

CAMIO Art Department User Guide V5.6.0

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Chyron CAMIO Art Department User Guide User Guide V5.6.0 2025. This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

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Purpose of This Manual

This manual is current as of the CAMIO 5.6 release and may not apply in part to other versions. Please refer to any release notes for changes in later releases.

This manual is written to provide a comprehensive resource for artists creating content for a CAMIO asset management platform, and outlines best practices for creating assets for use in CAMIO.

This manual also describes all of the MOS options available to the content that is created for CAMIO. In particular it describes the MOS properties of messages. *For more detailed information on any of the Chyron templating devices, please see their individual **Help** files, which are contained within the applications themselves.*

Some Useful Definitions

- **Contexts** are groups of assets available (**Templates**, **Images**, etc.) for use in CAMIO. **Contexts** are most commonly used to manage content that shares a common look. For example, you can create two **Contexts** to distinguish between morning news and evening news graphics, each with their own look. Admins can also use **Contexts** to manage users. If your facility employs graphics to which only specific users should have access, then the admin can locate this type of asset in a separate **Context**, since user privileges include access to specific **Contexts**.
- **Templates**, for use in a CAMIO environment, can be created in multiple different Chyron templating devices. Templates can be graphics, clips, or automation cues, and are defined as the shells that are married with **Replaceable** items in LUCI, that are fulfilled by a producer. Templates must have appropriate **XML** data associated with them. Each rendering device, upon creation of the CAMIO template, automatically creates this **XML** data, which then must be uploaded into CAMIO for availability to producers. There are a variety of upload methods.
- **Images**, for use in CAMIO's MOS System, must be of image formats compatible with the device on which they are rendered, e.g., **BMP**, **JPG**, **PNG**, **TGA**, **TIF**, etc. An artist can create images in a wide variety of applications, and then upload them to **Asset Manager** from a PC or Mac.
- **Movies**, for use in CAMIO's MOS System, must be of a movie format compatible with the device on which it is rendered. An artist can create movies in a wide variety of applications,

and then upload them to **Asset Manager** from a PC or Mac. The terms Movies and Videos are used interchangeably within the CAMIO documentation.

- **Asset Manager** is a simple-to-use browser based application for managing CAMIO content.
- **LUCI** is the graphic interface used by the newsroom to browse the CAMIO content and create **MOS Objects**. From LUCI, the newsroom user can load, edit and preview a template, and then insert it into a script.
- **Virtual Channels** are defined in CAMIO. Template assets are then assigned appropriate channels for output. In the **Context Admin Tools**, the admin sets a **Virtual Channel-to-Physical Channel** mapping that specifies the physical output channel for each virtual channel.
- **Layers** (PRIME only) provide the ability to play out multiple messages simultaneously on the same PRIME output. Note that layer priority is from high to low, i.e., a message in a higher-numbered layer displays on top of a message in a lower-numbered layer.

How CAMIO Works

CAMIO is a centralized asset server that manages content for playback using Chyron equipment. It provides the following functions:

- Assets are uploaded from the Art Department to the CAMIO Server using either the rendering device, Asset Manager or Ingest folders.
- Once uploaded, the newsroom staff (Producers) can browse these assets and select templates within a simple interface called LUCI. With a template selected the Producer can then edit any text, images or movie Replaceable fields on a Template and insert it into their MOS rundown.
- The MOS Newsroom system publishes a rundown to CAMIO, telling it which MOS Objects are needed for playout. CAMIO sends these required assets to the playout machines along with a rundown in XML format. When a rundown is deactivated by the newsroom system CAMIO will remove the objects no longer needed from the playout machines.

GOALS OF THE ART DEPARTMENT

Art Department Workflow Overview

The CAMIO workflow integrates the art department, newsroom, control room and edit suite with a smooth unified workflow. Each department has its own roles and CAMIO user interfaces. The artist's roles are as follows:

1. **Create and upload Assets (Templates, Images, and Movies).** This is performed through the **Asset Manager** interface. These assets are made available to producers through the LUCI interface to create news content.
2. Assets should always be uploaded with **descriptive metadata** which helps producers and editors find the assets they need.
3. **Assets distribution** configured to rendering and playout devices throughout the station and station group. CAMIO provides easy to configure systems to manage that distribution.

Create Templates for LUCI

Before creating any Templates, ensure that the version of rendering software (PRIME, Lyric, etc.) used on the CAMIO Server and/or preview renderer is the same as that being used for design.

To use a Template in CAMIO, it must be generated as an XML template that CAMIO understands. There are three template types: one primary and two legacy.

1. **.CRD (CAMIO Replaceable Definition)**
2. **.LYR (Legacy Lyric Template)**
3. **.GS2 (Legacy non-Lyric Template)**

These templates all carry descriptive XML data about the replaceables available in the template that will be fulfilled by producers in LUCI.

*For information on how to create templates for each rendering device, please see the **Help** documentation for that rendering device.*

Replaceable Assets in LUCI

Text

The text fields set in the rendering software as updateable are available once ingested into **Asset Manager**. Once in **Asset Manager**, the **Label** for that field is available for update in the **Replaceables** tab in **Asset Manager**. The **Label** is the friendly name that Producers see inside LUCI.

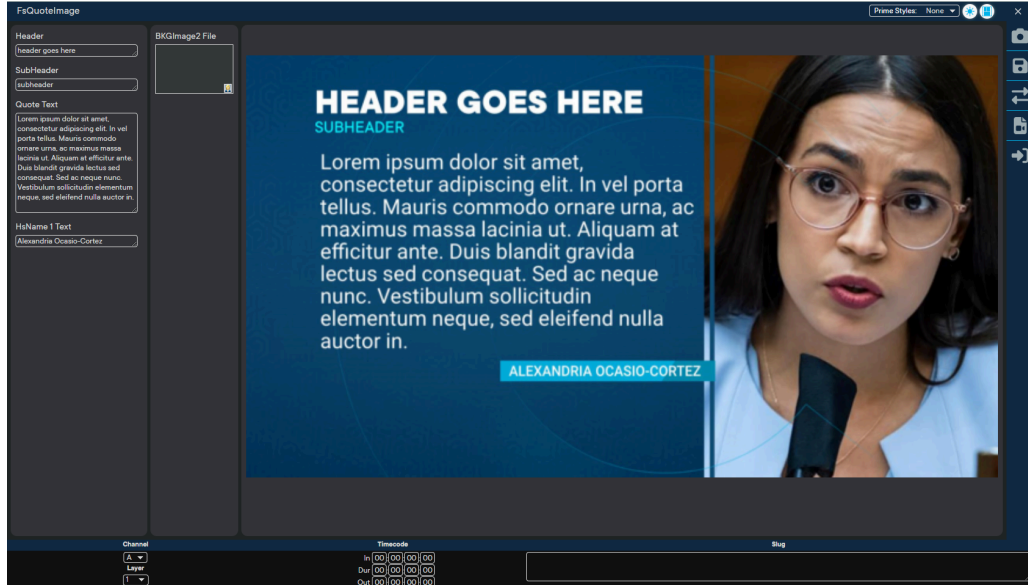
The rendering software determines the order of the text fields. The order can be overridden by moving the fields in that template's **LUCI Panel** inside the **Replaceables** tab in **Asset Manager**.

Images and Video Files

Images and Movie Files are replaceable in LUCI if they have been set as updateable in the rendering software. Like the replaceable text fields, the label of that field is imported from the rendering software and is able to be overridden in the Replaceables tab of Asset Manager.

The images and movies are displayed in LUCI in the order defined by the rendering device unless it is overridden in the Replaceables tab of Asset Manager.

Images and videos are identified in LUCI with either a filmstrip icon (videos)  or a generic image icon (images) .



ASSET MANAGER UI

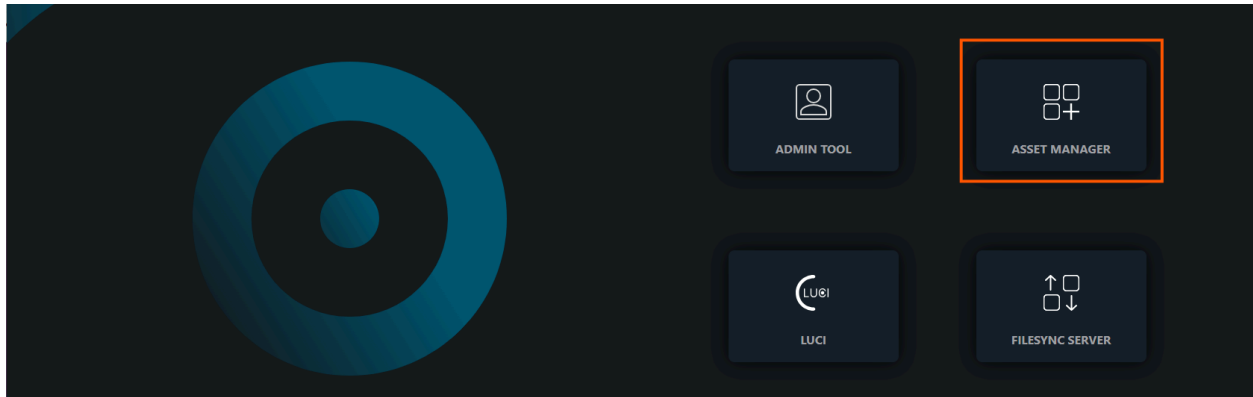
Minimum Requirements

The CAMIO Asset Manager is designed to be responsive, allowing it to function correctly in a range of browser dimensions. The minimum recommended browser size for optimal use is 1440 x 1024 pixels.

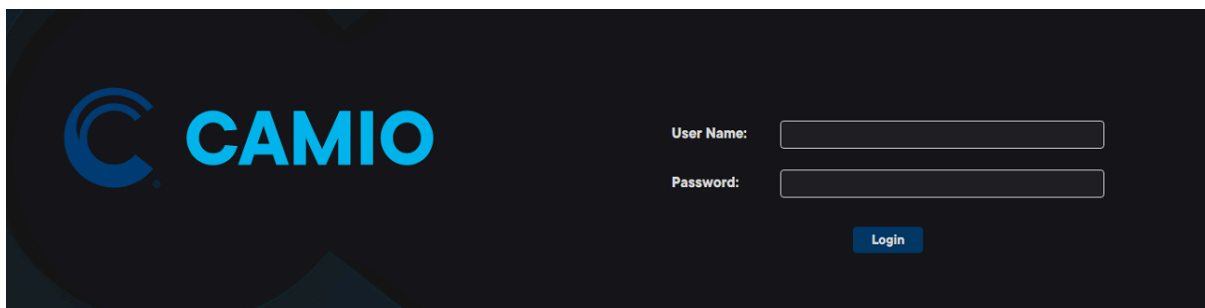
Log in to Asset Manager

You can access all of the CAMIO user interfaces as follows:

- Go to the CAMIO Home Page at <http://camioserver/camio>, and then select the appropriate icon.

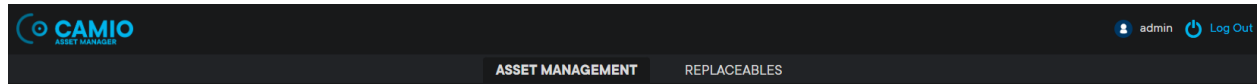


- Or, to access Asset Manager directly go to <http://camioserver/camio/assetmanager>.



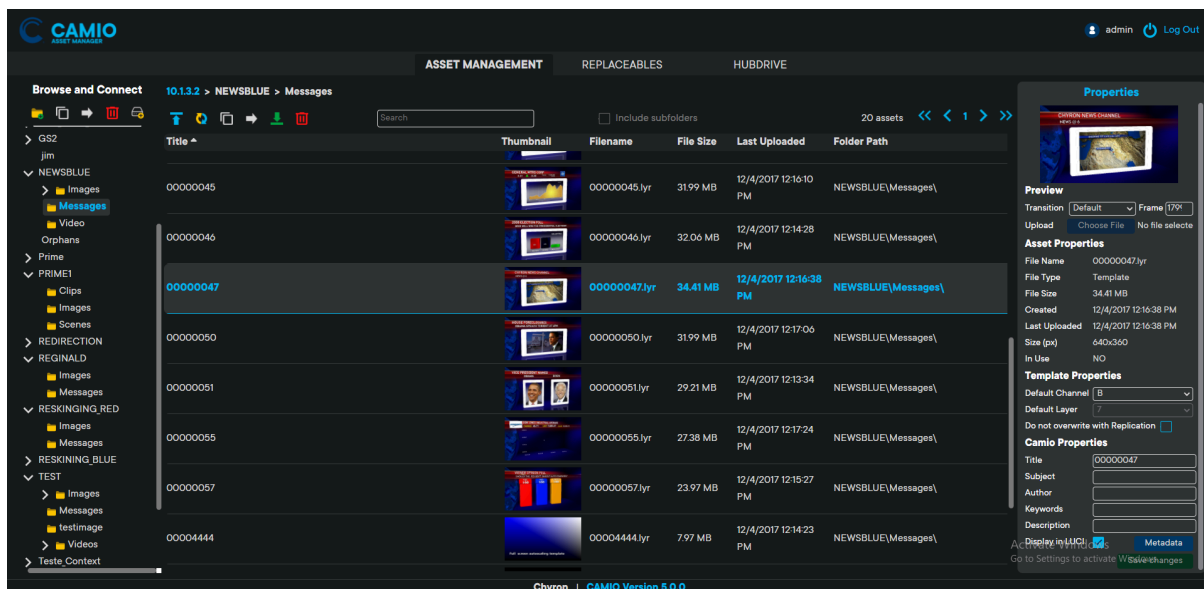
General Layout

The Asset Manager UI is a web page, best viewed in Chrome. There are three main tabs: **Asset Management** and **Replaceables**.

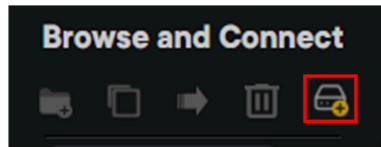


Asset Management Tab

The **Asset Management Tab** displays all templates and replaceable assets that have been ingested into CAMIO and are made available to producers via the LUCI interface. The **Asset Management Tab** comprises three panels.



- **Browse and Connect Panel:** Connect to one or more CAMIO systems by entering the **Host Name** or **IP address**, and login credentials. Displays content of connected CAMIO systems in a tree view of contexts and subfolders. To add a CAMIO Server:
 - a. Select the **Add CAMIO Server** icon, located at the top of the **Browse and Connect Panel**.



The Add CAMIO Server dialog displays:

 A screenshot of the 'Add CAMIO Server' dialog box. The title bar is dark blue with the text 'Add CAMIO Server' in white. Below the title bar, there are four input fields with labels: 'Display Name', 'Host Name', 'User Name', and 'Password'. Below these fields is a blue button labeled 'Test Connection'. At the bottom right of the dialog are two buttons: 'OK' and 'Cancel'.

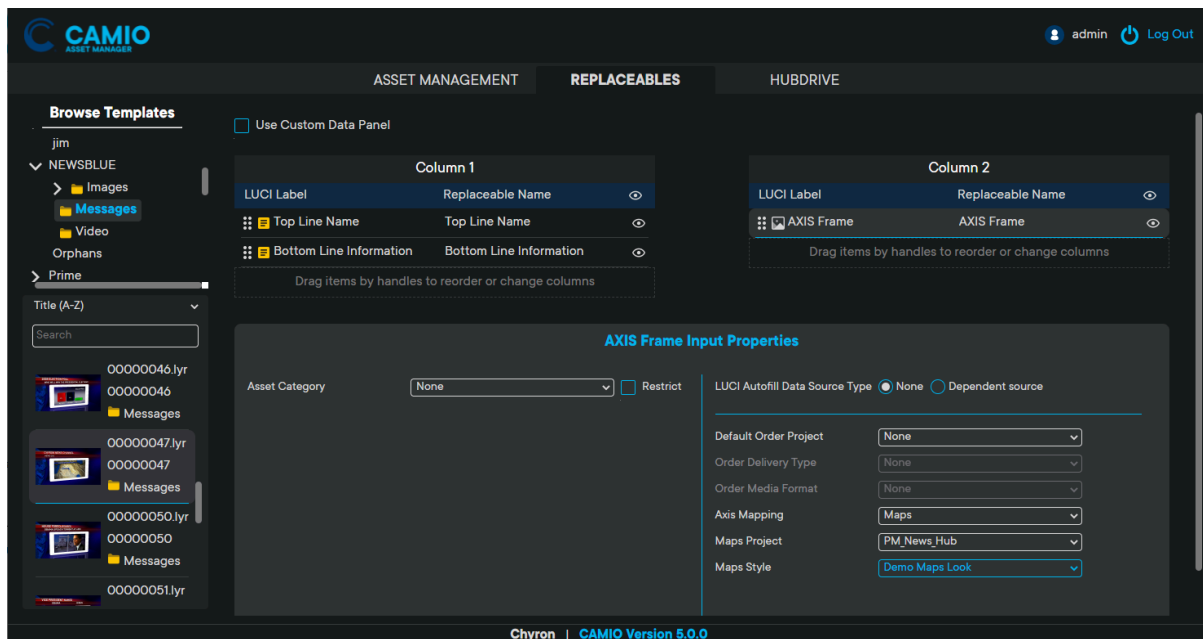
- b. Enter a **Display Name**, **Hostname** or **IP Address**, **User Name**, and **Password**.
- c. Select the **Test Connection** button to verify that the connection is valid. If it is not, then contact the CAMIO administrator.
- d. Select **OK**. The CAMIO Server appears in the **Browse and Connect Panel**.

To display the assets of a CAMIO Server:

- In the **Browse and Connect** panel, select the CAMIO Server. The folder hierarchy displays.
- **Asset Browser Panel:** Displays all assets in the selected folder in a grid view. To display an asset's metadata:
 - Select the asset. Its metadata displays in the **Properties Panel**.
- **Properties Panel:** Displays the metadata for the asset selected in the **Asset Browser Panel**.

Replaceables Tab

In the **Replaceables** tab, you configure the properties of replaceable fields in the selected template. When you select the template from the **Browse Template Panel**, the replaceable text, image and/or movie fields display. Selecting one of the replaceable fields displays the **Input Properties** panel. The input properties vary depending on the type of replaceable fields:



- **Text Properties**

- **Character Limits:** Maximum number of characters allowed in the text field.
- **LUCI Autofill Binding:** Links the text field to a **LUCI AutoFill** table. A text field can be a **Primary Source**, in which case it is displayed as a drop-down to select the **AutoFill** value. A **Dependent Source** obtains its value based on the selected **Primary Source**.

- **Image and Movie Properties**

- **LUCI Autofill Binding:** Links the image and movie field as a **Dependent Source**.
- **Default Order Project:** Clients that are **Axis Order** clients can bind an image or movie field to **Order**.

- **Axis Mapping:** Clients that are **Axis Maps**, **News**, **Charts** and **Quotes** clients can bind an image or movie field to the appropriate Axis tool.

UPLOAD ASSETS

Upload Overview

The producers use Lyric and PRIME templates, images and movie files to compose a news graphic in LUCI in their newsroom system. These assets must be uploaded to CAMIO's asset management system. There are three ways to upload assets.

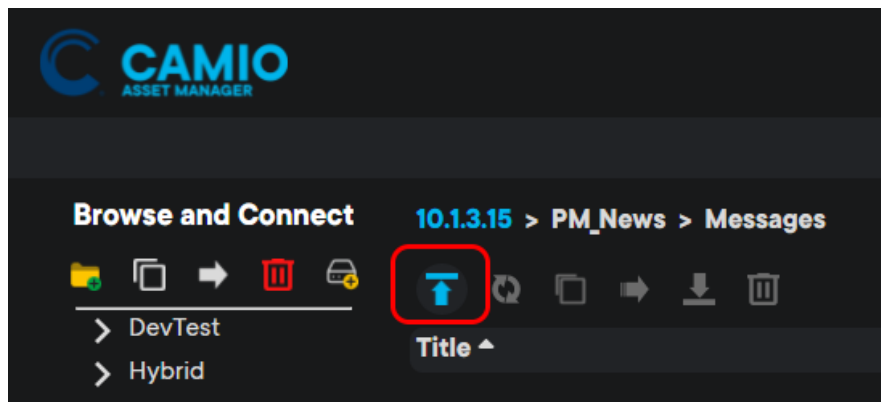
1. Upload via [Asset Manager UI](#).
2. Upload via [Ingest Folders](#).
3. Save to CAMIO [directly from Lyric and PRIME authoring tools](#).

Upload via Asset Manager UI

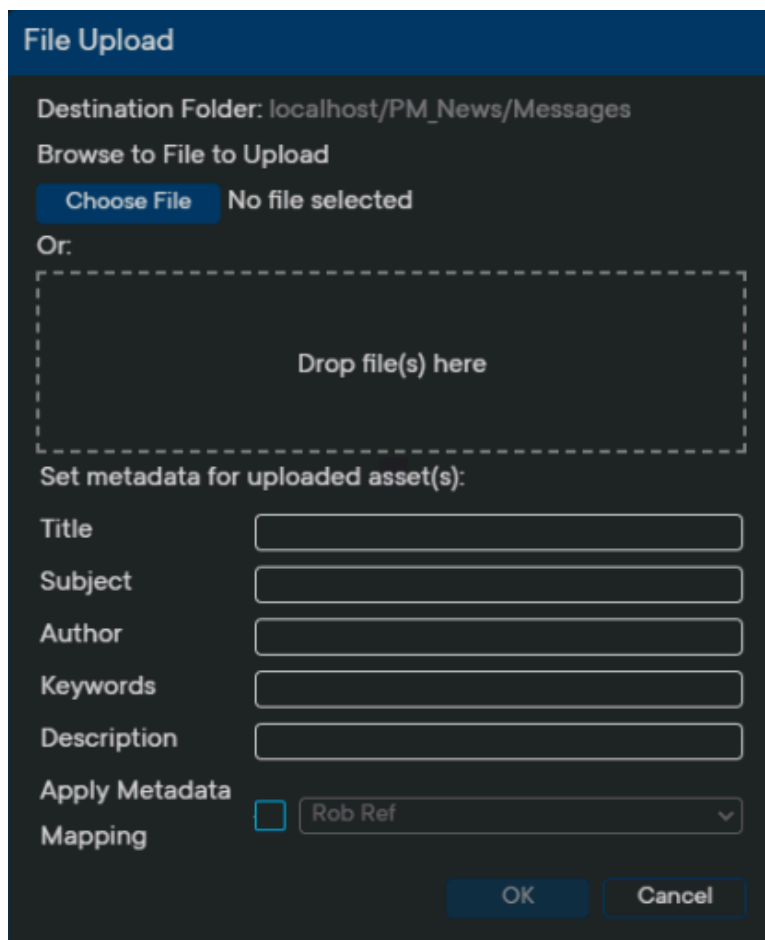
Upload New

To upload new assets:

1. Select the **Upload Assets** icon.



2. Navigate to the **Context** and folder in **Asset Manager** to which to upload the new assets. In the following example, a template is added to the **Messages** folder of the **PM_News Context** on the “sqa-2012-camio” CAMIO device.



The image shows a 'File Upload' dialog box with a dark blue header. Below the header, the 'Destination Folder' is set to 'localhost/PM_News/Messages'. There are two options for file selection: 'Browse to File to Upload' with a 'Choose File' button and 'No file selected' text, and 'Or:' followed by a dashed box labeled 'Drop file(s) here'. Below this is a section for 'Set metadata for uploaded asset(s):' with input fields for 'Title', 'Subject', 'Author', 'Keywords', and 'Description'. There is also an 'Apply Metadata Mapping' checkbox and a dropdown menu currently showing 'Rob Ref'. At the bottom right are 'OK' and 'Cancel' buttons.

File Upload

Destination Folder: localhost/PM_News/Messages

Browse to File to Upload

Choose File No file selected

Or:

Drop file(s) here

Set metadata for uploaded asset(s):

Title

Subject

Author

Keywords

Description

Apply Metadata Mapping ☐ Rob Ref

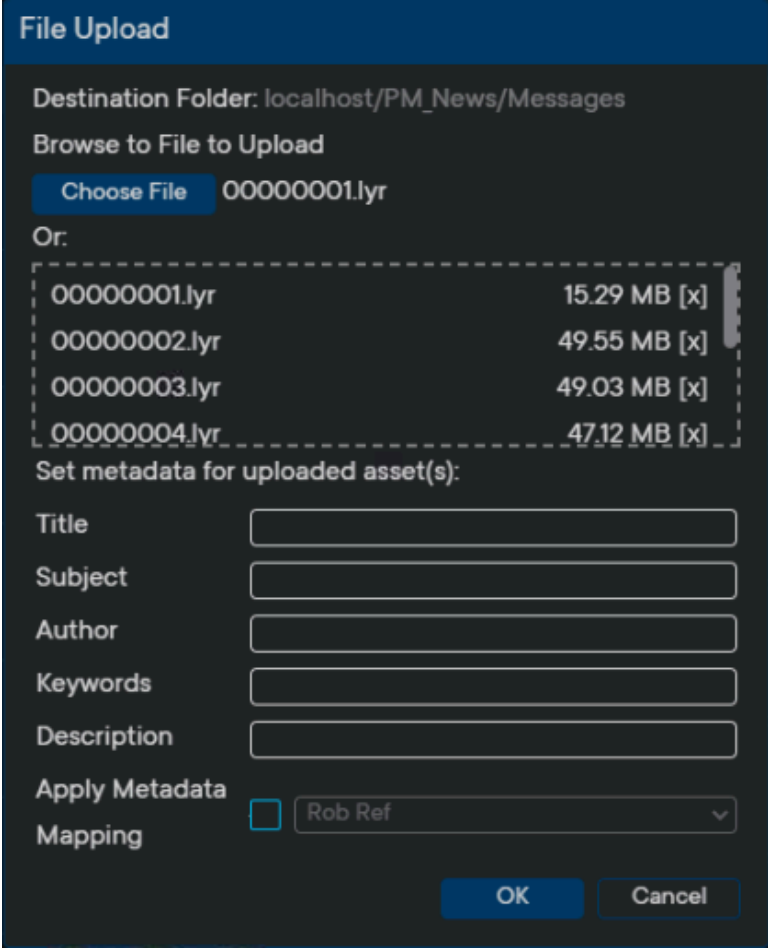
OK Cancel

3. Do one of the following:

- Select the **Choose File** button, browse to and select the **Image**, **Movie**, and/or **Template** file(s) to upload, and then select **Open**.
- Drag and drop the **Image**, **Movie**, and/or **Template** file(s) into the drop zone.

You can upload multiple files in one operation.

Please note that any subfolders created in **Asset Manager** are not visible inside LUCI.

A dark-themed dialog box titled "File Upload". It shows the destination folder as "localhost/PM_News/Messages". There is a "Browse to File to Upload" section with a "Choose File" button and the filename "00000001.lyr". Below this is a dashed box containing a list of four files: "00000001.lyr" (15.29 MB), "00000002.lyr" (49.55 MB), "00000003.lyr" (49.03 MB), and "00000004.lyr" (47.12 MB). Each file has a small "x" icon to its right. Below the file list is a section titled "Set metadata for uploaded asset(s):" with input fields for "Title", "Subject", "Author", "Keywords", and "Description". There is also a checkbox for "Apply Metadata" and a dropdown menu for "Mapping" currently set to "Rob Ref". At the bottom right are "OK" and "Cancel" buttons.

File Upload

Destination Folder: localhost/PM_News/Messages

Browse to File to Upload

Choose File 00000001.lyr

Or:

00000001.lyr	15.29 MB [x]
00000002.lyr	49.55 MB [x]
00000003.lyr	49.03 MB [x]
00000004.lyr	47.12 MB [x]

Set metadata for uploaded asset(s):

Title

Subject

Author

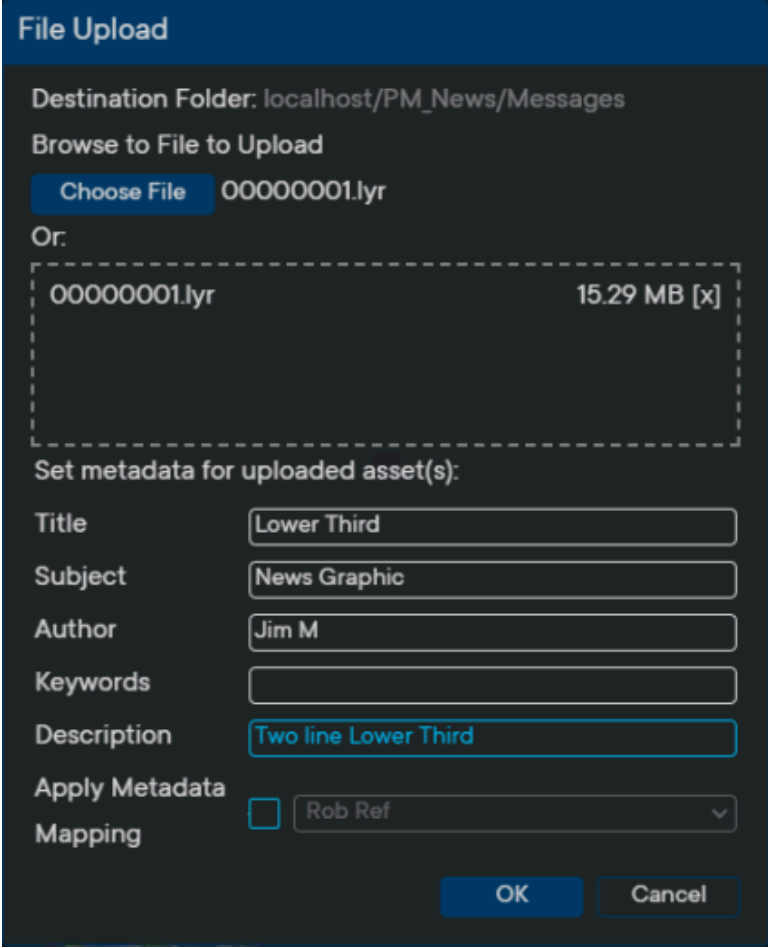
Keywords

Description

Apply Metadata ☐ Mapping

OK **Cancel**

4. Enter the **Title**, **Subject**, **Author**, **Keywords** and **Description**. This is an especially important step to ensure that producers can easily search and locate **Images**, **Movies**, and/or **Templates**., and that you can locate the assets of they require editing.

A screenshot of a 'File Upload' dialog box. The title bar is dark blue with the text 'File Upload' in white. The main area has a dark background. At the top, it says 'Destination Folder: localhost/PM_News/Messages'. Below that is a button 'Browse to File to Upload'. Then a 'Choose File' button followed by the text '00000001.lyr'. Below this is the word 'Or:'. A dashed box contains the file name '00000001.lyr' and its size '15.29 MB [x]'. Below the dashed box is the text 'Set metadata for uploaded asset(s):'. This is followed by several input fields: 'Title' with 'Lower Third', 'Subject' with 'News Graphic', 'Author' with 'Jim M', 'Keywords' (empty), and 'Description' with 'Two line Lower Third'. Below these is a section for 'Apply Metadata' with a checkbox and a dropdown menu showing 'Rob Ref'. At the bottom right are 'OK' and 'Cancel' buttons.

File Upload

Destination Folder: localhost/PM_News/Messages

Browse to File to Upload

Choose File 00000001.lyr

Or:

00000001.lyr 15.29 MB [x]

Set metadata for uploaded asset(s):

Title Lower Third

Subject News Graphic

Author Jim M

Keywords

Description Two line Lower Third

Apply Metadata ☐ Rob Ref

Mapping

OK Cancel

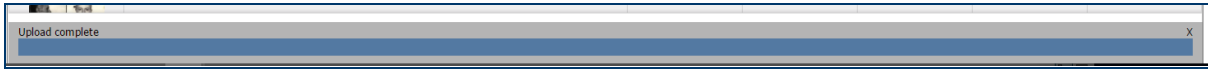
Note the following:

- Any metadata set for the uploaded files is applied to all in this upload operation. If you do not fill in any metadata fields, then a producer can still search the file name.
 - If you do not enter a **Title**, then **Title** metadata defaults to the filename.
 - If you do not specify metadata at this point, then you can do so after upload.
 - To remove a file from being uploaded, click the **[x]**.
5. **Metadata Mapping Rules** define automated methods to create metadata based on file parameters, XML sidecars, XML and XMP metadata. If desired, then enable (check) the

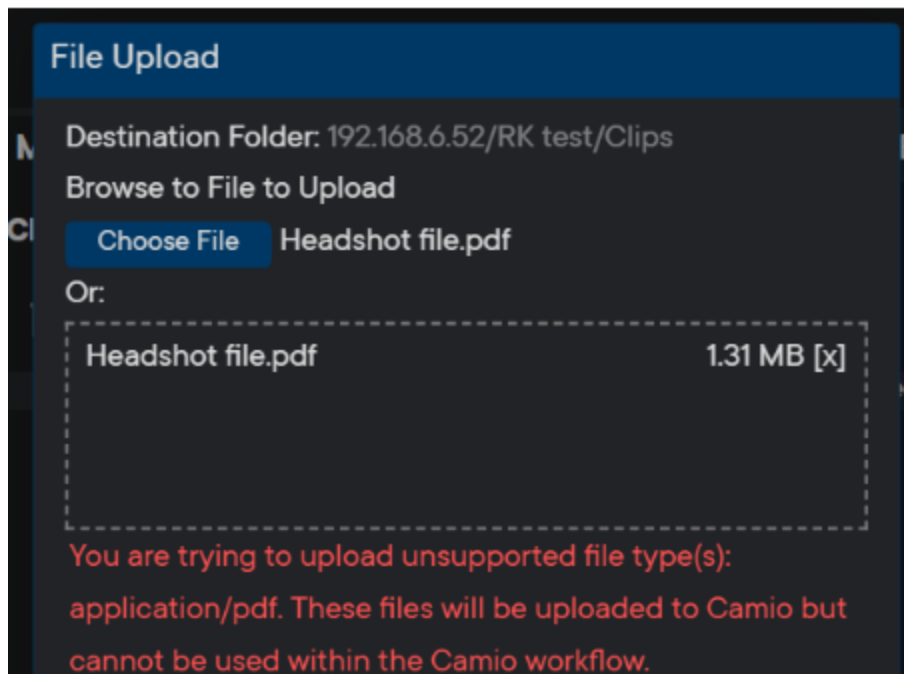
Apply Metadata Mapping checkbox. A drop-down displays a list of choices from which you can select, e.g., **16x9 Mapping**, or **Side Car XML**.

See [Metadata Mapping Rules](#) for information on **Metadata Mapping** configuration.

6. Select **OK** to perform the upload. A status bar at the bottom of the **Asset Grid** displays the progress of the upload.



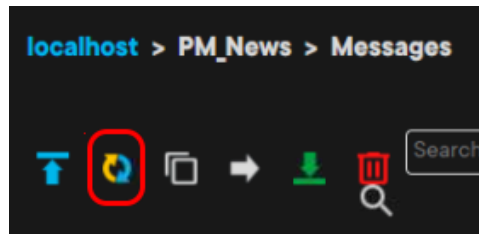
Note - if any unsupported file types are selected for upload then a warning message will be shown. The user can ignore the warning and still upload the files if they wish, but they can't be used in the Camio workflow.



