Sport In The Box Support

How to get Multiple Layers with Graphcis on a Output?

Erik Berglund - 2021-02-26 - Kommentarer (0) - Common questions

As some of you have noticed in the current version it is only possible to run 1 Layer of Graphics even if you put say a Fullscreen Gameclock in the background layer and a Overlay Namepress in Layer 1 they will cancel each other out.

One way of making this possible is to add a new screen controller and mix them together using Combined Outputs.

Here is how it is setup in a real user case senario where the user use the system as one ouput to a LED Scoreboard and always want to display the game clock but also want to be able to show a Fullscreen namepresentation:

I have created One Extra Screen controller for the Overlay the game clock:

 Then on The Overlay Button put that to control the second Screen controller.

For the Scene without the extra layer i asked the extra SC to be hidden:

Cange source of the standard video output to get data from Main SC to Combined Output

 Also changed the Main Preview Screen to show combined output and not the local screencontroller as a standard: