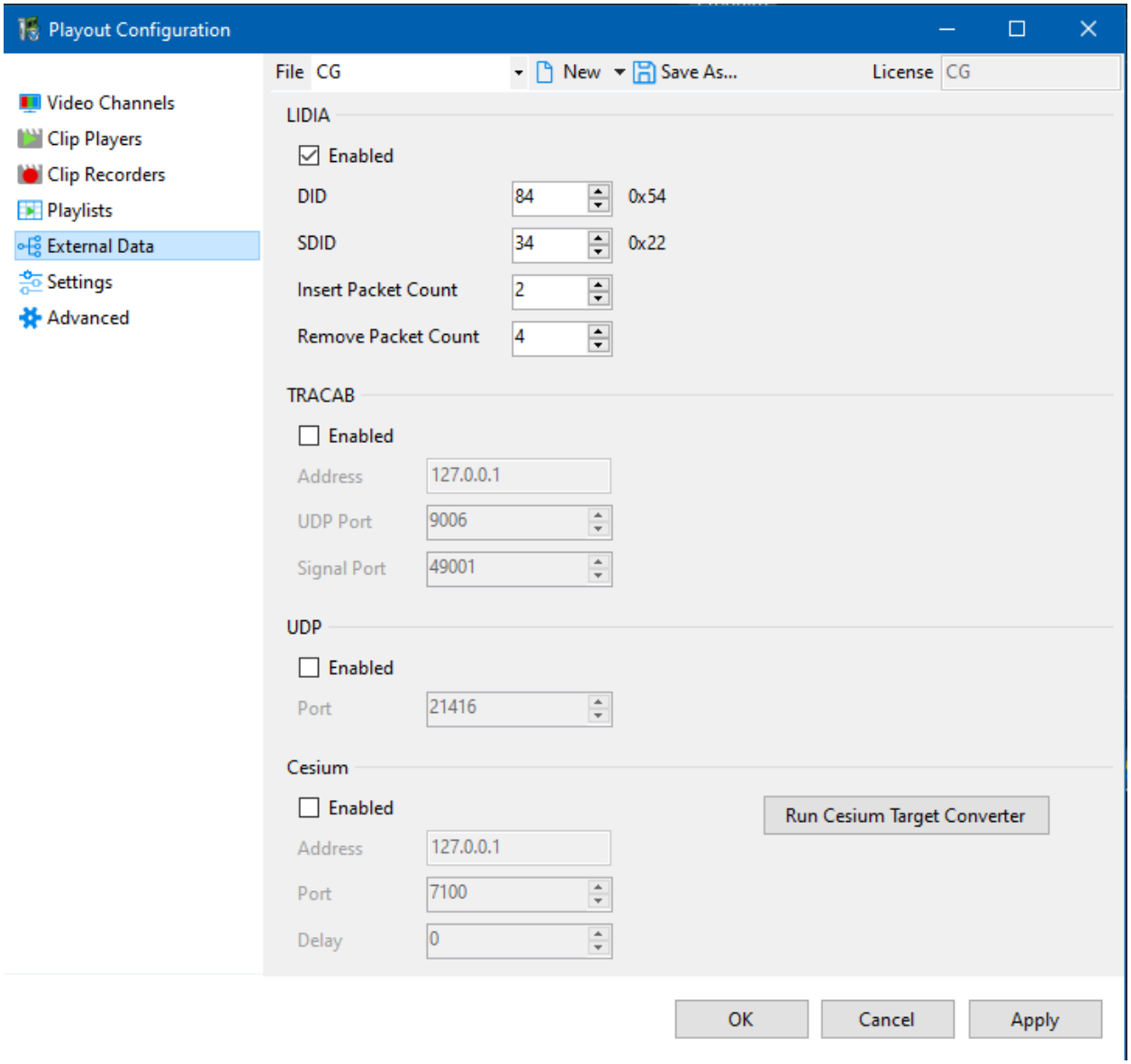
LIDIA Users Guide

v 4.10

The PRIME LIDIA feature allows users to trigger PRIME Actions from triggers embedded in the VANC data of a video input.

Configuration

From Primes runtime user interface in the “Config->Playout Configuration->External Data “menu to view the LIDIA settings.



The LIDIA decoders detect a trigger signal on line 9 of the HD SDI **V**ertical **ANC**illary (VANC) data space.

DID is the **D**ata **ID** word and is an 8-bit word in the range 50h-5Fh and C0h-DFh for unregistered data types.

SDID

is the **S**econdary **D**ata **ID** word and has value in the range of 01-FEh. The SDID should be unique to the organization inserting the data. The Appendix contains the proposed SDID assignments by Network*. Set your DID and SDID based on your VANC data encoder settings.*

Insert Packet Count

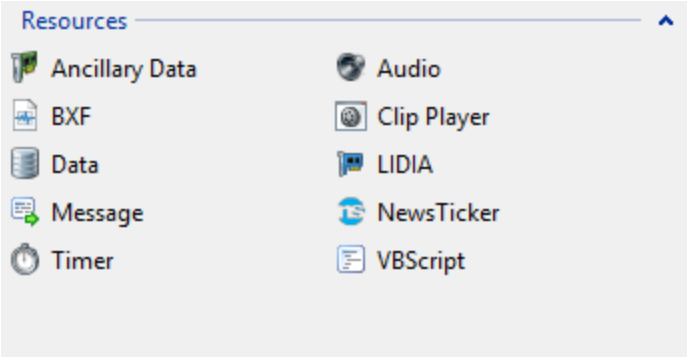
Some packets do not have the correct packet count. If the packet count is not sequential triggers will not happen. This value determines how many sequential packets required to execute a trigger on.

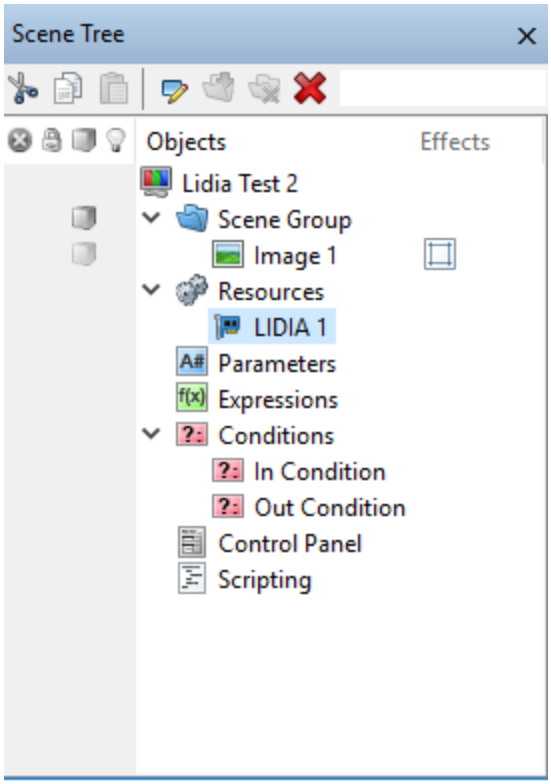
Remove Packet Count

Same as insert except in the reverse. This will allow triggering off if the number of packets are valid.

