

PRIME LIDIA User Guide

Version 4.10.10

September 2025



Chyron PRIME LIDIA User Guide • 4.10.10 • September 2025 • This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

This document is protected under copyright law. An authorized licensee of Chyron PRIME LIDIA may reproduce this publication for the licensee's own use in learning how to use the software. This document may not be reproduced or distributed, in whole or in part, for commercial purposes, such as selling copies of this document or providing support or educational services to others.

Product specifications are subject to change without notice and this document does not represent a commitment or guarantee on the part of Chyron and associated parties. This product is subject to the terms and conditions of Chyron's software license agreement. The product may only be used in accordance with the license agreement.

Any third party software mentioned, described or referenced in this guide is the property of its respective owner. Instructions and descriptions of third party software is for informational purposes only, as related to Chyron products and does not imply ownership, authority or guarantee of any kind by Chyron and associated parties.

This document is supplied as a guide for Chyron PRIME LIDIA. Reasonable care has been taken in preparing the information it contains. However, this document may contain omissions, technical inaccuracies, or typographical errors. Chyron and associated companies do not accept responsibility of any kind for customers' losses due to the use of this document. Product specifications are subject to change without notice.

Copyright © 2025 Chyron, ChyronHego Corp. and its licensors. All rights reserved.

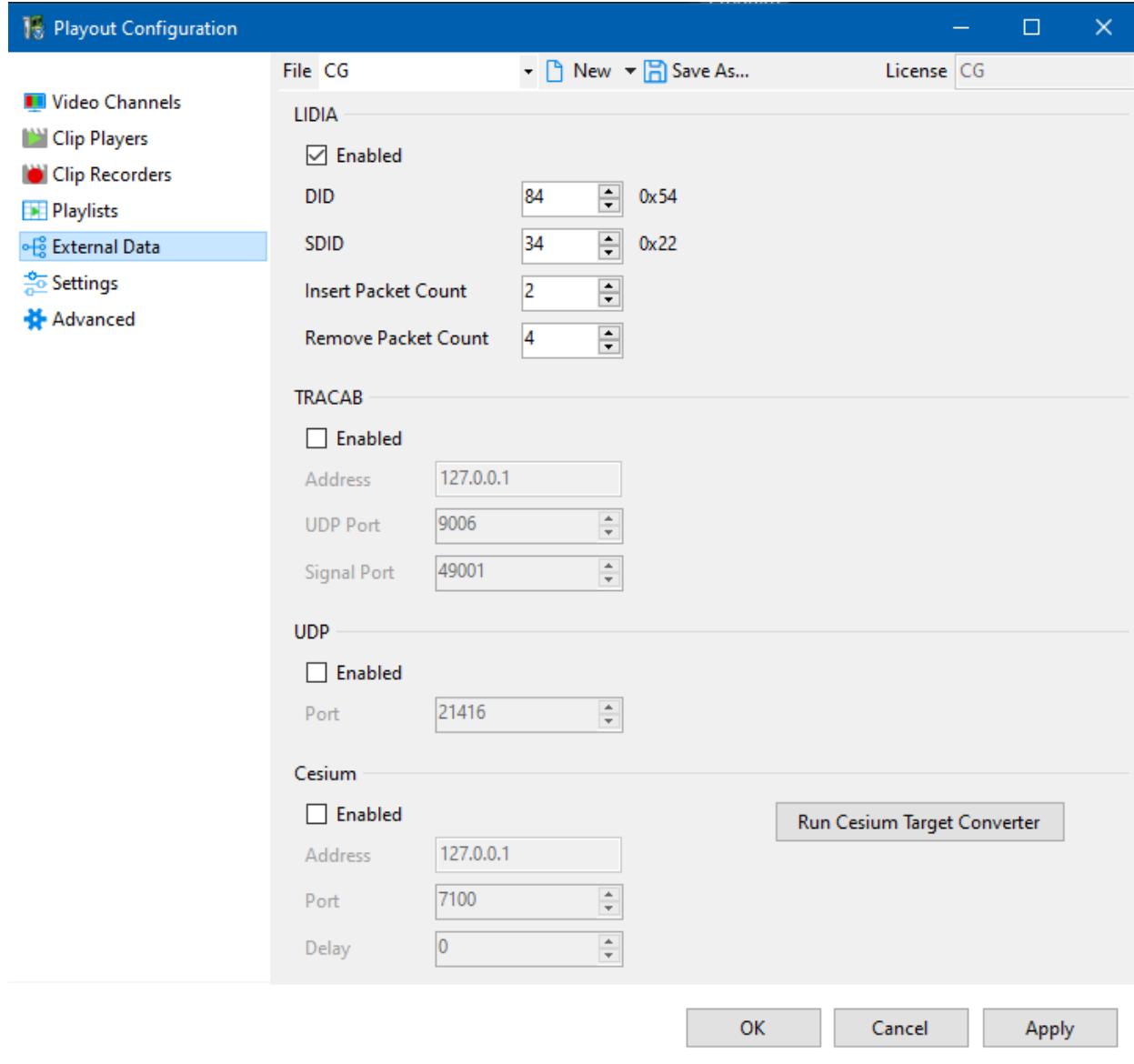
Table of Contents

Configuration.....	4
Designing your PRIME Scene.....	6
LIDIA PRIME Properties.....	7
LIDIA PRIME Events.....	10
PRIME Example.....	11

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

Configuration

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



The LIDIA decoders detect a trigger signal on line 9 of the HD SDI Vertical ANCillary (VANC) data space.

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

SDID

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

Insert Packet Count

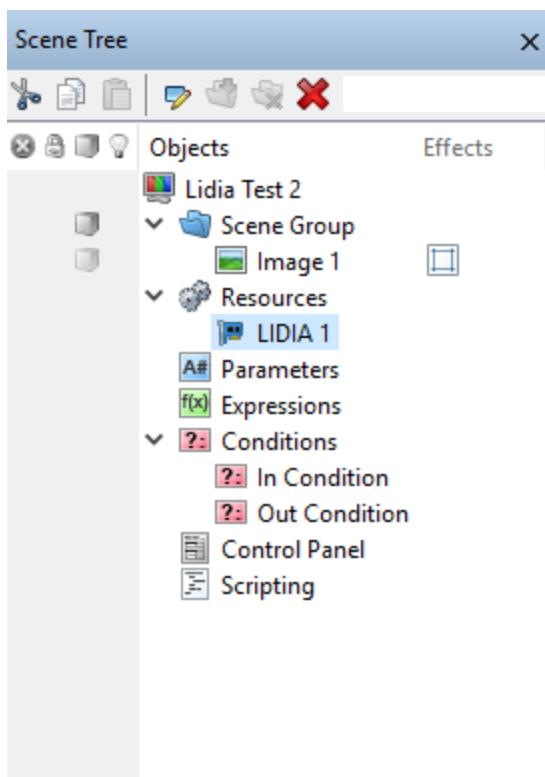
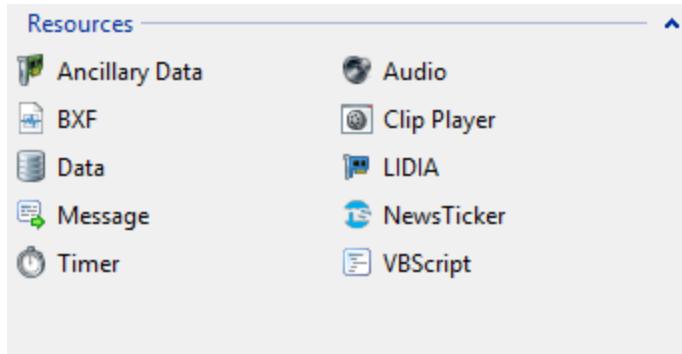
Some packets do not have the correct packet count. If the packet count is not sequential triggers will not happen. This value determines how many sequential packets required to execute a trigger on.

