USER GUIDE

LIVE

User Guide v. 1.10

SINCE DAY ONE.

Table of Contents

01: About Chyron LIVE 3
Intro 3
Platform Overview 3
Before You Begin 4
02: Access Chyron LIVE 6
Overview 6
Access 6
03: Operating Basics 8
Overview 8
04: Video Switching 14
Overview 14
05: Browse and Curate Content 17
Overview 17
06: Graphics and Clips Playout 23
Overview 23
Playout 23
07: Create PRIME Templates for LIVE 35
Overview 35
Project Naming Conventions 35
Testing Scenes and Messages 36
Managing Playout Channels 39
08: Matchpad 41
Overview 41
Data Sources 41
Preview Features 44
09: Matchpad Graphic Templates 52
Matchpad Graphics 52
Graphic Templates 56
List of Templates 58
11: Multiviewer 69
Overview 69
Selecting a Multiviewer 71
Displaying Audio Meters 72
12: Shortcut Keys 73
Overview 73
List of Shortcuts 73
11: Multiviewer 80
Overview 80
Selecting a Multiviewer 82
Displaying Audio Meters 83
Copying the URL or Launch in a New Window 84

01: About Chyron LIVE

LIVE v1.10 (Guide updated July 2024)

Intro

Chyron LIVE is a cloud-native platform for live video broadcast and production. You can cut and mix live sources, adjust audio levels across all feeds, play out PRIME-quality graphic packages, create multimedia playlists, and produce instant replays with telestration. Navigate the interface using a touchscreen, a mouse, or an external control device.

This User Manual provides detailed descriptions and step-by-step guides to leverage all the workflows and features of Chyron LIVE.

Note that in addition to this guide, a complete Chyron LIVE training course is available for free on the Chyron Academy: https://chyron.com/resources/chyron-academy/

Platform Overview

Chyron LIVE is a cloud native live production platform accessible from a web browser. It provides an intuitive, unified touch-screen experience for:

- live switching (camera or other video source selection)
- audio mixing
- instant replay
- illustrated replay (also called telestration)
- clip/graphic playout (add text, graphics or recorded video over your live video)
- commentator module
- and more.

LIVE offers powerful, professional-grade tools that anyone from an experienced broadcast professional to a brand new volunteer can use.

Before You Begin

The Chyron LIVE production workflow is similar to most live broadcast workflows, except that it is more streamlined and the actual live video production occurs in the cloud.

Chyron typically recommends users to allow at least one or two hours before a game or event to configure LIVE and prepare the production. If you are using LIVE for the first time, you may want to allow an additional hour to become familiar with all of LIVE's tools.

Ahead of any production, it is recommended to:

- Identify your camera(s) or video source(s) and determine how you plan to connect those to your LIVE environment.
- Determine if you want to use LIVE's built in graphic templates, create your own graphics, or contract with a creative team to make them for you.
- Provision the right amount of production time of LIVE you will need to cover your event (including perhaps pre-game and post-game).
- Review this very document to ensure your environment is ready for your production!

About Video Sources

Chyron LIVE can work with several types of live or recorded video input, including cameras, video streams and clip servers. Chyron LIVE natively supports the following input types:

- **SRT (Listener) Secure Reliable Transport** is an open-source video transport protocol and technology stack. SRT uses secure streams and easy firewall traversal to optimize streaming performance and deliver high-quality video over even the most unreliable networks.
- **RTP (Real-time Transport Protocol)** is a network standard designed for transmitting audio or video data that is optimized for consistent delivery of live data.
- **Zixi (Push)** uses the Zixi protocol to send content to a receiver that has a static, publicly addressable IP address. Use this option when the receiver is not behind a firewall or NAT-based router

- **RIST (Reliable Internet Stream Transport)** is an open-source, open specification transport protocol designed for reliable transmission of video and audio over lossy networks (including the internet) with low latency and high quality.

In addition, SDI and NDI streams may easily be connected to LIVE using on-premises encoders. Similarly, prosumer-grade cameras and recording devices (e.g. webcams) offering HDMI or USB connectivity may be connected to Chyron LIVE using simple encoders that can be purchased on many ecommerce websites.

Contact your Chyron representative to inquire about specific encoder recommendations.

About Graphics

Chyron LIVE can display static or animated text, images, logos or other graphical elements with templates created in the Chyron PRIME Designer. There are several ways to get the graphics that you want for your production:

A set of simple graphics templates is available when you login to Chyron LIVE. You can enter text or make simple adjustments to these graphics during your production directly within LIVE.

For more advanced graphic authoring, Chyron PRIME Designer is the best resource to craft custom visuals. PRIME Graphics can seamlessly be uploaded to and played from LIVE. You can enroll in Chyron Academy to learn how to use PRIME Designer. This is a free service and comes with a free software license so that you can create your very own broadcast-grade graphics.

02: Access Chyron LIVE

Overview

LIVE runs on Chyron's AWS infrastructure. It is entirely managed by our Cloud Operations team so you do not have to worry about the hosting and can focus on the production.

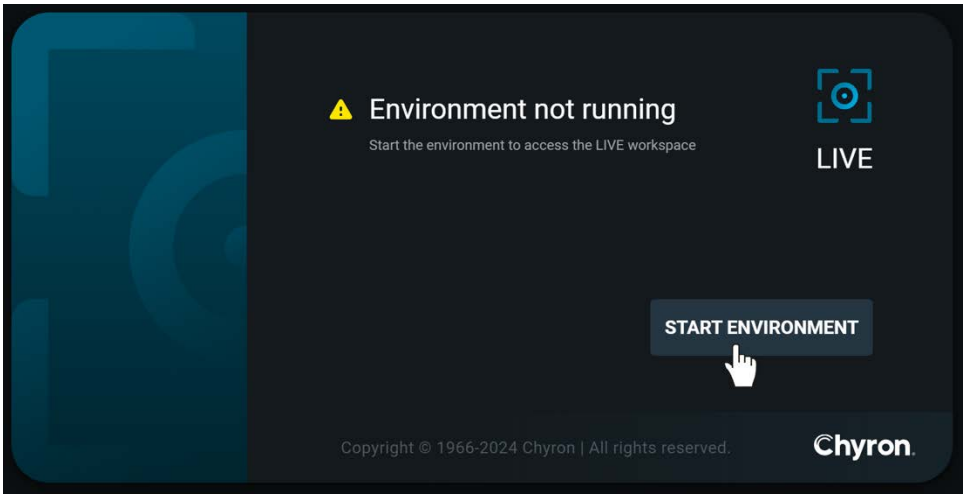
- As part of the signup confirmation, our Cloud Operations team will provide the URL and credentials that you'll need to login.

We recommend that you start your LIVE platform at a minimum of 1 hour before the start of your game or event, to ensure there's plenty of time to connect your streams and prepare your production.

Access

To log in and start your environment:

1. Open Chrome browser.
2. Enter the provided URL which should follow this nomenclature:
    - xyz.live.chyron.com (where xyz is usually a prefix you've defined with us upon registration).
3. Login using your credentials
4. Click, Start Environment (this may take several minutes)

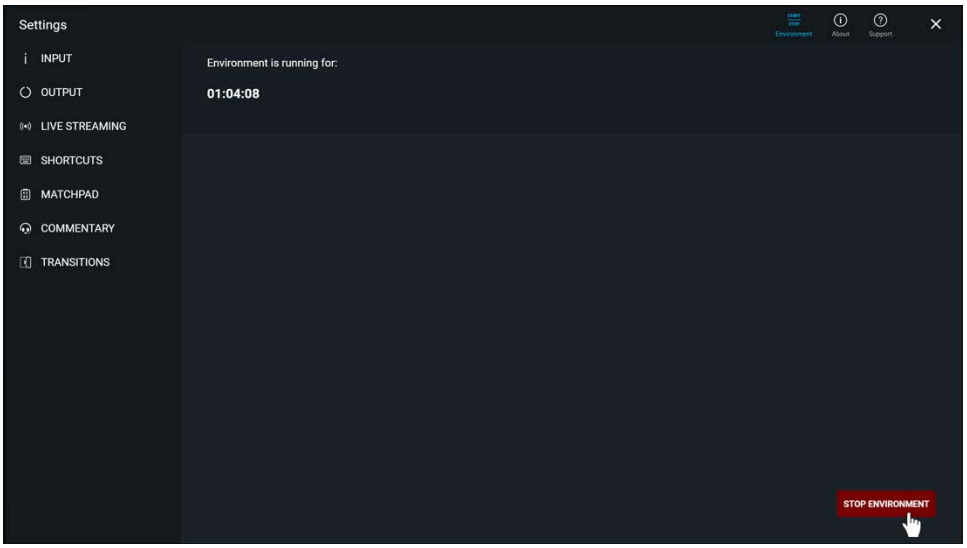


There are two ways to stop your environment:

1. Click on the System icon on the navigation bar.
2. Click **Stop Environment**.
3. Confirm Stop.

Or

1. Click on the Settings icon on the navigation bar
2. Click **Start/Stop Environment,** on the top right.
3. Click **Stop Environment**.
4. Confirm Stop.

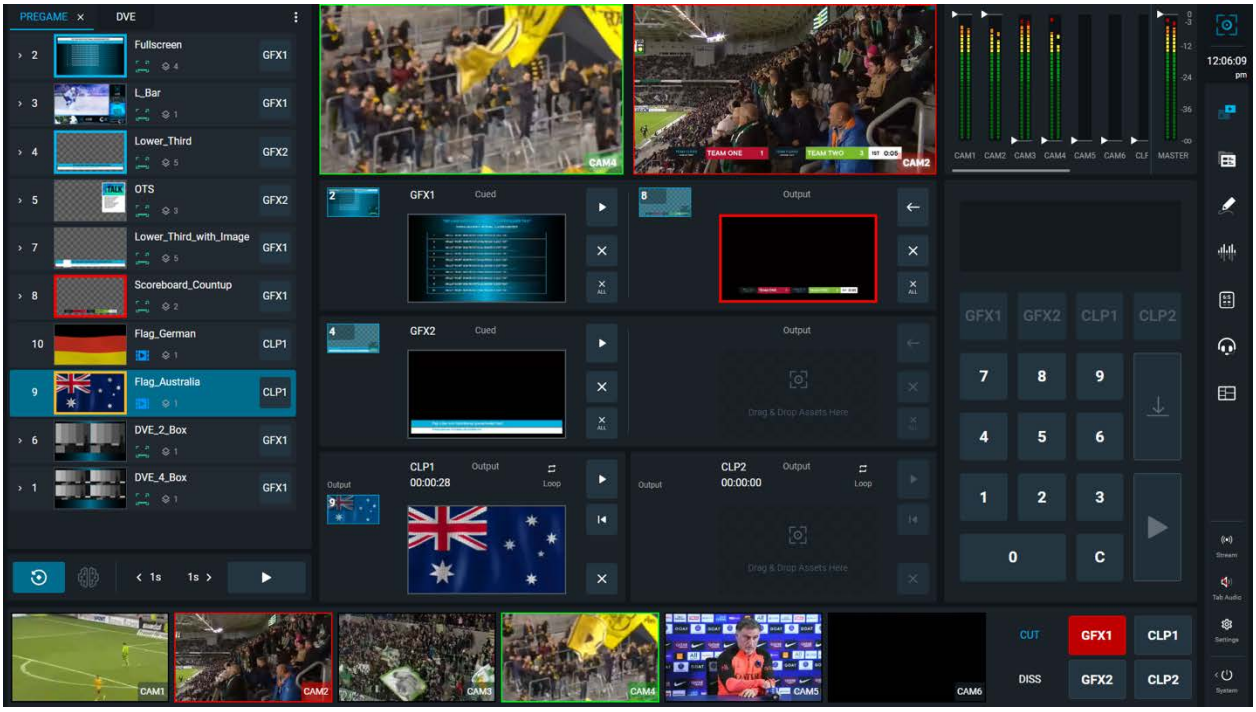


Note: The latest Chrome version can be downloaded following this link: https://support.google.com/chrome/answer/95346?

03: Operating Basics

Overview

Chyron LIVE combines, in a unique user interface, all of the video inputs and outputs for your live production; asset management tools for images, graphics and clips; replay and telestration capabilities; commentary and an audio mixer.



Two large monitors are at the top of the interface. The monitor on the left is for Preview and is outlined in green. (LIVE always uses green to reference the preview state). Content in this monitor is ready to output. The monitor on the right is for Program and is outlined in red. (LIVE uses red to reference the on Program or live state). This is content that is currently in your output. The Preview and Program monitors are available in all views of LIVE.

- **Modules**: On the right, LIVE's navigation bar controls access to modules for dedicated purposes, including the Switcher and Playout module shown in the image above (for managing your entire live production including cutting video sources and keying graphics), the Browser (for organizing assets and creating playlists), the Replay and Telestration module (for creating and illustrating replay clips), Audio Mixer (for managing audio levels and mixes), Commentary (for adding commentary) Matchpad (dedicated for sports control) and finally, the Multiviewer for monitoring video and audio sources . In select modules, the center area only displays task-specific tools. For example, with the Telestration module selected you can add illustrative arrows and spotlights while you continue to access switching capabilities.
- **Video Inputs**: At the bottom of the interface, LIVE displays all the available video inputs. Here, you can view a real-time preview of the content available as well as switch between video inputs. This is available from all modules with the exception of the Commentary and Audio Mixer modules.
- **Playlists**: On the left of the interface, LIVE displays your playlists. You can build these playlists to suit your production, by dragging and dropping assets such as graphics or clips from the Browser.
- **Playout**: In the center of the screen, in the Switcher module, LIVE displays graphic and clips items that can be added into the production. Playout shows both loaded or cued items and items playing on the graphic outputs. You can load and play from the thumbnail in the playlist or drag and drop items from your playlist to the appropriate channels here, in order to preview and then play them.

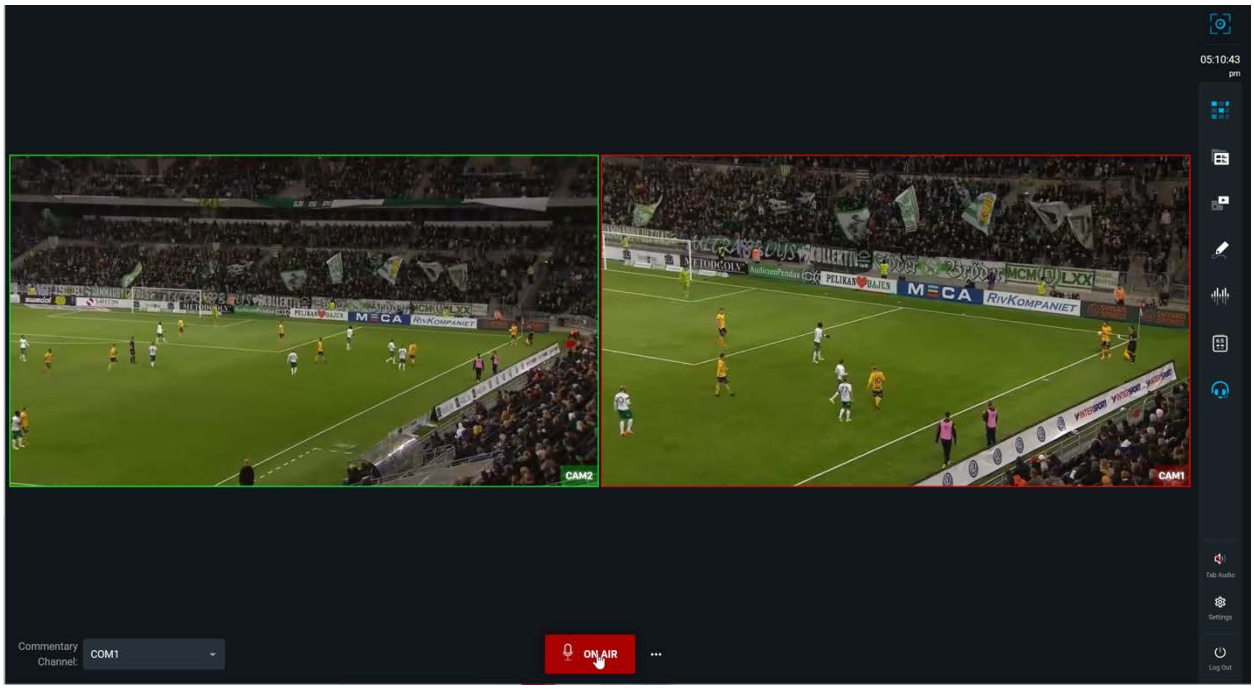
Commentary

The Commentator module allows commentators to view the Preview and Program outputs and easily connect an audio input.

1. Click on the Commentary icon to open the Comment preview and program monitors.

2. Input audio by sending audio stream via the web browser or to our SRT address. Go to Settings, Commentary to select the desired Audio type.
3. The commentator assigns themselves as the commentator via their web browser.

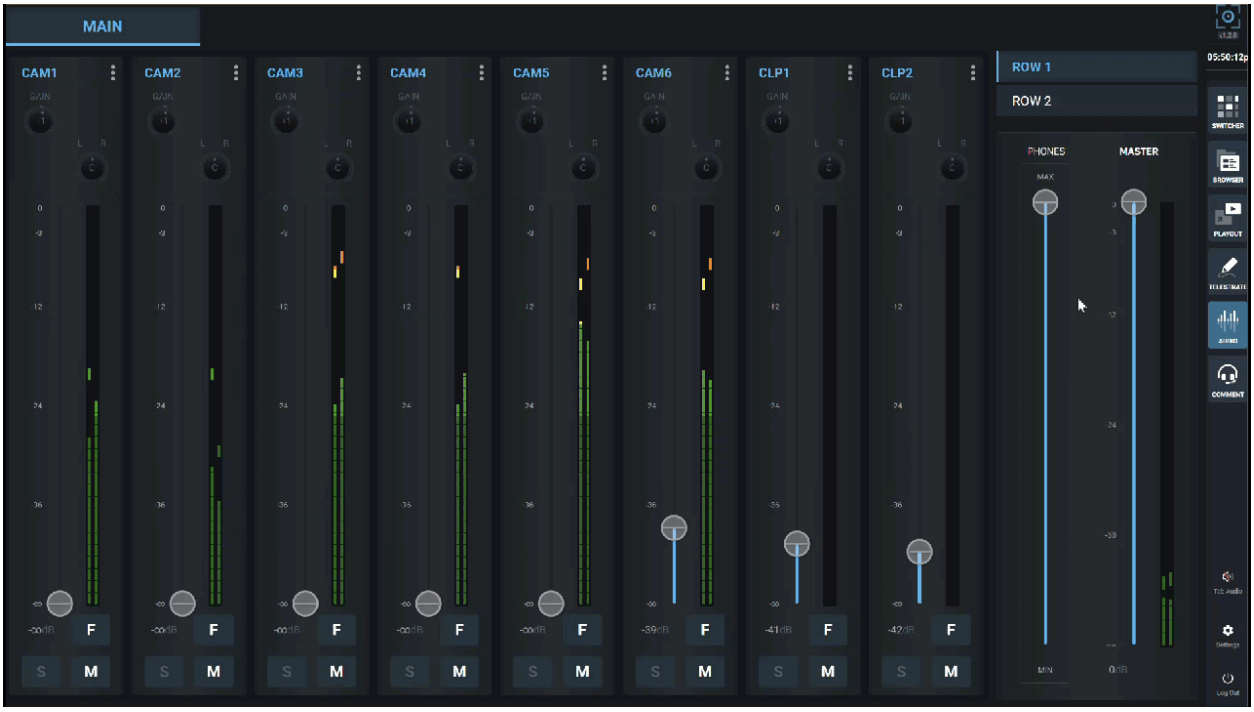
Image description: The commentary module also comes with a typical Mix-Minus audio behavior which enables the commentator to hear the program audio minus his/her own voice.



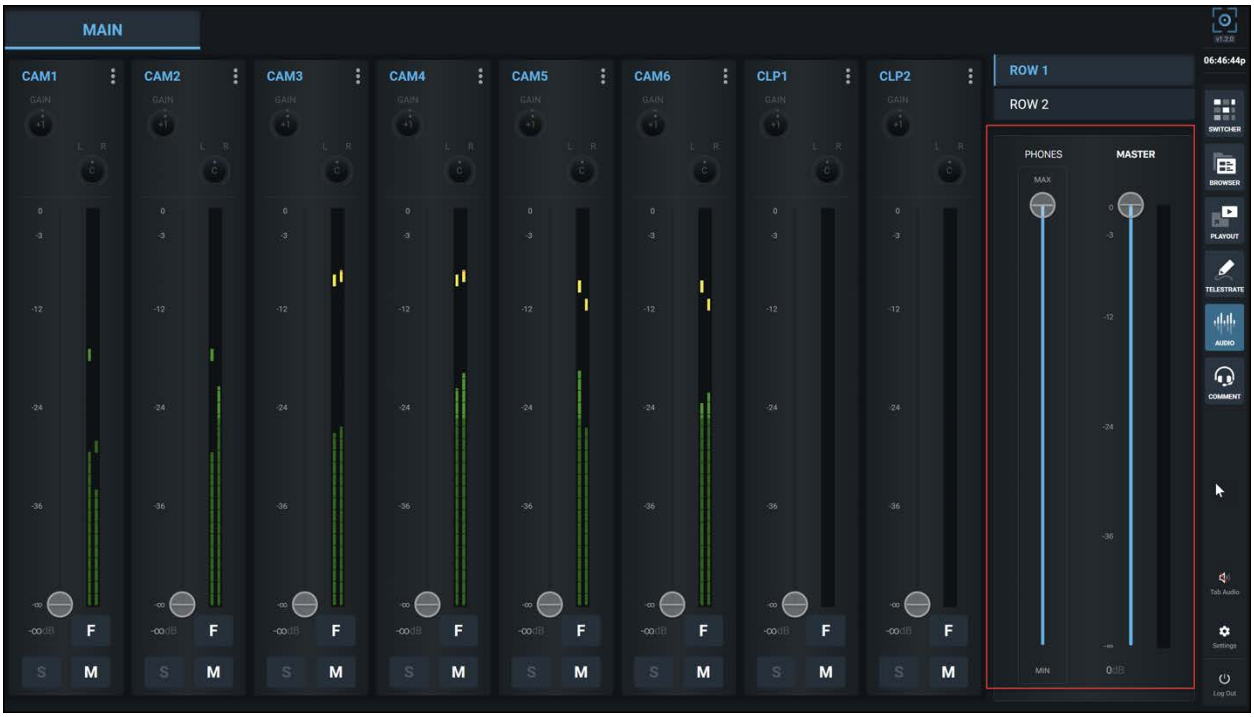
Audio Mixer

The Audio Mixer allows volume control and customize audio settings for commentator's mic and cameras. A mini mixer is available in some modules for quick access (on the top right section). The Audio Mixer supports multi-touch touchscreen control.

1. Click on the **Audio** icon to open the full-frame Audio Mixer.
2. This is a dedicated audio mixer panel, with mic and volume controls for all audio inputs.
3. Click **Row 1** to open the camera (1-6) and clips settings.
4. Click on **Row 2** to open the GFX1, GFX2 and COM1 faders.

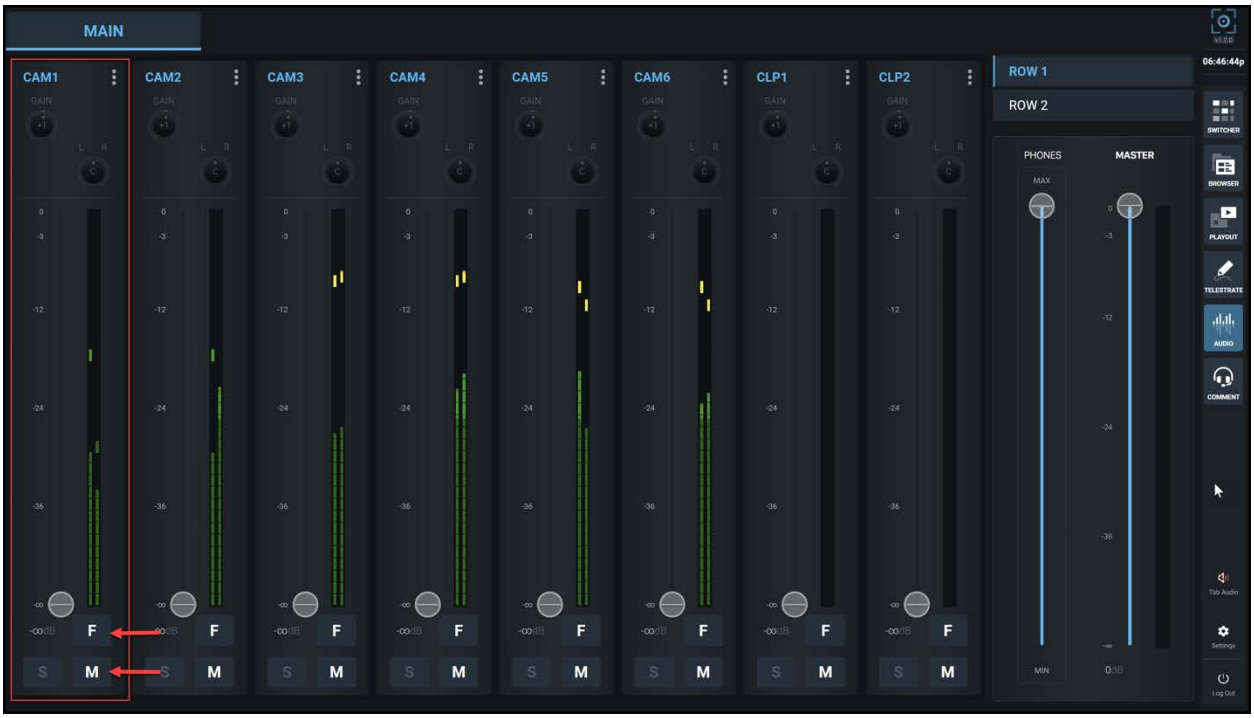


Headphones and Master volume can be adjusted on the right hand side of the Audio Mixer.



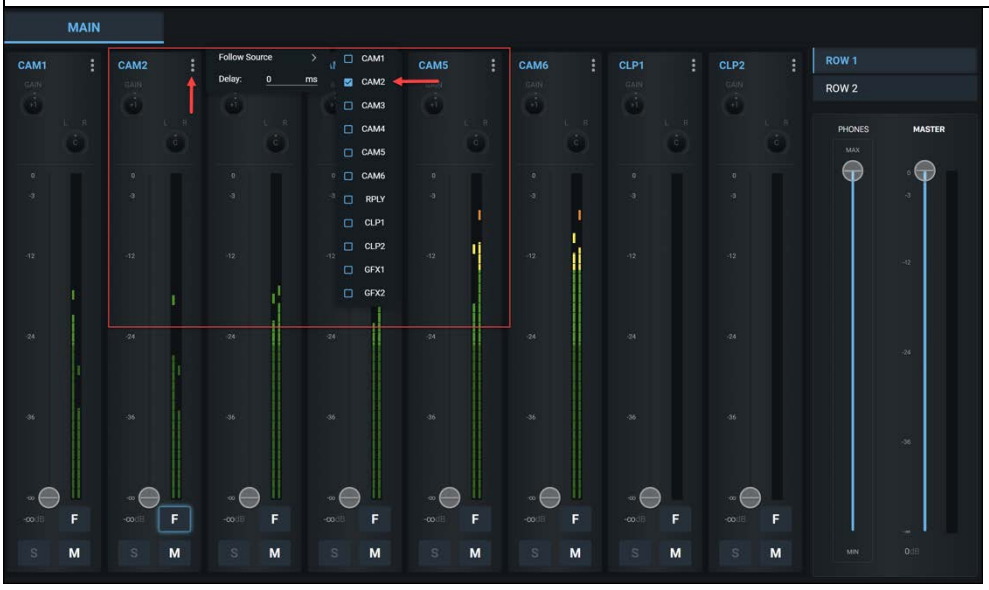
The other eight columns are dedicated to each of the six cameras and two Clips.

1. Click F button to activate Source Follow. (Audio will follow the selected camera. When cameras switch, the Audio will switch with them, and will follow the same path as the video stream.). Click the three-dot icon to set which sources the Audio will follow. For example, if CAM5 is set to follow CAM2, switching CAM5 to program will open the CAM2 audio fader.
2. Click M button to Mute.



Click the three-dot icon to set a delay (in milliseconds) or choose a camera to follow.

Note: The F button must be enabled to apply Follow Source for any camera.



04: Video Switching

Overview

The Switcher has six video input sources, two keyable graphic layers and two keyable clip layers.

The first touch or click on any video, graphic or clip source will take it to the Preview, the second touch or click will take it to Program via the set transition (cut or dissolve). A double tap or click will take the source straight to Program. The video sources and key layers when combined in Preview can be taken to Program together by clicking the Preview monitor. The Preview and Program sources swap when transitioned.

Send source to the Preview channel

To send source to the Preview channel:

1. Click any source at the bottom of the interface.
2. This switches this source to LIVE's Preview channel and places a green border around the source to indicate that it is in Preview.
3. The source now populates the Preview monitor at the top of the interface.

Send source from Preview channel to Program channel

Send source from the Preview channel to the Program channel, do one of these:

- Click the Source a second time.
- Or, click the Preview monitor.

A red border appears around the source, confirming that it is in the output.

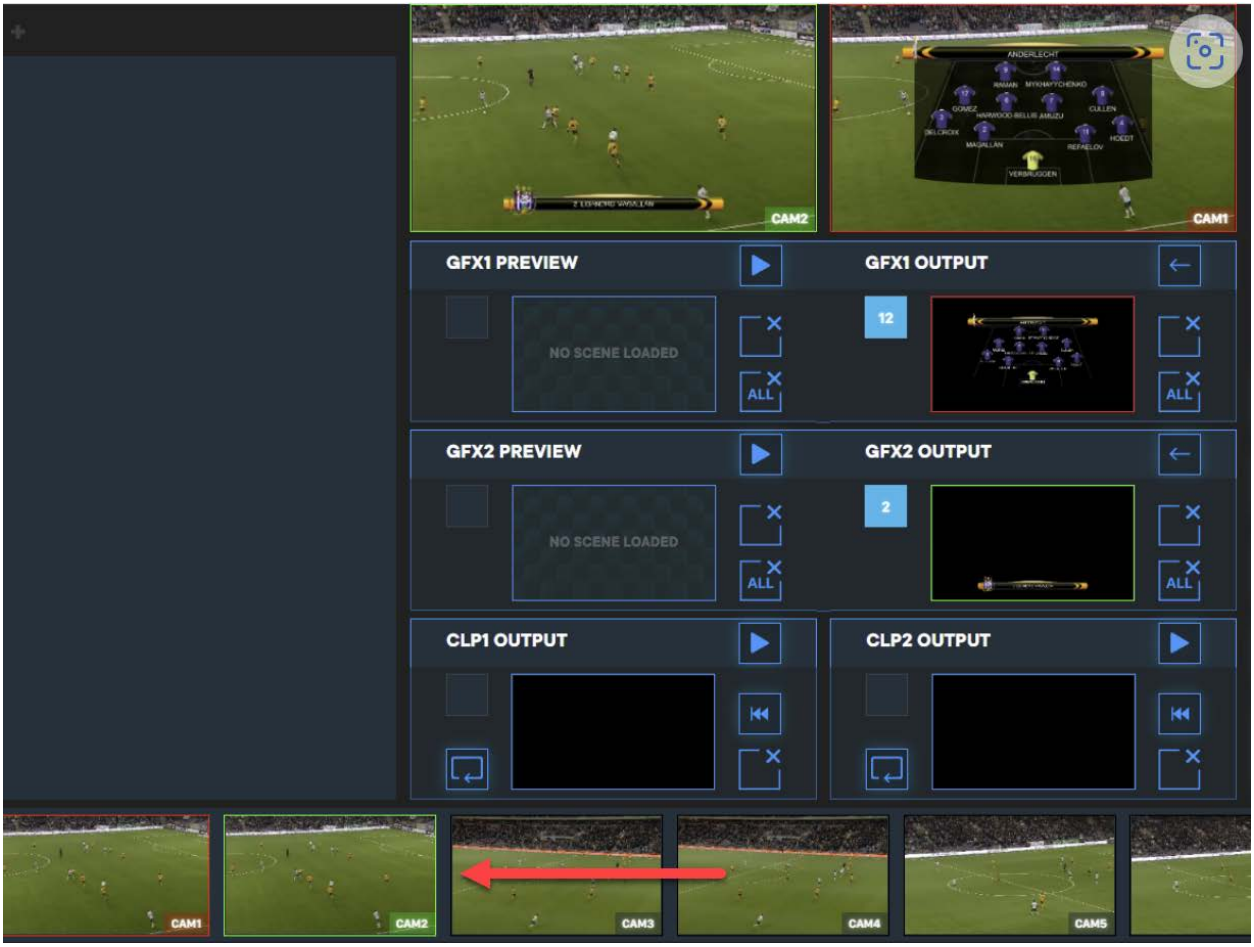
> Note: When switching using the Preview monitor is swaps all sources and key layers. To retain the keys on output use the sources at the bottom to switch. This will undercut the video leaving the keys on output. Use the Preview swap method to do a direct replace of the video and any keys.

Send source to the Program channel

To send source directly to the Program channel, without sending it to Preview:

1. Double-click the Source

In the example below, a double-click on CAM1 places this video source in the Program channel and outlines it in red. A single click on CAM2 places it in the Preview channel and outlines it in green.



Switcher transitions

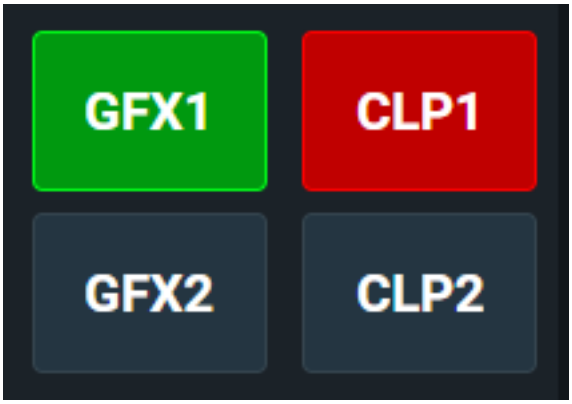
To specify whether a transition from Preview to Program should be a cut or a dissolve:

1. Before you make the transition, select the Cut or Diss button, located at the right. (A default transition can also be configured in the Settings menu for transitioning to Replays and Clips.)

Keyer

The keyer has only 2 modes. On and Off. The keyer will add and remove the selected key. The color of the key represents it's state either on preview or Program. Using the keyer to remove a source provides a fast way to clear the key without changing it's state on Preview or Program.

1. To add a keyable source, click the desired key. The key will be added to the Preview.
2. To remove a key, click the desired key. The key will be removed.



05: Browse and Curate Content

Overview

LIVE allows you to add graphics, images and clips to your live video content as you produce your broadcast. You can prepare and organize your assets for specific productions by creating playlists. You may want to place all of the content for a certain production into one playlist. Or you may want to organize your content into multiple playlists. For example, you might have one with Home Team graphics, one with Away Team graphics, etc.

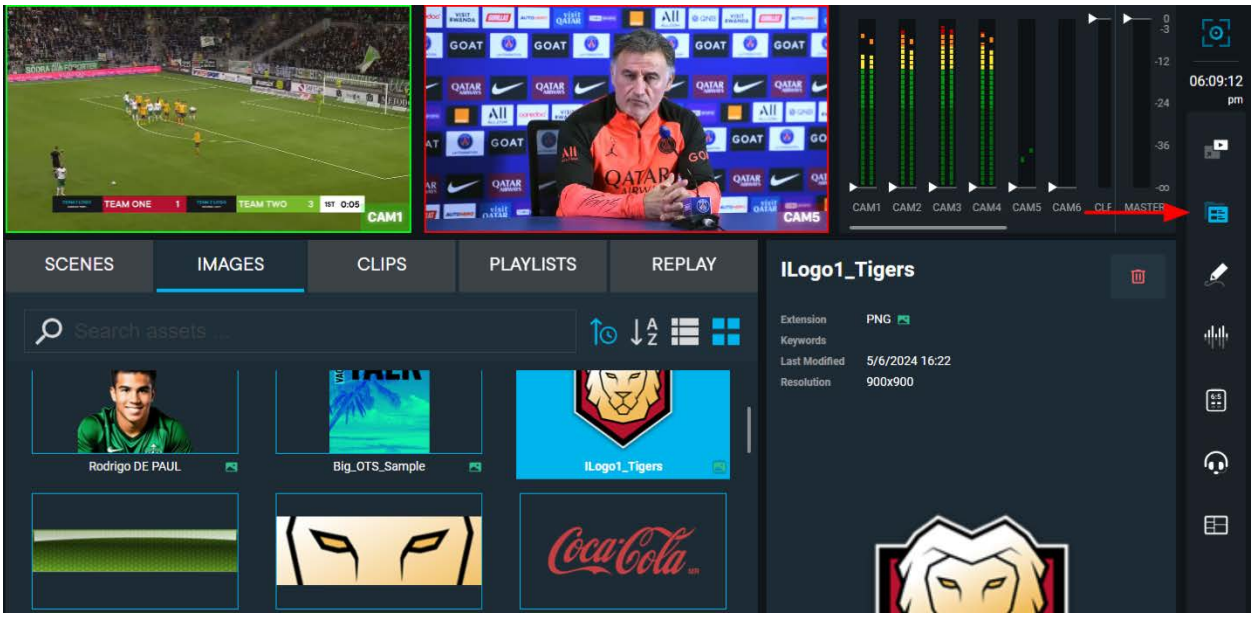
You can work with assets in the Browser view:

- see assets by type, on dedicated tabs
- search assets
- sort assets
- preview assets
- create Playlists
- add assets to any Playlist

Access the Browser view

To access the Browser view:

1. Click the Browser button on the right.
2. The Browser view appears.



View or locate assets by type

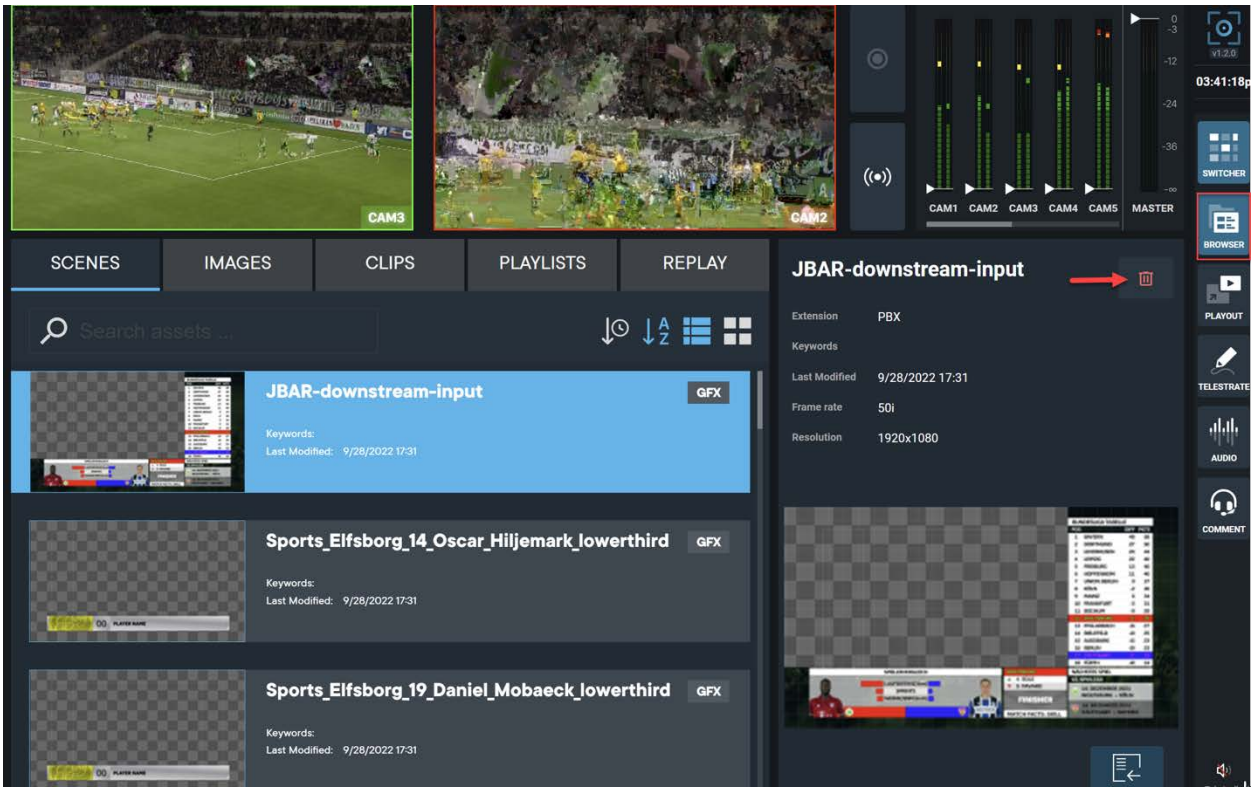
Click one of the tabs at the top of the Browser pane to select assets such as:

- Scenes
- Images
- Clips
- Playlists
- Replays

Delete an asset

To delete any of the assets from Scenes, Images, Clips, Playlist, or Replay:

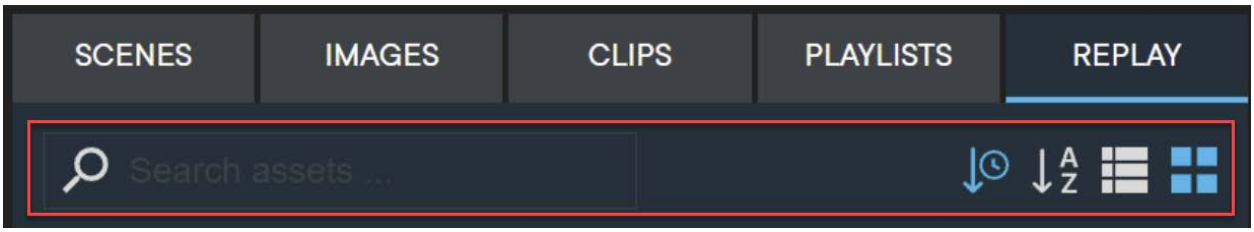
1. Click the red trash bin icon.



Search for items in the browser

Do one of these:

- Enter all or part of the asset's name in the Search bar.

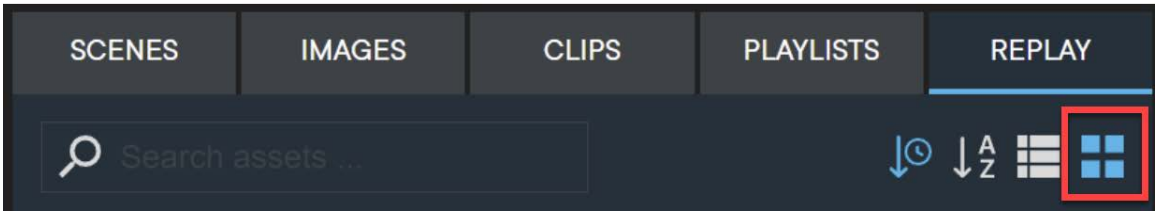


- Click the Search icon and then enter all or part of an asset name in the Search field to locate an asset.
- Click the Time icon to order the asset list by date and time. Click it again to reverse the order.

- Click the Alphabetize icon to order the list alphabetically, by file name. Click it again to reverse the order.

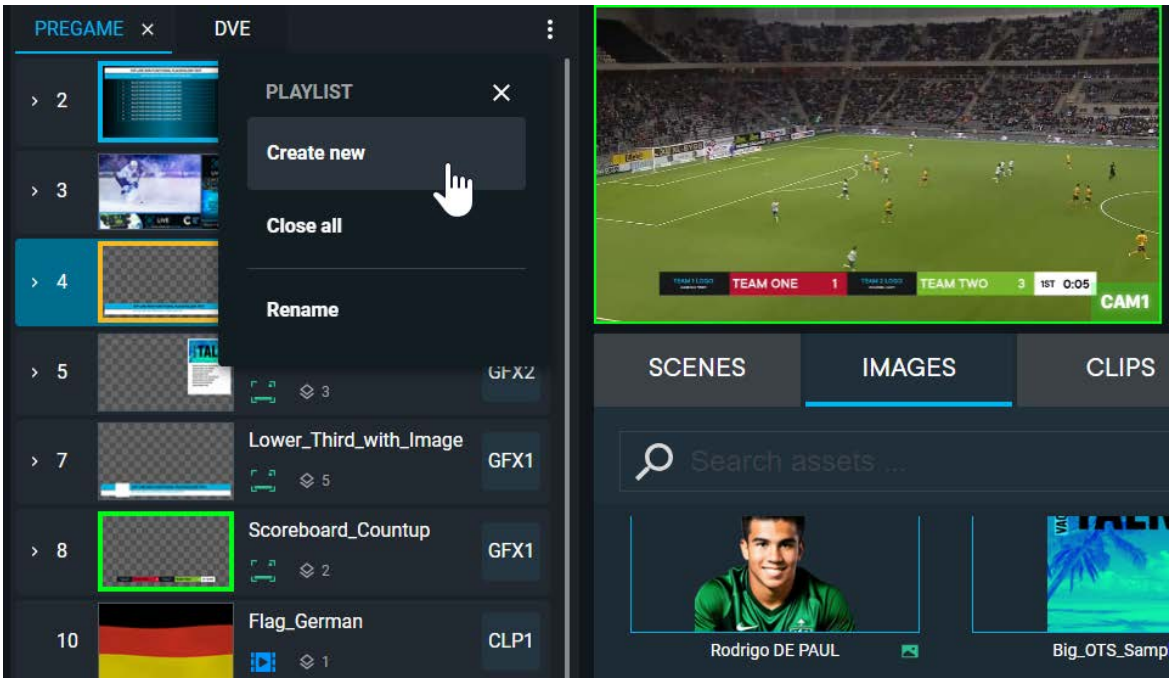
Specify a list or thumbnail view

1. Click the List or Thumbnails icon at the top, right of the Browser.



Create a new playlist

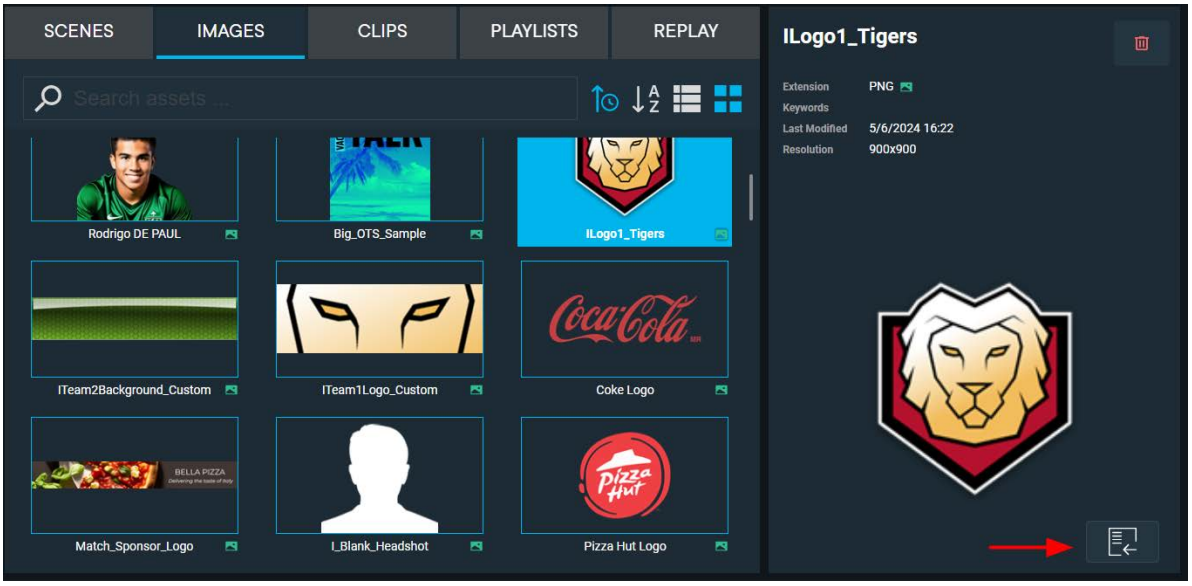
1. Click the + button at the top left of the interface.
2. A dialog appears. Enter the name of your new Playlist and then click OK.
    - This Playlist is now accessible from its tab, at the top of the Playlist window. If you want to locate it after closing it, you can find it on the Playlist tab of the Browser.



Add items to the playlist

Do one of these:

- Click to drag and drop the item from the browser to the playlist.
- Click the item in the Browser to preview it and see its metadata. Then, from the bottom right of the Asset details panel, click the Add to Playlist button.



Modify replaceable text in a graphic in your playlist

Graphics that have a blue carat at the left of their thumbnail in the playlist have one or more fields that allow you to enter your own text.

1. Click the carat to open a text entry dialog.
2. A dialog appears. Enter text in the dialog to fulfill the replaceable fields in the graphic.

Tip: Graphics are created in the Chyron PRIME Designer interface. To reveal replaceable fields in Chyron LIVE, these fields must be designated as replaceable within PRIME Designer.

06: Graphics and Clips Playout

Overview

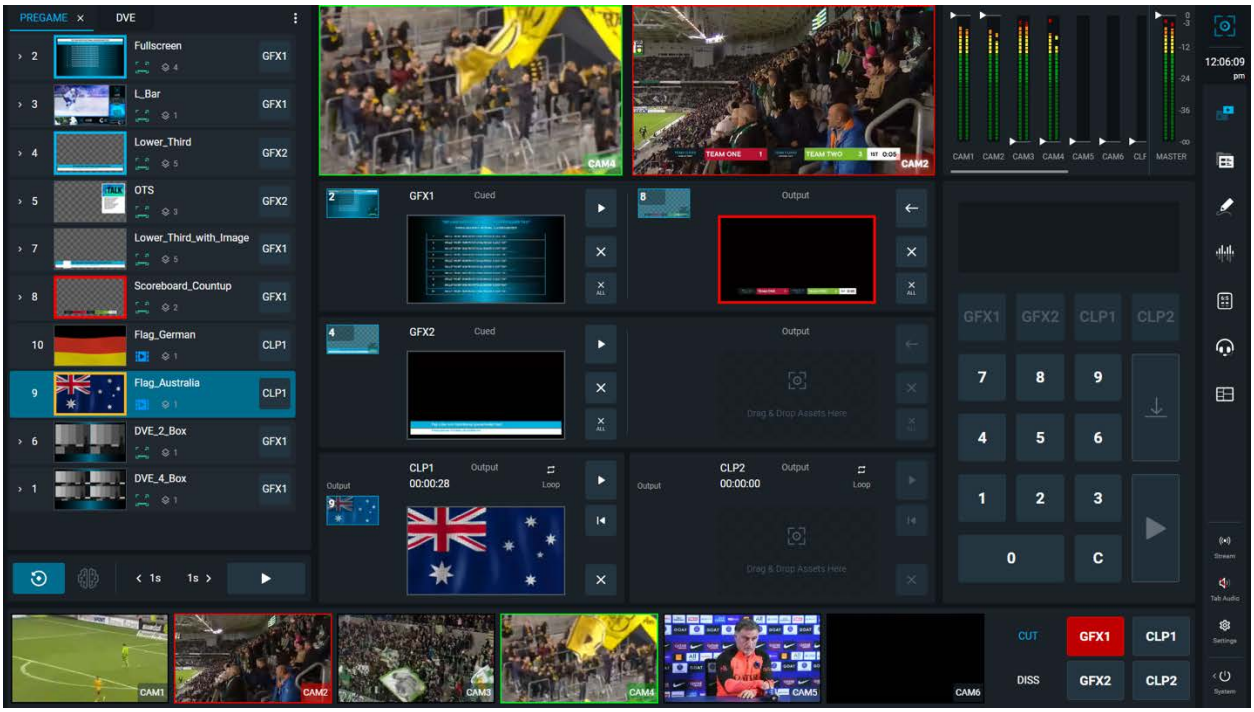
The Playout area of the Switcher module allows you to:

- Load graphics, images or clips to one of the graphics or clips channels.
- Preview graphics and clips.
- Preview graphics and their animations.
- Play Graphics and clips to Graphics outputs
- Key Graphics and Clips to the Switcher Preview or the Program.

Playout

Open Switcher view

Click the Switcher button, near the top right of the interface. The view appears with Playlists on the left, the Preview and Program monitors on the top, the video sources at the bottom and graphics and clips preview and output channel monitors in the center.



Each Clip player channel is represented by a single window. A single clip can be loaded and played on each clip channel.

Each Graphics (GFX) channel contains a Preview/cued section, and an Output section. The graphics preview is just for readying the Graphics to the sent to Graphics Output. The graphics Output is what is sent to the Switcher Preview or Program.

A graphic or clip that is playing on a graphic output channel does not automatically appear on the program output. There are two requirements to send graphics and clips to switcher output.

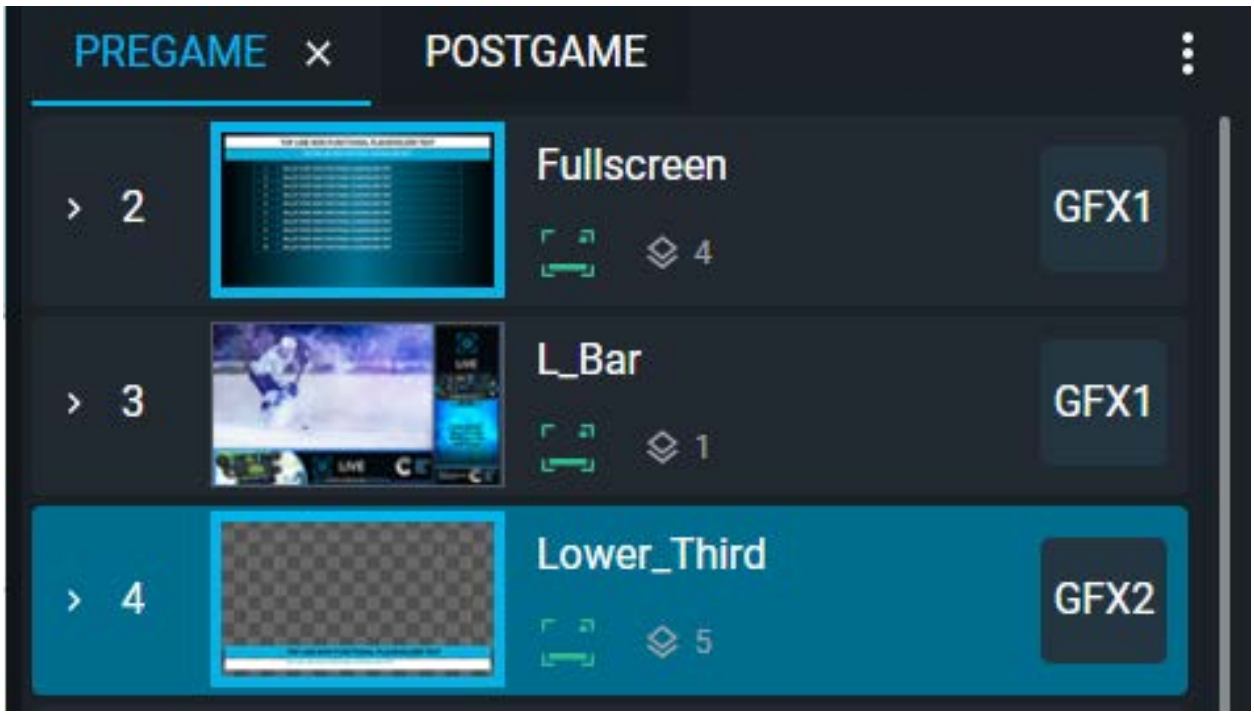
1. They need to be playing on a graphic/clip channel output
2. The Graphic/Clip output needs to be sent to the Program Output via the switcher operations

Select a playlist

In the Playlist pane on the left side of the interface, click the tab to select the playlist that you want to use. If you do not see the tab for the Playlist that you want, do one of these:

- Click and drag the scroll bar below the Playlist tabs.
- Return to the Browser view and select the Playlist tab, above the browsers.
- Select the Playlist that you want to use.

The selected Playlist tab is indicated with a light blue underline.



Remove a playlist

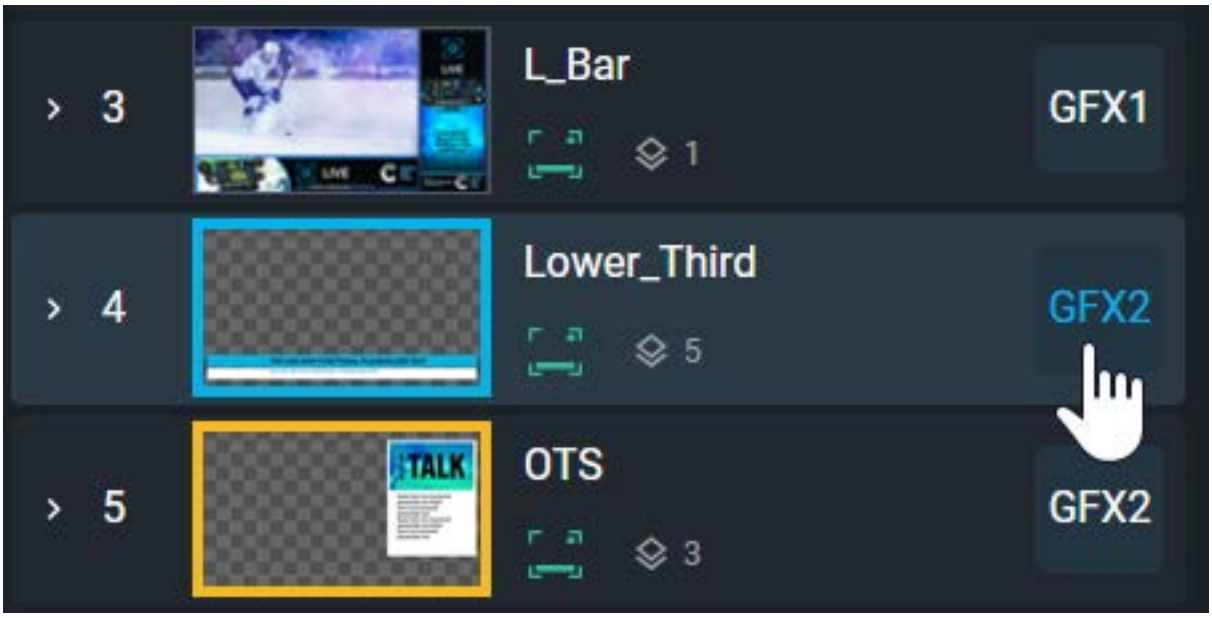
1. Click to select a playlist.
2. Click the X next to it's name to remove it.

Graphics and Clips

To play a graphic or a clip in the LIVE output, you must specify its playout channel, add it to the channel and then send it to the Preview or Program output.

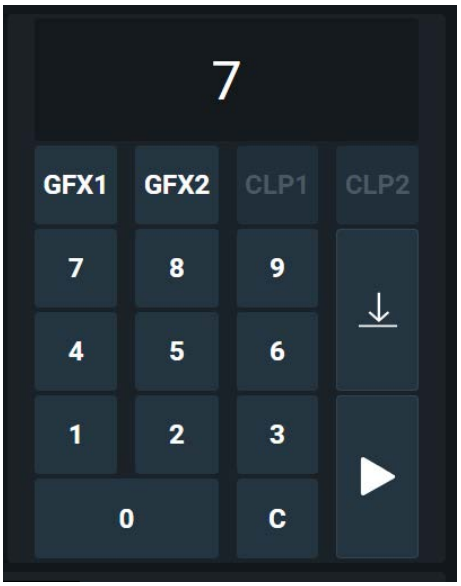
Load asset from playlist to specified channel

1. Click the channel Indicator at the right of the asset's thumbnail in the Playlist and, if necessary, click it again until this indicator displays the desired channel name.
2. Click the thumbnail of the item in the Playlist to load it to the Preview for selected channel.



Load and play by number recall

1. Use the numeric keypad to enter the assets number, as listed in the Playlist.
2. Available channel destinations appear. Select if you want to send it to a different channel than assigned in the playlist.
3. Click **Load** to load the asset.
4. Click the play button to play it on the assigned channel output.



In fast moving productions, such as a high velocity sporting event, you may want to recall and play graphics quickly. You can use the number keypad, within the interface, to recall graphics by their number in the playlist.

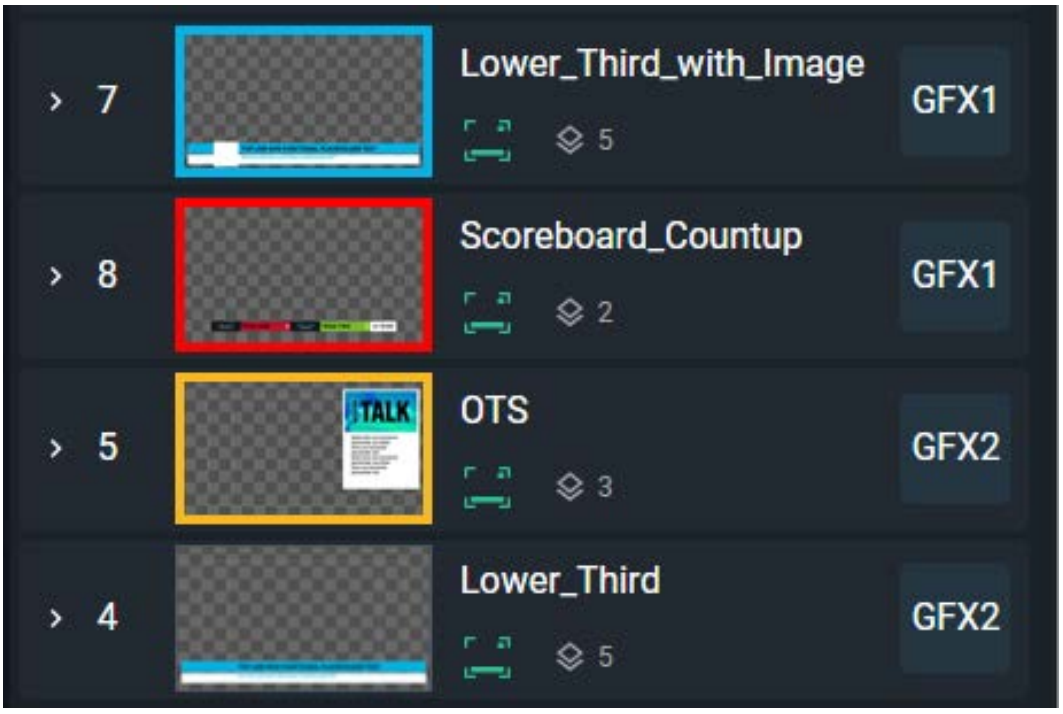
> Tip: For sporting events with player jersey numbers, you may want to order Home and Away team playlists so that each graphic with a player name, stats or headshot has a number that matches the player's jersey number.

Load and play by using the Playlist thumbnail

Once the output channel is specified and any replaceable fields are fulfilled, double tap or double-click the asset in the playlist to send it directly to graphic/clip output.

The assets cycle through 3 states, tap the thumbnail to cycle the states:

- **Load** asset is loads to the channel (Blue)
- **Play** asset plays on the channel output (Orange or Red)
- **Clear** asset clears from the channel (no border)



Once the output channel is specified and any replaceable fields are fulfilled, click the asset in the playlist to send it directly to the preview monitor of the specified channel. The borders are color coded in order to locate active items in the playlist quickly.

- A blue border indicates that the asset is visible here for internal preview only. It is not actually loaded to the switcher Preview.
- A red border indicates that the asset is visible on the Program output
- An orange border indicates that the asset is on the graphic/clip output but not keyed on program

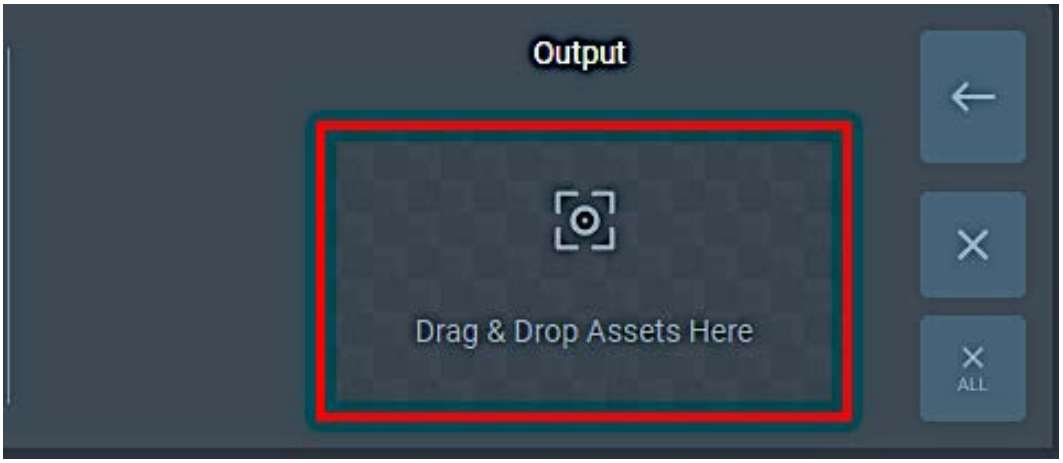
Image description: Loaded asset

Image description: Playing asset, keyed to output

Image description: Playing asset not keyed to output

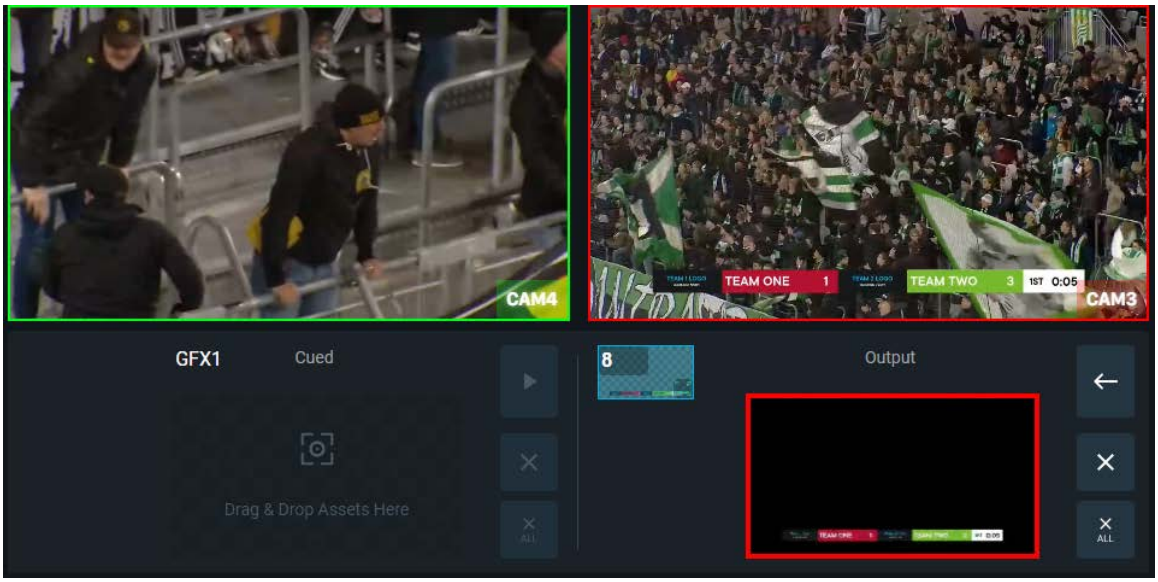
Graphic Channel Controls

- Click the GFX Output monitor twice to key the graphic output to Switcher preview and then again to the program output

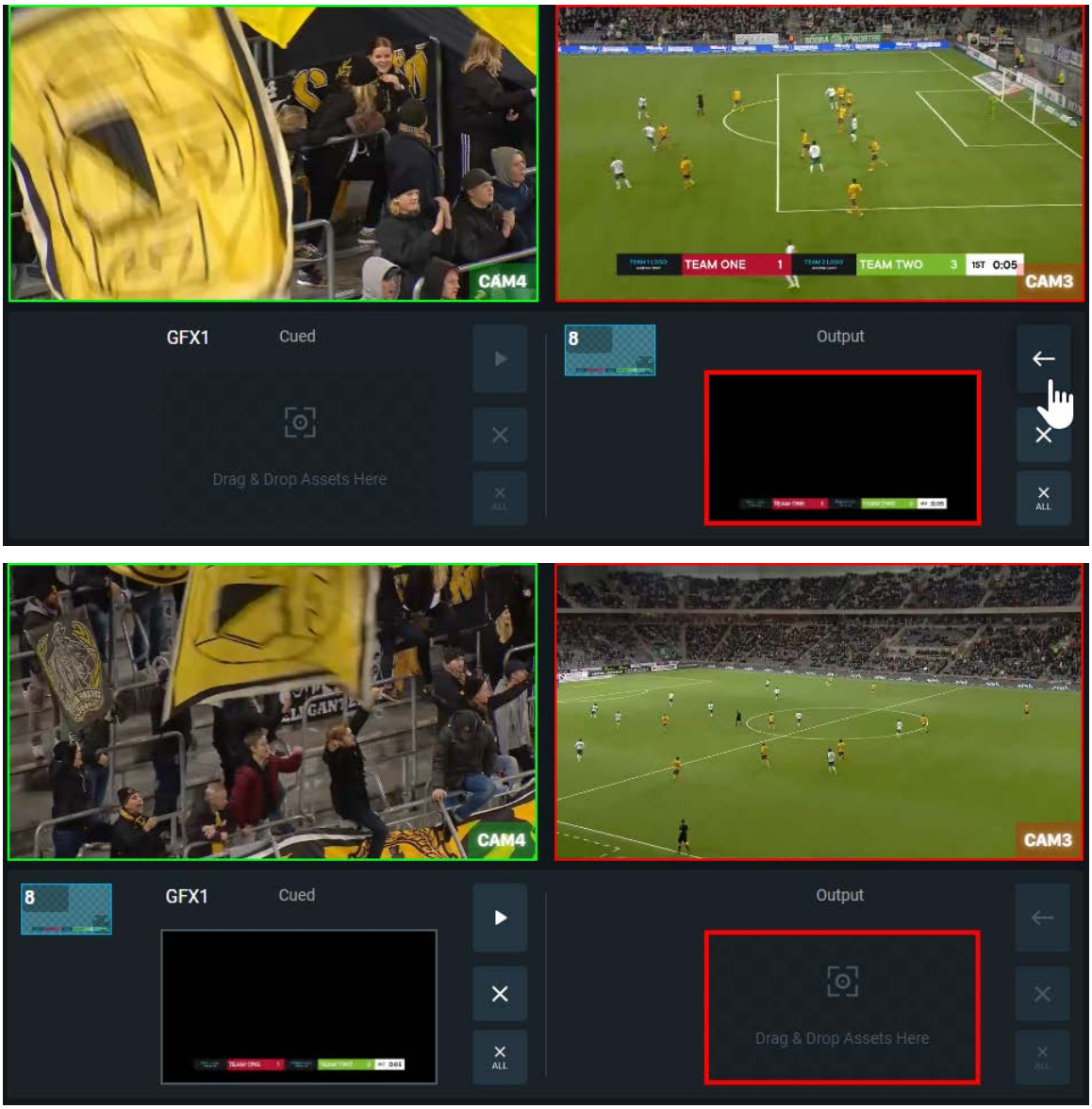


- Load a graphic in the cued area via the thumbnail or number pad methods described above
- To play a graphic to the GFX channel output with its animations, click the Play button.

- Graphic is played to output



- To return a graphic from the GFX Output channel to the internal Preview, click the Back arrow.



Unload a graphic from a channel

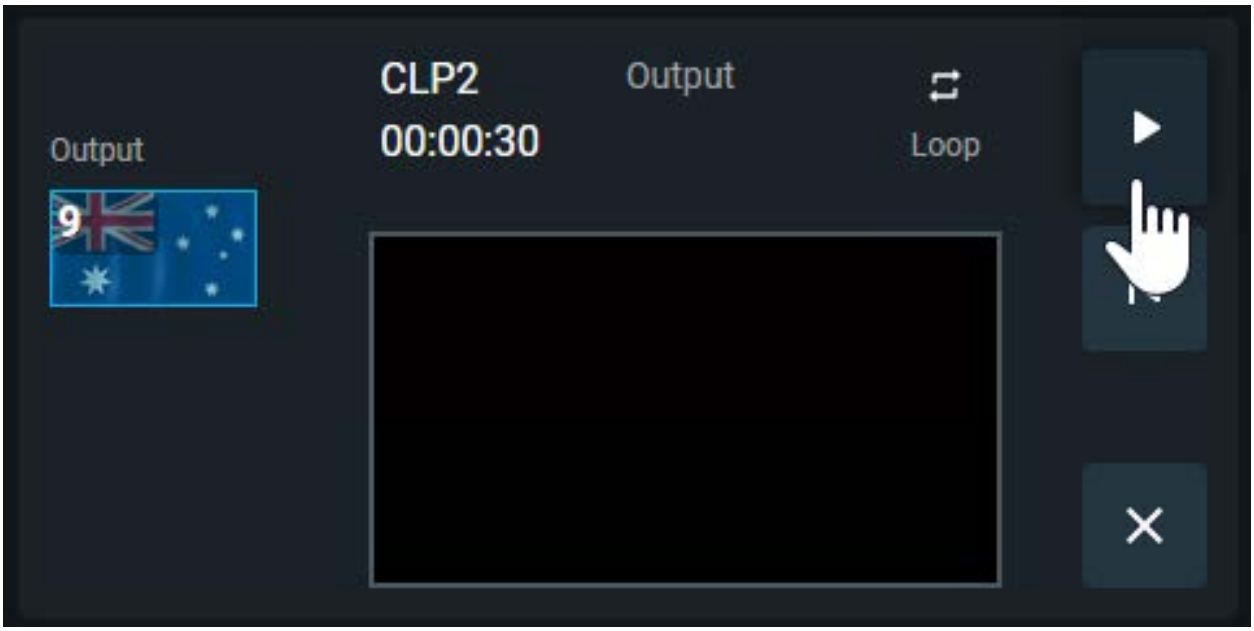
Do one of these:

- If only one graphic is loaded to the channel, click the Clear button.
- If more than one graphic is loaded to the channel, select the thumbnail of the graphic you want to remove and then click the X button.
- If you want to remove all graphics from the channel, click the X All button

Clip Channel Controls

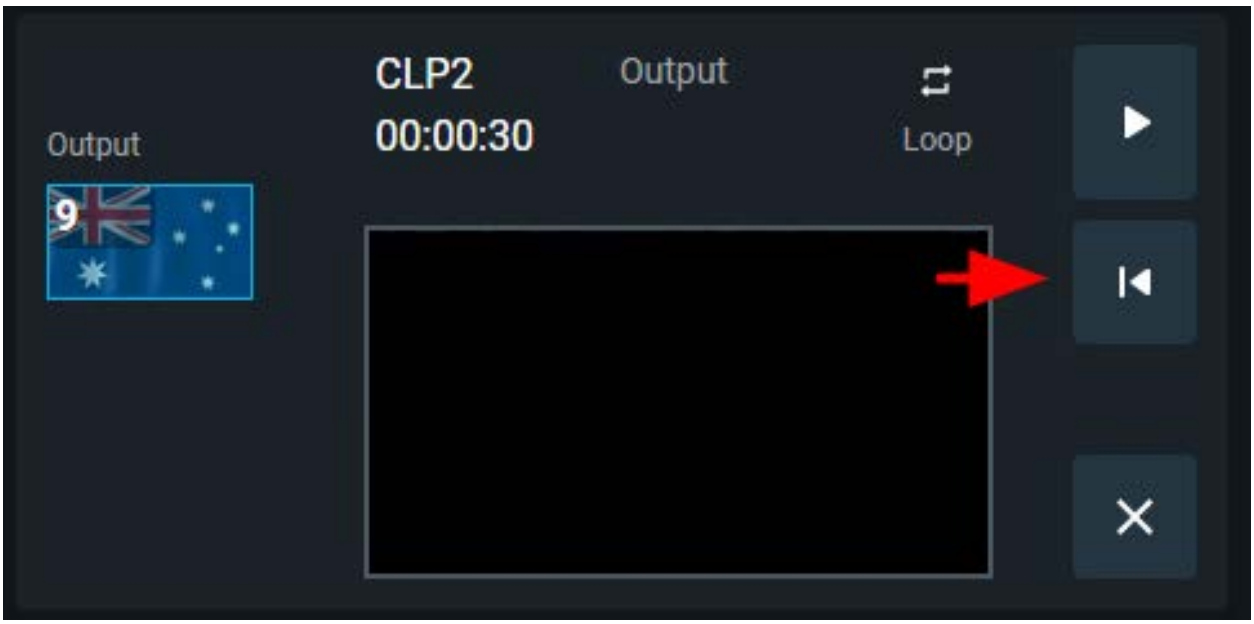
A single clip can be loaded and played on a clip channel similar to graphics.

- Click the thumbnail while the asset is loaded and it will play or click the Play button on the clip channel. Once the clip is playing, this button becomes a Pause button.



- Click the Loop button to set the clip to continuously loop.

- Click the Rewind button to return the clip to its first frame.



Tip: The first frame of the clip is blank to avoid freeze frames. If a clip is keyed to output and not playing it will play automatically

Modify graphic with replaceable fields

Most graphics are designed with replaceable fields, so that you can use them as templates. You may use the same graphic several times in a single broadcast, but with different text entered into one or more replaceable fields each time. See the instructions here.

07: Create PRIME Templates for LIVE

Overview

The below recommendations will help you create and manage graphics in PRIME for use within LIVE. Follow these instructions to ensure compatibility and optimal performance.

Project Naming Conventions

Currently LIVE supports a single Project per environment and the Project name must be LPP. We recommend the following naming conventions if working with a single or multiple PRIME Projects.

Single project

1. Name the project LPP.

Multiple projects

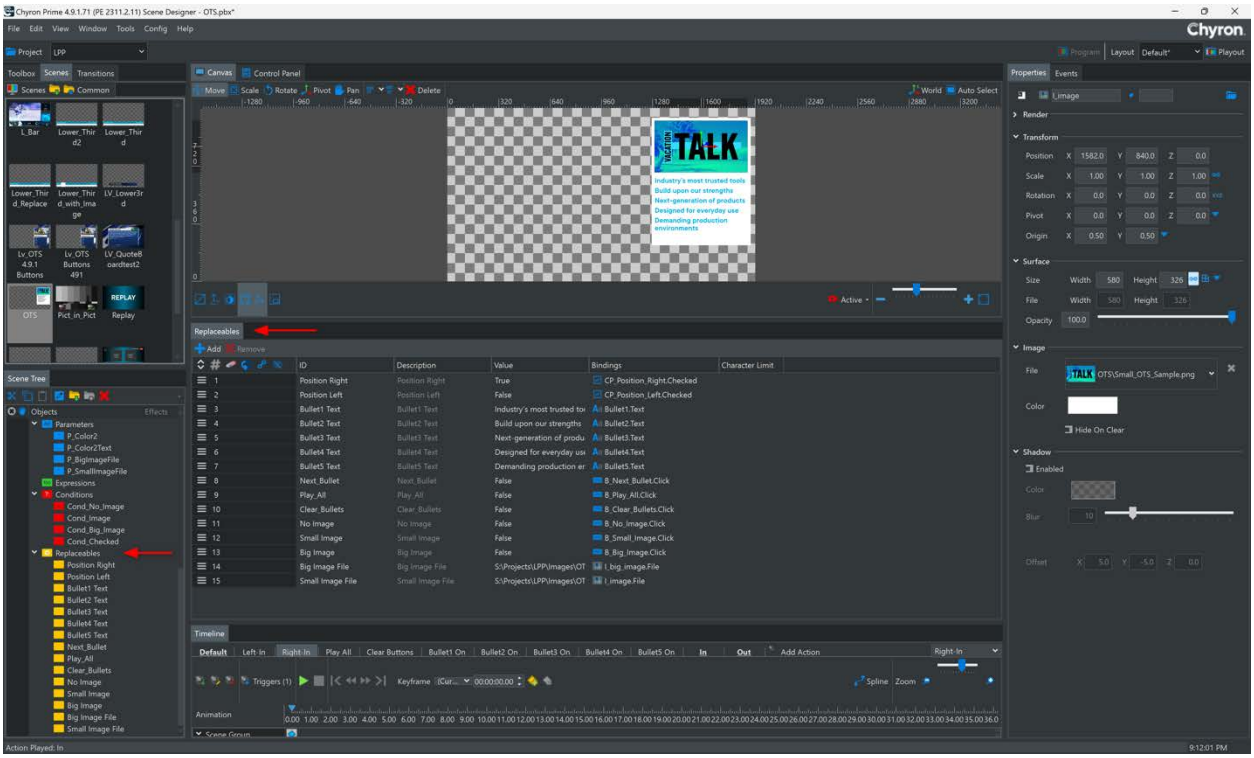
1. Use descriptive names like LPP Football, LPP Tennis, etc.
2. Change the name to LPP when uploading.
3. Revert to the original name when designing.

PRIME replaceables

Currently LIVE does not support Control Panels in LIVE. We support limited PRIME Replaceables which are accessed from the Playlist in LIVE.

Supported replaceables

- Text Input
- File Browser for Images and Clips
- Checkbox
- Button



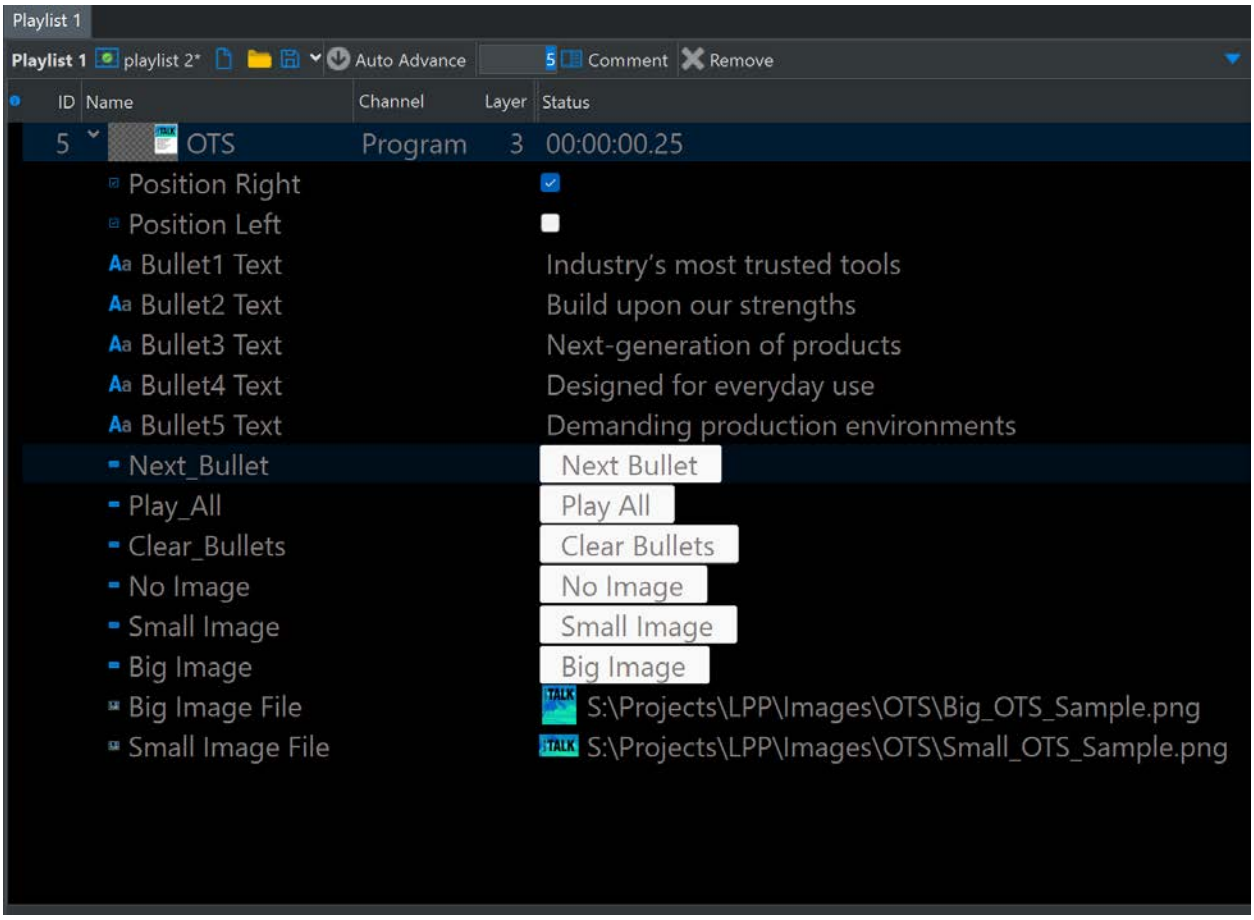
Tip: Use PRIME logic and parameters to update replaceables that are not supported directly (for example browsing to a text file or updating a style sheet).

Testing Scenes and Messages

Use the PRIME Playlist to test scenes and messages. This allows you to check functionality before uploading and running LIVE.

Test in the PRIME Playlist

- How replaceables appear, names and order
- If they can be updated
- If the buttons and checkboxes work
- The Scenes and messages behave as expected



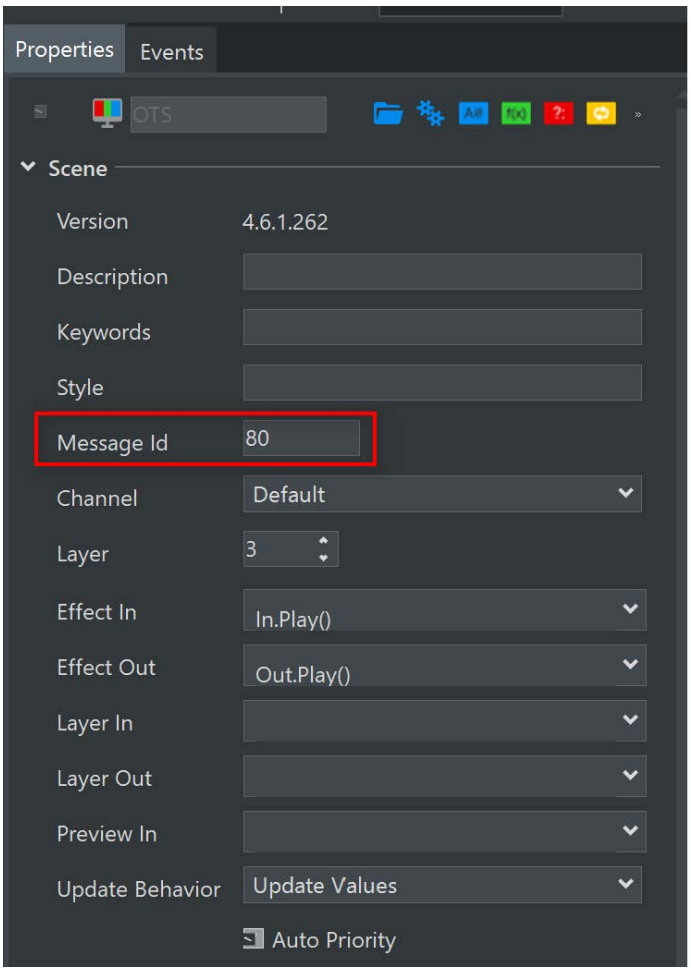
See **here** for info on uploading to PRIME.

Managing Scene and Message IDs

The LIVE playlist increments to the next available number, you may want to force an asset to have have an assigned number for fast recall. This can be assigned in PRIME.

Scene IDs in LIVE

- Messages use the allocated Message number as an ID number for recall in LIVE.
- For Scenes, add a message ID via scene properties in PRIME



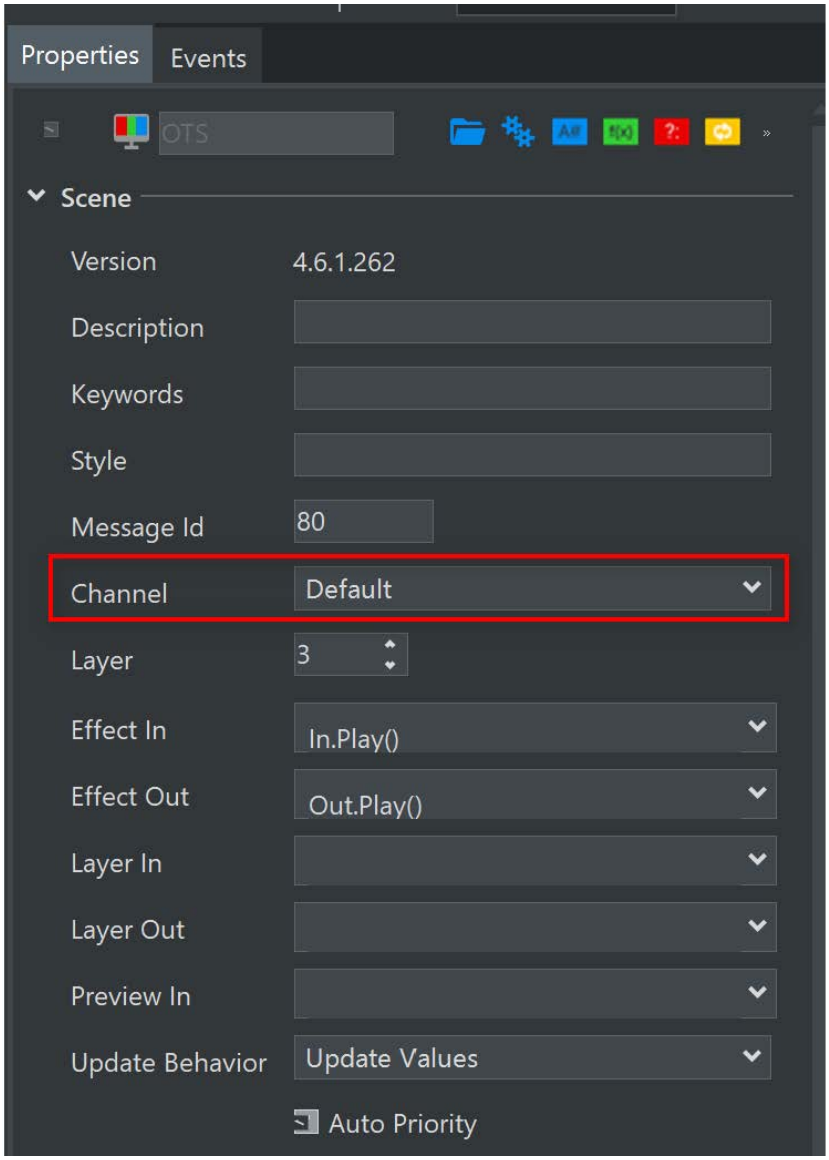
Tip: Messages and Scenes in PRIME can be renamed to have both a number identifier and an alphanumeric name. Messages are small files that just contain the replaceable data.

Managing Playout Channels

Scenes, messages, and clips can be assigned a default channel in PRIME.

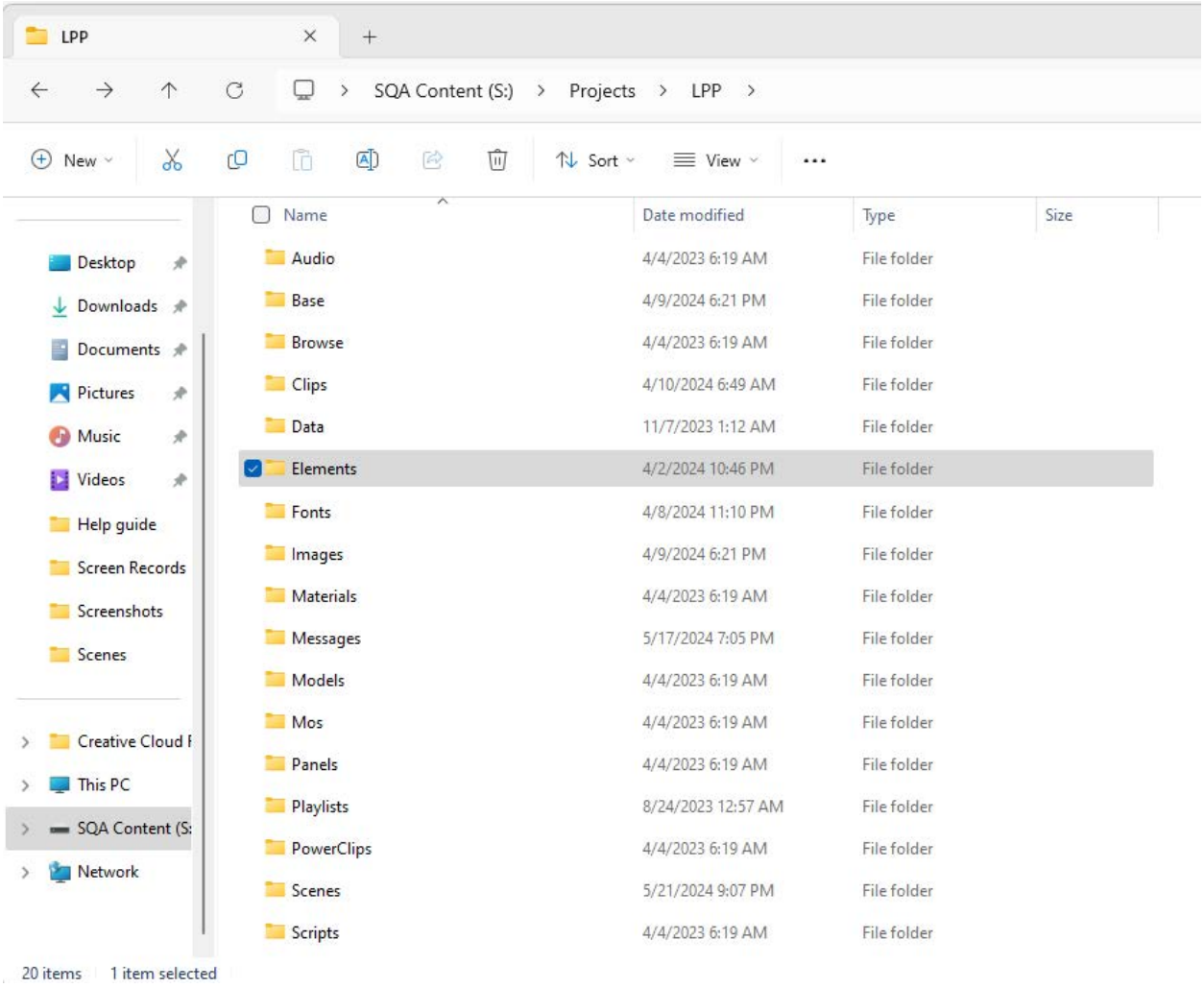
Playout Channel Assignment

- PRIME: In Scene/Message Properties, add Channel 1 or 2 for Default Channel.
- PRIME In the right-click Clip Properties, add Channel 1 or 2 for Default Channel.



Organizing Scene and Message Elements

It's recommended to keep all non-replaceable images and clips out of the Projects Images Folder. These are the background pieces, such as bars and flares that make up your graphic templates design. The LIVE Browser displays the assets in the Images and clips folder so to prevent clutter we recommend creating an "Elements" folder and add all non replaceable design elements there.



08: Matchpad

Overview

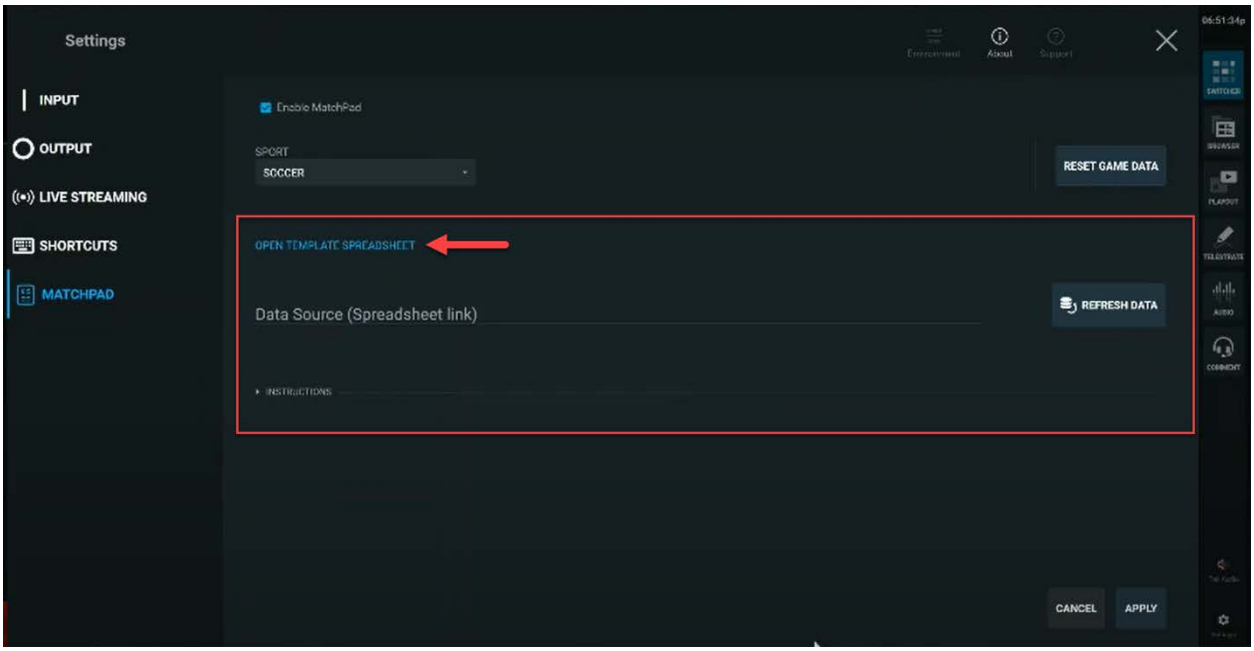
The Matchpad module is used for Soccer to display the player's teams, positions, numbers, and other roster information. As an interactive feature, Matchpad allows users to make changes throughout the game. This includes situations such as, player introductions, players receiving yellow or red card, game clock, full-time results, etc.

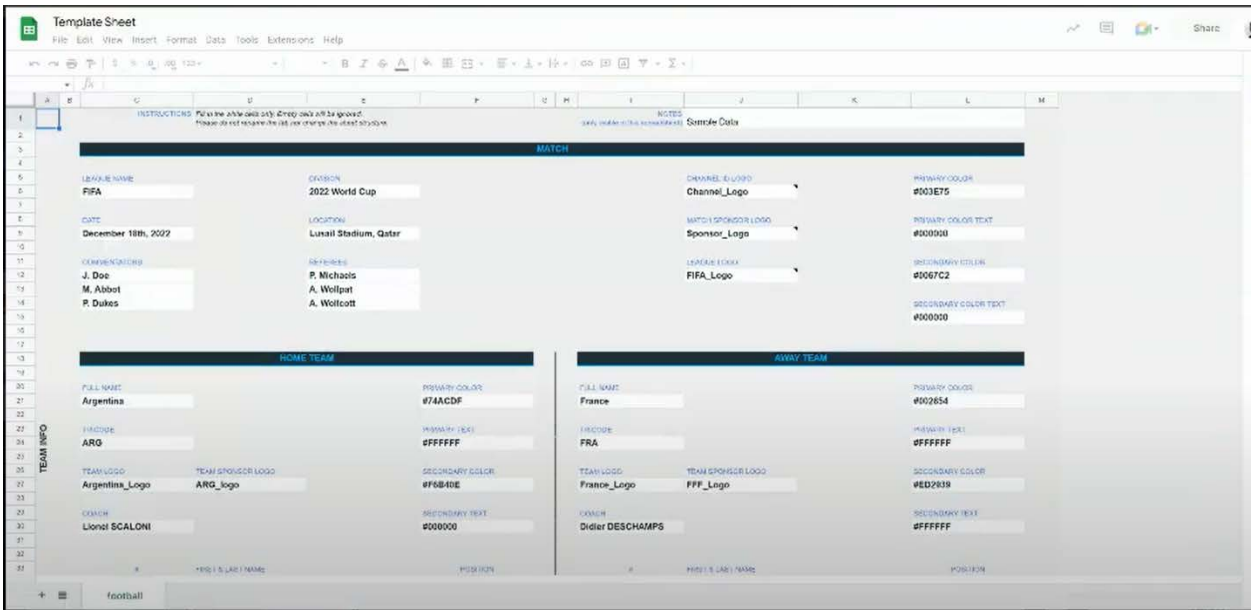
Data Sources

Add a data source

Begin by adding a creating your own spreadsheet by first saving a copy of their match line-up to the PC, removing access restrictions, and pasting the URL in the below field.

1. Click **Open Template Spreadsheet** to open the spreadsheet and make pre-game adjustments.
2. The Data Source spreadsheet will open with pre-determined fields for Matchup, Home Team and Away Team information. Spreadsheet will open with editable fields for both teams. Information includes everything from player information to sponsor and logos. All data saved in this spreadsheet is pulled to Matchpad and edits are made only in this spreadsheet.
3. Make any needed changes before the match to update the LIVE Matchpad.
4. Confirm that all information is correct.
5. Save spreadsheet and copy the URL.
6. Paste the spreadsheet link in the Data Source field.
7. Click **Apply**.

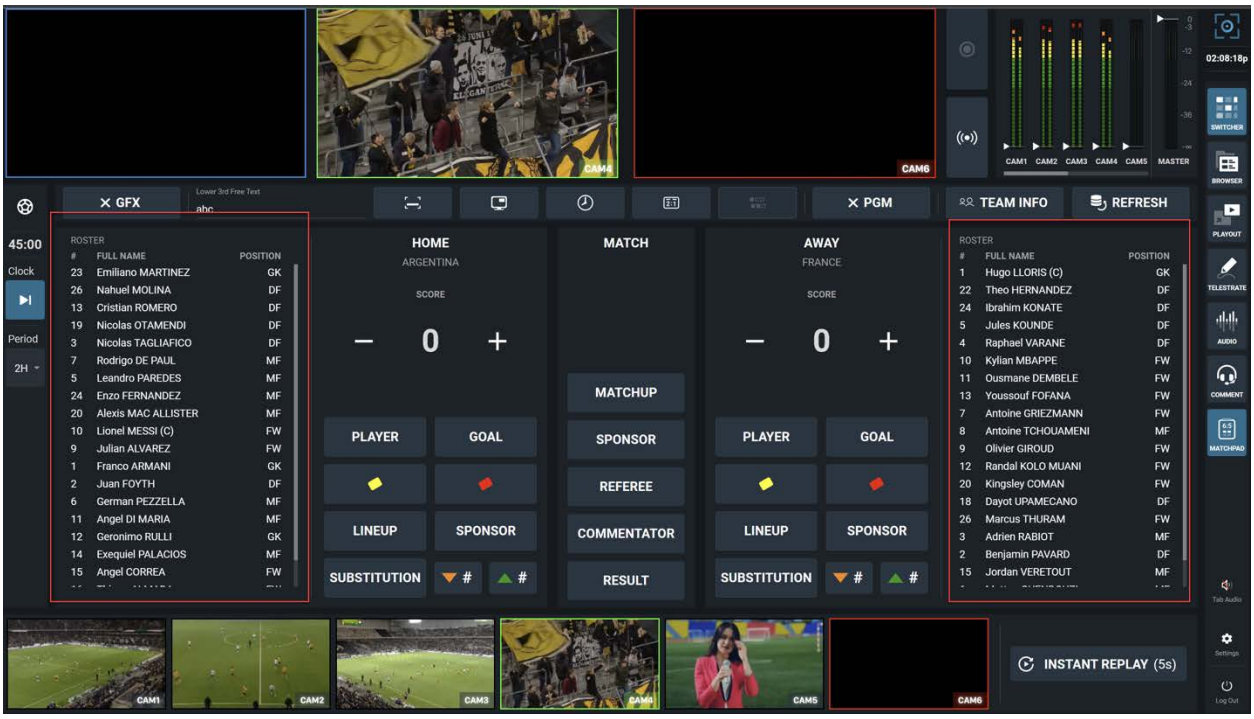




The Matchpad module will open with all fields from spreadsheet uploaded into LIVE:

1. Click any of the Matchpad buttons to display the lower third in the blue preview box.
2. Click button or preview screen (blue box) again to broadcast in the red box.
    - Team Names

- Team Logos
- Team Colors
- Rosters
- Scores
- Yellow/Red Cards
- Substitutes
- Referee
- Commentators



Changes to the rosters can be made at any time, however it is recommended to complete Data Source spreadsheet prior to the match and click Refresh Data button to update Matchpad with the Data Source spreadsheet.

Note: Any asset from LIVE can be uploaded to the Matchpad by adding the name to the spreadsheet that matches the name of the asset within LIVE.

Load a graphic in Preview

Once the data is uploaded to the Matchpad, user can load the graphic in the preview screen (the blue box) before broadcasting.

1. Click the graphic button one time to load into preview (Blue box).
2. Click button a second time to broadcast (Red box).

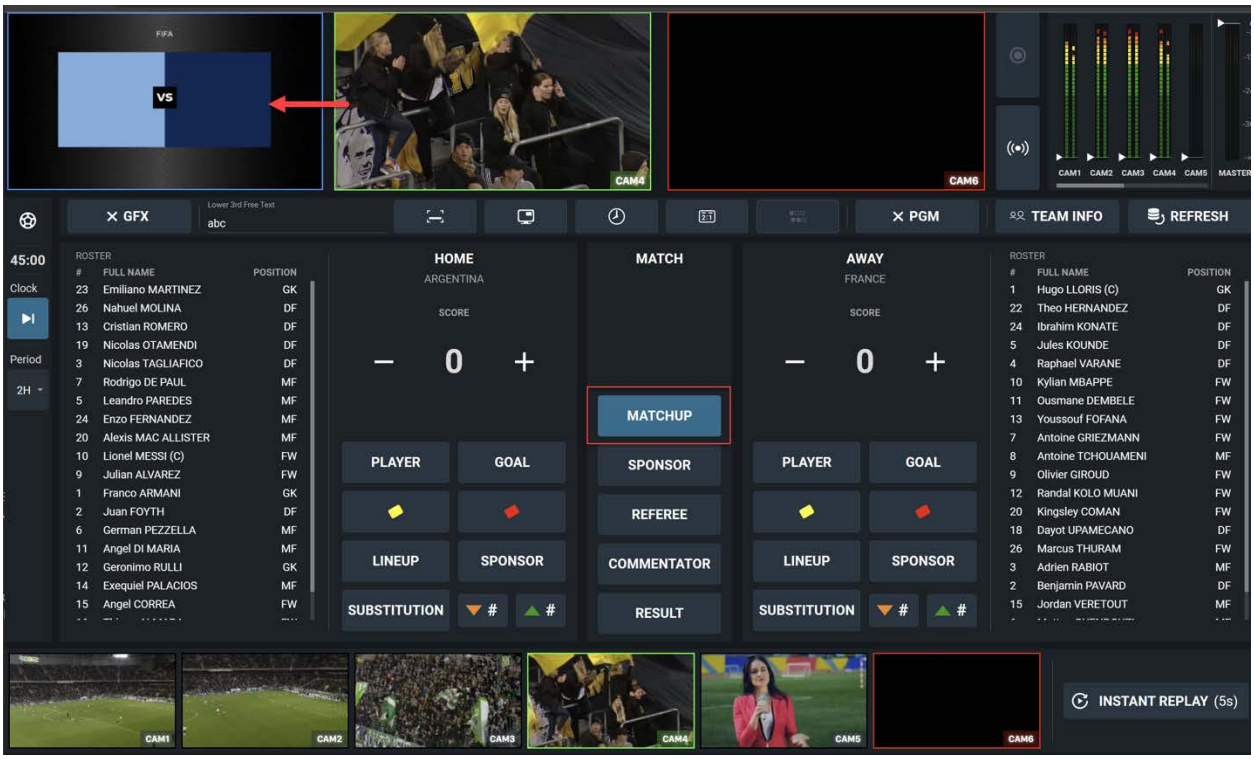
Match

Match column contains five different graphic options and uploads text from the saved spreadsheet.

1. Begin by clicking on the Matchup button. Matchup displays the Home vs Away graphic.
2. First click Matchup to highlight the button and display the graphic in the blue box preview screen.
3. Click the Matchup button again or the blue preview screen to broadcast the graphic in the red box as shown below.

Complete the same steps for any of the other Match graphics throughout the match:

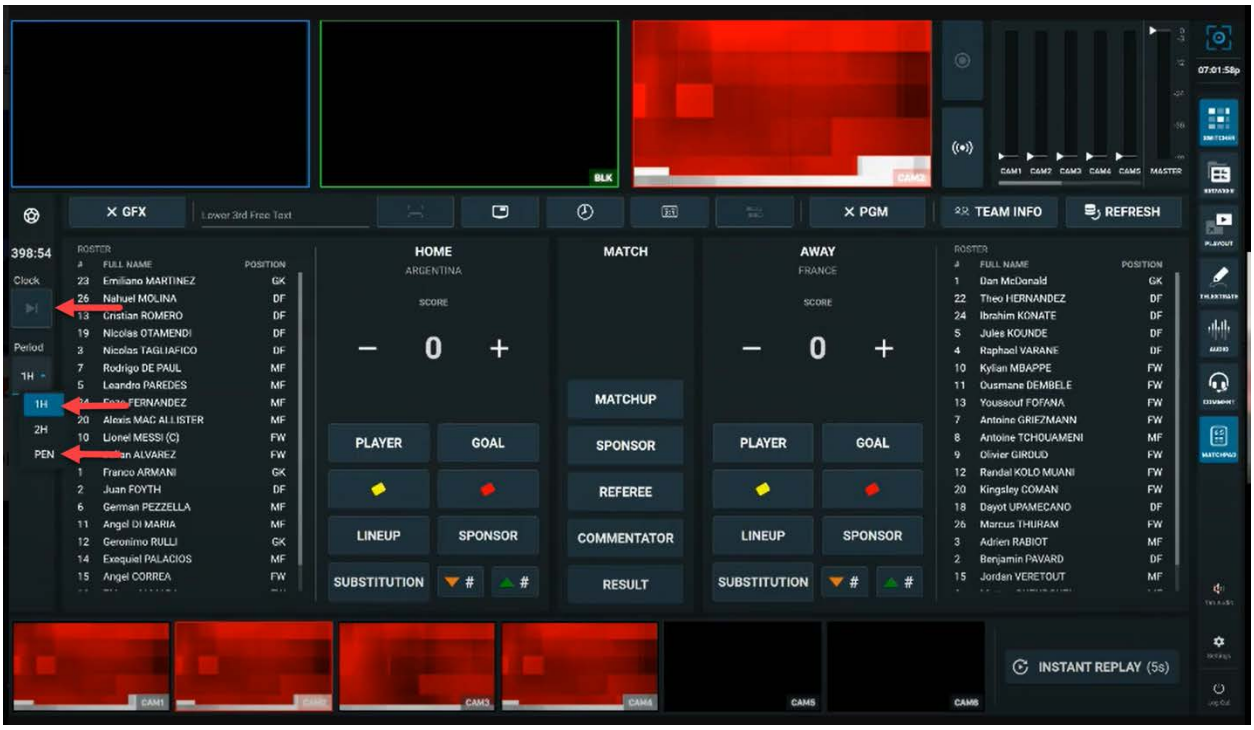
- Sponsor
- Referee
- Commentator
- Result



Clock

Clock function on the Matchpad allows users to start the clock at kickoff and halftime.

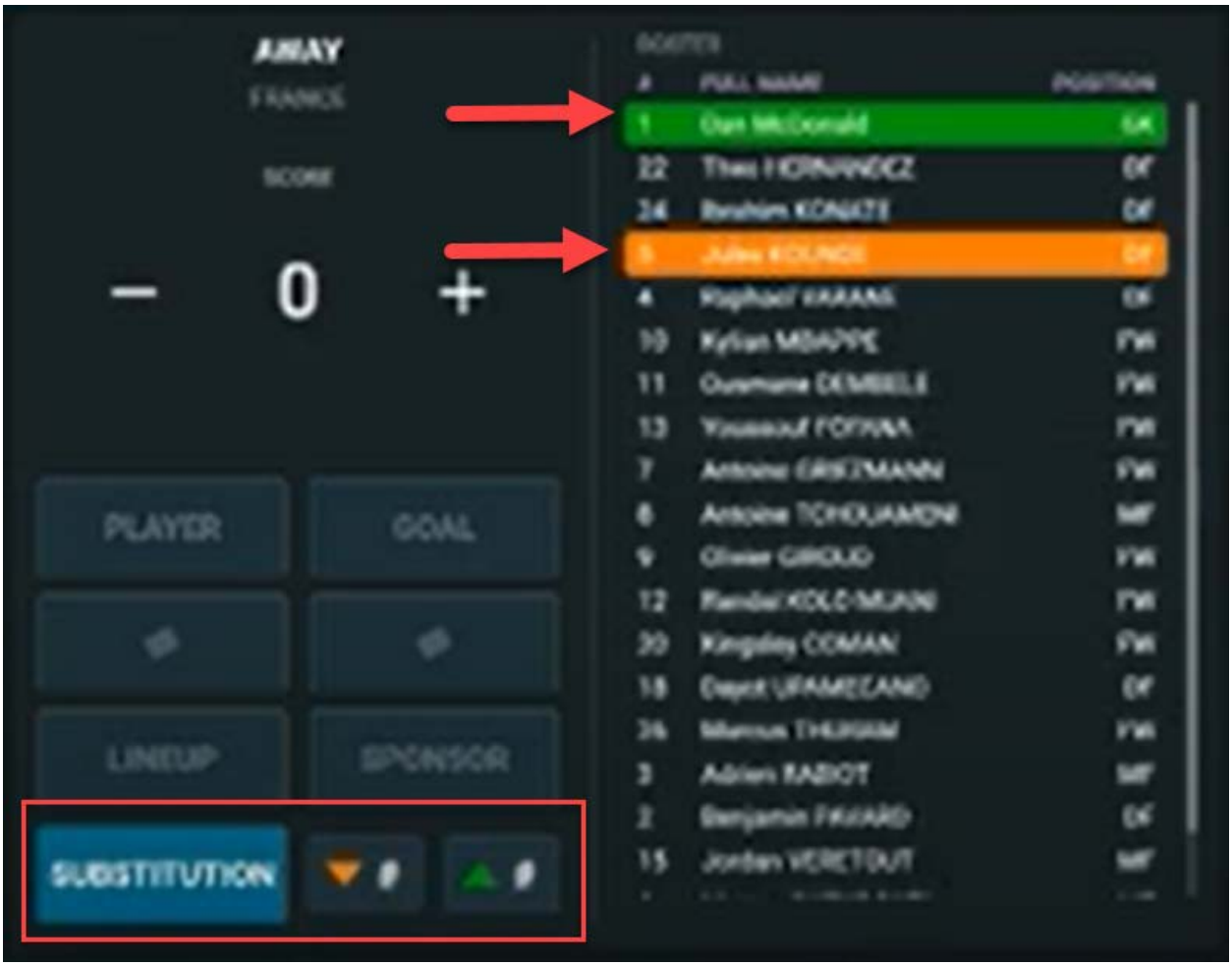
1. Click on the Clock button to display gametime clock in the graphics preview window.
2. Click on the Period button to select regulation time consisting of:
    - 1H - First half consisting of 45 minutes gameplay.
    - 2H - Second half consisting of 45-minute gameplay.
    - PEN - Penalty shootout after 90-minute regulation time.
3. Start and stop the clock by clicking the play icon.



Substitution

During the match, coaches can substitute players at any time.

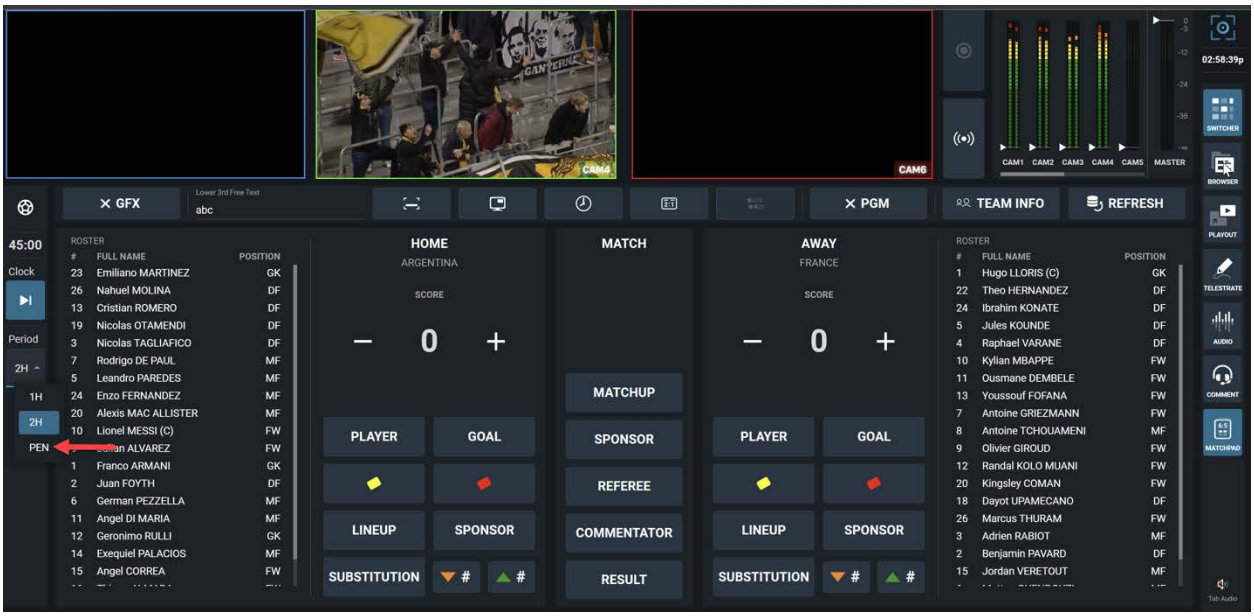
1. Click Substitution button to switch players from bench to the pitch.
2. Click the down arrow orange icon to begin substitution. By default, the user will first select which player is leaving the match.
3. Select the player who will be exiting the match in the Roster section.
4. Click the up arrow green icon.
5. Select on the replacement player entering the game.

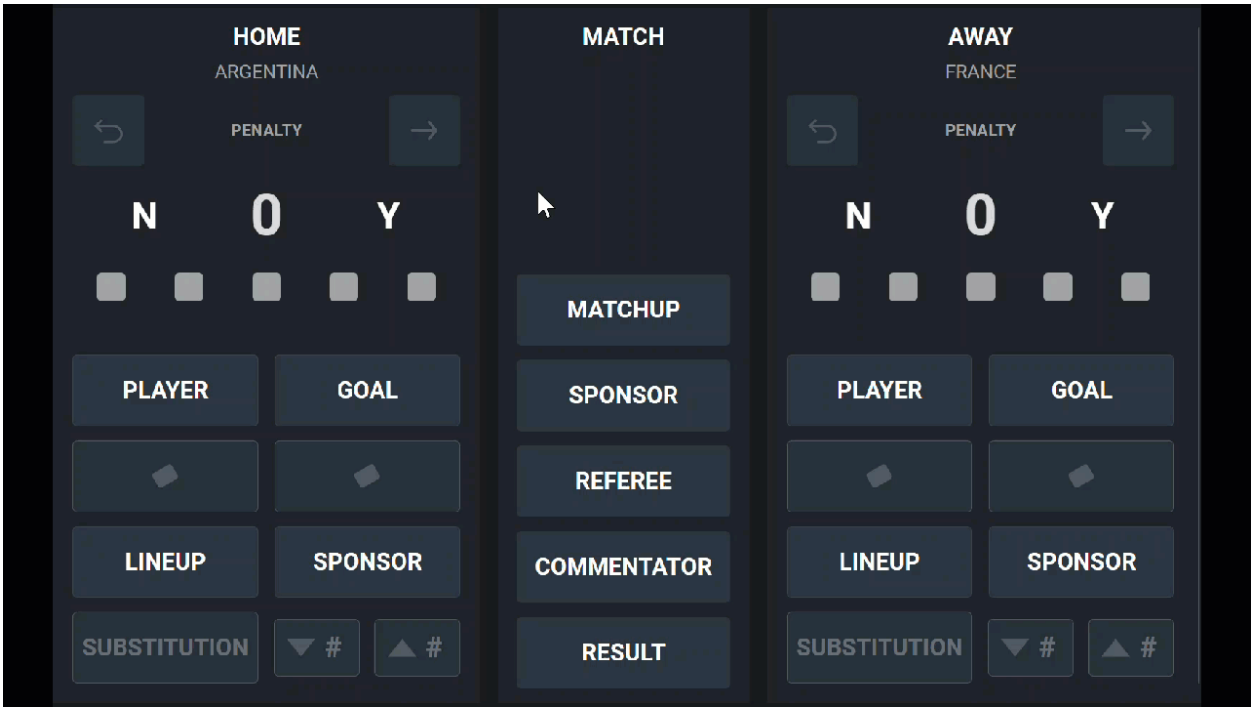


Penalty shootout

When a match goes to penalty shootouts, the user can switch the interface to keep track of the score.

1. Click the PEN button to pen the below screen..
2. Click on the corresponding boxes based on live game results:
    - N - click N when player misses the score.
    - Y - click Y when player makes the score.
3. Switch from Home to Away team scores as they take turns.
4. Click the reverse button to erase a score and click the forward arrow to open a new scoresheet in case of a tie after five shots each.



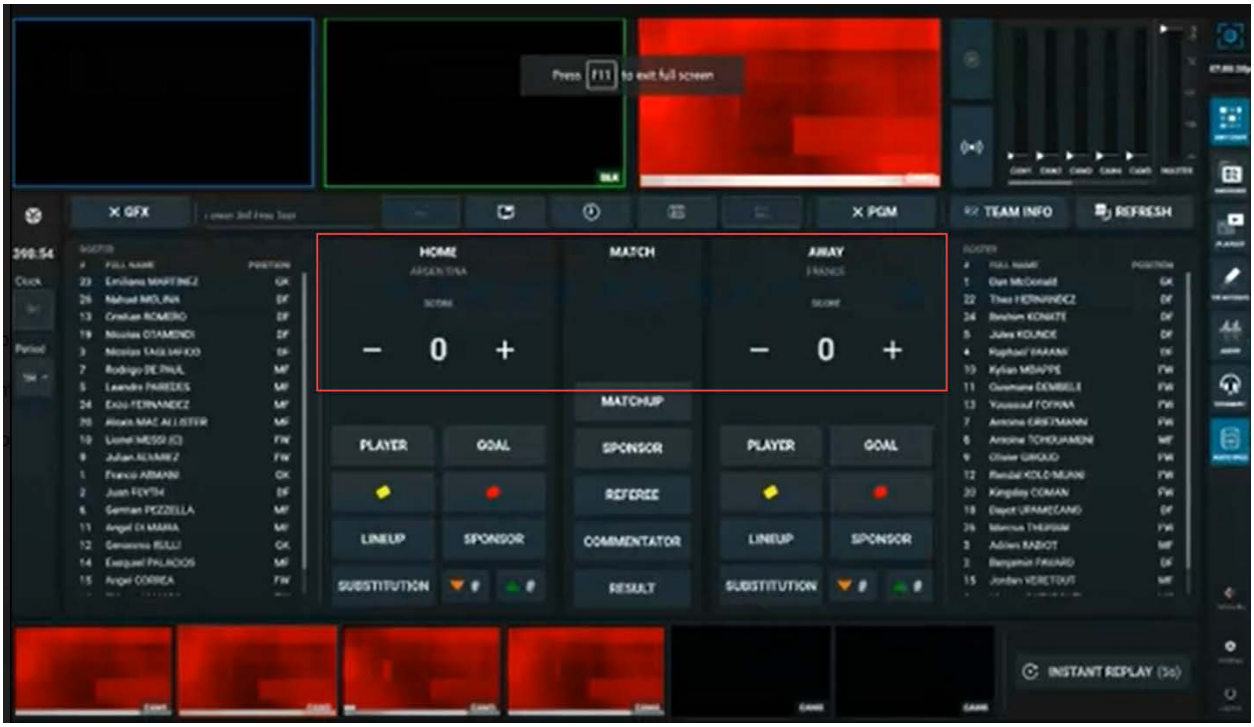


Score

Score feature allows user to keep track and update the score points throughout the match.

When either team scores a goal:

1. Click the plus icon to update the score.
2. If a score is cancelled by the referee or VAR, then:
    - Click the Minus icon to remove the score.

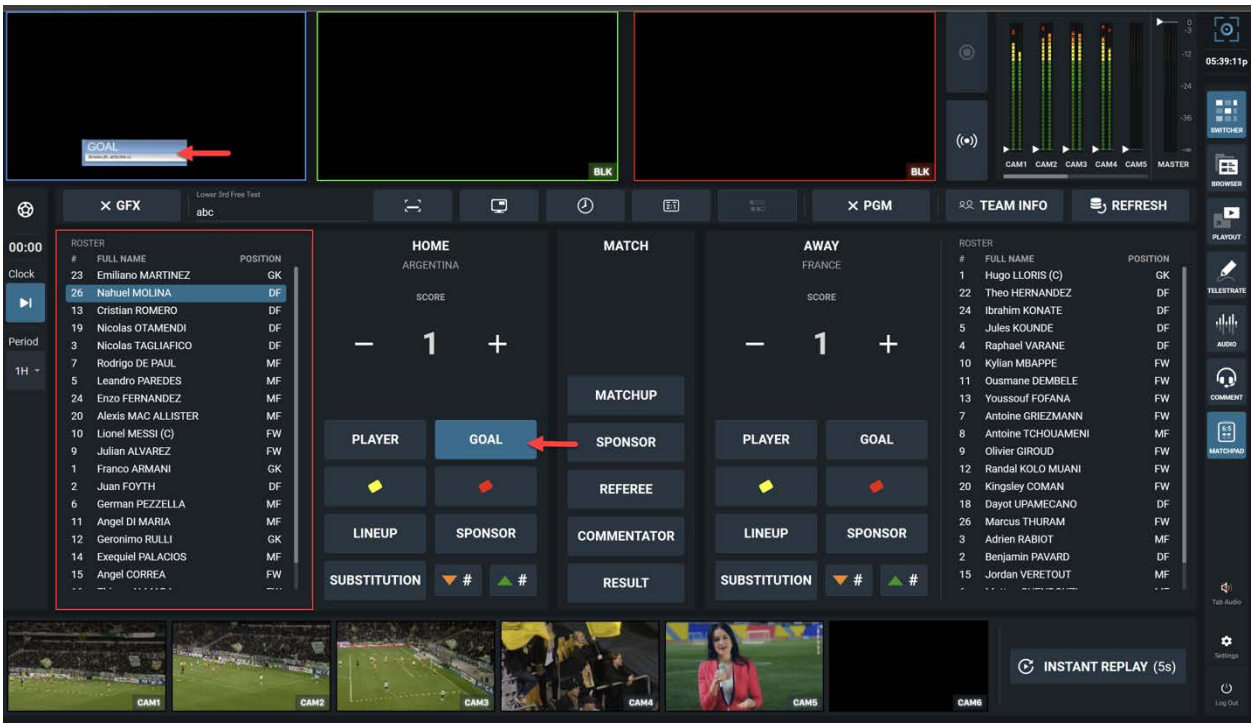


Lower Third Goal

The Goal button will upload a graphic with the players name when the player scores a goal.

Note: If a Player Name is not selected for this graphic, then the graphic will automatically display the Team Name instead of the Player Name.

1. Click Player Name.
2. Click Goal button.
3. The graphic with the players name will display in the blue preview box.
4. Click the blue preview or the Goal button again to broadcast the graphic in the red box.

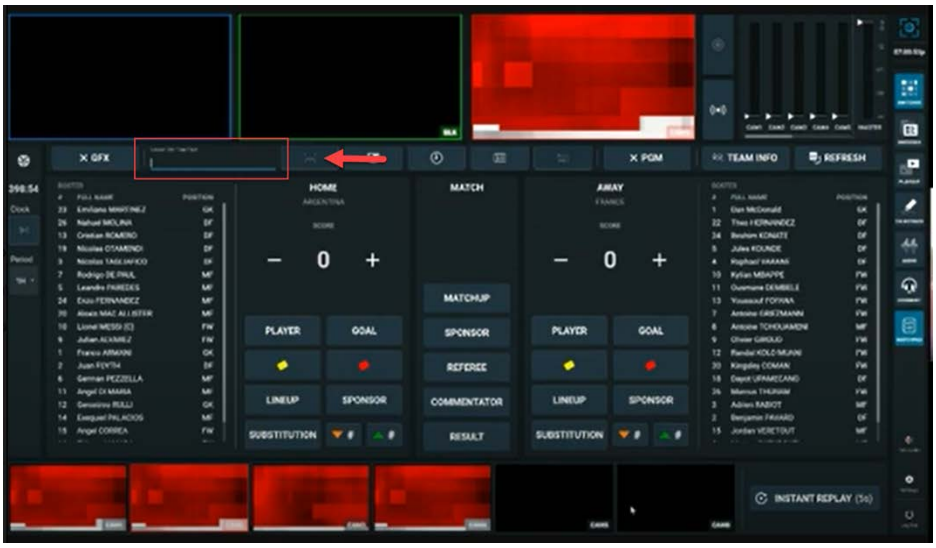


Lower Third from Text player

The Lower Third feature allows users to add player information, text, or logo into the preview and broadcast.

1. Enter the text in the Lower Third From Text field as shown below and click the enable button:
    - Text entered in this field will display the same text inside the Lower Third. All other information is pulled from the template spreadsheet.

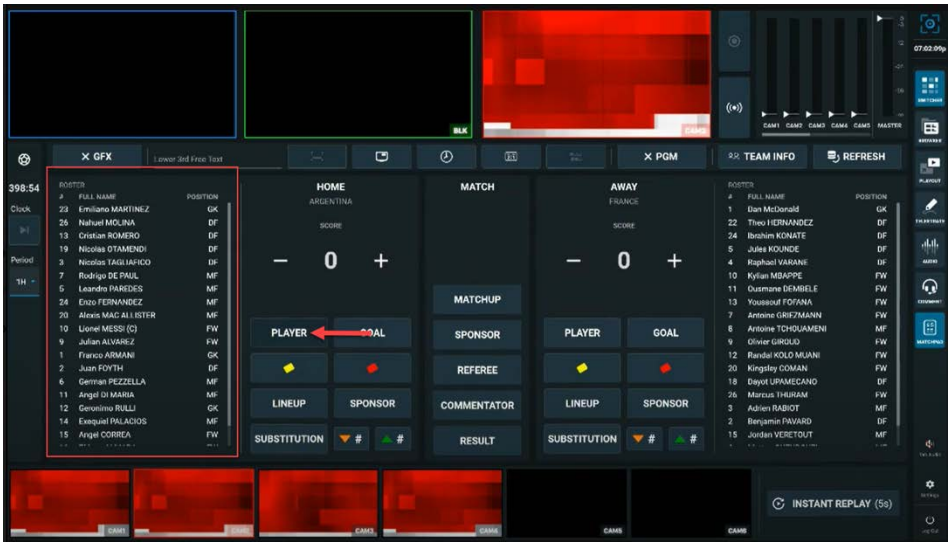
Note: Logos, player, and team info data is pulled from the template spreadsheet.



Lower Third Roster Player

Player Lower Third functions the same as text or logo. This function allows user to pull and displays individual player information in the Lower Third such as position, number, name and other attributes saved in the template spreadsheet.

1. Click on the Player Name in the Roster section.
2. Click Player button.
3. Player lower third displays on the Matchpad preview.
4. Click preview again to broadcast output.



09: Matchpad Graphic Templates

Matchpad Graphics

Overview

Matchpad graphics consists of sixteen PRIME scenes. Users can upload the replaceable image (Must be .png) in the Browser module of LIVE and use the Data Source spreadsheet to load the graphic into Matchpad Module. Drag and drop your replaceable images directly into the LIVE browser or upload them into the LPP Images folder via PRIME uploader. If uploading from PRIME your Project must be named LPP.

All graphic types pulled from the Browser module via Data Source spreadsheet:

Graphics list:

- Channel ID
- Clock
- Score
- Penalties
- Commentators
- Referees
- Lower Third
- Match Up
- Results
- Game Sponsor
- Team Sponsor
- Goal
- Lineup
- Player
- Red and Yellow Cards
- Substitutes

Home and Away Teams

- Lineup
- Goal
- Player Name
- Yellow Card
- Red Card
- Substitution
- Sponsor

> See "Upload Content" to begin uploading an image(s) to the LIVE Browser module.

Once all graphics have been uploaded to the Browser, then:

1. Access the Data Source spreadsheet.
2. Complete the primary graphic fields first to set up the match:
    - Home Team Logo (Best resolution: 900x900 | Minimal: 300x300)
    - Away Team Logo (Best resolution: 900x900 | Minimal: 300x300)
    - Team Sponsor Logo
    - Channel Logo
    - League Logo
    - Primary Color
    - Primary Text

> Important: The name entered in the field must match the name of the graphic saved in the Browser module.

Image size recommendation

Any image size is acceptable and will work, however for best result follow these recommended guidelines.

Upload images to the LIVE Browser module.

- All images must be .png (with alpha where required)
- Sponsor images accept a banner style shape at 1300 x 170 and anything in between
- Square: 900x900 (best) and 300x300 (at the smallest)
- Rectangle: 900x300 (best) and 300x100 (at the smallest)
- These image sizes can fit into any template, but larger sizes produce the best results for Matchup and Lineups
- Headshots can be smaller as they are never used at a large scale
- Headshots only need to be the player name + .png

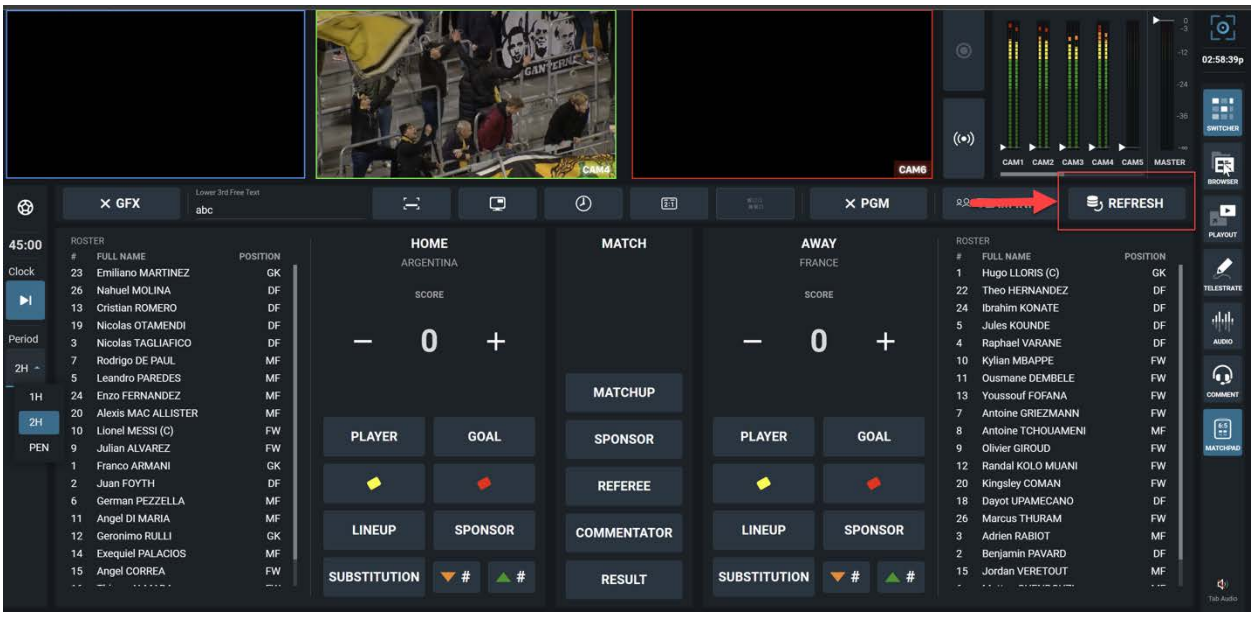
Complete the Data Source Spreadsheet color fields.

Colors

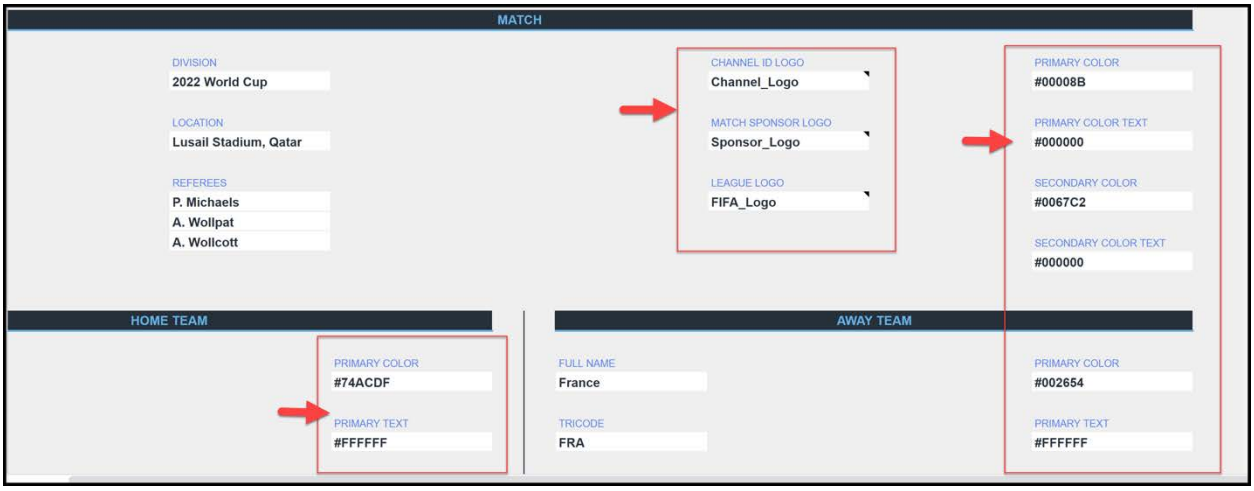
One field is for the Primary color and one field is for the Text color. This selected color will be displayed in the graphic background and letters for each team.

1. Type the color code in the Primary Color field.
2. Type the color code for the Primary Color Text.

Once fields are complete, click Refresh button in the Matchpad module.



See spreadsheet example below fields related to graphics:



Color codes

The below are examples of the colors that are displayed when color code is entered in the spreadsheet Primary Color field.

All color codes need to be provided as Hexadecimal values (Hex codes - e.g. #FFFFFF for White, etc.).

It is a good practice to select the same color (Primary & Secondary) as the ones used in the team logo or jerseys.

> Tip: Use the Google Hexadecimal color picker by following this link.

Example: The below image now displays the Ranger Logo and Elfsborg logo with their primary colors in the background.

> See the Graphic Templates topic for a full list of team graphics.

Graphics and layer numbers

Below image is a list of all graphics and the associated layer number.

- Layer number is assigned in PRIME and determines how the graphics layer over or under each other. Graphics on the same layer interact with each other.
- All lower thirds are on the same layer (they will remove each other).
- The channel logo is the highest number by default.

Example: Score and Clock scenes are on the bottom They have been put in the 800s so they don't overlap with existing graphics.

Graphic Templates

Overview

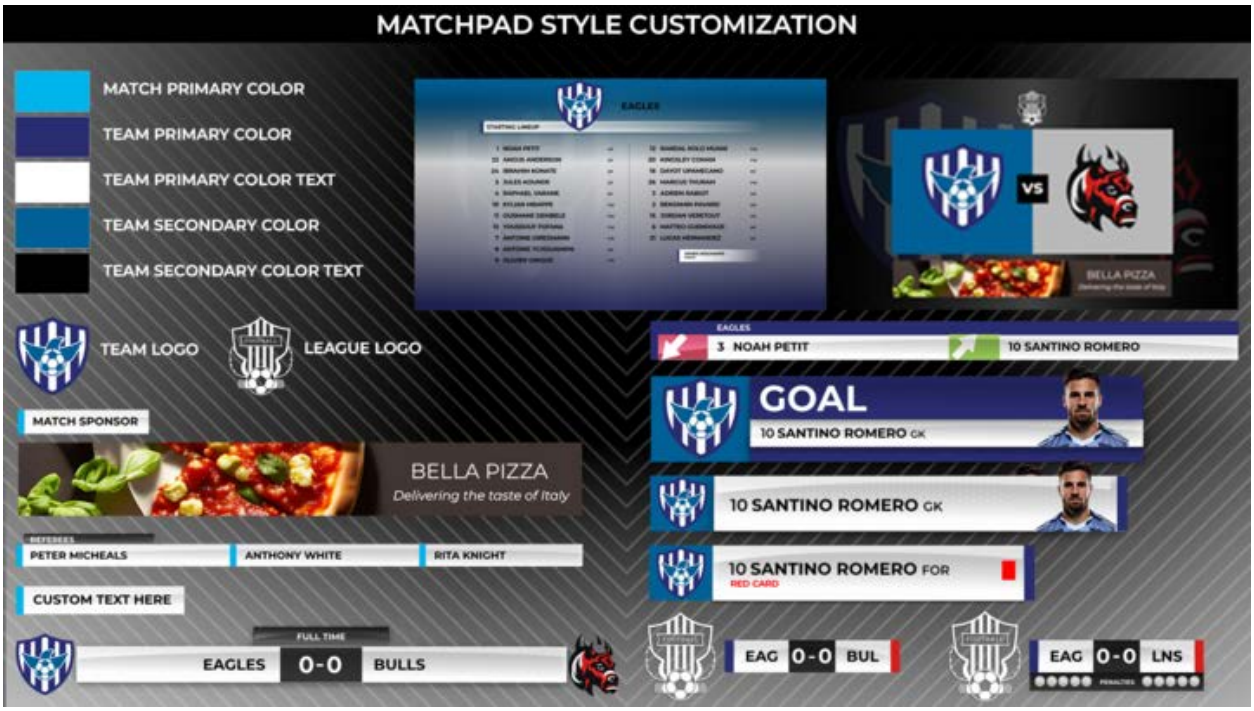
Graphic templates allow users to easily create a game time graphics in Chyron LIVE. Templates are stored in the LIVE and users simply match the information from the Data Source spreadsheet with the file name saved in LIVE, to fill in the templates with the correct information.

Note: The image files uploaded into the Browser module must be a .png file.

Templates

Below screenshot shows examples of all available graphic templates stored in the LIVE.

- Lineup
- Matchup
- Score
- Lowerthird Player, Goal, Yellow/Red cards, and Custom
- Sponsors
- Substitution
- Penalties
- Game Results
- Team and League Logos



Matchpad Template Example

The Team Player Lowerthird is used to introduce or highlight a player. This graphic includes the Player Number, Player Name, Position, and the optional Headshot image.

- Number: Player Number
- Text: Player Name and Position
- Image: Player Headshot Photo

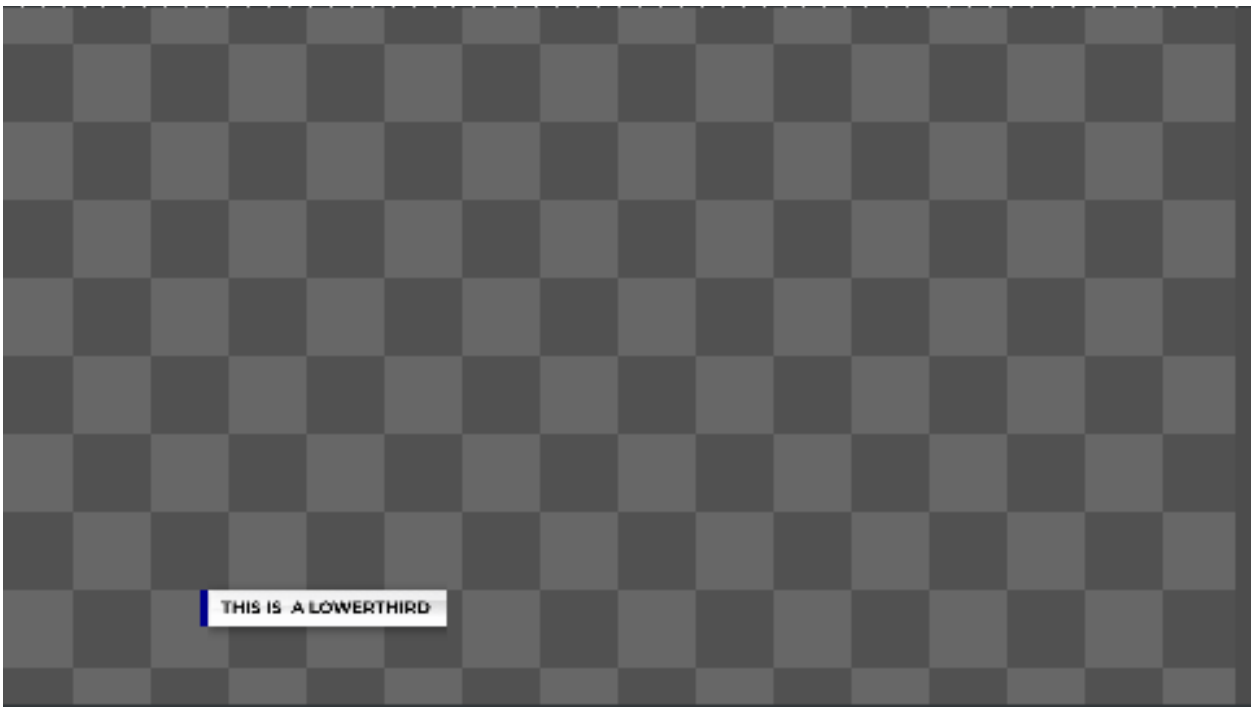
In order for the headshot to appear inside the graphic, the name of the player must match the file name in the Browser module.

Example: MR WHITEHEAD is the file name. When user clicks the Player graphic in Matchpad, the information is pulled from the Browser module and the Data Source spreadsheet. The Player Name, Number and Team logo is pulled from the Data Source spreadsheet and the .png Image is pulled from the Browser module.

Template: Lowerthird

Updated from the Data Source spreadsheet:

- Text: Custom
- Color: Match Primary Color



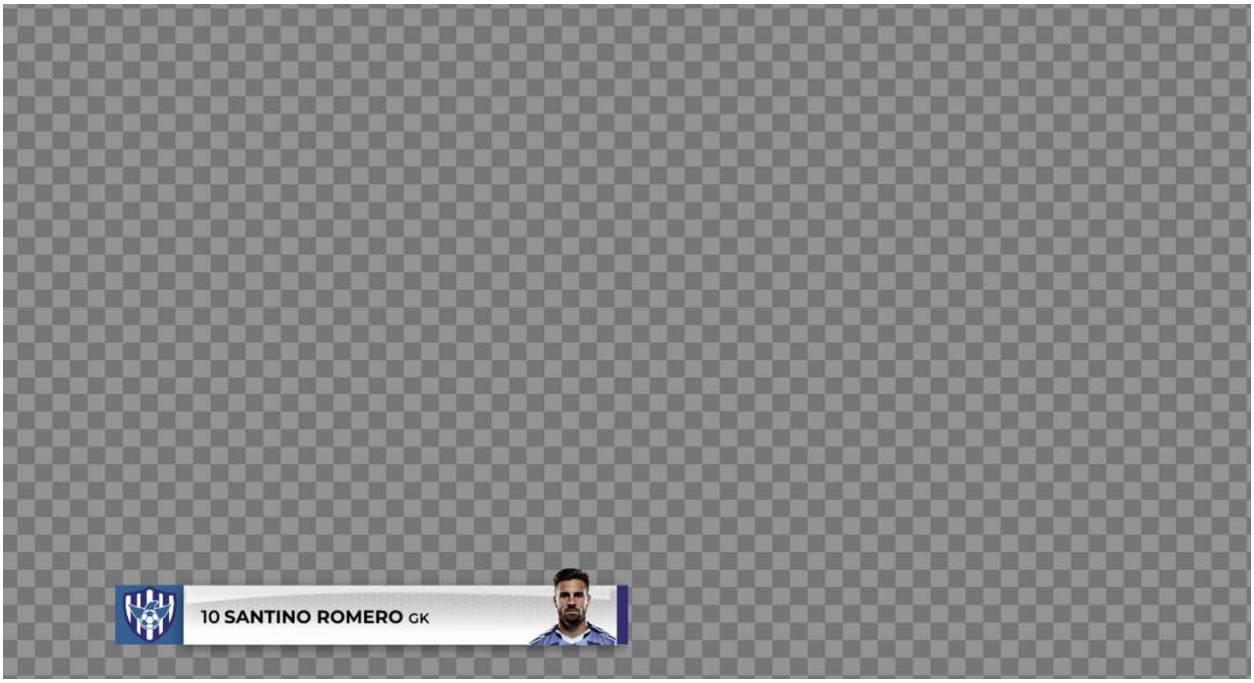
Template: Player Lowerthird

Browser Module: Contains the Headshot photo and is pulled into the graphic when the same file name is used for this template.

Data Source spreadsheet contains:

- Text: Number, Player Name, Position
- Images: Team Logo
- Colors: Team Primary Color (bar end cap), Team Secondary Colors (logo background)

Note: A headshot will be inserted if the player's name and file name are identical.



Template: Score

Updated from the Data Source Spreadsheet and contains the game score throughout the match.

- Text: Team Name Tricodes
- Images: League Logo
- Colors: Team Primary Colors

Template: Clock

- The Clock bug indicates the time played and contains only the Clock.

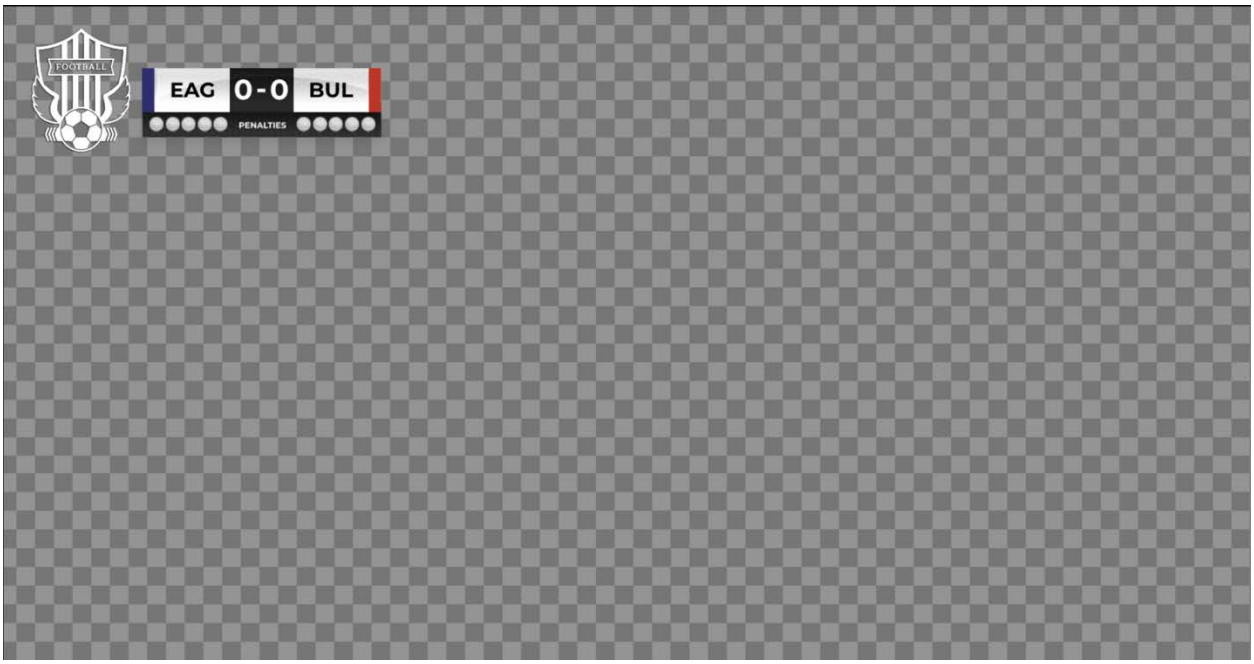
Template: Penalty

The Penalty bug is identical to the Score but with the addition of the penalty score.

Updated from the Data Source spreadsheet:

- Text: Team Tricodes

- Images: League Logo
- Colors: Team Primary Colors



Template: Matchup

The Matchup graphic includes the team names and team primary colors as the background.

Updated from the Data Source spreadsheet:

- Text: League Name
- Images: League Logo, Team Logos, Match Sponsor Logo
- Colors: Team Secondary Colors (logo backgrounds)

Note: If League Logo is empty, scene will display League Name.

Template: Lineup

The Lineup graphic include the entire team roster, team name and team logo.

Updated from the Data Source spreadsheet:

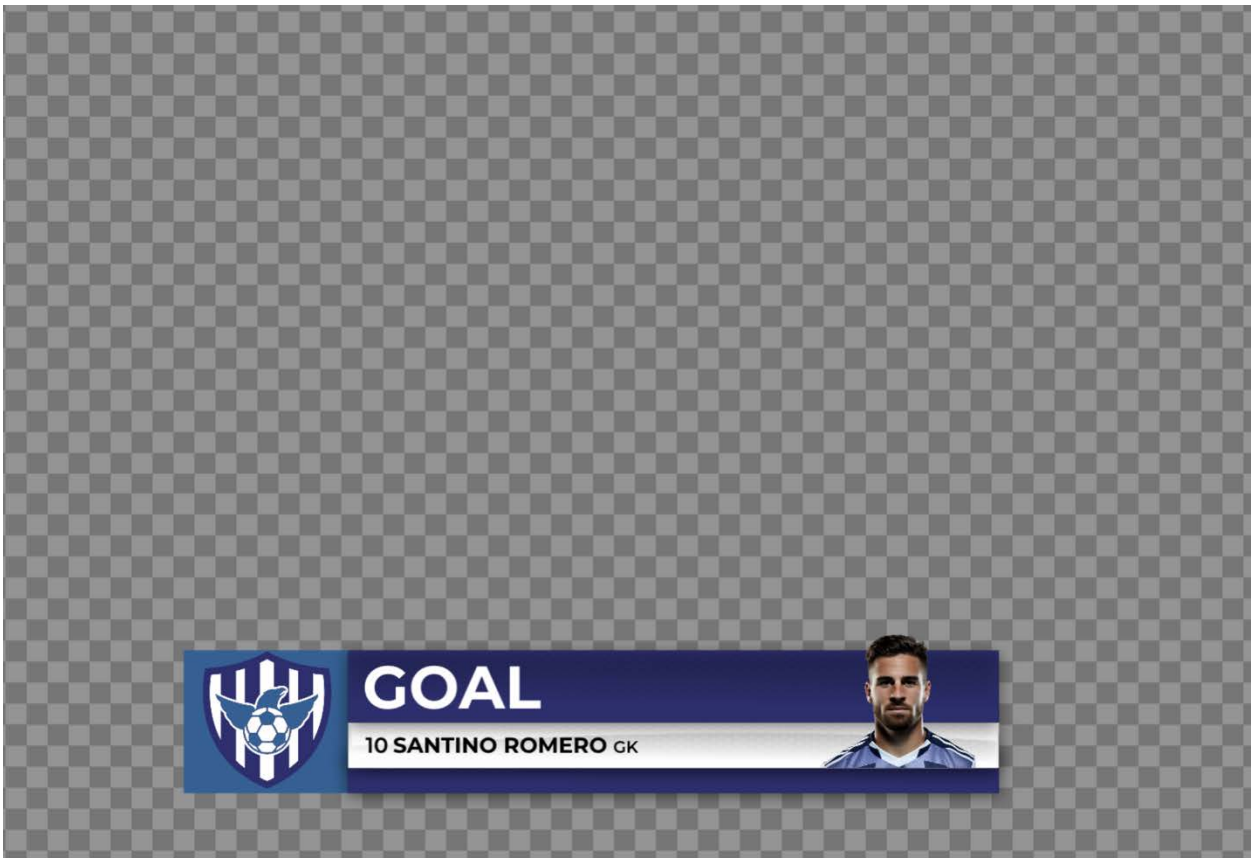
- Text: Full Name, Team List (Number, Player, Position), Coach Name
- Images: Team Logo
- Colors: Team Primary Colors (lower background) Team Secondary Color (top background) Team Secondary Text Color (Team Name)

Template: Goal

Updated from the Data Source spreadsheet:

- Text: Number, Player Name, Position or Team Name
- Images: Team Logo, Headshot
- Colors: Team Primary Color (bar), Team Secondary Colors (logo background)

Note: A headshot is inserted if the player's name and file name match, example: Mike White and Mike White.png. If no player name is entered the scene displays the Team Name only.

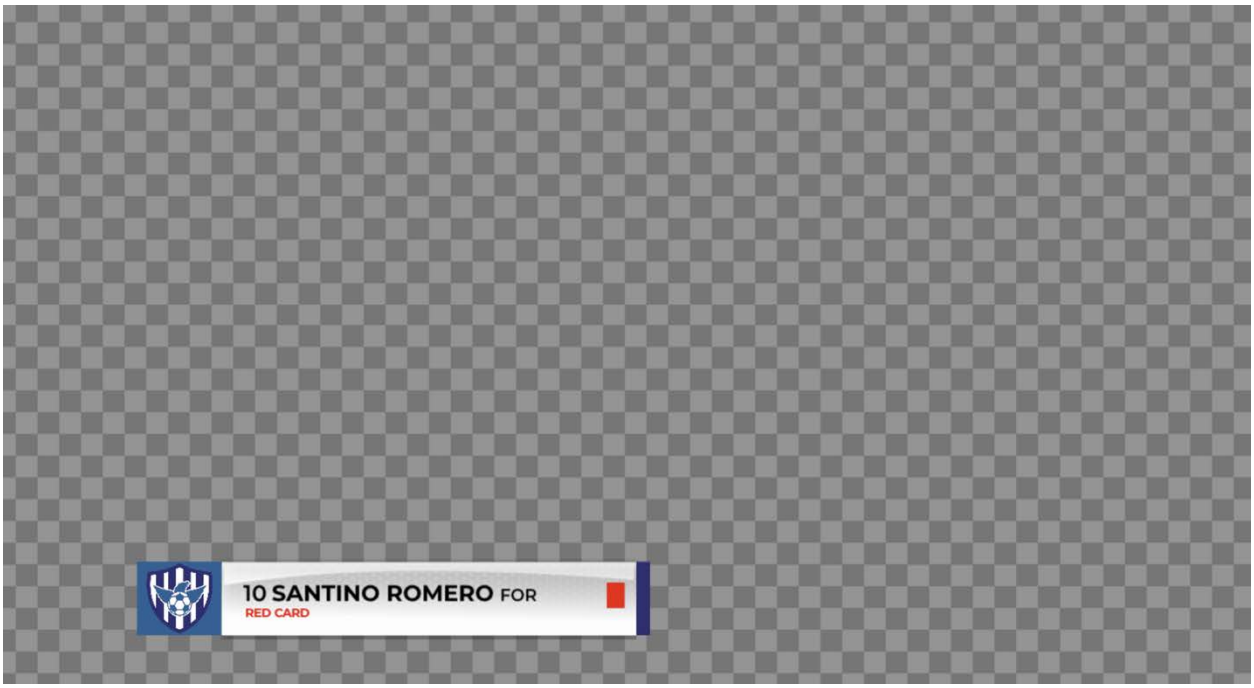


Template: RedCard

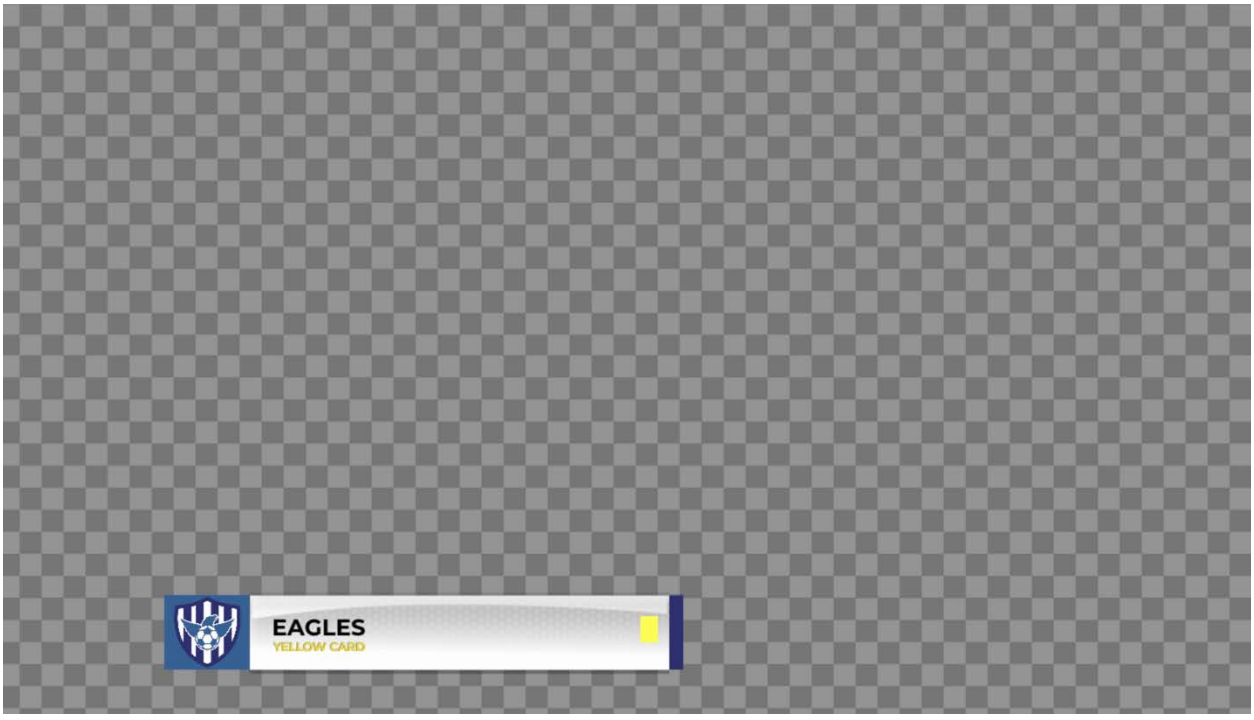
Updated from the Data Source spreadsheet:

- Text: Number, Player Name, Position or Team Name
- Images: Team Logo
- Colors: Team Primary Color (bar end cap), Team Secondary Colors (logo background)

Note: A headshot is inserted if the player's name and file name match, example: Mike White and Mike White.png. If no player name is entered the scene displays the team name only.



Template: Yellow Card



Template: Substitutions

Updated from the Data Source spreadsheet:

- Text: Number, Player Name
- Images: None
- Colors: Team Primary Color (bar)

Template: Commentary

Updated from the Data Source spreadsheet:

- Text: Commentator Names
- Images: None
- Colors: Match Primary Color (bar ends)

Note: 1-3 commentators can be entered in the graphic. Empty fields are hidden.

Template: Referees

Updated from the Data Source spreadsheet:

- Text: Referee Names
- Images: None
- Colors: Match Primary Color (bar ends)

Note: 1-3 referees can be entered. Empty fields are hidden.

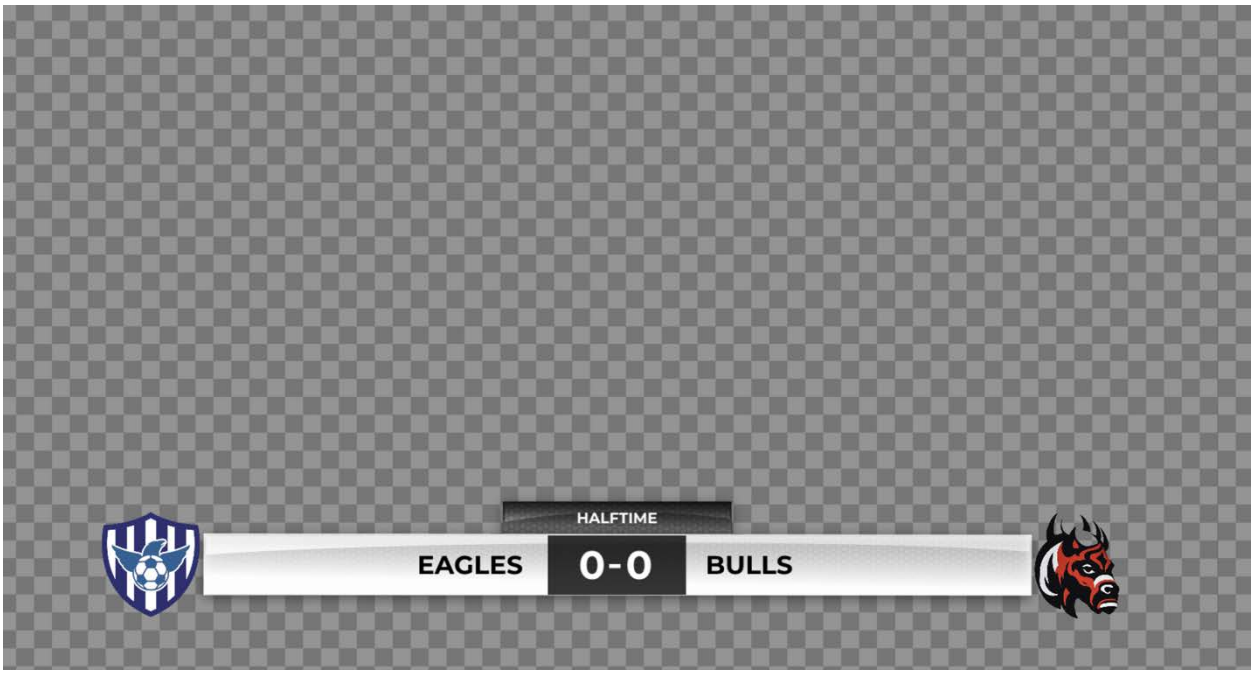
Template: Score Results

Updated from the Data Source Spreadsheet:

- Text: Team Full Names
- Images: Team Logos
- Colors: None

Updated from Matchpad: Halftime or Full-Time text based on the selected period.

Note: An additional info line appears in the case the match is won on penalties “Rangers win 4-2 on penalties”.



Template: Match Sponsor

Updated from the Data Source spreadsheet:

- Text: None
- Images: Match Sponsor Logo
- Colors: Match Primary Color (bar end)

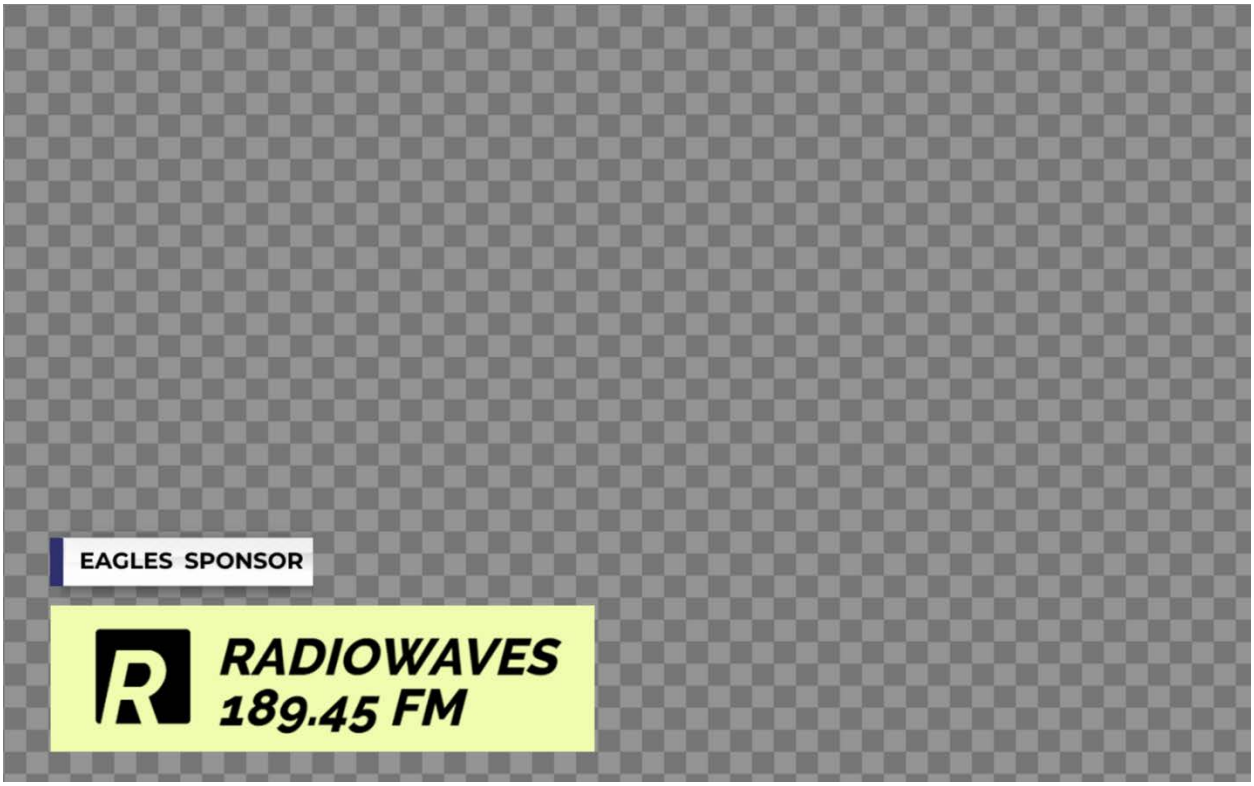
Updated from Matchpad: None

Template: Team Sponsor

Updated from the Data Source spreadsheet:

- Text: Team Full Name
- Images: Team Sponsor Logo
- Colors: Team Primary Color (bar end)

Updated from Matchpad: None



Template: Channel ID/Station Bug

Updated from the Data Source Spreadsheet:

- Text: None
- Images: Channel ID Logo
- Colors: Match Primary Color (bar end)

Updated from Matchpad: None

11: Multiviewer

Overview

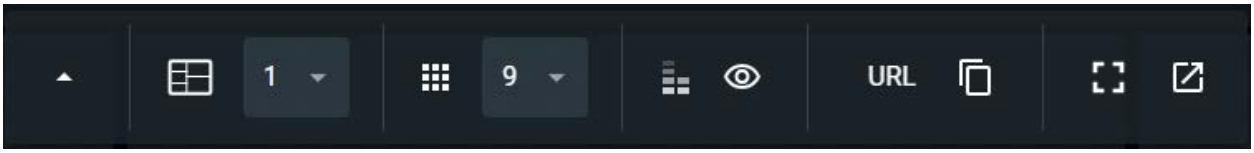
The Multiviewer allows you to monitor various sources, customize grid layouts, view audio meters, and configure the display according to your production needs. There are four separate configurable Multiviewers and they are shared across all users. For example you may like to create one for the Technical Director, one for Audio Director, one for the Graphics Operator, and one for the Producer.

Access the Multiviewer

1. From the Navigation bar, click the Multiviewer icon.

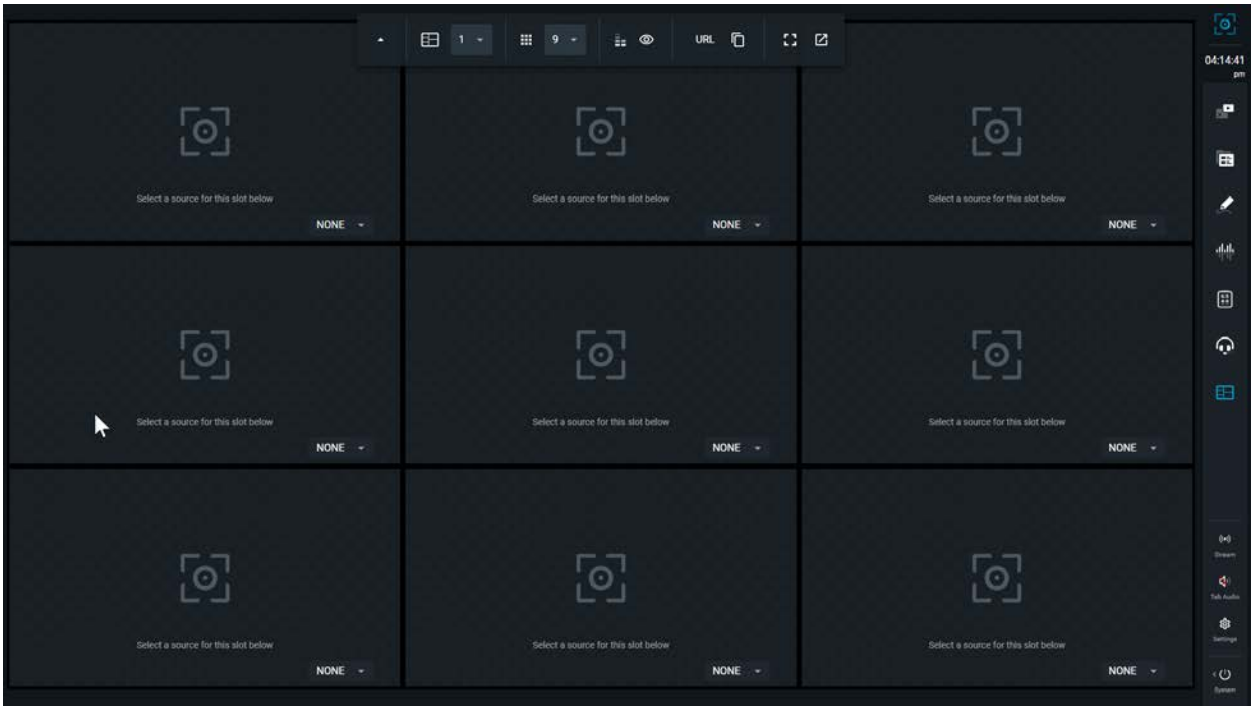
2. The Multiviewer opens in the LIVE application area, including the Navigation bar.

3. The customization menu is open to allow for configuration. This menu can be hidden via the left side arrow.
4. Click anywhere on the monitors for the Customization Menu to return.



Initial settings:

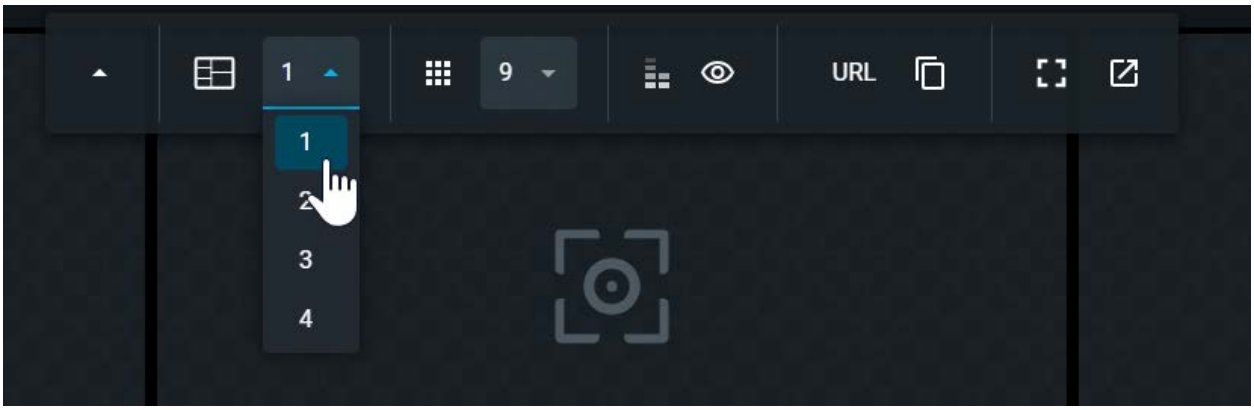
- Multiviewer 1 selected.
- Grid layout set to 9.
- All sources set to "None".
- And the Audio meters are hidden.



Selecting a Multiviewer

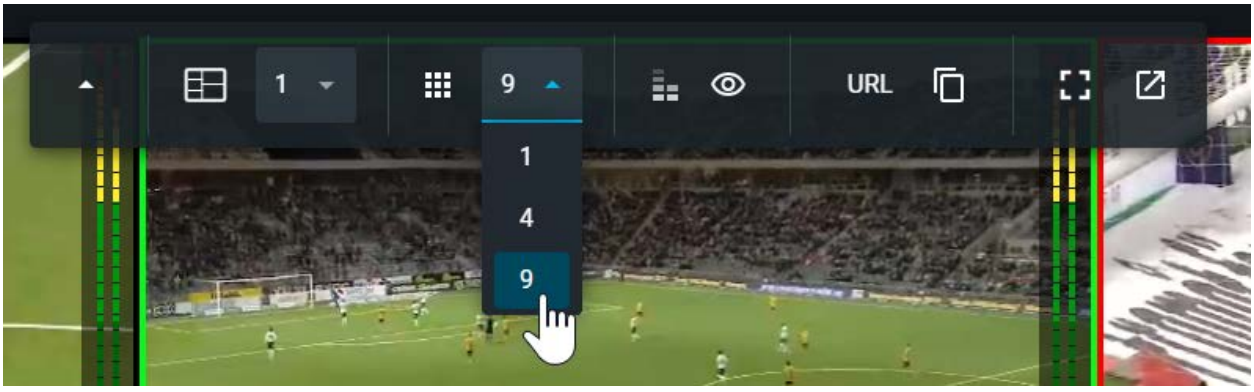
Choose multiviewer

1. From the customization menu, click the Multiviewer select dropdown.
2. Select from multiviewers 1, 2, 3, or 4.
3. The selected multiviewer opens with the same configuration across multiple browsers.



Open grid layout options

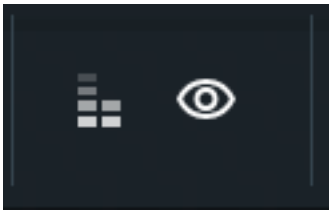
1. In the Multiviewer menu, click the dropdown for grid layouts.
2. Choose between 1, 4, or 9 grid layouts.



Displaying Audio Meters

Toggle audio meters

1. From the customization menu, click the Audio Meters hide/show icon to show or hide the audio meters



2. Audio meters will display on all monitors that support audio.
3. Non-audio sources will show an icon over the audio meter background.
4. If you see Audio meters and no audio levels, audio is not being received for that source
5. In the example sources below, CLEAN is receiving no audio, CAM1 is receiving audio and Replay does not support audio

12: Shortcut Keys

Overview

Shortcut keys offer a wide variety of combinations for calling specific functions and behavior of the LIVE platform using keyboards or external control devices.

Navigate to the Shortcuts section to view the name, stroke, and description for each shortcut.

> Important: Key combinations that use numbers need to be configured using the main keyboard and not the numerical keypad.

List of Shortcuts

Matchpad shortcuts

- Rotate Load/Play/Clear Commentator Graphic
- Rotate Graphic - Commentator CTRL + SHIFT + K
- Rotate Graphic - Result CTRL + SHIFT + H
- Rotate Load/Play/Clear Result Graphic
- Rotate Graphic - Home Player CTRL + SHIFT + Q
- Rotate Load/Play/Clear Home Player Graphic
- Rotate Graphic - Home Goal CTRL + SHIFT + E
- Rotate Load/Play/Clear Home Goal Graphic
- Rotate Graphic - Home Yellow Card CTRL + SHIFT + [Rotate Load/Play/Clear Home Yellow Card Graphic
- Rotate Graphic - Home Red Card CTRL + SHIFT +]
- Rotate Load/Play/Clear Home Red Card Graphic
- Rotate Graphic - Home LineUp CTRL + SHIFT + F
- Rotate Load/Play/Clear Home LineUp Graphic
- Rotate Graphic - Home Sponsor CTRL + SHIFT + S

- Rotate Load/Play/Clear Home Sponsor Graphic
- Rotate Graphic - Home Substitution CTRL + SHIFT + \
- Rotate Load/Play/Clear Home Substitution Graphic
- Rotate Graphic - Away Player ALT + SHIFT + QRotate Load/Play/Clear Away Player Graphic
- Rotate Graphic - Away Goal ALT + SHIFT + ERotate Load/Play/Clear Away Goal Graphic
- Rotate Graphic - Away Yellow Card ALT + SHIFT + [Rotate Load/Play/Clear Away Yellow Card Graphic
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- Rotate Graphic - Away Substitution ALT + SHIFT + \Rotate Load/Play/Clear Away Substitution Graphic

Overall navigation shortcuts

- SHIFT + TAB to navigate amongst the modules (rotating loop (similar to ALT + TAB in WIndow
- TAB + 1 to open the Switcher
- TAB + 2 to open the Browser
- TAB + 3 to open the Playout
- TAB + 4 to open the Telestration
- TAB + 5 to open the Audio Mixer
- TAB + 6 to Open the Commentary module
- TAB+ 7 to open the Matchpad
- TAB + 0 to open the Settings

Switcher shortcuts

- CTRL + ALT + 1 to click input source 1 (and either put it in preview or program depending on initial state)
- CTRL + ALT + 2 to click input source 2 (and either put it in preview or program depending on initial state)
- CTRL + ALT + 3 to click input source 3 (and either put it in preview or program depending on initial state)
- CTRL + ALT + 4 to click input source 4 (and either put it in preview or program depending on initial state)
- CTRL + ALT + 5 to click input source 5 (and either put it in preview or program depending on initial state)
- CTRL + ALT + 6 to click input source 6 (and either put it in preview or program depending on initial state)
- CTRL + SPACE to cut main preview to main program

Keyer shortcuts

- CTRL + ALT + T to toggle amongst the transition effects (cut dissolve)
- CTRL + ALT + G to key/unkey GFX1
- CTRL + ALT + H to key/unkey GFX2
- CTRL + ALT + J to key/unkey CLP1
- CTRL + ALT + K to key/unkey CLP2

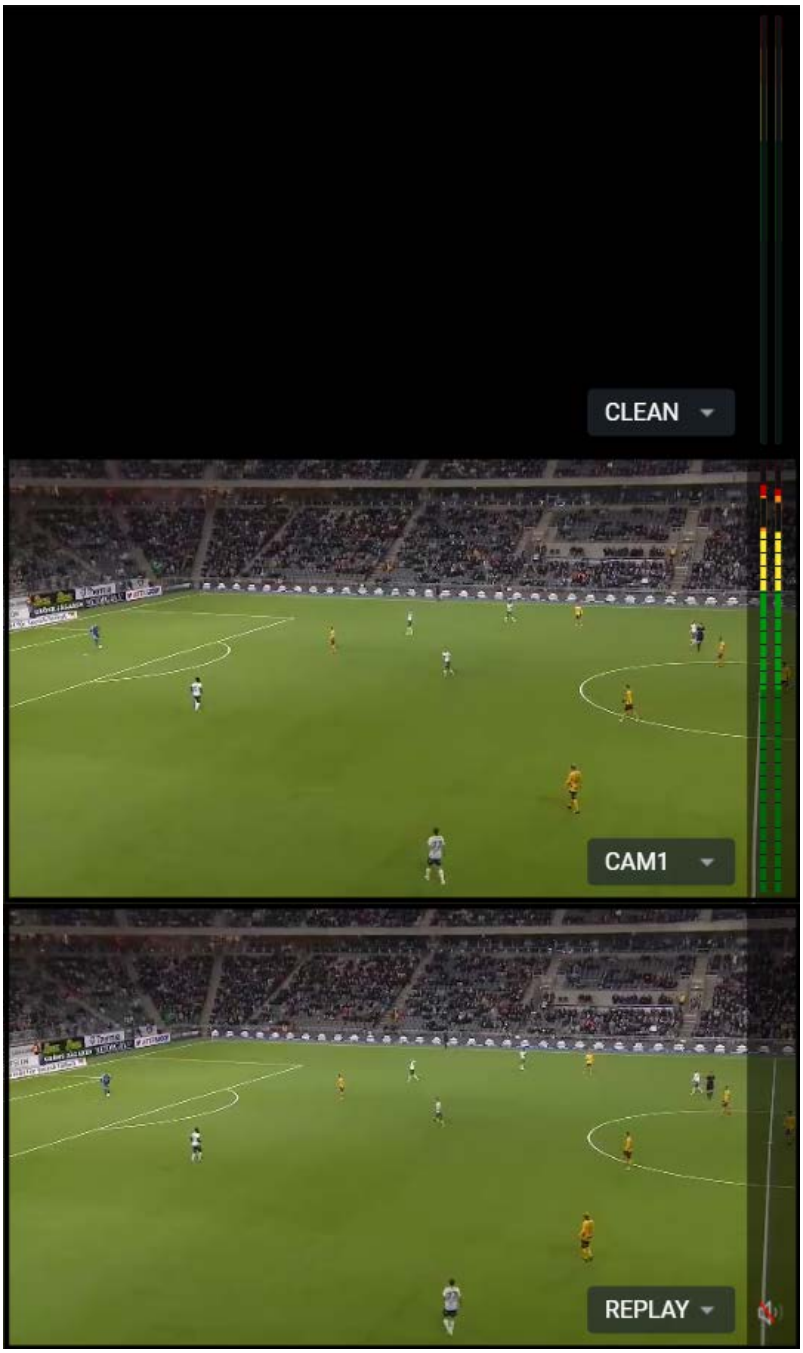
Playout shortcuts

- 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 keys to enter respectively 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 in the numpad
- CTRL + ALT + L to load the asset ID in numpad to its default channel
- CTRL + ALT + O to play the asset ID in numpad to its default channel
- CTRL + ALT + C to clear the asset ID in numpad from its current channel (either preview or program

- CTRL + ALT + Q to clear all on GFX1 Preview
- CTRL + ALT + W to clear all on GFX1 Program
- CTRL + ALT + E to clear all on GFX2 Preview
- CTRL + ALT + R to clear all on GFX2 Program
- CTRL + ALT + A to clear CLP1 Program
- CTRL + ALT + S to clear CLP2 Program

Telestration shortcuts

- CTRL + ALT + SPACEBAR to pause/resume video
- ALT + 1 to open CAM 1 tab
- ALT + 2 to open CAM 2 tab
- ALT + 3 to open CAM 3 tab
- ALT + 4 to open CAM 4 tab
- ALT + 5 to open CAM5 tab
- ALT + 6 to open CAM 6 tab
- ALT + I to Mark in point
- ALT + O to Mark out point
- 1 to store clip on clip store 1
- 2 to store clip on clip store 2
- 3 to store clip on clip store 3
- ALT + C to clear all effects
- ALT + Z to clear last effect
- ALT + S to save as new clip
- ALT + T to save an push to active playlist
- ALT + P to cut to telestration output (load it in preview or program depending on initial state

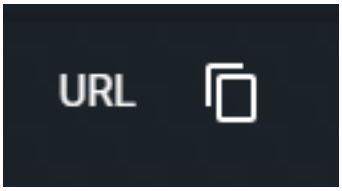


Copying the URL or Launch in a New Window

The Multiviewer can be opened independently from LIVE without the Navigation bar

Copy URL

1. Click on Copy URL in the customizations menu.
2. Paste the URL in a new browser tab. The Multiviewer will open without the Nav bar.



Launch in a new window

1. From the customization menu, click the open in a new window button.
2. The selected Multiviewer opens in a new window without the Nav bar.

Making the Multiviewer Full Screen

1. Click the full screen button on the customization menu.
2. Navigation bar bar will be hidden in Full Screen mode.
3. Click the button again to exit Full Screen mode

Identifying Preview and Program Outputs

- Preview sources show a green border.
- Program sources show a red border.
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1
9
URL
PVW
PGM
CAM2
CAM3

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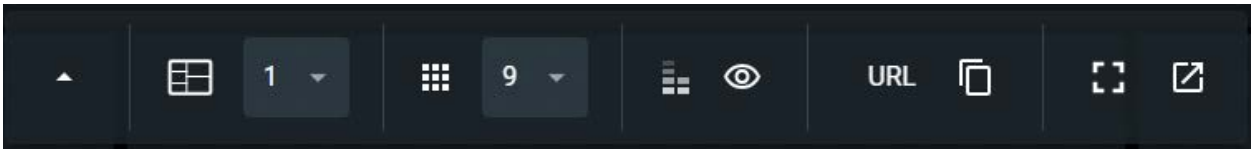

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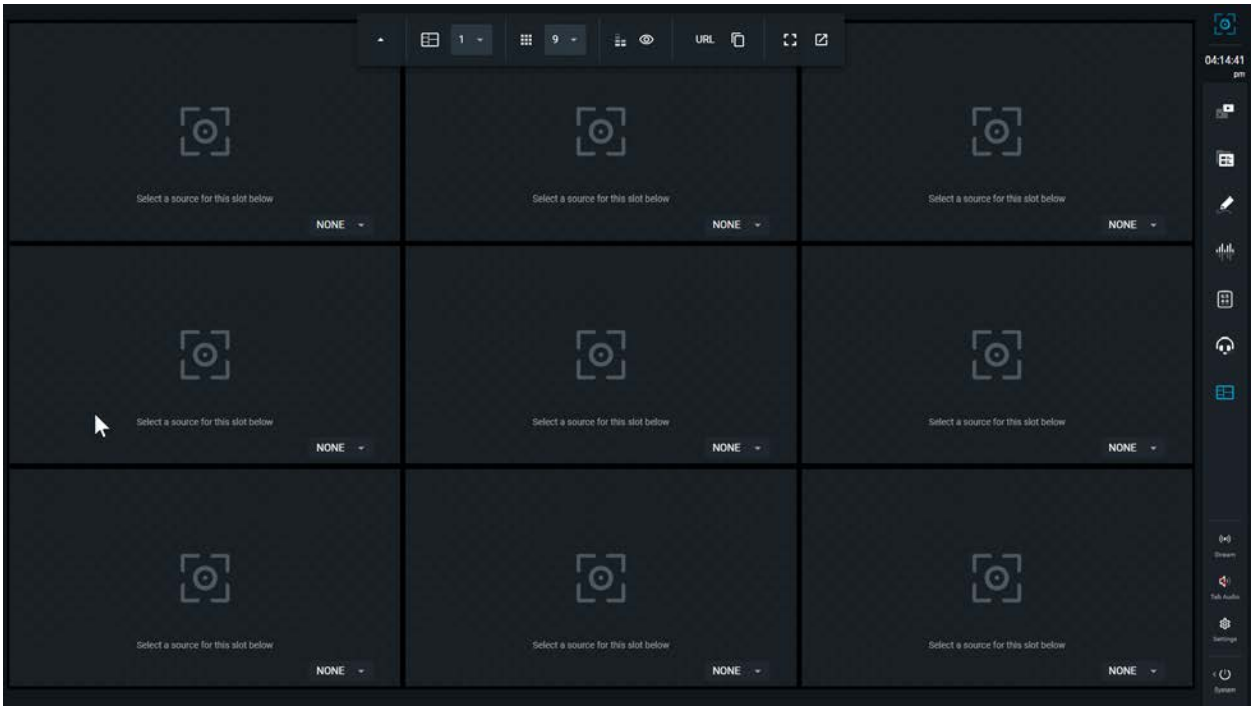

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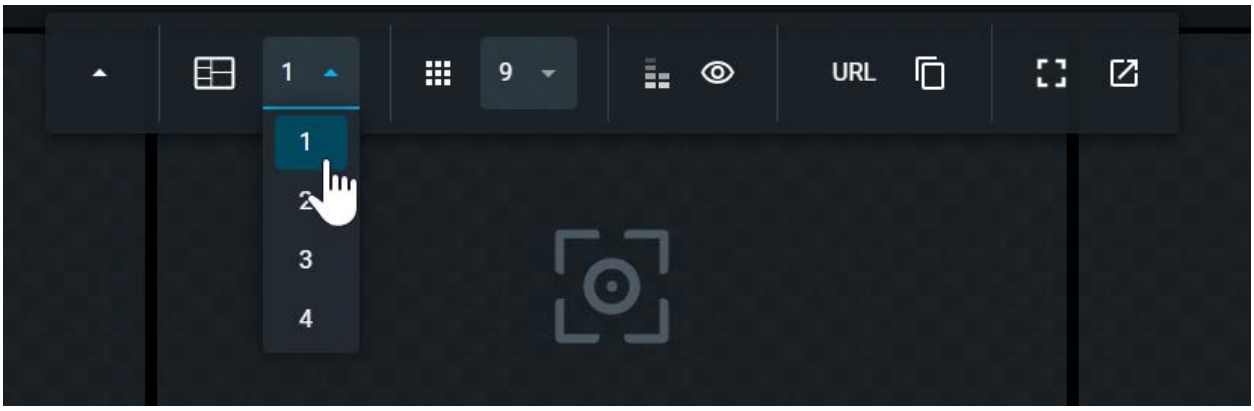

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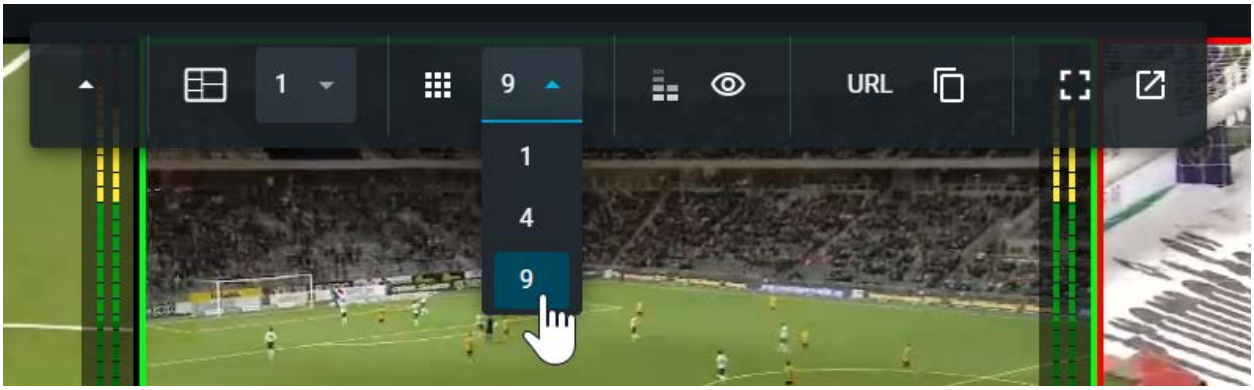

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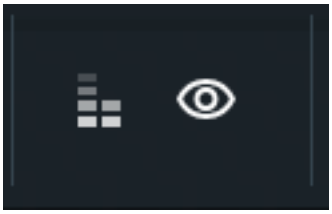

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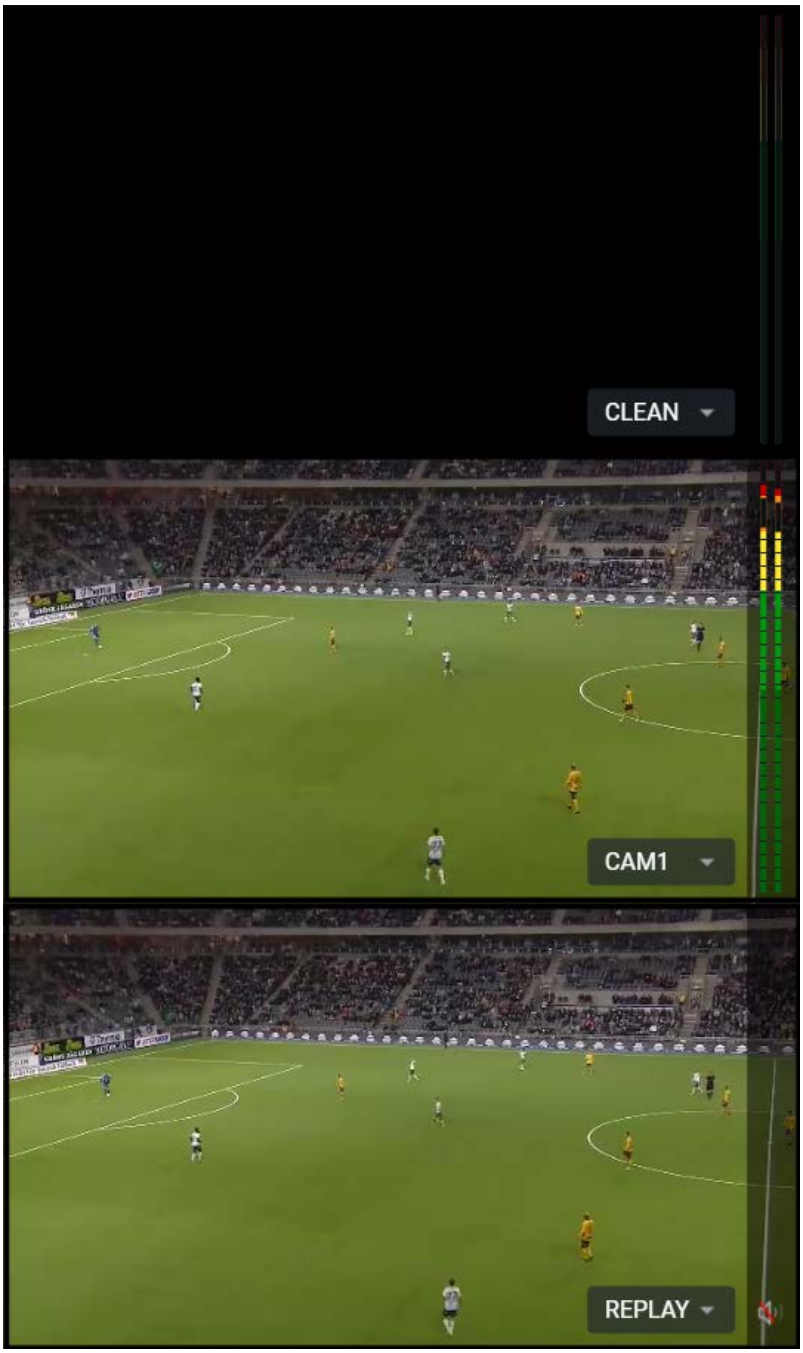

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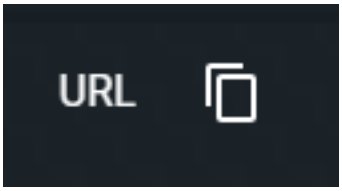

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OUR SERVICES

Chyron is known for its end-to-end customer service. We partner with our customers from the initial project design, to project management, training, on-air launch support and post launch follow-up.

PROJECT MANAGING AND COMMISSIONING

Project Management and Commissioning are part of the turn-key services that we offer. This ensures your investment is properly installed from Day One
by a certified Chyron representative.

EXTENDED WARRANTIES

Finally, all Chyron products come with a One (1) year factory-backed warranty (parts, labor & software upgrades). Extended Warranties on all your purchases can be added at any time for an annual fee. Please contact our sales professionals.

DESIGN AND OPERATION TRAINING

We offer Design and Operation training, either in your facility or via our on-line web portal. Our expert trainers can teach your staff the most efficient way to create and deliver stunning content for your productions.

ABOUT US

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

CONTACT SALES

EMEA • North America • Latin America • Asia/Pacific
+1.631.845.2000 • sales@chyron.com