Sport In The Box Support

<u>Ohjeet > Combined Output > How to tile with CombinedOutput</u>

How to tile with CombinedOutput

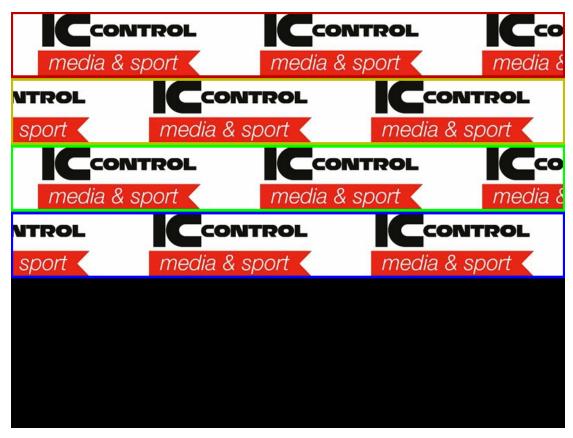
Dmitri Peredera - 2023-10-23 - <u>Comments (0)</u> - <u>Combined Output</u>

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

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The picture from video above is $3200 \times 96px$ 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.

Screen controller	
Me:	Main
Pefault background:	Colorbars HD 🔹
🗾 Video format	
🖚 Video format:	Custom 👻
😝 Width:	3,200 ‡
1 Height:	96 🗘
Frame rate:	50 🔻
Default playlist settings	
Default scaling:	Keep aspect ratio 👻
Default image duration (sec):	10.00
Transition type:	Fade 🔹
🕓 Duration (seconds):	0.20 🗘

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.

0	Add content 🔹 📝
D	Add files
	Video object
B	Network stream
www	Web page
T	Template

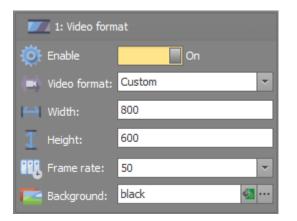
Start playback.

Configure CombinedOutput

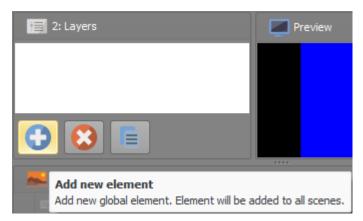
Go back to the settings and select Combined output.

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.

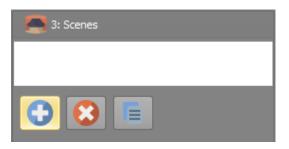
Element values can be changed either by typing inside the layer table



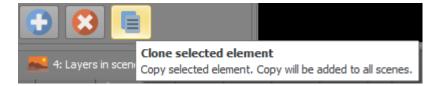
or using the editor

Source		
💼 Source:	Main	~
Visibility:	Visible	
Transparency: 100%	Θ	•
(1) Volume: 100%	Θ	
Video size (Source fo	rmat 3200x96 @ 50)	
(†) x:	0 🗘 🔶 Width:	800 🗘
÷ Y:	0 📜 👖 Height:	96 ‡
🙆 Angle:	0 🗘 🚺 No crop	
T Crop (pixels)		
Start X:	0 🗘 😝 Width:	800 🗘
Start Y:	0 🗘 👖 Height:	96 🗘
Borders		
Borders:	4 Borde	rs color: 192, 0, 0 🔻

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.

t	🗐 2: Layers					
	Element 1	\diamond	₽			
	Element 2	\diamond	⇒			
	Element 3	\diamond	\checkmark			
	Element 4	\diamond	ዏ			
🔁 😢 🔳						

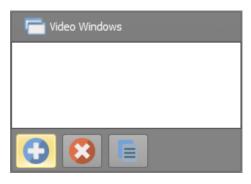
Change values to match the table:

Name	Х	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

t,	2: Layers	S			Preview						Z
	Element 1		🔒 🕹						TROL	IC	
	Element 2				NTR	media & spor		media &		media è	
	Element 3				spo			& sport <	media & s		
	Element 4					CONTR	OL	Con	TROL	IC	
					NTR Spo		_	Sport	Media & s		
	4: Laver	s in scene: LED									
_							~			-	
		📄 Source	X	Y	W		۲	Crop X		Crop W	Crop H
1	Element 1	Main	0	0	800	96	1	0	0	800	96
2	Element 2	Main	0	96	800	96	\checkmark	800	0	800	96
3	Element 3	Main	0	192	800	96	\checkmark	1,600	0	800	96
4	Element 4	Main	0	288	800	96	\checkmark	2,400	0	800	96
		_									_
	Source										
1	Source:		Main								-
K	💮 Visibility		Visit	ole							
	Transpa	rency: 100% 😑									□ ⊕
	(1) Volume:	100% 😑				1					•
	Video si	ze (Source format	3200x96 @ 5())							
	🔶 X:		0 🗘 😝	Width			80	0 ‡			
	- 		0:1	Height	t:		9	6 ‡			
	🇳 Angle:		0 \$		No crop						
	🗐 Crop (pi	ixels)									
[Start X:			Width			80	0 ‡			
	Start Y:		0 ‡ 1	Heighi	t:		9	6 ‡			
Ľ	Borders										
1	Borders	: 4				Borders o	olor:		192,	0, 0	*

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

Window	
Mame:	Window 1 Co
💼 Source:	CombinedOutput 🗸
	Format: W: 800, H: 600
Screen:	Screen 1 (Dell U2412M(Digital))
↔ x:	-1,476 🗘 🛏 Width: 800 🗘
÷ Y:	396 🗘 🧵 Height: 600 🗘
💮 Visible:	🔲 🥂 Border: 🔳
on top:	Keep aspect ratio:
Brightness: 100%	⊙Ţ€
🔠 Use color correction	Color correction
🚟 Audio	
())) Audio enabled:	
Audio renderer:	Default Audio Device
Volume: 100%	⊙
IIIII Enable RMS overlay	n 🗖
T Crop	🖉 Reset
Start X:	0 🗘 🙌 Width: 800 🗘
Start Y:	0 🗘 👖 Height: 600 🗘

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

Output window should now show something like that:

