JONGATE

JGraphics User's Guide

LEGAL NOTICE

Please address your comments or questions to:

Jongate a brand of Jongbel Media Solutions Ltd.
info@jongate.com
www.jongate.com

TABLE OF CONTENTS

1. Overview

JGraphics is a powerful solution for television broadcast graphic overlay. Support of some of the most popular hardware output devices, such as BlackMagic, Deltacast and AJA. Provides the ability to output through SD SDI, HD SDI, HDMI, Composite, Component output interfaces. Easy to integrate CG solution for broadcasters, TV channels, satellite centers, webcasting and pay-per-view TV channels.

Provided as a separate graphical solution and integrated in the JPlayout solution. Supports Text, Image, Image Sequence, Crawl and Roll elements. Font, color, outline, transparency control of each element. Live graphics editing mode available. Video pass-through with graphical overlay mode support.

1.1   General Features

- ▪ Powerful and easy to use television graphics solution

- Input interfaces: SD-SDI, HD-SDI, 6G-SDI, HDMI, Composite, Component
- Integration with the playout solution
- Text objects support
- Image objects support
- Image sequence objects support
- Crawls objects support
- Scroll objects support
- Per-object transparency control
- Font, colour, background and outline control
- Objects edge smooth and shadow

2. Installation

2.1 Installing JGraphics

Before installing the **JGraphics** solution, make sure that any previous version of the product has been uninstalled refer 2.2.

The installation package of **JGraphics** is distributed in msi file. After downloading the file from the official Jongate web site – www.jongate.com, execute the installation by starting the msi file.

First a Welcome dialog pops up. Click "Next" in order to proceed.
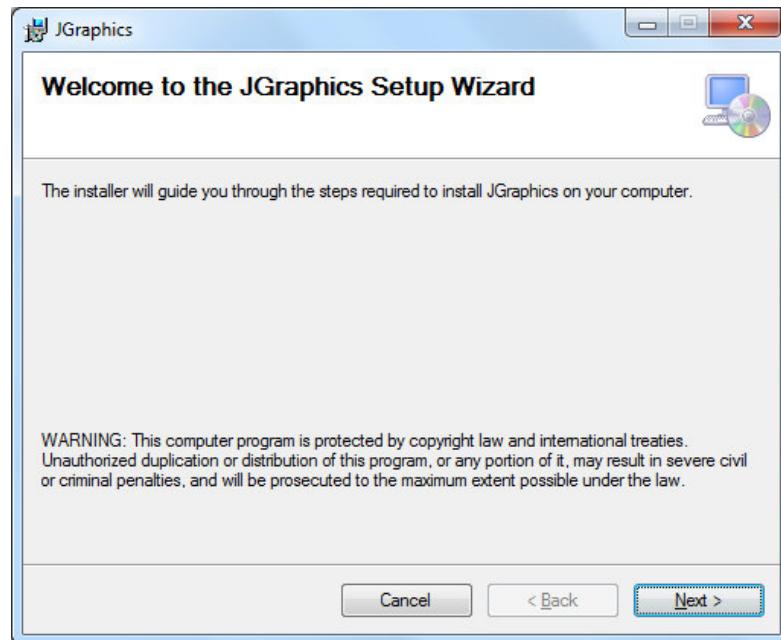
After this a License Agreement dialog pops up. Read the agreement carefully, select "I Agree" if you agree all the terms and click "Next" to proceed.
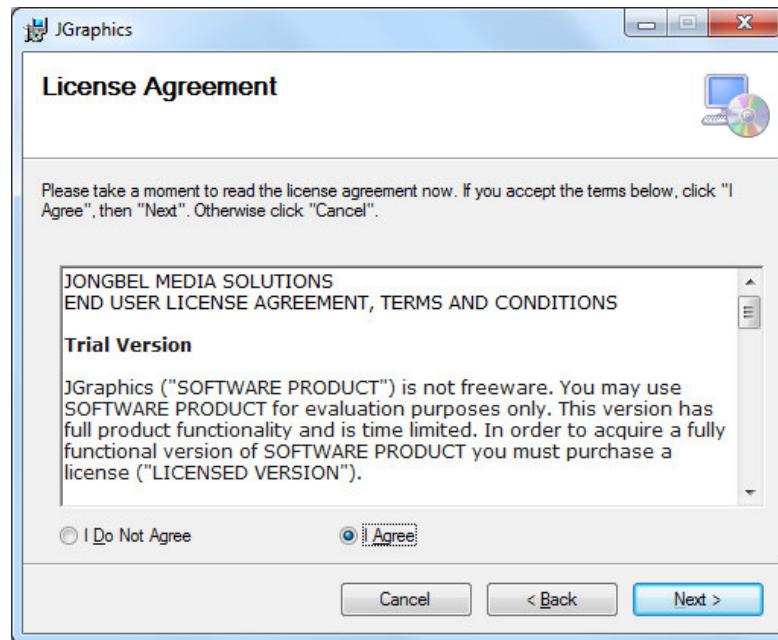
The next window shown specifies the installation product location and user access to the product. Change the destination product folder and user access if needed and click "Next" to proceed.
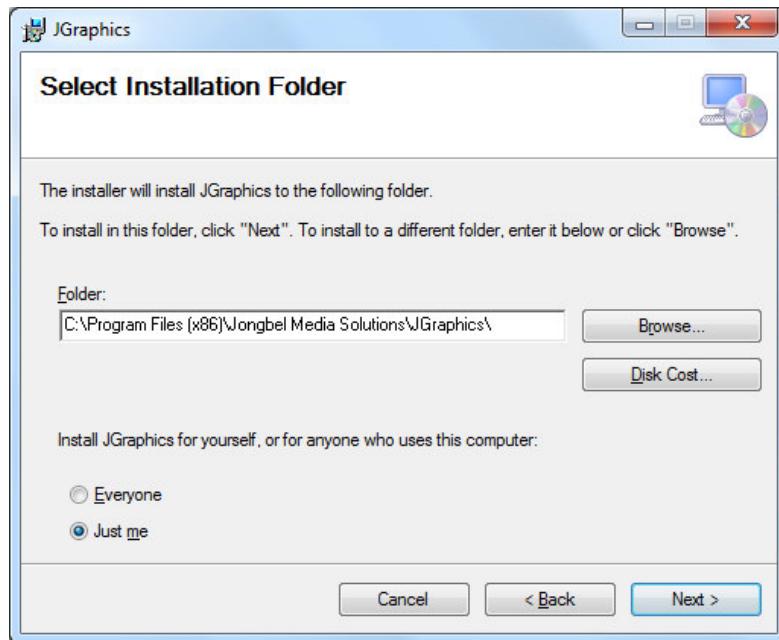
