

Installation and Configuration Guide for CAMIO Folder Watcher

V5.5.5

June 2026



Chyron CAMIO Folder Watcher User Guide V5.5.5 June 2026. This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

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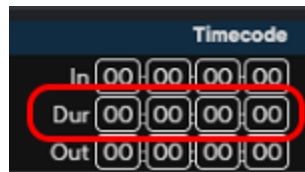
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Overview

Folder Watcher (FW) is used to automate the rendering of Lyric/Prime animations in Mediamaker. It is a service that runs on the CAMIO Core server. It was planned to be replaced by the LUCI Render Media workflow but many users prefer the Folder Watcher workflow after becoming accustomed to it so it is still supported in current versions of CAMIO5.

Folder Watcher Workflow:

- A LUCI channel is defined in CAMIO to send MOS Objects to a **Watched Folder** on the CAMIO Core instead of a playout device.
- FW monitors the Watched Folders and triggers a rendering process when a new MOS Object arrives.
- Each Watched Folder has specified conversion properties called **Job Presets**.
- Each Job Preset defines
 - **Output Directory** for the rendered animation
 - **Default Duration** of the rendered animation (if not specified in LUCI)
 - **Encoder Presets** for the codec to be used
 - **Video Format Presets** for the height, width and frame rate.
- The duration of the animation is defined by selecting it in LUCI's Duration Time Code widget. If it is left at zero, the duration will default to a value specified in the Configuration for that watched folder. Usually 5 seconds.



- The filename of the animation is the eight digit message ID followed by the Object Slug defined in Admin Tools > MOS Configuration

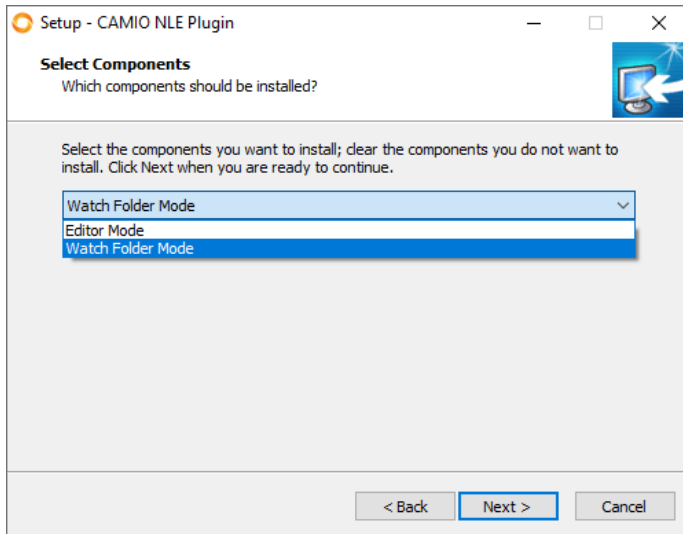
MOS Configuration	
MOS Server Type:	INEWS
MOS ID:	CAMIO
NCS ID:	INEWSX
NCS Server Name:	IN5PWSV5
Backup NCS Server:	IN5PWSV5
MOS Abstract:	%m %0 %1 (%t)
Slug:	#%(%.#)<text>

A typical filename is:

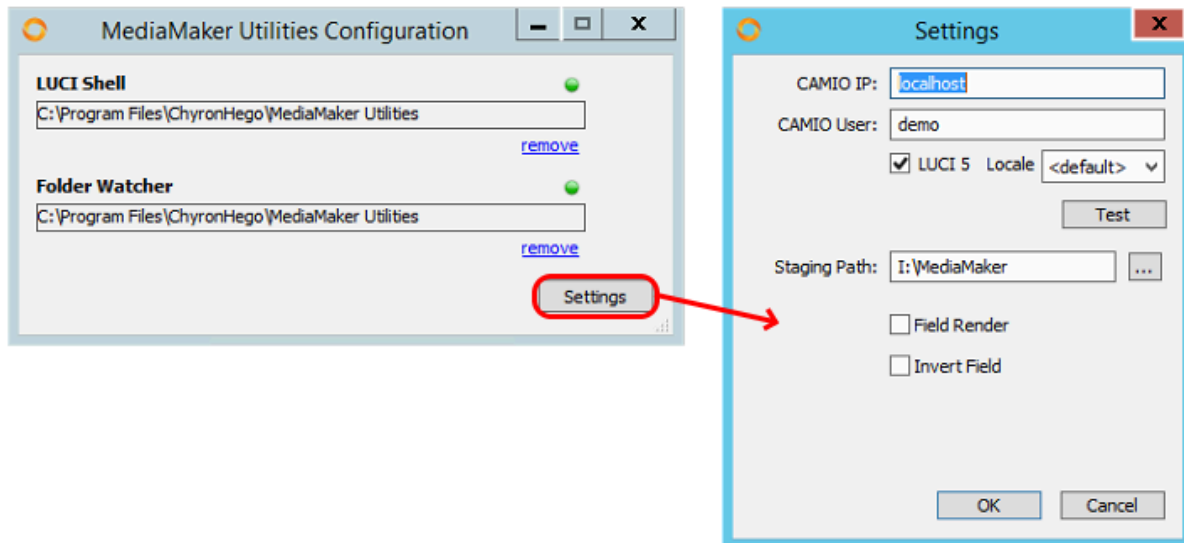
00016900 - Lower Third (FW1 - TOP LINE BOTTOM LINE INFORMATION.mov

