

**LIVE**

User Guide (v1.13)

2025 November



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# 01: About Chyron LIVE

## 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
- PRIME Master Control Panels
- 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 (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 and RTP-FEC (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.

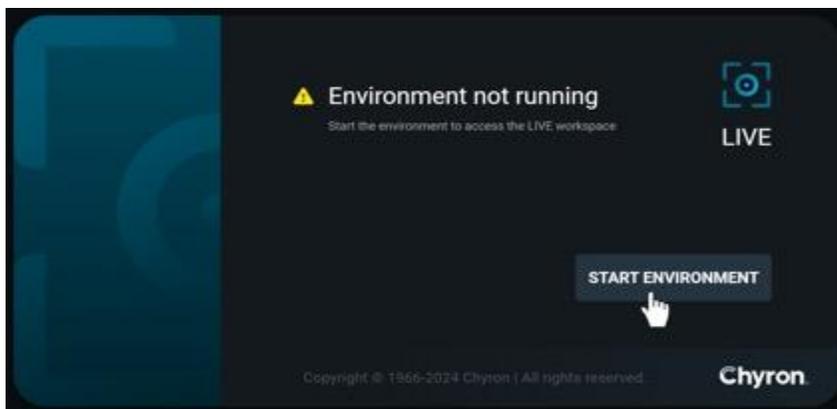
As part of the signup confirmation, our Cloud Operations team will provide the URL and credentials that you'll need to login.

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)



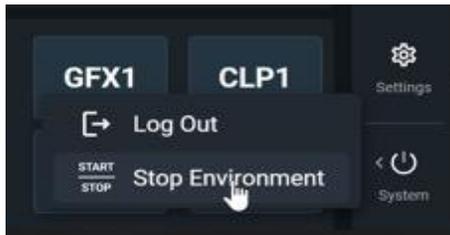
There are two ways to stop your environment:

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.

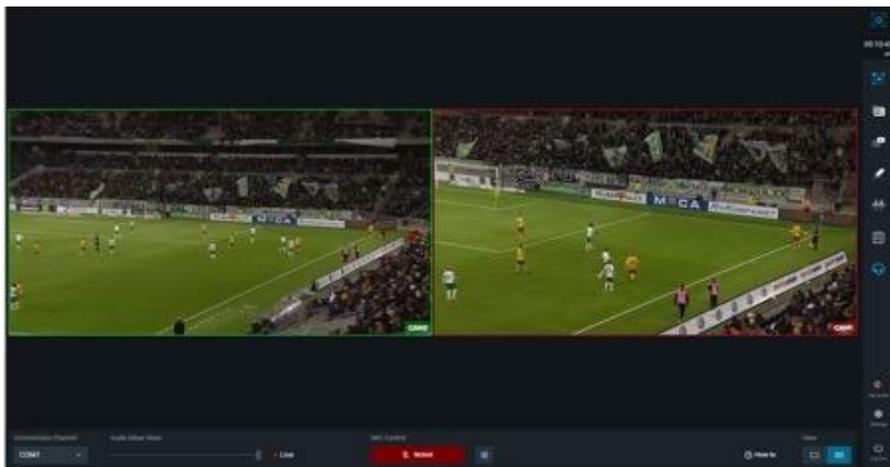
## Commentary

The Commentator module allows commentators to view both Preview and Program outputs, or switch to a large Program only view for focused monitoring. It also provides an intuitive interface to connect and manage their audio input. Additionally the 'How to' section helps them with simple instructions and troubleshooting.

LIVE can have up to 4 commentators, 2 Browser Audio (WebRTC) and 2 SRT commentators.

To enable Commentators...

1. Go to Settings, Commentary and enable the desired Audio type.
2. Click on the Commentary icon on the navigation bar and select the preferred view
3. The commentator assigns themselves as the commentator via their web browser and allows access to their microphone if using browser audio
4. Commentators can mute and unmute themselves as well as see their levels in the Audio mixer
5. Unmute the Browser tab to hear the audio (mix minus is automatically configured for commentators)



## 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 and route inputs and Output Audio
3. Click Page **1** to open the camera (1-6) and clips settings.
4. Click on Page **2** to open the GFX1, GFX2 and COM1 faders.

To manage audio routing see the Audio Mixer module.

# 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. This switches this source to LIVE's Preview channel and places a green border around the source to indicate that it is in Preview.
2. 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.

## Send source to the Program channel

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

1. Double-click the source.

For example 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. The only way to remove a source from Program (non key) is to replace it with another source.

## Switcher transitions

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

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 Clip



## 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 its state either on preview or Program. Using the keyer to remove a source provides a fast way to clear the key without changing its state on Preview or Program.

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



Note that clips set as background sources will disable the key. In this mode, they behave the same as a camera input.

## Tally

The **Tally** provides a simple way for camera operators to see when their camera is live on the Program output. Each operator can open a dedicated Tally page in a web browser on a phone, tablet, or computer and monitor the status of a selected camera. The interface uses clear color indicators to show whether a camera is on Program, Preview, or inactive.

Tally works in any browser, including Chrome, Edge, and Safari, and supports both **vertical (9:16)** and **horizontal (16:9)** screen orientations.



## Accessing the Tally Link

In the Video Input menu, click **Copy Tally Link**.  
Share the link with camera operators (examples: email, chat message).  
Operators open the link and select the camera to monitor.  
A valid LIVE login is required to access the Tally.

## Using the Tally Interface

1. From the drop-down menu, the operator selects the camera they want to monitor.
2. The tally display changes color based on the camera's status:
  - Red – Camera is live on **Program**
  - Green – Camera is on **Preview**
  - Dark Grey – Camera is **not** on Program or Preview
3. Tap Fullscreen to hide the browser address bar (on supported devices).

4. Exit Fullscreen to restore normal browser controls.



# 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:

- Click the Browser button on the right.
- 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

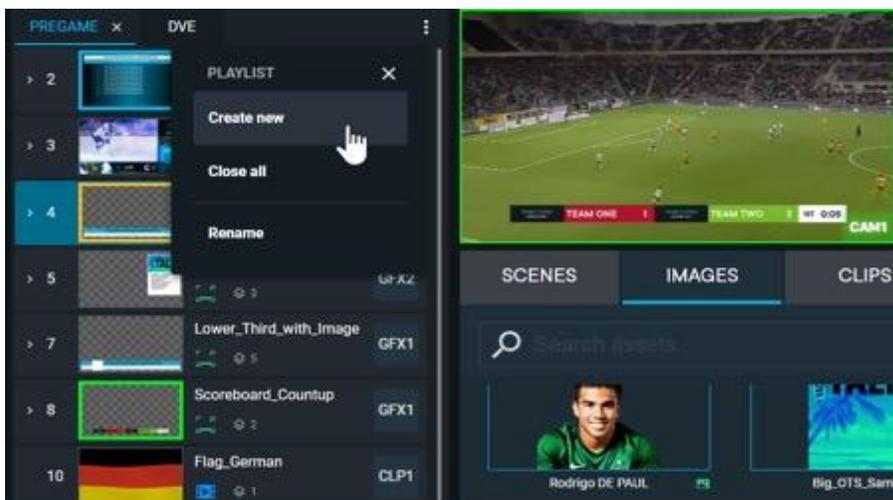
Click the List or Thumbnails icon at the top, right of the Browser.

