PRIME Mantis
Quick Start User's Guide

*Please refer to the main **PRIME Users Guide** for normal PRIME operation. This guide will address only the Mantis Specific operations.*

Product Description

PRIME Mantis is a scalar product that allows many inputs of varying types with a single Displayport (GPU) output that can be delivered using Windows Mosaic to tile the 4 on board 4k Display ports. There is an additional GPU card that will provide the Mantis User Interface to a monitor.

PRIME Mantis is a subset of Chyron's PRIME Platform.

Mantis allows for a single output channel and an additional single Preview monitor. The preview monitor can provide backplates & labels. Backplates labels are not seen on output.

Mantis ships on its own Platform. This is not the ChyronHego customary MX or HX platform.

Mantis ships on the **Mantis Platform.**

Mantis Playout Configuration

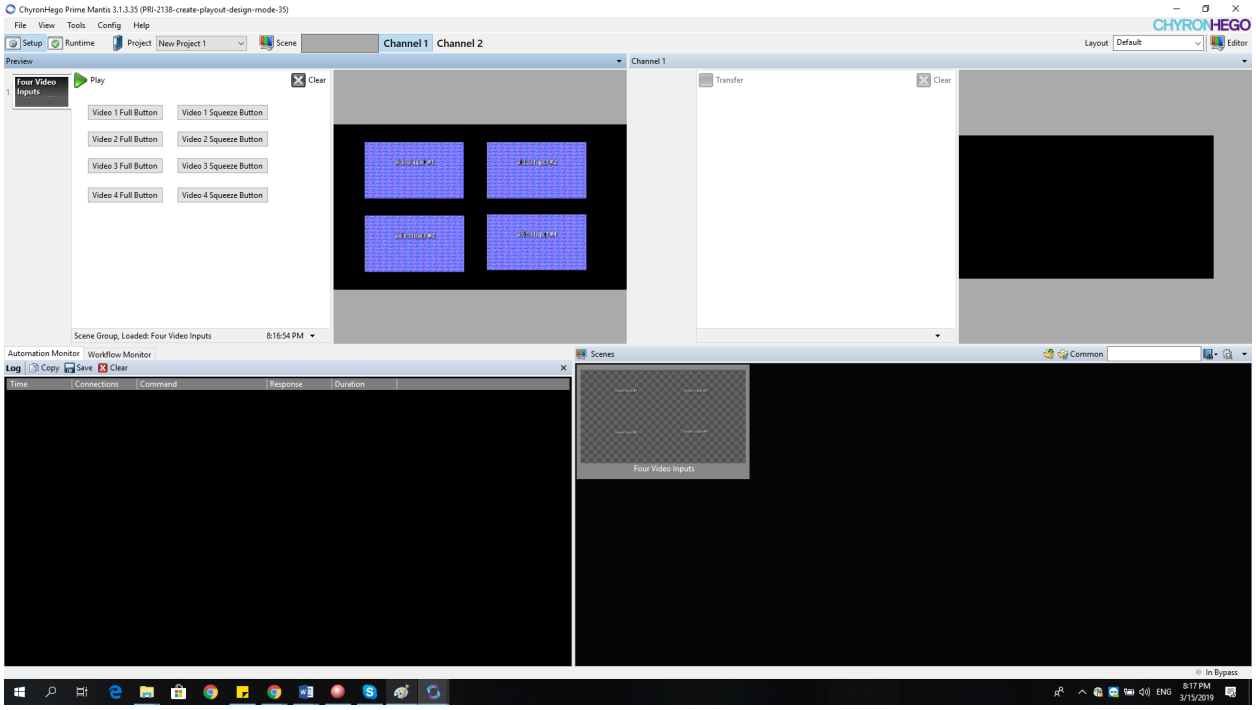
See the **"PRIME Playout Configuration Guide"** in the PRIME documentation folder located on your desktop in a "PRIME Documents" folder or in the sub directory "doc" of the main PRIME Mantis executable.

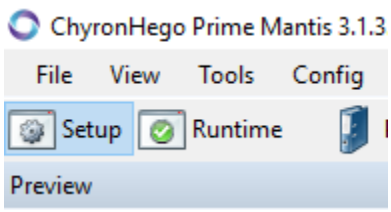
Product Operation

Mantis has two modes in playout and additionally a dedicated Design tool.These two are switchable in the main runtime interface.

Playout

The main Playout User interface allows a “Preview” and a “Program” channel.
The Program channel is the main output channel.



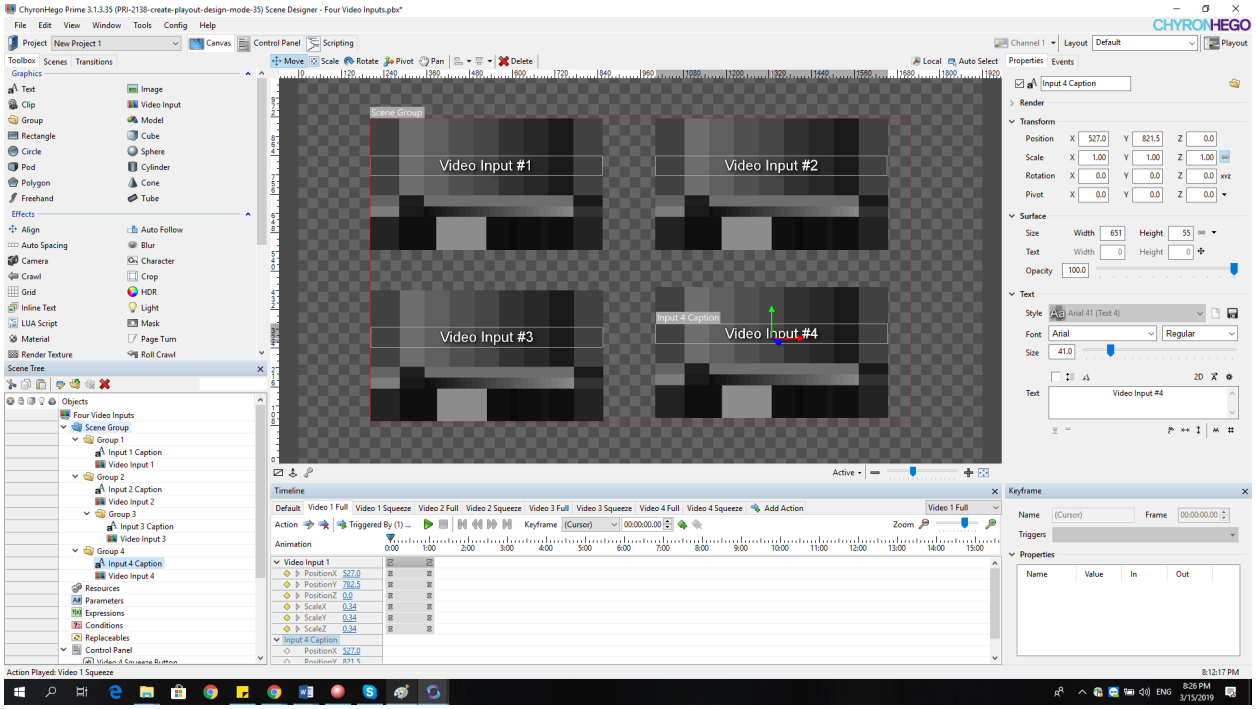


Setup/Runtime

Setup allows full use of the User Interface including switching Projects.

Runtime locks down the User Interface.

Design



The PRIME platform on which Mantis is built uses “Scenes” as its playout method. Scenes can be built in the PRIME Designer.

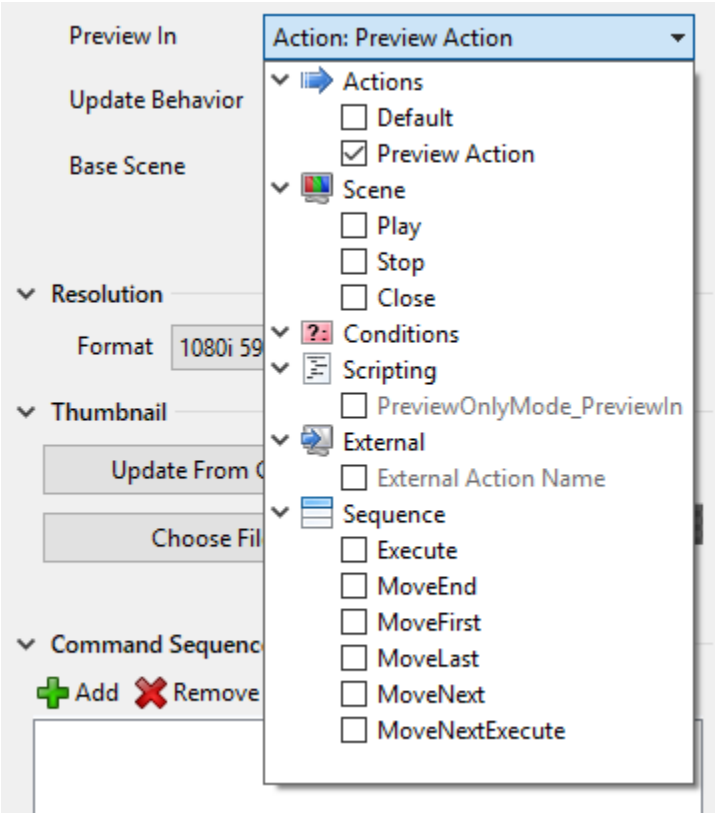
Each “Scene” can be a playout configuration with transitions using the standard PRIME Designer tool..

Refer to the main PRIME Users Guide for operational and functional use.

Scenes can contain as many as 48 video inputs of any type depending on the system you purchased. Each Video input can include text object(s) and Image objects() that can be seen in the Preview channel.

Preview Only Option

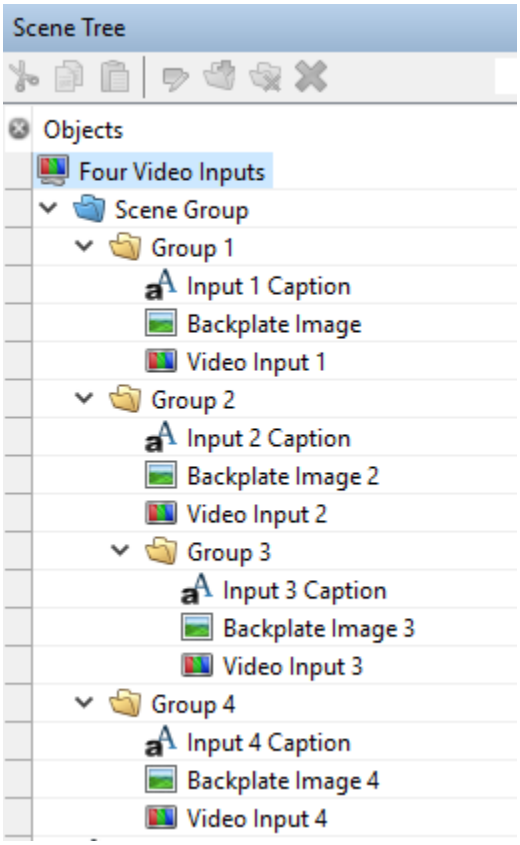
To view captions on Preview ONLY use the “Preview In” property of the “Scene” object. Anything defined in the “Preview In” will only be seen in Preview and NOT on output. Create the “Preview In Action” using the Timeline editor.


Preview In
Action: Preview Action
Update Behavior
Base Scene
Resolution
Format
1080i 59
Thumbnail
Update From
Choose Fil
Command Sequenc
Add
Remove
Actions
Default
Preview Action
Scene
Play
Stop
Close
Conditions
Scripting
PreviewOnlyMode_PreviewIn
External
External Action Name
Sequence
Execute
MoveEnd
MoveFirst
MoveLast
MoveNext
MoveNextExecute

Toolbox items

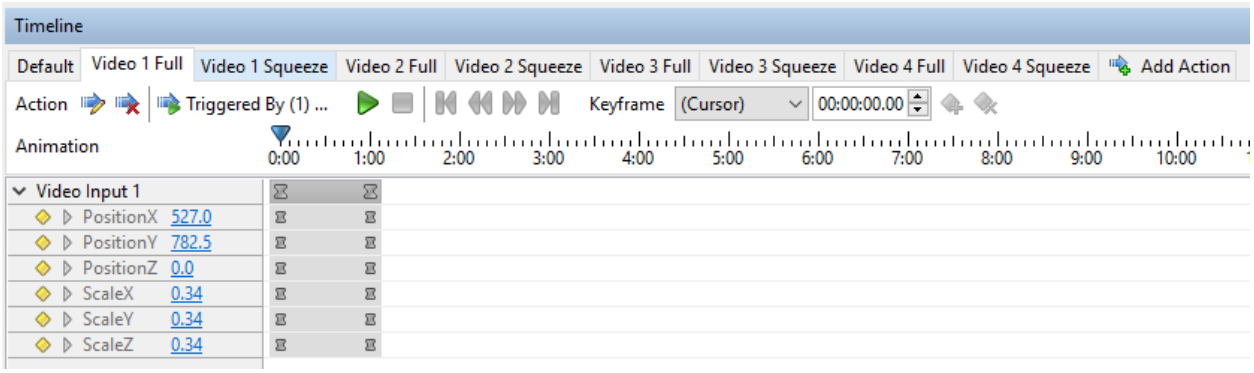
A limited number of “Toolbox” items are available:

- Group object
- Video Input Object
- Text Object
- Image object



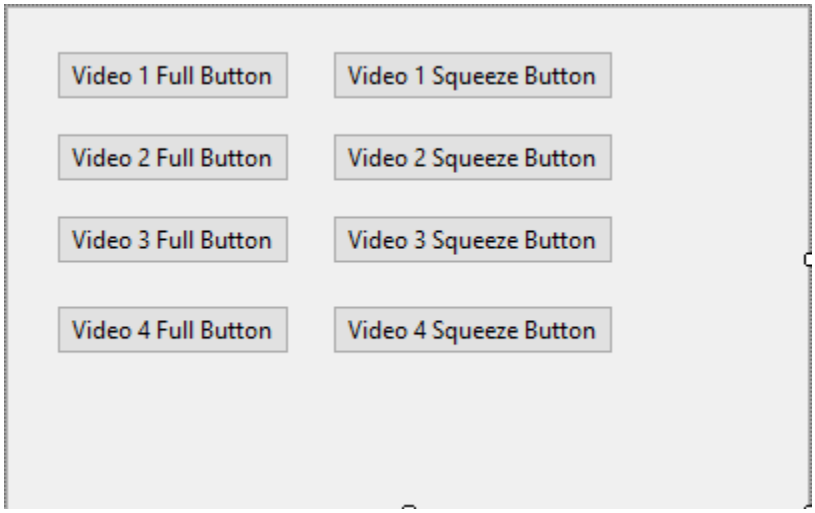
Timeline animations

The PRIME timeline animation editor is fully functional to animate the available objects.



