

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.

腸 Playout Configuration			- 🗆 X
 Video Channels Clip Players Clip Recorders Playlists External Data Settings Advanced 	File CG LIDIA Enabled DID SDID Insert Packet Count Remove Packet Count	 ▶ New ▼ Save As 84 0x54 34 0x22 2 2 4 4 	License CG
	TRACAB		
	Cesium Enabled Address Port Delay 0		Run Cesium Target Converter
		O	K Cancel Apply

The LIDIA decoders detect a trigger signal on line 9 of the HD SDI <u>V</u>ertical <u>ANC</u>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

Resources		^
🏴 Ancillary Data	🗇 Audio	
BXF	Clip Player	
🧾 Data	🔎 LIDIA	
🖷 Message	😰 NewsTicker	
Ô Timer	📰 VBScript	



LIDIA PRIME Properties:

Properties		×
LIDIA 1		Ŷ
✓ LIDIA		
Input	Downstream Input	\sim
Target Logos	0, 1, 2, 3, 4 🗸	
Position	X 0 Y 0	
In Transition	0 ~	
In Duration	15	
Out Transition	0 ~	
Out Duration	15	
Logo Number	0	
Service Number	0	

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
	1	Network EYE
1	2	Translucent "Station logo" with
	2	Network EYE
2	2	Solid time and temperature
	3	(opacity = 100%)
3	1	Translucent time and temperature
	4	(opacity = 75%)
4		4:3 Solid black background text
	5	crawl and Solid time and
		temperature
5	6	16:9 Solid text crawl and Solid
	0	time and temperature
6		4:3 Translucent background text
	7	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	Туре	Description		
Number				
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.

Events					×
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✓ Events					
In Trigger	Conditio	on: In Condition			-
Out Trigger	Conditio	Condition: Out Condition			
✓ Property Cha	nged				
🕂 Add 💥 R	emove				
Property		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"

Conditions	
Conditions 🛖 💢 🔚 🟐	Statements 🗊 💷 Operators = != < > Commands 🕑 Trigger 🔲 Property 💥
In Condition Out Condition	 In Condition if LIDIA1.PositionX != 0 and LIDIA1.PositionY != 0 Image1.PositionX = LIDIA1.PositionX Image1.PositionY = LIDIA1.PositionY if LIDIA1.InTransition = 4 Crop1.WipeRightIn.Keyframe2.Frame = LIDIA1.InDuration Action: Wipe Right In image1.FadeIn.Keyframe2.Frame = LIDIA1.InDuration Action: Fade In

PRIME "Out Condition"



PRIME Actions:

Timeline						
Default Fade In Fade Out	Wipe Right In \	Nipe Right Out 🛛 👒 🗛	dd Action			
Action 🍺 🔖 📦 Triggere	d By (0) 🕨 🕨	н н н н	Keyframe (Cur	rsor) ~ 00:00:00	0.00 ≑ 🦣 🧇	
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✓ Image 1	\diamond \diamond					
♦ ▷ Opacity <u>0.0</u>	\$					
Operation Position X <u>1528.0</u>						
Operation Position Y 290.0						
✓ Crop 1	\diamond					
PositionX 0.0	\$					
Operation Position Y 0.0						

View of the LIDIA Example scene:



🜉 ChyronHego Prim	e 3.0.3.1 Scene Designer - Lid	a Test.pbx*				– ø ×
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Pod	Cylinder	100			✓ Events	
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🕂 Align	🏥 Auto Follow				Property inggers	
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💕 Camera	Ch Character					
Crawl 🖓	Crop					
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🔚 LUA Script	Mask					
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J Transform	Transition	In Condition	Y 2: Out Condition			
⊞2] Warp	xmp XMP	Out Condition	Crop1.WipeRightOut.Keyframe2.Frame = LIDIA1.OutDuration			
Resources	· · · ·		Action: Wipe Right Out			
P Ancillary Data	Audio		Image1 FadeOut Keyframe2 Frame = 1 IDI&1 OutDuration			
BXF	Clip Player		Action: Fade Out			
Data						
Ci Message	NewsTicker					
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Scene Tree	×	Timeline				
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