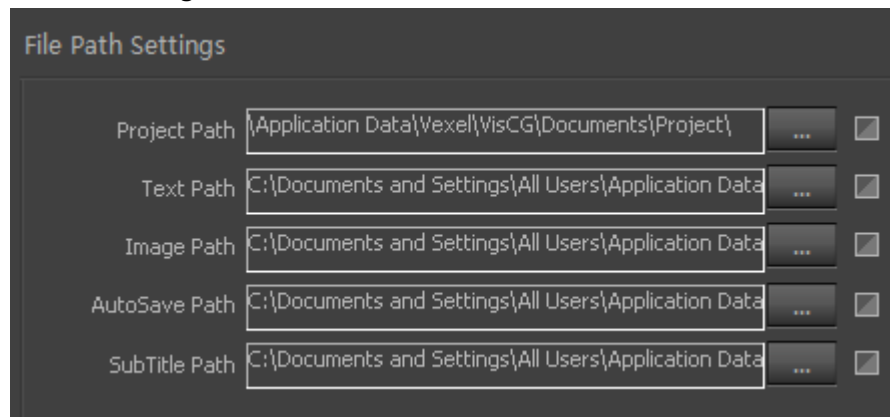
Note: keyboard shortcuts may be edited in future editions of this software

Play Control HotKey



Note: keyboard shortcuts may be edited in future editions of this software

File Path Settings



Project Path: sets project path

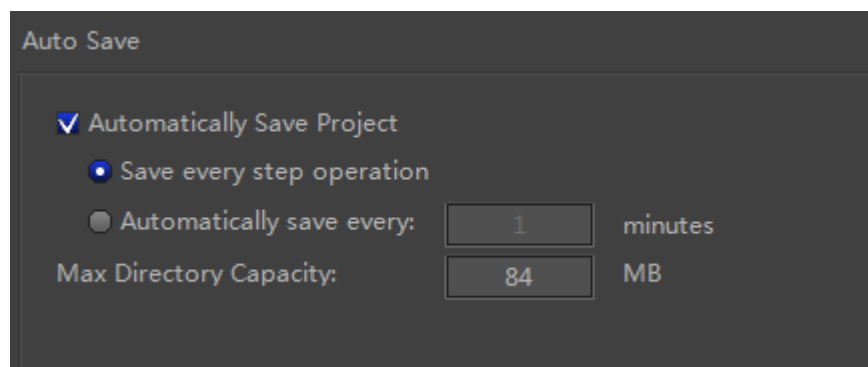
Text Path: sets text path

Image Path: sets image path

AutoSave Path: sets auto save path

Subtitle Path: sets subtitle path

Auto Save



Automatically Save Project: whether save project automatically

Save every step operation: save every step operation in project

Automatically save every * minutes:** auto save project every the specified time

Max Directory Capacity: set max capacity of auto save path

Keyboard Shortcuts

Common Shortcuts

F1 -Online Help

Ctrl+Z -Cancel Operation

Ctrl+Shift+Z -Restore Operation

Shortcut Keys in CG-500 Player

File Command	Keyboard Shortcut	Remark
--------------	-------------------	--------

Global		
New Project	Ctrl +N	
Save Project	Ctrl+S	
Open Project	Ctrl + O	
Save As Project	Ctrl+Shift+S	
Document settings	Ctrl+Shift+M	
System Option	Ctrl+Shift+O	
Reset UI	Ctrl+F8	
Play/Stop All	ESC	
Format Settings	Ctrl+Shift+P	
Hardware Option	Ctrl+Shift+H	
All List Editing Locked/Unlocked	Ctrl+L	
Stop Preview	Shift+P	
Preview External Monitor	Alt+[	
Program External Monitor	Alt+]	
Hide External Monitor	Alt+M	
Switch Application	Alt+F1	
Layout		
Preview	P	
Edit	E	
Find used in All Play List	F	
Delete Useless Layouts	L	
Delete	Delete	
Select All	Ctrl+A	
Move Up	Page Up	
Move Down	Page Down	
Move Top	Home	
Move Bottom	End	
Switch to CG-500 Editor	S	
Library		
Delete	delete	
Play List 1		
Preview	P	
Edit	E	
Copy	Ctrl+C	
Paste	Ctrl+V	
Cut	Ctrl+X	
Delete	Delete	
Assign to Next waiting play item	N	

Find used in All Play list	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Change list item height	I	
Play List 2		
Preview	P	
Edit	E	
Copy	Ctrl+C	
Paste	Ctrl+V	
Cut	Ctrl+X	
Delete	Delete	
Assign to Next waiting play item	N	
Find used in All Play list	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Change list item height	I	
Play List 3		
Preview	P	
Edit	E	
Copy	Ctrl+C	
Paste	Ctrl+V	
Cut	Ctrl+X	
Delete	Delete	
Assign to Next waiting play item	N	
Find used in All Play list	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Change list item height	I	
Quick List		
Preview	P	
Edit	E	
Copy	Ctrl+C	
Paste	Ctrl+V	
Cut	Ctrl+X	
Delete	Delete	
Find used in All Play list	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Subtitle List		

Preview	P	
Edit	E	
Copy	Ctrl+C	
Paste	Ctrl+V	
Cut	Ctrl+X	
Delete	Delete	
Assign to Next waiting play item	N	
Find used in All Play list	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	



CG-500

datavideo®

Copyright © 2013 datavideo. All rights reserved.

www.datavideo.com www.datavideo.info

This company reserves the right to interpret the contents of information, involving pictures are for reference only, the parameters are approximate, design and technical specifications involved may be changed without notice.