Sport In The Box Support

How to tile with CombinedOutput

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LED screens are usually visible in Windows as regular monitors and have resolution like **800 x 600px**.

The picture from video above is **3200 x 96px** and represents a pre-manufactured content where each ICC logo can be a different vendor.

It can be scaled with the *CombinedOutput*, but other way is to scale it with the *VideoWindow.*

Configure ScreenController

Got to the *ScreenController* settings and change vide format to *Custom* at **3.200 x 96 at 50fps**,
For the purpose of the tutorial, change background to white or color bars.

Add files

Go to the playlist and add file with the format of **3200 x 96px** and loop it using the right mouse button menu.

Start playback.

Configure CombinedOutput

Go back to the settings and select *Combined output*.

Enable *CombinedOutput* and set width to **800** and height to **600** pixels.
Format of the output should match the size of LED screen.

All sizes are recalculated when the canvas format is changed, so video format should be set first.

Create views and layer

Press *Add new element* button and add new element for _ScreenController_.

Name elements by clicking on element name and name elements: Element 1, Element 2, Element 3 and Element 4.

Set source to Main screen, width and crop width to 800 (same as CombinedOutput format width). Height should already be filled to 96.

For the purpose of tutorial, set border to 4 and border color to red.

Element values can be changed either by typing inside the layer table

or using the editor

Switch to the scenes and press *Add scene* button once.

Press the clone button and create copies of current element, those will get the same source and be placed below current element.

Element name can be changed by clicking on selected element again and typing.

Change values to match the table:

Name	X	Y	Width	Height	Start X	Start Y	Crop width	Crop height	border color
Element 1	0	0	800	96	0	0	800	96	red
Element 2	0	96	800	96	800	0	800	96	yellow
Element 3	0	192	800	96	1600	0	800	96	green
Element 4	0	288	800	96	2400	0	800	96	blue

Configure VideoWindows

Go to the *VideoWindow* settings and press *add* button to create new video window.
Window position can be changed either by changing values in settings or moving selected window.

Create first *VideoWindow* and set the source to the *CombinedOutput*

Width and height should be set to **800x600**, *x* and *y* is position on the screen.

Output window should now show something like that: