

Sport In The Box Support

[Kunskapsbas](#) > [Combined Output](#) > [How to create CombinedOutput Stadium LED with Scoreboard](#)

How to create CombinedOutput Stadium LED with Scoreboard

Dmitri Peredera - 2023-11-22 - [Kommentarer \(0\)](#) - [Combined Output](#)

This example will create a stadium LED screen with two modes. Screen size is 1280X720PX with a frame rate of 60 fps.

Schematically, it will look like:



And with video:



Match mode with a CombinedOutput that has following parts: live video, scoreboard, small ads and banner.

Preparation

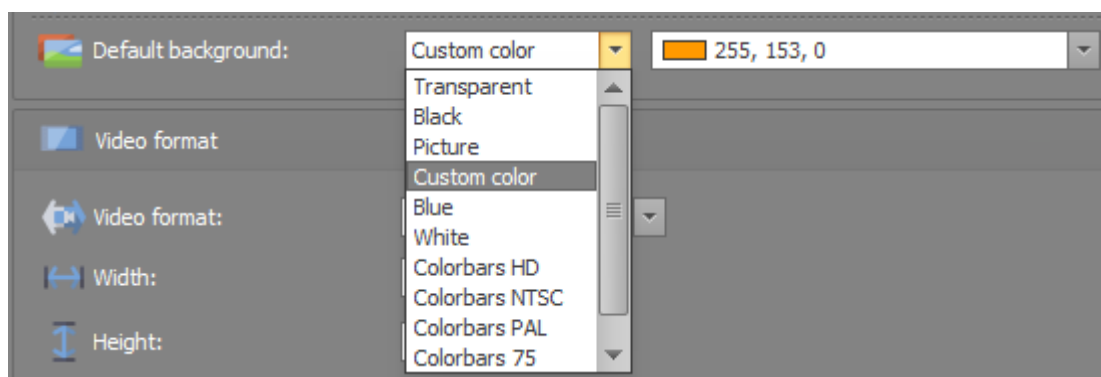
ScreenController

Go to the settings and select *Main* ScreenController and change fps to 60. Same fps will be used for all ScreenController.

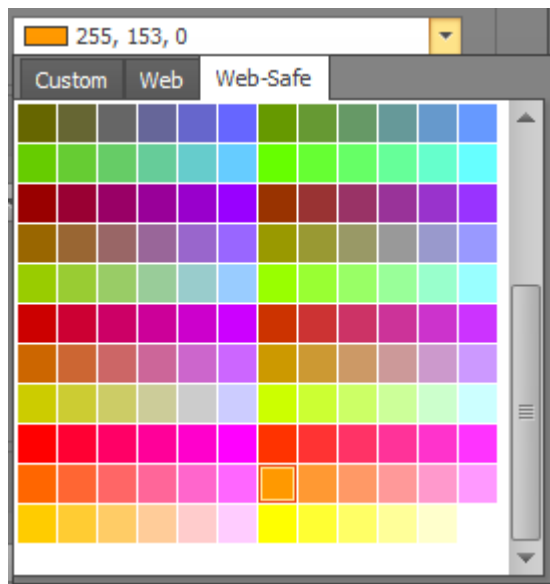
For less dynamic content, consider changing fps to 30. For better performance, use fps that can be divided without rest, like: 60, 30, 10.

For the purpose of tutorial, change background color. For production, select *black* or *transparent*.

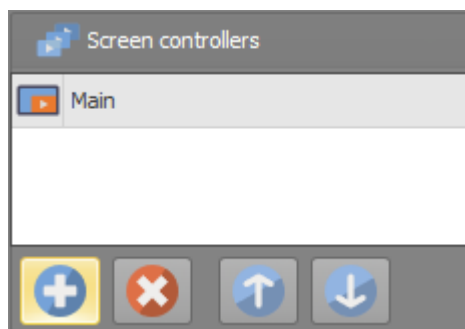
Press background color drop-down and select *Custom color*.



Select background color from list below and any other that matches your needs.



Press *Add* button and create *ScreenControllers* with data from list below.

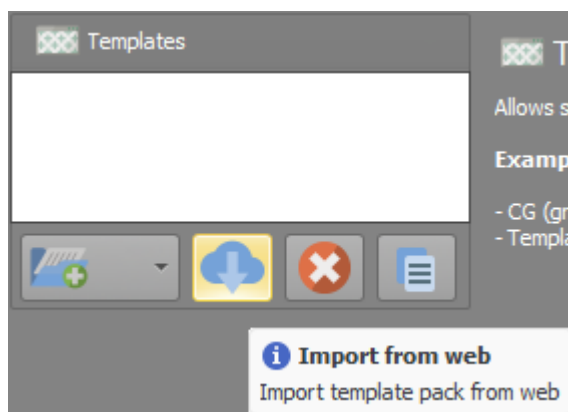


ScreenController	Description	color
Live	1280x720 @60, camera and introduction videos.	red
Scoreboard	144x280 @60, scoreboard with points.	green
Ticker	640x40 @60, long line with ads.	blue
Small ads	144x86 @60, small area with ads.	orange

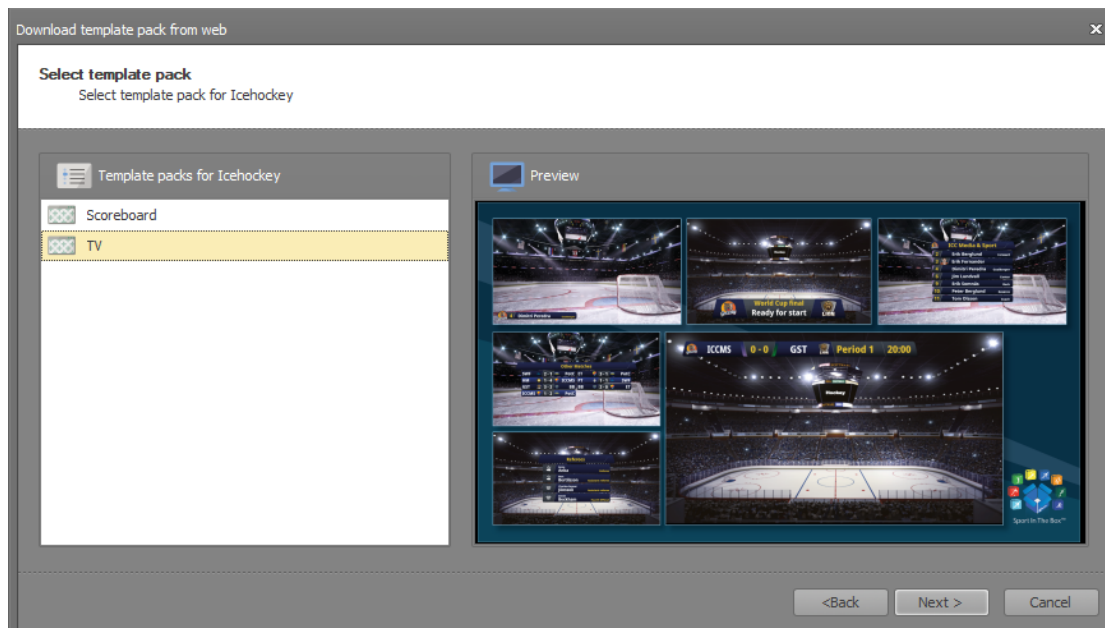
Files, played on screen should generally match format with the ScreenController format.

Templates

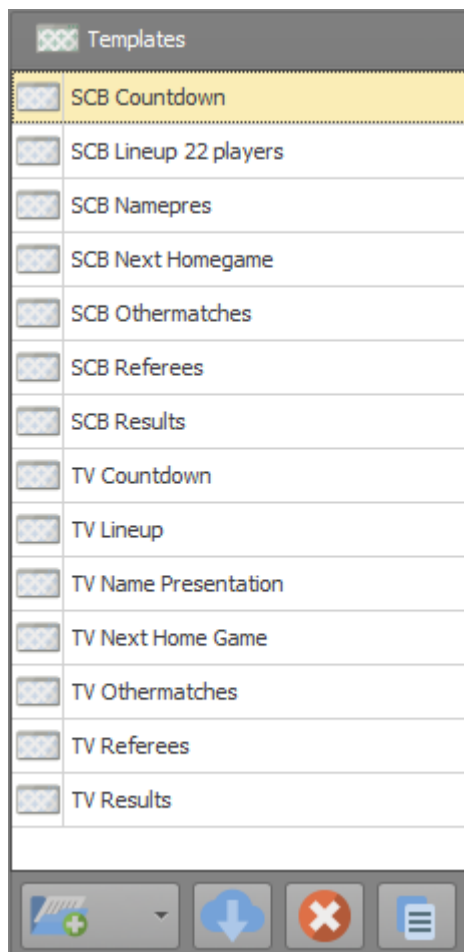
Add template packs from web by pressing the cloud button.



Scoreboard pack is for showing graphics in full screen. TV packs are for overlay graphics. Import both packs.

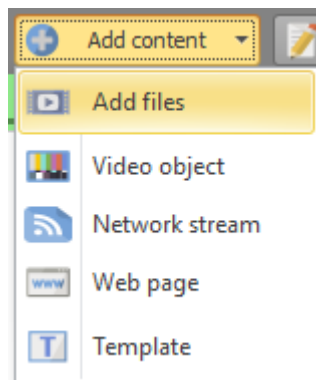


After the import is complete, template list should look like that:



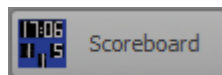
Add files to ScreenController

Add files to *Live*, *ticker* and *small ads* screens. Try to match size and fps of the files to ScreenController.

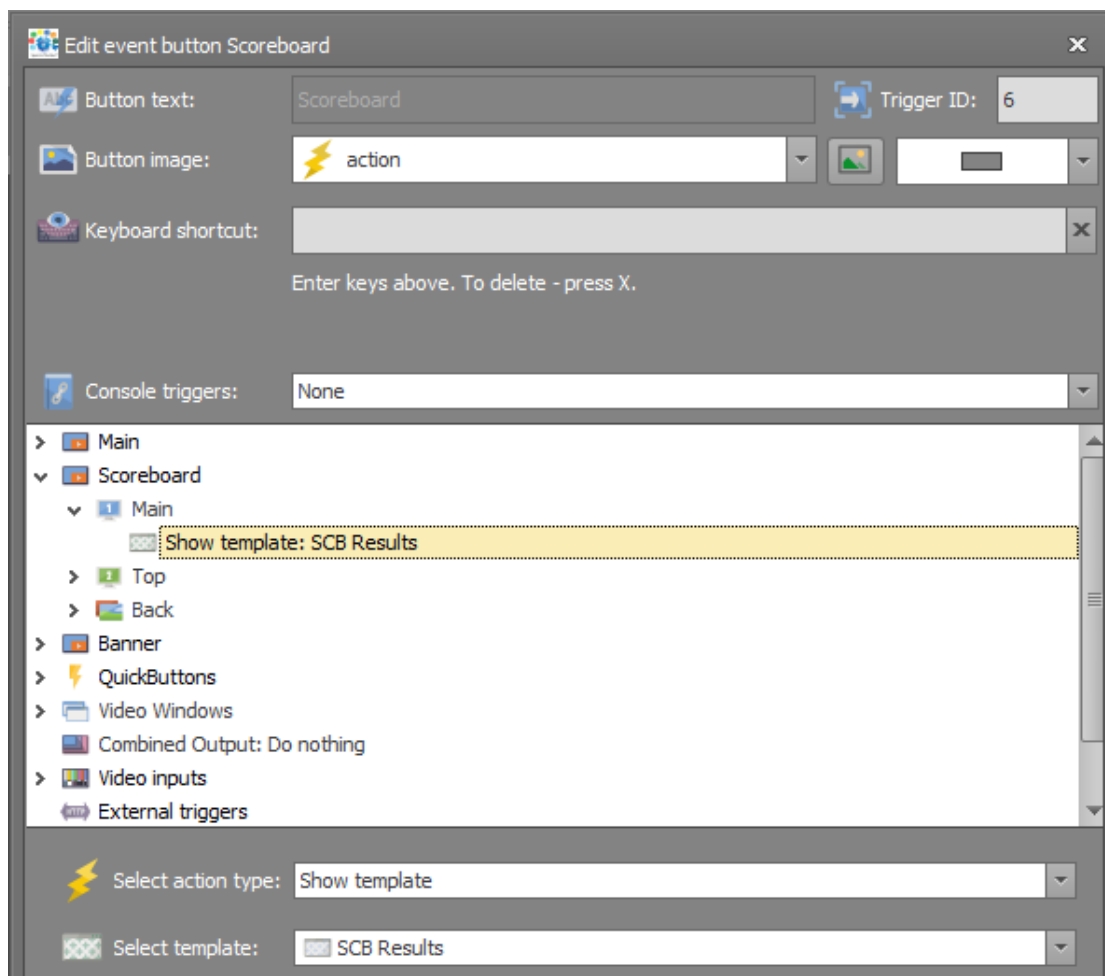


Scoreboard

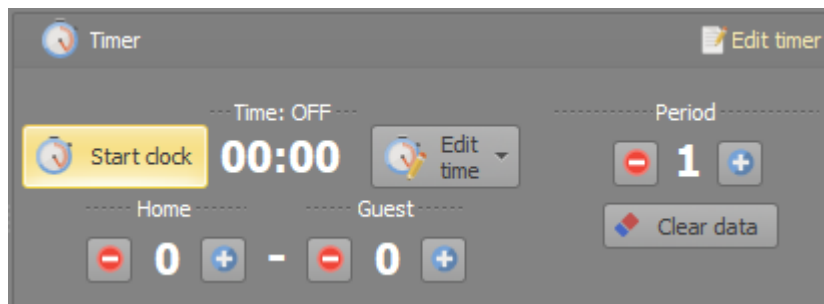
Configure *QuickButtons* to show templates.



Edit *Scoreboard* button with right mouse button menu and make it *Show template* on *Main* layer of the *Scoreboard* screen.
Select template *SCB Results*.



Press *Start clock* button for countdown to start.



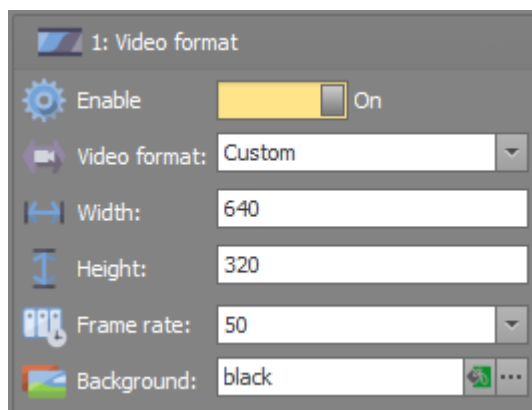
In case the *Timer* panel doesn't look like one above, press the *Edit timer* button and select console *Internal clock*.

Configure CombinedOutput

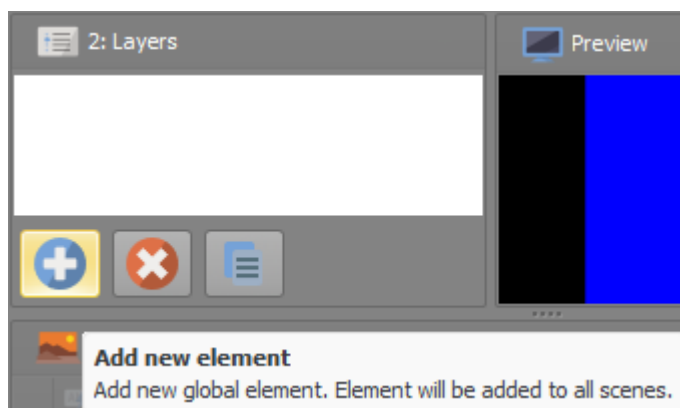
Go back to the settings and select *Combined output*.

Enable *CombinedOutput* and select 720 50p. Format of the output should match the size of a LED screen.

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

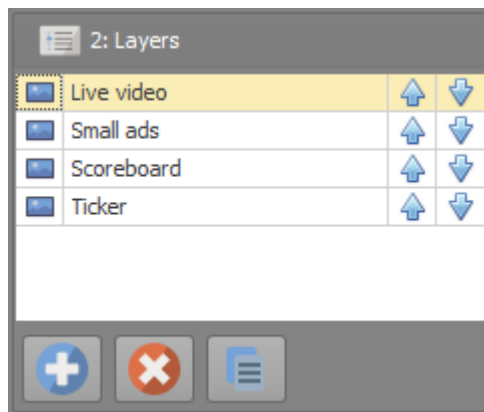


Create views and layer

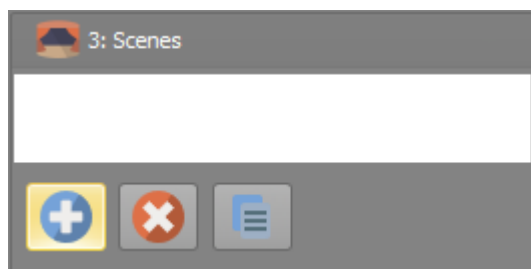


Press *Add new element* button and add new element for each source.

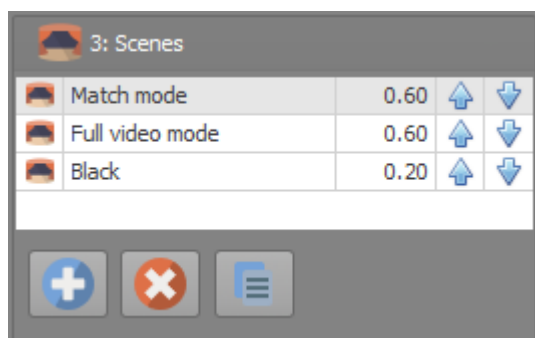
Name elements by clicking on element name and name elements: main, scoreboard, banner.



Switch to the scenes and press *Add scene* button to add two scenes.



Name scenes *Match mode*, *full video mode* and *black*.



Change elements

Each element is created on each scene, but values can be different.

At this point, there should be three elements that looks exactly the same.

Element values can be changed either in elements grid or in property editor.

Match mode

Select match mode and set value to

4: Layers in scene: Match mode

	Elem...	Source	X	Y	W	H		Crop X	Crop Y	Crop W	Crop H
1	Live video	Live	0	0	496	280	<input checked="" type="checkbox"/>	0	0	1,280	720
2	Small ads	Small ads	496	194	144	86	<input checked="" type="checkbox"/>	0	0	144	86
3	Scorebo...	Scoreboard	496	0	144	280	<input checked="" type="checkbox"/>	0	0	144	280
4	Ticker	Ticker	0	280	640	40	<input checked="" type="checkbox"/>	0	0	640	40

