



TELE / TELE Info 2.2

Quick Guide

Attention! This is only a Quick Guide to help you start using the software.
For more detailed information please read TELE User's Manual.

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WELCOME TO TELE / TELE INFO 2.2!

Playback

The screenshot displays the TELE 2.2 software interface. On the left is a schedule table with columns for Time, Name, Type, Duration, Logo, Profile, and Macro. The table lists various program segments, including anchors, empty slots, and video clips like 'cheri.avi', 'cocacola_NTSC.avi', and 'fanta.avi'. On the right side, there are playback controls including 'Stopped', 'Current Block', 'System', and 'Custom' buttons, along with a digital time display showing '16:21:59:01'. Below the time display is a video preview window showing a red cherry. At the bottom right is a 'Media Tree' panel with a search bar and a list of media assets including 'Scripts', 'Streams', 'External clips', 'Logotypes', 'Profiles', and 'Rotation', with a sub-tree for 'New Block1' and 'New Block2'.

Time	Name	Type	Duration	Logo	Profile	Macro
06:00:00:00		Anchor				
06:00:00:00		Empty	00:00:10:00			
06:00:10:00		Anchor				
06:00:10:00		Empty	00:59:50:00			
07:00:00:00		Anchor				
07:00:00:00		Empty	01:00:00:00			
08:00:00:00		Anchor				
08:00:00:00		Empty	01:00:00:00			
09:00:00:00		Anchor				
09:00:00:00		Empty	01:00:00:00			
10:00:00:00		Anchor				
10:00:00:00		Empty	01:00:00:00			
11:00:00:00		Anchor				
11:00:00:00		Empty	01:00:00:00			
12:00:00:00		Anchor				
12:00:00:00		Empty	01:00:00:00			
13:00:00:00		Anchor				
13:00:00:00	cheri.avi	Video	00:00:30:02	New Logo		
13:00:30:02						
13:00:30:02	cocacola_NTSC.avi	Video	00:00:20:00			
13:00:50:02						
13:00:50:02	fanta.avi	Video	00:00:30:01			
13:01:20:03						
13:01:20:03		Empty	00:58:39:22			
14:00:00:00		Anchor				
14:00:00:00	New Block1	Video	00:01:00:03	my_group		
14:01:00:03						
14:01:00:03	New Block2	Video	00:01:00:03	Thermo or Time		
14:02:00:06						
14:02:00:06		Empty	00:57:59:19			
15:00:00:00		Anchor				
15:00:00:00		Empty	01:00:00:00			

Schedule

Media Tree

Overview

WITH TELE 2.2 YOU CAN:

Automate your TV station broadcast by scheduling programs payout.

Insert local (regional) commercials into central channel broadcasting network.

Combine content from other channels with various CG effects like: Logos, Clocks, Animated Banners, Text Overlays, etc.

Schedule output of crawls, banners, ad blocks and full-screen video in-sync with sound.

Playout professional quality video files in formats created by various hardware and software manufacturers like Pinnacle, Matrox, Canopus and others in real time without preliminary checking.

Playout video compressed in various formats – MPEG-1/4, QuickTime, Windows Media, Indeo and Cinepak codecs, etc. It does not necessarily require 25 frames-per-second frequency.

Playout DVD files (PAL/NTSC).

Playout whole video files as well as their fragments.

Combine source video files of various formats into video blocks using the simplest montage methods (trimming, direct patching) and tweak video clip visual parameters (brightness, contrast, saturation, etc.).

WITH TELE INFO 2.2 YOU CAN:

Design programs for round-the-clock broadcast with commercials and informational messages.

Simplify the process of playlist compilation with builtin rotation mechanism. For example, to organize a personal music channel, you can put together an entirely automated rotation of clips with titles (song name, performer, etc.).

Scale video data and display it in one or two "windows" surrounded by various graphics elements – Logos, Crawls, Stock/Sport Tickers, Time/Temp Displays, etc.

Playout Crawls "on the fly" and use them for real time data visualization, like SMS-chat support. Crawl can run directly over the video file displayed by the system.

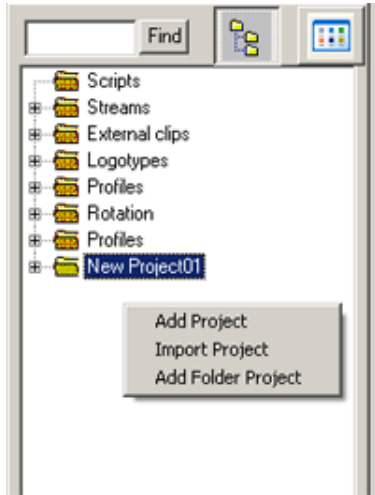
Start a DV-recorder, receive video signal via FireWire interface or other digital source and perform operative insert of this signal without using mixer or preliminary saving into computer.

Show rectangular area of Windows Desktop on TV screen.

In addition, system open program interface (SDK) can help develop your own applications for live broadcast programs and integrate them into existing studio complex.

The package also contains SMS Terminal application, which is designed for SMS and MMS messages output, captions on animated tickers, crawls, vote results, etc.

Creating a new project



1. Right click on the **Media Tree**.
2. Click **Add Project**.

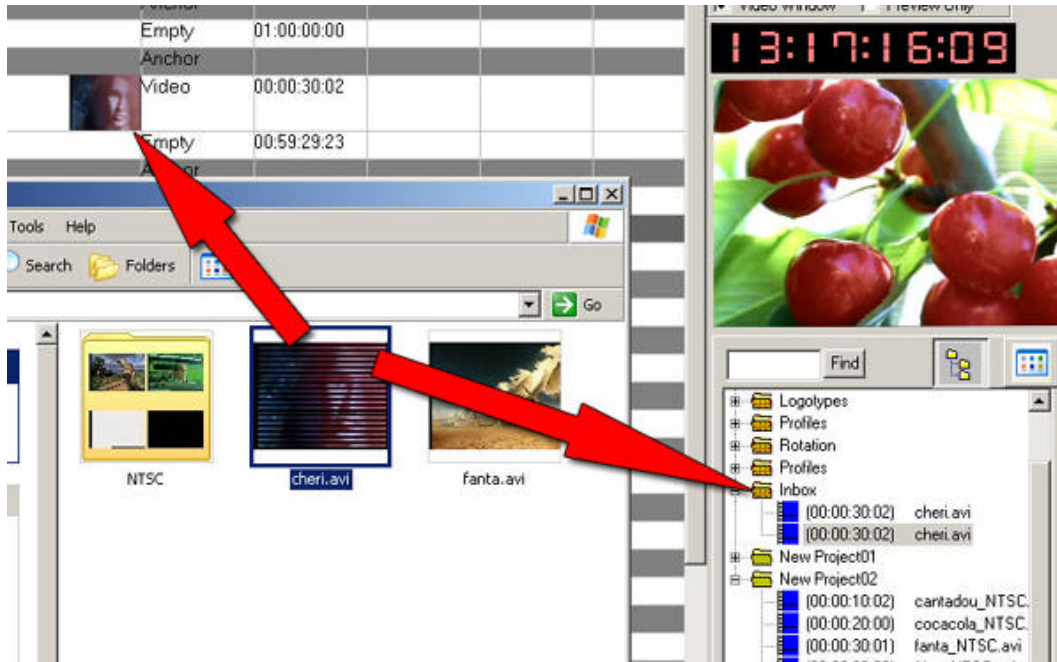
This will create a new folder named New Project01.

You can change the name of this folder by selecting it and clicking on its name.

Adding clips to project

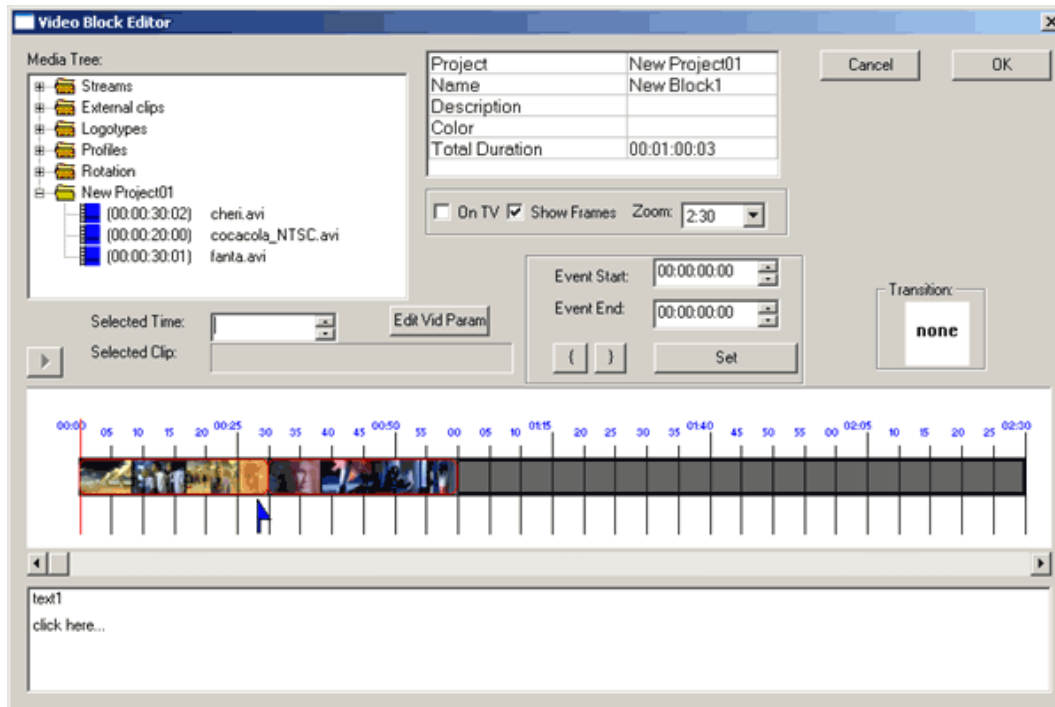
1. Right click on project folder (the folder you want to add the clip to).
2. Click **Add Clip**. It will open a dialog box to choose the file on your hard disk.
3. Select the desired file and click **Open**. Clip Editor window will open.
4. Click **OK**.

Clips can also be dragged and dropped from Windows folders straight into **Media Tree** or **Schedule**. The program will automatically create an **Inbox** folder and add your clips to it



Creating a Video Block

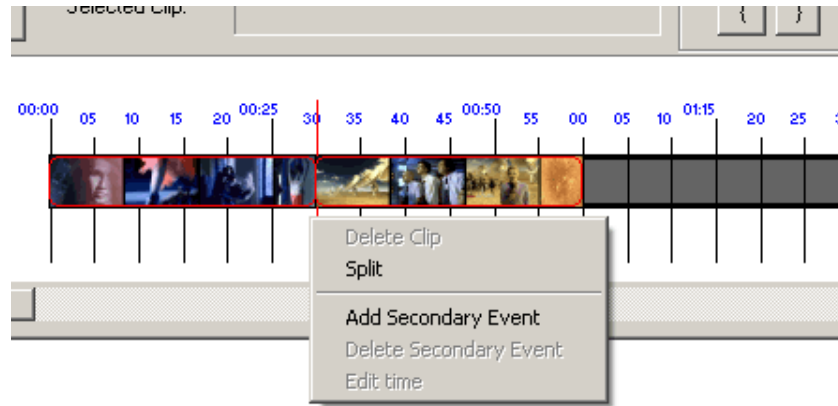
1. In your project folder right click on one of the clips.
2. Click **Add Video Block**.



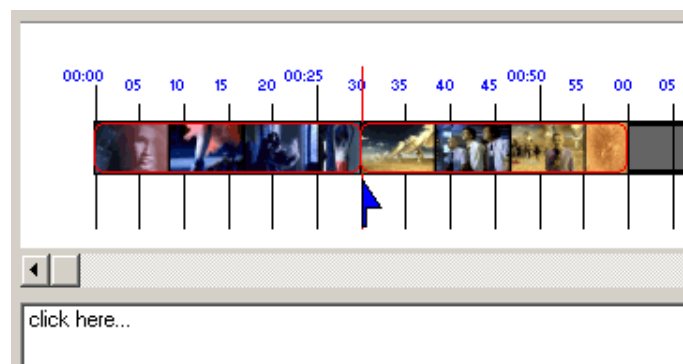
3. Drag the clip from the **Media Tree** list and drop it into the timeline.
4. Do the same for every clip you wish to add.
5. When finished, click **OK**.

Adding Secondary Events to Video Block

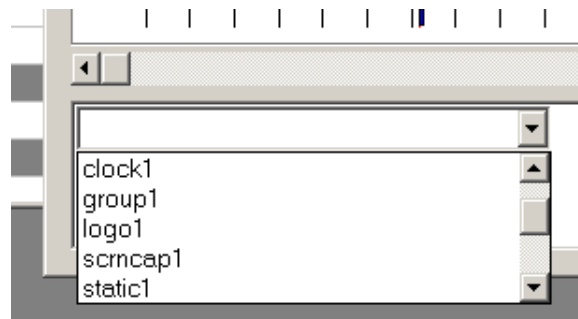
To add a new Secondary Event, right click on the timeline at the place you wish to add it. In this example, the Secondary Event was added at the 30th second. Click **Add Secondary Event**.



The application will place an arrow showing the starting point of the event. The Secondary Event settings will appear in the lower part of the window.



There, you can choose which objects you wish to add and configure their properties. To do this, click on **click here...** and select the object from the list of available objects.



Once the object is selected, you can configure the parameters it will show on the screen. For example, if it is a Logo object, you can set its location and the name of the file it should show. If it is a Static one, you can write the text it should show.

In this example, we will choose the object named **“logo1”**, and set the file with the image we want it to show. To set the image, click on the three-dotted button at the end of the line and locate the image file on your hard disk



We can insert more than one object into the same Secondary Event

To add another object, click under the object you already set. The dropdown list with the objects will appear where you choose a new object you wish to add.

In this example, we will add the object **“static1”**, and we will write the text we want it to show (to do this, after selecting the object, we will type the text in the same line, next to the list (as shown in the picture)).



The objects used in one Secondary Event can be also used in other Secondary Events.

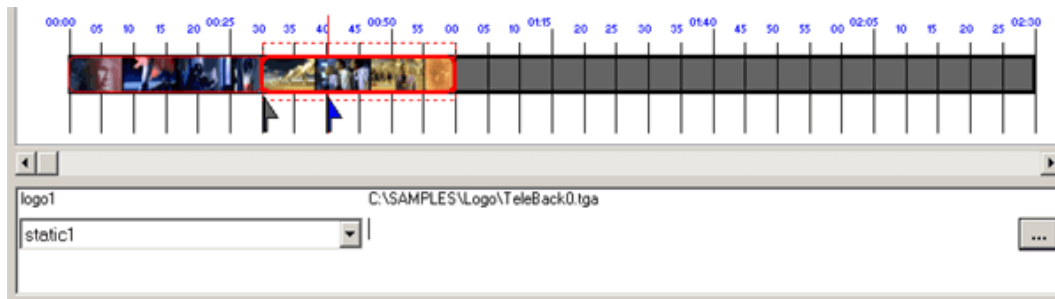
To illustrate this, we will make the objects we set in second 30 disappear 10 seconds later.

To do this, add another Secondary Event (this time at second 40). Follow the same steps we used to add the first Secondary Event.

We inserted the same objects as in the previous Event (**“logo1”** and **“static1”**), each object was set with these parameters:

To object **“logo1”** we assigned a .tga file.

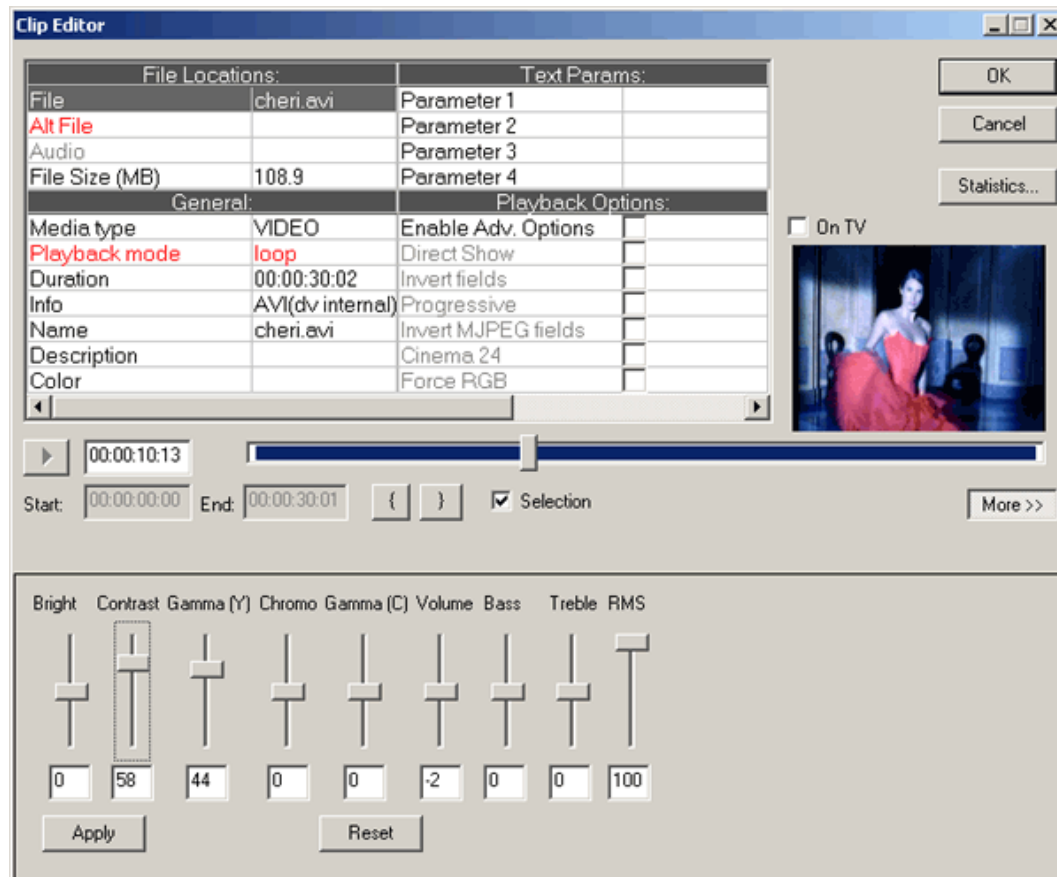
In object **“static1”** we typed a blank space (this is because we want to take the previous text off air and show nothing).



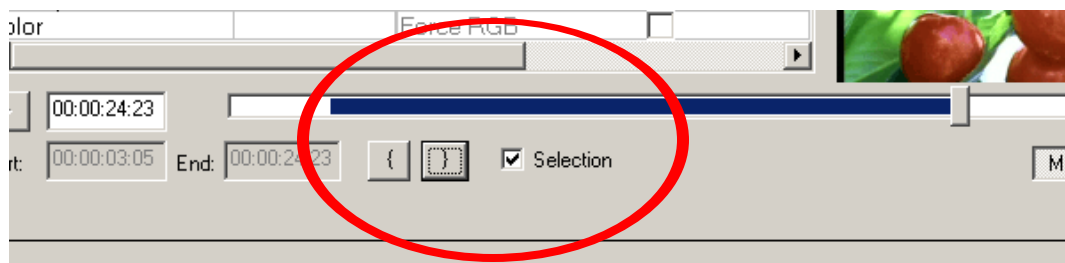
Once you added all the **Secondary Events**, close the **Video Block Editor** by clicking **OK** to save the changes.

Clip Editor

To edit and modify your clip, double click the clip. This will open the **Clip Editor**, where you can edit the clip parameters.

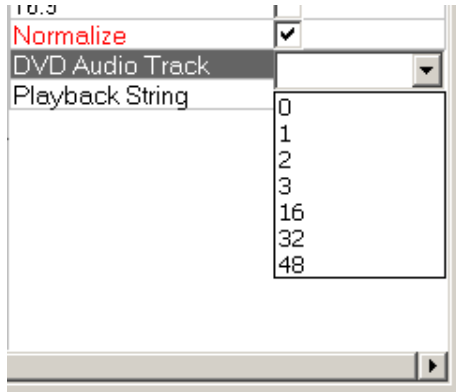


You can crop the clip by dragging the slider to the required location and using “{” “}” buttons.



General:	
Media type	VIDEO
Playback mode	loop
Duration	00:00:30:02
Info	AVI(dv internal)

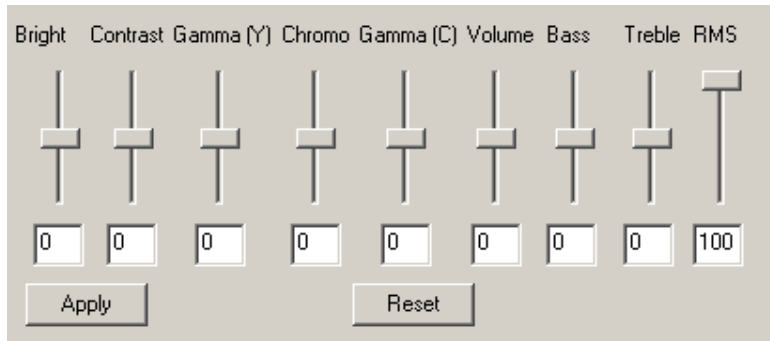
Clip can be looped and set to a specific duration.



Normalize will equalize the volumes of different clips.

DVD Audio Track allows to choose a track from the list of available DVD audio channels when you play a DVD file.

In the lower part of **Clip Editor** window (click **More >>** if it is hidden) you can modify the clip's visual and audio properties.

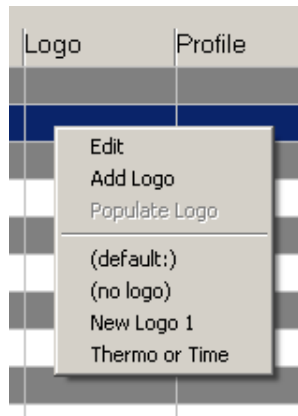


Adding objects to the Schedule

Adding Clips and/or Video Blocks to the Schedule

Drag the Clip and/or Video Block from the Media Tree and drop it into the Schedule in the desired segment.

Adding a Logo



Adding an existing Logo

1. Click on the segment (in **Logo** column) where you wish to add Logo.
2. Select Logo from the menu.

Creating a Logo and adding it to the Schedule

1. Click on the segment (in **Logo** column).
2. Click **Add Logo**. The **Logo Editor** window will open.

ATTENTION! When you add Video Block that has Secondary Event to the Schedule, you must select a relevant Logo that contains the template with the objects used in the Secondary Event of this Video Block in Logo column.

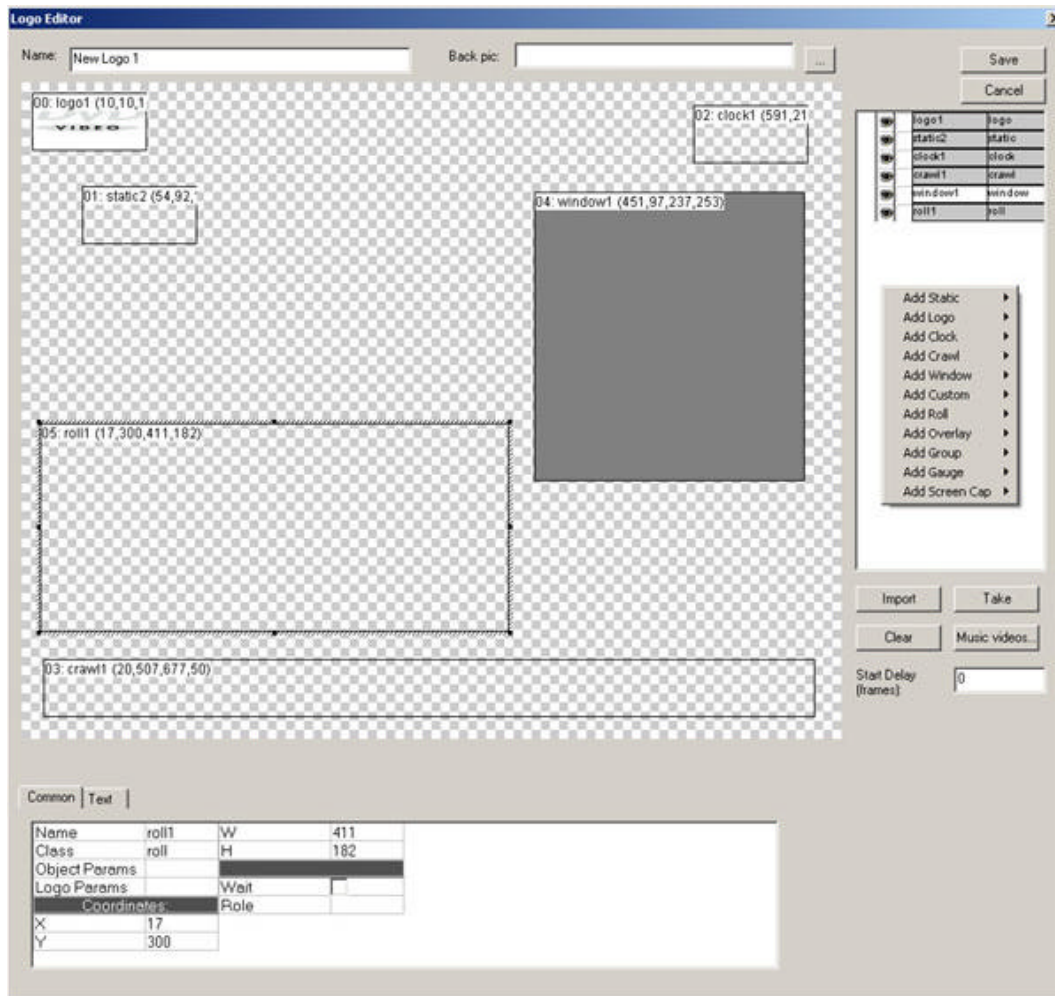
13:00:00:00	+ New Block1		Video	00:01:00:03	New Logo 1
13:01:00:03					
13:01:00:03			Empty	00:59:59:22	

Anchors

Anchors cannot be moved. They divide clips in the Schedule.

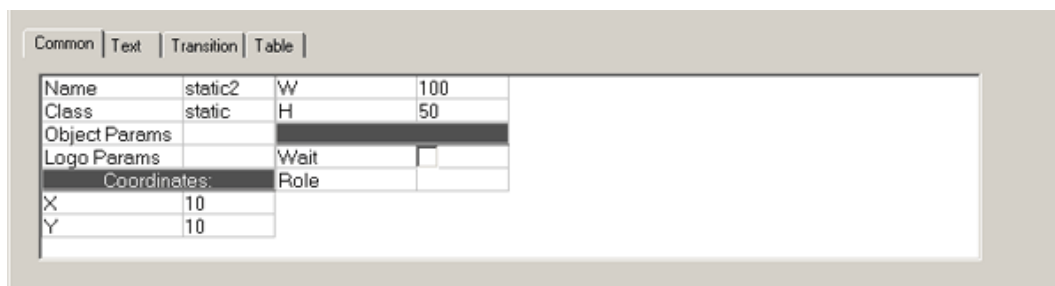
06:00:00:00		Anchor		
06:00:00:00		Empty	00:00:10:00	
06:00:10:00		Anchor		
06:00:10:00		Empty	00:59:50:00	
07:00:00:00		Anchor		
07:00:00:00		Empty	01:00:00:00	
08:00:00:00		Anchor		

Logo Editor

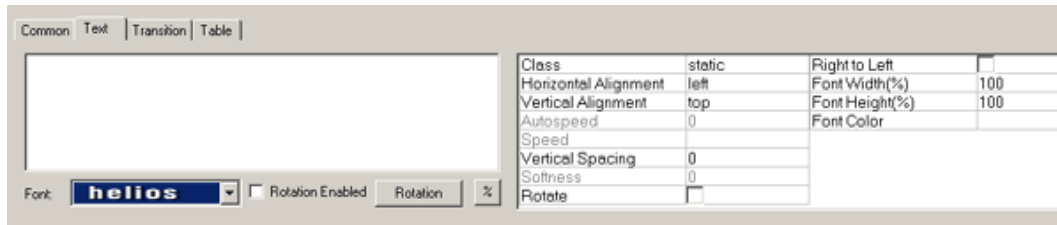


Adding Static Text


1. Rightclick on the workspace and select **Add Static**.
2. If the object you want to add was previously created (for example, it was used in another logo) select it from the list.
3. If you want to create a new object, click **New**. The object's properties window will open.

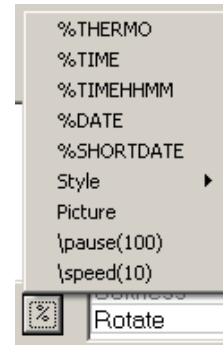


Name: Name your object.



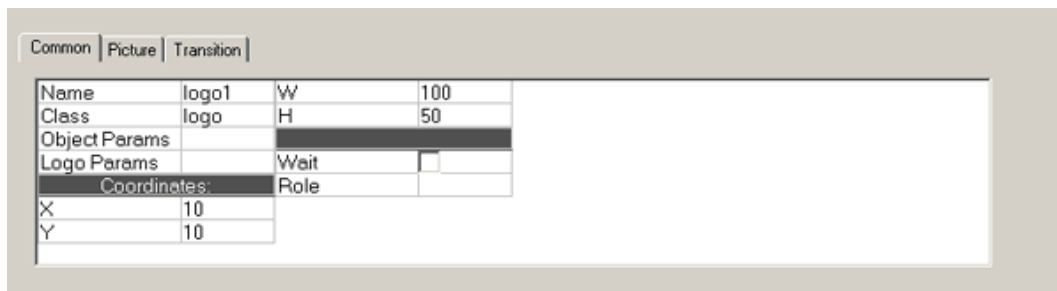
Text: Type in your text.

You can add pre-defined objects, such as temperature, hour, etc. To do this, click 




Adding Logo (.logo or .tga file)

1. Rightclick on the workspace and select **Add Logo**.
2. If the object you wish to add was previously created (for example, it was used in another logo) select it from the list.
3. If you want to create a new object, click New. The object's properties window will open .



Name: Name your object.



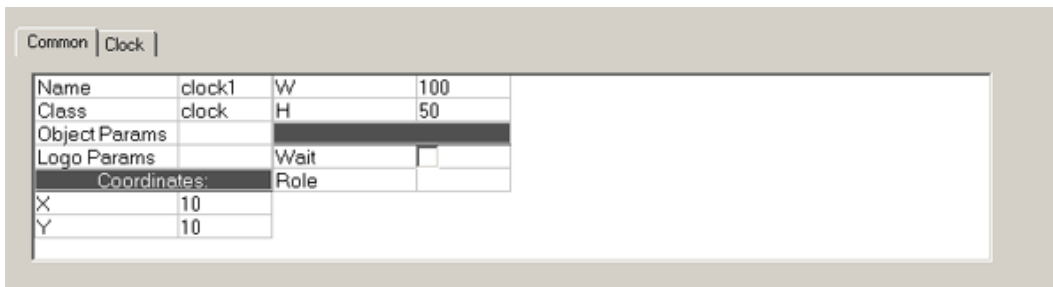
Picture: Select the file you wish to show in this object. If the file was already used in another object, it will appear in the list; otherwise, you can select it by clicking .

No Loop Check to play the animation once.


No Anim If checked, and the selected file is a TGA sequence, it will only take the selected file instead of the whole sequence.

Adding Clock

1. Rightclick on the workspace and select **Add Clock**.
2. If the object you wish to add was previously created (for example, it was used in another logo) select it from the list.
3. If you want to create a new object, click **New**. The object's properties window will open.

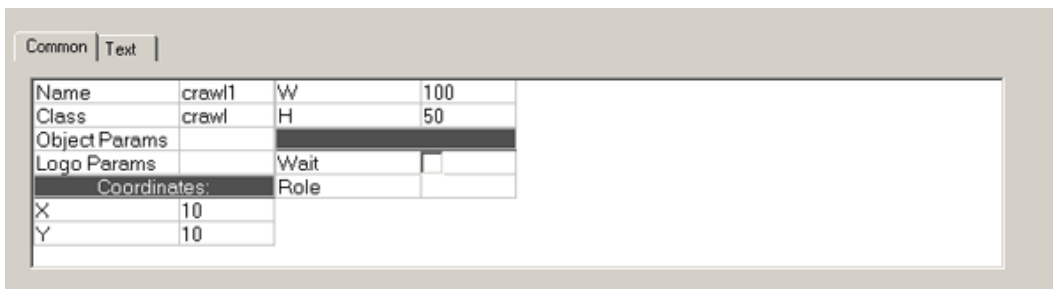


Name: Name your object.

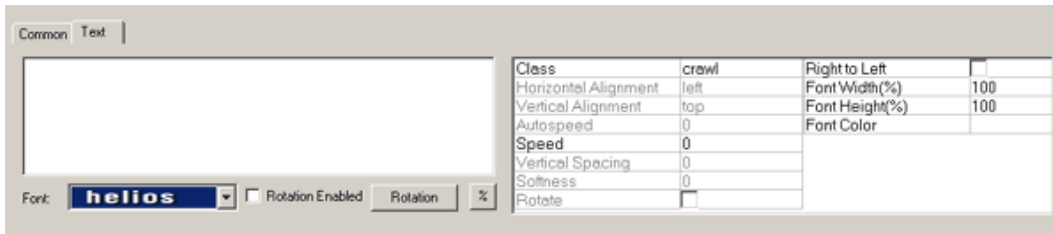
Clock Select the file you wish to show in this object. If the file was already used in another location: object, it will appear in the list; otherwise, you can select it by clicking .

Adding Crawl (available in TELE Info only)

1. Right click on the workspace and select **Add Crawl**.
2. If the object you wish to add was previously created (for example, it was used in another logo) select it from the list and click **OK**.
3. If you want to create a new object, click **New Object...** The corresponding properties will appear at the bottom of the window.



Name: Name your object.

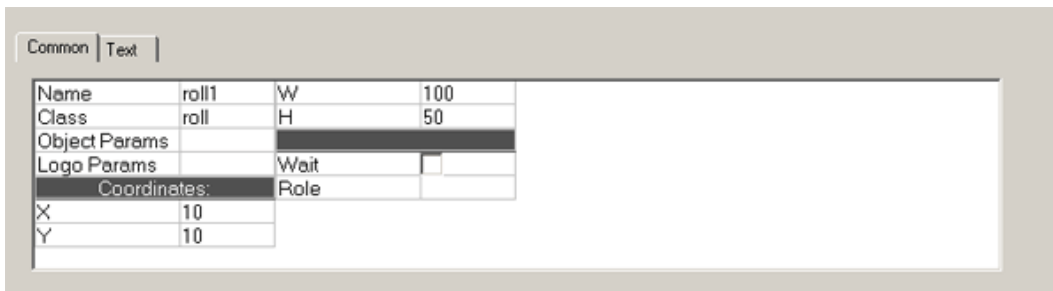


Text: Enter Crawl text.

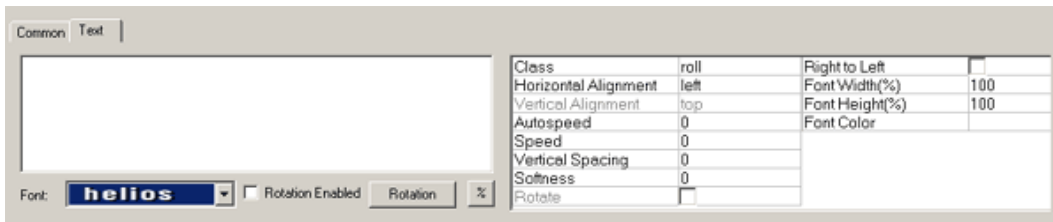
Font: Choose font.

Adding Roll (available in TELE Info only)

1. Right click on the workspace and select **Add Roll**.
2. If the object you wish to add was previously created (for example, it was used in another logo) select it from the list and click **OK**.
3. If you want to create a new object, click **New Object...** The corresponding properties will appear at the bottom of the window.



Name: Name your object.



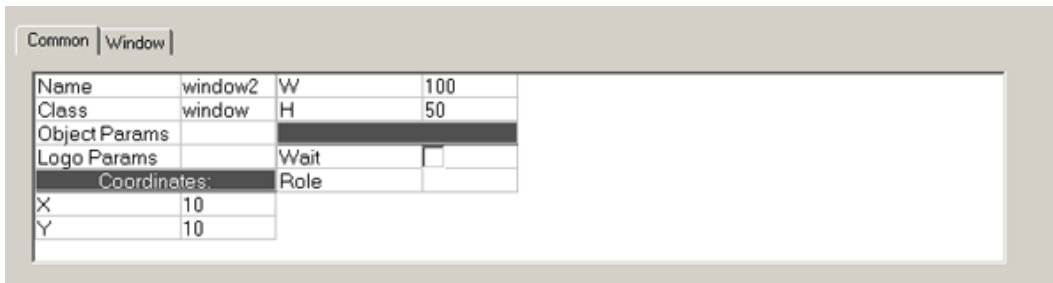
Text: Enter Roll text.

Font: Choose font.

Adding Window (available in TELE Info only)

1. Right click on the workspace and select **Add Window** .
2. If the object you wish to add was previously created (for example, it was used in another logo) select it from the list and click **OK**.

3. If you want to create a new object, click **New Object...** The corresponding properties will appear at the bottom of the window.



Common Window			
Name	window2	W	100
Class	window	H	50
Object Params			
Logo Params		Wait	<input type="checkbox"/>
Coordinates:		Role	
X	10		
Y	10		

Name: Name your object.

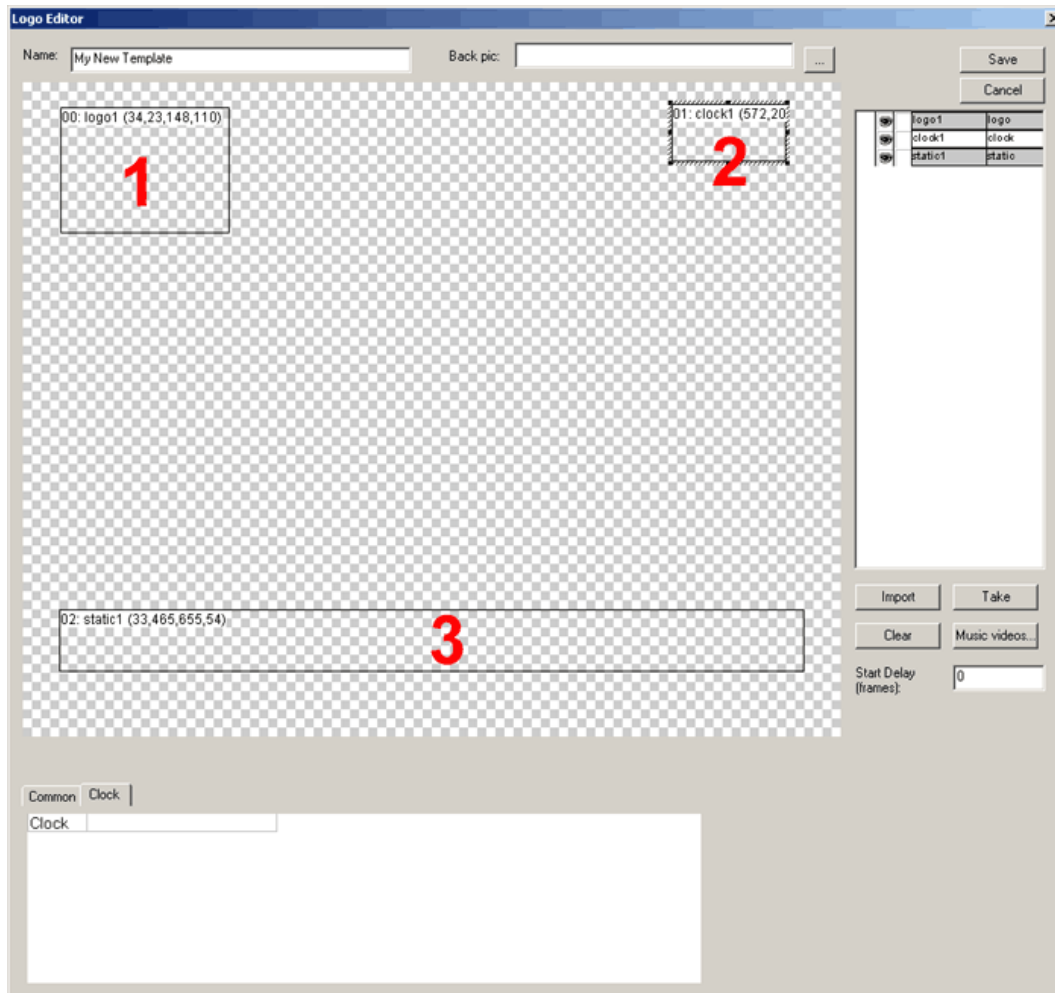


Common Window	
Force Overlay	<input type="checkbox"/>
Scale	<input type="checkbox"/>
Picture	

Scale: Check to scale the video window.

Picture: Shows an image as background in the external area of the window .

Creating a Template



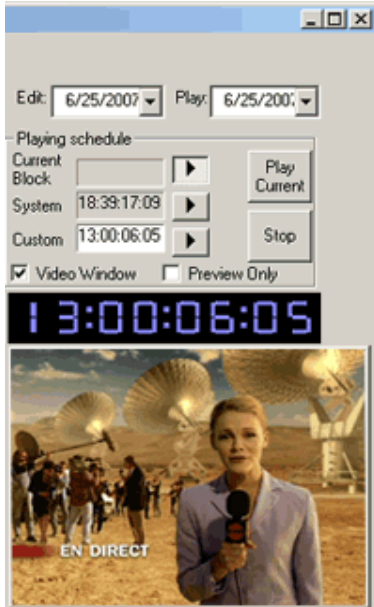
Once you have added all the objects you wish to use in your project you can save them as a Template.




For example, let's say we created object 1 - “**logo1**”, object 2 - “**clock1**” and object 3 - “**static1**”.

Place the objects in the Template window where you want them to be shown on the screen .

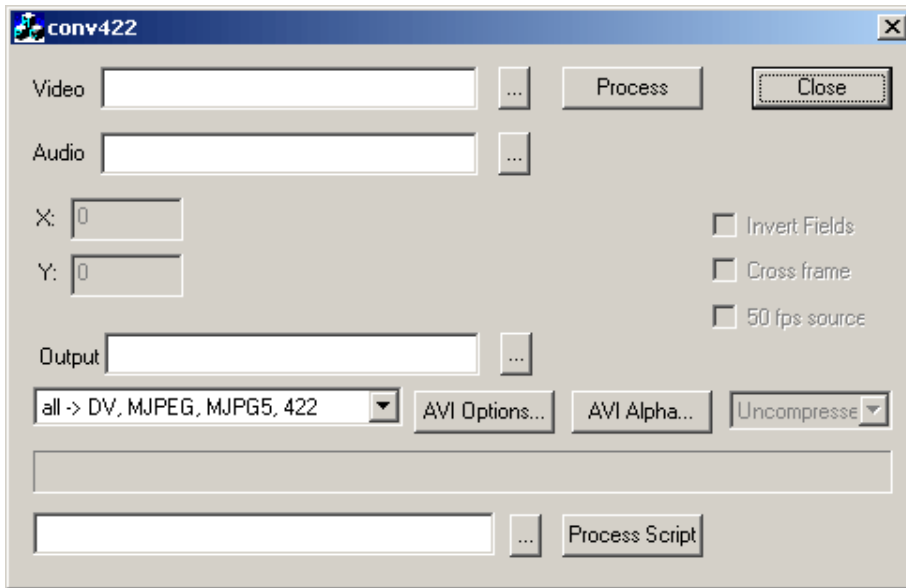
Assign a name to this template before saving it, so you can easily find it later. Click **Save** and close the **Logo Editor** window.

Schedule playback



- Edit:** Indicates the date of the edited schedule. This date can be changed in the calendar by clicking the arrow button.
- Play:** Indicates the date of the schedule playback. This date can be changed in the calendar by clicking the arrow button.
- Current Block:** Pressing  starts the selected block playback.
- System:** Pressing  starts the playback of the schedule according to the system clock.
- Custom:** Pressing  starts the playback of the schedule according to the hour set in the text box (in HH:MM:SS:FF format).
- Video Window:** Opens a video window to preview the playback, 1 to 2 seconds before it's on air
- Preview only:** Disables on air reproduction of the schedule. The schedule will be displayed in the video window. The input signal is reproduced on the output without any change.

File Converter



The system uses its own file format for animation files – .logo files. File Converter application can convert a TGA sequence into a single .logo file. In addition, the following conversions can be made:

