Sport In The Box Support

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

How to create simple animation with Combined output



This KB explains how to create a simple animation of one source with CombinedOutput.

Preparation

Create empty database with desired sport and add one or more video files to playlist.

Main	Тор	Back				
	Playlists			Selected playlist		
Image: Control of the second secon	3		Add content	- 📝 🔕 🔤 🐺		
Playlist 1		00:23	🗾 sib_1		00:13	
			sib_2		00:11	

Make file loop and start playlist.

Configure CombinedOutput

Go to the settings menu and select CombinedOutput (license restrictions may apply).



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



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:

📥 4: Layers in scene: n	ew view left							
📖 Elem 意 Source	x	Y	W	Н	۲	Crop X	Crop Y	Crop W
1 Element 1 No source	▼ 0	0	1,280	720	1	0	0	1,280
-								
📕 4: Layers in scene: n	ew view right							
📖 Elem 🍺 Source	x	Y	W	Н	۲	Crop X	Crop Y	Crop W
1 Element 1 No source	▼ 0	0	1,280	720	1	0	0	1,280

Change the source of both layers to Main.

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

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.

🗐 2: Layers		P	review					Ø
Element 1				and the first				
4: Layers in scene: new view	/left							
🖽 Elem 🍺 Source	x	Y	w	н 💿	Crop X	Crop V	Crop W	Crop H
1 Element 1 Main	0	0	640	360 🔽	0	0	1,280	720
Video size (Source format 1280x720 @ 50)								^
↔ X:	0 ≎ (↔) 0 ≎ 1 0 ≎ 0	Height:	lo crop	640 360				

Right scene

Change _width_ and _height_ of left source to 640 and 360. Change _x_ to 640.

🗐 2: Layers			Preview						- [2]
Element 1						Ť	-		
							K		
🔁 🕄 🔳									
4: Layers in scene: new view	v right								
🕮 Elem 🍺 Source	Х	Y	W	н (Crop X	Crop Y	Crop W	Crop H
1 Element 1 Main	640	0	640	360	/	0	0	1,280	720
Video size (Source format 1	280x720 @ 50))							^
	640 🗘 ()	Width:		(640	*			
÷ Y:	0 ‡ 1	Height			360	*			
🖒 Angle:	0 ‡		No crop						

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.

>		Main
Þ	- 4	QuickButtons
	F	Video Windows
		Combined Output: Activate scene new view left
		Video inputs
	(m)	External triggers
	-	Network computers
L		
		Select scene: new view left

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.