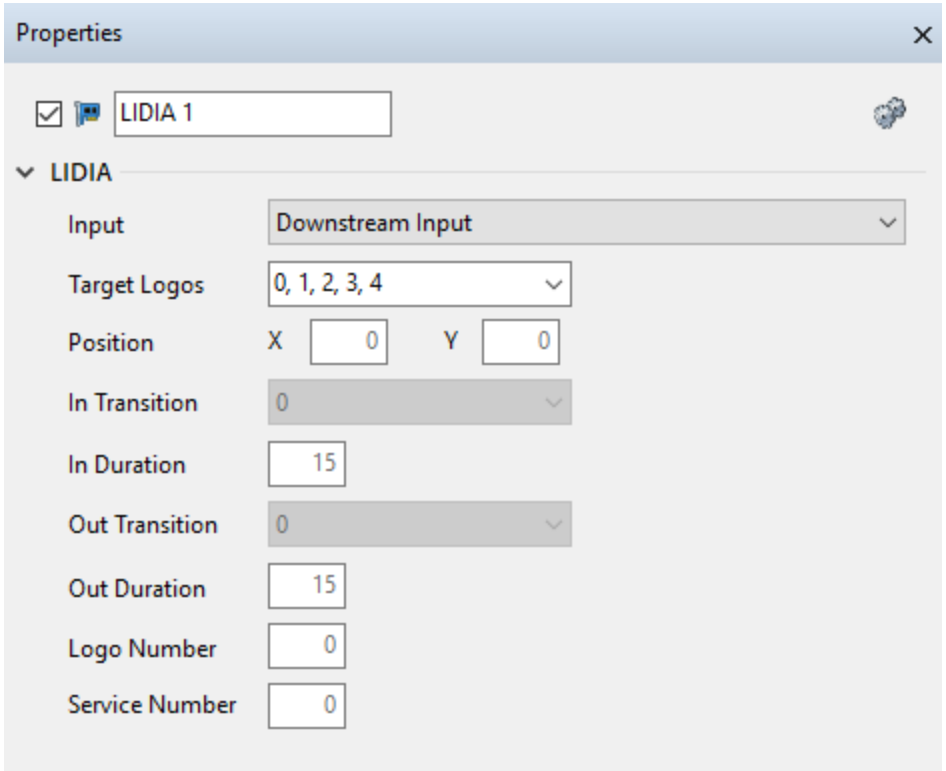
Designing your PRIME Scene

The LIDIA Resource object can be added from PRIME toolbox





LIDIA PRIME Properties:



Input: Select the input video source containing VANC triggers

Target Logos: See below

The following properties are READ ONLY and are defined in the VANC data stream. They can be used with PRIME Conditions & Expressions to execute logo insertion.

Position: Indicates the Position as defined in the VANC data

In Transition: Indicates the Transition name defined in the VANC data to bring the logo on air. (See the "Transition Types" table below)

In Duration: Indicate the PRIME Condition or Expression defined in the VANC data.

Out Transition: Indicates the Transition name defined in the VANC data to take the logo off air. . (See the "Transition Types" table below)

Out Duration: Duration in Frames to execute the PRIME out Action

Logo Number: Indicates the "Logo Number" defined in the VANC data.

Service Number: Indicates the "Service Number" defined in the VANC data.

Target Logos:

Specifies which Logo to target in your scene. The asterisk (*) means target all logos.

Sample VANC Logo numbers:

VANC Logo #	Local Station User logo #	Logo Description
0	1	Solid "Station logo" used with Network EYE
1	2	Translucent "Station logo" with Network EYE
2	3	Solid time and temperature (opacity = 100%)
3	4	Translucent time and temperature (opacity = 75%)
4	5	4:3 Solid black background text crawl and Solid time and temperature
5	6	16:9 Solid text crawl and Solid time and temperature
6	7	4:3 Translucent background text crawl and Solid time and temperature
7	8	16:9 Translucent background text

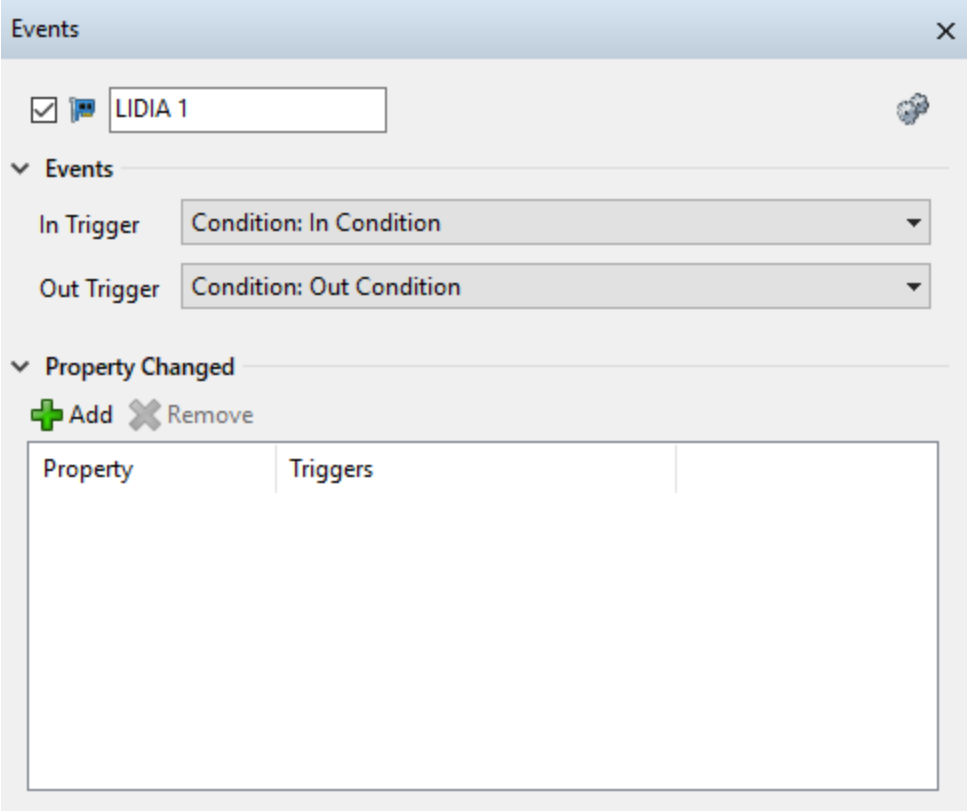
		crawl and Solid time and temperature
8-26	9-27	Reserved for Network use
27	28	4:3 text foreground
28	29	16:9 text foreground
29-99	30-100	Reserved for Network use
100	101	Local Station Logo
101	102	Local Logo, Time and Temperature
102	103	Local promotional Animation 1
103	104	Local promotional Animation 2
104	105	Local promotional Animation 3
105	106	Local promotional Animation 4
106	107	Local promotional Animation 5
107-199	108-200	Reserved for local use
200-255	200-256	Reserved for future use.

Transition Types:

Transition Number	Type	Description
0	Fade-IN/Fade-OUT	Fade the logo when trigger is present & out when it is absent
1	Cross Fade	Fades the current logo down and the same time fades the new logo up.
2	Fade-Take	Fade the current logo in and removes the logo in one frame(cut)
3	Take-Fade	Cuts the current log in and fades the logo up at start of trigger
4	Wipe Left to Right	Wipes the logo on screen from the left to right
5	Wipe Right to Left	Wipes the logo on screen from the right to left
6-255		Reserved

LIDIA PRIME Events:

The LIDIA Resource object “Events” will automatically be triggered when the Video input object recognizes the embedded triggers.

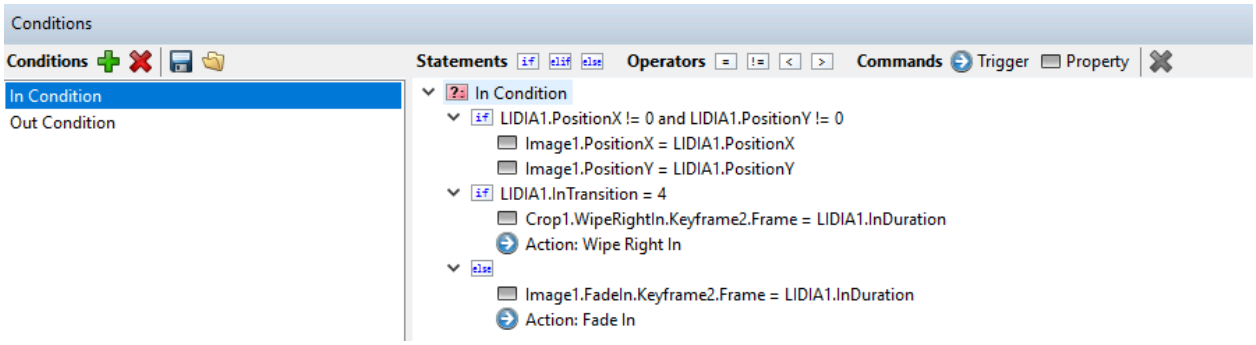


In the above example we define the “In” & “Out” Triggers to be triggered by the VANC triggers. In this example we will execute PRIME “Conditions” “Condition In” and “Condition Out” to evaluate what PRIME transition to execute upon receiving the VANC triggers.

