



## Template Guide

### Audio/LiveMedia Template Pack



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### Introduction

The Audio/LiveMedia template pack (**Audio-LiveMedia\_Templates.tpk**) contains Templates for LiveMedia (displaying video feeds) and to play audio on the Player. LiveMedia is the mechanism used to display digital video streams in a Player Layout Area, typically the main A16x9 area.

The different Templates contained in this pack are discussed in two sections: Audio Templates and LiveMedia Templates below.

### Audio Templates

The audio template is called **AudioFile Item**. This template plays audio files on the Player. The following file types are supported:

- MP3
- Wav
- AAC
- WMA

To play an audio file on the Player, proceed as follows:

1. Create an audio Message based on the AudioFile Item Template and attach the Audio file you want to play to the Message.
2. Add this newly created audio Message to the audio Playlist. Note, the audio playlist is set to loop automatically so the audio file will play continuously
3. Optional - To play the audio at set times, rather than continuously, you need to set the validity on the Audio Message using the Content Management > Messages > Set Message Validity task. The Audio will now only play when the Message is valid

### LiveMedia Templates

The template pack contains two LiveMedia Templates:

- **LiveMedia Aflex Item** – this Template is used to display a fixed LiveMedia channel. The channel to display is chosen in advance in Composer when creating a LiveMedia Message from this Template
- **LiveMedia Aflex ExternalControl Item** – This Template is used to display a chosen LiveMedia channel, however the choice of channel is controlled by users via a public variable on each Player and can be changed at any time

To use these Templates to display video feeds proceed as follows:

1. Configure one/or more Players to display a LiveMedia channel
2. Create a LiveMedia Message based on the appropriate LiveMedia Aflex Template
3. Optional – Use public variables to turn LiveMedia On/Off and change channel (only if you have used the LiveMedia Aflex ExternalControl Item Template)

## Configure Players to Display LiveMedia

Configure a Player to display LiveMedia as follows:

1. Login to the Player Web Configuration tool. Once logged in, select **Live Media** in the Web Configuration tool menu
2. Enter a Channel name for the Network video feed to identify it. Make a note of this name, you will need it later when using Composer.
3. Enter an IP address for the Network video feed, contact your network administrator for this information. Note, currently the Player only supports MPEG2 or H264/MPEG4 UDP video streams.
4. Enter the UDP port for the Network video feed, contact your network administrator for this information.

You will need to repeat this process for each LiveMedia feed (channel) and on each Player.

## Create LiveMedia Message

Create a LiveMedia Message as follows:

1. Create a Message in Composer based on the appropriate version of the LiveMedia Aflex template
2. Add this Message to the LiveMedia Playlist
3. By default the LiveMedia Playlist is published to all Players.
4. Publish Content Changes

## Use Public Variables

Once you have used the Player web configuration tool and Composer to display LiveMedia, you can turn LiveMedia on/off or control the channel displayed using the following public variables:

Public Variable	Effect
LiveMedia:Show	Whether to show LiveMedia or not. 0 = turn LiveMedia off, 1 = turn LiveMedia on
LiveMedia:ChannelName	What LiveMedia channel to display, must match a LiveMedia channel configured on the Player. Note this will only work if you have published a LiveMedia Message to the Player based on the <b>LiveMedia Aflex ExternalControl Item</b> Template rather than the other LiveMedia Template

You change a Player public variable by entering the following into a web browser: `http://<player ip>/player/setpublicvariable.html?[varname]=[value]`

- Player IP is the IP address of the Player you want to control
- Varname is the name of the Public Variable you want to modify
- Value is the value you want to set the variable to

Here are some examples: (We are assuming the Player is on IP address 192.168.1.1)

- <http://192.168.1.1/player/setpublicvariable.html?LiveMedia:Show=1> – turn LiveMedia on
- <http://192.168.1.1/player/setpublicvariable.html?LiveMedia:Show=0> – turn LiveMedia off
- <http://192.168.1.1/player/setpublicvariable.html?LiveMedia:ChannelName=CNN> – change LiveMedia channel to display channel called CNN
- <http://192.168.1.1/player/setpublicvariable.html?LiveMedia:ChannelName=BBC1> – change live media channel to display channel called BBC



Figure 1

Property Name	Type	Details
Channel	Text	Name of Channel to display, this name must match the name of a LiveMedia channel configured on each of the Players it is published to.
Mute	Switch	Disable / Enable sound
Horizontal Zoom	Integer	Horizontal zoom percentage (0-100%)
Vertical Zoom	Integer	Vertical zoom percentage (0-100%)

## LiveMedia Aflex ExternalControl Item

Property Name	Type	Details
Mute	Switch	Disable / Enable sound
Horizontal Zoom	Integer	Horizontal zoom percentage (0-100%) see Effects of Horizontal and Vertical Zoom Factors below for more details
Vertical Zoom	Integer	Vertical zoom percentage (0-100%) see Effects of Horizontal and Vertical Zoom Factors below for more details

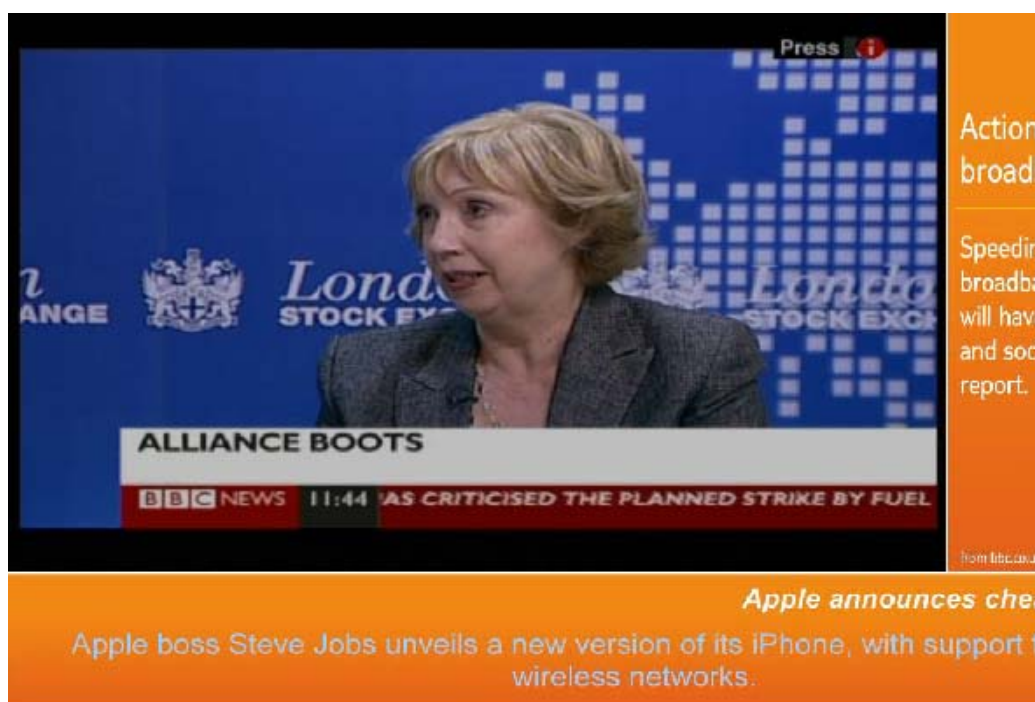
### Effects of Horizontal and Vertical Zoom Factors

Use horizontal and vertical zoom factors to remove black borders around video feeds and to adjust the aspect ratio of the video feed. Examples of such usage are given below:

The first example, Figure 2, shows the original video feed from an external DVB-T tuner. The black borders are added by the tuner. The LiveMedia item is set to 100% zoom both horizontally and vertically

In the second example, Figure 3, horizontal and vertical zoom factors are used to hide borders around a video feed and to show the feed covering the whole main area. In this case, horizontal zoom = 110 and vertical zoom = 120

In the final example, Figure 4, the video feed has a 4x3 aspect ratio. Showing it in the full Layout Area would stretch it horizontally. We can use horizontal and vertical zoom factors to show the feed in such a way that it looks as natural as possible. Note that the area background is shown in the rest of the main Layout area.



Tuesday 10 June 2008

Figure 2 Live Media Message with unwanted black borders around the video feed





11:43:03

Figure 3 LiveMedia Message with zoom settings used to eliminate black borders around the video feed



11:53:22

Figure 4 LiveMedia Message for a video feed with a different aspect ratio to the Main Layout Area