LAUNCHPAD

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LaunchPad 2.5 Quick Start

Adding New Media

To add new media, right click on an unused Media Button and select from the available “Add New” Options.

1) Select desired media file. Selected file will be copied to local machine.
2) A sample thumbnail needs to be assigned. Sample frames are generated and user may drag left or right plus zoom in and out to define the thumbnail.
3) Select Output Canvas. Clip is then assigned to one of the canvas' defined on the system.

Supported Media Types

Images: JPG and BMP (PNG w/ Alpha supported within Bug Templates)

Video: MOV (MPEG4), MOV (H.264), MPG1, WMV, AVI

Audio: WAV and MP3

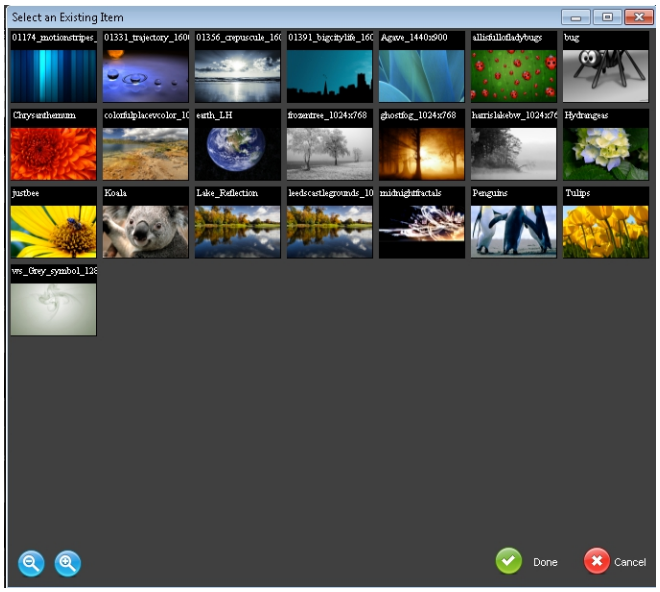
Please ensure content follows these guidelines for best performance:

- Create content in the same dimensions as the final output. This will prevent scaling distortions and reduce file size.
- Use a compressed format such as H.264 or MPG4 with a bitrate of 3-8 Mb/Sec
- Use AAC Audio
- Only used uncompressed AVI or QuickTime if Alpha Transparency is required.

Using Existing Media

After a media item is imported using “Add New..” the clip can be used later.

1) Right clicking on an unused Media Button and selecting from available options.
2) Select Output Canvas. Clip is then assigned to one of the canvas' defined on the system.



Playing Media

Clicking on a Media Button will play the media immediately.

Dimensions and Resizing

Based on the Canvas configuration, media will either be played back “Stretch to Fill” or “Tile To Best Fit”.

Stretch To Fill: Clips will be adjusted automatically to fill entire Canvas rectangle.

Tile To Best Fit: This powerful feature makes LED Fascia easy. The media is repeated as many times as needed to fill the Canvas automatically. The number of tiles is determined by:

(CanvasWidth / Scaled Media Width) = Number of Tiles

Example of a 12,000 pixel display:

Want a single video to cover all? Build it 12,000px wide

Want to split the screen into two? Build it 6,000px wide.

Or just load a small logo/video (64x64 example) and it will repeat 188 times.

Stopping Media

A single media item can be stopped by clicking the square, red, “Stop” button next to the media. Hitting the ESC key will also issue a STOP to all running media and audio.

The ESC+SHIFT key combination issues a STOP for all Bug overlay graphics.

The F2 Key stops ALL Background Layer clips

The F3 Key stops ALL Bug Layer Content

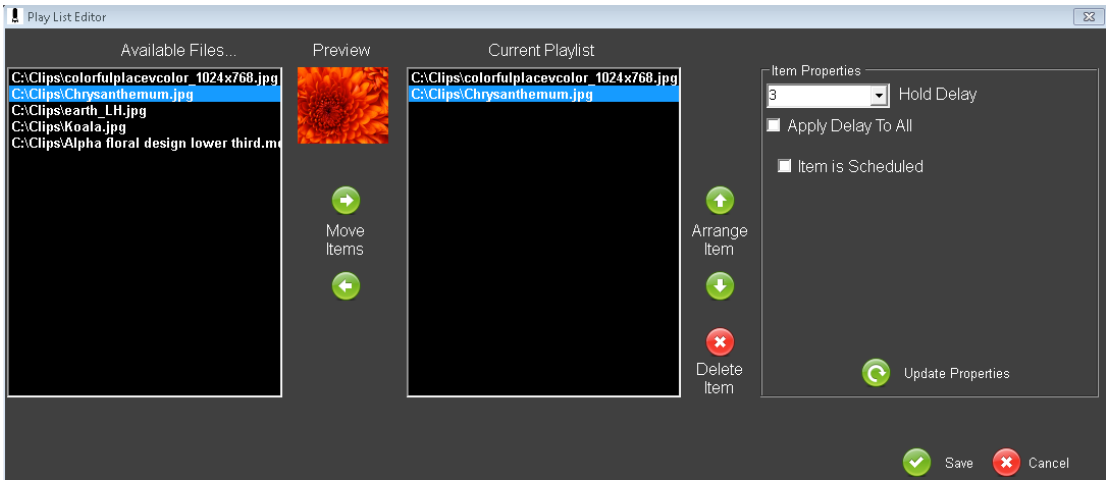
The F4 Key stops ALL Foreground Layer Clips

Creating Playlists

A playlist can be created for Videos and Images, Bug Overlays, or Audio.

To create, right click on an unused button and select Create Playlist (of proper type)

The playlist will have a target canvas and the list of available clips is populated with clips which are set to the same target canvas from within the current button page.



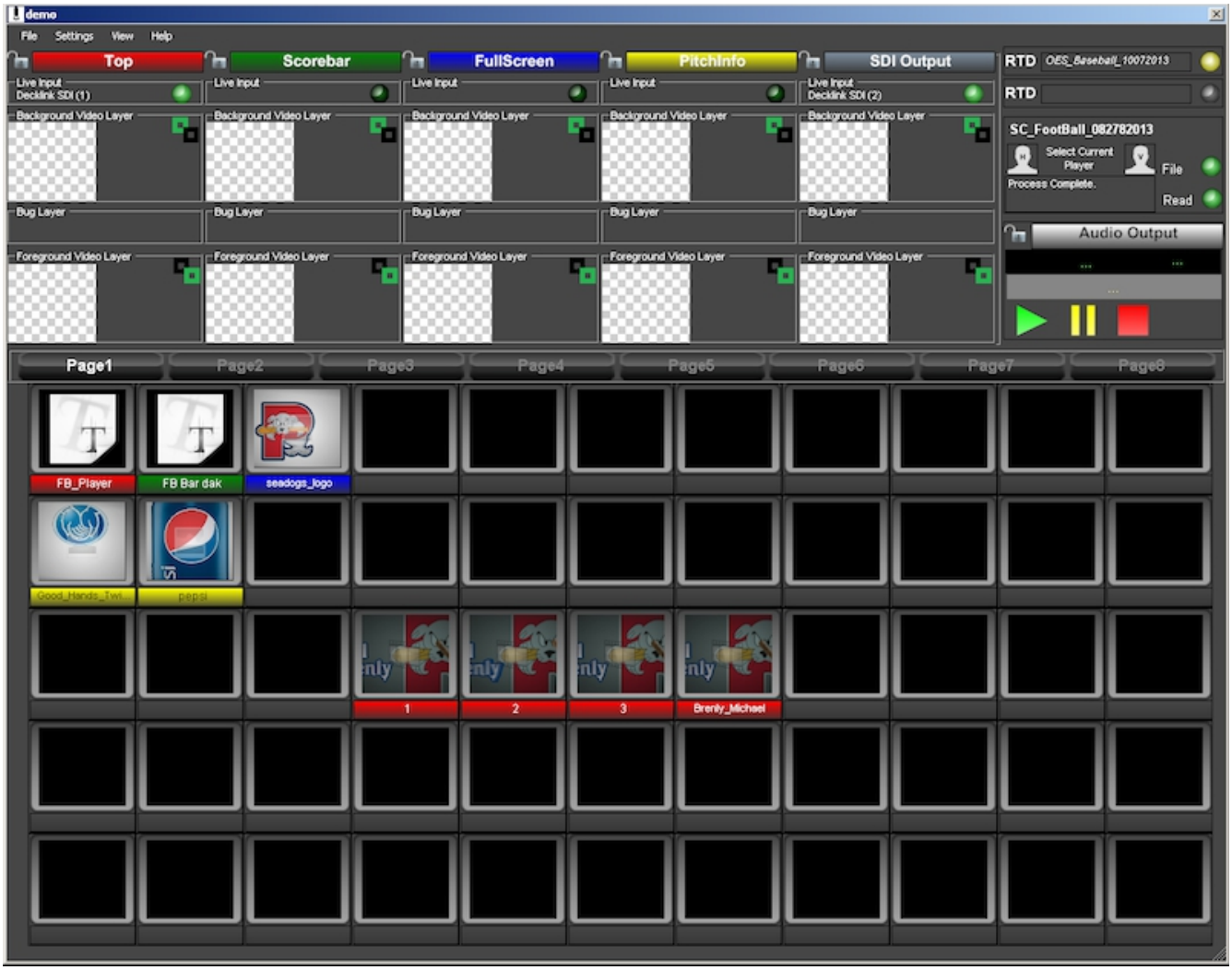
Items can be moved from the Left to Right and removed from Right to Left.

The order can be moved Up and Down using the arrows on the side.

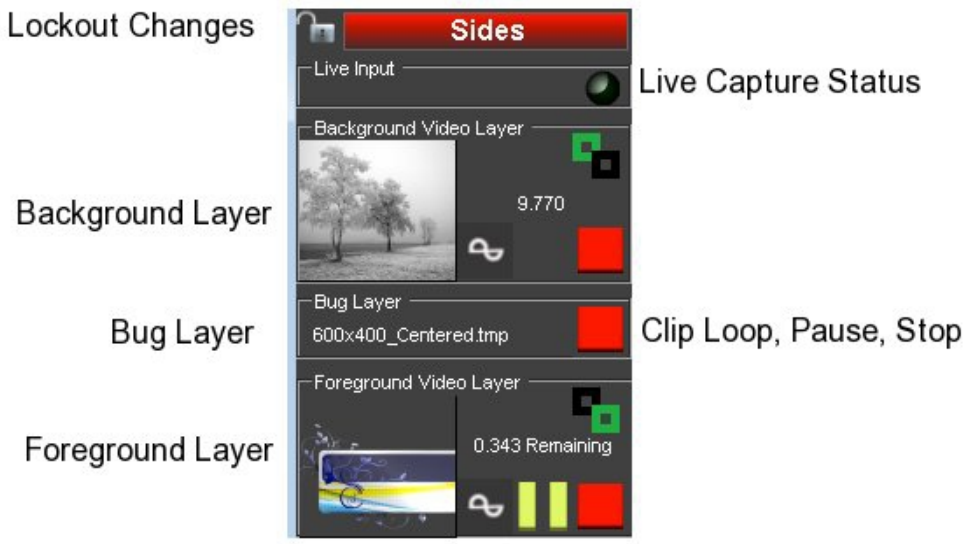
Images and Bug overlays need a static delay but audio and video will be played based on the media duration.

Playlist items can also be scheduled.

Launchpad UI Overview



Output Canvas



The system supports 5 Canvas'. Each Canvas has 4 layers with independent control.

They are the LIVE Layer [Z-Order 0], Background Layer [Z-Order 1], Bug Layer [Z-Order 2], and Foreground Layer [Z-Order 3].

Each layer is transparent and clips played on Alpha transparent background can be used to cover lower layers.

Lockout Changes: Locking a Canvas will prevent any changes to the current operation.

Live Capture Status: LED indicator will be Green if Live capture is enabled

Media Button

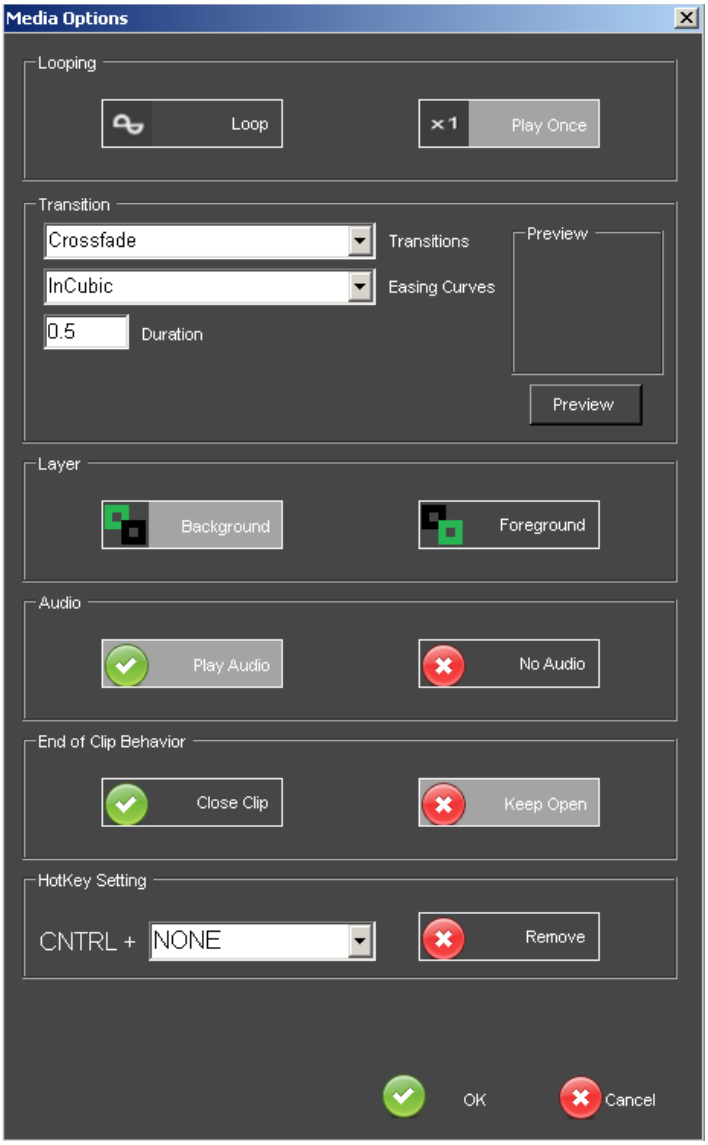
A Media button is used as a container to hold Images, Videos, Bug Overlays, Audio, Linked Items, and Playlists.

Each Media Button has properties that define how the media is played.

Type: Images and Videos are shown with a small image or video icon as a watermark over the thumbnail.

Title: The name of the media file

Media Button Properties



You can access the properties of a media button by either Double Clicking the Title Bar of the media button or by Right Clicking a media button and selecting Properties.

Button Pages

The entire collection of Media Buttons and Tabs can be saved as a Button Page file.

New button pages can be loaded without interrupting media playback allowing limitless button capacity.

External Data

Realtime Data Serial Sources

External serial data sources can be configured using the “Settings \ External Data” menu.

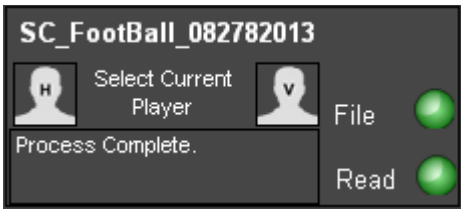
The particular type of data source is defined by the particular translation file installed.

The description of the installed, will appear on the main form under “External Data”.

The LED indicator will turn yellow if the computer COM port was opened successfully. Red indicates error.

The LED indicator will turn green if the incoming data is read properly. Red indicated error.

Stats XML Source



The section labeled StatCrew XML shows the status of the XML data file.

The StatCrew XML file can be accessed either via mapped drive or FTP. The connection is defined under “Settings \ External Data “.

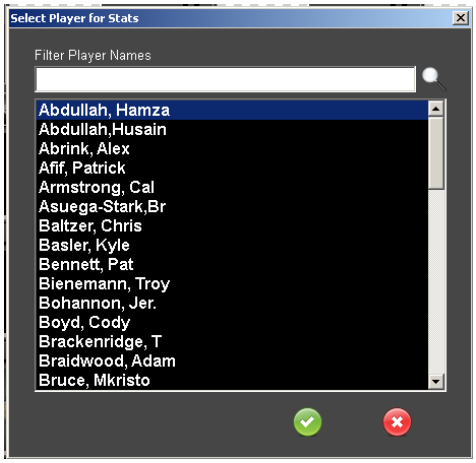
The LED indicator next to “File Access” will turn green if the XML file was copied properly. Red indicates error.

The LED indicator next to “Read” will turn green if the XML file is read properly. Red indicated error.

Select Active Player Buttons

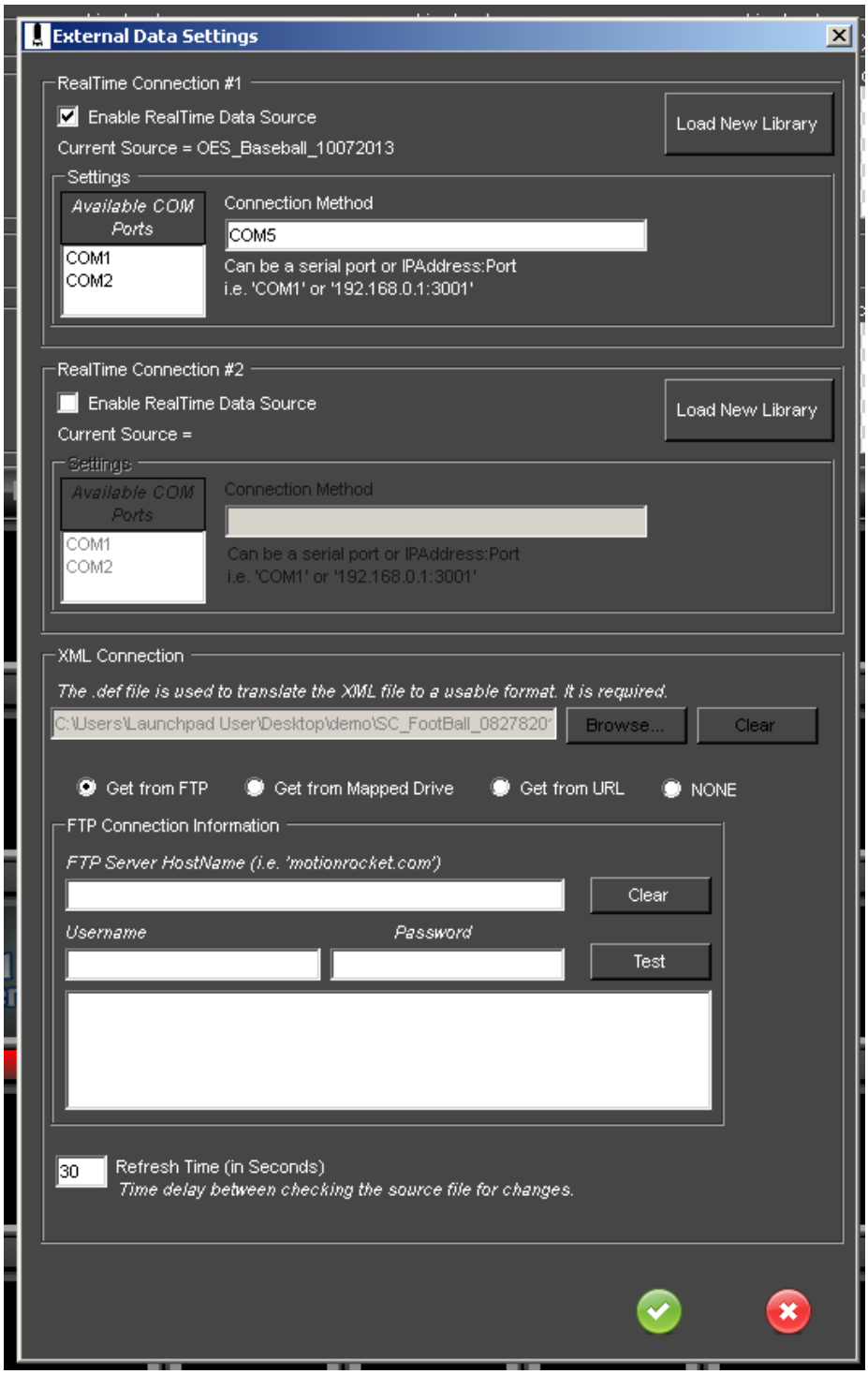
If the stats source was create to ingest the player roster, the program will show two silhouettes. One for Home Team and another for Guest Team.

Clicking one of these will present the Team Roster list allowing the user to define the currently selected player for which the Bug Template will show the player stat information for.