The next dialog is a confirmation dialog. Confirm by clicking "Next" in order to start the installation procedure.
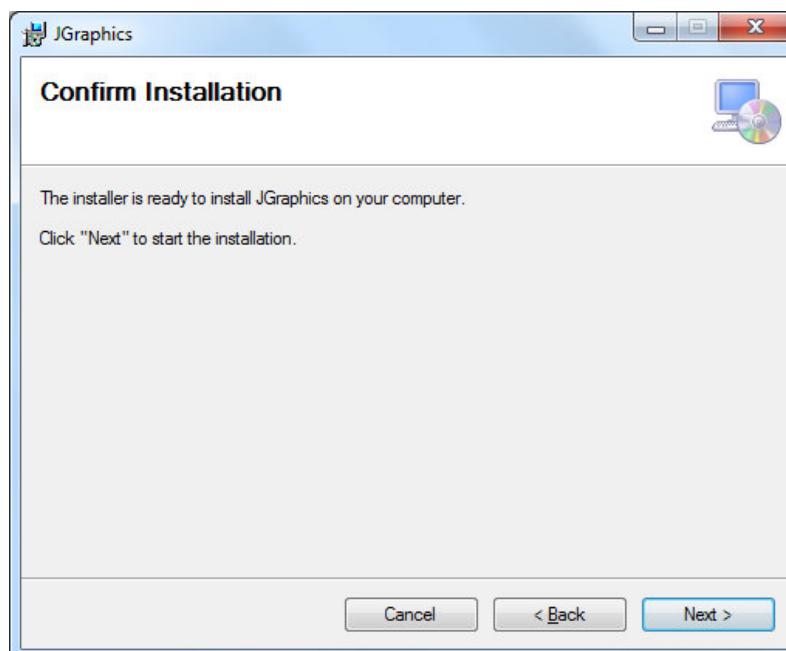
While the product is being installed an "Installing" window shows the installation progress. Wait until the product is being installed.
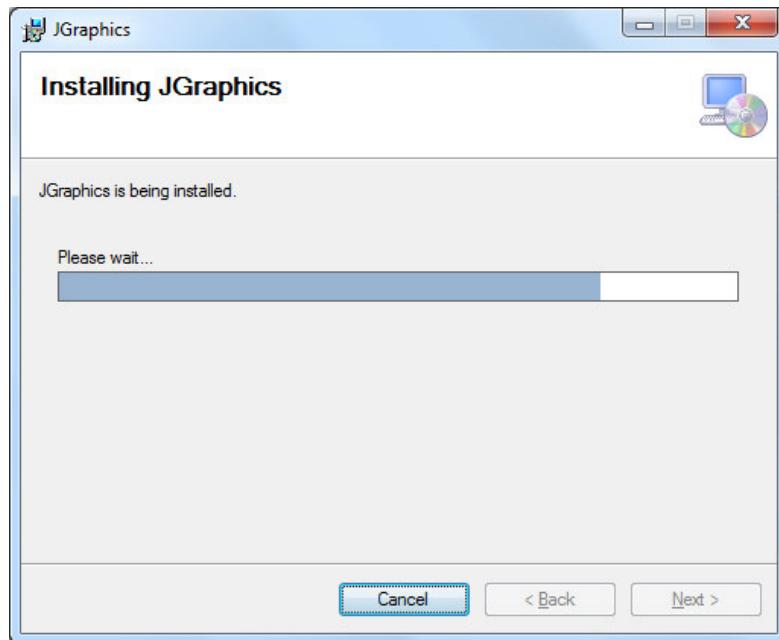
At the end an "Installation Complete" dialog pops up, which denotes the successful **JGraphics** installation. Click "Close" to finalize the process.
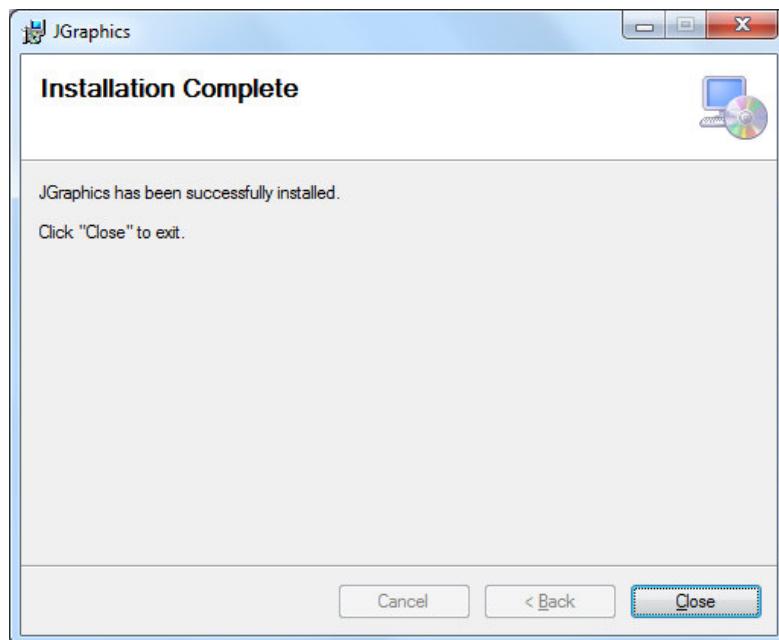
2.2   Uninstalling JGraphics

The application can be removed opening the Control Panel – Programs and Features. Select the **JGraphics** application and click Uninstall.

3.   Functions

3.1.   File Functions

The following functions are available from the application's **File** menu.

New – Creates a new graphics project, clearing all the elements from the currently loaded one.

**Load** – Loads existing graphics project from the file system.

Save – Saves the graphics project to the file system.

Exit – Closes the JGraphics solution.

3.2.   Tools Functions

The following functions are available from the application's **Tools** menu.

Settings – Opens the settings dialog of the solution.
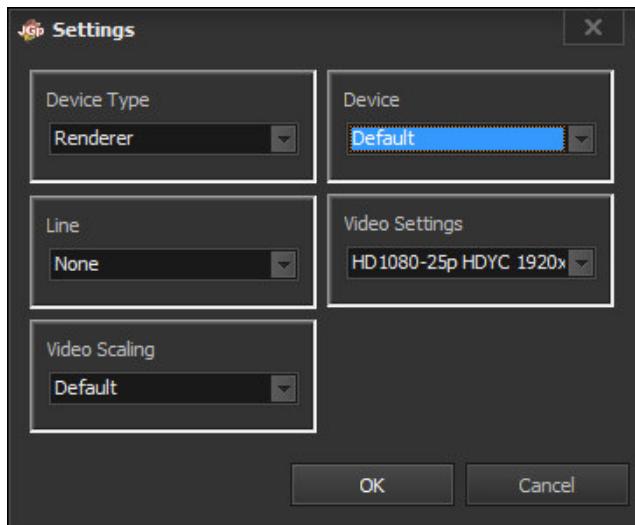
The Settings dialog is used for setting up the output device and video formats. The following fields can be configured:

Device Type **–** Specifies the type of the output devices, which will be enumerated for output. Currently only renderers are supported as output.

Device **–** Specifies the output device, used by the graphics engine. The output device list represents the currently available graphics enabled hardware and software devices on the system supported by the graphical solution.

Line **–** Specifies the output device line/interface, used by the graphics engine for graphical overlay. The output device line list represents the currently available output interfaces by the selected graphics hardware or software device, such as SDI, Component, Composite, HDMI, etc. .

Video Settings **–** Specifies the output video format for the graphics engine. The graphical solution will perform the graphical overlay through the selected output device and line with the selected video format.

Video Scaling **–** Specifies the video output scaling method. The following scaling modes are available:
     - Default – no scaling

- None – no scaling
- Letterbox – adds letterbox / pillarbox keeping the output aspect ratio
- Crop – crops the output to match fill the output video frame
- No scale – stretches the vide to the output video frame

Change Style – Opens the visual style form, which allows the user to change visual style of the solution.

Advanced CG – Opens the advanced CG engine configuration dialog.

3.3. Help Functions

The following functions are available from the application **Help** menu.

Registration – Opens the product registration form. This function is available only in the full licensed version of the product.

Check For Updates – Enables/Disables automatic check for updates.

**About** – Opens the About dialog box of the product.

4. Graphic objects

Adding graphic object can be performed selecting it from the "Add Graphic Comp." group on the main form.
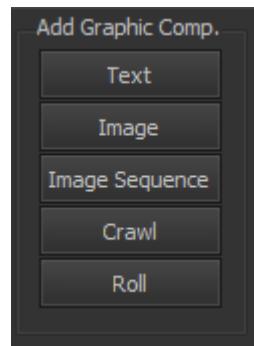
The following graphic components are available:

- Text
- Image
- Image Sequence
- Crawl
- Roll

Each object has a set of general properties, which are available for editing on the right side of the form, when the object is selected.
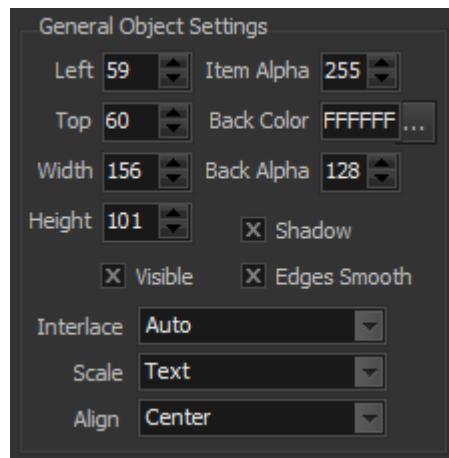
The following general settings are available for each object:

Left – The distance in pixels from the left edge of the screen

Top – The distance in pixels from the top edge of the screen

Width – The width of the object in pixels

Height – The height of the object in pixels

Item Alpha – The component transparency from 0 to 255, where at alpha level 0 the item is completely transparent

Back Color – The color of the background

Back Alpha – The transparency of the background from 0 to 255, where at alpha level 0 the background is completely transparent

Visible – Denotes if the item is visible or not

**Shadow** – Enables/disables item shadow effect

Edge Smooth – Enables/disables item edge smooth effect

Interlace – Sets the item interlace or progressive mode

Scale – Sets the item scale mode

**Align** – Sets the item align mode

The Z-Order position of each object can be controlled by right clicking on the element and opening the popup menu:
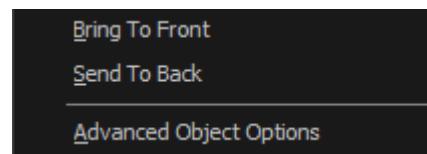
**Bring To Front** – brings the object with one layer to front

Send To Back – sends the object with one layer to back

Advanced Object Options – opens the advanced object options dialog, displayed in XML format.
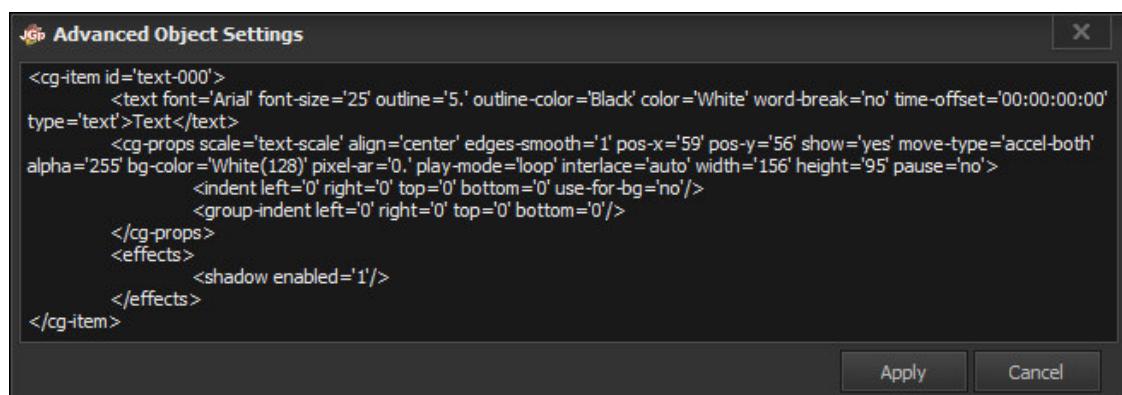
4.1. Text

The text objects have the following additional settings, available for editing on the right of the main form:
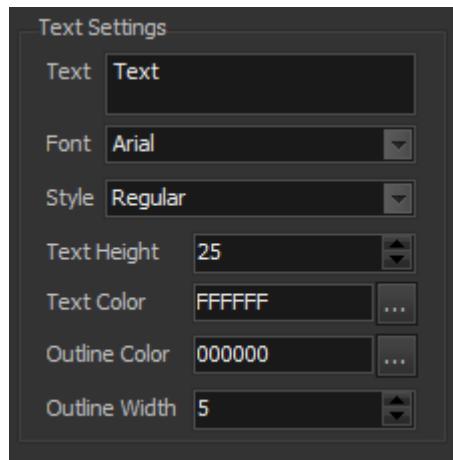
Text – Holds the actual text of the object

Font – Denotes the font of the textual object

Style – Denotes the font style of the textual object

**Text Height** – Denotes the height of the textual object

Text Color – Denotes the color of the textual object

Outline Color – Denotes the color of the outline of the textual object

Outline Width – Denotes the width of the outline of the textual object

4.2. Crawl and Roll

The crawl and roll objects have the following additional settings, available for editing on the right of the main form:
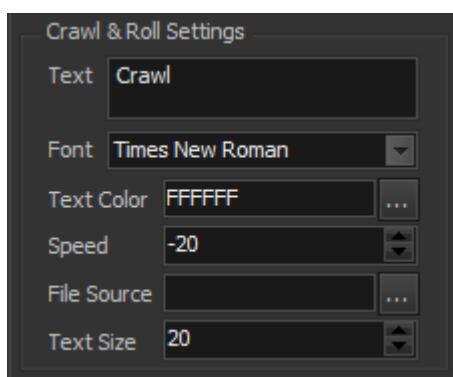
Text – Holds the actual text of the object

Font – Denotes the font of the object

Text Color – Denotes the color of the object

Speed – Denotes the positive or the negative speed for the object movement

File Source – Optionally the textual source of the object

Text Size – Sets the size of the text

5. Trial and NFR version restrictions

The Trial and NFR versions of the JGraphics solution have the following restrictions: the build graphics cannot be applies to the physical external output device.