Remove Packet Count

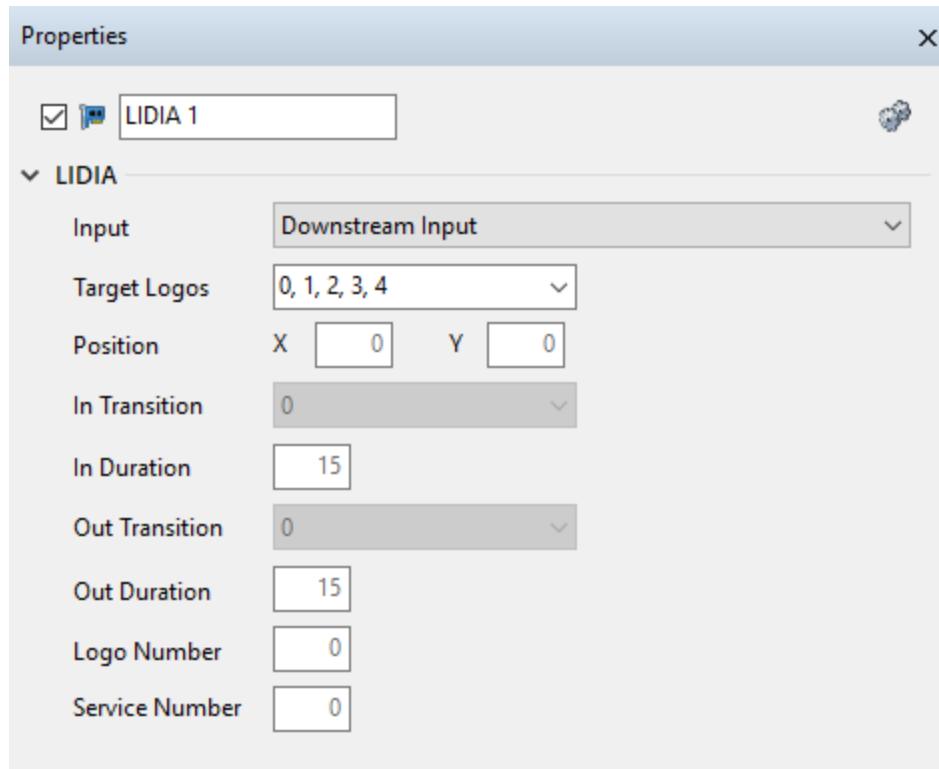
Same as insert except in the reverse. This will allow triggering off if the number of packets are valid.

Designing your PRIME Scene

The LIDIA Resource object can be added from PRIME toolbox



LIDIA PRIME Properties



Input: Select the input video source containing VANC triggers

Target Logos: See below

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

Position: Indicates the Position as defined in the VANC data

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

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

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

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

Logo Number: Indicates the “Logo Number” defined in the VANC data.

Service Number: Indicates the “Service Number” defined in the VANC data.

Target Logos:

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

Sample VANC Logo numbers:

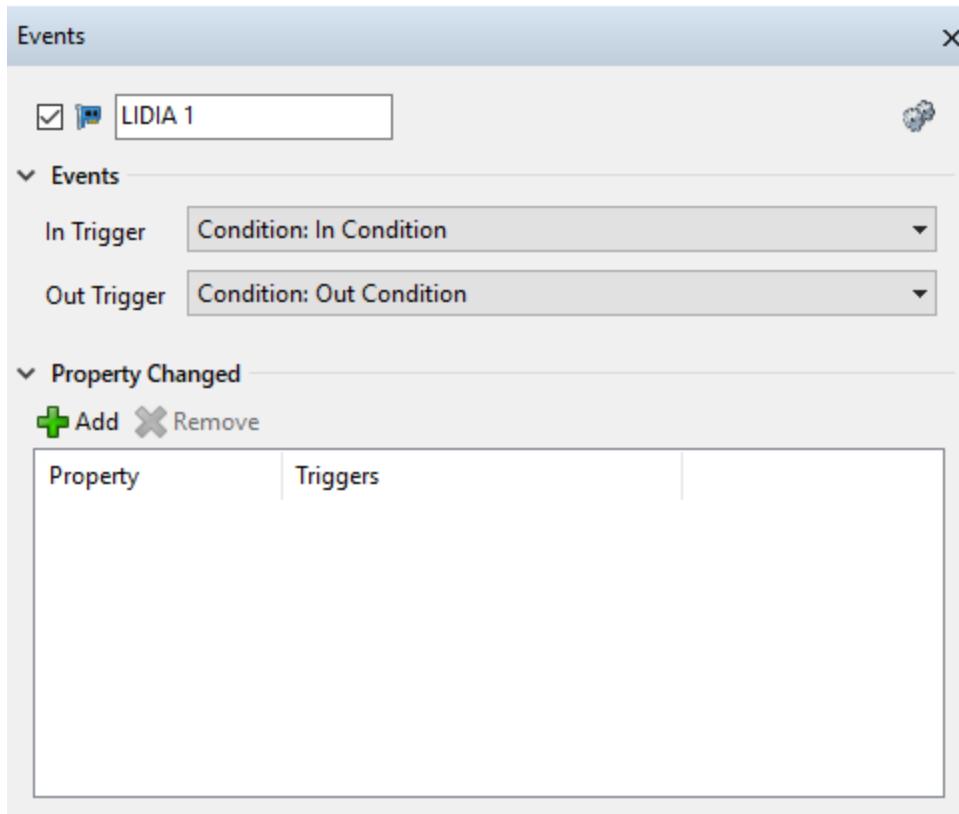
VANC Logo #	Local Station User logo #	Logo Description
0	1	Solid “Station logo” used with Network EYE
1	2	Translucent “Station logo” with Network EYE
2	3	Solid time and temperature (opacity = 100%)
3	4	Translucent time and temperature (opacity = 75%)
4	5	4:3 Solid black background text crawl and Solid time and temperature
5	6	16:9 Solid text crawl and Solid time and temperature
6	7	4:3 Translucent background text crawl and Solid time and temperature
7	8	16:9 Translucent background text crawl and Solid time and temperature
8-26	9-27	Reserved for Network use
27	28	4:3 text foreground
28	29	16:9 text foreground
29-99	30-100	Reserved for Network use
100	101	Local Station Logo
101	102	Local Logo, Time and Temperature
102	103	Local promotional Animation 1
103	104	Local promotional Animation 2
104	105	Local promotional Animation 3
105	106	Local promotional Animation 4
106	107	Local promotional Animation 5
107-199	108-200	Reserved for local use
200-255	200-256	Reserved for future use.

Transition Types:

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

LIDIA PRIME Events

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

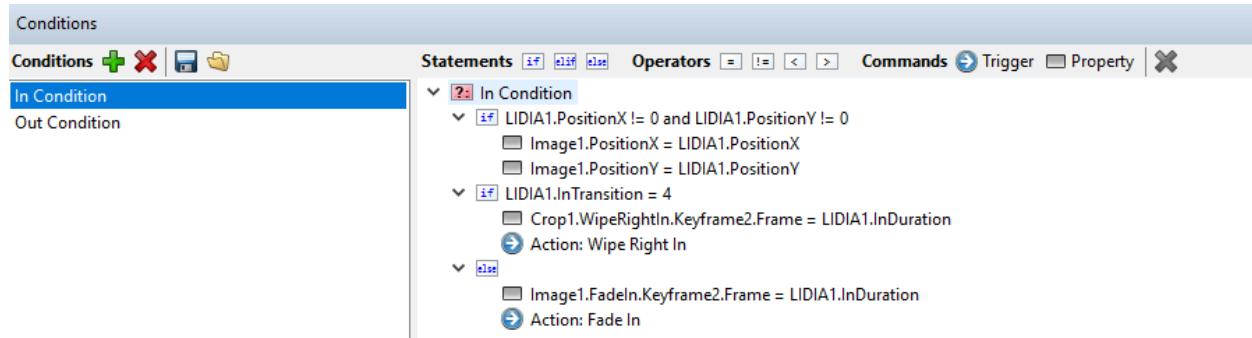


In the above example we define the “In” & “Out” Triggers to be triggered by the VANC triggers. In this example we will execute PRIME “Conditions” “Condition In” and “Condition Out” to evaluate what PRIME transition to execute upon receiving the VANC triggers.

PRIME Example

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

PRIME “In Condition”



Conditions

Conditions + X |    

In Condition

Out Condition

Statements    Operators = != < > Commands Trigger Property X

?

In Condition

if LIDIA1.PositionX != 0 and LIDIA1.PositionY != 0

Image1.PositionX = LIDIA1.PositionX

Image1.PositionY = LIDIA1.PositionY

if LIDIA1.InTransition = 4

Crop1.WipeRightIn.Keyframe2.Frame = LIDIA1.InDuration

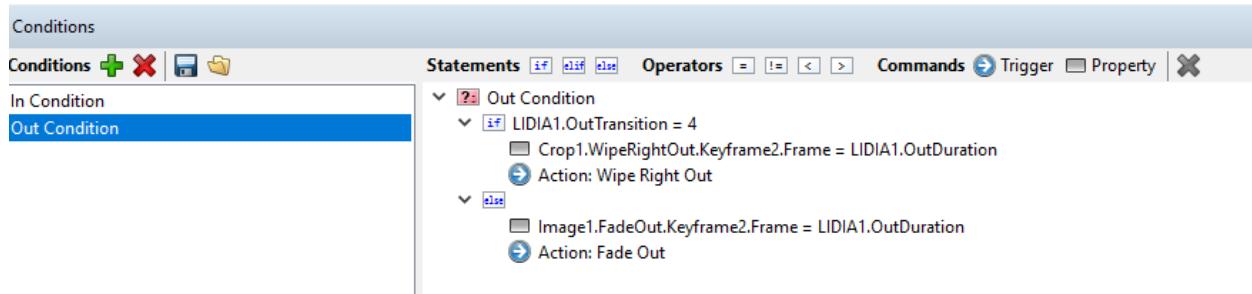
Action: Wipe Right In

else

Image1.FadeIn.Keyframe2.Frame = LIDIA1.InDuration

Action: Fade In

PRIME “Out Condition”



Conditions

Conditions + X |    

In Condition

Out Condition

Statements    Operators = != < > Commands Trigger Property X

?

Out Condition

if LIDIA1.OutTransition = 4

Crop1.WipeRightOut.Keyframe2.Frame = LIDIA1.OutDuration

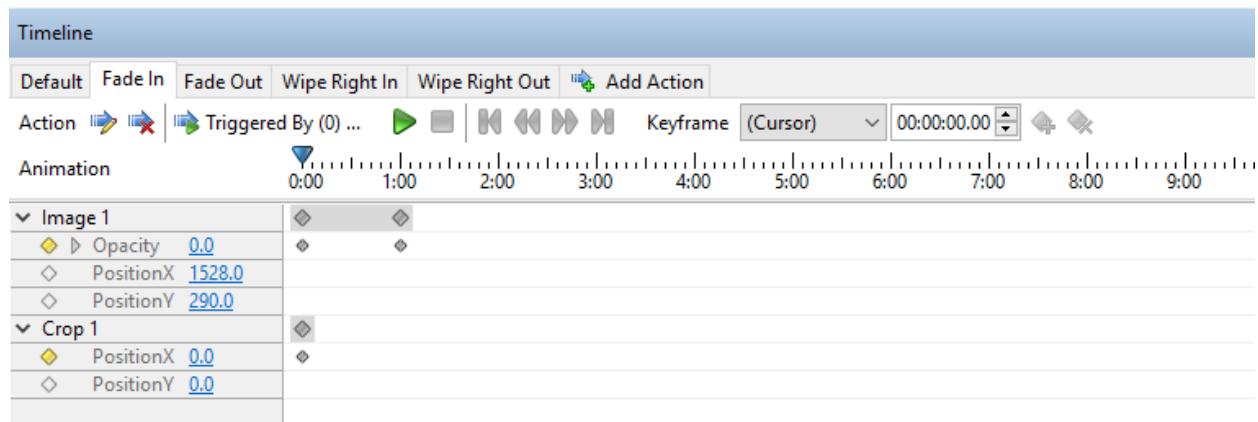
Action: Wipe Right Out

else

Image1.FadeOut.Keyframe2.Frame = LIDIA1.OutDuration

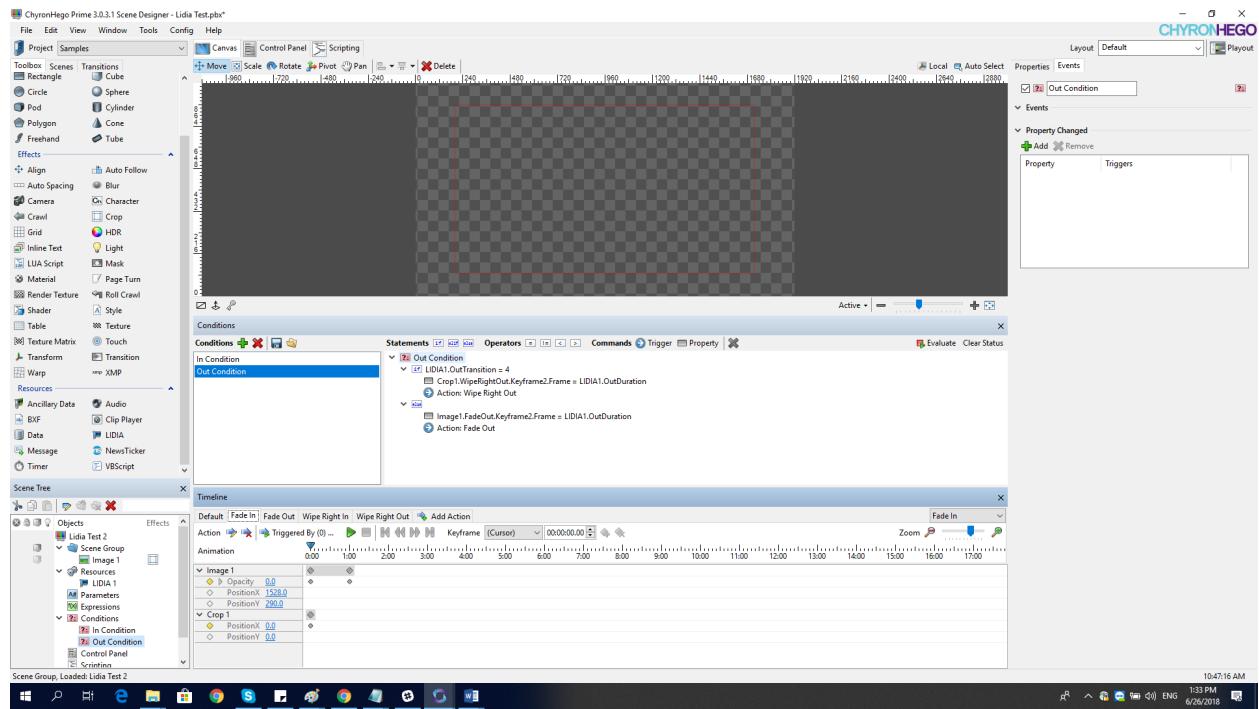
Action: Fade Out

PRIME Actions



The screenshot shows the PRIME Timeline interface. The top bar includes tabs for Default, Fade In, Fade Out, Wipe Right In, Wipe Right Out, Add Action, and a toolbar with various icons. The timeline itself spans from 0:00 to 9:00, with keyframes marked at 0:00, 1:00, 2:00, 3:00, 4:00, 5:00, 6:00, 7:00, 8:00, and 9:00. The timeline is divided into four tracks: Action, Animation, and two tracks for 'Image 1' and 'Crop 1'. The 'Image 1' track shows keyframes for Opacity (0.0), PositionX (1528.0), and PositionY (290.0). The 'Crop 1' track shows keyframes for PositionX (0.0) and PositionY (0.0). The 'Animation' track contains a single keyframe at 0:00.

View of the LIDIA Example scene:



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

Chyron