Settings

Configuring External Data



RealTime Connection #1 and #2 :

- Select Enable RealTime Data Source Checkbox
- Select COM Port
- Click Load New Library to open FindFile dialog window to select a new Data Source Library.

External Console Connection: Select Enable Console and select available COM Port.

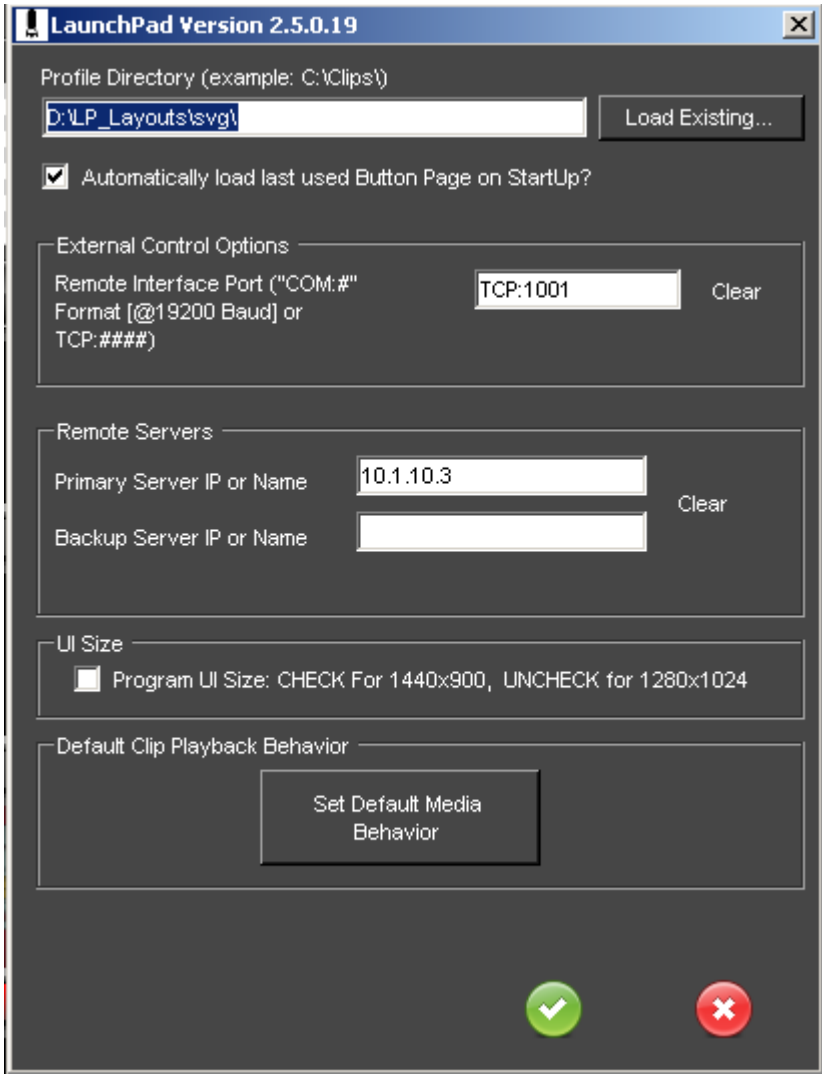
XML Connection:

The variables created from the XML file is defined by an Xpath based XML file with a ".def" extension. The user can reference different types of StatCrew sources by referencing a different definition (.def) file.

The path to the XML file can either be by a mapped drive (S:\ for example), FTP transfer or URL.

The refresh time value defines how frequently the program compares the modified datetime of the XML file and compares it to the last datetime it read. If different, the file is copied to the local C: drive as "Local.xml" and read from there.

System Settings



ClipDirectory: Where the media and settings are stored. **TIP:** This can be used to help if your facility hosts different sports. Create a separate folder for each sport (I.e "D:\Basketball" or "D:\Volleyball"). This will separate the content, data settings into a folder to allow fast switching.

AutoLoad Button Page – The next button page opened will be opened automatically next reboot.

