



The Chyron logo is displayed in a large, bold, dark blue sans-serif font. The letter 'C' is stylized with a circular flourish on its upper left side. A registered trademark symbol (®) is positioned at the bottom right of the 'on' in 'Chyron'.

WeatherPresenter

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Using this tutorial

Overview

Before you start, please read this guide as it will help you to get more out of this tutorial.

The majority of the information contained within this tutorial relates to Weather Presenter, but it also introduces PresenterGlobe. Weather Presenter, as you will learn, is a part of Chyron Weather for which additional study will be required.

Conventions

The following conventions are adopted.

Each lesson begins with an overview containing a brief description of the content.

The Overview looks like this:

Lesson Overview

Contained within the overview is an optional prerequisites section. This section lists lessons you need to read before reading the current lesson.

The Prerequisites section looks like this:

Prerequisites

[Lesson 1](#)

Lessons may contain definitions of key terms.

Definitions look like this:

This is a definition.

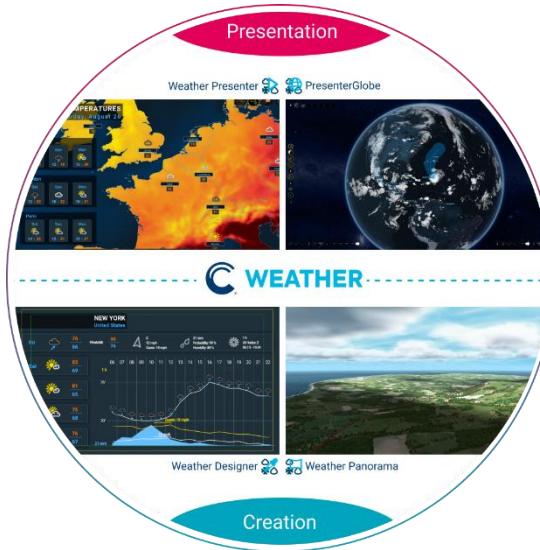
Additionally, many lessons feature tips which contain helpful information including advice on getting the best out of the software as well as hints about solving common problems.

Tips look like this:

This is a tip.

All images and tables are captioned with the lesson number, figure number and brief description of the content.

Captions look like this:



Lesson 1.1 - Chyron Weather Overview

Properties and settings are presented using tables comprising a keyword followed by a definition and look like this:

Property	Definition
----------	------------

Keyboard shortcuts and Interactions are presented as tabulated lists and look like this:

Key or button	Action
---------------	--------

Lesson Activities

Each lesson ends with an activities section.

The activities section contains a short Multiple-Choice quiz enabling you to review what you have learnt.

The questions are followed by the answers to enable you to check your work.

The quiz looks this:

1 Questions

1. Weather Presenter was developed for:
 - A. Creating content
 - B. Presenting content
 - C. None of the above

2 Answers

1. The correct answer is B.

Additionally, the Activities section may contain one or more Tasks for you to complete.

Tasks look like this:

1 Tasks

1. Create a new Playlist, add some Segments via the Resource Panels and save it.
2. Add some Video Segments and edit the transitions between them.

A note on navigation

It is possible to access content from the Contents page by clicking on a Lesson.

It is also possible to access content from within the body of the text where links exist. For example, in the case of the prerequisites section where links are provided to other lessons.

Of course, the text can be keyword searched using your reader's search function.

Getting Started

Lesson Overview

Lesson 1 helps you get started with Weather Presenter.

It introduces Weather Presenter's design goals as well as the main elements of the User Interface.

Key terms necessary for effectively communicating about the Chyron Weather product are also introduced and Weather Presenter's place within Chyron Weather described.

Weather Presenter design goals

Weather Presenter has been developed with the following design goals in mind:

- Simplify weather show production
- Remove the need for complex rendering processes
- Faster workflow
- Provide a presentation focused toolset
- Enable Realtime presentation
- Provide an end-to-end production system

Weather Presenter and Chyron Weather

Weather Presenter is part of a software suite of applications named Chyron Weather intended for use by presenters.

Chyron Weather is an integrated suite of applications dedicated to producing weather shows.

Just like Microsoft Office or Adobe Creative Suite, Chyron Weather provides an integrated set of applications dedicated to a task or a specific user group.

The applications composing Chyron Weather are:

- Weather Presenter
- Weather PresenterGlobe
- Weather Designer
- Weather Panorama
- Weather Data Flow
- Weather RenderManager

- Weather MediaEncoder



Lesson 1.1 - Chyron Weather Overview

Weather Presenter and PresenterGlobe are presentation tools, whilst Designer and Panorama are creation tools. There are additional support tools for facilitate rendering and data flows (Render Manager and Data Flow) which are geared towards tech users only.

PresenterGlobe, whilst spoken of separately due to its unique presentation philosophy, is an integral part of Weather Presenter.

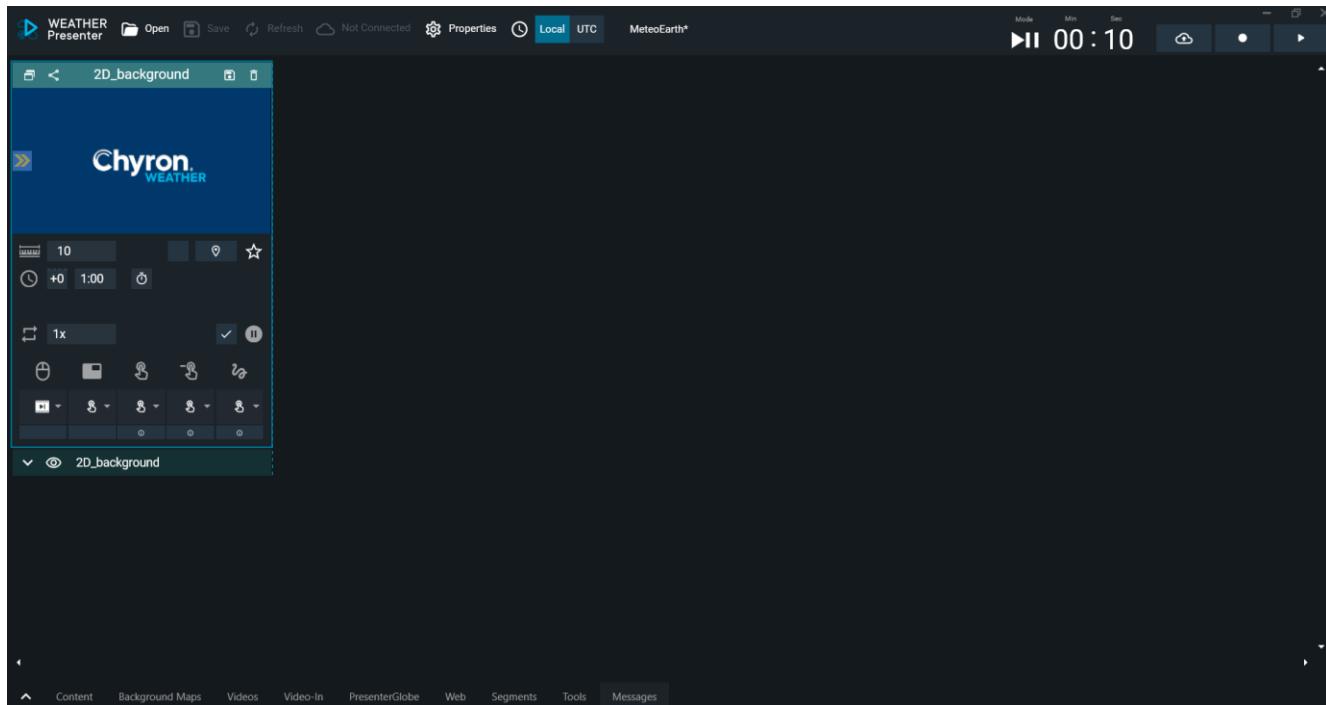
Playlists

Every Weather Presenter presentation comprises a Playlist containing one or more Segments.

A presentation proceeds by playing the Segments. Typically, this proceeds in a linear fashion, but non-linear playout is possible using a feature known as Jump Marks.

Segments are adaptable by the presenter. For example, the time and date of the data to be shown is definable. Areas of interest are also definable, and content can be quickly replaced.

The User Interface



Lesson 1.2 - The Graphical User Interface

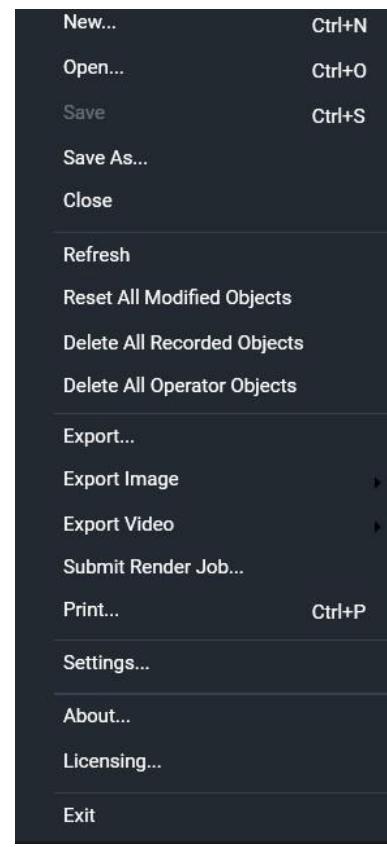
Lesson 1.2 illustrates Weather Presenter's Graphical User Interface (GUI). The following sections describe the terminology which is used for each element.

The Application menu

The Application button provides access to the Application menu. Here you can open Playlists, save Playlists as well as access various other functions and settings.



Lesson 1.3 - The Application button



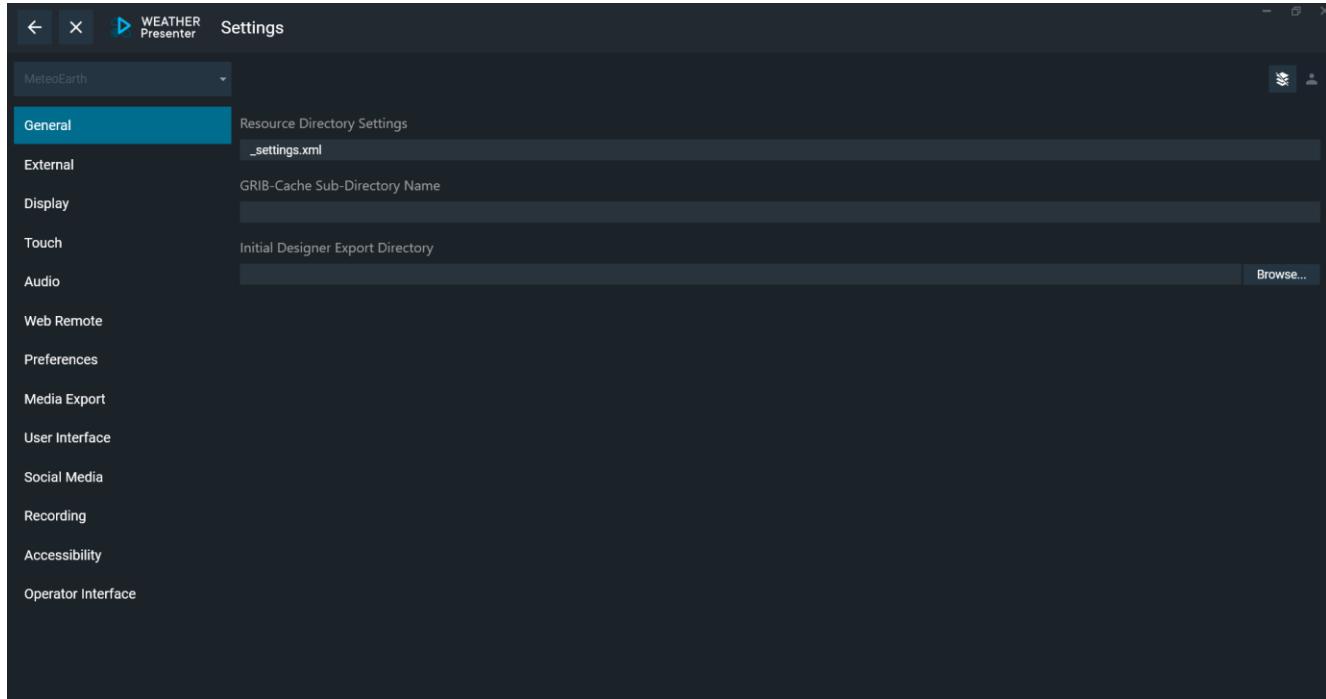
Lesson 1.4 - The Application menu

The Settings menu

The Application menu provides access to the Settings menu.

The Settings menu enables customization of Weather Presenter, for example defaults, output settings and export file formats. The

settings dialogue can be controlled by a bespoke access policy and not every user has access to all settings.



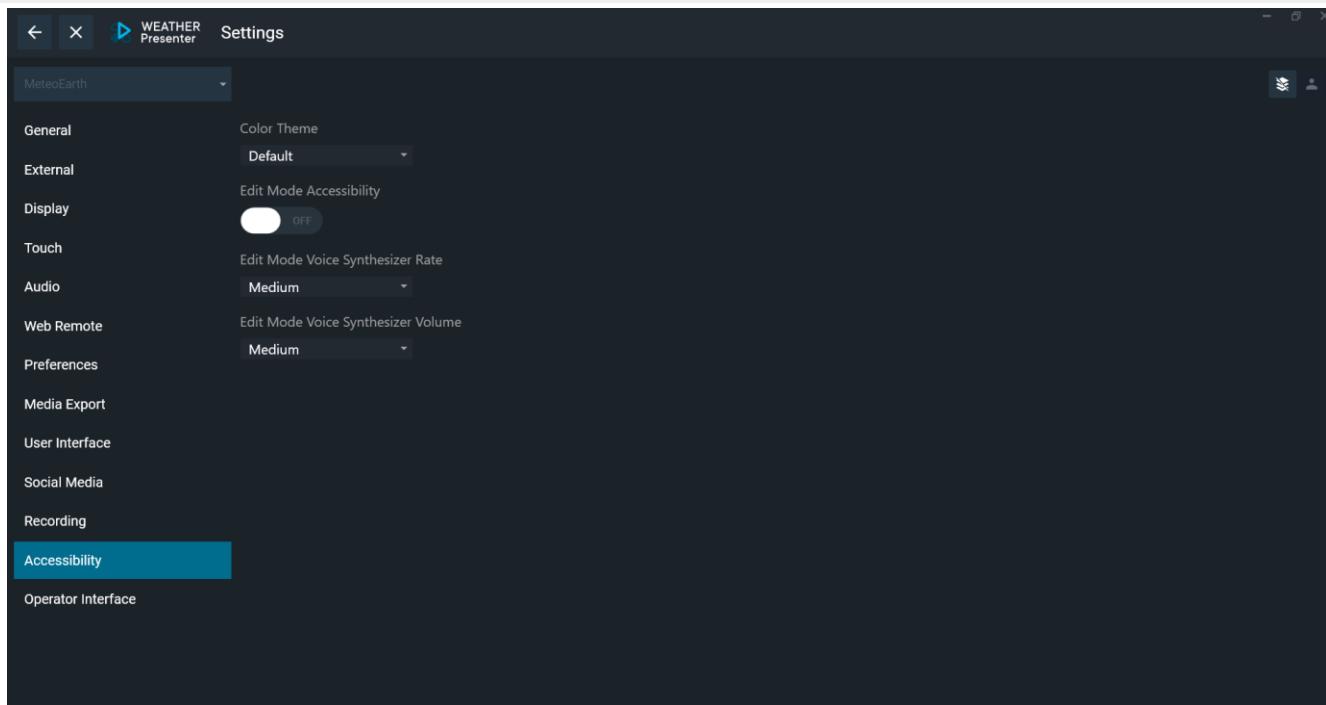
Lesson 1.5 - WeatherPresenter Settings Menu

Accessibility

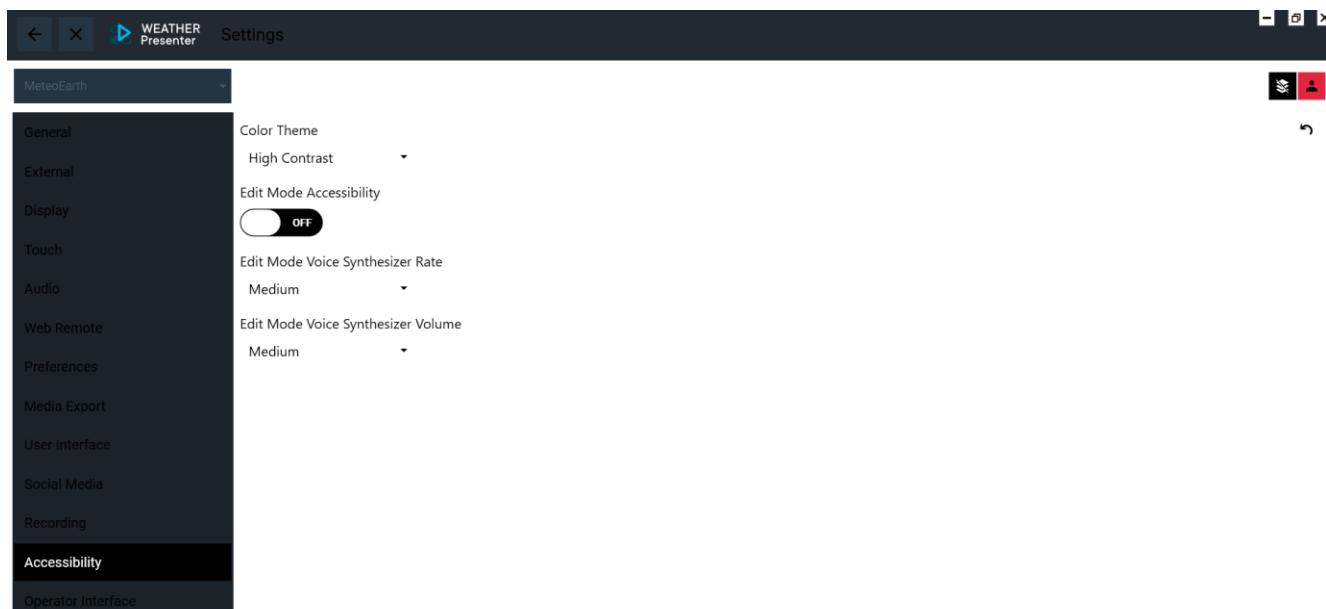
The Accessibility feature which enables operators to configure the Color Theme, Edit Mode Accessibility and Edit Mode Voice properties. It has been introduced to enable Weather Presenter to be used by people who need or want support using the application such as people who are visually impaired or experience motor or dexterity difficulties.

This is available on Chyron Weather R11.8 and later.

This can be found in the Settings menu under Accessibility.



Lesson 1. 6 – Accessibility Menu



Lesson 1. 7 – High Contrast Theme

Property	Definition
Color Theme	Toggle between Default and High Contrast
Edit Mode Accessibility	Toggle Edit Mode Accessibility ON/OFF. Default: OFF
Edit Mode Voice Synthesizer Rate	Adjust how quickly Windows Narrator will speak. Default: Medium Possible values are: <ul style="list-style-type: none">• Extra Slow

	<ul style="list-style-type: none"> • Slow • Medium • Fast • Extra Fast
Edit Mode Voice Volume	<p>Volume level for the voice synthesizer. Default: Medium</p> <p>Possible values are:</p> <ul style="list-style-type: none"> • Silent • Extra Soft • Soft • Medium • Loud • Extra Loud

Lesson 1.8 - Reference Time properties

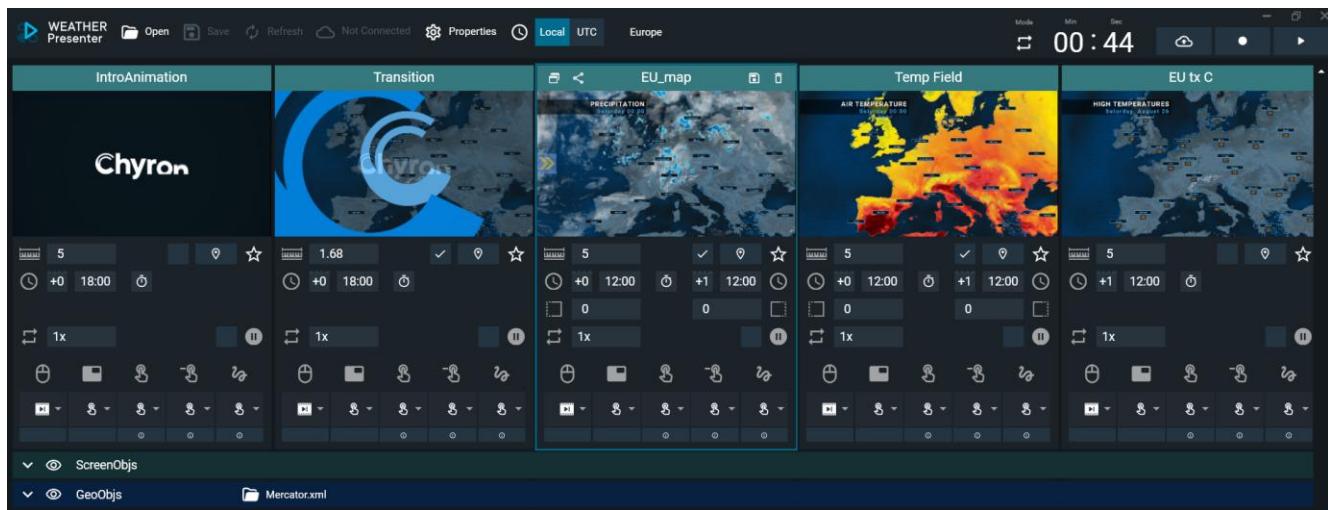
The Toolbar and Storyboard

Running along the top of the GUI is the Toolbar.

The toolbar provides a means of opening, saving, and refreshing Playlists as well as inspecting and defining their properties.

The Storyboard enables the presenter to compose a show by arranging content visually in a sequential manner.

Segments may be duplicated, moved, and removed within the Storyboard. It gives a quick overview of the show and consists of the preview thumbnails, Space-Time Panel, and Interaction Panel for all Segments (see [Lesson 3](#)).



Lesson 1.9 – The Toolbar and storyboard

Content layer stack

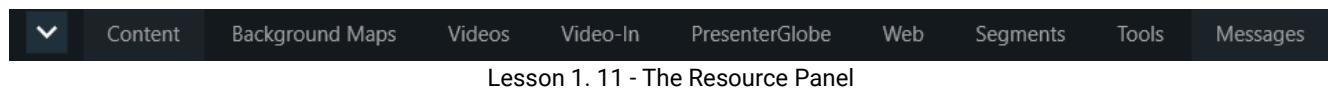
Just below the storyboard the content layer stack can be found.



It holds the layers (see [Lesson 4](#)) for the real-time content in a stacked fashion with the background layer at the bottom. Layers can be ordered, and content can be arranged in the content layer stack.

The Resource Panel

The Resource Panel provides access to resources such as content, maps, videos, video signals, PresenterGlobe Snapshots, Web pages, Tools and the messages generated by Weather Presenter. Playlists are constructed out of these resources, and they form the library of building blocks for all shows created.

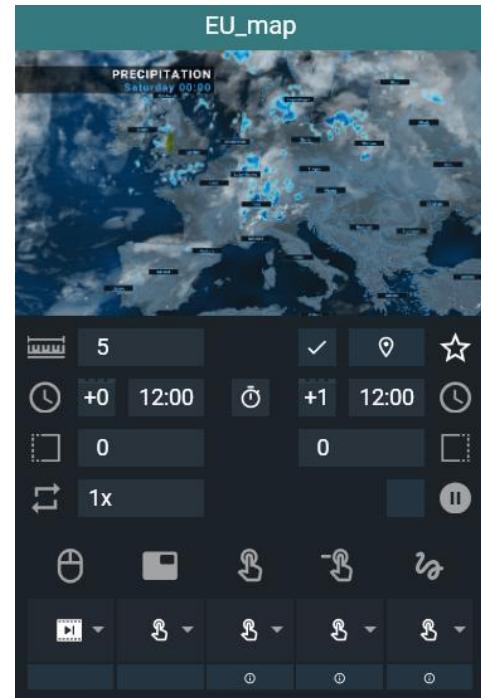


Segments

Segments contain the content used in the presentation. You can think of a Segment as akin to a slide in a PowerPoint presentation or a clip in a video sequence.

Different types of Segments can be used and combined to set up a weather show.

These provide different properties to adjust. These can be separated into the following areas:



Lesson 1. 12 - Content Segment illustrating data animation.

Preview Thumbnail

The thumbnail preview window provides a preview of the output in the middle of the Segment. When a playlist has not been prepared/loaded (when it was just opened) a stored thumbnail is used (data not updated).

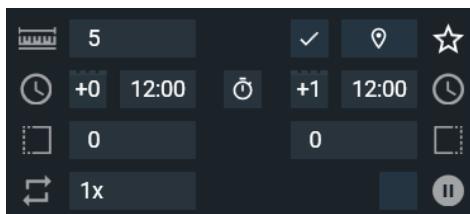


Lesson 1.13 - Preview thumbnail

The thumbnail preview of a Segments gets grey when the content has been changed and it is not up to date any longer. It can be updated by clicking on the Refresh icon in the bottom right-hand corner.

Space-Time-Panel

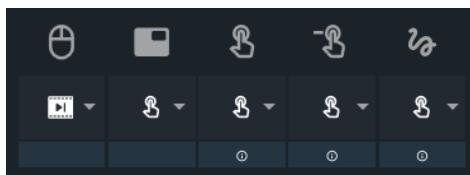
Using the Time and Space panel, Presenters can define the date and time of the data they wish to show as well as the map cut-out and how that segment is played in the presentation. See [lesson 3](#) for more information.



Lesson 1.14 - Space-Time panel

Interaction Panel

The Interaction controls enable a presenter to select an input and define its behavior. For example, a trigger may be defined to skip to the next segment. This is especially useful for live interaction using a touchscreen. See [Lesson 6](#) for more information.



Lesson 1.15 - Interaction panel

Editing, Recording and Playout

Weather Presenter features three playout modes: Editing, Recording and Presentation.

Each mode has its own button:



Lesson 1.16 - Mode Buttons

Edit Mode

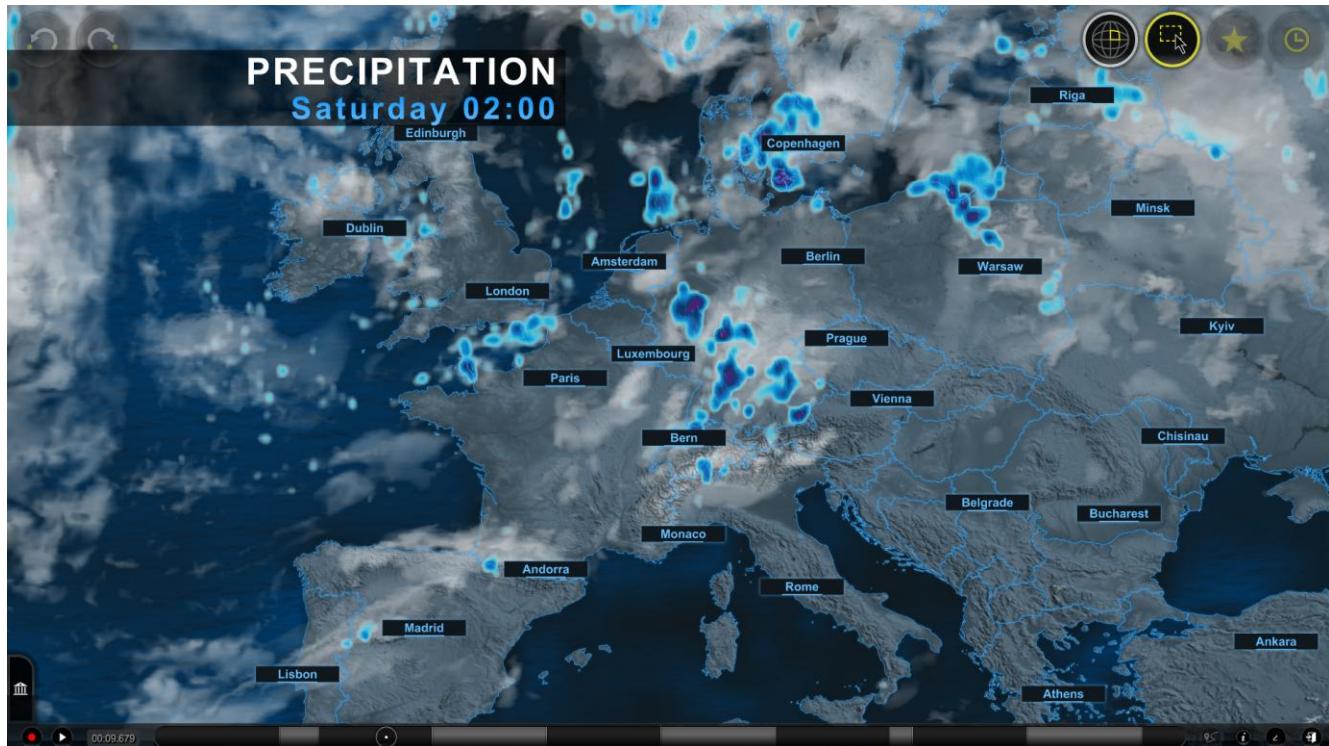
Edit mode provides access to Weather Presenter's integrated editor, called the Operator Interface.

Click the Start Editing button to access it or double click on a segment preview thumbnail:



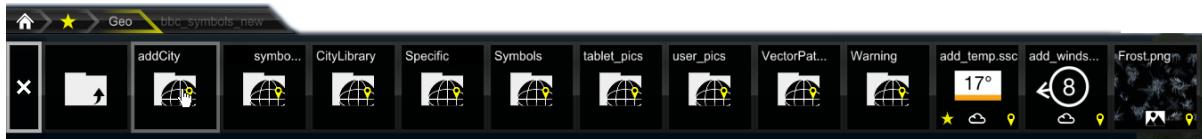
Lesson 1.17 - Start Editing button.

The editor enables Presenters to make editorial or last-minute changes before broadcasting or recording a show.



Lesson 1.18 - Edit mode

Objects may be edited, and the map may be moved. You find the object library which contains a variety of predefined objects to add to the Segments. The object library is further explained in [Lesson 8](#).



Lesson 1.19 - Object library

At the bottom a time slider gives quick access to parts of the playlist and enables preview. The current position is indicated as well as segment breaks and pauses. At the bottom right there is a button to go back to the authoring mode.



Lesson 1.20 - Time slider

Start Presentation and Video Recording Mode

A show may be recorded by clicking the Start Presentation and Video Recording button ("Record button"):



Lesson 1.21 - Start Presentation and Video Recording button

Recording mode enables the presenter to record a show and save the recording as a video while presenting.

With the use of a microphone, it is possible to record a voice over during the recording.

Note this feature requires the Weather PresenterRecorder. For more information see [Lesson 12](#).

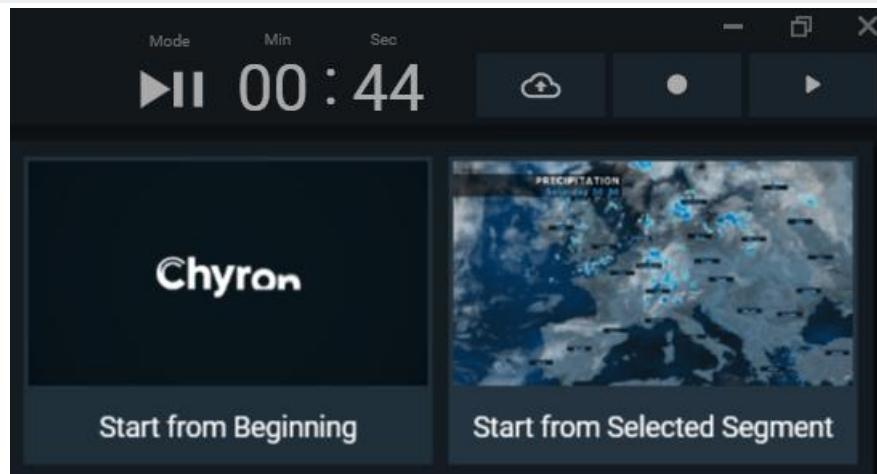
Presentation Mode

A Playlist is presented by clicking the Start Presentation button:



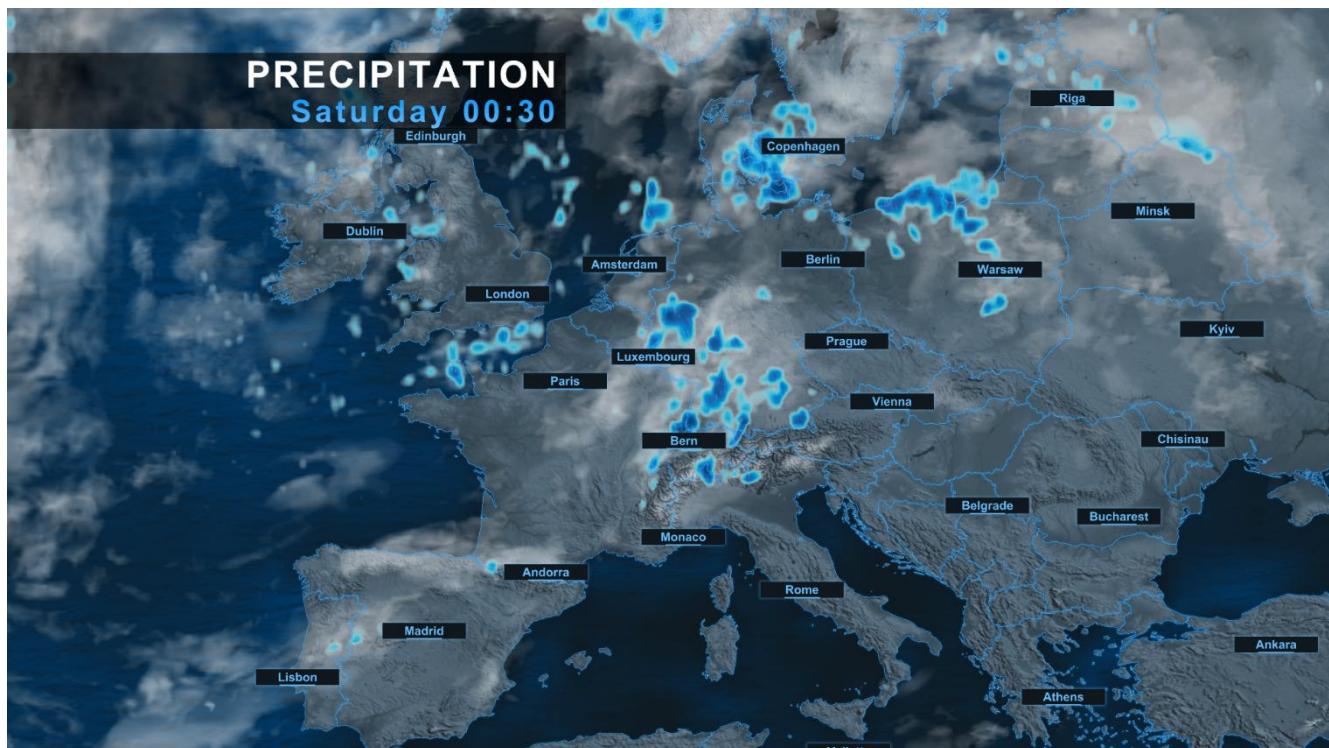
Lesson 1.22 - The Start Presentation button

When clicked, Weather Presenter will enter Presentation mode. If a segment other than the first one is selected, you will be prompted with a choice to start from the beginning or the selected segment:



Lesson 1.23 - Choose starting point

When going to presentation, edit or record mode for the first time all assets and data are loaded into system and GPU memory to enable real-time playout. The loading time depends on the amount of data and texture information used in the playlist.



Lesson 1.24 - Presentation mode

In presentation mode the mouse pointer will be automatically hidden and previously interactively added objects will be deleted.

Keyboard shortcuts

Keyboard shortcuts enable operators to work quickly and efficiently with an application and Weather Presenter features several built-in shortcuts. They are also customizable. Figure 20 shows a selection of commonly used shortcuts:

Press this key	To do this
Ctrl + M	Start Presentation
Spacebar	Trigger action
Right Arrow	Skip forward
Left Arrow	Skip backward
Esc x 2	Resets presentation to the beginning or restarts recording
Esc x 3	Exit Presentation or recording
F11	Exit Presentation or recording
Ctrl + R	Start Presentation and Video recording
Ctrl + G	Start Editing
Ctrl + B	Benchmark Display on / off
Alt + L	Choose Local Time
Ctrl + F9	Dump GPU Memory
ALT + B	Focus Bottom Menu
ALT + E	Focus Playlist Duration
ALT + S	Focus Segments
CTRL + H	Heads Up Display
CTRL + ALT + Subtract	Layer Contract Left
CTRL + ALT + SHIFT + Subtract	Layer Contract Right
CTRL + ALT + Add	Layer Expand Left
CTRL + ALT + SHIFT + Add	Layer Expand Right
SHIFT + Arrow Down	Layer Move Down
SHIFT + Arrow Left	Layer Move Left
SHIFT + Arrow Right	Layer Move Right
SHIFT + ArrowUp	Layer Move Up
CTRL + C	Open Config_ME
ALT + M	Open Main WP Menu
ALT + P	Open Properties
CTRL + SHIFT + R	Refresh_ME
F5	Refresh Playlist
CTRL + S	Save_ME
CTRL + SHIFT + S	Save Snapshot_ME
CTRL + K	Show Command Line_ME
CTRL + SHIFT + B	Show Statistics_ME
CTRL + ALT + R	Start Live Recording

Lesson 1.25 - Weather Presenter Keyboard Shortcuts

Lesson Activities

1 Questions

1. Double clicking on the preview thumbnail opens the....
 - A. Edit Mode
 - B. Record Mode
 - C. Presentation Mode
2. To quit the full screen playout, you have to...
 - A. Hit Alt-key 2x
 - B. Hit Backspace once
 - C. Hit ESC 3x
3. Content on the storyboard is grouped in...
 - A. Segments
 - B. Slides
 - C. Canvases
4. Weather Presenter was developed for...
 - A. Creation
 - B. Presentation
 - C. None of the above

2 Answers

1. The correct answer is A.
2. The correct answer is C.
3. The correct answer is A.
4. The correct answer is B.

Playlists

Lesson Overview

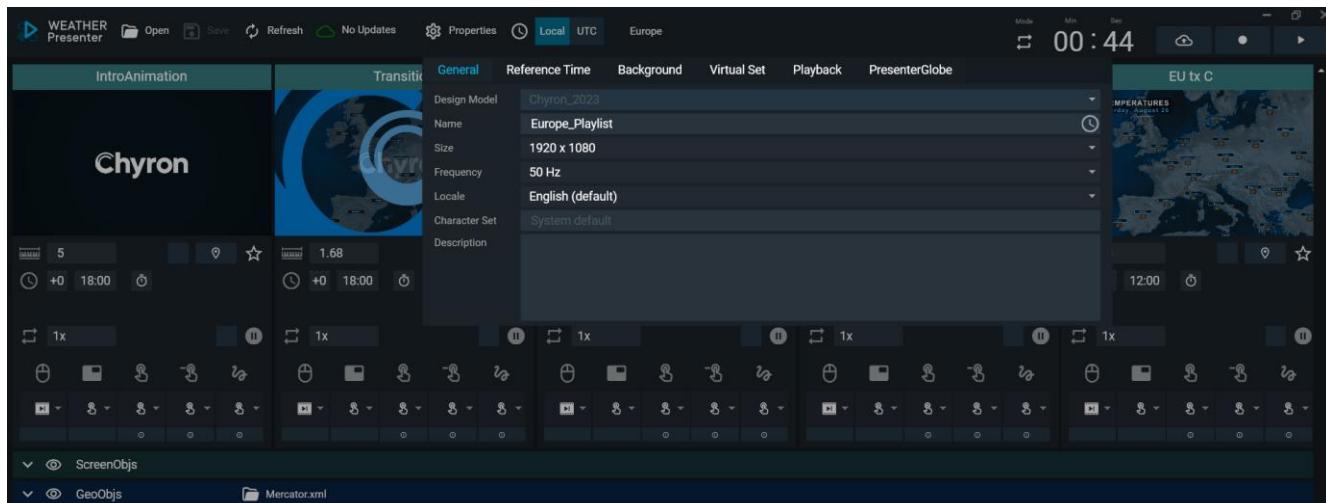
This lesson introduces Playlists and its properties. You will learn how to open, create and save Playlists as well as how to change the basic properties of a Playlist.

Prerequisites

Lesson 1

Properties

Click the Properties button on the Toolbar:



Lesson 2.1 - General properties tab

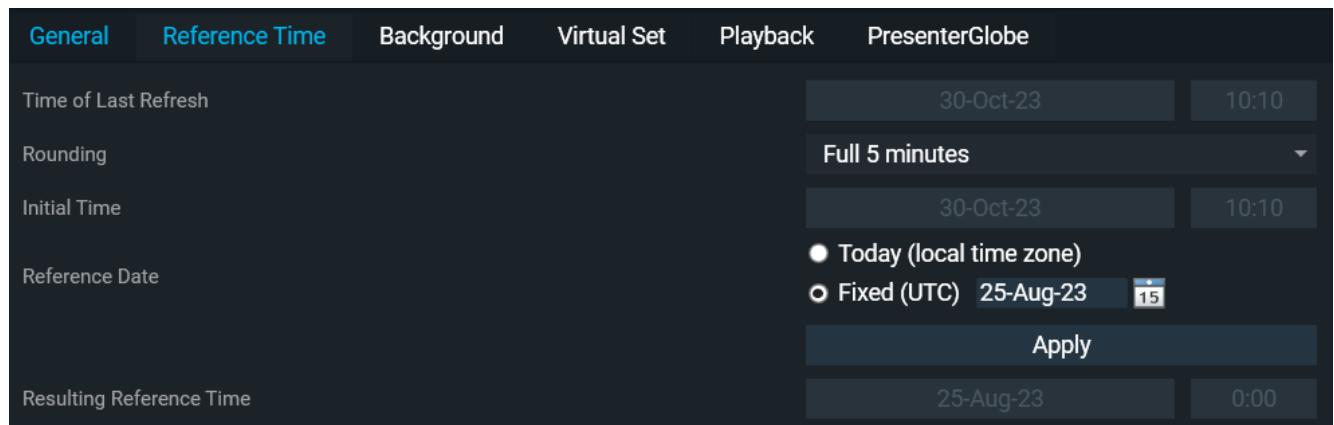
General

Property	Definition
Design Model	Name of the DesignModel (Info only)
Name	Name of the Playlist
Size	Rendering resolution of the Playlist
Frequency	Frequency of the Playlist
Locale	Language of the Playlist
Character Set	Character set of the Playlist (Info only – driven by locale)
Description	Optional description (visible in open dialogue)

Lesson 2.2 - General properties

The Local is used when there are shown automatic texts like weekdays.

Reference Time



Lesson 2.3 - Properties Reference Time tab

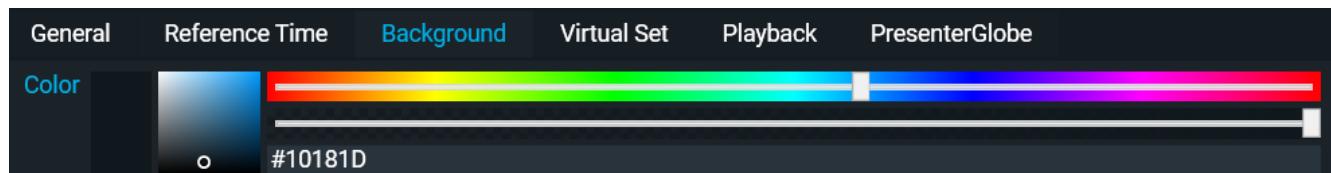
Property	Definition
Time of Last Refresh	Displays time Playlist was opened or the time Playlist was last refreshed (Info only)
Rounding	Interval of rounding time. Note times are rounded down
Initial Time	Product of Time of Last Refresh AND Rounding
Reference Date	May be today or a fixed date
Resulting Reference Time	Displays resulting reference time. Note always 00:00. (Info only)

Lesson 2.4 - Reference Time properties

Data time of each segment in the playlist can be either referring to the Initial Time or the Resulting Reference Time.

Background

Define the background colour for the entire playlist. This colour is only visible if there is an area of the screen without any content.

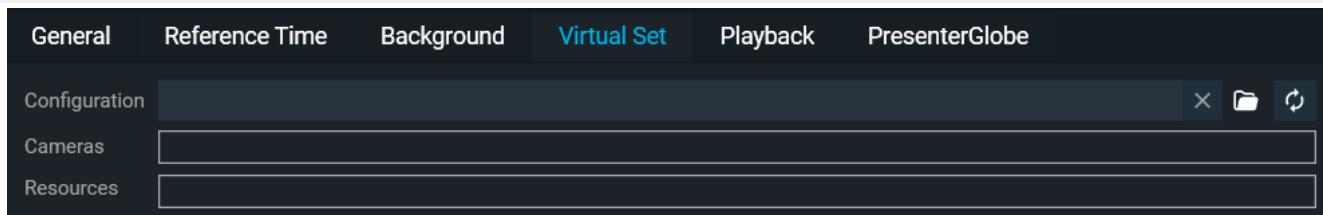


Lesson 2.5 - Properties Background

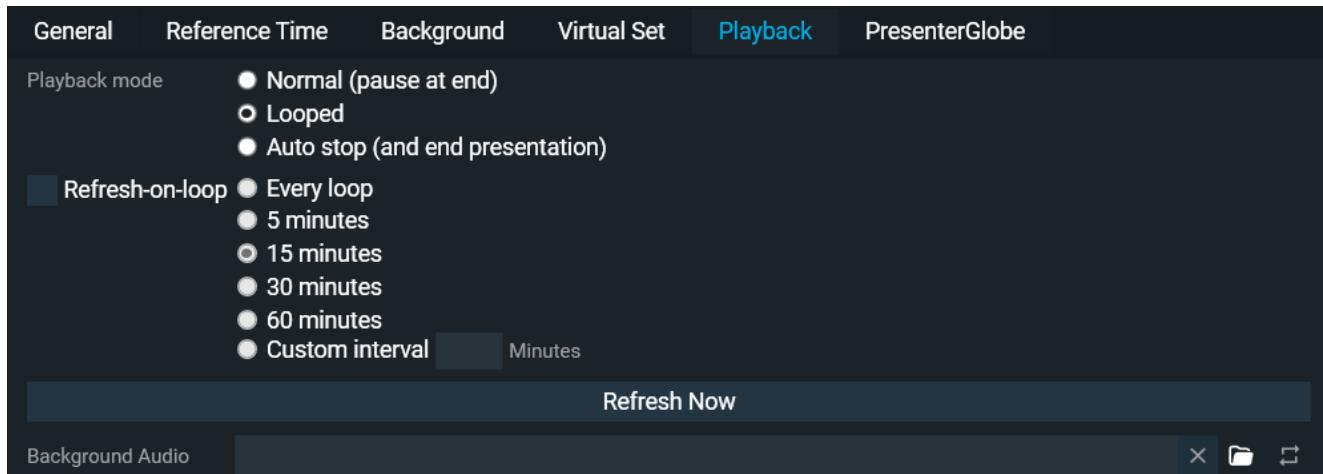
Content containing transparent regions will display the background colour of the Playlist.

Virtual Set

Defines which (if any) virtual set should be loaded. The virtual set needs to be in DesignModel. Cameras and resources (videos) used in the set are listed for info only. For more information see [Lesson 13](#).



Lesson 2.6 - Properties Virtual Set



Lesson 2.7 - Properties Playback tab

Playback

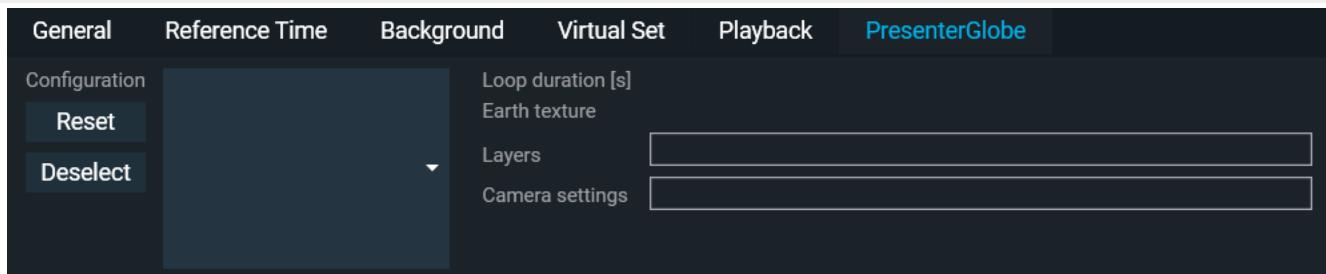
Property	Definition
Playback mode	Define Normal, Looped, Auto stop playback mode. Auto stop mode will exit the presentation after the last Segment is finished.
Refresh-on-loop	Define whether the Playlist refreshes on loop and if so the refresh interval.
Background Audio	Specifies an optional single background audio file. HDMI output only or for recording/sharing. File changes are detected, and file is refreshed.

Lesson 2.8 - Playback properties

Pay attention to playback performance when using the Refresh-on-loop option: a balance must be found between performance and data freshness. Refresh will pause the playlist at the end of a loop.

PresenterGlobe

Defines the PresenterGlobe config used for the current playlist. The PresenterGlobe configuration can be selected, modifications reset, or the configuration can be deselected. Loop duration, the used earth texture as well as available layers and cameras are displayed for information only. For more information see [Lesson 14](#).



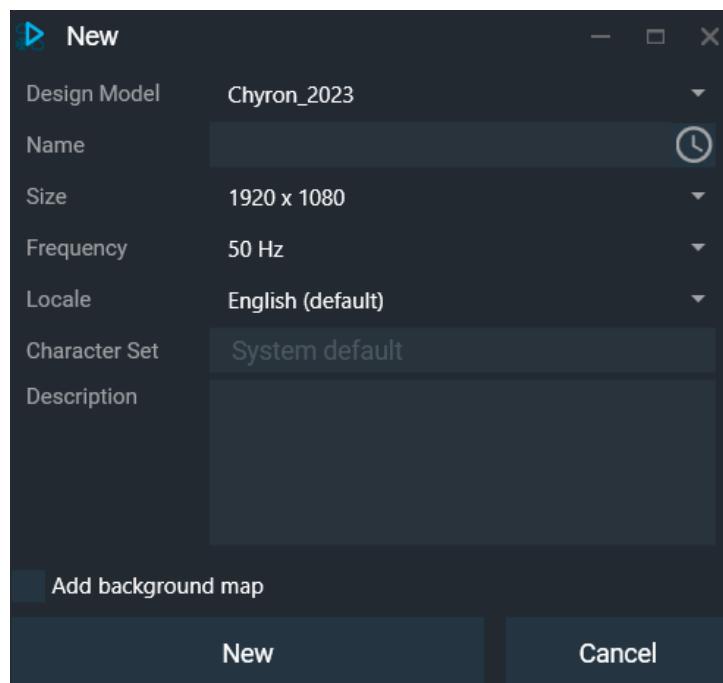
Lesson 2.9 - Properties PresenterGlobe

All these properties can be adjusted in PresenterGlobe if necessary.

Opening, creating, and saving Playlists

Create new Playlist

Click the Application button and click New. The New Playlist dialog opens:

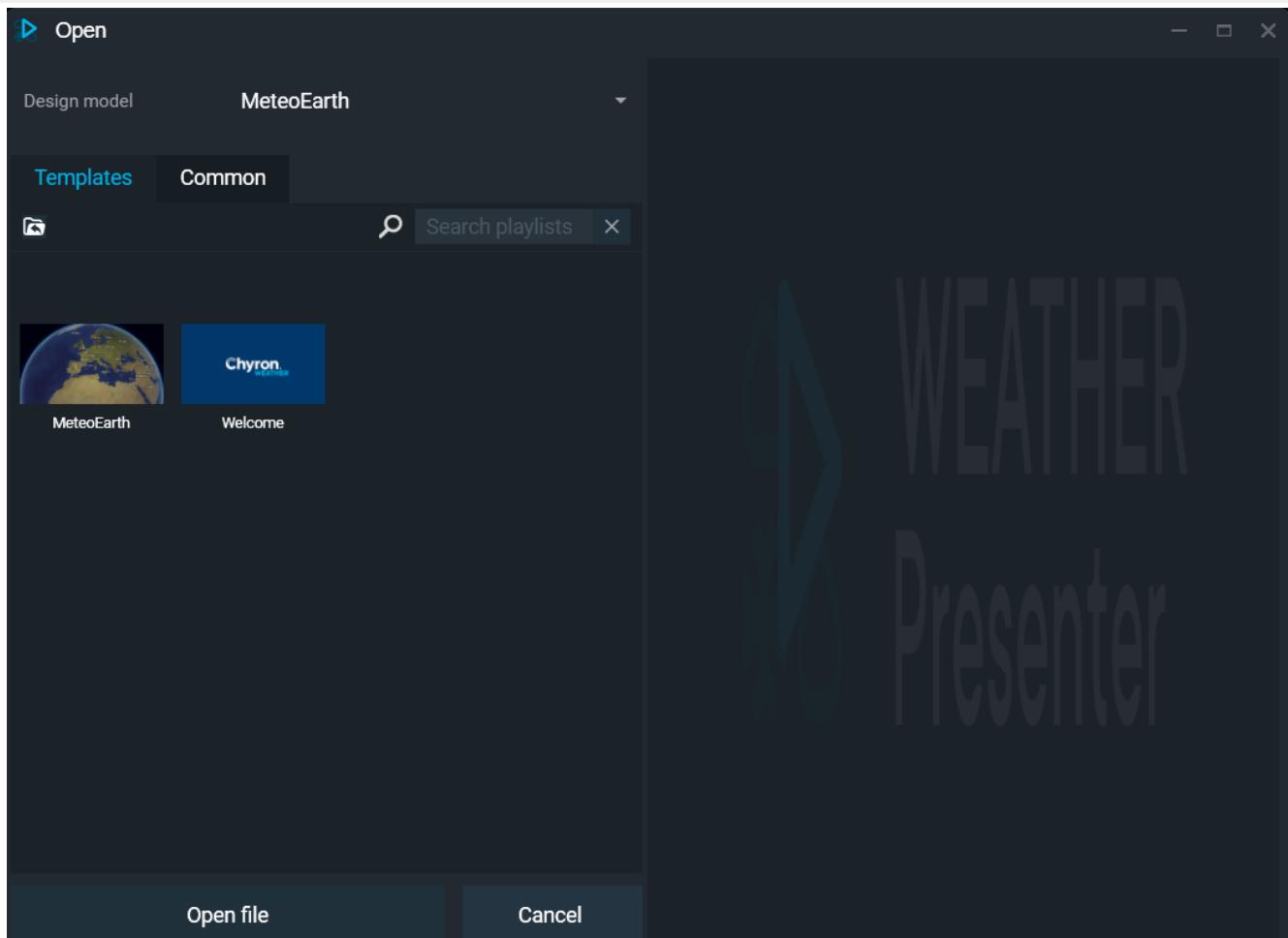


Lesson 2.10 - New Playlist dialog box

Open Playlist

Click the Open button on Menu bar to open a Playlist. Alternatively click the Application button and click Open.

The Open Playlist dialog appears:



Lesson 2.11 - Open Playlist dialog box

Browse through the structure of the playlists. Use the Search field to find a specific Playlist. Playlists in the templates section can be loaded but not overwritten.

Double click the name of a Playlist to open it. Alternatively click the name of a Playlist and then click the Open file button.

You can use the keyboard shortcut **Ctrl + O** to open a Playlist.

Right Click on a user playlist to get to the delete option.

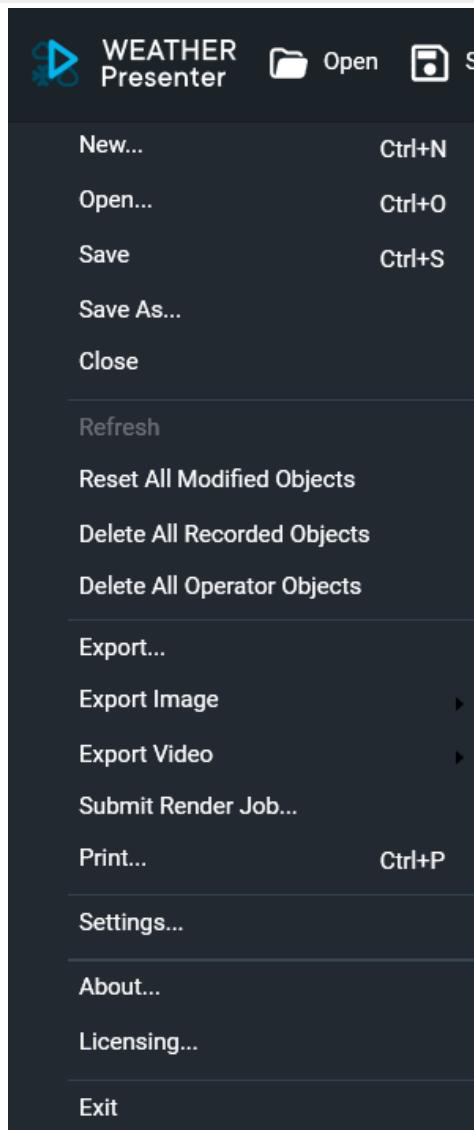
Save Playlist

Click the Save button on Menu bar to open a Playlist:



Lesson 2.12 - Save button

Alternatively click the Application button and click Save:

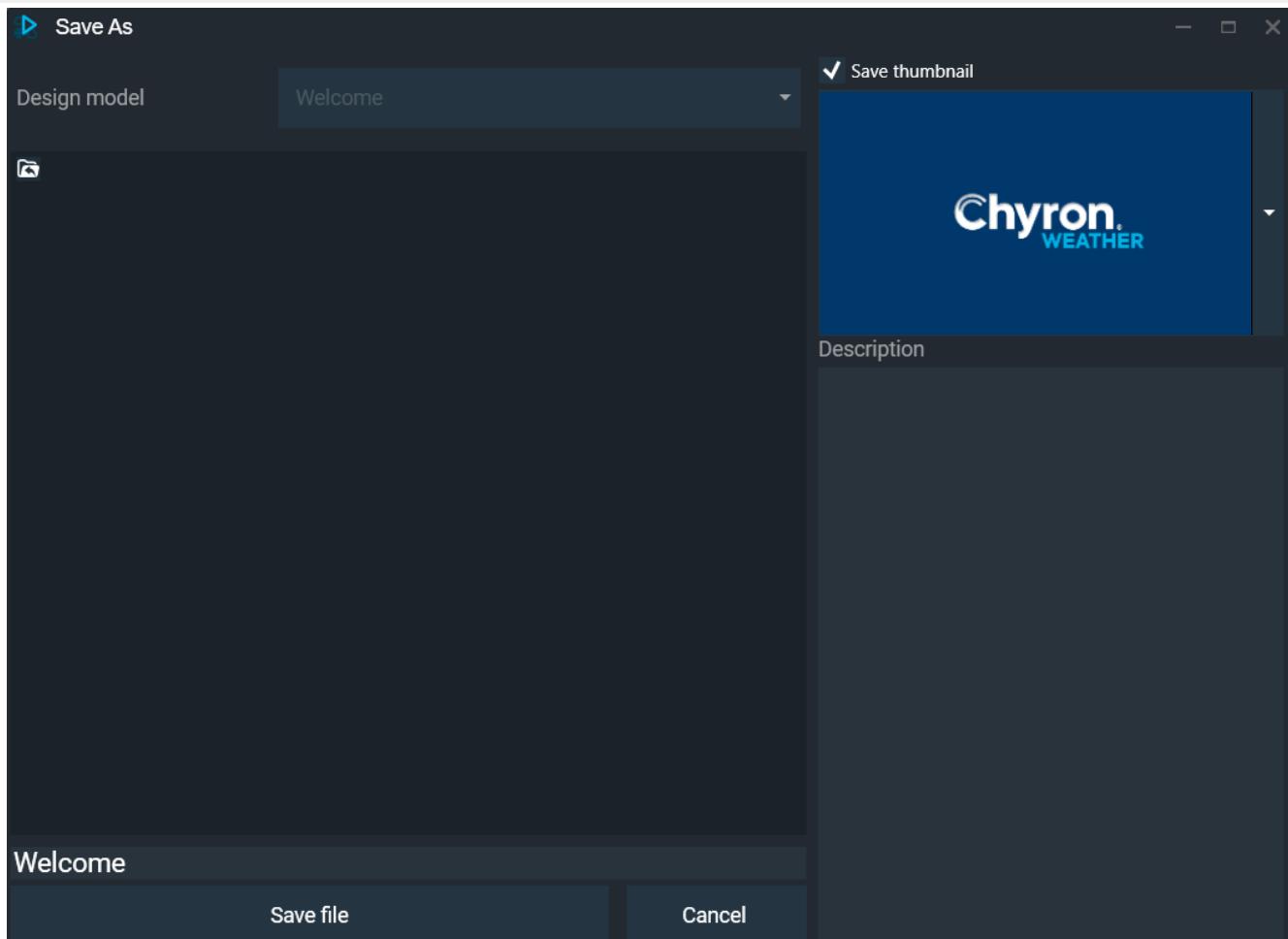


Lesson 2.13 - Saving a Playlist via the Application menu

If you save a playlist for the first time, or you are trying to overwrite a template playlist the save as dialogue appears.

Save as Playlist

You can save a Playlist with a new name using the Save as option. Click the Application button and click Save as:



Lesson 2.14 - Playlist Save as option

Enter a description, choose a thumbnail and a name and location before saving.

You can save a thumbnail along with the Playlist by default by clicking the Save thumbnail checkbox. Select one of the Segment thumbnails to serve as a Playlist thumbnail. That will be visible in the open dialogue. Add a description using the Description field. It's a free text field – just type to add text.

Lesson Activities

1 Questions

1. Where can you find or adjust the description of the playlist?
 - A. Under Properties – General
 - B. When opening or saving a playlist
 - C. When creating a new playlist
2. How can you change the thumbnail of the playlist?
 - A. It's not possible
 - B. In saving-dialog by clicking on small arrow besides current thumbnail and choose new thumbnail
 - C. When creating a new playlist
3. What's the difference between reference and initial time?
 - A. reference time refers to a date (fixed or today), initial time refers to now (last refresh, always today)
 - B. if you add initial time to reference date you get reference time
 - C. reference time starts at 0 o'clock, initial time rounds down time of last refresh to a preset interval
4. Where can you set the framerate of the playlist?
 - A. it's always the framerate of monitor
 - B. Under Properties – General
 - C. When creating a new playlist
 - D. When saving a playlist

2 Answers

1. All answers are correct.
2. The correct answer is B.
3. The correct answers are A & C.
4. The correct answers are B & C.

Working with Segments

Lesson Overview

This lesson introduces working with Segments. You will learn about the different types of Segments available in Weather Presenter, as well as how to create, delete, select, copy and move Segments. Additionally, properties and Segment transitions will be discussed.

Prerequisites

[Lesson 1](#)

[Lesson 2](#)

Types of Segments

There are 5 types of Segments available in Weather Presenter.

They are:

- Content
- Video
- Video-In
- PresenterGlobe
- Web

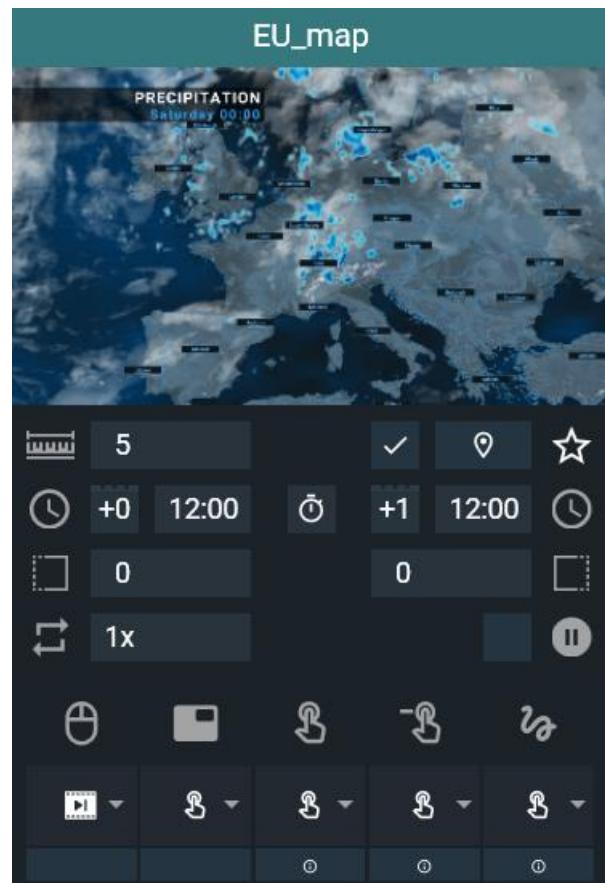
Different Segment types have different properties.

Content Segments

Content Segments are Real-time (RT) segments. As such, they contain Subscenes created using Designer or background maps created using Designer or Panorama.

Lesson 3.1 shows a Content Segment containing a Subscene created using Designer. In this case, a map of the world.

See also [Lesson 5](#)



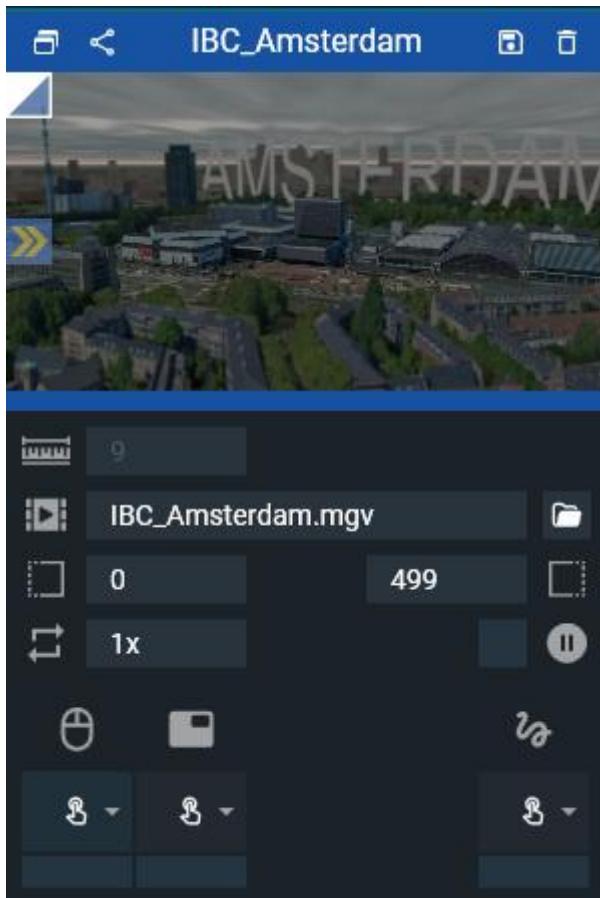
Lesson 3.1 - Content Segment

Video Segments

Video Segments contain video clips.

Figure **Lesson 3.2** shows a Video Segment containing a video clip named IBC_Amsterdam.mgv.

See also [Lesson 11](#)



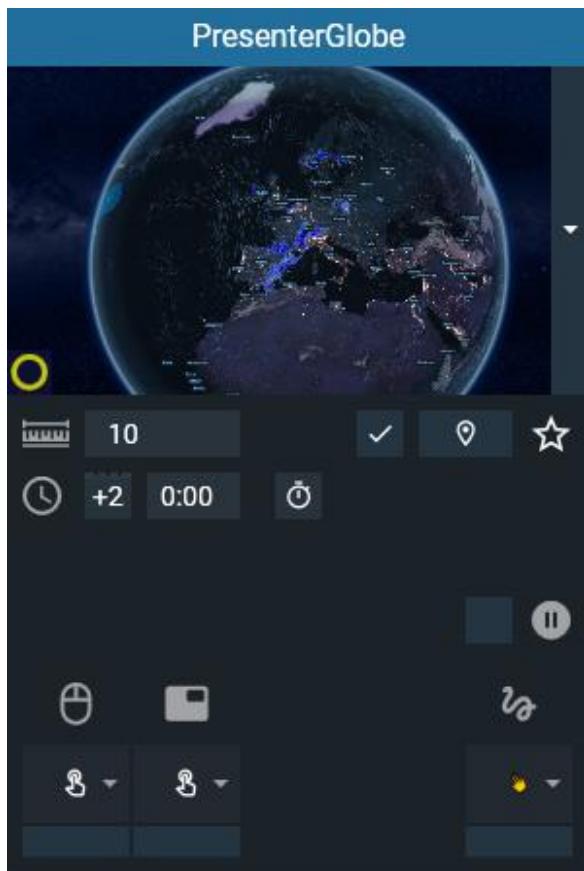
Video-In Segments

Enables presentation of an external video signal, for example produced by a roof top camera.

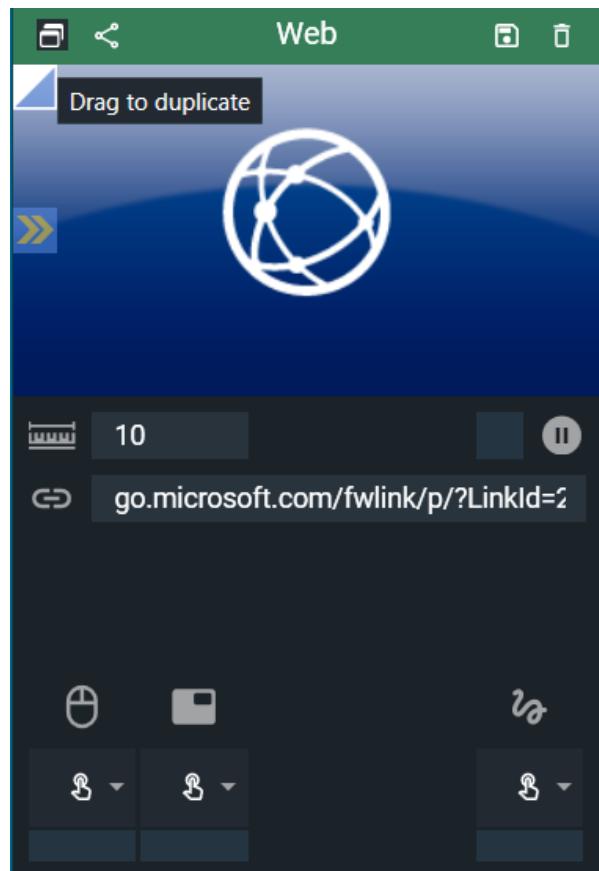
PresenterGlobe Segments

Enables presentation of PresenterGlobe content.

See also [Lesson 14](#)



Lesson 3.4 - PresenterGlobe Segment



Lesson 3.5 - Web Segment

Web Segments

The Web Segment enables Full Screen presentation of Web content.

Using Segments

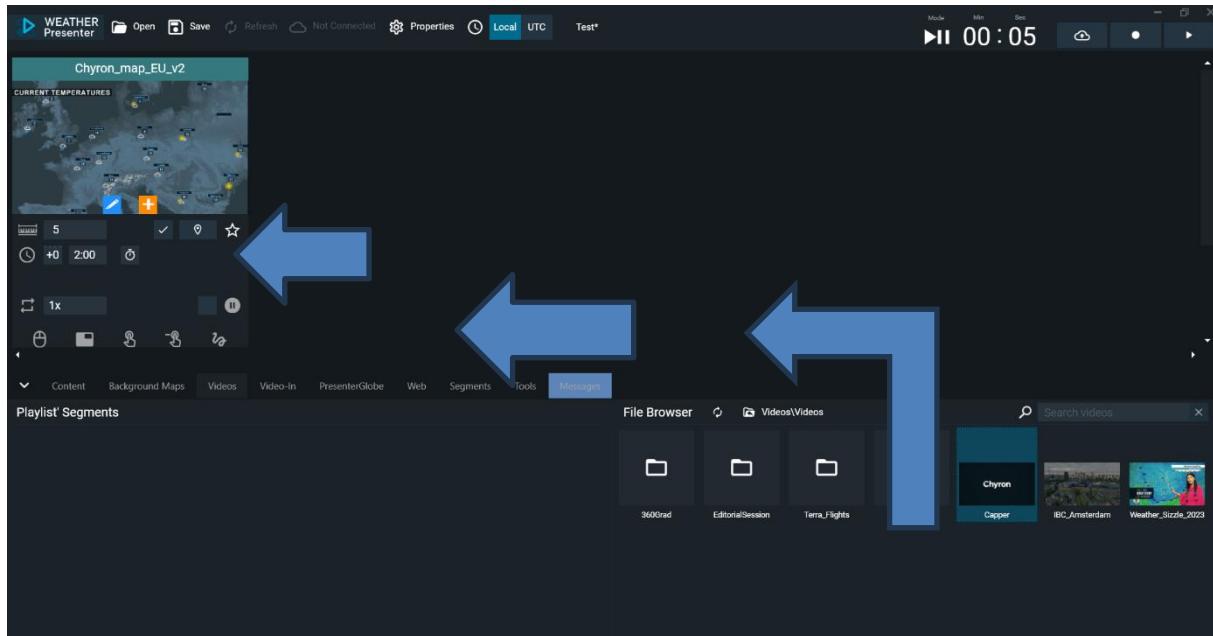
Creating Segments

To create a Content Segment, drag and drop an element (in this example a Designer Subscene from the content tab) onto the Storyboard. Go to Resource panel, select according to the tab for segment type, choose object and add it via drag & drop to your new (and empty) playlist:



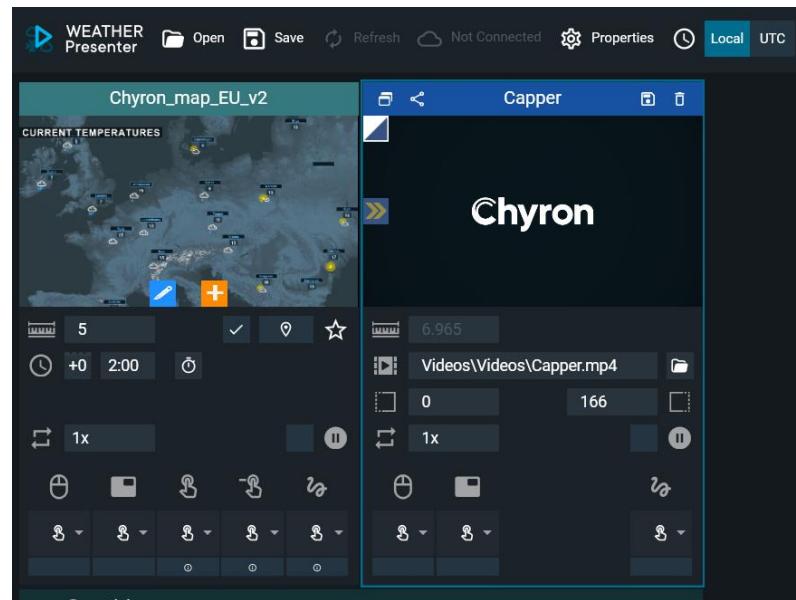
Lesson 3.6 - Content to create segments

The same principle applies for Video, Video-In, PresenterGlobe and Web content: just drag and drop the content on to the Storyboard.