## Create a new playlist

Click the + button at the top left of the interface.

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.

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



# 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.
- Set a Clip as a Background or key source

## 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 be 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.

- They need to be playing on a graphic/clip channel output

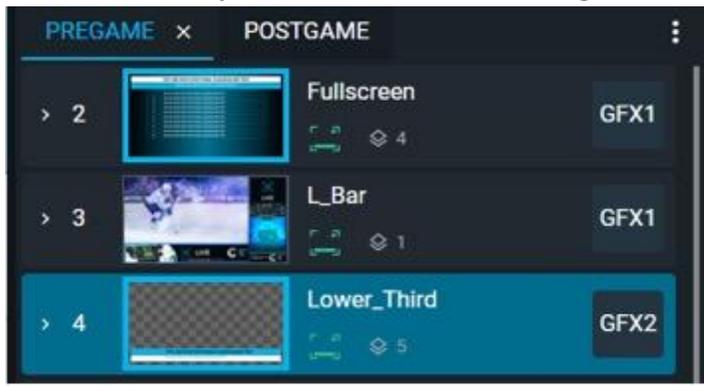
- The Graphic/Clip output needs to be sent to the Program Output via the switcher operations

## 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.

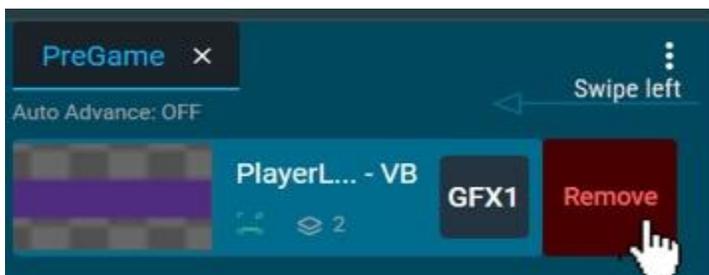


## Remove a playlist

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

## Remove an asset from a Playlist

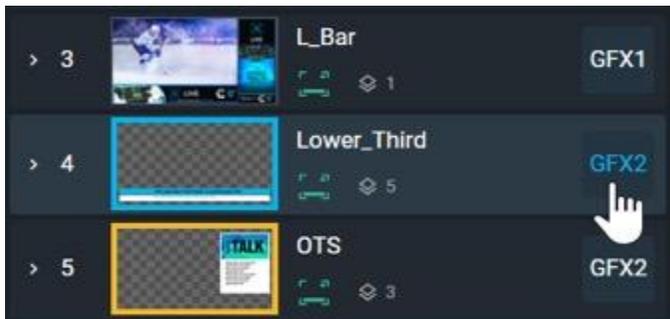
1. Swipe left on an asset.
2. Click **Remove**.
3. Right click while also swiping to avoid accidentally picking up the asset.



## Graphics and Clips

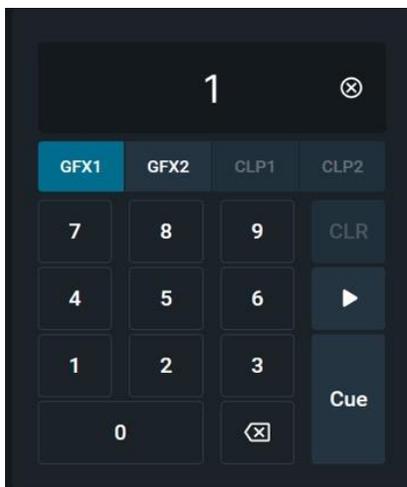
To play a graphic or a clip in the LIVE output, you must specify its playout channel, add it to the channel and then send it to the Preview or Program output.

1. Load asset from playlist to specified channel
2. 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.
3. Click the thumbnail of the item in the Playlist to load it to the Preview for the selected channel.



## Cue, play and clear 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.



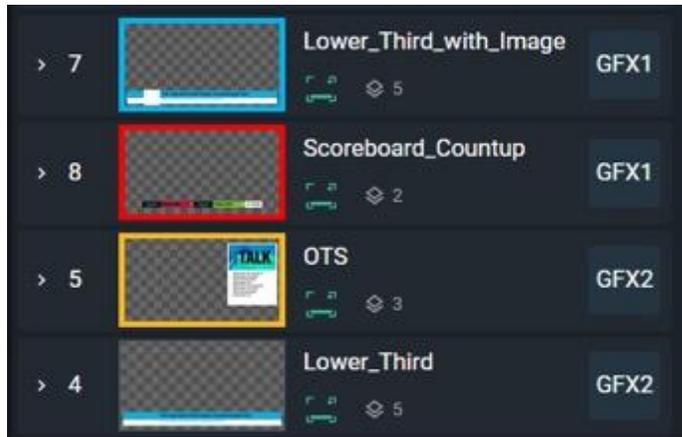
In fast moving productions, such as a high velocity sporting event, you may want to recall and play graphics quickly. You can use the number keypad, within the interface, to recall graphics by their number in the playlist.

## Cue 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:

- **Cue** 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.

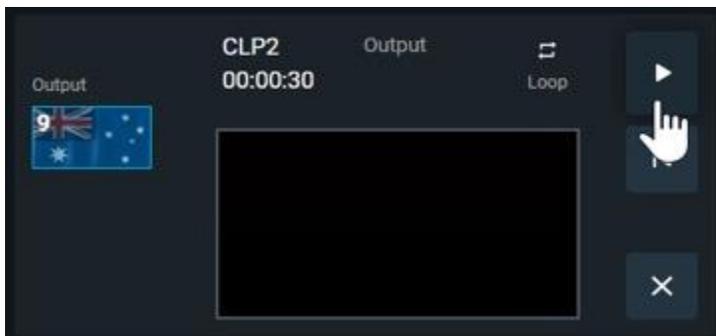
- If you want to remove all graphics from the channel, click the X All button



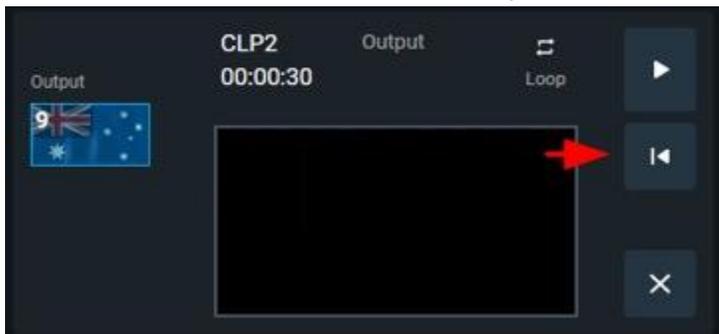
## Clip Channel Controls

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.



## 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.

## Clips as backgrounds

Clips can be used as either a **key source** or a **background source**. Setting a clip as a background source must be done while the clip output is not currently in use (background button disables)

- When used as a **key source**, clips behave like Graphics Outputs and are **keyed over** the underlying video.
- When used as a **background source**, clips behave like **camera inputs** and become a **full-frame source**; in this mode, the keyer is disabled.

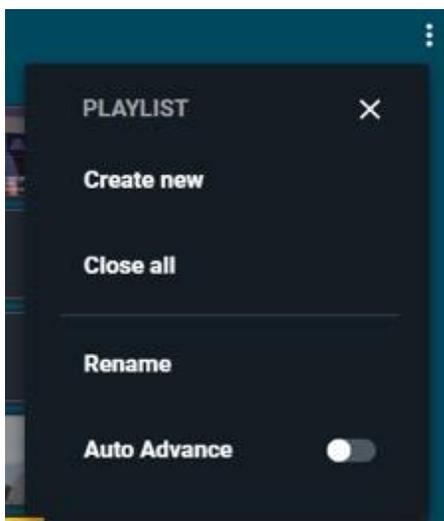
To remove any full-frame source (such as replay, cameras, or background clips), you must **replace it with another source**.

The advantage of using a clip source is simplified audio management for full-frame clips with audio as they do not require manually muting the sources underneath.

When the Cued clip is selected, it appears as an overlay on top of the Output clip. This makes it visually clear which clip you are currently controlling, since both clips share the same set of controls.

## Playlist Auto Advance

Playlist Advance allows you to move through a list of items using the spacebar. The playlist must have focus for this to work. Pressing the spacebar on a selected item will load it; pressing it again will play the item and automatically load the next one. This lets you advance through the entire sequence simply by continuing to press the spacebar. Enable Auto Advance from the playlist menu.



# 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

Name the project LPP.

### Multiple projects

Use descriptive names like Football, Tennis, etc.

Inside that folder contain the LPP Project

From PRIME you can determine the LPP project by the path

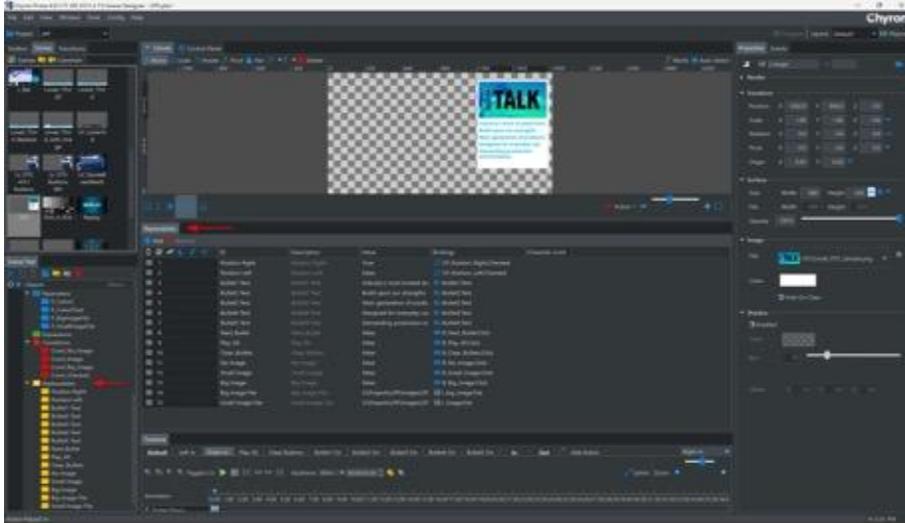
Note: The file path before the Project Directory doesn't matter, PRIME uses relative paths for locating objects so it's important when creating logic and parameters to not use any absolute paths. AWS using an S: drive while PRIME users typically use an I drive. Avoiding absolute paths is recommended to avoid issues.

## 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
- Asset Browser for Images and Clips
- Checkbox
- Button

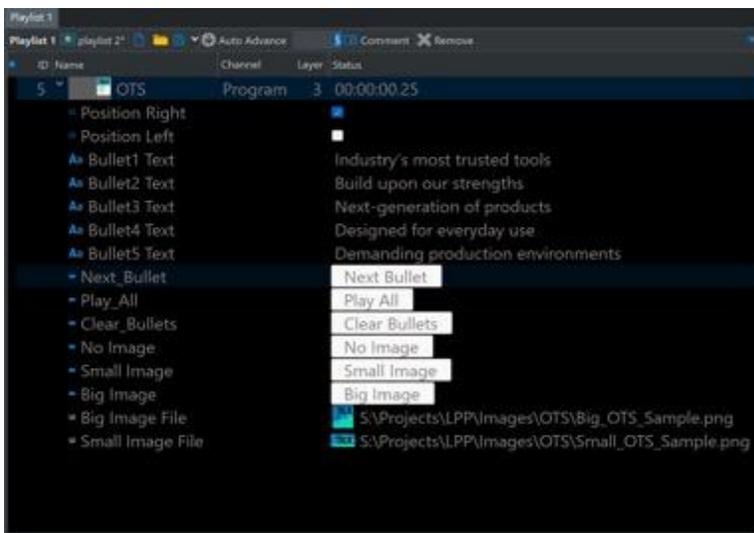


## Testing Scenes and Messages

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

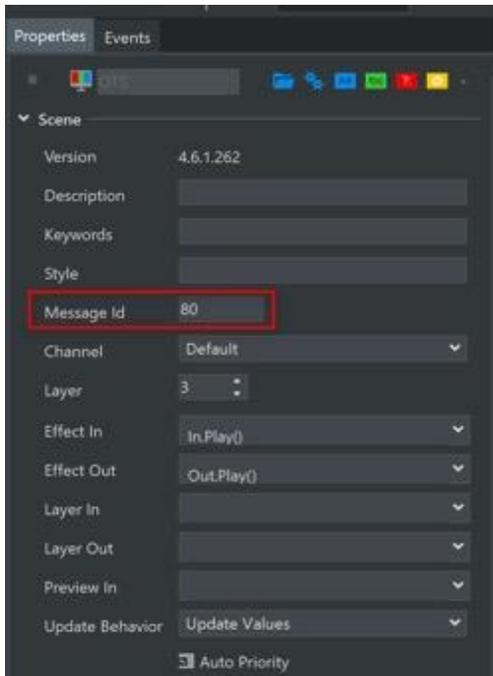


## Managing Scene and Message IDs

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

### Scene IDs in LIVE

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

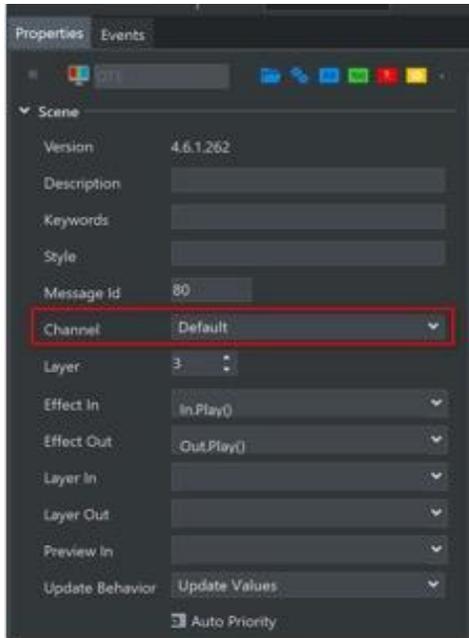


## Managing Playout Channels

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

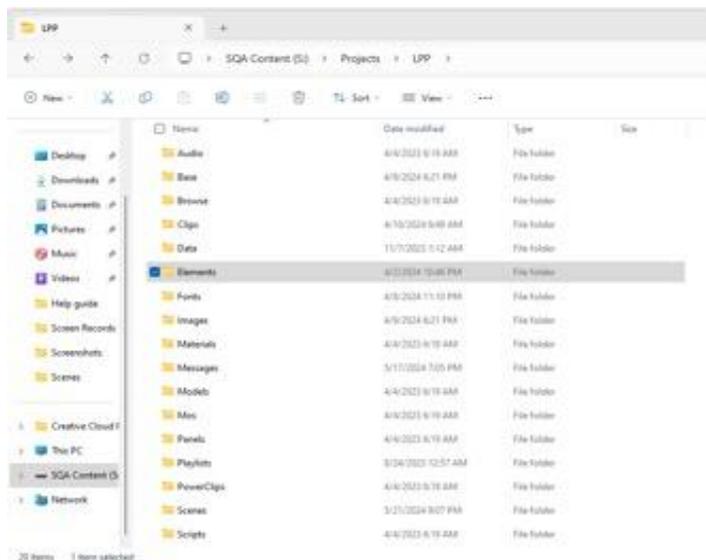
### Playout Channel Assignment

- In PRIME on the Scene/Message Properties add Channel 1 or 2 for Default Channel
- In PRIME on 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: Panels

## Overview of PRIME Master Control Panels

PRIME Master Control Panels (MCPs) can be opened and operated within LIVE. However, there are several important guidelines to follow when building panels for LIVE integration:

- **Address LIVE channels by name** (not number) in scripts and events
- **Match panel size** to LIVE's supported dimensions (larger panels will add scroll bars)
- **Use only currently supported Toolbox Controls** (listed below)

## Channel Names in LIVE

When addressing playback channels, always use channel names, not numbers, as channel numbers may change in future updates.

The available channel names in LIVE are:

### Panel Size

The supported panel area in LIVE is **1828 x 640 pixels**. Larger panels will display scroll bars in LIVE.

### Supported Toolbox Controls (PRIME 5.2)

- Canvas
- Text Box
- Combo Box
- Button
- Label
- Asset Browser
- Check Box
- Radio Button
- Picture Box
- Base Scene
- Track Bar
- Numeric Up-Down

### Supported in PRIME 5.3

- Time Code Editor
- List View
- Panels
- Color Picker
- Date-Time Picker

### Creation and Testing in PRIME

When creating or testing your panel in PRIME, you can align your project with LIVE in one of two ways:

- Rename your PRIME playback channels to match LIVE channel names
- Use Project Parameters to dynamically map PRIME and LIVE channel names

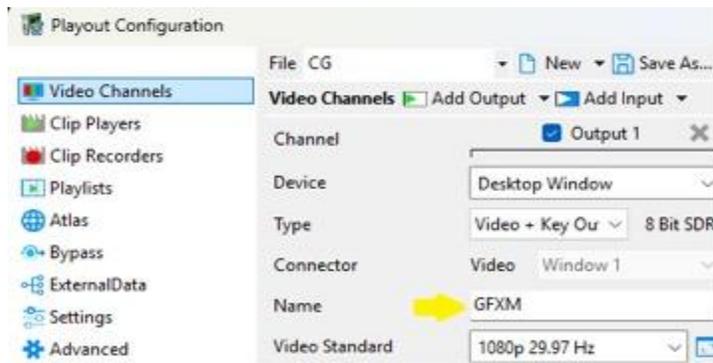
Both approaches are described below.

### Option 1: Match PRIME Channel Names

To rename channels in PRIME:

1. In Playout, go to **Config > PlayoutConfiguration > VideoChannels**
2. Rename the channel to match one of the LIVE channel names, for example: **GFXM**

Note: The names of preview channels do not need to match.

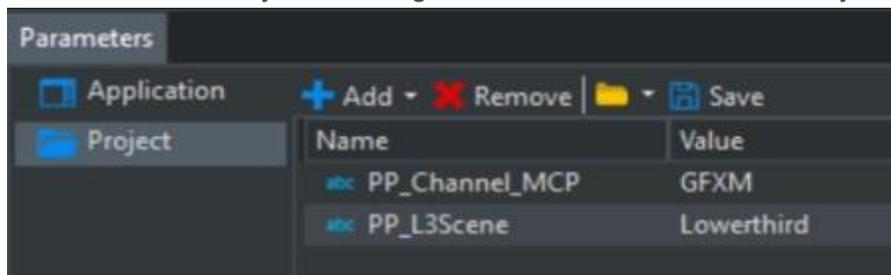


### Option 2: Use Project Parameters (Recommended)

Even if your PRIME channel names match LIVE, it's best practice to use **Project Parameters**. This gives you flexibility to switch between PRIME and LIVE without renaming channels in your project.

For example, you can create a Project Parameter called that stores the channel name (example: .). The name of the Project Parameter can be anything, the key is matching the channel names in LIVE

This method allows you to change or test different channels easily.



## Create a Master Control Panel

Control panels can control multiple scenes and data for your production. Project parameters and logic are the easiest way to link data and scenes together with a Master control panel.

To create a new MCP in PRIME:

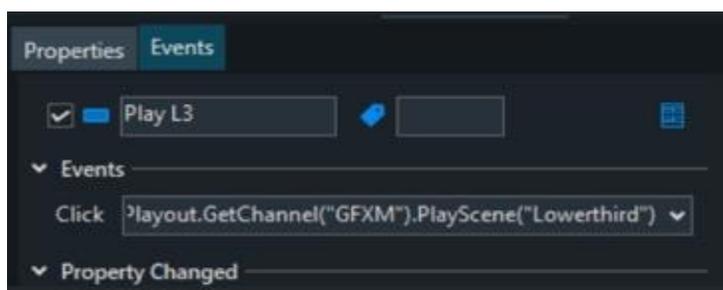
1. Go to **File > NewMasterControlPanel**
2. Add controls (examples: Buttons, Combo Boxes, Labels, etc.)
3. Attach commands to controls to play scenes, update parameters or perform actions.

There are 2 scripting methods to **Play a scene from a Master Control Panel**. You can either reference the **channel and scene names directly**, or use **Project Parameters** for flexibility (recommended).

### Option 1: Hardcoded Channel and Scene Names

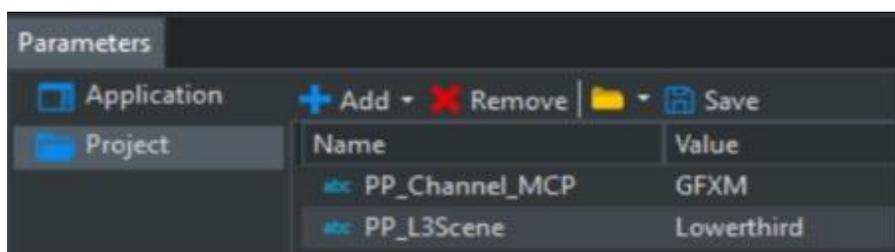
Example: add a command in a Button click event:

```
Playout.GetChannel("GFXM").PlayScene("Lowerthird")
```



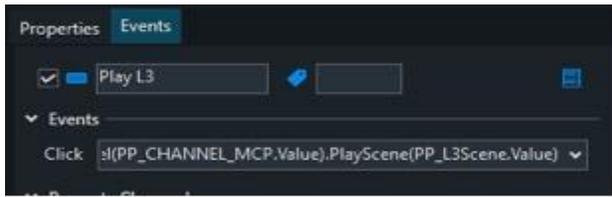
### Option 2 (Recommended): Use Project Parameters

Define two project parameters, for example:



Then use the following command in the button click event:

```
Playout.GetChannel(PP_CHANNEL_MCP.Value).PlayScene(PP_L3Scene.Value)
```



This method allows global changes to channel or scene names without editing each button command.