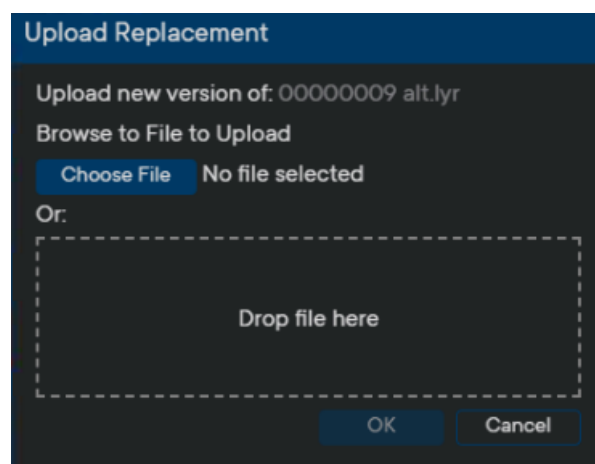
Upload Replacement

To update a current asset already uploaded to **Asset Manager**:

1. Select the single file that you want to replace, and then select the **Upload Replacement** button in the toolbar. This operation replaces the existing asset, while maintaining all metadata and links to created **MOS Objects**.



The **Upload Replacement** dialog displays.



2. Do one of the following:
 - Select the **Choose File** button, browse to and select the replacement file, and then select **Open**.
 - Drag and drop the replacement file from Windows Explorer into the drop zone.
3. Select **OK**.

Upload from the Rendering Device

In many of the rendering devices that upload content into CAMIO, there is a user interface designed to make the upload into **Asset Manager** less manual. Each renderer, e.g., PRIME, Lyric, has its own method for performing an upload. Instructions for each can be found in the documentation for the specific renderer.

Upload via Ingest Folders

Ingest Overview

CAMIO offers a quick ingest method to upload objects into specified **Contexts** when they are delivered to a configured drop folder, called an **Ingest Folder**. **Ingest Folders** are configured in the **CAMIO Admin Tools** interface, not in the **Asset Manager** interface.

What Are Ingest Folders?

Ingest Folders are folders that are specifically configured for the Art Department to work with. **Ingest Folders** are established on the CAMIO Server and sharing is enabled, so that the Art Department's systems can access them. The folders are then configured in the **Admin Tools > Ingest Folder** menu so that any file dropped into the folder is automatically ingested into a specific **Context**.

CAMIO continually monitors the **Ingest Folder**. When a **Template**, **Image** or **Movie** asset is completed and ready for upload, then the artist saves it into the **Ingest** folder, and the file is evaluated to ensure that it meets the criteria defined for that specific **Ingest Folder**.

If so, the file is automatically ingested, metadata mapping rules are executed, and the file becomes available in the configured **Context**. The creation of **Ingest Folders** is a CAMIO administrator role. Please refer to the Administrator Manual for information on setting up **Ingest Folders** or contact your CAMIO administrator.

Create Ingest Folder

Only a user with **CAMIO Admin Tools** access can create, edit and delete **Ingest Folders**. If you do not have **CAMIO Admin Tools** access, and would like to request the creation of one or more **Ingest Folders**, then review this section so that you can more precisely describe what you need.

To create an **Ingest Folder**:

1. In the **CAMIO Admin Tool**, under the **Administration** heading, select **Ingest Folders**. The **Ingest Folder Management** panel displays.



- Home Page
- Documentation
 - Manuals & Installers
- Reporting
 - List Assets
 - List Running Order
- Administration
 - Device
 - Context
 - Group
 - Context Permission
 - Ingest Folders**
 - HubDrive
 - User
 - LUCI AutoFill
 - License
 - Asset Categories
 - Metadata Mapping
 - Media Engine Formats

Ingest Folder Management

Name	Description	Path to Monitor	File Pattern	Context	Metadata Mapping	Serialization	Use Sidecar XML	
WeatherClips		i:\WeatherIngest	*.*	GS2WALL		False	False	✖
VIDIGOWATCHFOLDER		i:\vidigowatchfolder	*.*	VidigoLiveAssist		False	False	✖
Axis News		i:\ingest\news	*.*	Orphans		False	True	✖
Axis Maps		i:\ingest\maps	*.*	Orphans		False	True	✖
Axis Order		i:\ingest\order	*.*	Orphans		False	True	✖
kyle ingest		i:\Prime\Projects\Kyle Prime\Images	*.*	Kyle_PRIME_TEST		False	False	✖
CAM1777		i:\cam1777	*.*	CHYRONHEGO_NEWS		False	False	✖
Axis Charts		i:\ingest\charts	*.*	Orphans		False	False	✖
16x9 Test		i:\16x9 Test	*.*	CHYRONHEGO_NEWS	16x9 Image Mapping	False	False	✖
Metacast Ingest		i:\metacast_ingest	*.crd	Metacast		False	False	✖

[Create New Ingest Folder](#)

- Select the **Create New Ingest Folder** button [Create New Ingest Folder](#) . The **Ingest Folder Configuration** dialog displays:

Name:

Description:

Path to Monitor:

File Pattern:

Context:

National_News

Context Folder Path:

\

Metadata Mapping:

None

Serialize File Names:

☐

Use Sidecar Xml:

☐

Enabled:

☒

Save

Cancel

3. Set the following parameters:

- **Name:** Enter a name for the **Ingest Folder**.
- **Description:** Enter additional information to classify the **Ingest Folder**.
- **Path to Monitor:** Specify the location of the **Ingest Folder**. For optimal performance, Chyron recommends that all **Ingest Folders** be located on the **I:** drive of the CAMIO Server.
- **File Pattern:** Enter a file name pattern, e.g., ***.png**. In most cases, the pattern ***.*** is specified, which ingests all files.
- **Context:** From the drop-down, select the **Context** to which the ingested asset will be delivered.
- **Context Folder Path:** From the drop-down, select the subfolder in the **Context** to which the ingested asset will be delivered. Note that you can create **Context** folders in **Asset Manager**.
- **Metadata Mapping:** Leave as **None**, or from the drop-down, select the **Metadata Mapping Rule** to specify how CAMIO metadata is generated for the ingested asset. This is the metadata that is used in **Asset Manager** and **LUCI**.
- **Serialize File Names:** Specify rule for how ingested assets are named in CAMIO if there are existing assets with the same filename.
 - If disabled (unchecked), then the ingested asset replaces the existing asset.
 - If enabled (checked), then the ingested asset is added as a new asset with numbers appended to the filename.
- **Use Sidecar XML:** Specify if CAMIO should or should not expect to see a sidecar XML that carries metadata. This setting is currently used by **AXIS Order**.
 - If disabled (unchecked), then CAMIO will not expect a sidecar **XML**.
 - If enabled (checked), then CAMIO will expect a sidecar **XML**. Note that if **Use Sidecar XML** is enabled, then the asset is be ingested until the matching sidecar is received.
- **Enabled:** Specify if the Ingest Folder is active or inactive.

- If disabled (unchecked), then the **Ingest Folder** is not active but the **Ingest Folder's** settings remain.
 - If enabled (checked), then the **Ingest Folder** is active. If not selected.
4. Select **Save**. The new **Ingest Folder** appears in the list of **Ingest Folders**.

Edit Existing Ingest Folder

To edit an existing **Ingest Folder**:

1. In the **Ingest Folder Management** panel, select the name of the **Ingest Folder** that you would like to edit.
2. In the **Ingest Folder Configuration** dialog, edit the parameters, and then select **Save**. The edits are applied to the **Ingest Folder**.

Delete an Ingest Folder

To delete an Ingest Folder:

- In the **Ingest Folder Management** panel, select the **Delete** icon  that is in the same row as the **Ingest Folder** name.

Metadata Mapping

Overview

CAMIO **Ingest Folders** can work with a variety of metadata. When an asset is ingested, the upload process can read metadata from the individual file or from other sources, and use that information when populating the Chyron metadata fields, i.e., **Title**, **Author**, **Description**, **Keywords**, **Subject** and **Categories**.

Metadata Mapping Management

Default	Name	Metadata Formats		
☐	Full Screen Category	Title: Author: Description: Full Screen[Plain Text] Keywords: Subject: Category: Category[Template]Category[Image]Category[Video]		
☐	Side Car XML	Title: Title[Sidecar XML] Author: Author[Sidecar XML] Description: Description[Sidecar XML] Keywords: Keywords[Sidecar XML] Subject: Subject[Sidecar XML] Category:		

Create New

XMP Upload

XMP Reference Image:

Upload New Reference Image

No file chosen

To access the CAMIO **Metadata Mapping Rule Configuration**:

1. In the **CAMIO Admin Tool**, under the **Administration** heading, select **Metadata Mapping**. The **Metadata Mapping Management** panel displays.
2. Select the **Create New** button. The **Metadata Mapping Rule Configuration** dialog displays:

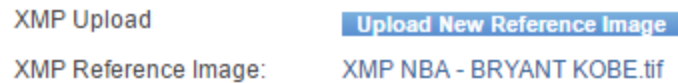
The screenshot shows the 'Metadata Mapping Rule Configuration' dialog box. It has a 'Name:' text field at the top, followed by a 'Description:' text area. Below these are five tabs: 'Title:', 'Author:', 'Description:', 'Keywords:', and 'Subject:'. The 'Description:' tab is currently selected. Inside this tab, there is a large empty text area on the left. On the right side of the tab, there is a dropdown menu showing 'Plain Text', a small text input field, and two buttons: 'Add Item' and 'Remove Item'. At the bottom of the dialog, there is an 'Example:' label above a large greyed-out text area. At the very bottom are 'Save' and 'Cancel' buttons.

CAMIO displays only five metadata fields. However, the metadata mapping functionality allows the creation of numerous mappings, which can be applied to different types of assets when they are uploaded to CAMIO. CAMIO can read a file's metadata from its associated **XMP**, **File Attribute** and **Sidcar XML**.

NOTE: Defining Metadata Mappings is a collaborative effort between the Administrator and the Artists. Configuring the Metadata Mappings in CAMIO is an Administrator role. Contact your CAMIO administrator to discuss CAMIO Metadata Mapping settings.

XMP Metadata

XMP is a metadata format created by Adobe that enables users to create their own custom metadata panels. This streamlines metadata association and enables metadata to be highly specific to the type of asset with which it is associated.



NOTE: If using XMP in Ingest Folder Metadata mapping, a sample image must be uploaded to CAMIO prior to defining the metadata mapping rules. This ensures that all XMP fields are available in the Metadata Mapping form of CAMIO's Admin Tools. Your CAMIO Administrator may request a sample image with appropriate embedded XMP.

File Attribute

File Attribute is metadata automatically stored with every file. It is basic information such as filename, extension, file size and the Modified date of the file.

The screenshot shows a 'File Attribute' dialog box. At the top, there are input fields for 'Name:' and 'Description:'. Below these is a tabbed interface with tabs for 'Title:', 'Author:', 'Description:', 'Keywords:', 'Subject:', and 'Category:'. The 'Description' tab is currently selected, showing a large text area with up and down arrows. To the right of this area is a list of file attributes under the heading 'File Attribute'. The list includes: 'Filename extension' (highlighted), 'Filename (with extension)', 'Filename (no extension)', 'AM or PM', 'Day of the week', 'Day of the week (abbreviated)', 'Year (four digit)', 'Month name', 'Month name (abbreviated)', 'Day (two digit)', 'Hour (two digit)', 'Hour (two digit 24-hour)', 'Minute (two digit)', 'Month (two digit)', 'Second (two digit)', 'Year (two digit)', 'Day (variable digit)', 'Hour (variable digit)', 'Hour (variable digit 24-hour)', and 'Minute (variable digit)'. Below the text area is an 'Example:' label and a greyed-out text field. At the bottom are 'Save' and 'Cancel' buttons.

Sidecar XML

Sidecar XML files in CAMIO support Chyron Metadata fields (**Title**, **Author**, **Description**, **Keywords** and **Subject**). This form of metadata is not stored within the asset file. It is a separate **XML** file with the same name, and must travel with the asset file. For example, the image file *wildfires.tif* will have an accompanying file named *wildfires.xml*.

Name:

Description:

Title:	Author:	Description:	Keywords:	Subject:	Category:
Sidecar XML Author Author Description Keywords Subject Title					

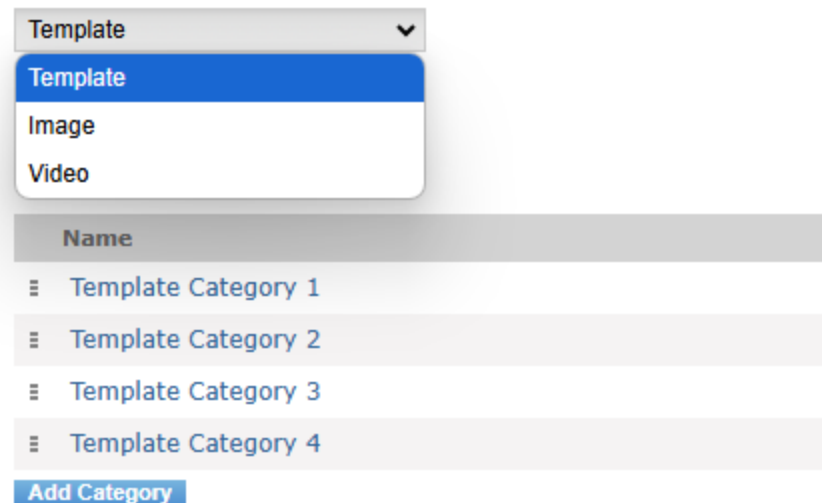
Example:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<Title>Title</Title>
<Author>Author</Author>
<Description>Description</Description>
<Keywords>Keywords</Keywords>
<Subject>Subject</Subject>
<Category>Category</Category>
```

Categories

Category metadata is unique in that it has to use category values that already exist in CAMIO. A given Metadata Mapping Rule assigns one or more values of Category based on the Asset type using a multi-select drop down Categories are defined by the administrator in Admin Tools.

Asset Category Management



The screenshot displays the 'Asset Category Management' interface. At the top, there is a dropdown menu currently set to 'Template', with a downward arrow icon. The dropdown menu is open, showing three options: 'Template' (highlighted in blue), 'Image', and 'Video'. Below the dropdown is a table with a single column header 'Name'. The table contains four rows, each with a blue double-line icon followed by the text 'Template Category 1', 'Template Category 2', 'Template Category 3', and 'Template Category 4' respectively. At the bottom of the interface is a blue button labeled 'Add Category'.

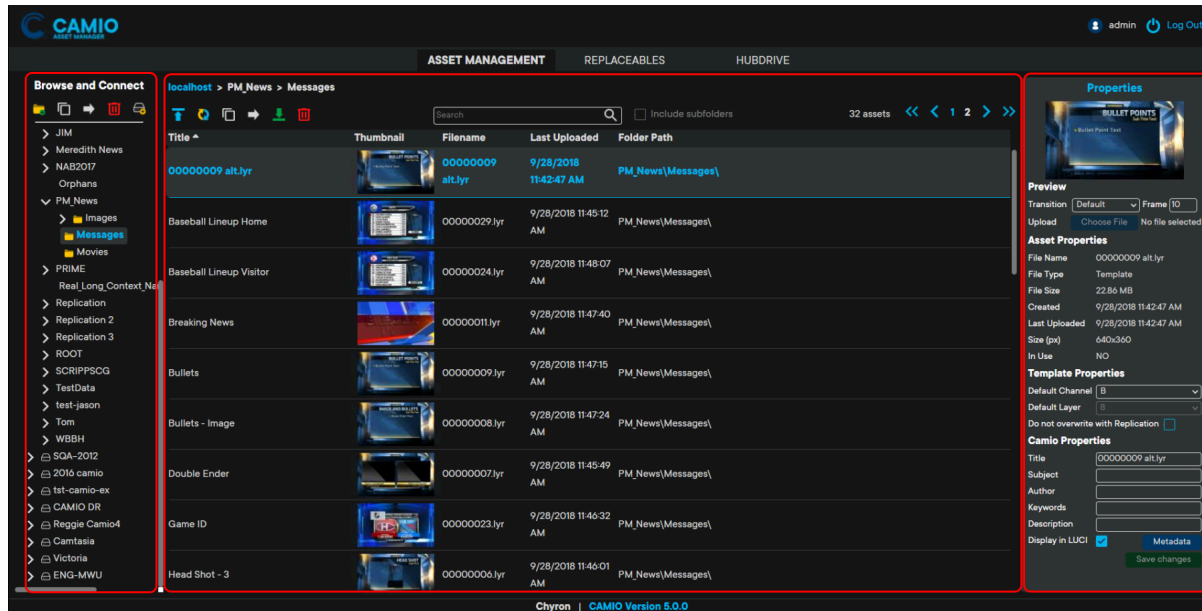
Name
Template Category 1
Template Category 2
Template Category 3
Template Category 4

Plain Text and Space

Insert Content

ASSET MANAGEMENT

Asset Manager Overview



The Asset Management tab of Asset Manager comprises three sections:

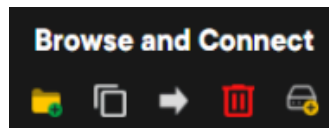
- The **Browse and Connect** column on the left displays the connected CAMIO systems, their Contexts, and their folder structures.
- The **Asset Grid** in the center displays all of the assets in the selected folder.
- The **Properties** column on the right displays the properties for the selected asset.

Browse and Connect

Browse and Connect Toolbar

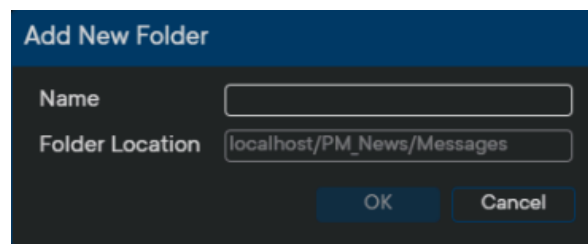
This column shows all connected CAMIO systems, as well as all **Contexts** in each CAMIO. You can expand each **Context** to view the folders in each.

From the **Browse and Connect** toolbar, you can **Create Folder**, **Copy Folder**, **Move Folder**, **Delete Folder** and add a new CAMIO connection:



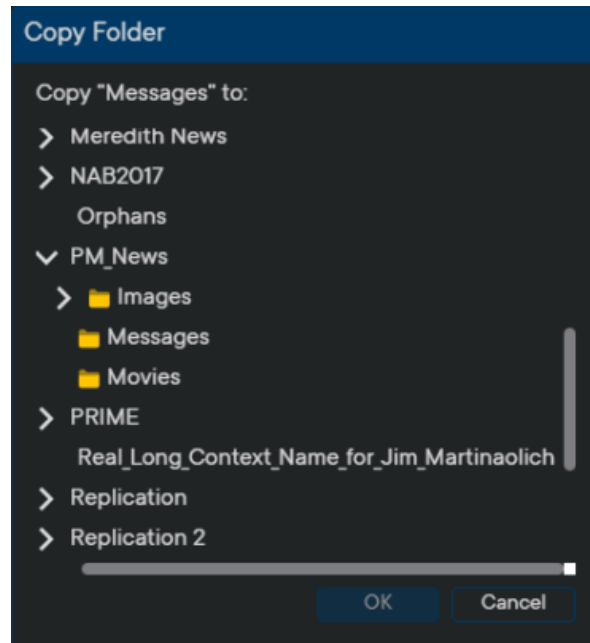
Add Folder

Add Folder adds a folder within the selected **Context** or folder.

A dark-themed dialog box titled "Add New Folder" in white text. It contains two input fields: "Name" with an empty text box, and "Folder Location" with a text box containing the text "localhost/PM_News/Messages". At the bottom right are two buttons: "OK" and "Cancel", both in white text on a dark background.

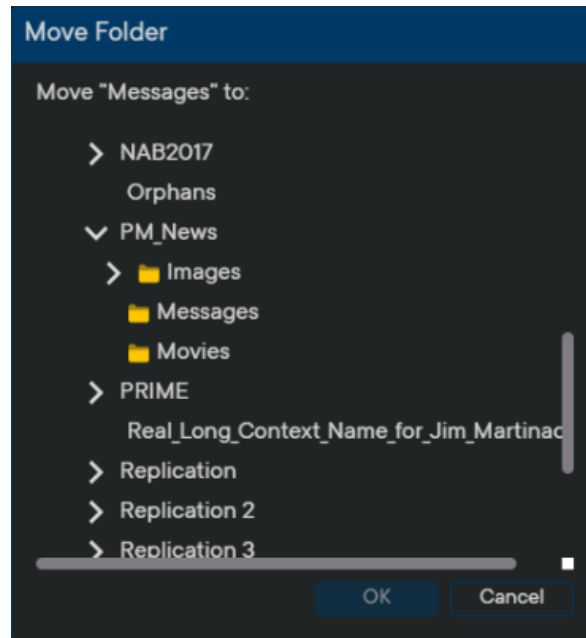
Copy Folder

Copy Folder copies the selected folder from one **Context** or folder and places another instance in a different **Context** or folder.



Move Folder

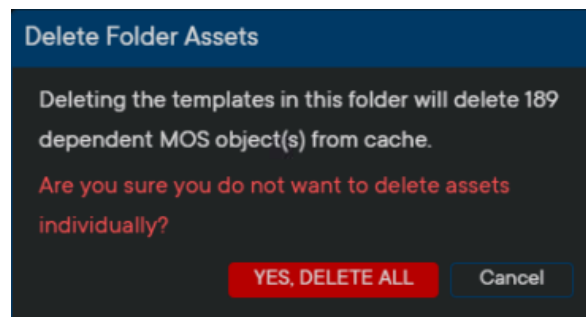
Move Folder moves the selected folder from one **Context** or folder to another.



Delete

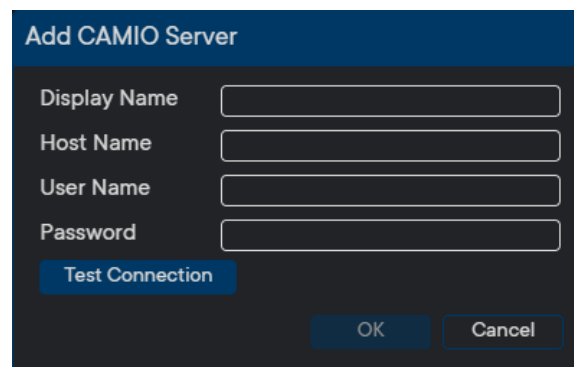
Delete Folder deletes the selected folder. Note the following:

- You cannot delete a **Context** from **Asset Manager**. **Contexts** can be deleted only in the **CAMIO Admin Tool**.
- You cannot delete a folder if it contains files or subfolders. You must delete all contents of the folder or subfolder before you can delete the folder or subfolder.
- Deleting some assets will delete **MOS Objects** which may be needed in rundowns. The **Delete Folder Assets** prompt warns you if this is the case, and directs you through the deletion process.



Add CAMIO

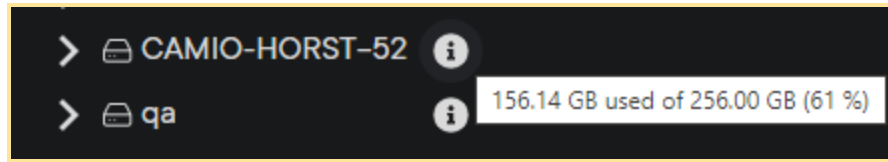
New CAMIO Server Connection provides connection to an additional CAMIO server.



- **Display Name:** CAMIO name in the **Browse and Connect** list.
- **Host Name:** CAMIO hostname or IP address.
- **User Name:** - To log into the specified CAMIO Server.

- **Password:** To log into the specified CAMIO Server.

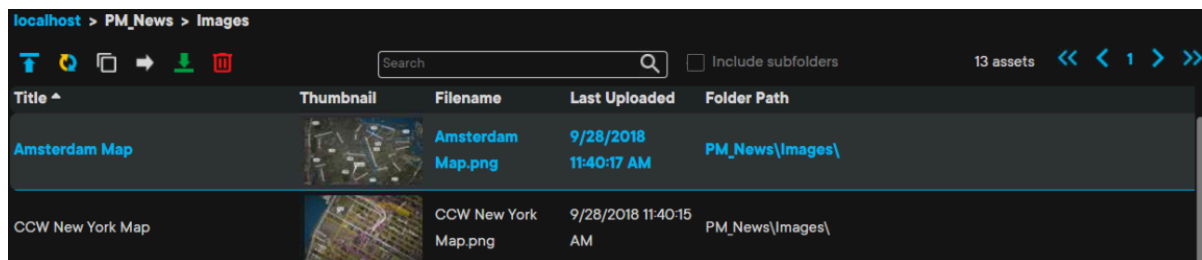
Hovering over the i icon next to the server name will show how much disk storage space is used and how much remains available on that server.



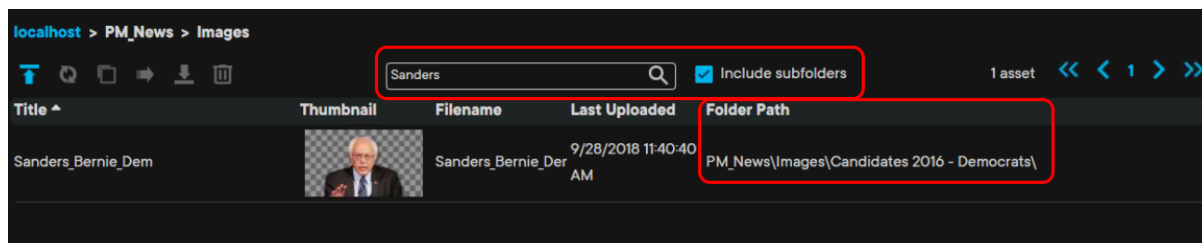
Asset Grid

Asset Grid Overview

The **Asset Grid** displays all assets contained at the selected destination in the left column.

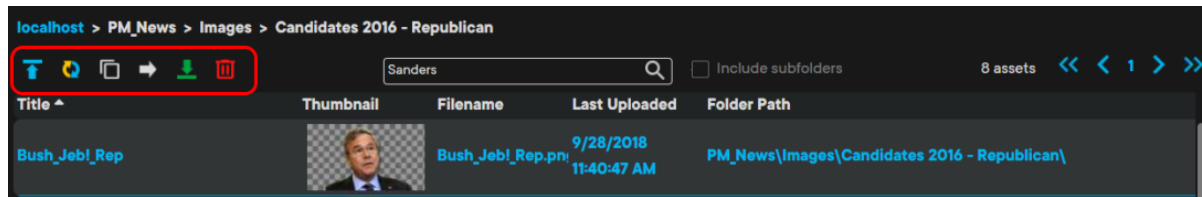


Search: Enter search terms (any metadata from the **CAMIO Properties** for the asset) and then press **Enter** to begin search. Select **Include Subfolders** as shown below to search within all subfolders as well. A folder path column is made available in the **Asset Grid** so that the location of the item can be determined. **Note that you must enter some text in the Search field before you can check Include Subfolders.**



Bread Crumbs: The **Bread Crumb** trail shows the folder navigation in the current asset grid. You can click through the folders to renavigate.

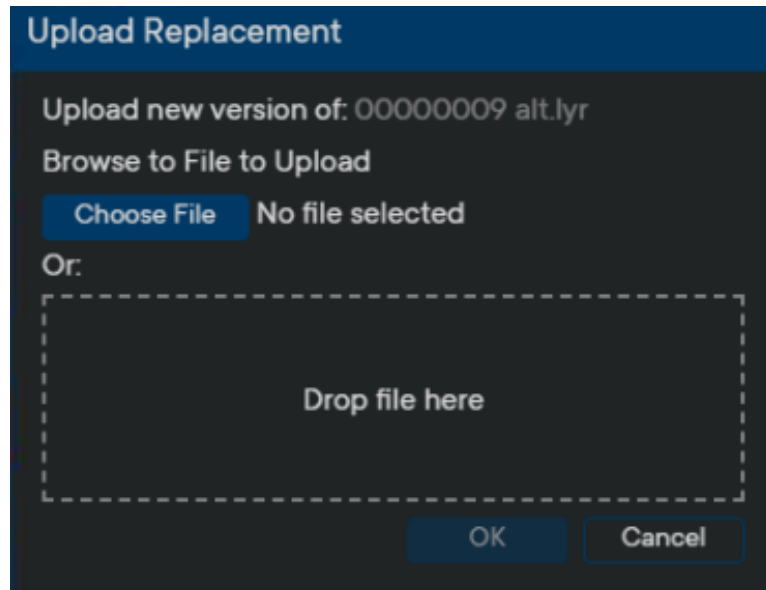
Asset Grid Toolbar



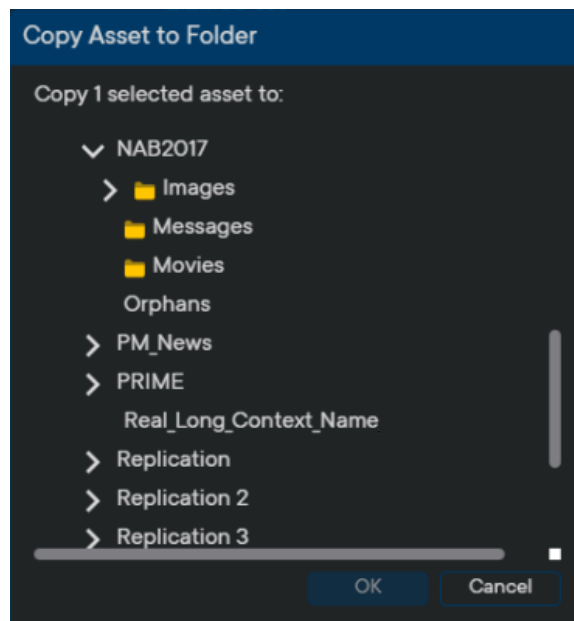
Upload : Dialog to upload new assets to the selected folder.

A 'File Upload' dialog box with a dark blue header. The main area is dark gray. It shows the 'Destination Folder' as 'localhost/PM_News/Messages'. Below this is a section 'Browse to File to Upload' with a 'Choose File' button and the text 'No file selected'. An 'Or:' label is followed by a dashed box containing the text 'Drop file(s) here'. Below this is a section 'Set metadata for uploaded asset(s):' with input fields for 'Title', 'Subject', 'Author', 'Keywords', and 'Description'. There is a checkbox for 'Apply Metadata' and a dropdown menu for 'Mapping' currently set to 'Rob Ref'. At the bottom right are 'OK' and 'Cancel' buttons.

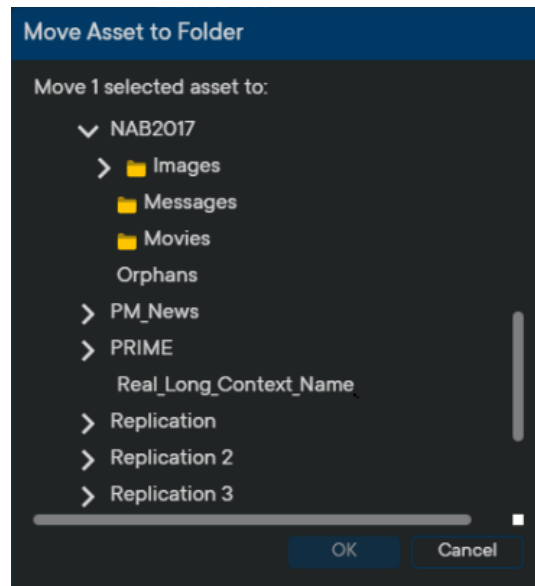
Upload Replacement : For a single asset at a time - to update, choose **Upload Replacement** and browse or drag and drop replacement asset. It will maintain the same metadata.



Copy : You can copy one or multiple assets to a different folder and then have two instances of those assets.

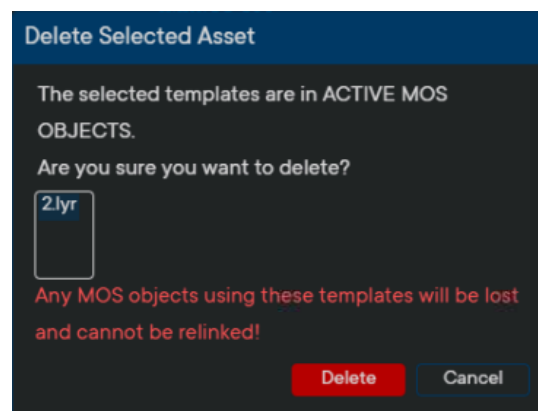


Move : You can move one or multiple assets to a different folder and then you will still only have that one instance of those assets.



Download : Allows you to download one or more assets from CAMIO to the browser's Download folder.

Delete : Deletes the selected asset or assets. If that asset is currently used in a MOS Object in an active rundown, it will notify you. By choosing to delete the item, it will not be available in the MOS object that it is being used by.



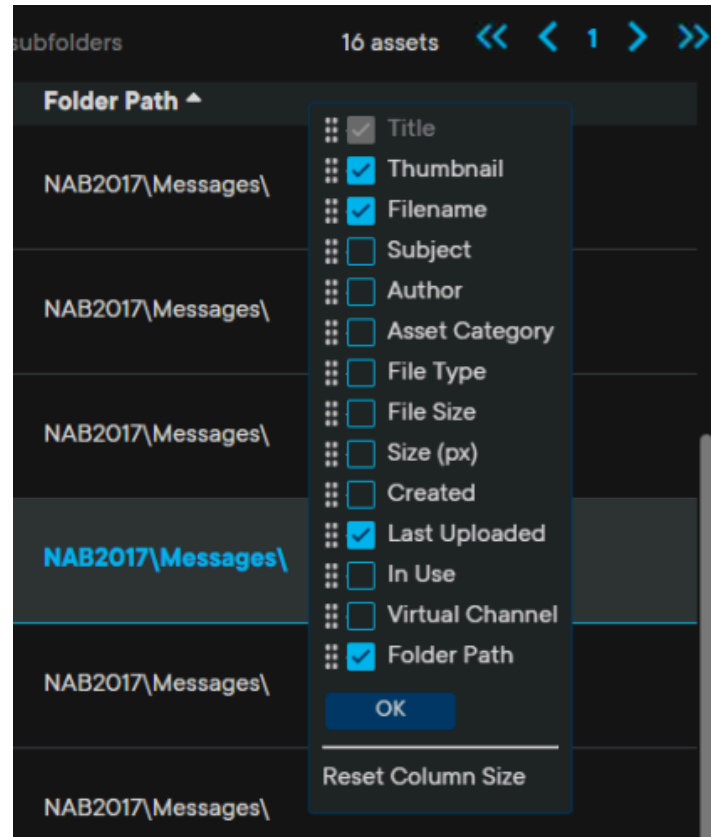
Pagination: You may navigate through the pages of assets by clicking on the numbers, paging through with the arrows.



Managing and Sorting the Asset Grid

To change the number of columns in the asset grid, right click anywhere on the headers to select or deselect. Columns can be reordered by dragging and dropping the three bars next to the column titles. Click OK to commit changes.

Columns can be resized by hovering over the line between them and dragging. Reset Column Size will reset all to fit within the visible area.



The column with the small up or down arrow is the sorting column. Left click on the column you want to sort on to set it as the sort column. Click again to change the sort direction.

Some columns are not able to be sorted. These include thumbnail and In Use.

Note: double clicking a template in the asset grid will open that Template in “Replaceables.”

Properties

Properties Overview

Properties

Preview

Transition: Default Frame: 0

Upload: Choose File No file selected

Asset Properties

File Name: 2.lyr
File Type: Template
File Size: 15.95 MB
Created: 10/2/2018 9:38:44 AM
Last Uploaded: 10/2/2018 9:38:44 AM
Size (px): 640x360
In Use: YES

Template Properties

Default Channel: C
Default Layer: 8
Do not overwrite with Replication: ☐

Camio Properties

Title: OTS
Subject: News
Author: Jim M
Keywords:
Description:
Display in LUCI: ☒ Metadata

Save changes

This is where users can set the properties for the template, image, or movie asset, as well as see properties of the item. Any time a property is changed it must be saved by pressing the **Save Changes** button.

The **Save Changes** button will be gray and inactive if no changes have been made that need to be saved.

Save changes

Once a change has been made, the Save Changes button will turn green to let you know that there are unsaved changes.

Properties are divided into four subsections:

- **Preview**
- **Asset Properties**
- **Template Properties**
- **CAMIO Properties**

CAMIO Properties has a further subsection called Metadata accessed by pressing the button on the lower left.

Preview



Transition: In Lyric templates, the preview snap frame transition can be set with this property.

Frame: In Lyric templates and Movies, the preview snap frame can be set with this property.

Upload: CRD and GS2 templates can set a single image as the preview frame instead of an actual frame in the template.

Proxy Playback: Double clicking on the preview image will launch a Proxy Playback window for movie files and Lyric templates that have had a proxy created. If there is no proxy, such as for Prime templates, a larger preview image will open.

Asset Properties

Asset Properties		
File Name	00000001.lyr	
File Type	Template	
File Size	4.87 MB	
Created	1/4/2022 10:15:08 AM	
Last Uploaded	1/4/2022 10:15:08 AM	
Size (px)	640x360	
In Use	YES	MOS Objects

These are all read-only properties describing the asset. Depending on the type of asset and available information, fields may not be fulfilled.

File Type can be Template, Image or Video (for movies).

Created and **Last Uploaded** time stamps will tell when the object was first created and if a replacement file has been uploaded to the same asset (using “Upload Replacement”), the Last Uploaded will be the time of that replacement file.

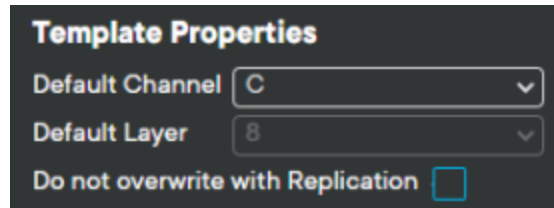
Size (px) refers to the pixel size of the assets thumbnail

In Use will be YES if this asset is used in a cached MOS object. The list of MOS objects that use this asset can be viewed by clicking on the blue MOS Objects link

MOS Objects			
Filter	Search	☐ Active Only	42 objects << < 1 2 3 > >>
MOS Object ID ^	Date Created	Last Used	Active
NATIONAL_NEWS\00010016	1/5/2022 3:38:23 PM		0
NATIONAL_NEWS\00010048	1/11/2022 2:25:03 PM		0
NATIONAL_NEWS\00010049	1/11/2022 2:28:23 PM		0
NATIONAL_NEWS\00010050	1/11/2022 2:29:56 PM		0
NATIONAL_NEWS\00010051	1/11/2022 2:30:56 PM		0
NATIONAL_NEWS\00010053	1/11/2022 2:39:06 PM		0

Template Properties

Template properties are unique to Lyric and PRIME templates,

A screenshot of a dark-themed dialog box titled "Template Properties". It contains three controls: a "Default Channel" dropdown menu with "C" selected, a "Default Layer" dropdown menu with "8" selected, and a "Do not overwrite with Replication" checkbox which is currently unchecked.

Default Channel: When designing messages for CAMIO, the artist must define the output destination of any Object built from a particular template. The Channel field is used to define this output destination. This is a virtual channel assignment which is mapped to a physical channel assignment in Admin Tools > Context channel mappings.

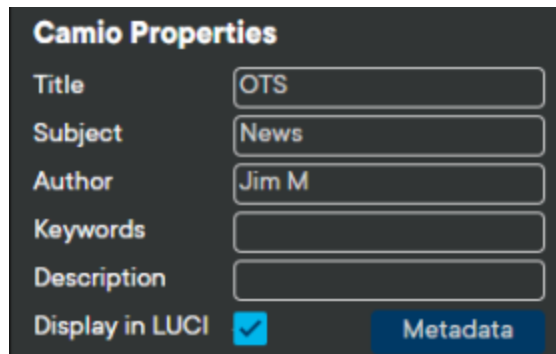
Default Layer: Default layers apply to Prime scenes only. Scenes with different layer assignments can be played independently on one Prime output. Higher numerical layers appear over lower layers on output.

Do Not Overwrite with Replication: Selecting this checkbox protects the Default Channel and Layer values of a template from being overwritten via Replication. This may be necessary when a station in a group requires to modify their default channel/layer assignment to a different value than the hub and does not want it overwritten by an update from the hub. This check box also prevents the Display in LUCI checkbox (see below) and local changes to the Replaceables tab from being overwritten.

Protected by **Do not overwrite with replication:**

1. Default Channel
2. Default Layer
3. Display in LUCI
4. Replaceables tab values

CAMIO Properties



Camio Properties

Title

Subject

Author

Keywords

Description

Display in LUCI ☒

Metadata: Fields of Title, Subject, Author, Keywords, and Description. These will all serve as searchable metadata inside Asset Manager and LUCI.

Display in LUCI: - Individual assets can be hidden from LUCI users by unchecking this box.

Metadata Button: this button allows users to enter CAMIO properties in a larger pop up user interface. If multiple objects are selected, you will be able to set properties for all at once. This display adds the Category field which opens a dropdown box of available Category values. Multiple category values can be checked when appropriate.

Metadata Properties

Template Properties

Default channel

- select a channel -

Default Layer

3

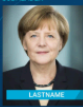
Do not overwrite
with Replication

☐

Keep Assets

☒

HEADER GOES HERE



LOREM IPSUM DOLOR SIT AMET

LOREM IPSUM DOLOR SIT AMET

LOREM IPSUM DOLOR SIT AMET

LOREM IPSUM DOLOR SIT AMET

LOREM IPSUM DOLOR SIT AMET

Camio Properties

Title

FsBulletsImage

Subject

News

Author

Jim McNews

Category

Template Category 1

Keywords

Politics, News, Business

Description

Animated template, bullet-by-bullet with headshot

Display in LUCI

☒

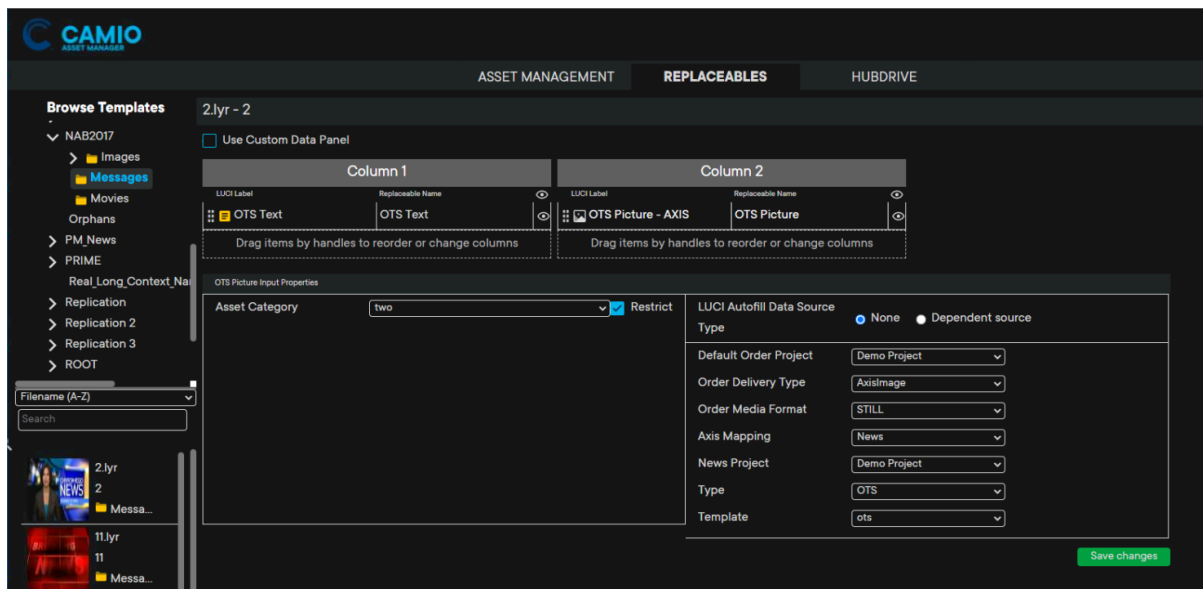
Save changes

Cancel

REPLACEABLES

Replaceables Overview

The Replaceables tab contains information about the replaceable text, image and movie fields in a LUCI template, their properties and their connection to external data sources.



Browse Templates

The left column allows users to navigate through this CAMIO's folder structure to find templates to set properties for. They are divided into two sections, the Browse Templates folder tree and the Templates List, which populates when a folder that contains templates is selected. Once a template is selected, the list of replaceables, LUCI Panel, and CAMIO replaceable properties become visible for that template.

If you click a folder that contains no templates the list will inform you.

The list of templates can be sorted by title or filename, A-Z or Z-A. The selected folder can be searched by entering search terms for the templates' metadata and pressing **Enter**.

Replaceable List

Replaceables Overview

A list of all replaceable fields for the selected template displays the fields, their types, their labels, and whether or not they are visible to the user in the LUCI Panel. Column 1 shows all replaceable text fields, Column 2 shows all replaceable image or movie fields.

Column 1			Column 2		
LUCI Label	Replaceable Name		LUCI Label	Replaceable Name	
Top Headline Text	Top Headline Text		Head Shot - Axis	Head Shot	
Sub Text	Sub Text		Drag items by handles to reorder or change columns		
Reporter Name	Reporter Name				
Reporting	Reporting				
Transition Page	Transition Page				
Drag items by handles to reorder or change columns					

Column 1		
LUCI Label	Replaceable Name	
New Label for Headline	Top Headline Text	
Sub Text	Sub Text	
Reporter Name	Reporter Name	
Reporting	Reporting	
Transition Page	Transition Page	
Drag items by handles to reorder or change columns		

Change Label

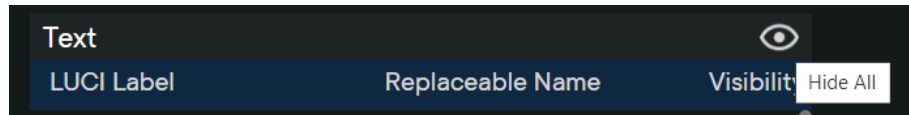
To change the label for an item in the Replaceables list, double click on the label in the first column. Press **Enter** to commit the change.

Column 1		
LUCI Label	Replaceable Name	
Top Headline Text	Top Headline Text	
Sub Text	Sub Text	
Reporter Name	Reporter Name	
Reporting	Reporting	
Transition Page	Transition Page	
Drag items by handles to reorder or change columns		

Change Visibility

Click on the eyeball icon to make a replaceable field visible or hidden in the LUCI Panel. Hidden fields are protected from being updated by the producer in situations where that is not required. Sometimes the hidden field is cryptic data

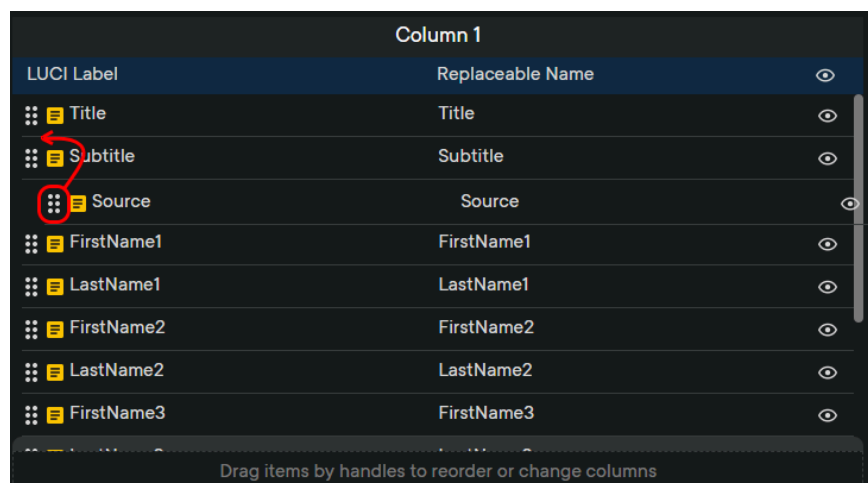
which is used by a macro to update the graphic.



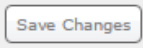
The eyeball icon at the top of the list of replaceables allows all replaceables to be hidden or unhidden. This is useful in the case where there are many replaceables, of which most need to be hidden - they can all be hidden and only the visible ones unhidden.

Reordering Replaceable Fields

Replaceable fields can be reordered in the LUCI Panel by dragging them up or down the list using the handle on the left side of the list.



Save Changes

Any time any change is made on this screen, the  button in the lower right of the screen will turn into . Please click the save changes button (or control + s) to commit any changes.

Custom Data Panels

Select this option when you have created a custom HTML panel. Design and support of Custom Data Panels is provided as a service by Chyron Professional Services. Please contact your Chyron Sales Representative for more information.

☒ Use Custom Data Panel

URL

Medium ▾

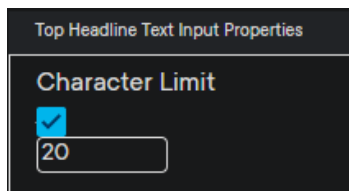
Input Properties

Input Properties Overview

Input Properties are set individually for the Replaceable Field selected above. They are different for text and media assets. Some Input Properties may be preset in the Lyric messages when it is uploaded from the MOS XML plugin. Some can be modified in this section . Prime scenes are uploaded from Prime without Input Properties and they must be configured in the Asset Manager Replaceables tab.

Text Properties

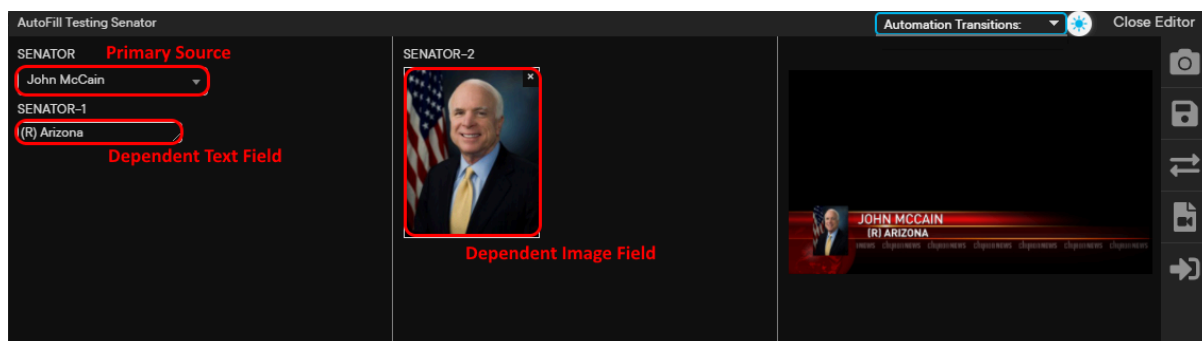
Character Limit



The Artist can elect to assign a character limit to a text field by clicking the Enabled checkbox in the Maximum Characters area. A numeric value limiting the number of characters than can appear in a text template must be entered into the input field. In the LUCI interface, the associated input field is thus limited to the number of characters specified in the Maximum Character field of this MOS menu.

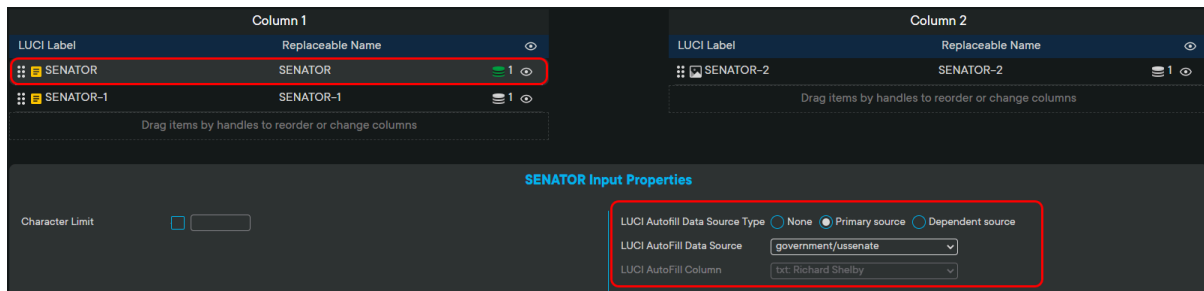
Autofill Replaceables

Improved control of Autofill template properties is added to the Asset Manager Replaceables tab. This functions the same for Lyric and Prime templates. This method will replace legacy Lyric autofill configuration via the XML Plugin. NOTE: Templates that have legacy autofill configuration will continue to work as is, but should be updated going forward using the replaceables tool.



Select the Primary Autofill Source: Primary Source is the text field that will show the drop down selection box. In this case, it is the field labelled ‘Senator’. Click on the radio button labeled ‘Primary Source’ and select the Autofill Data Source. Note that the text field will now

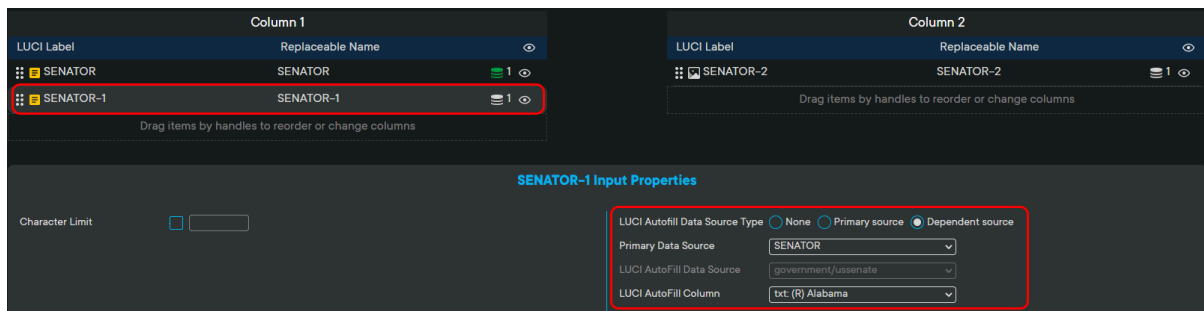
show an icon  representing a primary source. The numeral 1 is necessary to differentiate when there are multiple autofill primary sources in the same template.



The screenshot shows the LUCI interface with two columns. Column 1 contains 'SENATOR' and 'SENATOR-1'. Column 2 contains 'SENATOR-2'. The 'SENATOR' field is highlighted with a red box. Below the columns, the 'SENATOR Input Properties' are shown. The 'LUCI Autofill Data Source Type' is set to 'Primary source'. The 'LUCI AutoFill Data Source' is set to 'government/usenate'. The 'LUCI AutoFill Column' is set to 'txt: Richard Shelby'.

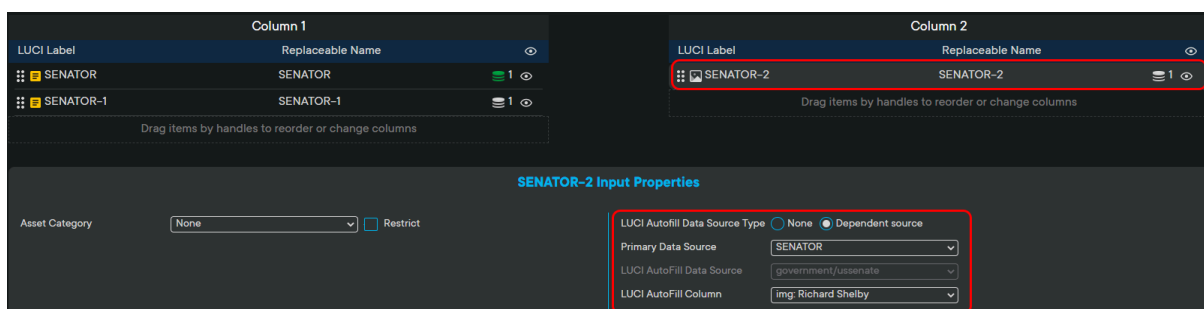
Select the Dependent Text Autofill Source: This is the text field whose value will depend on what is selected in the primary. Click on the radio button labeled ‘Dependent Source’ and select the Primary Source and the autofill field you want to bind to. Note that the text field will

now show an icon  representing a secondary source which is bound to primary source 1.



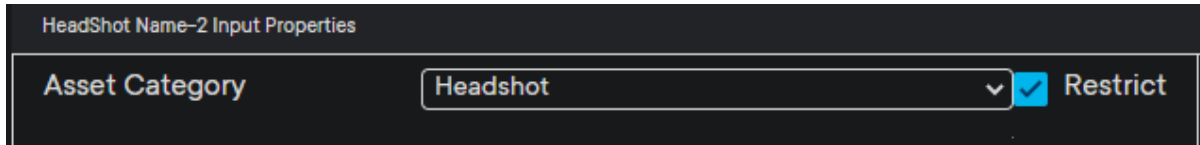
The screenshot shows the LUCI interface with two columns. Column 1 contains 'SENATOR' and 'SENATOR-1'. Column 2 contains 'SENATOR-2'. The 'SENATOR-1' field is highlighted with a red box. Below the columns, the 'SENATOR-1 Input Properties' are shown. The 'LUCI Autofill Data Source Type' is set to 'Dependent source'. The 'Primary Data Source' is set to 'SENATOR'. The 'LUCI AutoFill Data Source' is set to 'government/usenate'. The 'LUCI AutoFill Column' is set to 'txt: (R) Alabama'.

Select the Dependent Media Autofill Source: You can likewise bind image fields to autofill sources as shown below.



The screenshot shows the LUCI interface with two columns. Column 1 contains 'SENATOR' and 'SENATOR-1'. Column 2 contains 'SENATOR-2'. The 'SENATOR-2' field is highlighted with a red box. Below the columns, the 'SENATOR-2 Input Properties' are shown. The 'LUCI Autofill Data Source Type' is set to 'Dependent source'. The 'Primary Data Source' is set to 'SENATOR'. The 'LUCI AutoFill Data Source' is set to 'government/usenate'. The 'LUCI AutoFill Column' is set to 'img: Richard Shelby'.

Image and Movie Properties



HeadShot Name-2 Input Properties

Asset Category	Headshot	☒	Restrict
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Asset Categories: Asset Categories that have been set up in the CAMIO Admin for Images will be available here to assign to the selected image field. If it is preferred that the producer would ONLY be able to add assets from this Asset Category to the selected field in LUCI, select the **Restrict** button, in which case LUCI will only show assets from this category and it is not possible to select others. If the Restrict box is not checked LUCI will default to the selected category but can be changed to select others.

Appendix A - Metadata field list

Field name	Template		Image	Video	Views in LUCI				
	Lyric	Prime			Browse Template s	Browse Content	Saved Items	Edit Panel - select image	Edit Panel - select clip
Preview									
Transition	Y								
Frame	Y								
Asset properties									
Thumbnail		Y	Y	Y	Y	Y	Y	Y	Y
File Name	Y	Y	Y	Y	Y	Y	Y	Y	Y
File-type	Y	Y	Y	Y	Y	Y	Y	Y	Y
File size	Y	Y	Y	Y				Y	Y
Created	Y	Y	Y	Y					
Last uploaded	Y	Y	Y	Y	Y	Y		Y	Y
Size (px)			Y	Y		Y		Y	Y

Field name	Template		Image	Video	Views in LUCI				
	Lyric	Prime			Browse Template s	Browse Content	Saved Items	Edit Panel - select image	Edit Panel - select clip
<i>Width x Height in pixels</i>									
In use	Y	Y	Y	Y					
Template Properties									
Default channel	Y	Y							
Default layer	Y	Y							
Do not overwrite with replication	Y	Y	Y	Y					
Keep assets	Y	Y	Y	Y					
Camio properties									
Title	Y	Y	Y	Y	Y	Y	Y	Y	Y
Subject	Y	Y	Y	Y	Y	Y		Y	Y
Author	Y	Y	Y	Y	Y	Y	Y	Y	Y
Keywords	Y	Y	Y	Y	Y	Y		Y	Y

Field name	Template		Image	Video	Views in LUCI				
	Lyric	Prime			Browse Template s	Browse Content	Saved Items	Edit Panel - select image	Edit Panel - select clip
Description	Y	Y	Y	Y	Y	Y		Y	Y
Categories	Y	Y	Y	Y	Y	Y			
Display in LUCI	Y	Y	Y	Y					

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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