

Broadcast Graphics ACSR BG400 Webinar Table Of Content

Broadcast Graphics ACSR BG400 Webinar 1

In this edited recording you can view the first section of the Broadcast Graphics ACSR webinar BG400. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

1. Workflow Elements SW HW

- 1) HDVG2U Front and Back
- 2) HDVG+ Top view
- 3) HDVG+ in comparison to HDVG2U
- 4) HDVG+ LAN connectors
- 5) HDVG2U dual top view
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2. Configuration - HDVG Control Panel

3. Workstations Specifications

4. 4Desginer

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1) Blend GUI

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- 2) Maestro GUI

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- 3) Radio TV Overview
- 4) Maestro Plugin

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- 1) Licenses types
- 2) USB Dongle
- 3) Floating License
- 4) Nodelock License

- 5) License Server Monitor
- 6) License Errors

10. Q&A

Broadcast Graphics ACSR BG400 Webinar 2

In this edited recording you can view the second section of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

1. Previous Day Review

- 1) Day 2 Agenda

2. Installation

- 1) Installation Folder
- 2) Installation Start - GSetup
- 3) Checking Installed files

3. Installation Wizard Options

- 1) Main Products Tab
- 2) Environment Tab
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- 5) Plugins tabs
- 6) Review 3rd Parties Step
- 7) SharedData Step
- 8) HASPDriver Setup Step
- 9) HDVG Firmware Type Step
- 10) RETools Setting Setup
- 11) HDVGctrPanel Step
- 12) AutomationProtocol Step
- 13) 3Dplay64 Step
- 14) Shared Data Step
- 15) Render Engine Step
- 16) Reviewing installation Results
- 17) Verify License.dat file

4. 4Designer

- 1) Create New Scene
- 2) Exports
- 3) Animations
- 4) Triggers
- 5) Video Insertions
- 6) Visible and Visibility Options
- 7) Clips
- 8) Create a Scene Review
- 9) Text Object

- 10) Ticker
- 11) Scene Folder Location
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- 13) Starting the Render Engine
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- 15) Troubleshooting Interact
- 16) General Q&A
- 17) Layers Options & Settings
- 18) Primitives Tab
- 19) Textures Tab
- 20) Materials Tab
- 21) Misc. Tab
- 22) News Tab
- 23) Complex tab
- 24) In / Out Connections

5. Q&A

[Broadcast Graphics ACSR BG400 Webinar 3](#)

In this edited recording you can view the third section of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

1. 3DPlay

- 1) Devices
- 2) Render Unit Manager
- 3) Connecting the Render Unit
- 4) Data source Manger
- 5) GPIO Manager
- 6) Automation Media Manager
- 7) Data Stream Manager
- 8) Clip Server Manager
- 9) Graphic Control Manager
- 10) Router Control Manager

2. Tools

- 1) Languages
- 2) Settings /Application Settings
- 3) Controls / Action Editor
- 4) Details Tab
- 5) Graphic Item Tab
- 6) Ticker Demo
- 7) GI Parameters

- 8) Global Parameters
- 9) Animation Commands
- 10) Data Tab
- 11) Nested Actions
- 12) Preview with Local Render Engine

3. Pacer Editor

- 1) Graphic Item Tab
- 2) Data Tab
- 3) GI Parameters
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- 5) Using Pacers- A Demo
- 6) Ticker

4. Data Group

5. Playlist

6. Advanced Playlist

7. Export Production File

8. New Production (Import)

9. 3DPlay Browser

[Broadcast Graphics ACSR BG400 Webinar 4 Part 1](#)

In this edited recording you can view the first part of the fourth section of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

1. Maestro Installation

2. Installation Wizard

- 1) DataBase Tab
- 2) Destination Folder Step
- 3) Setting the database parameters
- 4) Activate MaestroRestarter Step
- 5) Maestro SQL scripts
- 6) Maestro and Page Editor
- 7) License

3. Maestro Application

- 1) Login
- 2) User Interface
- 3) Page Window
- 4) Scene Tab
- 5) Time Line
- 6) Page Editor

- 7) Saving pages
- 8) Rundown
- 9) Preferences / Settings
- 10) Q&A
- 11) Preferences Cont.
- 12) Scene Execution
- 13) Page Creation
- 14) Q&A

Broadcast Graphics ACSR BG400 Webinar 4 Part 2

In this edited recording you can view the second part of fourth webinar of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

- 1) The TimeLine and its Commands
- 2) Adding databases data
- 3) Preferences - Automation settings
- 4) JStation
- 5) iNews plugin
- 6) 3DPlay Connection - External Device Preferences
- 7) Clips
- 8) Playout with Tickers
- 9) Synchronizing

Broadcast Graphics ACSR BG400 Webinar 5 Part 1

In this edited recording you can view the first part of the fifth webinar of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

1. Maestro

- 1) Maestro DB and Scripts
- 2) Preferences > PGM & PRV
- 3) Building a Page
- 4) Page Properties
- 5) Control Properties
- 6) Using The Timeline
- 7) Connecting to Data Source
- 8) Using the Rundowns
- 9) Automation

10) Q&A

Broadcast Graphics ACSR BG400 Webinar 5 Part 2

In this edited recording you can view the second part of the fifth webinar of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

2. Blend

- 1) Installation
- 2) User Interface
- 3) Mediator Management
Preferences
- 4) Clip server preferences
- 5) Creating playlists
- 6) Graphics Tab
- 7) Browser Settings
- 8) Creating a Playlist
- 9) Setting Clip server
- 10) Web Configurator

Broadcast Graphics ACSR BG400 Webinar 5 Part 3

In this edited recording you can view the third part of the fifth webinar of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

3. 3Dplay

- 1) Setting web configurator
- 2) Clip Server Manager
- 3) Clip Viewer
- 4) Advanced Playlist
- 5) Clips Folder
- 6) Q&A

Broadcast Graphics ACSR BG400 Webinar 5 Part 4

In this edited recording you can view the fourth part of the fifth webinar of the Broadcast Graphics ACSR BG400 webinar. It includes theoretical subjects as well as live demos of the actual products discussed. The subjects included in this video can be easily searched and navigated within the recording and they are:

4. Hardware

- 1) HDVG Panels

- 2) Blend Panels
- 3) HDVG2U
- 4) HDVG+
- 5) HDVG2U panels
- 6) Blend Connections

5. Linux Settings

- 1) Render Engine Installation
- 2) License
- 3) Verifying The Render Engine State