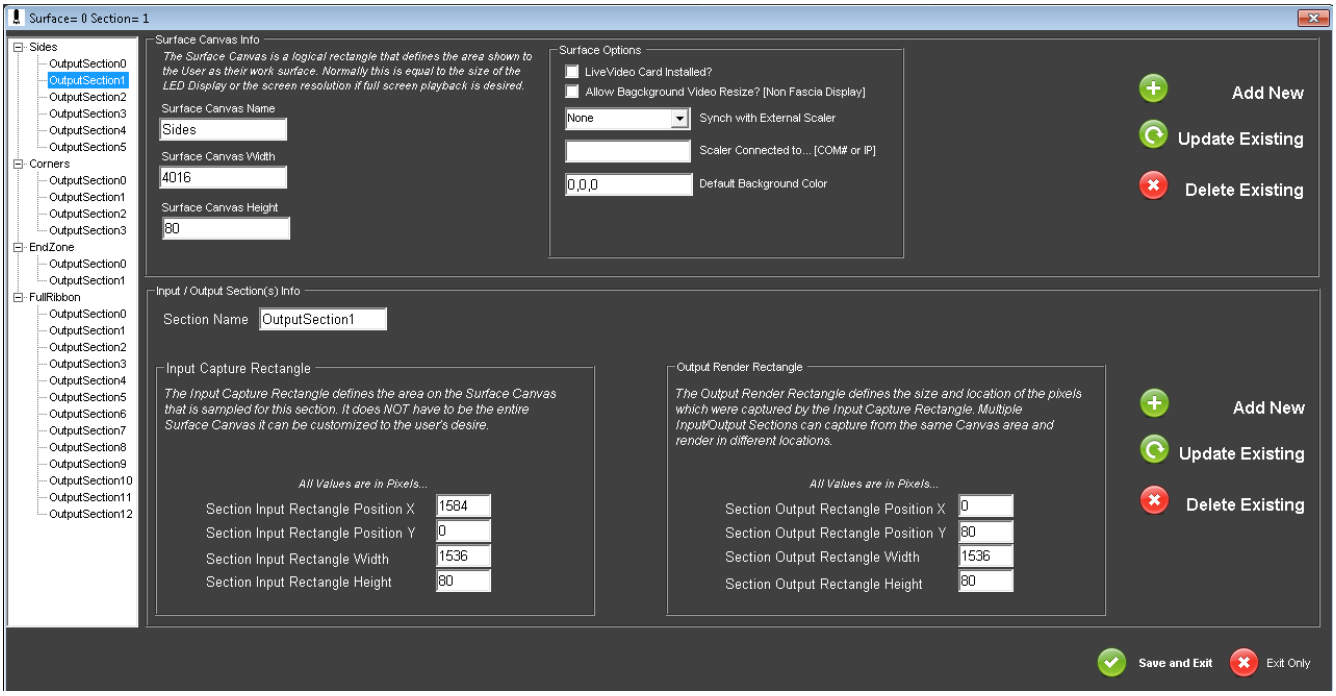
External Control Options: Launchpad can be controlled by external devices and applications by using a simple command protocol (Email for more details). This setting is used to define how the software will listen for those commands.

Remote Servers – Launchpad can send remote commands to other Launchpad servers. Enter the IP address of the remote servers here.

UI Size – Launchpad can run in two monitor resolutions 1440x900 or 1280x1024

Default Clip Playback Behavior – This sets the default clip properties applied during media import.

DVI Play-out Configuration



One of the most powerful (and potentially confusing) feature of Launchpad 2 is the concepts of Canvases and Sections.

A Canvas is the area the user creates on and media is played into. This can be the full screen or a sub section of the screen.

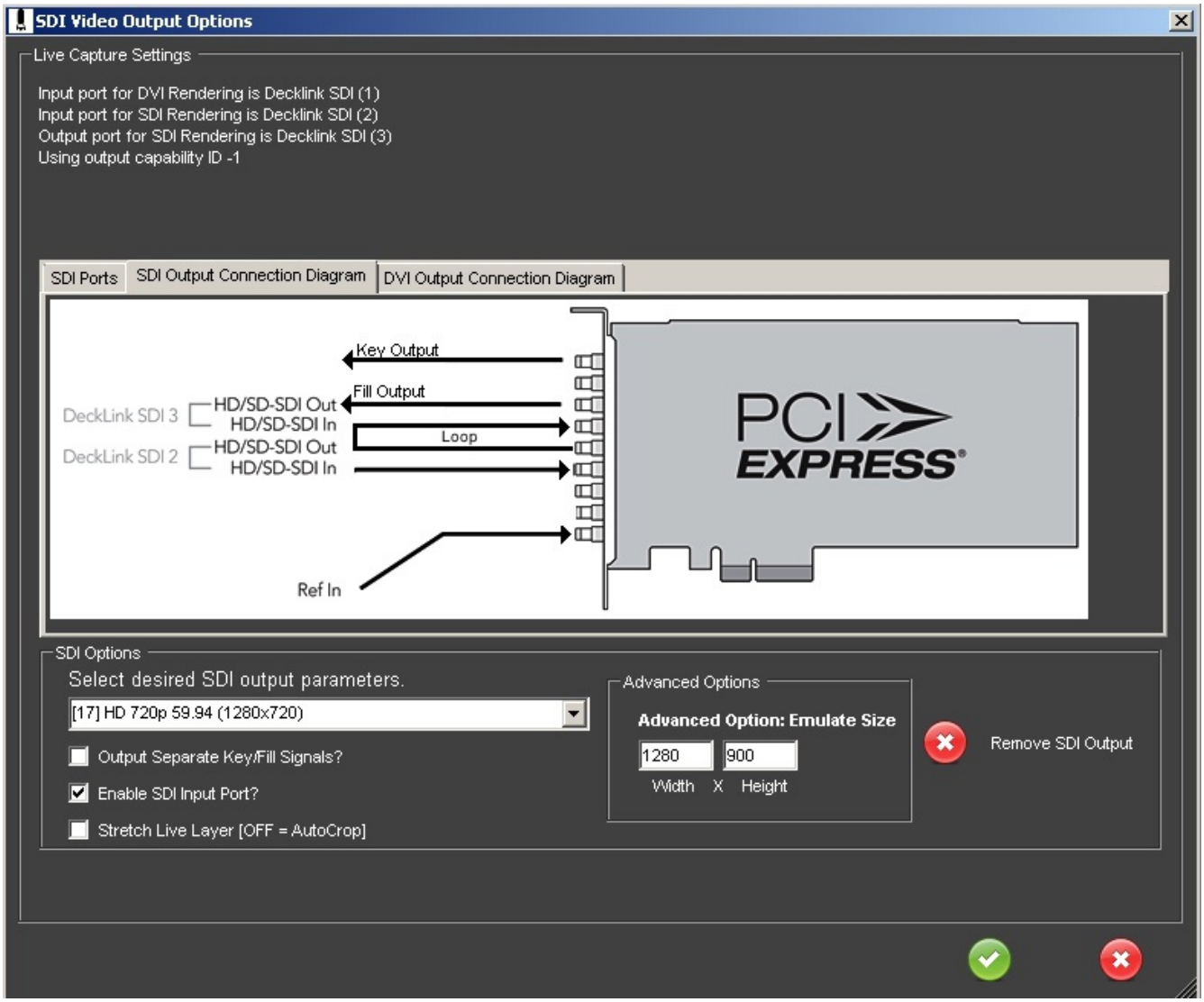
A Section is made of an Input Section and an Output Section. The Input Section defines how much of the Canvas is to be captured and the Output Section defines where that captures area is to be played.

A basic LED screen for example, may have a Canvas of 600x400 and a single Input Section capturing from 0,0 (top corner) and 600x400 in size and a single Output Section positioning the window at 0,0 with a size of 600x400.

Advanced configurations allow for a single Canvas to drive to Virtual Clone LED screens by creating multiple Sections, Automatic resizing by using different size capture and output sections.

Since each canvas is transparent and stacked in Z_Order from back to front, custom configurations can provide limitless configurations.

SDI Play-out Configuration



LaunchPad's SDI Channel is configured using this interface.

The desired output format is selected from the drop-down list.

Options:

Output Separate Key and Fill Signals – This will generate two outputs consisting of the key and fill SDI signals

Enable SDI Input Port – Use this to capture incoming video (Not normally needed if Key&Fill is desired)

Stretch Live Layer – Will stretch the live video layer to conform to custom dimentions. Not selecting this option will AutoCrop based on the custom dimentions.

Advanced Option: Emulate Size

Use this if the final output is an LED display. Enter the LED screen dimentions. Does NOT need to match aspect ratio of video input.