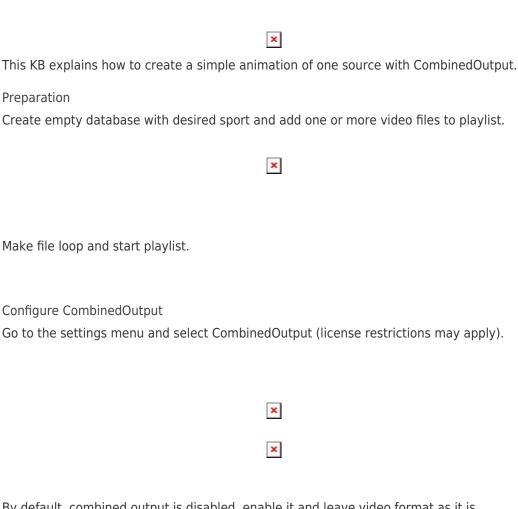
## **Sport In The Box Support**

Knowledgebase > Combined Output > How to create simple animation with Combined output

How to create simple animation with Combined output Dmitri Peredera - 2023-10-20 - Comments (0) - Combined Output

## How to create simple animation with Combined output



By default, combined output is disabled, enable it and leave video format as it is.

For demonstration purpose, write \*blue\* in background color.

×

Create views and layer

CombinedOutput is mostly used to compose and animate different elements like

ScreenController. For simple composition of up to three elements show at the same time, ScreenController with three layers may be enough. Create element by pressing add button. Element name can be changed by clicking on it's name and typing. × Each element will exist on all new scenes and can be customized individually. Go to the scenes ![6\_empty\_scenes.png](6\_empty\_scenes.png) × And add two scenes × name those new view left and new view right or any other name. Change transition time by clicking in cell and typing or using the numeric editor inside the cell. Active scene is changed with the transition time by clicking on it. In the runtime, scene is usually changed with QuickButton. Try changing scene and look at the property editor. It should look like that:

When the source is changed, width and height is changed to the source values.

Change the source of both layers to Main.

At this point, both elements should show file playing at full screen. Change elements Change element values by editing those either in property panel or by clicking on layer cell, mouse scroll also works. Left scene Change \_width\_ and \_height\_ of left source to 640 and 360. × Right scene Change \_width\_ and \_height\_ of left source to 640 and 360. Change \_x\_ to 640. × Press scene names and adjust animation time if needed. × Configure quickButtons Close settings and create two *QuickButtons* × Edit buttons to activate *left* or *right* scene. ×

Press *right mouse button* on main preview area and select *Combined Output* as preview source.



Press *QuickButtons* to change the current scene and perform the animation.