Control Panels

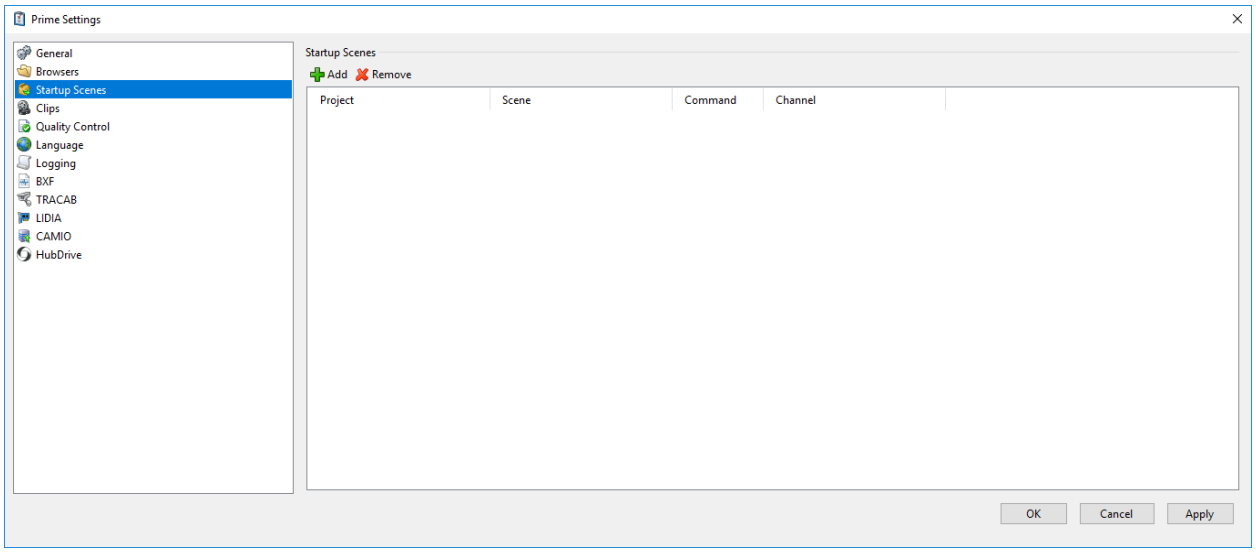
Control panel creation is fully operational. Drag animation tabs to the control panel canvas for quick creation and binding.



Again refer to the main **PRIME Users Guide** to learn how to build scenes, control panels and timeline animations.

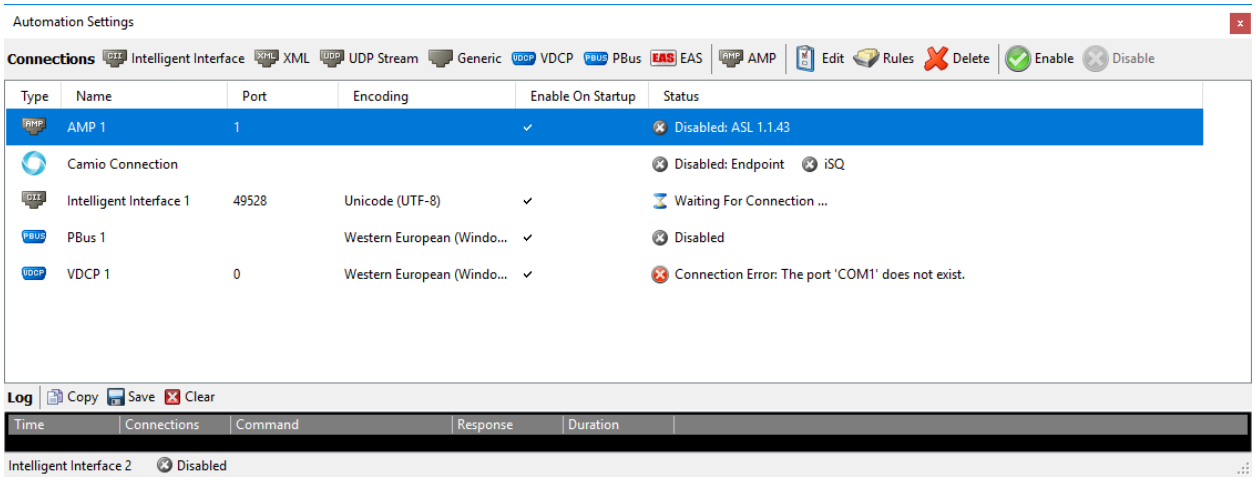
Startup Scenes

Users can add a Scene to the “Startup Scenes” in “Settings. When Mantis is started it can automatically playout a scene to the main output..



Automation

All PRIME Automation protocols are available.

PBus, VDCP and AMP are perfect for Switcher control.

See the **“PRIME Automation Guide”** for details