Source

Source: Live

Visibility: Visible

Transparency: 100%

Volume: 100%

Name	Source	x	y	width	height	Visible
Live video	Live	0	0	496	280	true
Small ads	Small Ads	496	194	144	86	true
Scoreboard	Scoreboard	496	0	144	280	true
Ticker	Ticker	0	280	640	40	true

Full video mode

Select full-screen mode and set values to

4: Layers in scene: Full video mode

	Elem...	Source	X	Y	W	H		Crop X	Crop Y	Crop W	Crop H
1	Live video	Live	0	0	640	320	<input checked="" type="checkbox"/>	0	0	1,280	720
2	Small ads	Small ads	0	0	640	320	<input type="checkbox"/>	0	0	144	86
3	Scorebo...	Scoreboard	496	0	144	280	<input type="checkbox"/>	0	0	144	280
4	Ticker	Ticker	0	280	640	40	<input type="checkbox"/>	0	0	640	40

Source

Source: Live

Visibility: Visible

Transparency: 100%

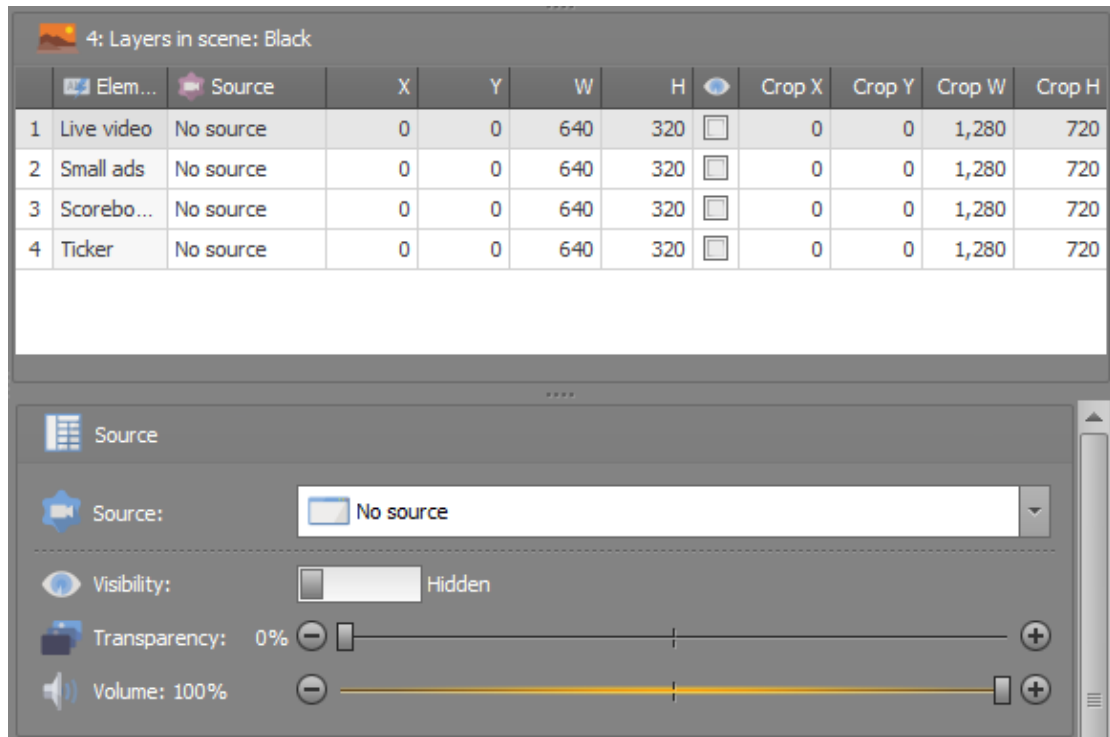
Volume: 100%

Name	Source	x	y	width	height	Visible
Live video	Live	0	0	640	320	true
Small ads	Small Ads	0	0	640	320	false
Scoreboard	Scoreboard	496	0	144	280	false
Ticker	Ticker	0	280	640	40	false

At full-screen, only main element is visible, help mixer by changing *visible* to *false* for elements that are not shown.

