Sport In The Box Support

How to create a flex / kiss cam

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How to create a flex cam

Layers

To create some kind of content with transparency we need to talk about layers.
Because of historical reasons layers are placed in ScreenController like *Main*, *Top*, *Back*.

Video with flex cam or transparency must be placed above the video with content.
Note that all video formats doesn't support alpha channel, use *mov*, *webm* or similar formats. Same is applied to the images.

To check if the video has transparency, open it in VLC. It looks different.

Add flex file to top layer and content to main layer.

Start both files.

Hint: use QuickButtons to start flex overlay.

The result will look like: