

Sport In The Box Support

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Swimming - Virtual Graphics Operator Guide

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Virtual Graphics Controller

Swimming results laid straight onto the water — names, flags and times sitting flat in the real lanes.



This is what you are setting up.

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1. What this is

This template puts the swimming results **on the pool itself**. Every lane gets a strip showing the swimmer's rank, name, flag or club badge and times — and the strips lie flat on the water, lined up with the real lanes the way your camera sees them.

Once it's running, it looks after itself:

- the **start list** appears before the race,
- **split times** fill in as the swimmers reach each wall,
- **finish times and rank** come up as they touch, with medal colours for the top three.

The two pieces you'll handle

- **The template** — you load this into Sport in the Box just like any other template. It draws the graphic and gets the swimming data.
- **The Controller** — a small app you keep open beside SiB. This is where you line the graphic up with your pool, and it's the only thing you actually click during an event.

Same computer. The Controller has to run on the same PC as SiB. That's the only rule about where things go.

2. Set it up

Put the Virtual Graphics Controller file on the computer that runs SiB. It's a single file — there's nothing to install.

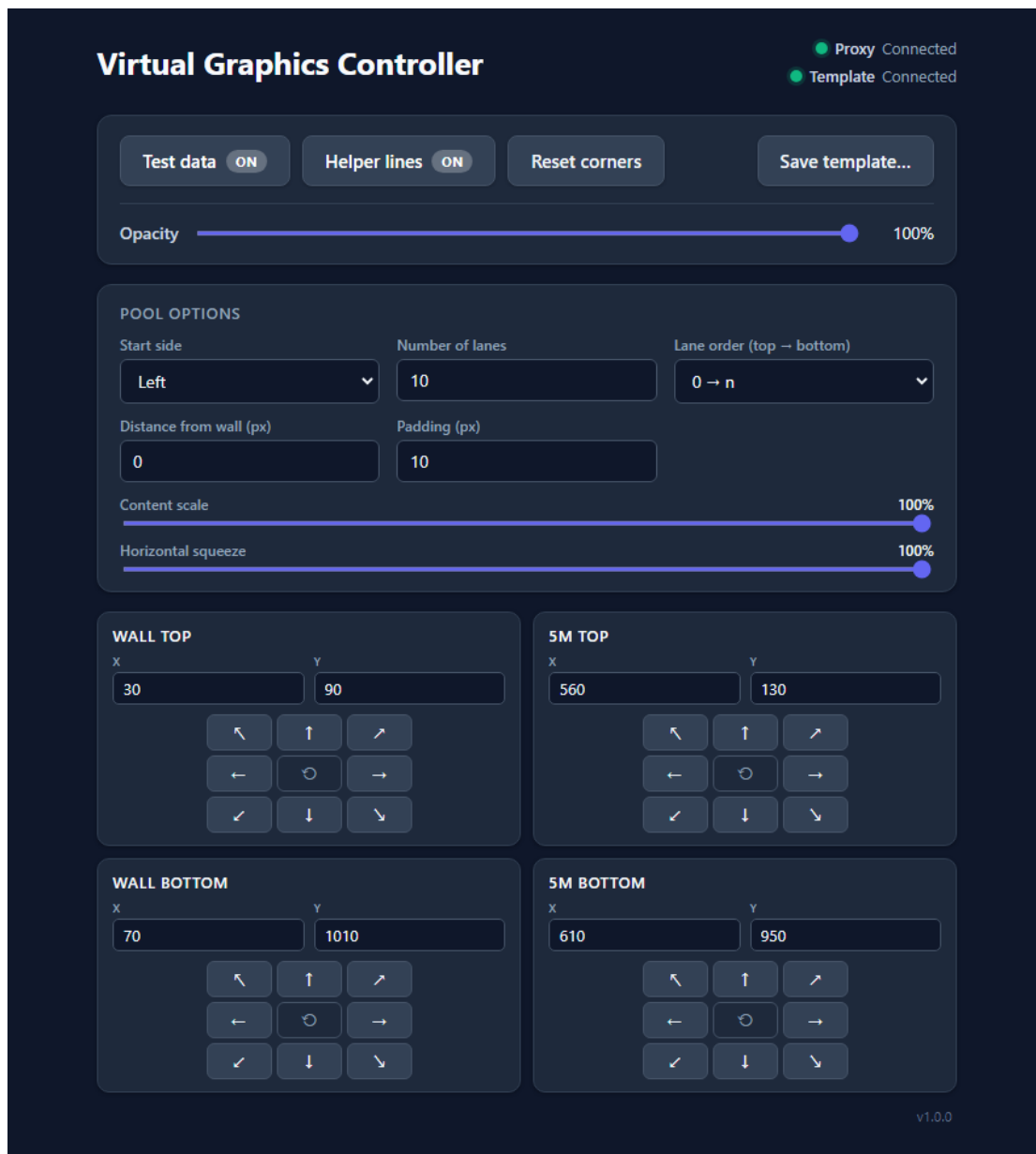
1. Double-click **Virtual Graphics Controller.exe**. The window opens.
2. Click **Save template...** and save the template file somewhere you'll find it again.

3. In SiB, load that template the same way you load any other, and place it over your pool camera in your output.
4. Start the template. The two lights in the top right of the Controller turn green.
5. The Controller's buttons wake up. You're ready to line the graphic up.

The two lights:

- Proxy — the app itself is ready
- Template — SiB has found it

Everything greyed out? That's normal until the **Template** light goes green — it just means the template isn't running in SiB yet.



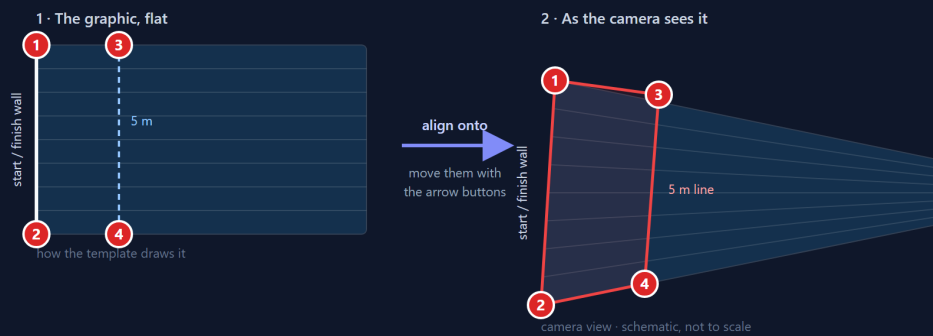
The Controller, with both lights green and everything ready to use.

3. Line it up with the pool

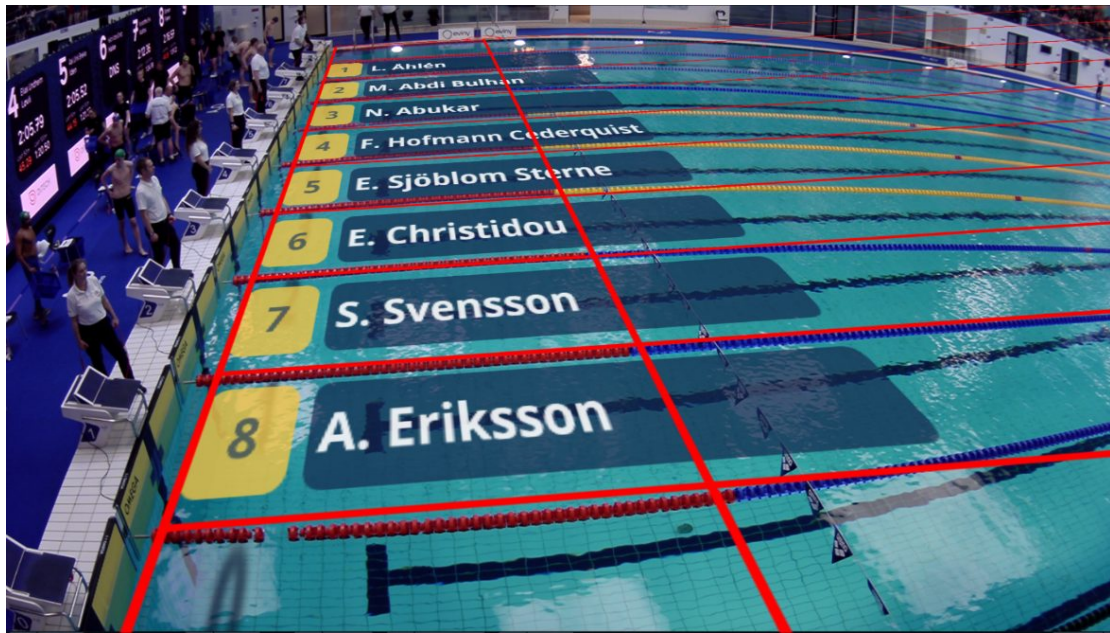
You need a camera shot of the pool where you can see the **start/finish wall** and roughly the first **5 metres** of the lanes. Lining the graphic up against that shot is the one job that takes a little care — and you only do it once per camera position. If the camera moves, you do it again.

You're telling the graphic where the pool is in your picture. You do that by putting **four points** onto two lines you can see in the shot: the **start/finish wall**, and the **5 metre line**. Everything between those two lines gets stretched to match, so the names and times end up lying on the water.

The four alignment points



1. Turn **Test data ON**. A sample start list appears on the pool, so you don't have to wait for real swimmers.
2. Turn **Helper lines ON**. A red box and red lane lines appear on the output — that's what you aim with.
3. Set the **Pool options** first: **Start side** (which side of the picture the wall is on), **Number of lanes**, and **Lane order** so the numbers match the real lanes. Do these before you touch the points — changing them moves everything.
4. Now move the four points. Each has its own card with arrow buttons: click an arrow to nudge it one step, or hold it down to slide it along.
 - **Wall top** and **Wall bottom** go on the two ends of the start/finish wall.
 - **5m top** and **5m bottom** go on the 5 metre line.
5. Keep nudging until the red box and the red lane lines sit neatly on the real pool.



Helper lines on the camera. When the red lines hug the real lanes, you're done.

The point you moved last pulses on screen, so you never lose track of which one you're adjusting.

Making it fit nicely

- Strips a bit too big or too small for the lanes — lower **Content scale**.
- Right height but too wide — lower **Horizontal squeeze**.
- Text feels cramped in the strip — raise **Padding**.
- Whole block sitting too close to the wall — change **Distance from wall**.
- Made a mess of one point — press the ☐ in the middle of its arrows.
Made a mess of all four — press **Reset corners**.

It saves itself. Your alignment and pool options are remembered automatically — nothing to press, and they're still there after a restart.

4. Go live

1. Turn **Test data OFF** — while it's on, the sample list blocks the real one.

2. Turn **Helper lines OFF** — or the red box goes to air with you.
3. Set **Opacity** to taste.

That's it. From here the graphic runs itself off the timing data — start list, then splits as the swimmers turn, then finish times and rank as they touch.



Live on the pool.

5. Every button explained

Buttons and lights

Control	What it does
Proxy light	Green means the app itself is running properly. It should go green a second after you open it.
Template light	Green means SiB has found the template and you can control it.
Test data	Shows a sample start list on the pool so you can line things up without live swimmers. Turn it off before you go on air — real data is held back while it's on.
Helper lines	Draws the red guide box and lane lines on the output to aim with. Turn it off before you go on air.
Reset corners	Puts all four points back where they started. It asks first.
Save template...	Saves the template file, ready to load into SiB.
Opacity	Fades the whole graphic, from solid down to invisible.

Pool options — describe your pool so the graphic matches it

Option	What it does
Start side	Which side of the picture the start/finish wall is on. Changing it moves the point cards to match and resets the points.
Number of lanes	How many lanes your pool has, from 2 to 12.
Lane order	Whether lane numbers count up or down as you go down the picture. Set it so the numbers on screen match the real lanes.
Distance from wall	Slides the whole block of strips along the lanes, away from the wall.
Padding	Adds a little air above and below the text inside each strip.
Content scale	Shrinks everything evenly. Use it if the strips feel too big for the lanes.
Horizontal squeeze	Narrows the strips sideways only, without making them shorter.

The four point cards — Wall top, Wall bottom, 5m top, 5m bottom

Control	What it does
X and Y	The exact position of that point, if you'd rather type it than nudge it.
Arrow buttons	Click to nudge the point one step. Hold to keep moving.
□	Resets just that one point.

6. Template settings in SiB

Open the template's settings in SiB the same way as any other template. All of this is optional — the defaults work — so change only what doesn't suit your production.

General

Setting	What it does	Default
Show status	Shows record tags such as WR or MR next to a swimmer.	On
Show only top three	On the result, shows only the medallists instead of the whole field.	On
Fade out splits time	How many seconds a split time stays on screen before it fades away.	20
Show only one side of pool	Which end's split times to show: Start/Finish , Turn side , Both , or Finish only .	Both
Name display	How to shorten names: normal , reverse (surname first), or only first .	normal

Club logos / flag images

Setting	What it does	Default
Choose image	What to show beside each name: show flags , show club logos , or none .	show flags
Club logo source	Which name your logo files are named after, so the template can find them — Nation (Sweden), NationCode (SWE), Club (full club name) or ClubShort (short club name). Pick the one that matches your filenames.	ClubShort
Club logos folder	The folder holding those logo files. They should be 120 × 120 pixels.	—

Styling

Setting	What it does	Default
Row opacity	How see-through each lane strip is. 0 is invisible, 1 is solid.	0.8
Use medal colors	Gold, silver and bronze behind the rank of the top three.	On
Custom colors	Turn this on to use the six colours below. With it off, the template uses its own look.	Off
Text color 1	Main colour for text and lines.	White
Text color 2	Second text colour.	Dark blue
Text color 3	Third text colour.	White
Background color 1	Main background colour of the strips.	Blue
Background color 2	Second background colour.	White
Background color 3	Third background colour.	Grey
Force uppercase	Puts all the text in capitals.	Off

Perspective. Leave this category alone — the Controller uses it to reach the template, and the alignment you set in the Controller lives here.

7. If something looks wrong

All the buttons are greyed out

The Controller hasn't found the template yet. Start the template in SiB, and check it's the same computer the Controller is on. The **Template** light goes green when it connects.

The Template light won't go green

Stop the template in SiB and start it again with the Controller already open. If it still won't connect, open the template's settings in SiB and, under **Perspective**, set **Port** back to 36970 — someone may have changed it.

The Proxy light stays red

Usually an older copy of the Controller is still open in the background. Close everything, then open it again.

Nothing is showing on the pool

Check **Opacity** isn't turned down, and that the template is actually on air in your output. Turn **Test data** on for a moment — if the sample list appears, the graphic is fine and you're just waiting on data.

Everything jumped out of place after I changed a setting

Changing **Start side** or **Number of lanes** moves the whole layout, and Start side resets the points. Line the four points up again — it only takes a moment.

The strips don't sit properly in the lanes

Too big or small, lower **Content scale**. Too wide but the right height, lower **Horizontal squeeze**. Still off, turn **Helper lines** on and nudge the four points again.

The graphic shows on both preview and program

That's fine and expected. Both use the same alignment.

8. Updating

- **The Controller:** replace the old file with the new version. Your alignment isn't stored in the app, so nothing is lost.
- **The template:** after updating, click **Save template...** again and load the new file into SiB.

Virtual Graphics Controller · swimming · operator guide. The diagram is schematic; the two broadcast frames are real footage of the graphic in use.