Installation

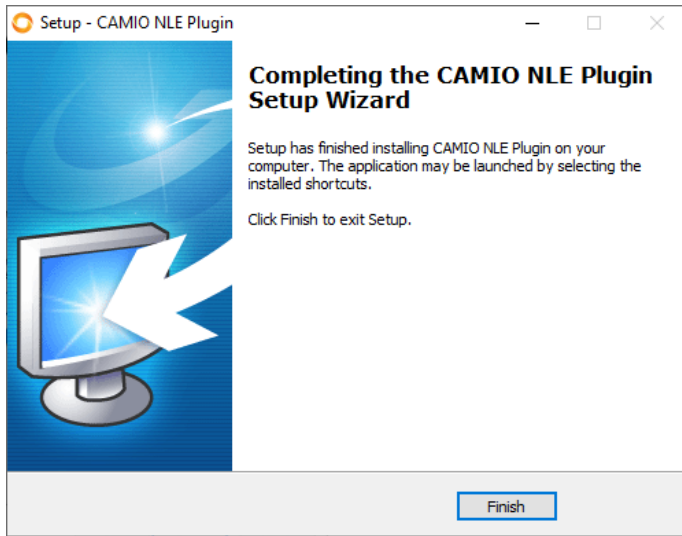
Install CAMIONLEPluginSetup5.0.0.44.exe or higher on the CAMIO Core server.
Select Watch Folder Mode when the option appears.



During installation procedure, complete preliminary configuration in the **Mediamaker Utilities Configuration** dialog. The first page will install itself in the appropriate directories. Green lights will signal success. Press **Settings** to open the second page. IMPORTANT: Fill in all settings as shown in this screen grab.



Installation will end with a Finish Dialog



If you need to change any of the settings you can return to the MediaMaker Folder Watcher Configuration using the link shown below in the start menu.



Configuration

Folder Watcher Tray

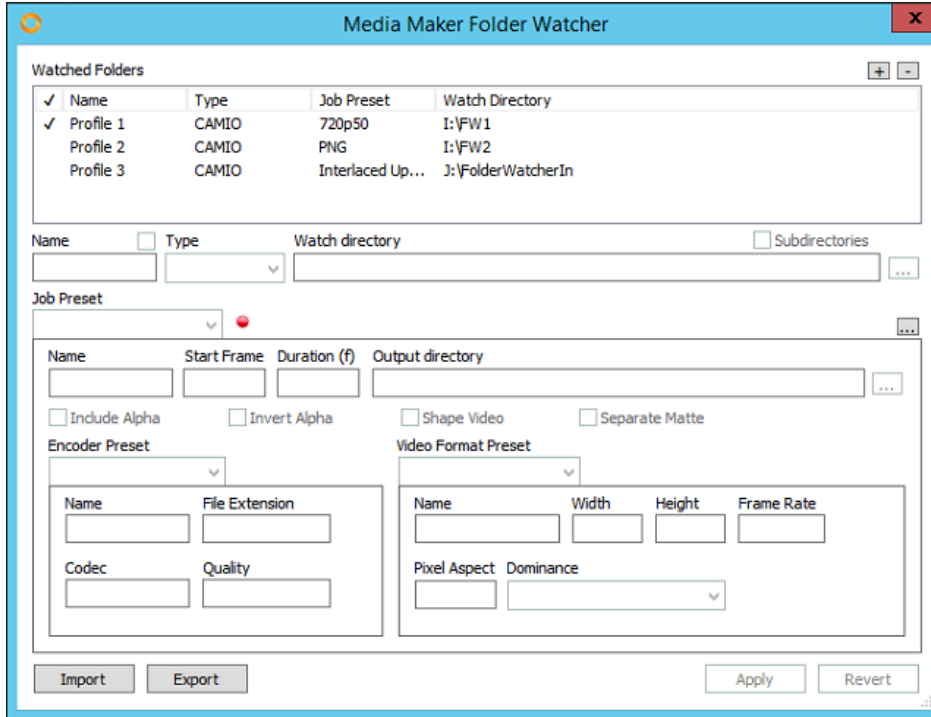
From the start menu, select Folder Watcher Tray



Right Click on the FW Tray Icon in the 'system tray' (Taskbar Notification Area).



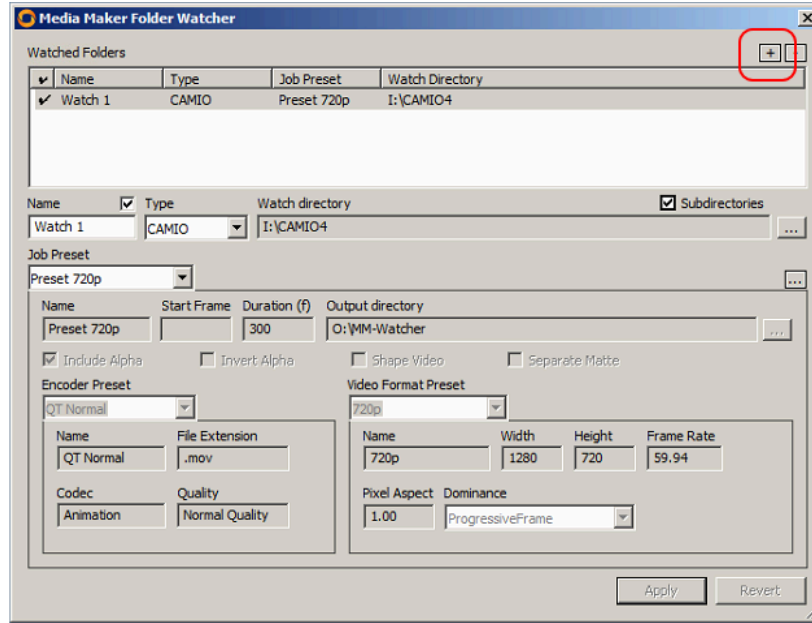
Then click on Settings to open the Settings dialog. Log Viewer is used for troubleshooting. Services can stop and start the Folder Watcher service. Exit closes the FW Tray.



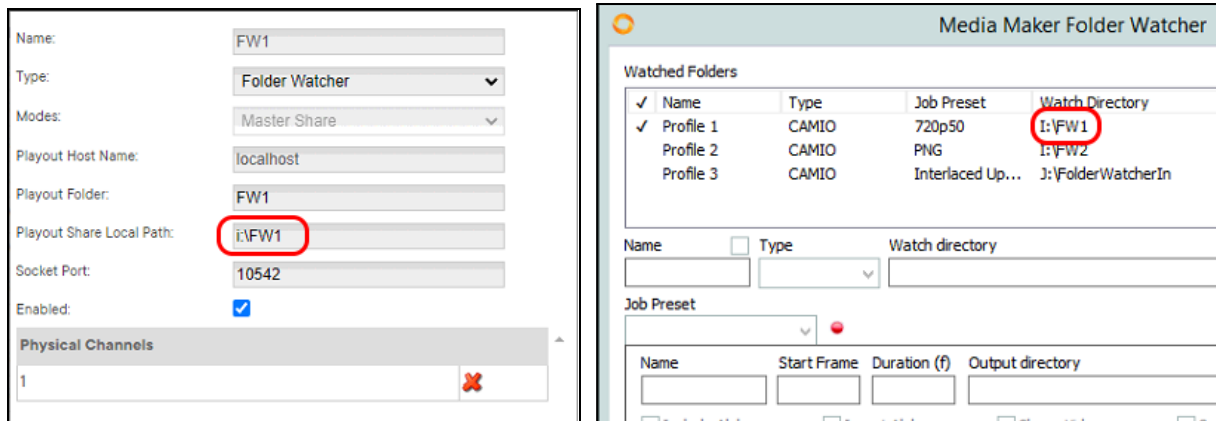
Creating a New Watched Folder

To create a new Watched Folder, click the + button in the upper right corner. Then enter or select the following properties:

- **Name:** text string that identifies the Watched Folder
- **Checkbox:** Enable this Watched Folder
- **Type:** CAMIO vs. Manual, CAMIO type will get additional metadata from CAMIO. Manual is used if you just want to drop a file not created by CAMIO into the watched folder.
- **Watched Directory:** directory the the FW monitors. For CAMIO messages this should match the FolderWatcher playout folder in Admin Tools > Devices configuration.
- **Subdirectories Checkbox:** In most cases you want to monitor subdirectories such as context/messages folder
- **Job Preset:** defines the video encoding parameters and output directory as described above

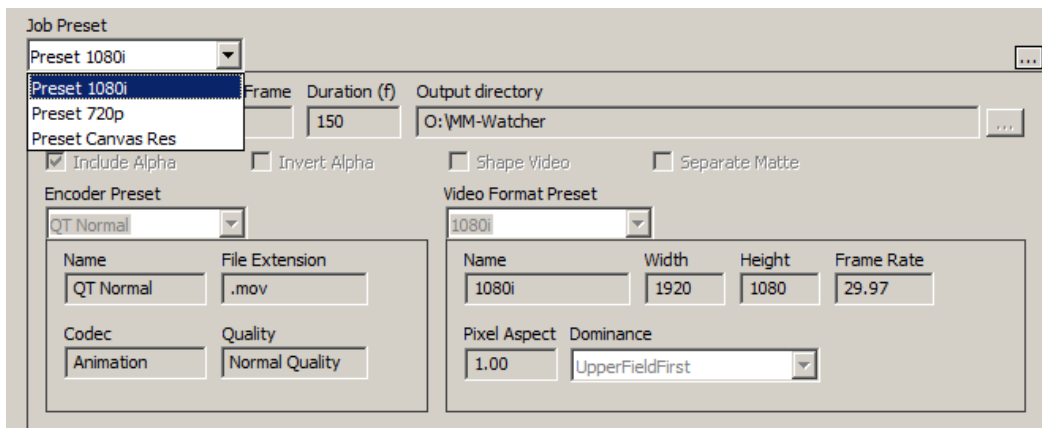


NOTE: When working with CAMIO generated graphics, the Watch Directory should be the same as the FolderWatcher's Playout Share Local Path in Admin Tools > Administration > Device Management as shown below. .



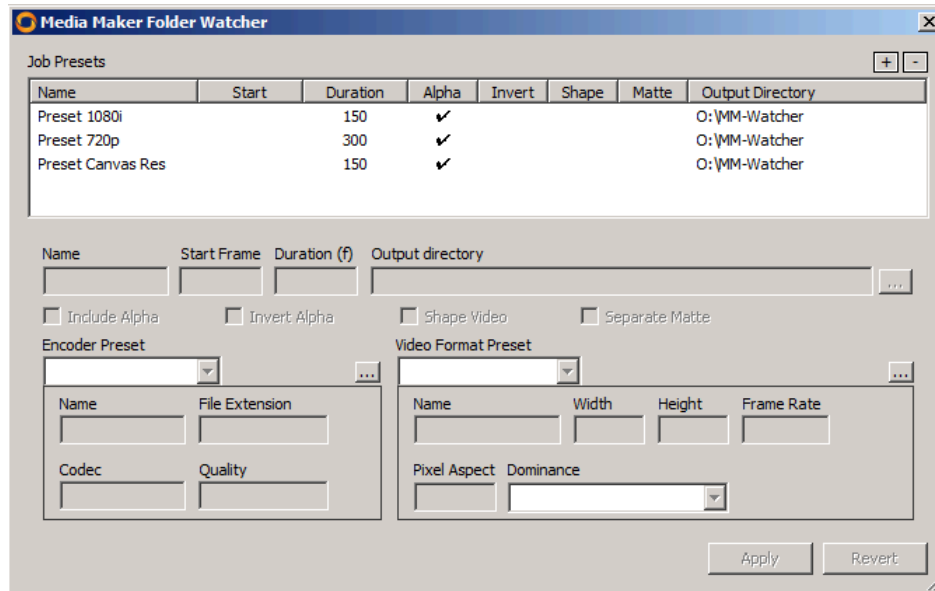
Job Presets

Job Presets are assigned to Watch Folders and define the properties of the rendered movie file. The example screen grab below shows three Job Presets, 1080i, 720p and Canvas Res. The selected preset is 1080i which creates Quicktime Animation Codec files at 1920x1080 interlaced, 29.97 frame rate. The default animation length is 150 frames (if not specified in LUCI). And the rendered movie will be placed in a subdirectory of the Output Directory (O:/MM-Watcher)



Creating a New Job Preset

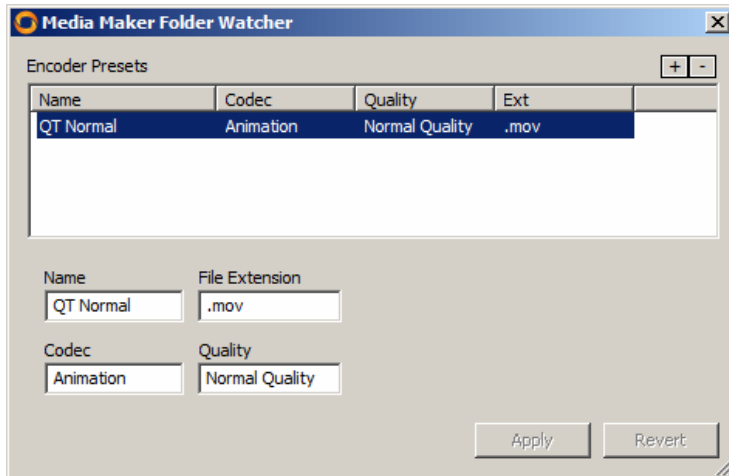
New Job Presets are created by pressing the Ellipse Button to the right of the Job Preset drop down box. This brings up the job preset creation dialog. Press the + Button in the top right corner to create a new Job Preset.



- **Name:** text string that identifies the Job Preset
- **Start Frame:** Animation frame to start encoding from. Default to first frame. Normally left blank.
- **Duration (frames):** Default animation length if not defined in LUCI using the duration time code spinner. Typical duration would be 150 frames (5 seconds at 30 frames per second).
- **Output Directory:** Root of the output directory which files will be rendered to.
- **Encoder Preset:** Video Encoder is selected from a list of previously defined Encoder Presets
- **Video Format Preset:** Video Format is selected from a list of previously defined video formats.

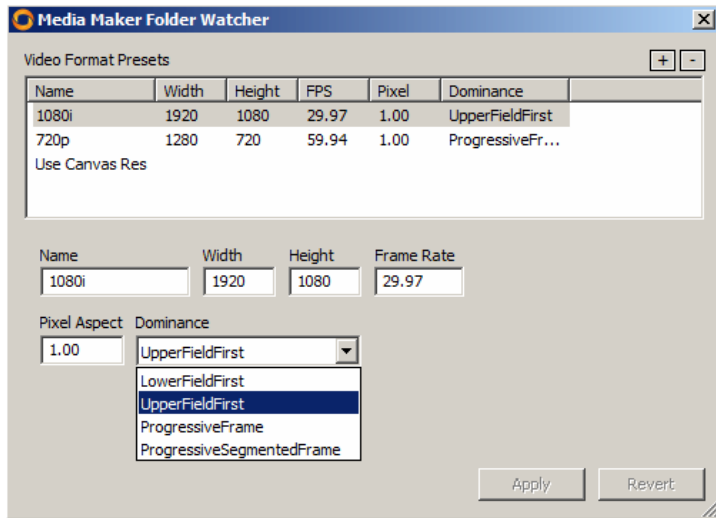
Creating a New Encoder Preset

New Encoder Presets are created by pressing the Ellipse Button to the right of the Encoder Preset drop down box (while in the Job Preset creation dialog). This brings up the encoder preset creation dialog. Press the + Button in the top right corner to create a new Job Preset.



Creating a New Video Format Preset

New Video Format Presets are created by pressing the Ellipse Button to the right of the Video Format Preset drop down box (while in the Job Preset creation dialog). This brings up the video format preset creation dialog. Press the + Button in the top right corner to create a new Video Format Preset. A default Video Format Preset called 'Use Canvas Res' will use the Canvas Resolution defined in Lyric.



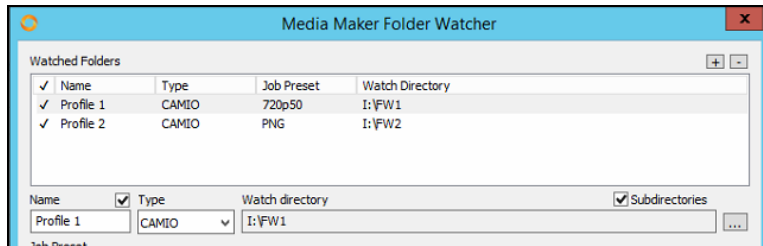
Creating Multiple Watch Folder

Why do we need multiple Folder Watcher devices?

Some users will want to create more than one Folder Watcher device. Different devices would map to different shared folders on the CAMIO server. Each shared folder would be watched and rendered by a different Folder Watcher profile. This lets users render different file formats.

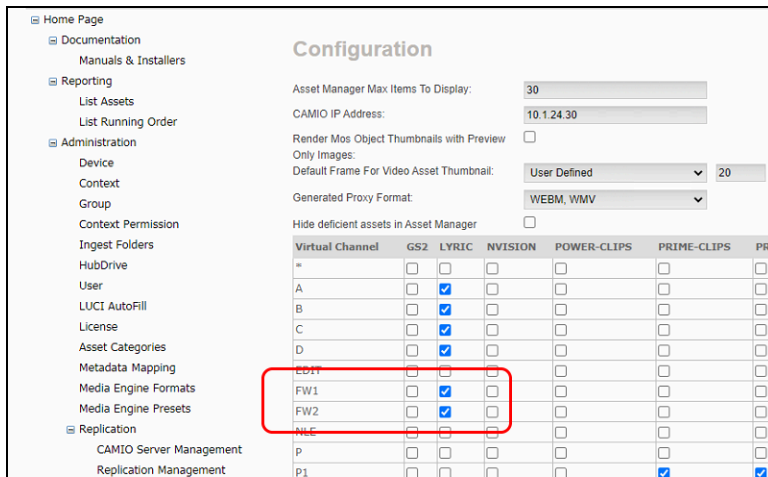
Watch Folders

In the watch folder configuration below, Profile 1 monitors i:\FW1 and renders MOV files. Profile 2 monitors i:\FW2 and renders PNG sequences. So we need to set up two virtual playout devices that send mos objects to each of these folders.



Virtual Channels

To send items to those folders, we need to first define two virtual channels FW1 and FW2 in CAMIO Configuration...























Pseudo Playout Devices

In CAMIO > Admin Tools > Device Management we need to define two pseudo playout devices FW1 and FW2, both of which are running on CAMIO 'localhost' but are using different folders as playout folders. These devices must be configured as Type = FolderWatcher.

CAMIO Device Management

Licensed Channels: 6 out of 20 used

Name	Type	Playout Host Name	Playout Folder	Physical Channels	Enabled	Device Status
CAMIOWF-GRAFFITI	Lyric	10.1.24.85	CAMIO4	1, 2	False	 
CAMIOWF-MEDIAMAKER	Lyric	10.1.24.166	CAMIO4	1	False	 
CAMIOWF-METACAST	Crđ	10.1.24.26	CAMIO4	1	False	 
CAMIOWF-MOSAICA	Lyric	10.1.24.12	CAMIO4	1, 2	True	 
FW1	FolderWatcher	localhost	FW1	1	True	 
FW2	FolderWatcher	localhost	FW2	1	True	 
LIVEASSIST	Crđ	10.1.24.13	CAMIO4	1	False	 
liveassist-assests	Crđ	10.1.24.208	V	1	False	 
LIVEASSIST-LYRIC	Lyric	10.1.24.208	CAMIO4	1	False	 
NYC-PRIME-HX	Crđ	10.1.24.225	CAMIO4	1, 2, 3, 4	True	 

[Create New Device](#)

Context Channel Mapping

Then we map the virtual channels to the contexts which we want to be able to send to folder watcher.

Name: CHYRONHEGO_NEWS
 Current MOS ID: 16828
 MOS Output Type: Lyric Data Message
 Asset Path: I:\CAMIO4\CHYRONHEGO_NEWS
 Description: NAB 2014 Demo Package

Channel Assignments:

A	NYC-PRIME-HX	1	✘
P1	NYC-PRIME-HX	1	✘
P2	NYC-PRIME-HX	2	✘
FW1	FW1	1	✘
FW2	FW2	1	✘

* CAMIOW 1 Add
 MEDIAMAKER Copy From Context
 Save Cancel

Any mos object in that context which is assigned channel FW1 will be sent to CAMIO's i:\FW1 folder.. Folder Watch will then render the mos object into an MOV file.

Likewise, a mos object assigned to channel FW2 will be sent to CAMIO's i:\FW2 folder and will be rendered as a PNG sequence.

MOS Object Slug

The default output filename is the 8 digit message ID (such as 00010456.mov). When in 'CAMIO mode' FW will append the MOS Object Slug to the output filename. MOS Object Slug is defined in Admin Tools > MOS Configuration > Slug. The LUCI slug can still be shown by adding the %s term to the mos slug definition.

MOS Configuration

MOS Server Type: INEWS
 MOS ID: CAMIO
 NCS ID: INEWSX
 NCS Server Name: IN5PWSV5
 Backup NCS Server: IN5PWSV5
 MOS Abstract: %m %0 %1 (%t)
 Slug: #%(%. #)<text>

Example:

Slug = %s(%t) %0 %1

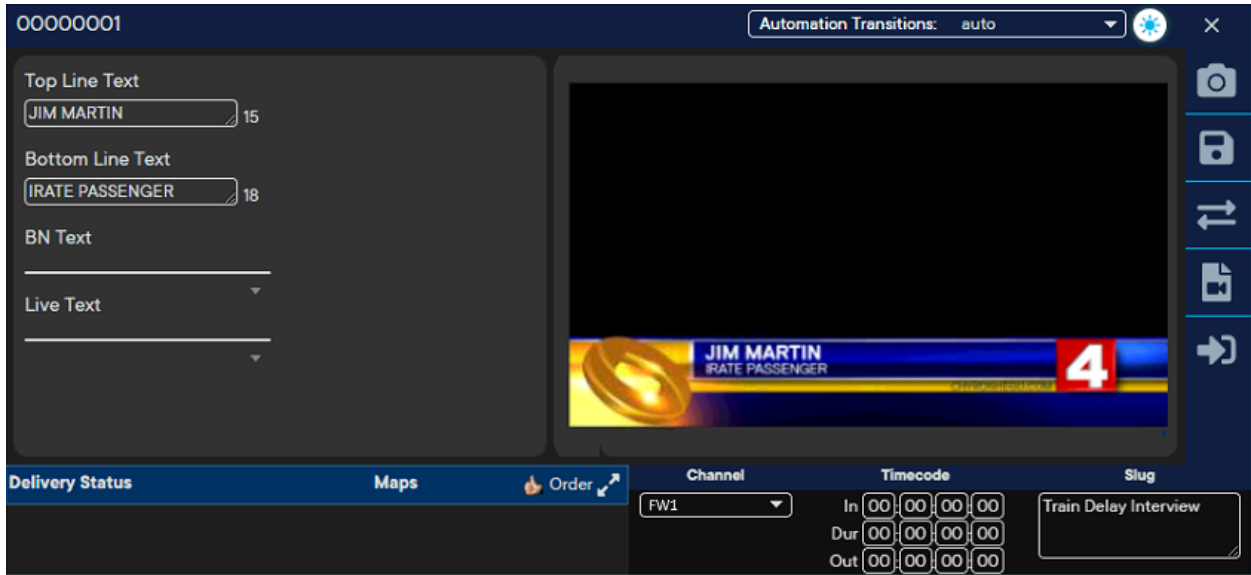
- %s - LUCI Slug (eg 'Train Delay Interview')

- %t - Title of template file defined in Asset Manager (eg 'Lower Third')
- %0 - first line of text entered (eg 'Jim Martin')
- %1 - second line of text entered (eg 'Irate Passenger')

Output Filename =

00010153 -- Train Delay Interview(Lower Third) Jim Martin Irate Passenger.mov

Any characters that are illegal in filenames will be dropped.



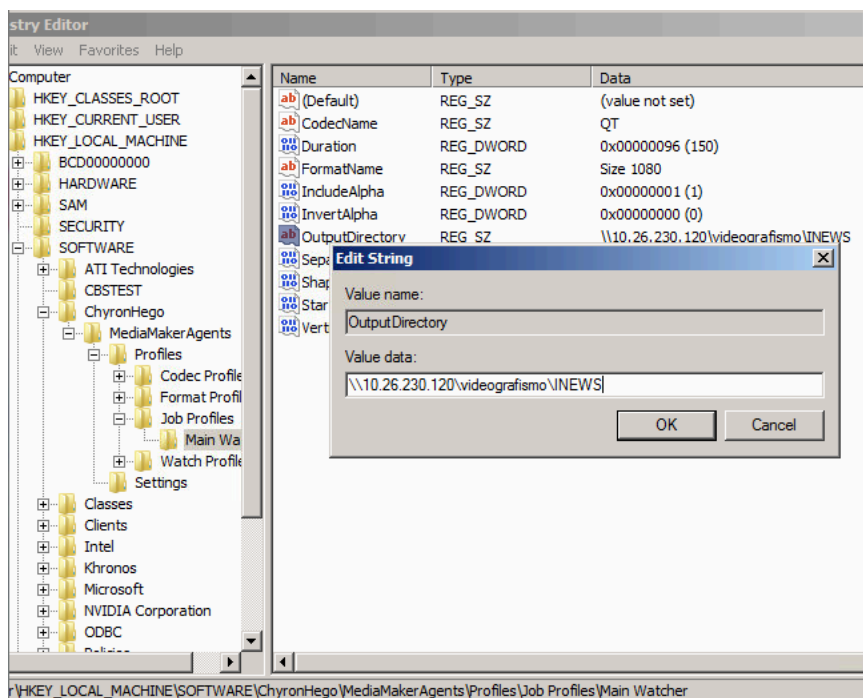
Configuring the System for an Mapped Output Drive

THIS IS OLD INFO AND NEEDS TO BE VERIFIED

It is highly recommended that the output folders be on the CAMIO Servers i:\ drive which is optimized for rendering speed. It is possible to render to a mapped network drive but this will significantly slow down rendering speed.

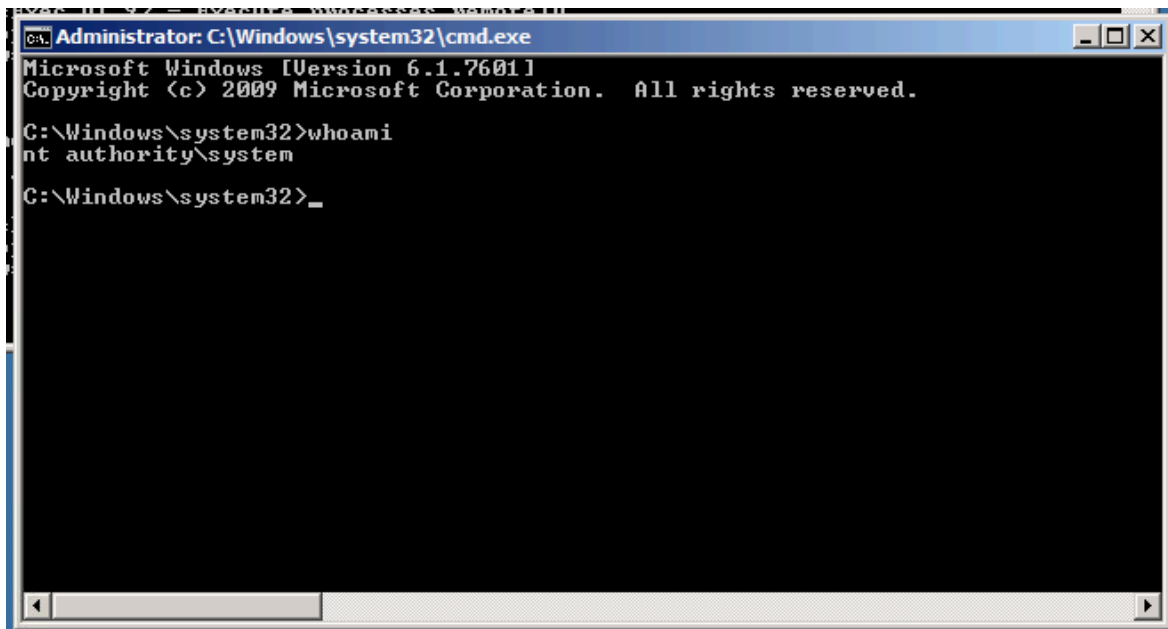
Setting up a folder share Instead of a drive letter path.

To enter a folder share instead of a drive letter you must go to registry setting. ..



Giving the system account access to the shared folder

Install PS Tools PSEXec to add credentials to the system account.



```
Administrator: C:\Windows\system32\cmd.exe
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Windows\system32>whoami
nt authority\system

C:\Windows\system32>_
```

```
Administrator: C:\Windows\system32\cmd.exe
C:\Windows\system32>cmdkey

Creates, displays, and deletes stored user names and passwords.

The syntax of this command is:

CMDKEY [/add | /generic]:targetname [/smartcard | /user:username [/pass[:password]]

Examples:

To list available credentials:
cmdkey /list
cmdkey /list:targetname

To create domain credentials:
cmdkey /add:targetname /user:username /pass:password
cmdkey /add:targetname /user:username /pass
cmdkey /add:targetname /user:username
cmdkey /add:targetname /smartcard

To create generic credentials:
The /add switch may be replaced by /generic to create generic credentials

To delete existing credentials:
cmdkey /delete:targetname

To delete RAS credentials:
cmdkey /delete /ras

C:\Windows\system32>cmdkey /list

Currently stored credentials:

Target: Domain:target=10.26.230.120
Type: Domain Password
User: mediacentralbsa\chyronhego
```

```
Administrator: C:\Windows\system32\cmd.exe
Examples:

To list available credentials:
cmdkey /list
cmdkey /list:targetname

To create domain credentials:
cmdkey /add:targetname /user:username /pass:password
cmdkey /add:targetname /user:username /pass
cmdkey /add:targetname /user:username
cmdkey /add:targetname /smartcard

To create generic credentials:
The /add switch may be replaced by /generic to create generic credentials

To delete existing credentials:
cmdkey /delete:targetname

To delete RAS credentials:
cmdkey /delete /ras

C:\Windows\system32>cmdkey /list

Currently stored credentials:

Target: Domain:target=10.26.230.120
Type: Domain Password
User: mediacentralbsa\chyronhego

C:\Windows\system32>
C:\Windows\system32>cmdkey.exe /add:10.26.230.120 /user:mediacentralbsa\chyronhego /pass:Chyr0nHeg0!_
```

```
runas /user:serviceaccountname "%windir%\system32\cmdkey.exe /add:10.10.XX.XX  
/user:hostname\chyronhego /pass:Chyr0nHeg0!"
```

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.

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