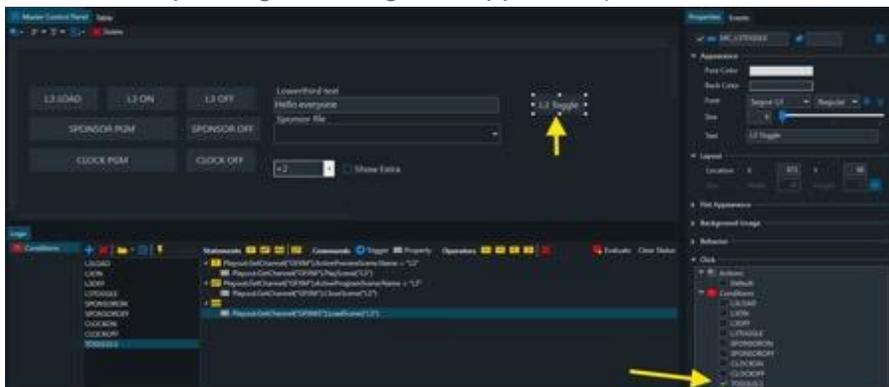
**Important:** Make sure the Project Parameters are linked to both the **scene** and the **Master Control Panel**. If your MCP isn't working as expected, check that shared parameters are properly linked.

## Triggering Logic

There are two main ways to trigger commands from MCP objects:

- **Direct Event Method** – Logic is written directly in the object's event (e.g., button click).
- **Condition-Based Method** – The object triggers logic via a condition, allowing you to send multiple or reusable commands.

Both methods can control playback behavior from within the MCP. Triggering conditions allows for more complex logic and a global approach (it's more visible from the MCP).



Here are some logic examples:

**Score +1**  $PP\_HomeScore.Value = PP\_HomeScore.Value + 1$

**Trigger an action:**

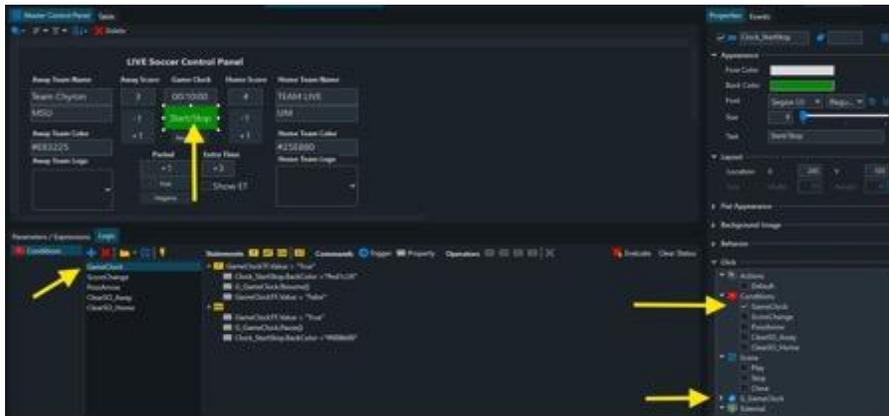
```
Playout.GetChannel(P_GFX_Channel.Value).GetScene(L3Title.value).PlayAction("Breaking")
```

**Timers:**

The below example toggles a timer to start/stop.

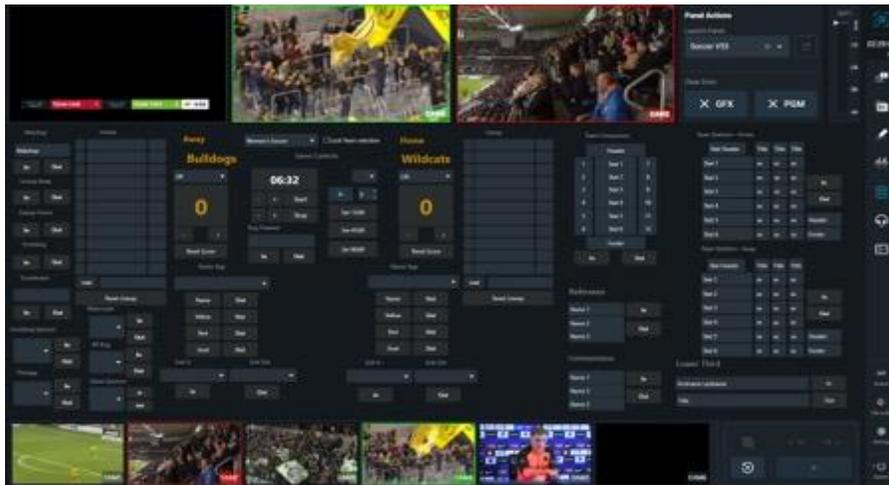
The Timer is added as a resource to the MCP and value of the timer is bound to the P\_GameClock project parameter. Because the toggle button is either doing a Resume or Pause command it being triggered via a condition, however the button could trigger a property of the

clock resource itself, such as Reset.



## Panels Module in LIVE: Behavior

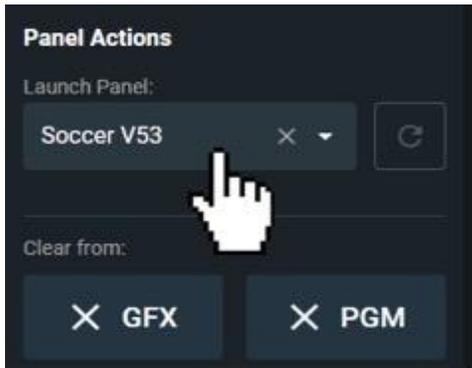
There are a few key differences in the panels module, in order to create a simple single user workflow. From the panels module you can manage a single playout channel (GFXM) that is always keyed to output. This means you do not need to worry about graphic keys or using the Preview to Program swap function.



### Uploading and selecting a Panel

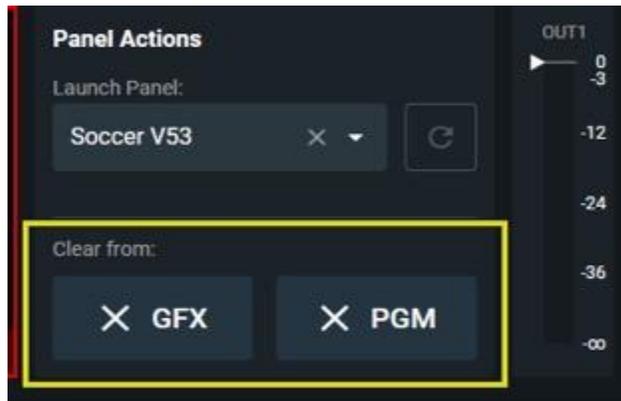
Upload a Panel using the PRIME LIVE Uploader tool.

Select your Panel from the Panel dropdown.



### Clearing the GFXM Channel (Cued and Program)

1. To clear loaded graphics, click the **X GFX** button in the Panel Actions section.
2. Since the GFXM output key is locked on Program, graphics must be cleared from the graphics output channel.
3. Click the **X PGM** button in the Panel Actions section to remove graphics from Program.



### Playing Cued Graphics

1. Any loaded graphics will appear in the Graphics Cued proxy window.
2. Tapping or clicking this proxy will play all currently loaded graphics.



## Behavior Notes and Current Limitations

- Unloading a panel does not stop scenes that were playing they continue until manually stopped
- MCP operation is single-user only (we recommend one operator per panel session)
- If the panel is not reflecting the correct information in dropdowns update the browser (F5)
- The graphics layer for the Panels module is permanently keyed onto switcher program so graphics cannot be removed via key a toggle and need to be cleared from the channel or removed via Panel buttons
- Other graphics channels can be controlled, but the Panels module only displays the cued graphics for GFXM channel

# 09: Audio Mixer

## Overview

The **Audio Mixer** allows you to control levels and adjust audio settings for all sources, including commentator microphones, cameras, clips, and graphics. For quick adjustments, a **Mini Mixer** is available in the switcher module, located in the top-right corner. The mixer fully supports audio follow video and multi-touch control, enabling smooth, simultaneous fader adjustments on touchscreen devices.

Click the **Audio icon** on the navigation bar to open the full-frame Audio Mixer.

The full Audio Mixer is organized into three main sections:

- **Inputs** – Manage and adjust all incoming audio sources
- **Outputs** – Control what is sent to each output channel
- **Routing** – Map any input to any output, with flexible configuration

Chyron LIVE currently supports up to 4 audio tracks for both inputs and outputs, allowing multi-track workflows such as clean feeds, language splits, and commentator mixes.

## Inputs

- Page 1 – Audio controls for Camera 1–6 and Clips
- Page 2 – Faders for GFX1, GFX2, and COM1 - COM4



### Configure Input Faders

Each Audio Input fader can be configured to control any available input source and track (up to 4).

By default each Camera input and graphic input is configured as a fader

Click **Configure** button to select or change the input source and track for any fader.

**Channel layouts** include: Stereo, Stereo flipped, Mono, Mono Left, Mono Right and Unspecified

**Follow sources:** Audio Follows Video means the audio automatically switches to match the video source currently on Program. For example, if your Follow Source is set to CAM1, then whenever CAM1 is taken to Program, the mixer will automatically bring up Cam 1's audio and lower or mute the previous source's audio, keeping the sound in sync with the active camera shot. Multiple Follow Sources can be assigned, but the Follow button on the bottom-left of the fader must be enabled for that source to participate in Audio Follows Video.

**Delay:** Delay allows you to add an audio delay, in milliseconds, to keep the sound in sync with the video or other sources



## Outputs

Audio outputs are groups of inputs that can be routed to any available Output or output track (up to 4).

**Three audio outputs are preconfigured by default:**

- **OUT1** – Routed to **Output – With GFX**, using **Track 1 (Stereo)**
- **OUT2** – Routed to **Output – Clean**, also using **Track 1 (Stereo)**
- **Commentator** – A **mix-minus group** shared by all commentators

Note: In the current implementation, remote commentators cannot hear each other unless they are located together. This is based on the assumption that commentators are working independently in multiple languages, each providing their own isolated commentary mix.

Individual mix minus groups will be supported in future versions.

### Configure Outputs

- Click **Configure** button to select the active input sources
- **Pin** the desired group as the Master fader

## Routing

Once inputs and outputs are configured, they can be routed to any available output or assigned to any audio track on the 2 available video outputs (with GFX and Clean)

### Configure Routing

Select the **Video Output** and **Track number (1–4)**. Track layouts can be **Stereo** or **Split** into **Left** and **Right** channels. Any output group or input source can be sent to the available tracks or assigned individually to the left and right channels.

**Note:** Streaming services like YouTube, etc. use the following outputs configuration by default:

- **Video:** OUTPUT – With GFX
- **Audio:** Track 1

# 10: Replay and Telestration

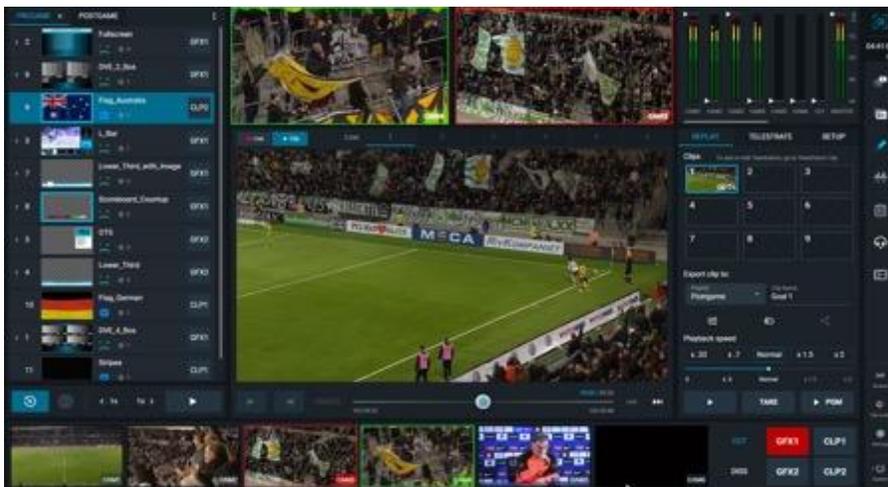
## Overview

LIVE is constantly in a state of recording whenever there is video input to LIVE. Thus, you can set an in point and an out point to create and save a replay clip. You can also specify a speed of playback for your replay. A default transition can be set when switching to the Replay and Telestration Output via the Settings menu.

LIVE also offers you a set of tools for telestration. With these tools you can draw arrows to illustrate movement, highlight things in your video such as players on a field, and more. Illustrated replay is a powerful feature of LIVE that enhances your ability to offer your viewers a deeper understanding of what they are watching.

## Access controls

1. Click the Telestration module, at the right side of the user interface.
2. The interface now displays a Replay monitor in the center and tools for replay and telestration on the right.



## Select video source

1. Click one of the camera buttons above the Replay monitor.
2. This video populates the replay monitor. Any source is available for replay and telestration, regardless of what sources are in the Preview and Program channels.



## Select Replay mode

1. Video can be in live mode which displays the video in real time as it comes into LIVE
2. Or Clip mode which shows the video not in real time and any point in the past.

Switch between modes at any time to create clips and return to live mode

## Add Chroma Key

Chroma key feature can be used to improve telestration tools by blending them with the background instead of overlapping the players. Enabling Chroma key across the pitch creates a refined and higher quality output.

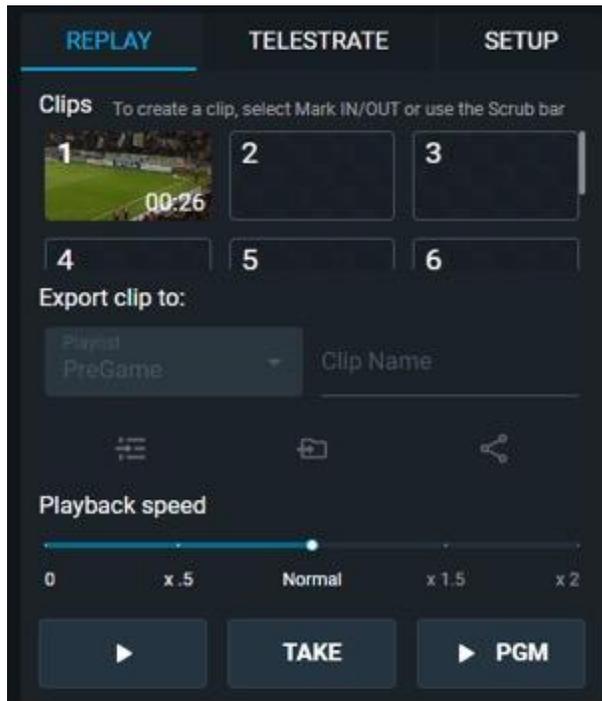
1. On the Setup tab, click the paint drop icon and apply it across the pitch on the screen.



## Working with Replay

### Create a replay clip

1. Select your camera source, above the Replay window.
2. Click the Replay tab in the pane to the right of the Replay monitor.



Do one of these to start creating a clip:

- Mark In or Out point while in Live mode
- Enter Clip mode by clicking the Play/Pause button or drag the scrub bar to where you want the in point or out point.
- Click the Mark In or Mark Out button.
- Toggle to Clip mode



After an In point and Out point is created, the clip slots highlight.

1. Select a clip slot to store your clip



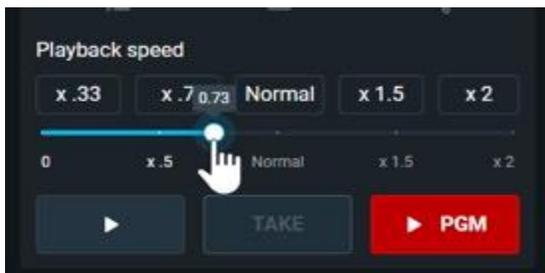
Export Clip the clip, do one of these:

- Name the clip (optional).
- Click the Folder button. The newly created clip is now available in your Browser, on the Replay tab.
- Click the Playlist button. The newly created clip is now available in your Browser, on the Replay tab and also in the playlist specified in the drop down list of open playlists.



## Replay a clip in slow motion

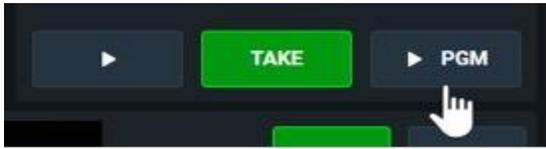
1. Adjust the Playback speed slider or hit a shortcut button. Playback speed can be adjusted in real time.
2. The playback speed remains until changed and affects Instant Replay. So you may want to reset it to the preferred value after adjusting



## Take and Play buttons

1. Hit the Take button to take the Replay output to Preview and again to take it to Program Output. Both live sources and clip sources can be taken
2. Play clips using the Play button. Play toggles between Play and Pause.

3. Play PGM Button is a shortcut designed to take a the Replay output straight to Program output. Both live sources and clip sources can be taken and played straight to Program



## Working with Telestration

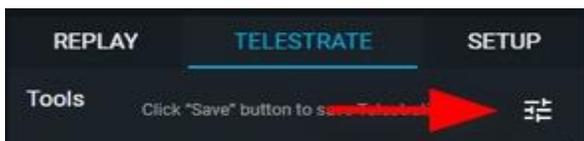
LIVE allows you to add illustrations to your live video or replay clip, including:

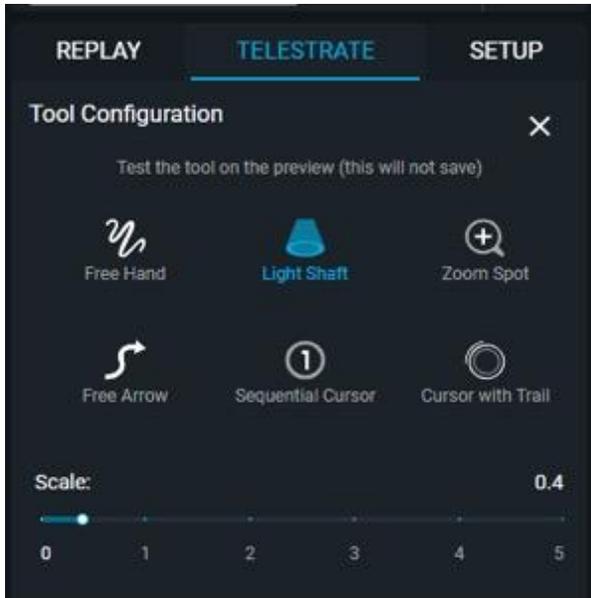
	An Arrow tool that allows you to illustrate a trajectory or point to an object in the video
	A Freehand tool that allows you to draw on the video.
	A Number tool, that allows you to indicate a series of locations or events in the video.
	A Spotlight tool that allows you to highlight a player or an object in the video.
	A Radial tool that allows you to call attention to any still or moving object in the video by placing a moving circle around it.
	A Magnifier tool that allows you to encircle and magnify anything in your video.

## Configuring tools

All tools support animations with the exception of the Arrow and Freehand tool. Once the animation is created, it can be saved on a clip and played together with the clip. Define the position and size of a tool drawing in several keyframes (time points), position and size between the keyframes is automatically interpolated.

See more about Keyframing below.



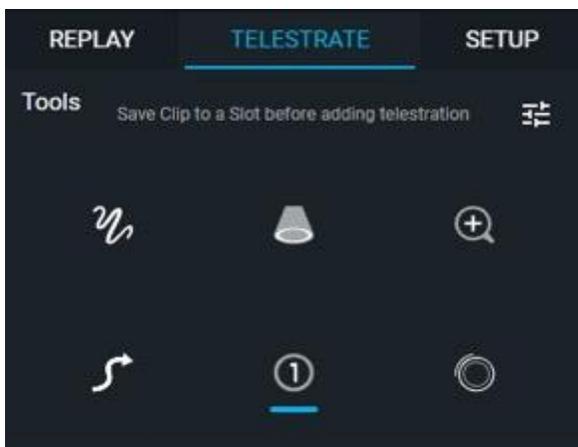


## Add telestration to live video or clip

First, specify what you want to telestrate by doing one of the following.

Telestrate your live, real-time video while it plays to air. Telestrating this way is for one time only in game explanations. Telestration that is not done and saved on an existing clip is lost when returning to live mode.

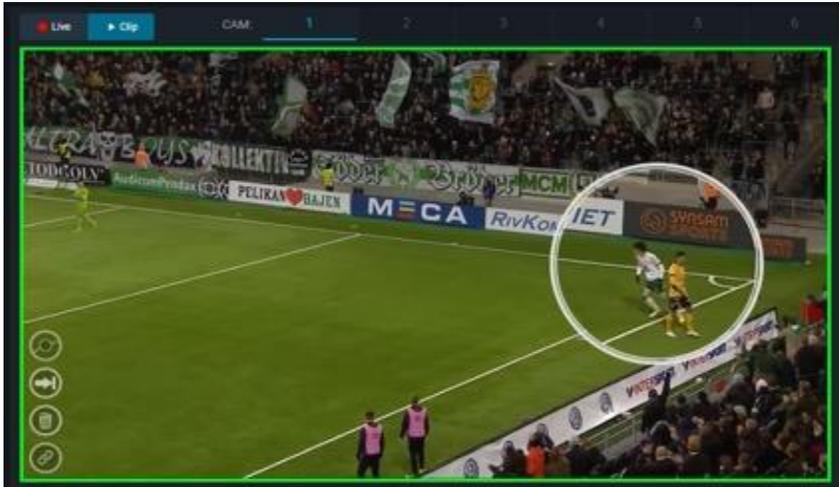
To telestrate a recent replay clip, click the Clip slot and then use the slider to select the keyframe (point in time in the video) where you want to add the telestration feature.



## Add telestration to the selected clip

1. Click to select the telestration tool that you want to use.
2. Click the place on the video, on the Replay monitor, where you want the telestration to appear.

3. Click to add a tool or hold the left mouse down to draw using the Arrow and Freehand tool. The Drawing tools cannot be keyframed but will track the camera movements in relation to the field.
4. The operator tools appear on the right side of the screen



5. Using the operator tools, telestration can be keyframed as desired.
6. Note that Operator mode shows tools in preview, i.e the keyframe animation trail, keyframes, keyframe in and out indicators, production end or graphic eraser. These will not show on the output.
7. To exit operator preview mode, save the telestration to the clip and reselect the clip.
8. The clip can still be edited while it is in a clip slot, even after saving.

## Save, Undo, and Clear All

1. From the Telestration tab, use the buttons below the Replay Monitor to Save, Undo and Clear All telestration.



## Operator Tools

Operator Tools allow you to create start and end points for animation and add/remove keyframes.

These tools are: Keyframes, Start and End, Delete and Paths (Paths is not currently implemented)



## Create new animation

1. Select a clip
2. Select a tool to animate and place telestration tool into the replay output
3. Define the position of the telestration at several time points (drag tool to the desired position). Use the scrub bar to move in time and reposition the tool. Keyframes are automatically interpolated.
4. Save the animation to the clip

## Edit existing animation

1. Select a clip with a stored animation
2. On the telestration tab select the tool to adjust
3. Adjust the animation and save it to the clip

## Remove existing animation

1. Select a clip with a stored animation
2. Press the Clear All button
3. Press the Save button

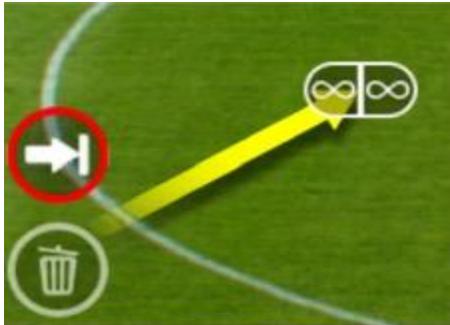
## Keyframe Controls

	Keyframe
	Hovered keyframe, Click it to move to the time of keyframe
	Active Keyframe
	Delete Keyframe
	Enable Keyframe visualization

	Disable Keyframe visualization
--	--------------------------------

## Start and End

Non-animated telestration tools have an unlimited length. You can set tools to start and end to a specific time. Press the Production button in the lower left corner of the Replay monitor. The control is shown for graphics that belong to the currently selected tool.



## Start and End controls

Start is at current time/end is at current time. Press the Button to set the production to current time.

	Start is at current time/end is at current time. Press the Button to set to current time.
	Infinite time. Press to set production start/end to actual time.
	Start time is in the past and end time is in the future (relatively to current time).
	Start is in the future and end time is in the past (relatively to current time).
	Start End time is disabled (e. g. you cannot set end while being before start).

# 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 is one configurable Multiviewer that is re shared across all users. It has 3 grid layout options, 1, 4, and 9.



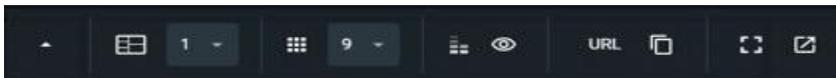
## Access the Multiviewer

From the Navigation bar, click the Multiviewer icon.



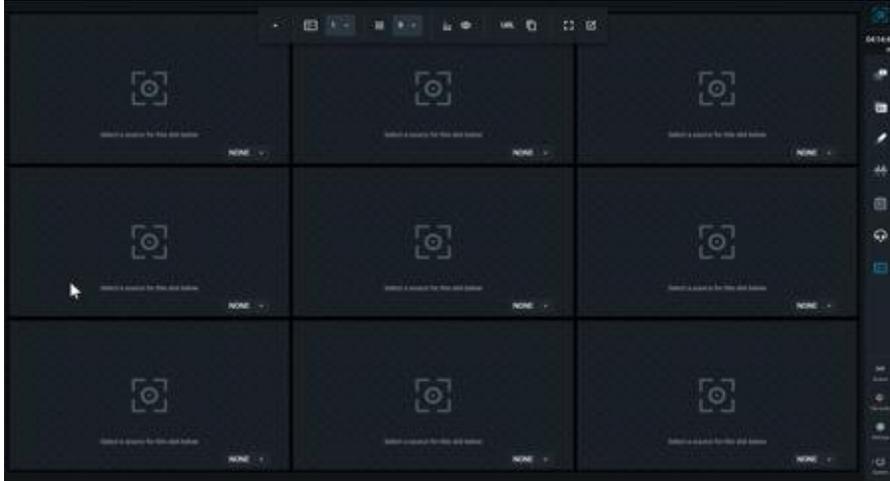
The Multiviewer opens within the LIVE application area, including the Navigation bar. The customization menu is open to allow for configuration. This menu can be hidden via the left side arrow.

Click anywhere on the monitors for the Customization Menu to return.



Initial settings:

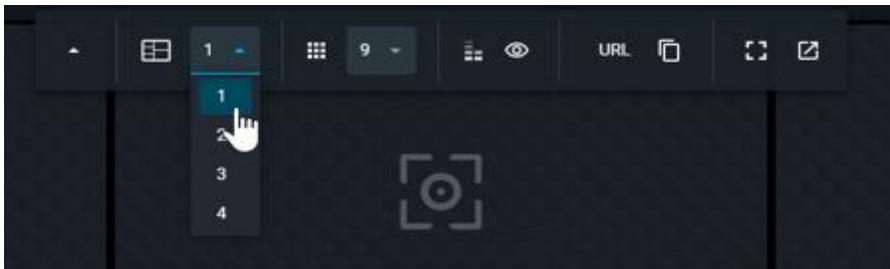
- Multiviewer 1 selected.
- Grid layout set to 9.
- All sources set to "None".
- And the Audio meters are hidden.



## 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

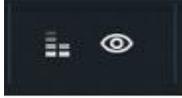
1. In the Multiviewer menu, click the dropdown for grid layouts.
2. Choose between 1, 4, or 9 grid layouts.



## Displaying Audio Meters

### Toggle audio meters

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



Audio meters will display on all monitors that support audio.

Non-audio sources will show an icon over the audio meter background.

If you see Audio meters and no audio levels, audio is not being received for that source

In the example sources below, CLEAN is receiving no audio, CAM1 is receiving audio and Replay does not support audio



## 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 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.
- Labels on sources turn green when they are in Preview and red when they are in Program.



# 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.

Telestration shortcuts can be mapped to a shuttle device. Contact us for preconfigured ShuttlePro profiles.

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

## List of Shortcuts

### General - 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)

## Panels shortcuts

- ALT+ SHIFT + END - Clears all graphics loaded in GFXM Preview
- CTRL + SHIFT + END - Clears all graphics Playing in GFXM Program
- ALT+ SHIFT + INSERT - Refreshes the selected Panel



## **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**

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