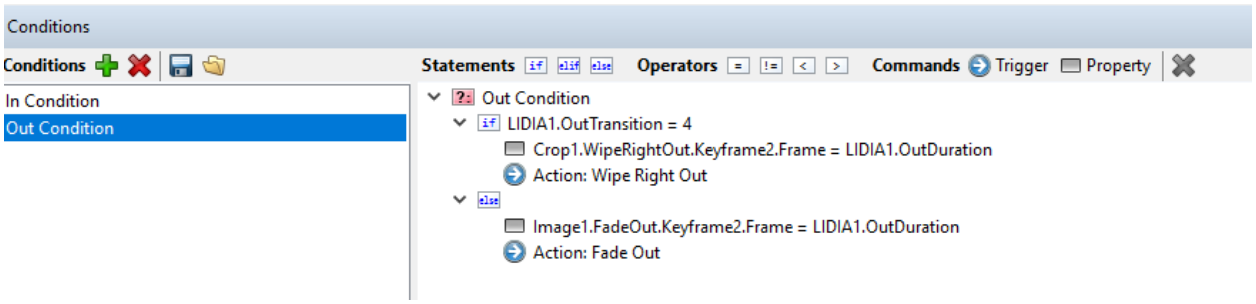
PRIME Example:

In the following example, A VANC trigger raises an event in the PRIME LIDIA object. The event then executes PRIME conditions to evaluate what PRIME Scene Transition to execute.

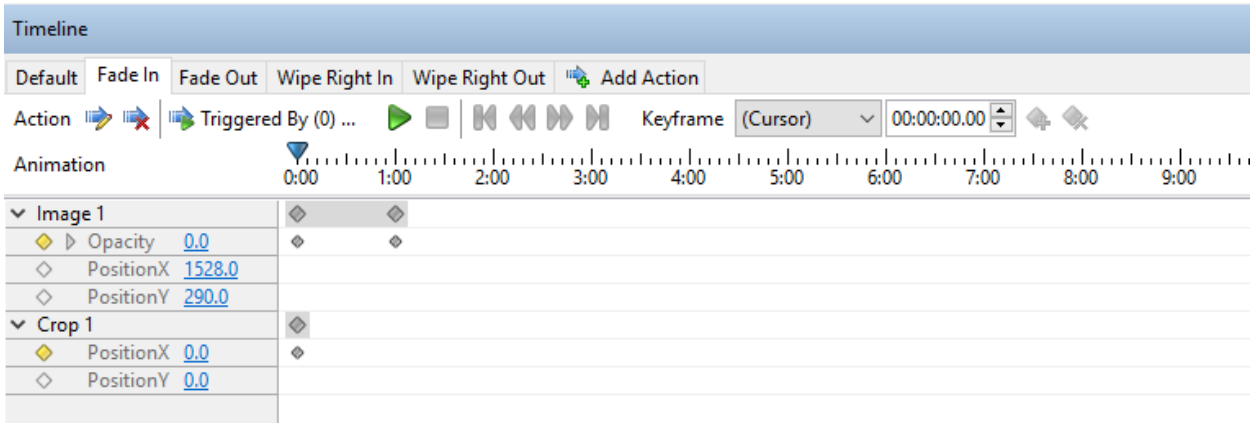
PRIME “In Condition”



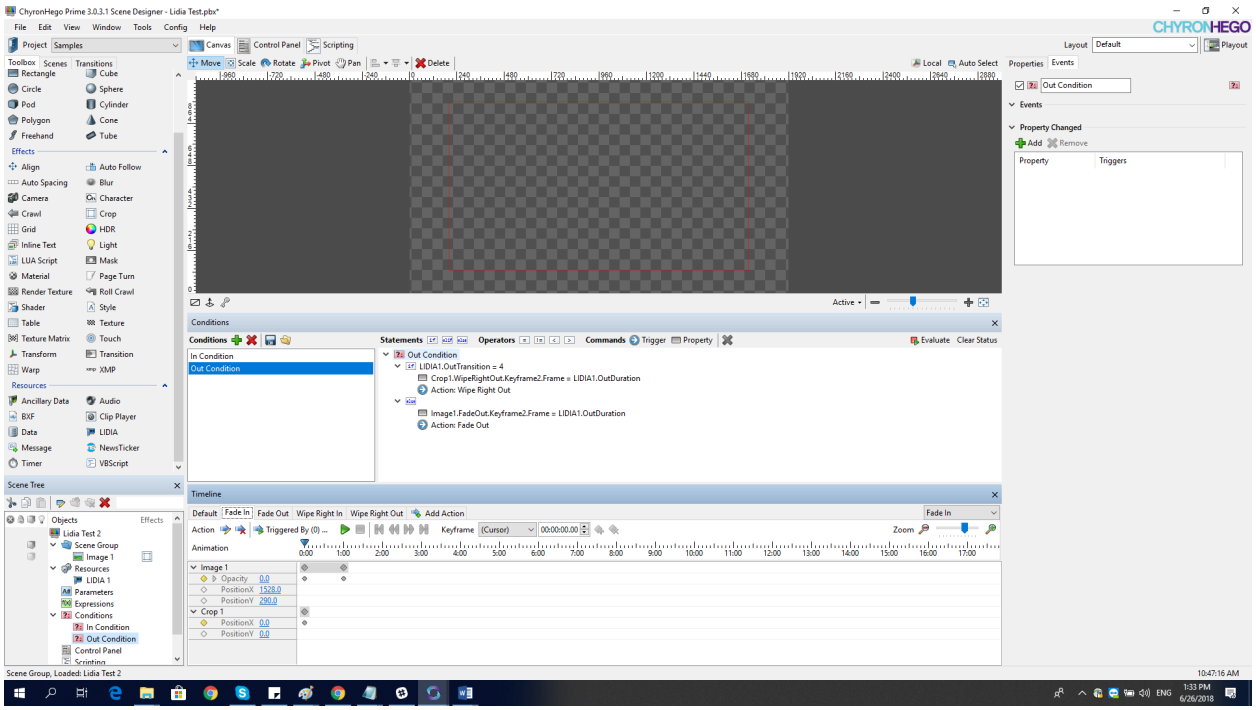
PRIME “Out Condition”



PRIME Actions:



View of the LIDIA Example scene:


ChyronHego Prime 3.0.3.1 Scene Designer - Lidia Test.pbx*
File Edit View Window Tools Config Help
CHYRONHEGO
Project Samples
Canvas Control Panel Scripting
Move Scale Rotate Pivot Pan Delete
Local Auto Select
Layout Default Playout
Toolbox Scenes Transitions
Rectangle Cube
Circle Sphere
Pod Cylinder
Polygon Cone
Freehand Tube
Effects
Align Auto Follow
Auto Spacing Blur
Camera Character
Crawl Crop
Grid HDR
Inline Text Light
LUA Script Mask
Material Page Turn
Render Texture Roll Crawl
Shader Style
Table Texture
Texture Matrix Touch
Transform Transition
Warp XMP
Resources
Ancillary Data Audio
BXF Clip Player
Data LIDIA
Message NewsTicker
Timer VBScript
Properties Events
Out Condition
Events
Property Changed
Add Remove
Property Triggers
Active
Conditions
Conditions
In Condition
Out Condition
Statements Operators Commands Trigger Property
Evaluate Clear Status
Out Condition
LIDIA1.OutTransition = 4
Crop1.WipeRightOut.Keyframe2.Frame = LIDIA1.OutDuration
Action: Wipe Right Out
Image1.FadeOut.Keyframe2.Frame = LIDIA1.OutDuration
Action: Fade Out
Scene Tree
Objects Effects
Lidia Test 2
Scene Group
Image 1
Resources
LIDIA 1
Parameters
Expressions
Conditions
In Condition
Out Condition
Control Panel
Scripting
Timeline
Default Fade In Fade Out Wipe Right In Wipe Right Out Add Action
Fade In
Action Triggered By (0) ... Keyframe (Cursor) 00:00:00.00 Zoom
Animation
Image 1
Opacity 0.0
PositionX 1528.0
PositionY 290.0
Crop 1
PositionX 0.0
PositionY 0.0
Scene Group, Loaded: Lidia Test 2
10:47:16 AM
ENG
1:33 PM
6/26/2018