Black

Select black mode and set values to

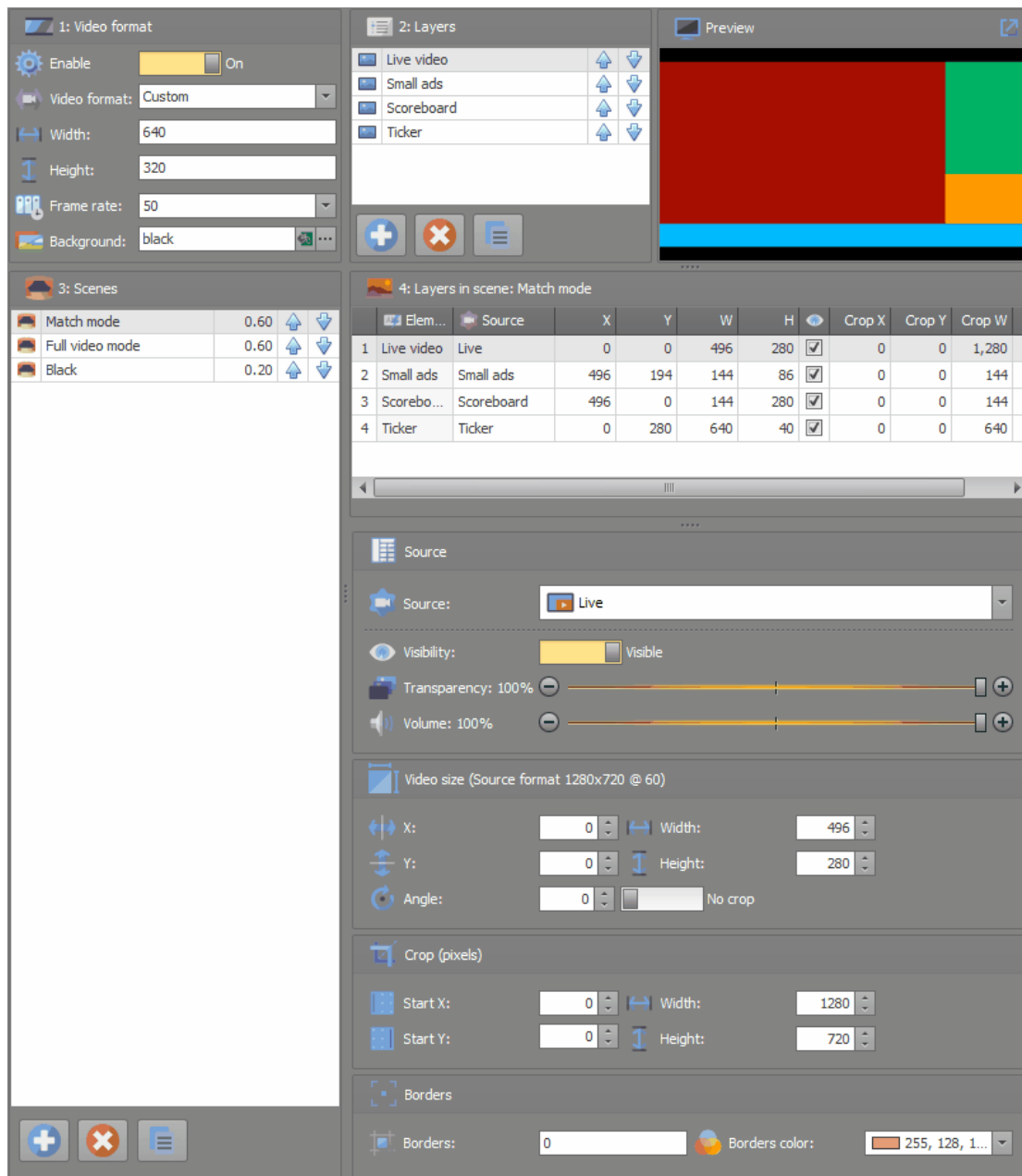


Take any sizes and make everything hidden.

Note that animation happens from current state to new values and some animations may look strange.

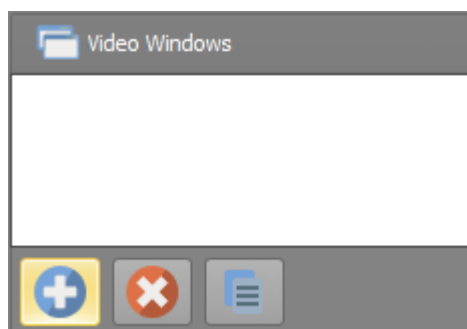
Name	Source	x	y	width	height	Visible
Live video	Live	0	0	640	320	false
Small ads	Small Ads	0	0	640	320	false
Scoreboard	Scoreboard	0	0	640	280	false
Ticker	Ticker	0	0	640	40	false

Result, without content added, should look like that:



Create VideoWindow

Go to the *VideoWindows* settings and add windows with *CombinedOutput* as source. Make window size to match *CombinedOutput* and hide borders.



Name if LED screen

Window

Name:

Led Screen

Source:

CombinedOutput

Format:

W: 640, H: 320

Screen:

Screen 1 (Generic PnP Monitor)

X:

860

Width:

640

Y:

454

Height:

320

Visible:

☒

Border:

☐

On top:

☐

Keep aspect ratio:

☒

Brightness: 100%

Use color correction

☐

Color correction

Audio

Audio enabled:

☐

Audio renderer:

Default Audio Device

Volume: 100%

Enable RMS overlay:

☐

Crop

Reset

Start X:

0

Width:

640

Start Y:

0

Height:

320

Advanced

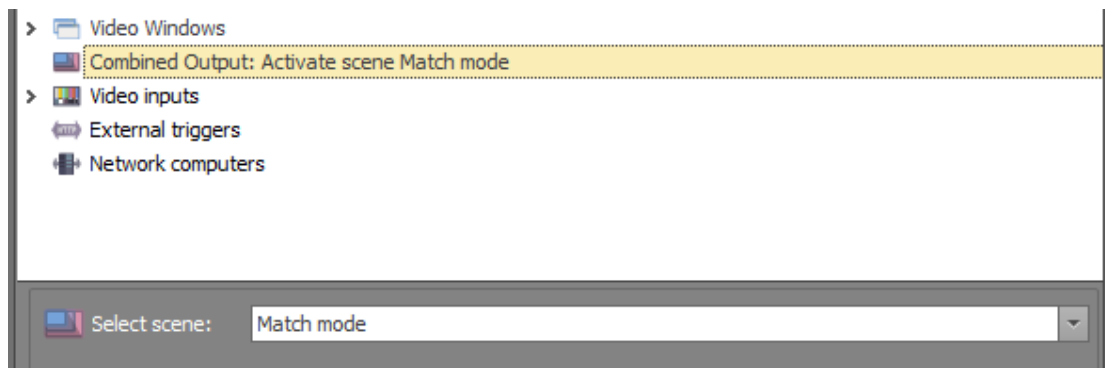
Configure QuickButtons

Generally, scenes are changed together with to content and *QuickButton* will even start playlists and show graphics.

Press *Add QuickButton* and add button for each scene.

The image shows a software interface for configuring a group of buttons. On the left, under the 'Group' header, there are two buttons: 'Match mode' and 'Full video mode'. A tooltip is visible over the 'Full video mode' button, displaying the text 'Add new Quick Button last in group'. The background of the window shows a preview of a video scene with a blue and black abstract pattern.

Change scene and make *QuickButton* to start playlist.



Change main preview source to *CombinedOutput* with the right mouse button menu.

Result should look like that.