Lesson 3.7 - Creating a Content Segment

When adding additional segments to a playlist a grey bar will indicate, where the segment will be placed:

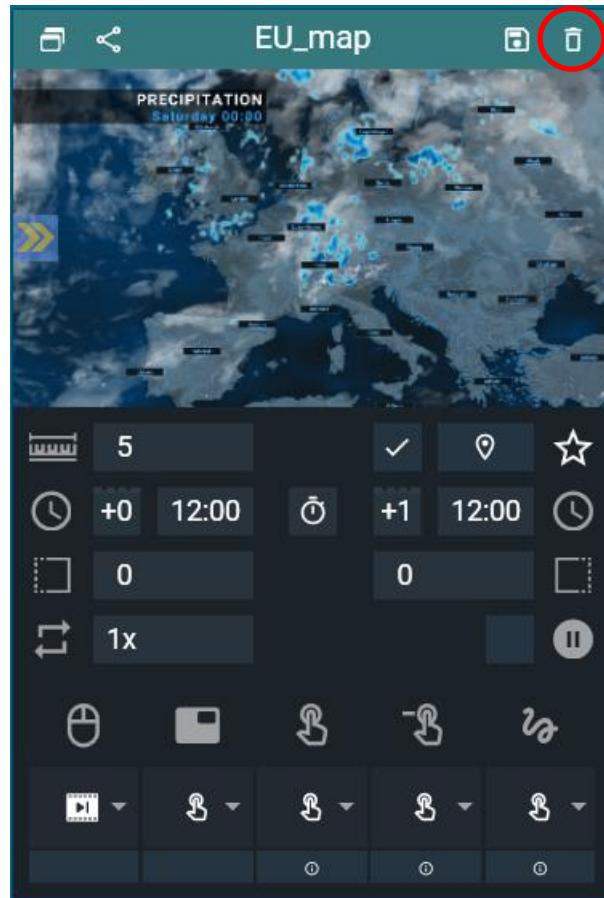


Lesson 3.8 - Add an additional segment

Deleting Segments

To delete a Segment, click the remove icon (trash icon) in the Segment window or select the Segment and hit the delete key or button. You can select multiple objects by using Shift Click or Ctrl + Click and delete them all at once.

You will be asked to confirm the deletion.



Lesson 3.9 - Deleting a Content Segment

If you are deleting the last Content Segment in a Playlist, you need to delete any remaining Content Layers first. See [Lesson 4](#).

Moving Segments

Move a Segment by clicking the Segment you want to move and then dragging it to a new position on the Storyboard.

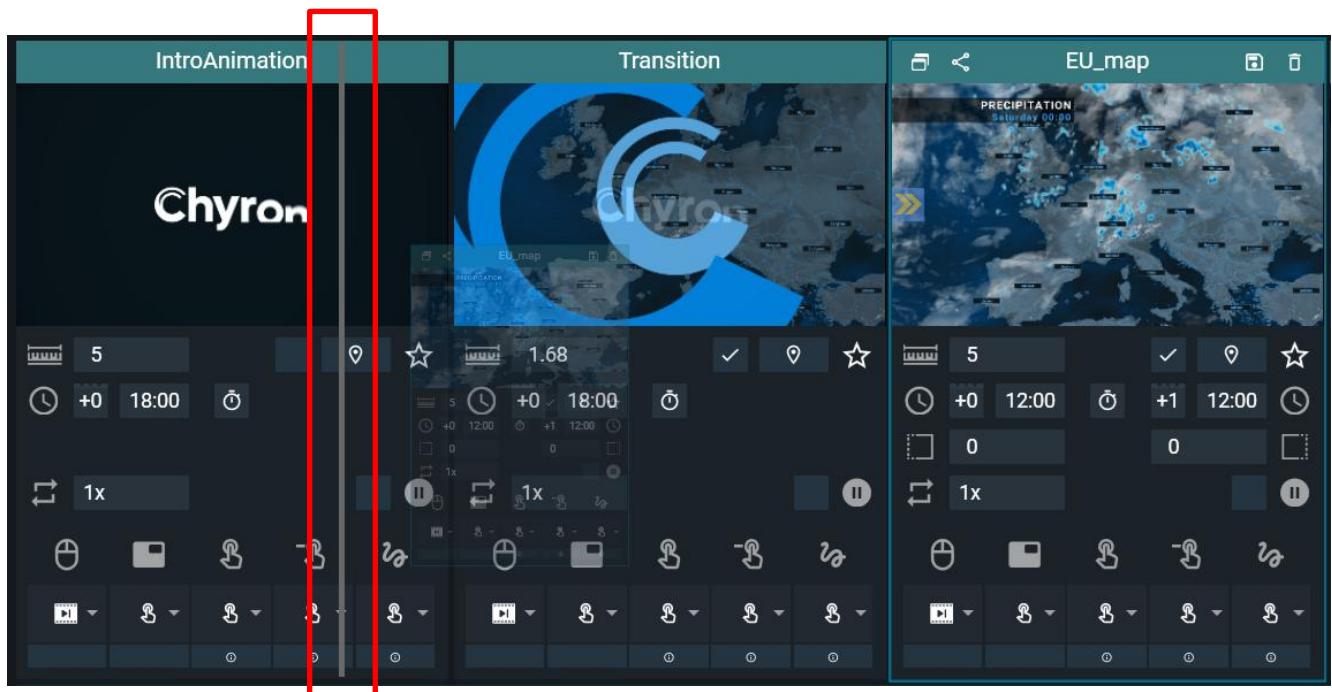
Segments may be dragged backwards and forwards.

Segments highlight yellow when focused and highlight blue when selected.



Lesson 3.10 - Moving a Content Segment

A grey bar appears when you move a Content Segment to indicate where you can move it. The bar serves as a visual guide to help you quickly place Segments in the Storyboard.

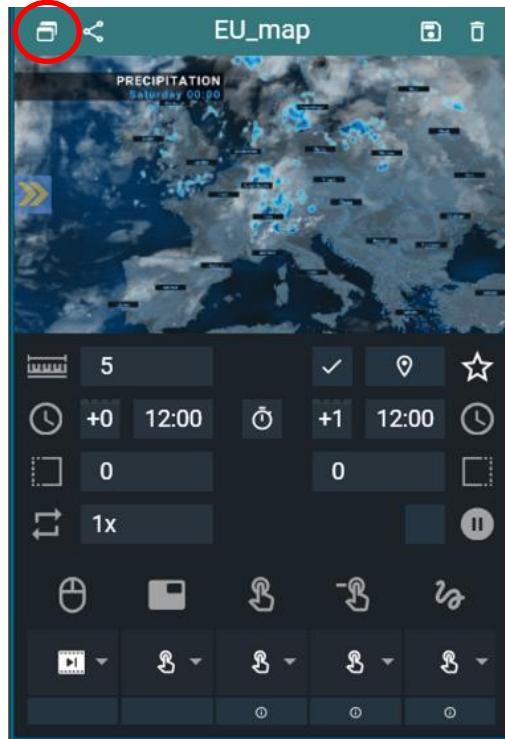


Lesson 3.11 - Grey bar indicating a new position for a Content Segment

Duplicating Segments

Duplicate a Segment by clicking the Drag to Duplicate button and then dragging the Segment to the desired position on the Storyboard.

Lesson 3.12 shows the Drag to Duplicate button.

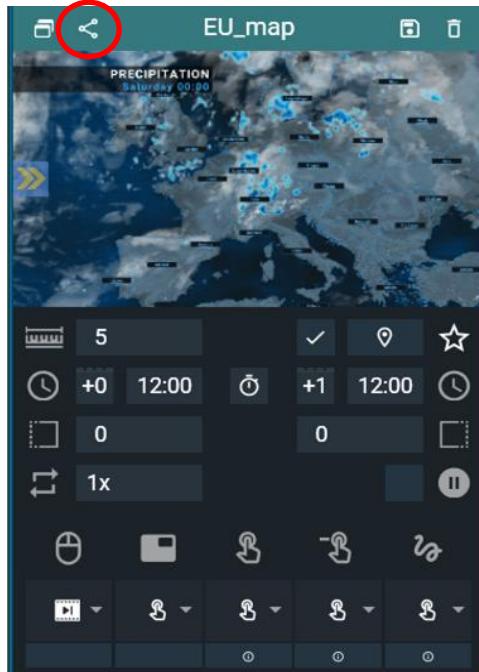


Lesson 3.12 - Copying a Segment using Drag to Duplicate

Exporting content and Sharing Segments

Segments can be exported as images or videos using the Export button located in the top left-hand side of the Segment menu.

See [Lesson 12](#) for more information.



Lesson 3.13 - Exporting Segment

Segment Sharing gives you the ability to share Segments between Playlists within a single DesignModel.

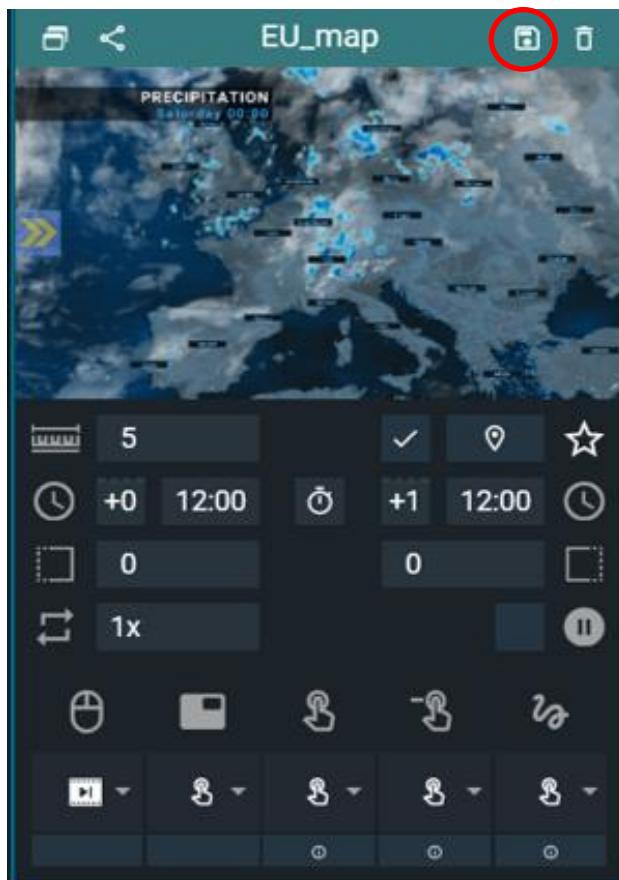
This feature was released in Chyron Weather R12.1.

There are two methods for sharing:

- Using a newly implemented Save option which has been added to the Segment menu
- Via Drag and Drop

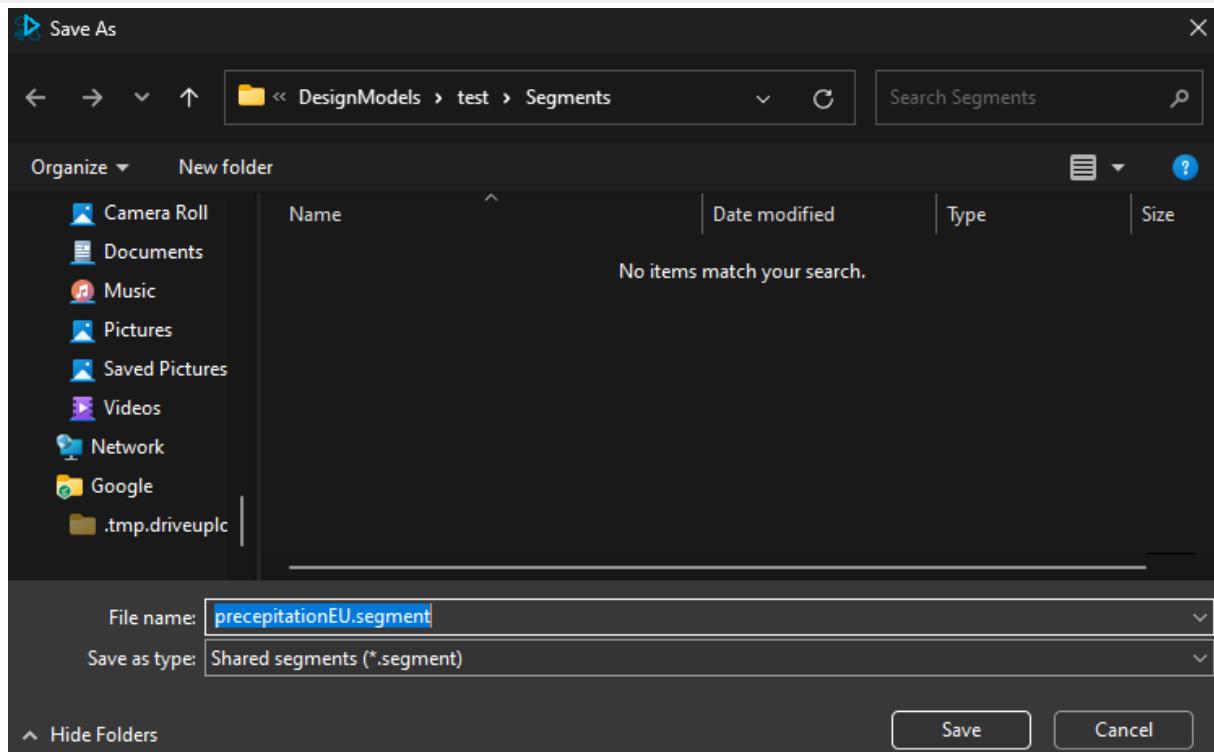
1. Sharing a Segment using the Save button option

Click the Save button located at the top right-hand corner of the Segment Window.



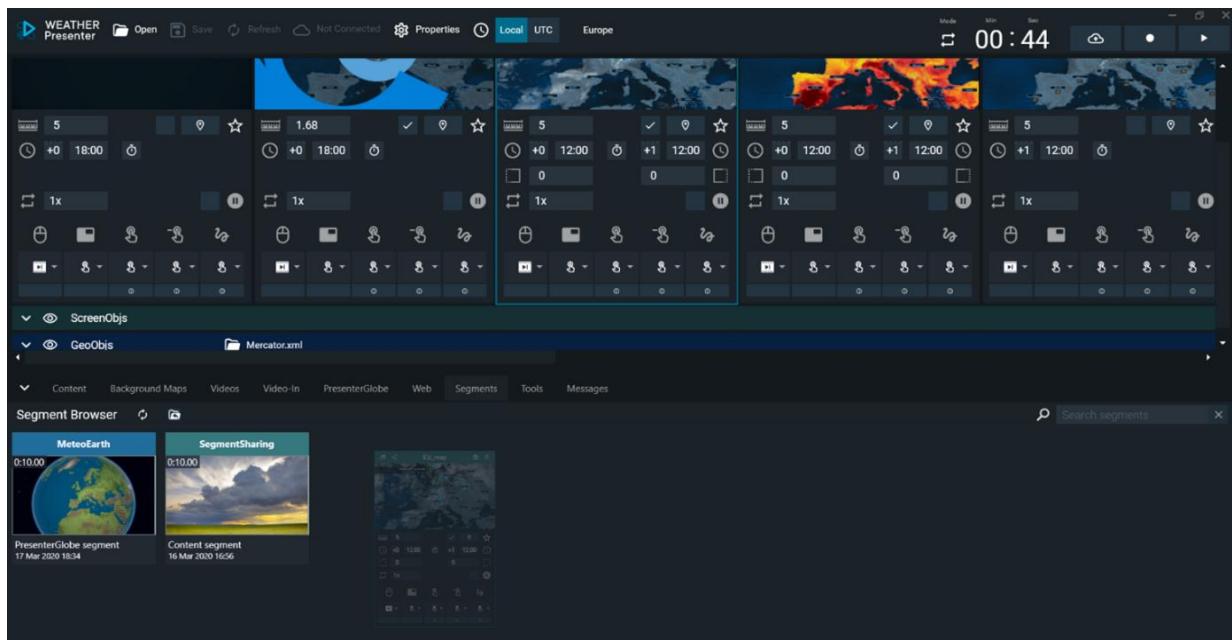
Lesson 3.14- Sharing Segment

A window will open where you can save the segment. The default is the Segment folder. Once saved it will appear in the Segment Browser.



Lesson 3.15 - Saving a Segment

Additionally, you can just drag and drop the segment in the Segment Browser.

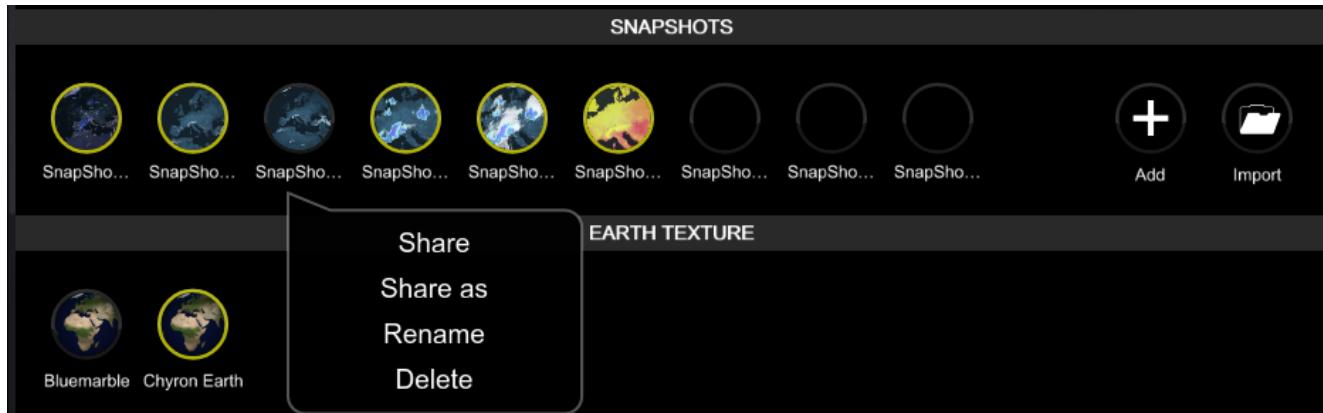


Lesson 3.16 - Drag and Drop to Save

Once you have saved the Segment, you can drag the Segment into the storyboard as you would any other object.

When sharing a PresenterGlobe Segment you must also share the SnapShot. You can the Snapshot by opening the PresenterGlobe segment and going into the settings (ctrl+c or double click in the sky),

clicking and holding on the SnapShot and then selecting the Share option. You will get a box confirming it has been shared. By default, it will save in PresenterGlobe > Content > SnapShots folder.



Lesson 3.16 - Sharing SnapShot

To import go back into the Settings menu and select import. A box will open with all the option, select and import.

Each name must be unique, if you try to import a SnapShot with the same name as one in use it will add _0 to the end.

If you wish to make folders for the different types of Segments (PresenterGlobe, Video, VideoIn, Weather Presenter, Web) you may do so, just add the subfolders to the Segment main folder. You can edit the default folder in the _directories.xml or in the Designer3DAuthor UI to point them to the new folder.

Segment Transitions

It is possible to define how some types of Segments transition during a presentation.

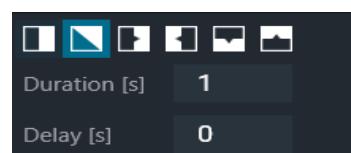
See [Lesson 5](#) for how to transition content segments.

It is not possible to define transitions between two Content Segments or two PresenterGlobe Segments.

There are 5 standard transition types available.

The 5 standard transition types are:

- Hard cut (None)
- Crossfade (Blend)
- Blur
- Wipe left
- Wipe right



Lesson 3.17 - Segment Transitions

Bespoke custom transitions might have been added, which are then also optionally available:

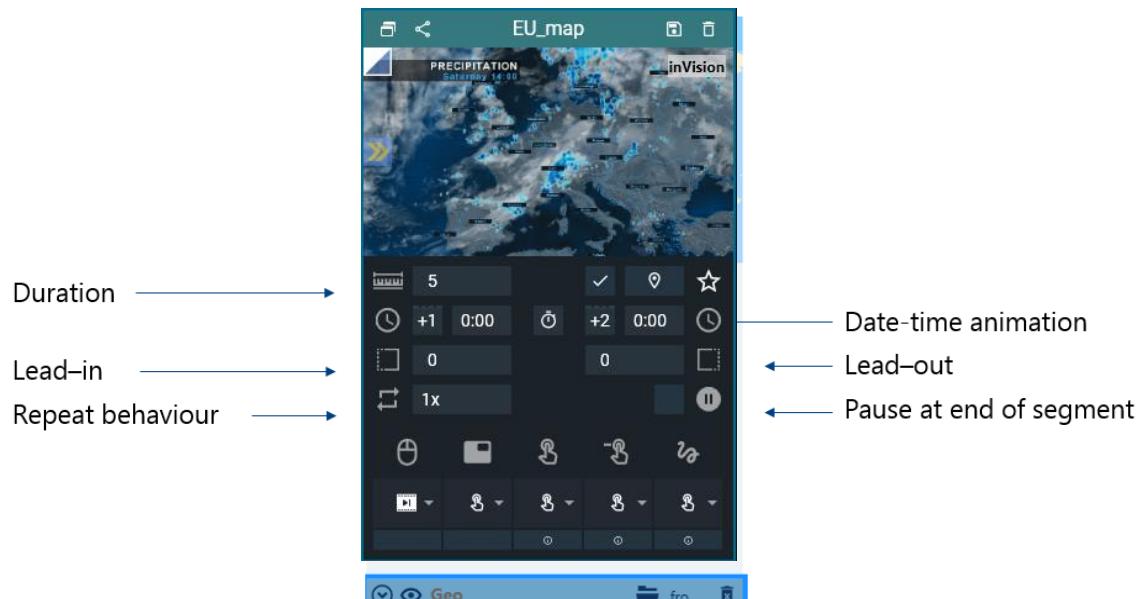


Lesson 3.18 - Custom Segment Transition

These transitions, as their name suggests, are custom solutions requiring development.

Segment Properties

Properties



Lesson 3.19 - Content Segment properties

Segments possess various properties many of which are editable. Properties may vary by segment type. Following is an introduction to a selection of Content Segment properties – not all of them are applicable to other types.

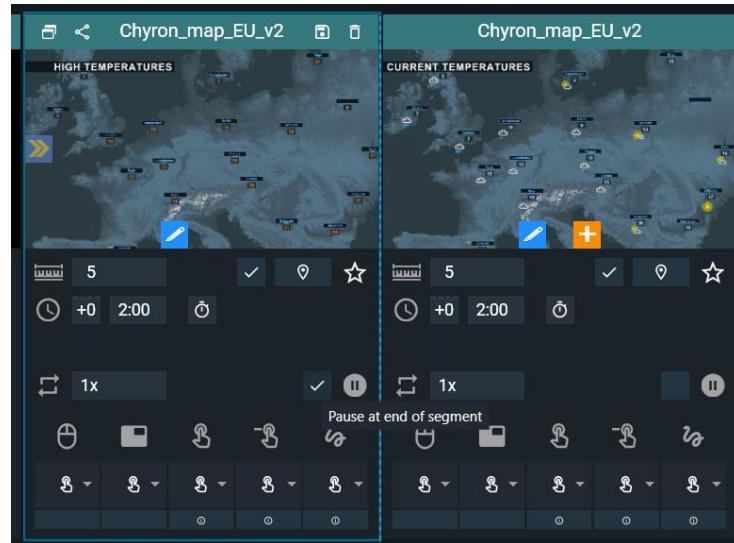
Duration

Defines the duration (playing time) of the Content Segment.

Lesson 3.19 shows a Content Segment with a duration of 10 seconds.

Pause at end of segment

Defines whether playback should pause at the end of the playing time or continue to the next Segment. A dashed red line shows the activated pause visually. Some animations (such as rain droplets on rain fields, wind streams or symbol animations) may be configured to continue to animate despite the pause.



Lesson 3. 20 - Pause at the end of the segment

Date-time animation

Defines the date and time of the data. If a range is defined, the data will be animated. To define a range, click the Activate date-time animation button (stopwatch icon):



Lesson 3.21 - Activate date-time animation button

Two-time options are available to work with: Initial time and Reference time. See [Lesson 2](#)

Toggle between the two options:



Lesson 3.22 - Initial time is referenced

The values that you input are an offset to the initial time.

Initial time may be rounded. Various rounding options are available ranging from 1 to 30 minutes.

For more on initial time see [Lesson 2](#).

Alternatively, time can be defined according to a reference time – midnight of (by default) today. It enables the selection of a specific date and time offset.

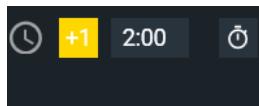


Lesson 3.23 - Referee time is referenced

For example, a value of +1 means the reference date plus one day (i.e. tomorrow). Likewise, a value of -1 means the reference date minus one day (i.e. yesterday).

The time value is absolute and defaults to 00:00. Any value input here will override this value. Lesson 3.19, for example, shows a date-time animation beginning today at 06:00 hours and ending at 18:00 hours.

The resulting date and time can be viewed by mouse over:



Lesson 3.24 - Resulting date

You can work with Local or UTC time – select whichever you prefer from the Toolbar. This is a global setting in your installed Weather Presenter and not saved with the Playlist.

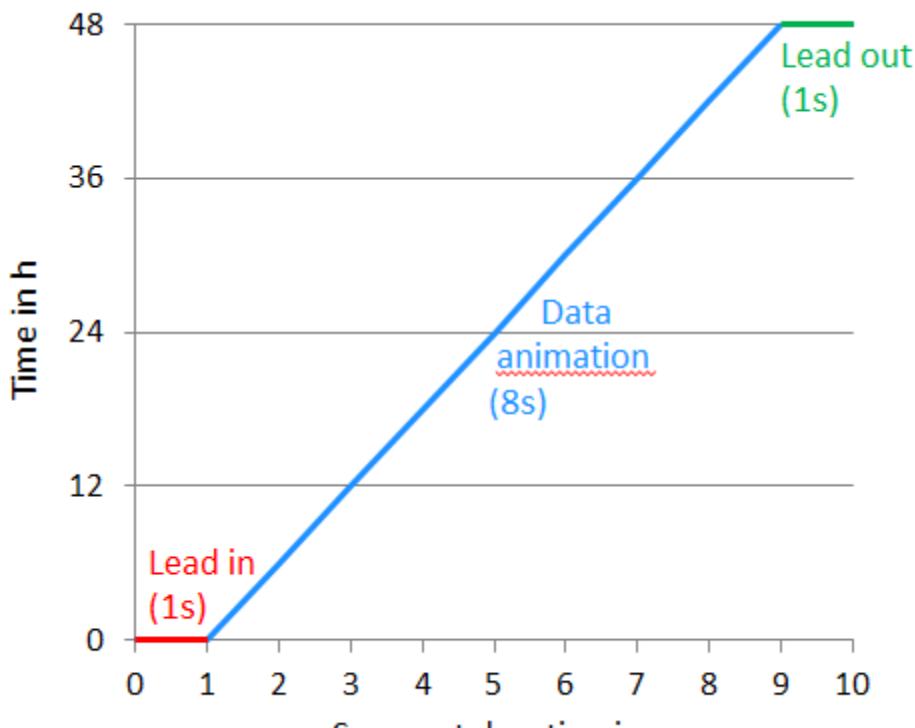
Lead-in / lead-out

Defines lead-in and lead-out times for the Segment. The default value is 0.

Use it to delay the beginning or the end or both of a data time animation.

Note it has no effect on the duration of the Segment. Data will simply animate more quickly.

Lesson 3.25 plots the effect of a 1 second lead-in and lead-out on a Segment with a duration of 10 seconds.



Lesson 3.25 - Lead-in / lead-out graph

Repeat behavior

Defines how many times the Segment is to play before proceeding to the next Segment or pausing. Values are 1 or greater.

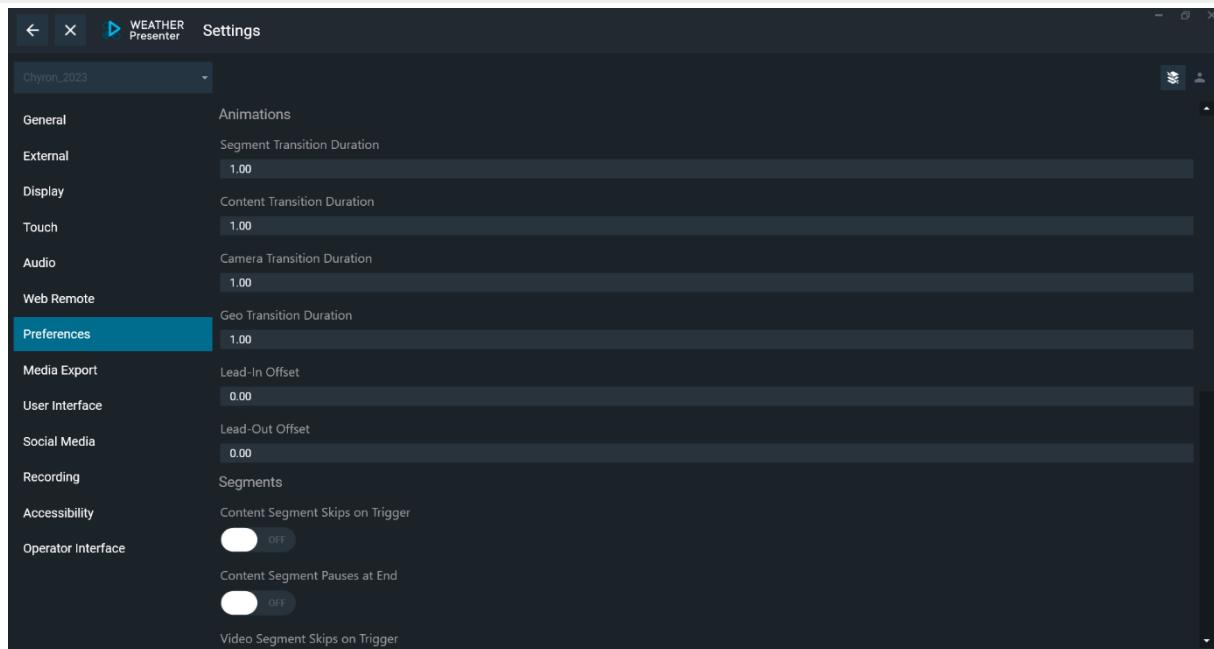
The syntax: `/nx`. N denotes the number of times to repeat playback, x simply means times.

Type 'Forever' in the checkbox to specify an infinite loop. In that case make sure you have a trigger action set to be able to go to the next segment (see [Lesson 11](#))

Preferences

It is possible to predefine the default values of a Segment.

The settings are accessible via Application Menu/Settings/Preferences:

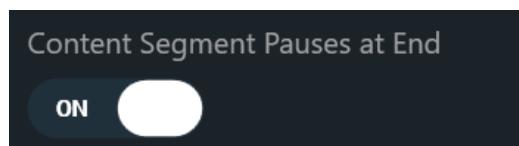


Lesson 3.26 - Segment preferences

Lesson 3.26 illustrates Segment preferences.

Default values relating to animations and segments are definable here. The values are stored in Weather Presenter's settings file. Changing presets only affects segments created thereafter.

For example, it is possible to define whether a Segment always pauses at the end.



Lesson 3.27 - Defining a Content Segment preference

Preset	Definition
Segment skips on trigger	Trigger action "Skip to next Segment" is set for every new segment
Segment pauses at end	"Pause at the end of Segment" is activated for every new segment
Segment transition duration	default transition duration of video segments (see also Lesson 11)
GeoFocus transition duration	default duration of camera zoom from one map cut-out to another (see also Lesson 7)
Camera transition duration	default duration of camera movement in virtual studio (see also Lesson 13)
Data time lead-in/lead-out	default length of data lead-in or -out on segments
Content collection transition duration	default transition duration of content collections (see also Lesson 5)

Lesson 3.28 - Segment presets

Lesson Activities

1 Questions

1. If you set times for data animation what, please note that...
 - A. ... time is always in UTC.
 - B. ... time is always local time.
 - C. ... time zone is editable, but you have to be aware what time is selected (UTC or local).
2. What does a red-white dashed line between two segments mean?
 - A. Segment before line is faulty.
 - B. Pause at end of segment is set.
 - C. Segment is in an endless loop.
3. How to add segments to a playlist?
 - A. Under Menu 'new segment'
 - B. Duplicate an existing segment
 - C. Via drag & drop from resource panel

2

3 Answers

1. The correct answer is C.
2. The correct answer is B.
3. The correct answers are B & C.

4 Tasks

1. Create a new playlist, add some segments from Resource Panels and save it.
2. add a video segment and play around with different transitions
3. Change length of segment
4. change time or date of a segment
5. create a time animation on segment
 - A. use reference time and initial time to see the difference
 - B. use lead in and out
 - C. loop it 3 times
6. use pause at end of segment
7. switch between local time and UTC
8. change the order of segments, duplicate, and delete some

Working with Layers

Lesson Overview

This lesson introduces Content Layers. You will learn about the different types of Content Layers available in Weather Presenter and how to use them.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

Types of Layers

There are two types of Content Layers: Screen referenced, and Geo referenced.

Screen referenced Content Layers

Screen referenced layers are layers containing content which is using Screen coordinates for positioning of objects. It is a Cartesian space – think x, y coordinates.

The position of a screen referenced object is fixed to the screen and will not move with a zoom or translation of the map.

Screen referenced layers are identified by a light blue color:



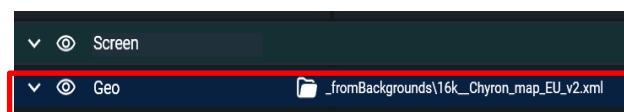
Lesson 4.1- Screen reference Content Layer

Geo referenced Content Layers

Geo referenced layers are layers containing content which use Geographical coordinates for positioning of objects. That is, latitudinal and longitudinal values are used.

The position of a geo referenced object is referencing a specific geographical location considering the projection. For example, if you change the map cutout, the object is moving with the map. The geo focus (see [Lesson 7](#)) can also affect the position of the objects in the geo layer.

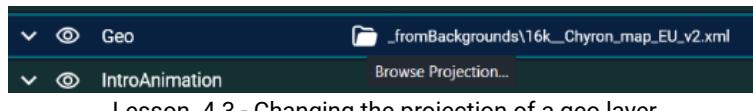
Geo referenced layers are identified by a mid-blue color:



Lesson 4.2 - Screen reference Content Layer

Geo layer projections

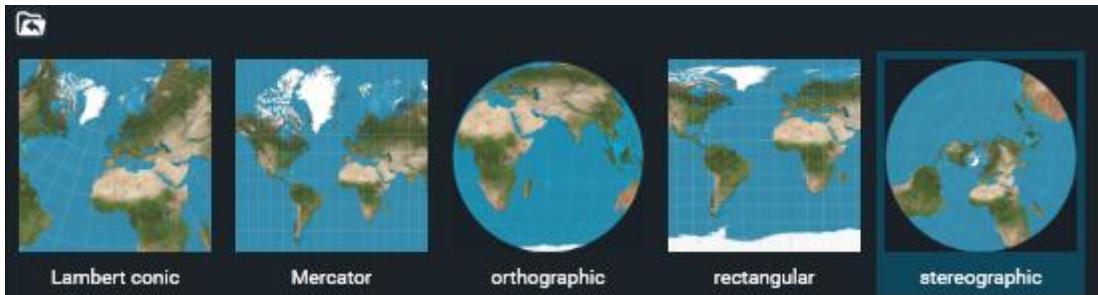
Several projection types are available to transform the sphericity of the earth to a plane. Mercator is the most used, as it is very common but land masses near the poles appear much larger than near the equator. Therefore, a different projection might be necessary when showing a place near a pole.



Lesson 4.3 - Changing the projection of a geo layer

By default, the projection of Geo referenced layer is taken from the Subscene or GeoBackground it was created from. However, it is possible to define a different projection by browsing to the Projections folder within the DesignModel and selecting an alternative projection.

Which projections are available is defined by the design. Usually, the selection is limited to one or two. However, Weather Presenter supports all these projections:



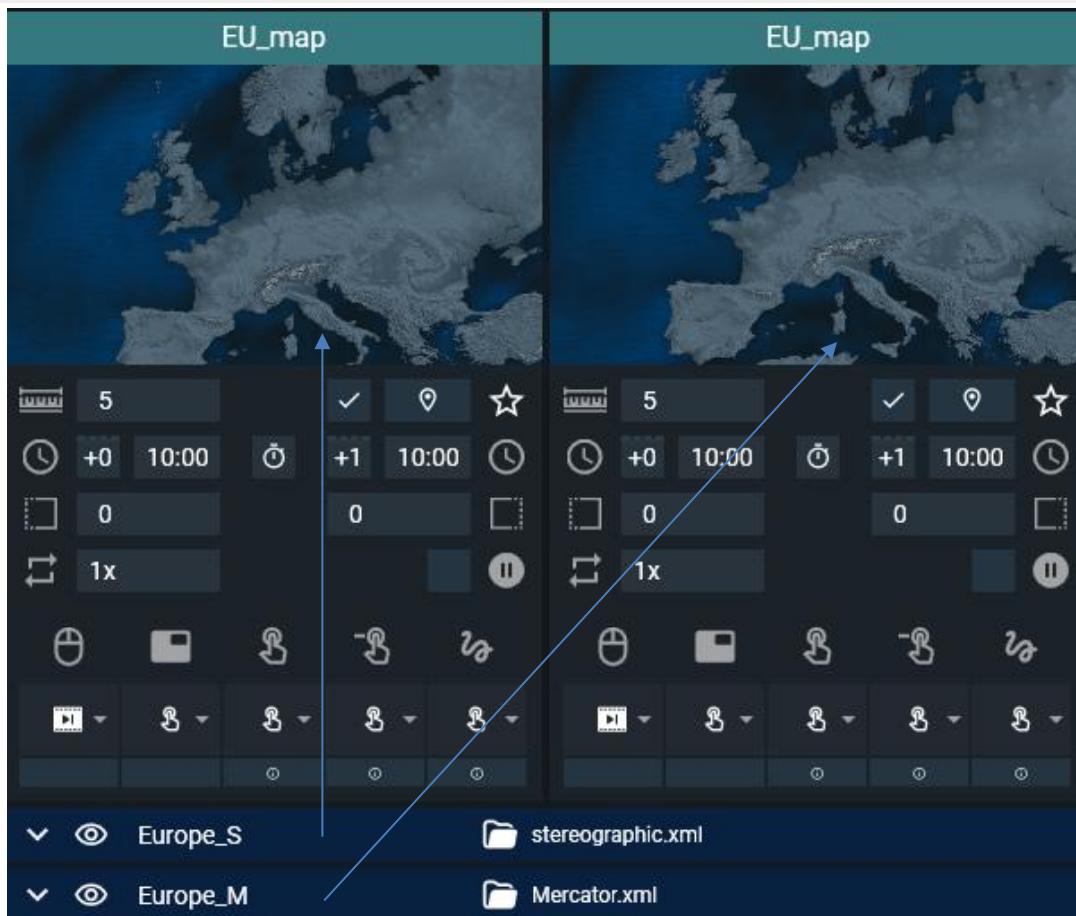
Lesson 4.4 - Projections configurable

Managing several Geo layers

Using a single Geo layer is like moving one map. You can define a different map cut out and zoom for each segment (see [Lesson 7](#)). The transition between several segments can be an animation (pan and zoom on the map) or a hard cut.

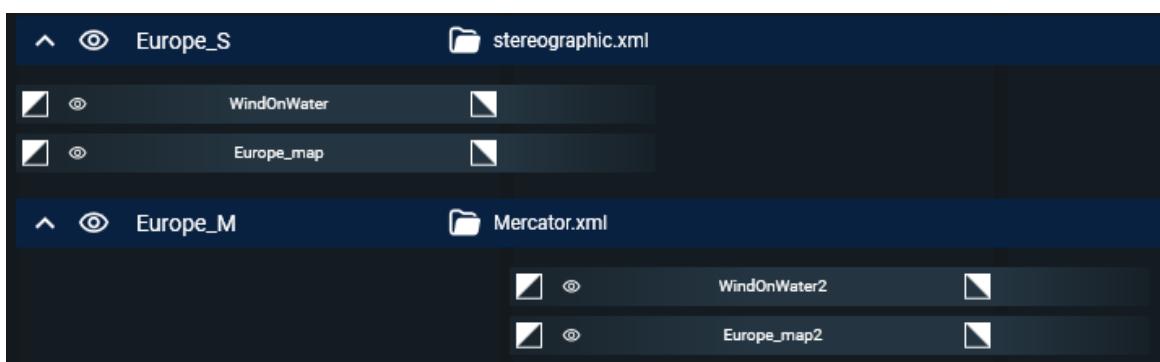
If several types of projection are required for a presentation, several Geo layers must be used.

Lesson 4.5 illustrates two Content Segments. The first Content Segment shows a map using a Mercator projection, the second Content Segment shows a map using an Orthographic projection.



Lesson 4. 5 - Two segments with different projections

Pan and zoom between two map cut outs of different projections is not possible, only a fade or hard cut. It is not possible to show content of different geo layers within one segment – to switch from one to the other, one of them needs to be empty for that segment.



Lesson 4. 6 - Several Geo projections

Only one Projection can be used per Segment.

Working with Layers

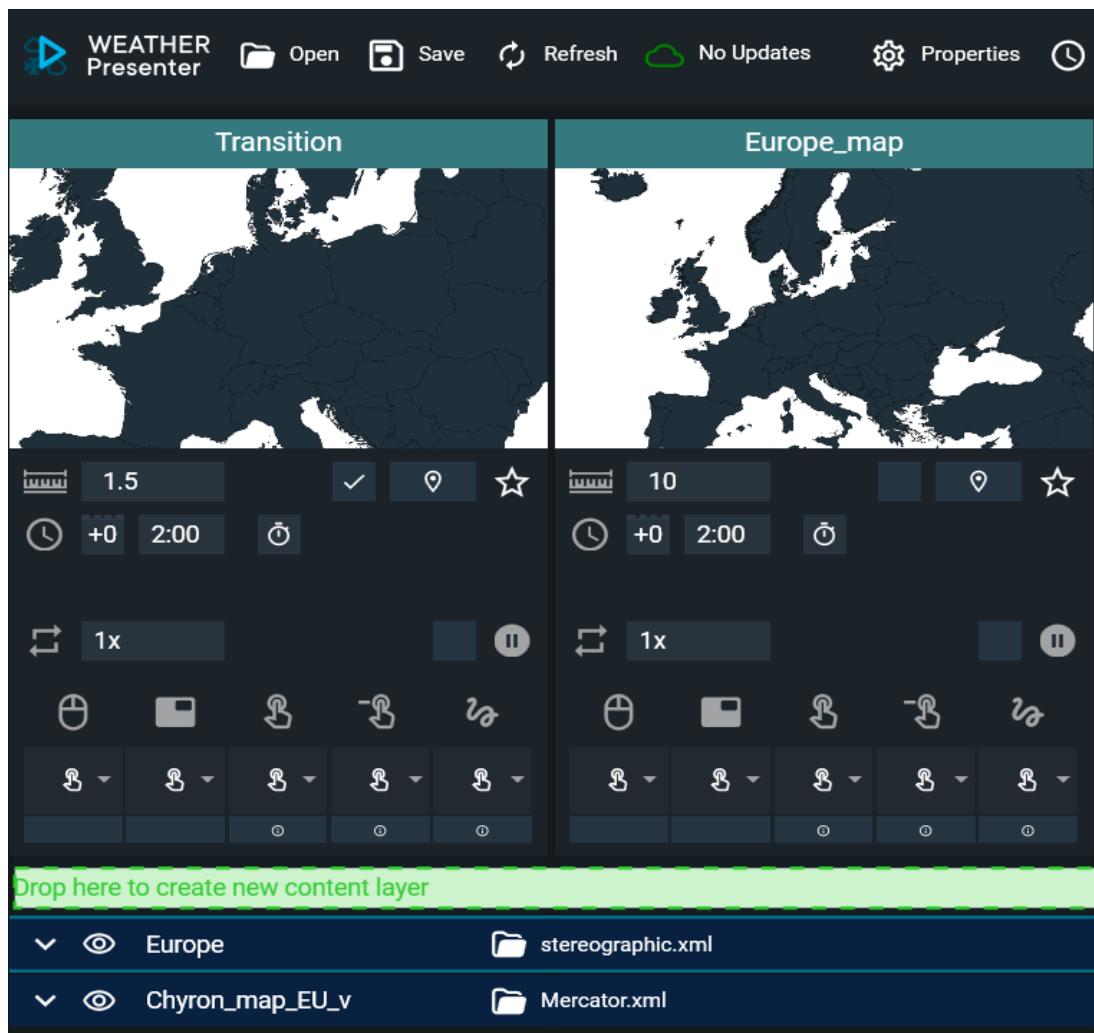
Creating Content Layers

Content Layers are automatically created the first time you add content (a Content Object) or a GeoBackground to the Storyboard.

For example, clicking and dragging a Subscene onto the content layer stack of the Storyboard will create a new Layer based on the type of object the Subscene contains (screen referenced, or geo referenced). In this way, the layer type reflects the content type.

If a layer already exists, Weather Presenter will ask whether you want to create a new layer or add the content to an existing layer. The former is indicated by a green bar, the latter by a grey bar.

Both options are visible in Lesson 4.7:

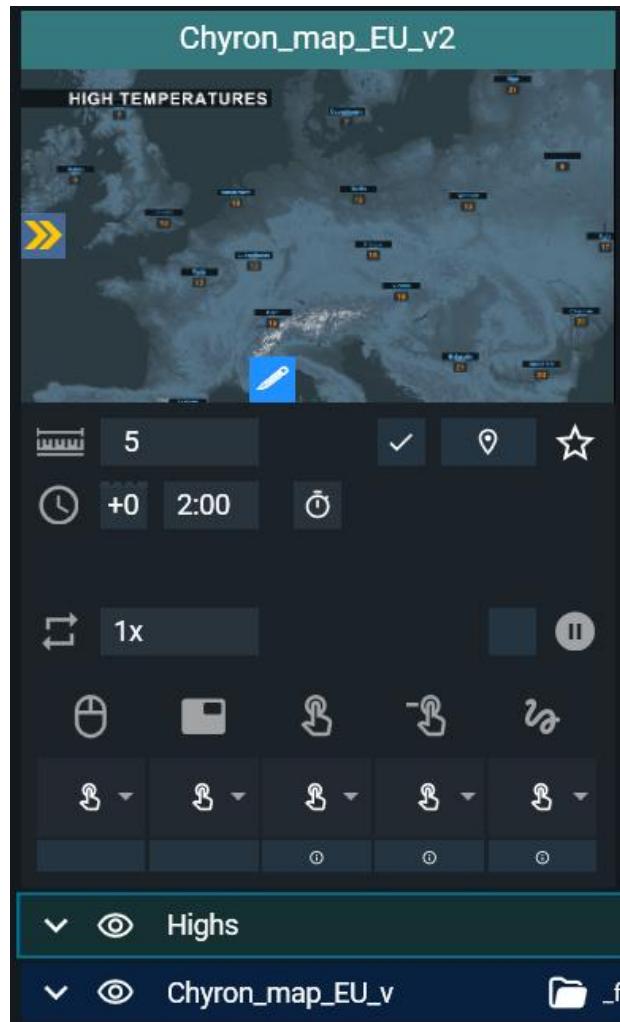


Lesson 4.7 - Creating or adding Content Layers

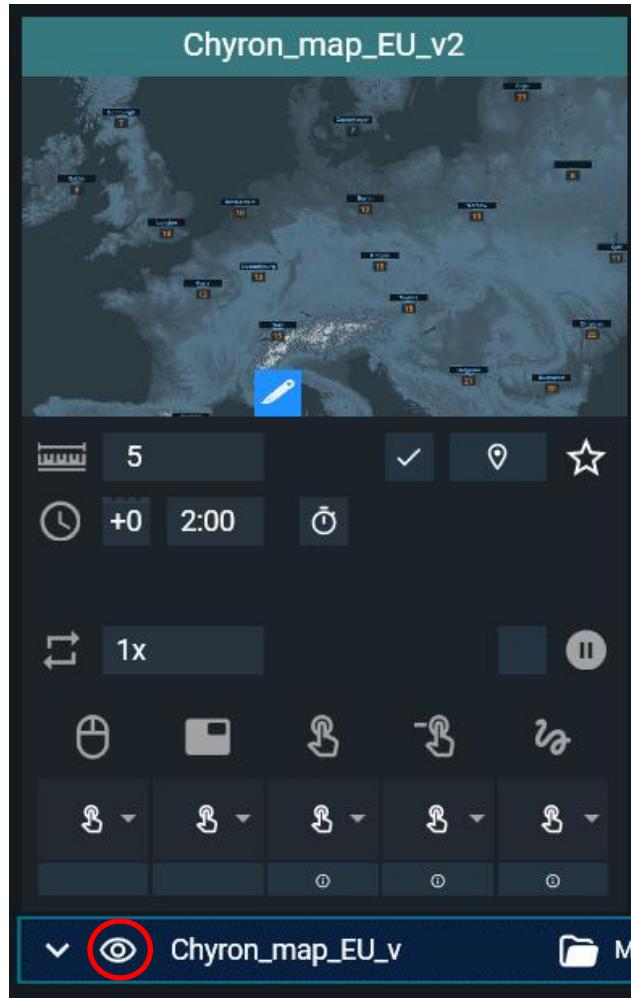
Hide and Delete Content Layer

To toggle the visibility of a Content Layer, click the Hide button: The eye.

To delete a Content Layer, click the delete button or select a layer and press the delete key: Trash bin.



Lesson 4.8 - Content Layer hierarchy



Lesson 4.9 - Hiding a Content Layer

Hierarchy of Content Layers

Content Layers form a stack. As such, there is an order or hierarchy of layers.

The lowest layer in the stack can be thought of as the bottom or background layer, with additional layers stacked on top (or in front). Lesson 4.8 shows a Geo layer at the bottom of the stack, with a Screen layer on top. Likewise, the content of the layers appears stacked – in this example, the text is placed on top of the map.

There can be several Content Layers of the same type.

The Content Layer type does not affect the hierarchy.

Lesson Activities

1 Questions

1. Which layer overlays the other(s)?
 - A. The light blue layer
 - B. The topmost layer
 - C. The lowermost layer
2. How many segments are needed to show two different geo layers?
 - A. Exactly two
 - B. At least two
 - C. Any number
3. Why using different projections can be useful, when different map cutouts are shown?
 - A. To use two maps with a big latitudinal (north-south) difference
 - B. To zoom into a map cutout
 - C. To make a hard cut between two maps

2 Answers

1. The correct answer is B.
2. The correct answer is B.
3. The correct answer is A.

3 Tasks

1. Create a playlist containing at least one ortho layer and one geo layer (see also [Lesson 7](#)).
2. Check that the hierarchy is correct and change it by drag and drop if necessary. The geo layer needs to be behind the ortho layer (overlay).
3. If not existent, create a new segment by adding new content as a segment (Lesson 3). Add another geo layer with a different map to the second segment and change the projection of the new layer. Change the hierarchy to make sure that the second geo layer is placed behind the ortho layer.

Content Collections

Lesson Overview

This lesson introduces Content Collections. You will learn about creating Content Collections, organizing content using them and arranging them.

Additionally, the properties of Content Collections will be discussed.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

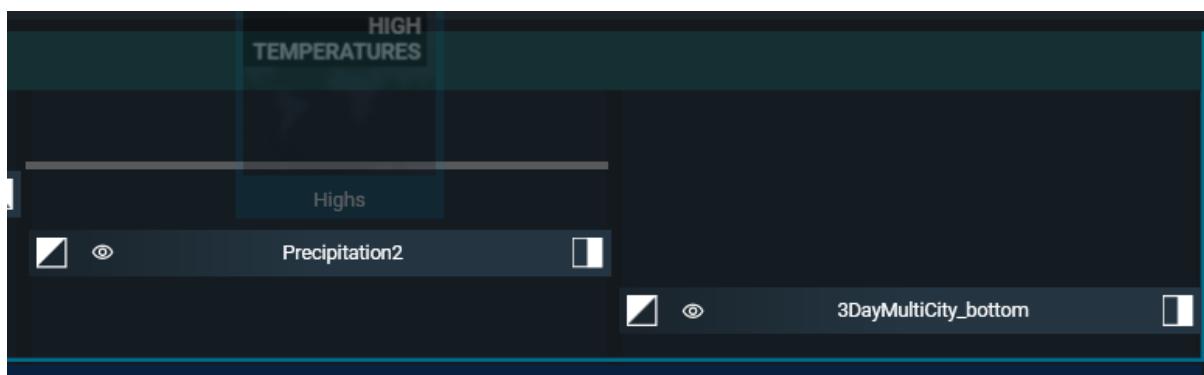
[Lesson 4](#)

Creating a Content Collection

There are two ways to add a content collection to the playlist. By adding it from the content browser or by adding a subscene or background map to the playlist.

To add a Subscene to a Segment, drag and drop it from the Content tab to the Layer you want to put it in. Weather Presenter will not allow you to add content to a layer of the wrong type.

A grey line will appear where the content collection will be created:



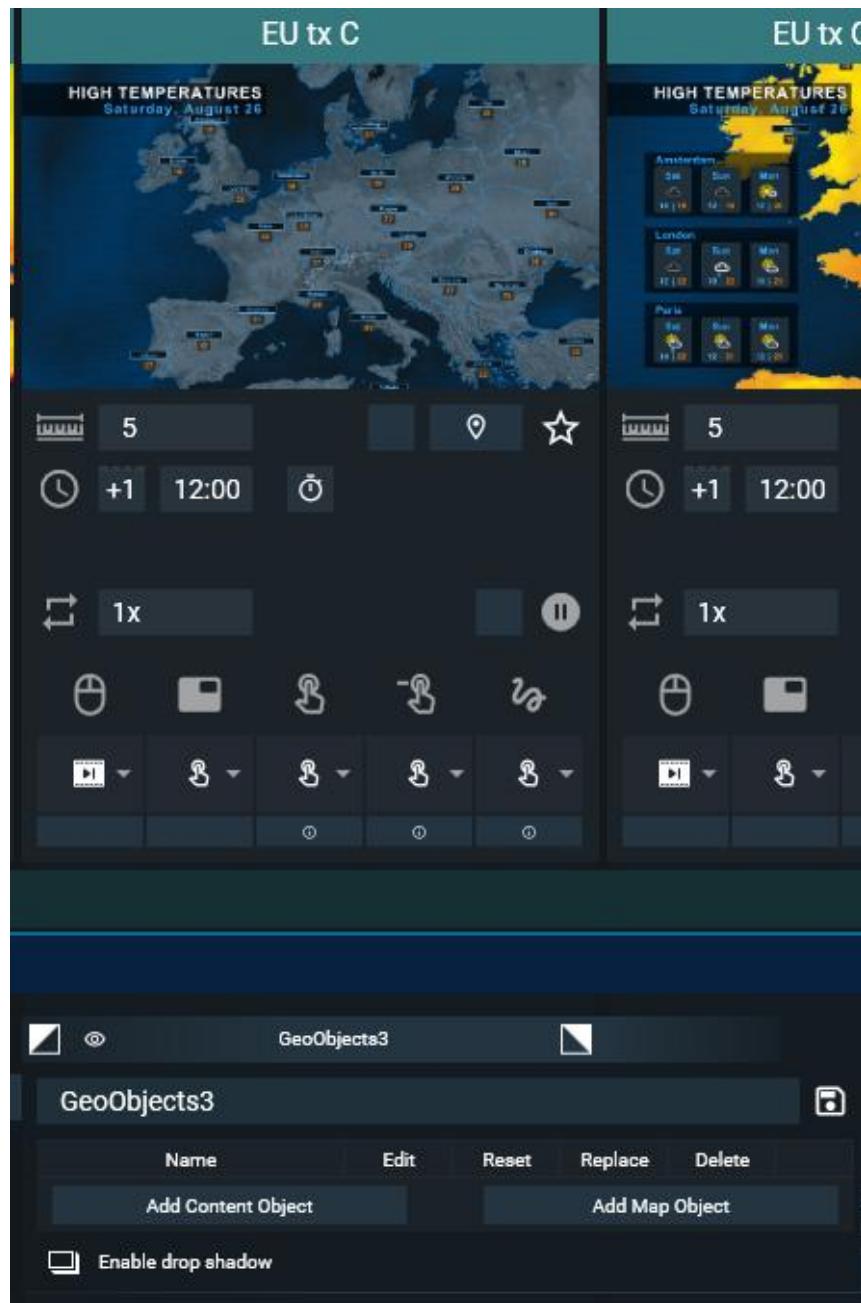
Lesson 5.1 - Grey bar shows point of content collection creation

A Content Collection is automatically created from that subscene. Initially, it contains just one object, but you can add more Subscenes. By default, the collection will be named after the Subscene added.

You can use the Search Subscenes feature to find Subscenes to add to a collection. Access it via the Content tab. Results are filtered according to input.

Content Collection names are unique, a number will be added when a content collection by the same name already exists.

Lesson 5.2 shows a Segment composed of a Geo referenced layer containing a single object, a Subscene named World_Map.



Lesson 5.2 - A Content Collection containing a single object

Organizing content

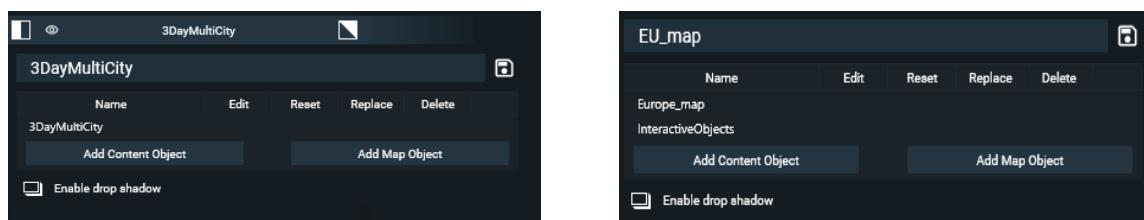
To organize content multiple elements can be group in a single content collection.

To add additional objects to the collection, click the Add Content Object button and browse for content to add. Double click the Subscene to add it to a collection.

Put subscenes together in a content collection that you want to fade in/out at the same time and where nothing should be layered in between.

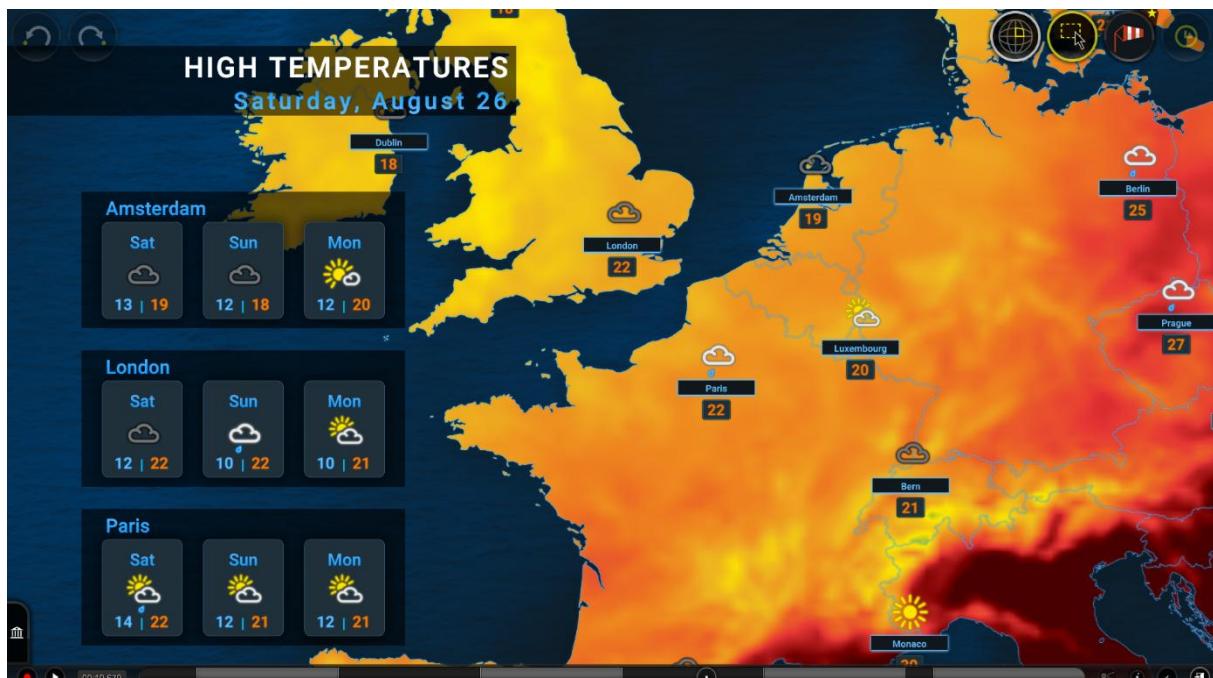
Lesson 5.3 shows a Segment composed of:

- a Geo referenced layer containing a Content Collection containing two objects, a Subscene named EU_Map
- a Screen referenced layer containing a Content Collection named Title containing one object, Subscenes named 3DayMultiCity.



Lesson 5.3- A Content Collection containing several objects

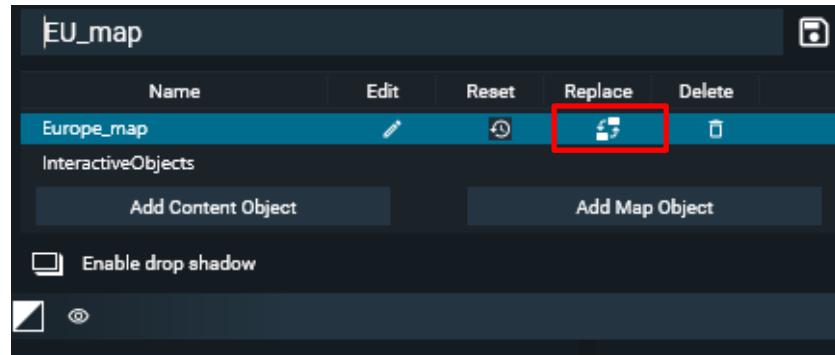
The presentation looks like this:



Lesson 5.4 - Presentation illustrated

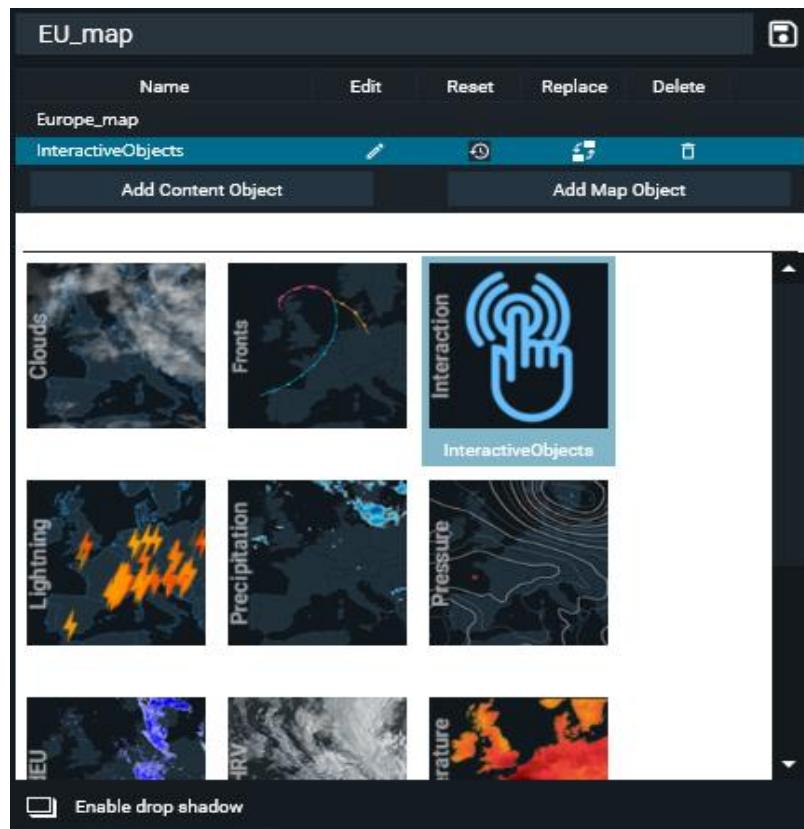
You can quickly and easily replace or delete content.

To replace content, click the replace button:



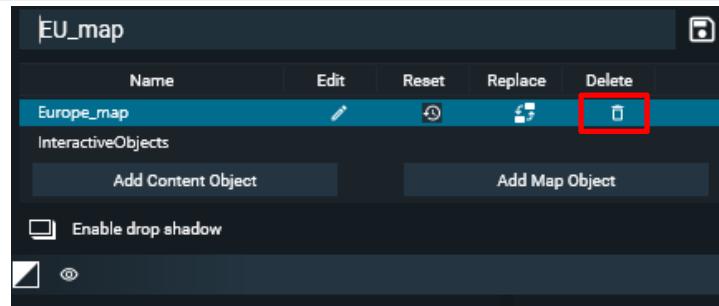
Lesson 5.5 - Replace a Content Object

Select an object and double click it to replace:



Lesson 5.6 - Selecting a Content Object replacement

Click the Delete button to delete content:



Lesson 5.7 - Delete a Content Object

As seen, Content Collections may contain several Subscenes. As a rule, Content Collections should group objects which are:

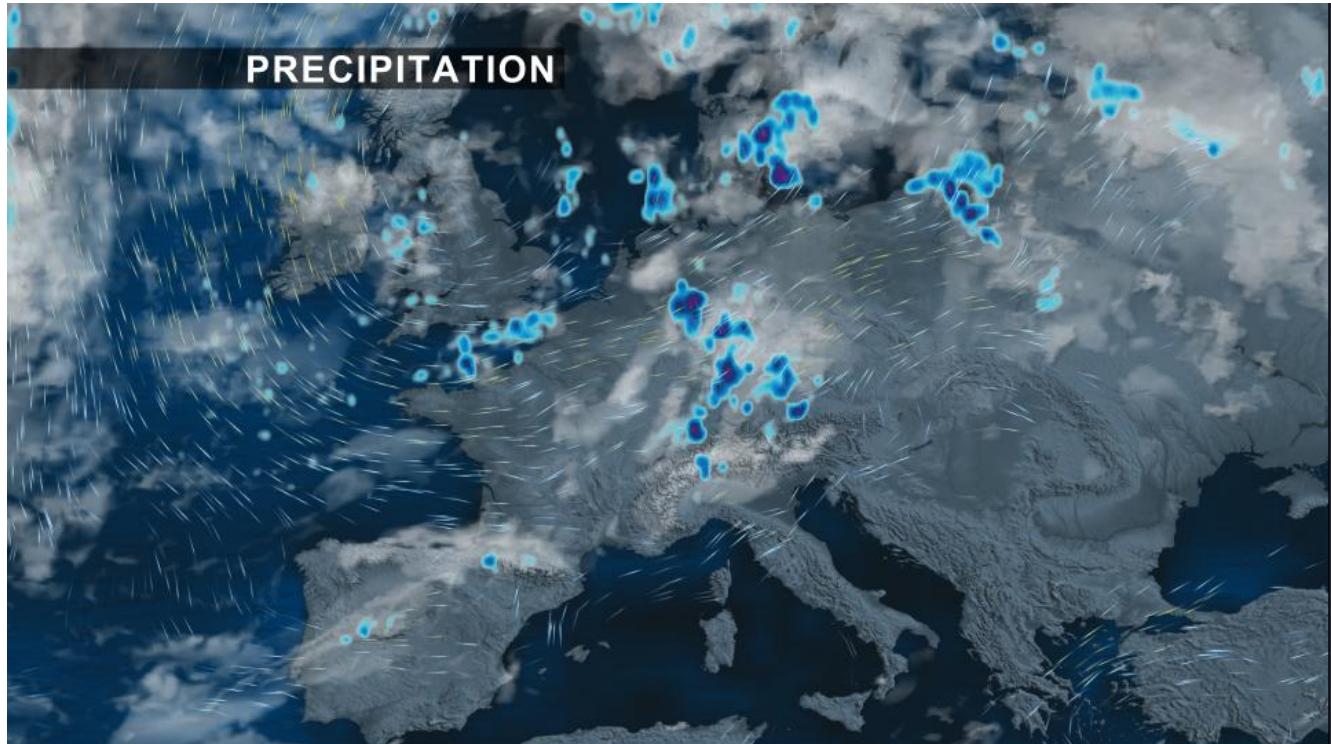
Shown/hidden together

Displayed on the same level

Match the content (meaningful combinations of objects)

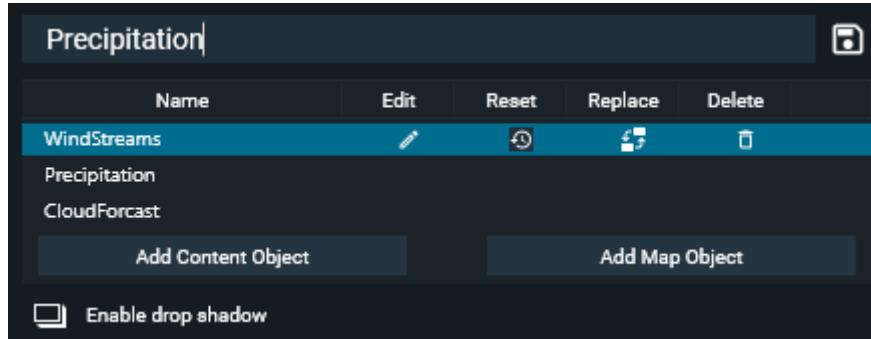
Once objects have been added to a collection, their order may be changed by dragging them above or below each other. As they form a stack, this can affect the visibility of some objects. For example, placing a lower third above a text object might mean the text is obscured.

Lesson 5.8 shows a presentation comprising a map of precipitation, clouds and wind streams.



Lesson 5.8 - Presentation showing object hierarchy

The text is placed above the strap in the hierarchy. The underlying hierarchy can be reviewed in Lesson 5.9



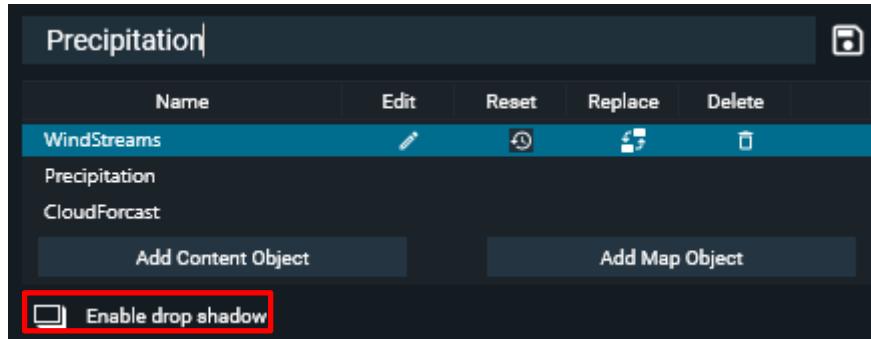
Lesson 5.9 - Content object hierarchy

Review the order of objects in a Content Collection if an object is not visible/partially visible.

Content Collection properties

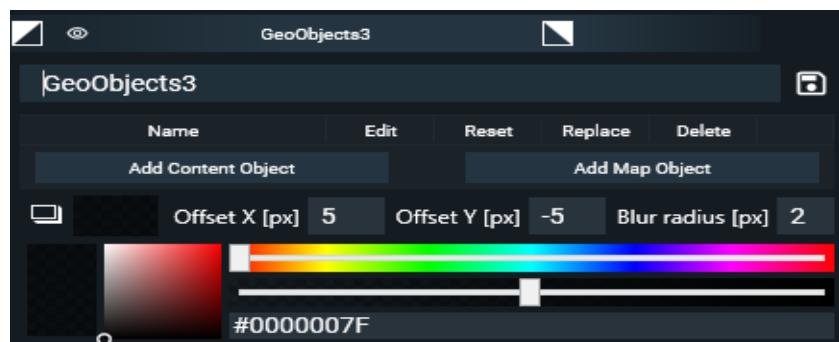
Enable drop shadow

Click the Enable drop shadow to apply a shadow to all the objects in the Content Collection:



Lesson 5.10 - Enable drop shadow

The shadow properties are editable with respect to offset size (x and y axis), blur radius and color:

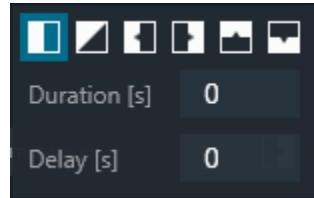


Lesson 5.11 - Drop shadow properties

Values are in pixels (offsets, blur) and hexadecimal (color).

In and out transitions of Content Collections

It is possible to define the transitions between Content Collections. By clicking on the fade type (beginning/ending of content collection) the transition type can be chosen:



Lesson 5.12 - Changing default values of transitions

Default value for transition duration can be set in preferences (see [Lesson 3](#))



Lesson 5.13 - Content Collection transitions

6 options are available for screen referenced content collections:

They are:

- DiscreteDissolve (hard cut)
- LinearDissolve (fade)
- SmoothPushLeft
- SmoothPushRight
- SmoothPushUp
- SmoothPushDown

Their duration and a delay may be defined. Both values cannot be negative, and their sum cannot be greater than the duration of the segment.

Values are in seconds.

Georeferenced content collections only have a DiscreteDissolve (hard cut) and LinearDissolve (fade). Displacement can only be achieved for the entire layer by using the transition of the geo focus.

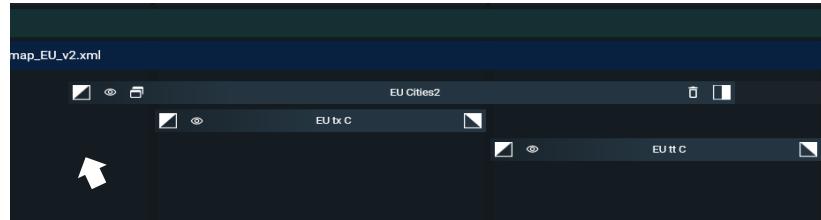
Arranging Content Collections

Content Collections are arrangeable. They can span one or multiple segments and can be transitioned in and out multiple times (occurrences). They can also be arranged vertically to define the layering and to enhance the readability of the playlist.

Adjust length and position

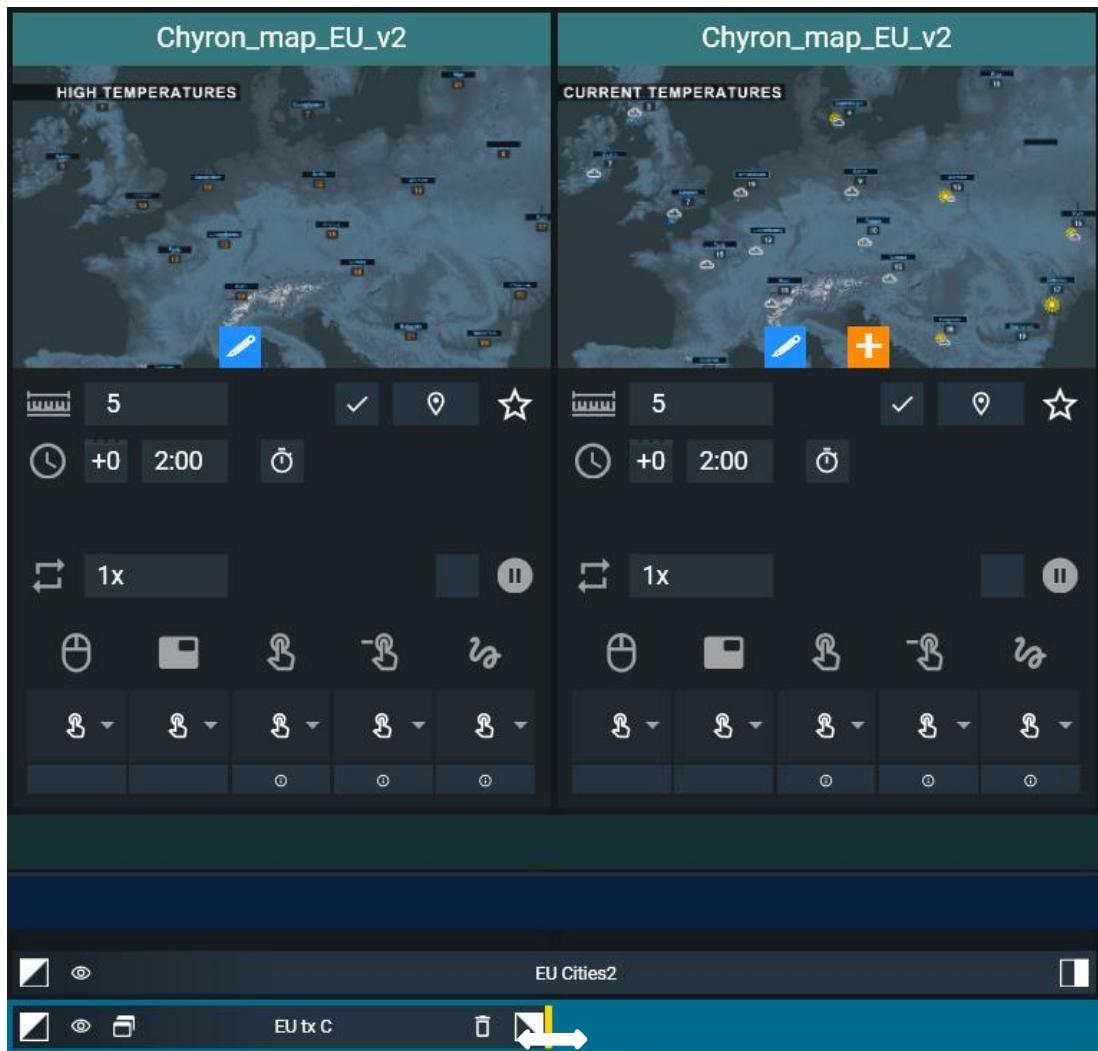
To change the position of a Content Collection, click and drag the Content Collection to the desired location.

Lesson 5.14 shows a Content Collection named Title being moved to a new position.



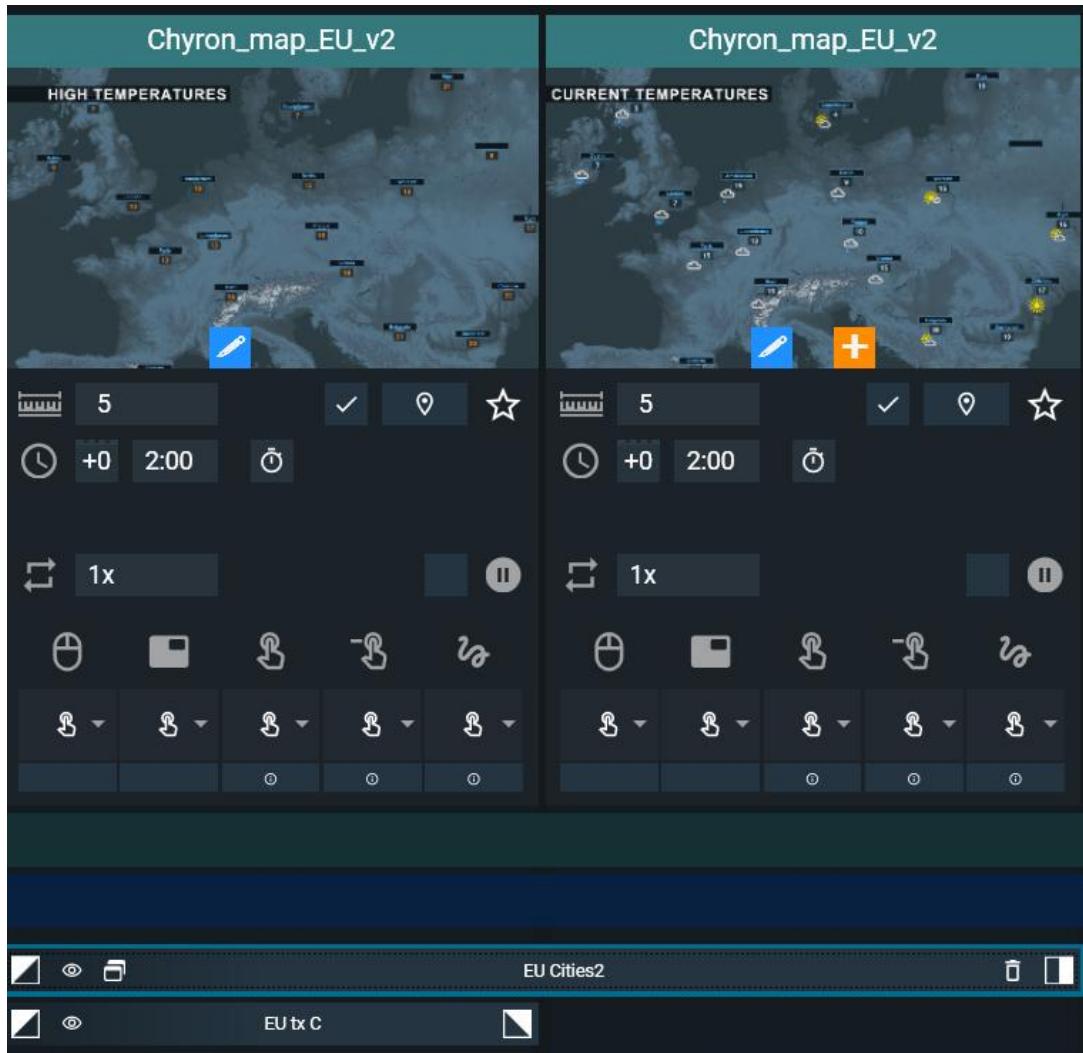
Lesson 5.14 - Changing position of a Content Collection

The duration of Content Collection may be increased by clicking and dragging on the edge of a Content Collection:



Lesson 5.15 - Increasing the duration of a Content Collection

Weather Presenter indicates which edge may be selected by highlighting it yellow. The mouse cursor also changes to a bidirectional arrow.

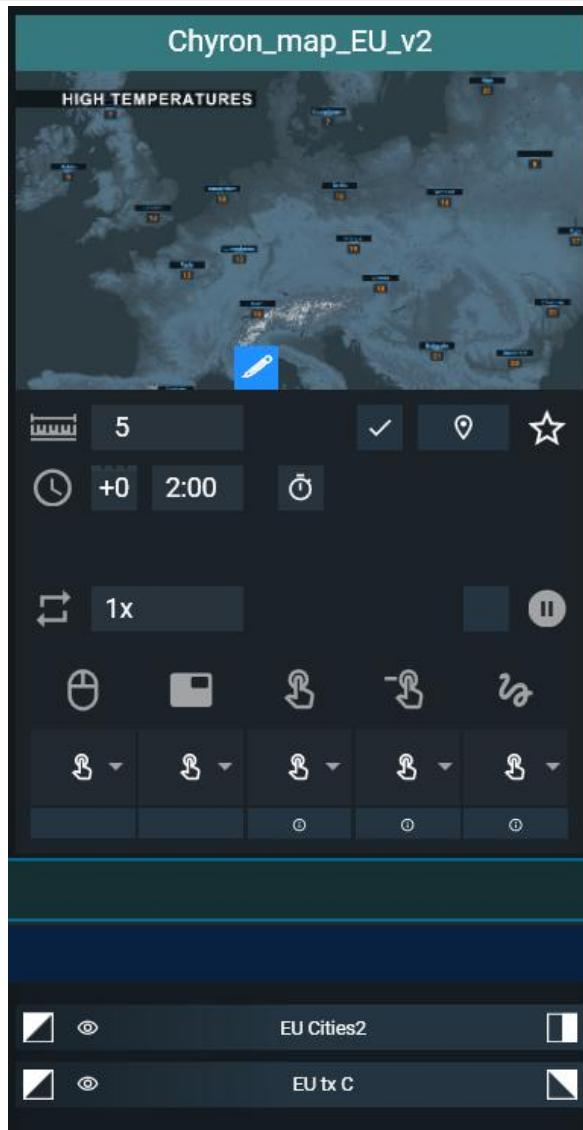


Lesson 5.16

Content Collection Hierarchy

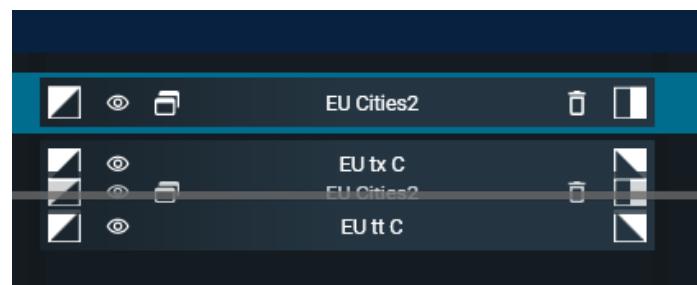
Content Collections are organized hierarchically in the form of a stack.

For example, Lesson 5.20 shows a Segment containing two Content Collections: Weekday and Title. Title is at the bottom of the stack; Weekday at the top. What this means in practice is that Weekday appears on top of (in front of depending on your perspective) the Title Content Collection.



Lesson 5.17 - Content Collection hierarchy

Drag and drop Content Collections above or below each other to rearrange them. A grey bar will indicate possible positions.

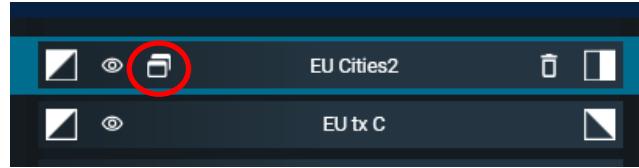


Lesson 5.18 - Change layering

Pay attention to the order in which Content Collections are arranged. If content is invisible/partially visible, it might be because of this.

Duplicating Content Collections

Content collections may be duplicated by clicking the **vertically** up or down:

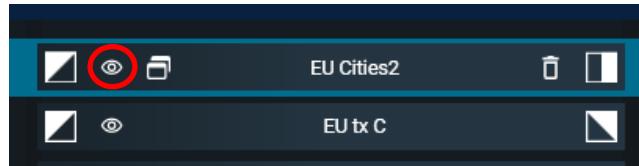


Lesson 5.19 - Duplicating a Content Collection

Dragging the “Drag to Duplicate” button horizontally has a different effect. It will create an occurrence (see section “Occurrences”).

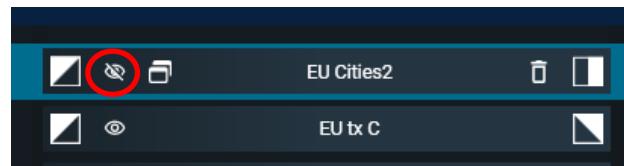
Making Content Collections invisible

Content collections may be hidden by clicking the Hide button:



Lesson 5.20 - Hiding a Content Collection

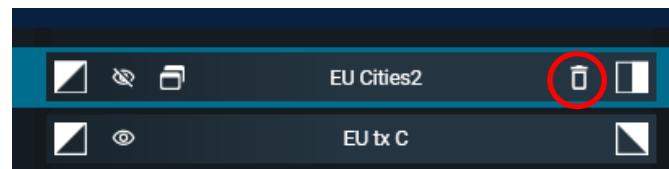
Hidden content collections are marked with “closed eye” icon:



Lesson 5.21 - Hidden content collection

Deleting Content Collections

Content collections may be deleted by clicking the Remove button:



Lesson 5.22 - Deleting a Content Collection

Occurrences

There are times when you might want to reuse a Content Collection in a Playlist. In such cases, using an Occurrence is the solution.

To create an Occurrence, click the Drag to Duplicate button on the Content Collection and drag it to the next Segment in which you want it to occur (horizontally).

Lesson 5.23 shows a Content Collection with two occurrences. One in Segment 1 and then reoccurring again in Segment 3. The white bar in Segment 2 indicates an Occurrence. By default, the transitions are the same as the original, but can be altered.

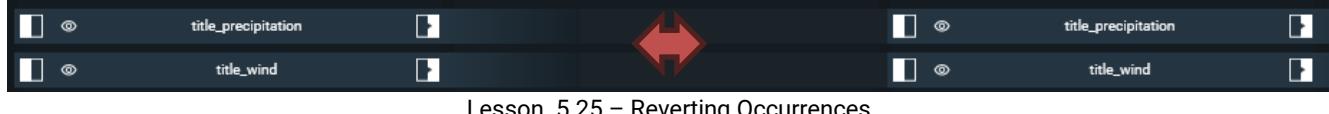


As an occurrence uses the same content, changes made to the content in the initial Occurrence will ripple throughout all other occurrences in the Playlist.

Occurrences can be moved up or down (vertically) within a Content Layer by clicking on the white space in between them and dragging to the new position to change the layering. Moving a single occurrence vertically will detach it, creating a copy of the content.

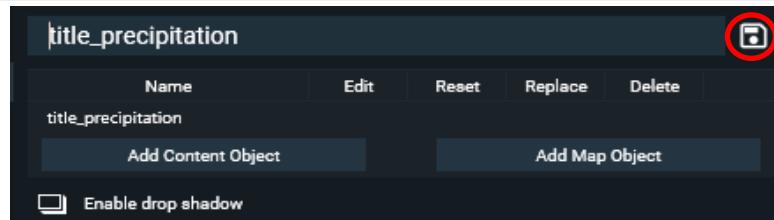


Note that if you click and drag an Occurrence left or right (horizontally) the Content Collection will be joined back to a standard Content Collection.



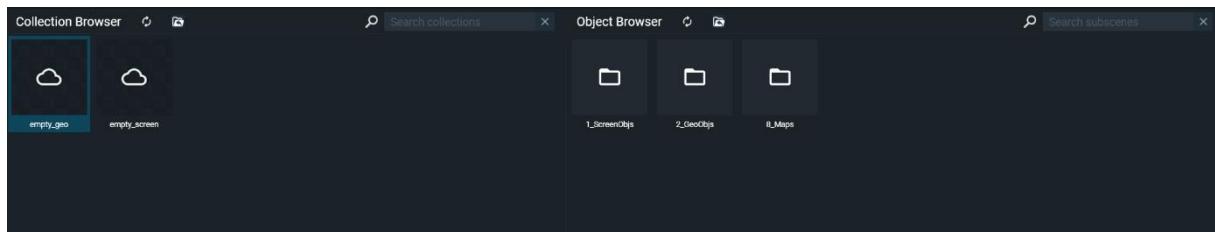
Saving Content Collections

You can save a Content Collection and reuse it across Playlists as they form a part of the DesignModel. To save a Content Collection, click the save content collection button:



Lesson 5.26 - Saving a Content Collection

Give the content collection will be saved with its current name which can be changed to something meaningful. A folder structure should be used to organize content collections. The saved Content Collection can be accessed via the Collection Browser:



Lesson 5.27 - Collection Browser

Search for Content Collections by entering keywords into the Search Collections field.

Lesson Activities

1 Questions

1. What content collections can be used for?
 - A. To have the same GeoFocus for all contents
 - B. To have clear arranged structure of the segment content
 - C. To make several contents invisible at once
2. Which content is the topmost of the collection if the hierarchy was not manually changed?
 - A. The last edited content
 - B. Always the first added content
 - C. The first from above of the content list
3. What is the difference between a content object and a map object?
 - A. Map objects are always geo referenced and content object always screen referenced
 - B. Map objects are just background maps, content objects are all other objects
 - C. The corresponding folder of the source files differs

2 Answers

1. The correct answers are B & C.
2. The correct answers are A & C.
3. The correct answer is B.

3 Tasks

1. Open a new playlist
2. Add a background map and two content objects to the content collection
3. Create a new segment in your preferred way, duplicate the content collection and drop it into the new segment
4. Delete one of the content objects and the background map from the duplicated collection
5. Add a drop shadow to the remaining content object
6. Make the first content collection visible for both segments, the other one just for the second segment

Working with Interactions

Lesson Overview

This lesson introduces Interactions. Interactions define how a presenter can present content using Weather Presenter. The types of interactions available, how to select them and their properties, is discussed.

Prerequisites

[Lesson 1](#)

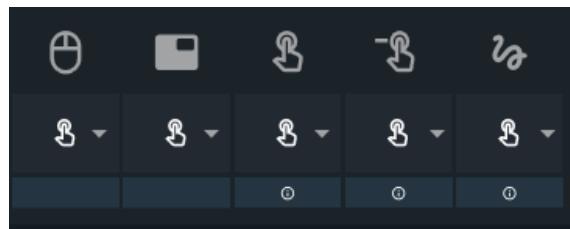
[Lesson 3](#)

[Lesson 4](#)

[Lesson 5](#)

Types of Interactions

The Interactions panel provides access to the Interactions available to use during a Presentation.



Lesson 6.1 - Interactions panel

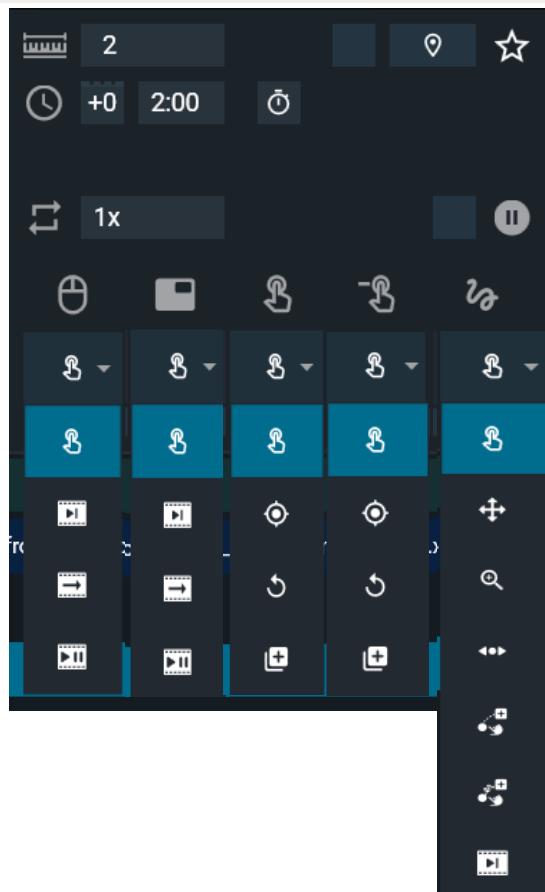
Five types of Interactions are available (left to right).

They are:

- Trigger action
- (screen) Corner Tapp
- Double Tapp
- Touch and hold
- Touch and move

Interaction options

Associated with each interaction is a separate action possible.



Lesson 6.2 - Interactions panel actions

1	Skip to next segment	Skips to the next segment immediately
2	Finish segment repetition	Skips to the next segment once animation finished
3	Pause/resume playback	Animations can set to ignore the pause
4	Zoom to location	Zooms to the touch position
5	Reset camera	Resets view
6	Add object	Adds an object at the touch position
7	Pan	Moves the camera
8	Scrub time Line	Scrub forward/backward
9	Add and drag object	Adds a moveable object at the touch position
10	Add and draw object	Adds a drawable object at the touch position

Lesson 6.3 - Interactions panels actions defined



Lesson 6.4 - Ignore action

By default, the Trigger action is set to 'Ignore'. Without defining an action, the Playlist cannot be triggered.

If you are unable to play your presentation, review the Trigger action setting.

Interaction options properties

Some actions have properties. These are set via the properties button.

Lesson 6.5 illustrates the button:



Lesson 6.5 - Action properties button for Zoom to location action

The Properties available are relative to the action.

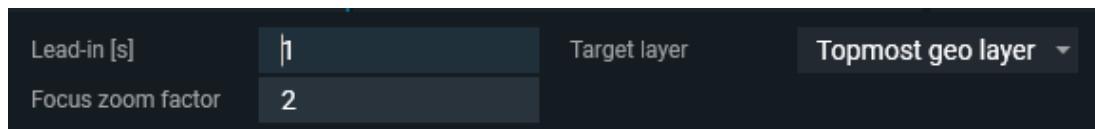
The following is a list of actions with editable properties but first a brief description of each property.

Lead-in [s]	Defines how long the action will take to fade in. Measured using seconds.
Lead-out [s]	Defines how long the action will take to fade out. Measured using seconds.
Target Layer	Defines which layer will be the target of the action. Normally set to the 'Topmost geo layer'.
Focus zoom factor	Defines the zoom factor of the camera
Target Collection	Defines which Content Collection will be the target of the action
Scrub Sensitivity	Defines the scrub sensitivity

Lesson 6.6 - Properties of interactions

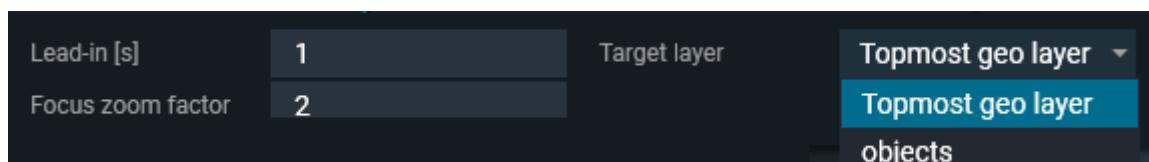
Zoom to location

- Lead-in: speed of the zooming
- Target layer: which geo layer should be zoomed (if available)
 - In most cases: "Topmost geo layer"
- Focus zoom factor: defines the zoom steps



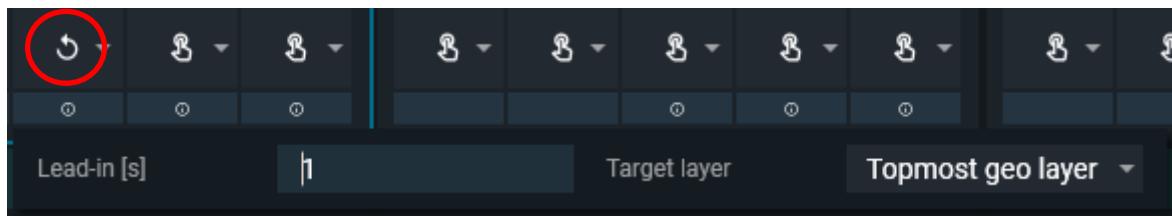
Lesson 6.7 - Zoom to location action properties

For touch and move interactions the zoom level is defined by how far the finger is dragged from the touch point. Therefore, lead-in and focus zoom factor cannot be set.



Reset camera

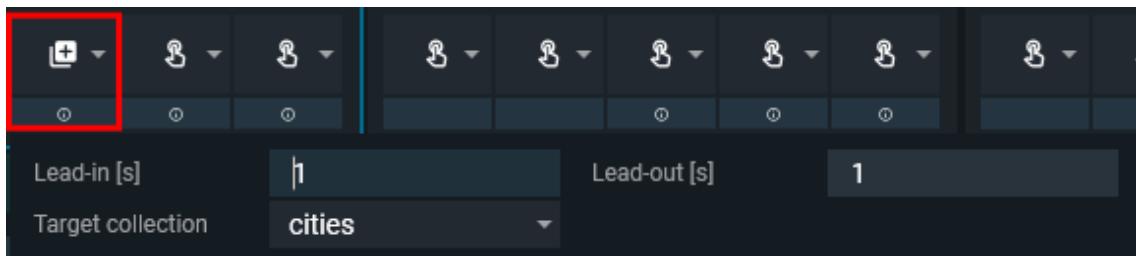
Lean-in defines the time frame for zooming out to the original map cutout.



Lesson 6.9 - Reset camera action properties

Add object / Add and drag object / Add and draw object

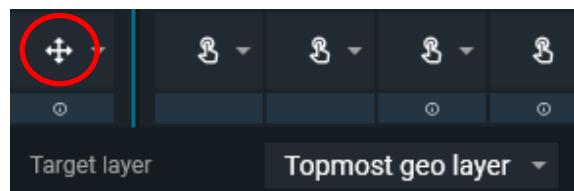
- Lead-in: Define how long the object will take to fade in
- Lead-out: Define how long the object should fade out
 - When typing “Infinity” it will fade out with the target collection
- Target collection: in which content collection the object is put
 - Depending on layering/hierarchy and fading out
- Choose object to add/drag/draw (double click on subscene)
- Add and draw requires a vertex object (customObj)



Lesson 6.10 - Add object action properties

Pan

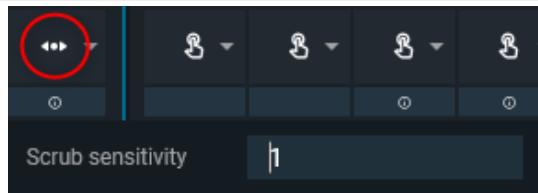
Select the target layer



Lesson 6.11 - Pan action properties

Scrub timeline

Scrub sensitivity defines how fast the scrubbing animation will be.

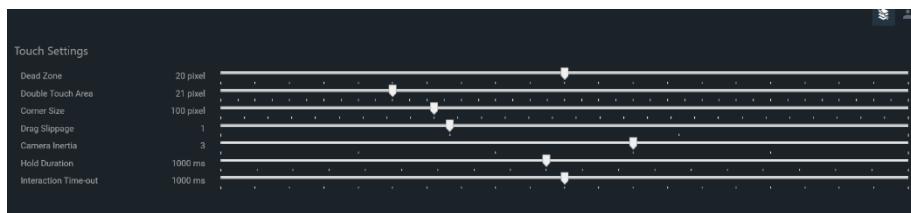


Lesson 6.12 - Scrub timeline action properties

There are no editable properties for the Ignore, Skip to next segment, Finish segment repetition and Pause/resume playback actions.

Touch Settings

Touch Settings are accessed via Application Menu/Settings/Touch Settings.



Lesson 6.13 - Default Touch Settings values

There are seven settings:

Dead Zone	Defines dead zone around the touch area. Measured in pixels. Values range from 0 to 40. Default is 20.
Double Touch Area	Defines area within which a second touch is detectable. Measured in pixels. Values range from 1 to 81. Default is 21.
Corner Size	Defines the size of the corner touch area. Measured in pixels. Values range from 10 to 300. Default is 110.
Drag Slippage	Defines the slippage of an object when dragged. Values range from 0 to 3. Default is 1.
Camera Inertia	Defines the inertia of the camera when panning. Values range from 0 to 5. Default is 3.
Hold Duration	Defines the timeout between interactions. Measured in milliseconds. Values range from 0 to 2000. Default is 1000.
Interaction Time-out	Defines the timeout between interactions. Measured in milliseconds. Values range from 0 to 2000. Default is 1000.

Lesson 6.14 - Touch screen settings

Lesson Activities

1 Questions

1. Which interaction allows you to insert a weather symbol?
 - A. All interactions which include actions with specific properties
 - B. Just Double Tap
 - C. All interactions which include connectable actions to a target collection

2. Which interaction can change the current reference time of an object during presentation?
 - A. Touch and Move
 - B. All interactions
 - C. No interaction

3. What happens if no interaction is set to get to the next segment?
 - A. The presentation will always stay at the current segment
 - B. The presentation will always go to the next segment when the duration of the current segment is passed
 - C. If a pause at the end of the segment is ticked, the presentation will not go to the next segment

2 Answers

1. The correct answers are A & C.
2. The correct answer is A.
3. The correct answer is C.

3 Tasks

1. open a new playlist and add a background map
2. add the Double Tap interaction to zoom into the map with a zoom factor of 3, choose the target layer
3. add the Touch and Move interaction to draw an arrow
4. Add a second segment containing a meteorological field (e.g. cloud forecast, temperature, pressure)
5. Add a Touch and Move interaction to scrub the timeline with a sensitivity of 2

GeoFocus

Lesson Overview

This lesson introduces GeoFocus. GeoFocus enables you to change the map cut-out. This can be achieved by editing the Geo focus info values, selecting a Geo favourite, or using Edit mode. Furthermore, the transition from one map to another is discussed.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

[Lesson 4](#)

What is GeoFocus?

GeoFocus

the geographical position, Zoom and Aspect Ratio of the Segment's view of the map.

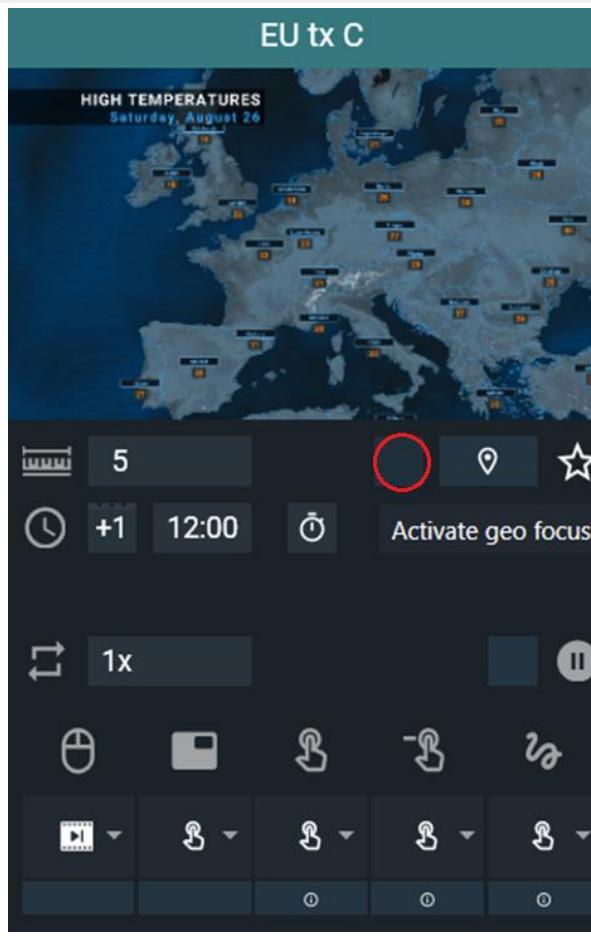
Each Segment can have its own GeoFocus.

When adding a Geo referenced Subscene or Background Map, a Geo Layer is created and the GeoFocus activated. The initial values of the Segment are the same as the Geo referenced Subscene or Background Map.

Activate GeoFocus / deactivate GeoFocus

GeoFocus is activated using the GeoPin.

Click on the GeoPin checkbox to activate it or deactivate it:



Lesson 7.1 - Activate GeoFocus using GeoPin

If the GeoPin is not explicitly set, the Segment will inherit the GeoFocus values from the previous Segment containing an activated GeoPin.

If the map cut-out is not what you are expecting, look for an active GeoPin occurring earlier in your Playlist.

Several Geo Layers

You might have several Geo Layers in a Playlist. In this case, the GeoFocus applies to the first layer (topmost) that holds content for the segment. This is identified as the Target layer in the Geo focus info window. If there is no Geo Layer, GeoFocus does not apply.

See also [Lesson 4](#)

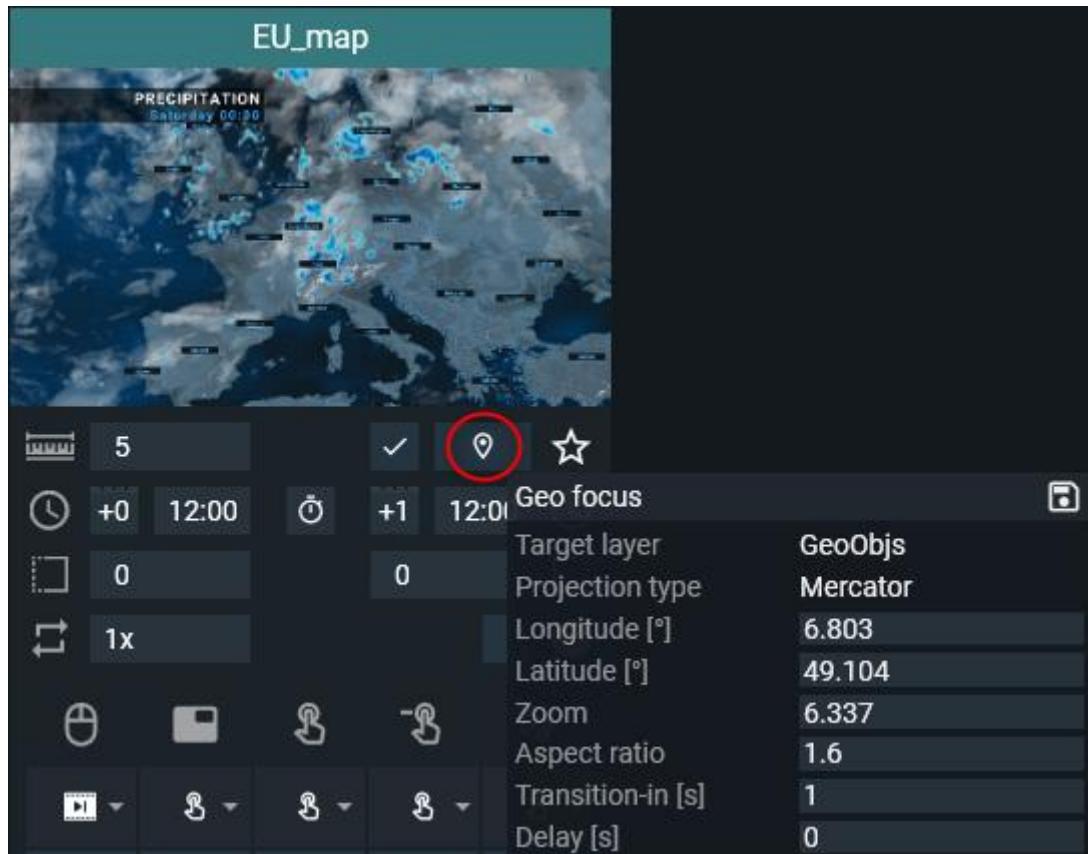
Changing GeoFocus

You can change GeoFocus values:

- By manually changing them
- By changing them in Edit mode

To manually change GeoFocus values, click on the Geo focus info next to the GeoPin. Edit the Longitudinal, Latitudinal, Zoom and Aspect Ratio values as desired.

See Lesson 7.2 for an illustration of this:



Lesson 7.2 - Manually editing GeoFocus values

The Longitude and Latitude values define the position at the centre of the Screen.

The Zoom value defines how close-up the map will be shown (the higher the value, the closer the view).

The Aspect Ratio will stretch the map. The Aspect Ratio defines the relation of the x axis to the y axis. For HD broadcasts, the value is typically 1.778.

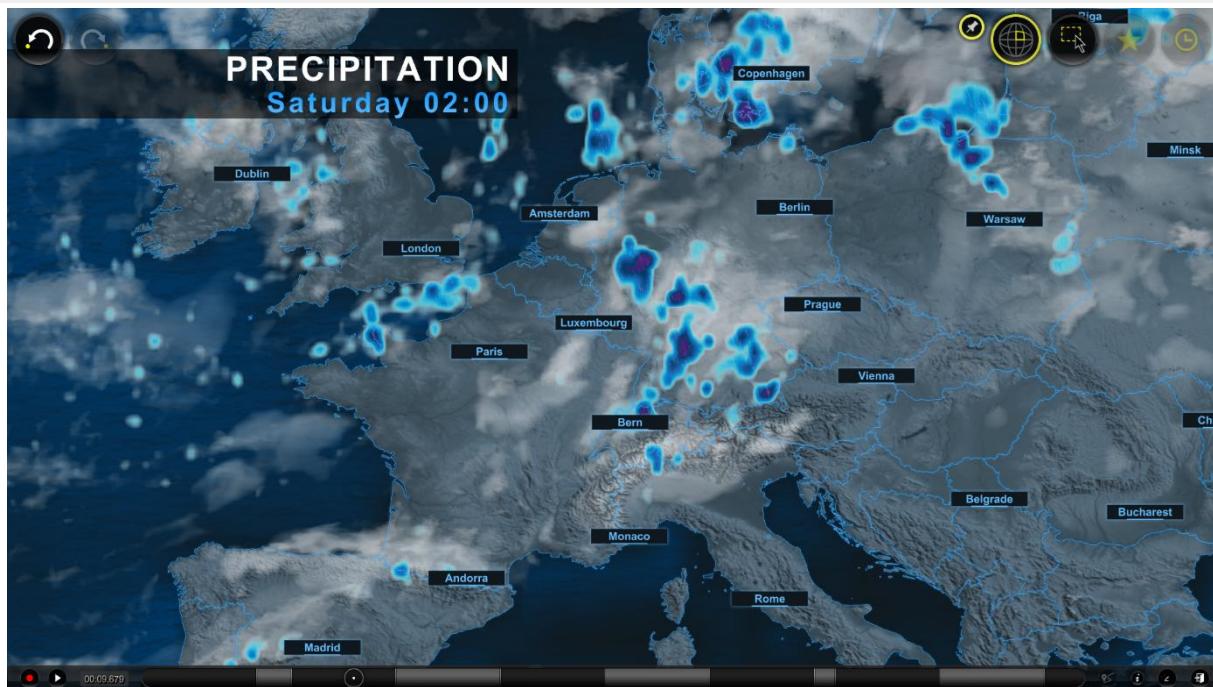
The Projection type can only be changed via the Geo Layer (see [Lesson 4](#)).

It is also possible to change GeoFocus values by moving a map to a new position in Edit mode.

You can access Edit mode:

- By double clicking on a Segment Thumbnail
- Clicking on the Edit mode button

In Edit mode, the GeoFocus modification icon needs to be selected to make changes to the GeoFocus values.



Lesson 7.3 - Edit Mode

The GeoFocus modification icon is highlighted when selected:



Lesson 7.4 - GeoFocus modification icon

Once activated, you can change GeoFocus by clicking and dragging the map to a new position. Use the mouse wheel to zoom in or out. Roll the wheel forward to zoom in, roll the wheel backwards to zoom out.

To quit Edit mode:

- Press the Escape key three times in quick succession
- Click the Exit icon located at the bottom right-hand corner of the screen



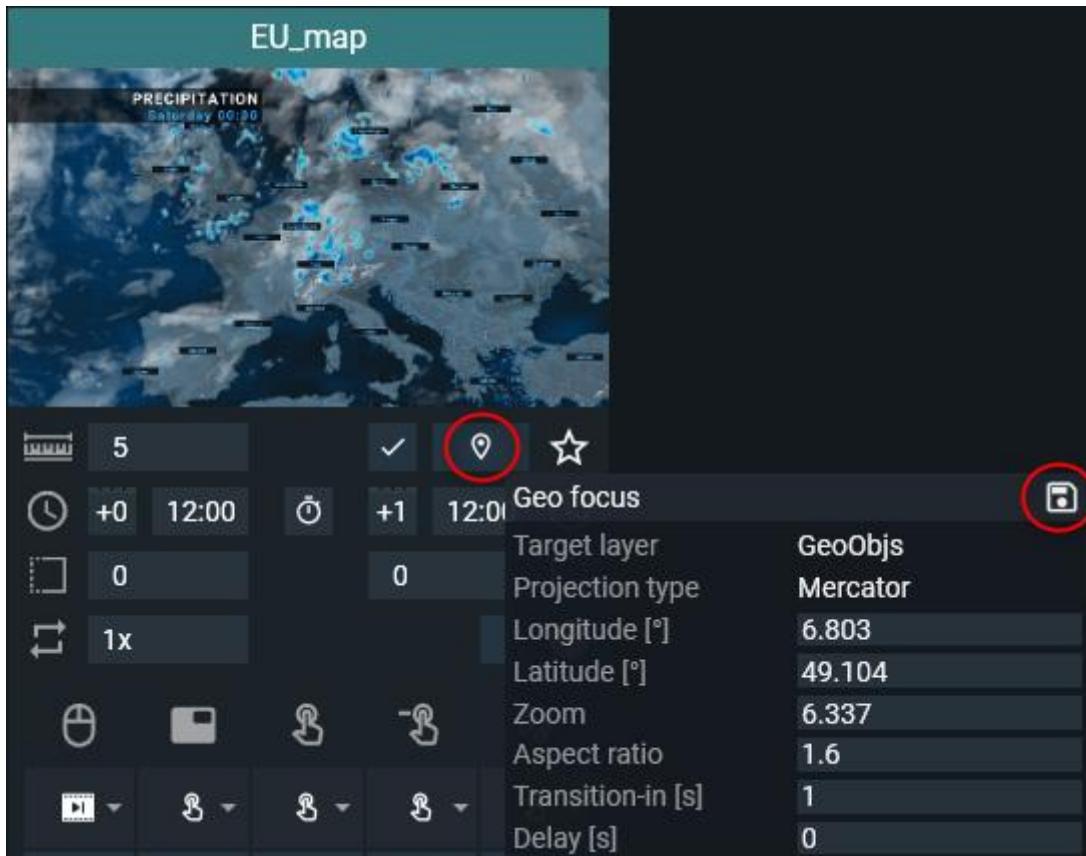
Lesson 7.5 - Exit icon

Geo Favorites

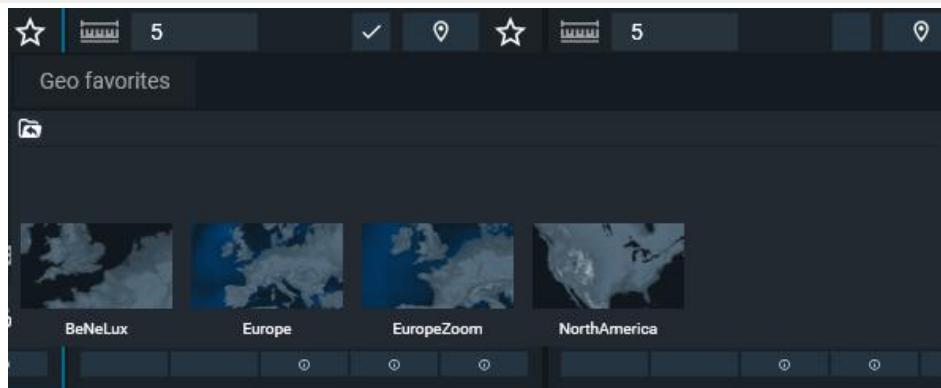
Geofavourites - a feature enabling a presenter to save GeoFocus values.

To add a Favourite, click the Geo focus info button.

Then click the Add to favourites button (the floppy disk icon in the upper right-hand corner). Give the file a name and then click Save.



A thumbnail previewing the GeoFocus values is automatically created:



Lesson 7.7 - Thumbnail preview of Geo favorite

Click the Favourites button located next to the Geo focus info button to access your Favourites. Double click on a thumbnail to set the GeoFocus values.

Geo favourites are applied when selecting. Overwriting existing geo favourites will not affect playlists where it has been used.

Geo favourites are part of the DesignModel and can be reused in other Playlists. You can quickly and easily create a library of pre-sets in this way saving you time and effort.

Geo Transition

Geotransition – defines the time it takes to interpolate between one set of GeoFocus values and another set of GeoFocus values.

To interpolate the map from one cut out to the following, you need to set the transition time.

In the Geo focus info, you will find a transition-in in seconds which is the duration that will be used for zooming from the last map cut out to the one on the selected segment. Furthermore, it is possible to delay that transition, for example to fade out several objects first.

Lesson 7.8 illustrates this.

Geo focus	
Target layer	GeoObjs
Projection type	Mercator
Longitude [°]	6.803
Latitude [°]	49.104
Zoom	6.337
Aspect ratio	1.6
Transition-in [s]	1
Delay [s]	0

Lesson 7.8 - Setting the Transition-in value

In this example, the value is set to 3 seconds.

Transition-in values cannot be negative and must be shorter than the duration of the Segment.

Lesson Activities

1 Questions

1. What is necessary to make a transition from one GeoFocus to another with two segments?
 - A. Activated GeoPin and Transition time not zero in the first segment
 - B. Activated GeoPin and two different GeoProjections
 - C. Activated GeoPin and Transition time not zero in the 2nd segment
2. How can you change the GeoFocus?
 - A. Adjusting the projection of the Geo layer
 - B. By selecting a GeoFavourite
 - C. Changing the map position in edit mode
3. Where can you add GeoFavourites?
 - A. In the Geo focus info
 - B. In GeoFavourites next to the Geo focus info
 - C. In edit mode by right click on the map

2 Answers

1. The correct answer is C.
2. The correct answers are B & C.
3. The correct answer is A.

3 Tasks

1. Take or create a playlist with a geo layer, containing a GeoBackground.
2. Duplicate the first segment and change the GeoFocus by selecting a favorite. Make sure that the GeoPin is activated and change the transition time to 0.5 seconds.
3. Duplicate the first segment again and change the GeoFocus in edit mode.

The Object Library

Lesson Overview

This lesson introduces Weather Presenter's Object Library. How to configure and use the Object Library will be discussed.

Prerequisites

- [Lesson 1](#)
- [Lesson 3](#)
- [Lesson 4](#)
- [Lesson 5](#)

What is the Object Library?

The Object Library is available in Weather Presenter's Edit Mode and provides access to prebuilt objects which can be used in a Presentation.

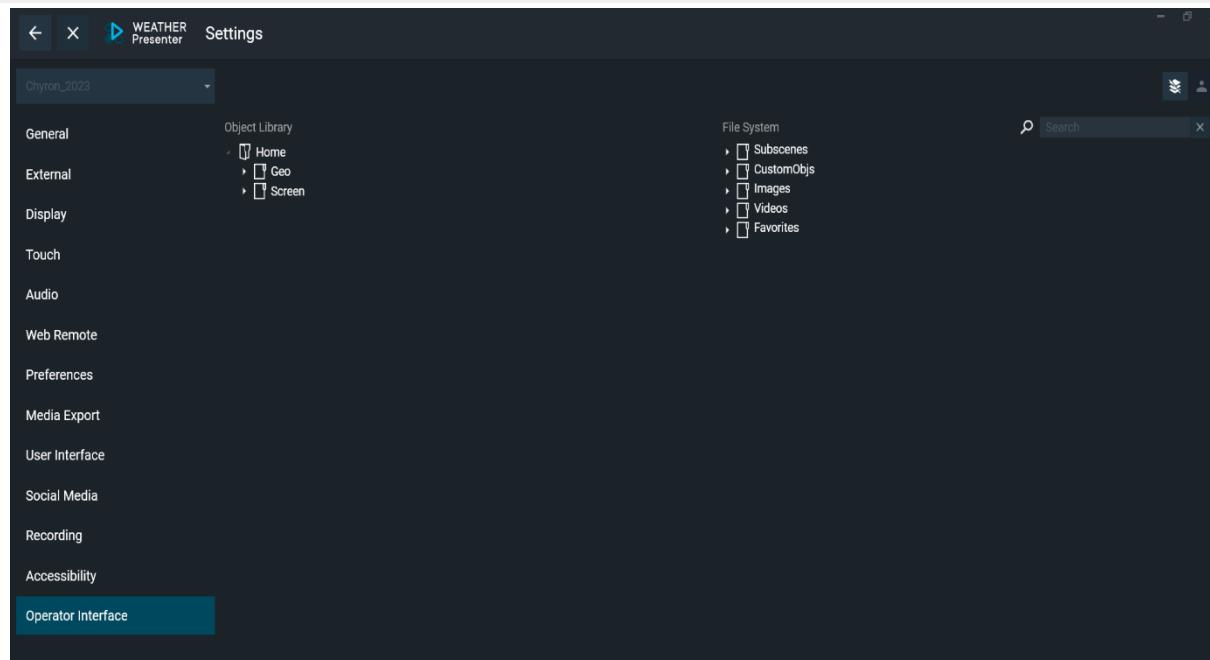
The Object Library is available in Weather Presenter's Edit Mode.

Implemented as a virtual folder structure, it enables the addition of files and folders from the real or underlying filing system. Folders are relative to the DesignModel and the Video directory.

The structure of the Object Library is the same for all Playlists.

Configuring the Object Library

To configure the Operator Library, click the Application Menu Button, click Settings, and then click Operator Interface.



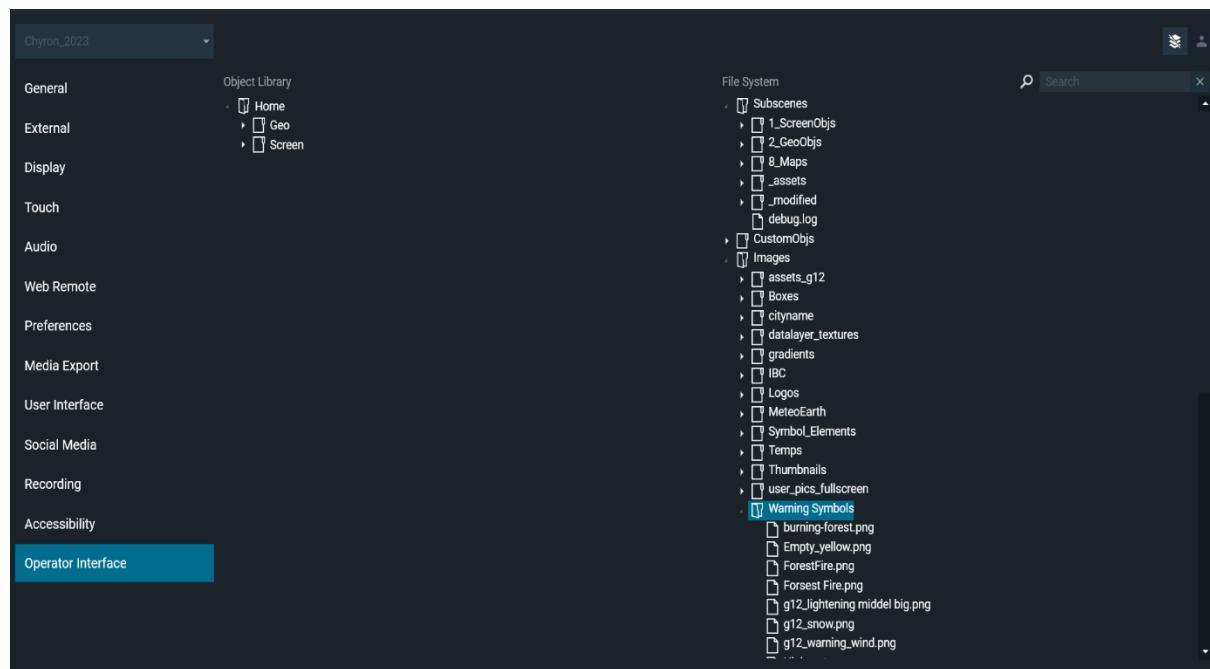
Lesson 8.1 - Operator Interface settings

The Operator Interface settings window is divided into two panes.

On the left-hand side, the Object Library is visible. On the right-hand side, the File System is visible.

You can add files and folders from the File System to the Object Library by dragging and dropping a file or folder from the File System pane onto the Home folder in the Object Library pane.

Lesson 8.2 shows the addition of a Warning symbol from the File System to the Object Library.



Lesson 8.2 - Adding a file to the Object Library

Several types of objects may be added to the Object Library.

They include:

- Subscenes
- Custom Objects (CustomObjs)
- Images
- Videos

Note the Object Library distinguishes between geo referenced content and screen referenced content.

A screen referenced object can be converted to be a geo referenced object in the object library. This will place the screen object centrally on the geo location.

See [Lesson 1](#) for a discussion of geo and screen referenced content.

The Object Library provides additional commands for managing files and folders.

Click this	To do this	Target
Rename (left-click on name)	Rename a virtual file or folder	File or Folder
Inherit folder visibility from parent	Folder inherits visibility setting from parent folder	Folder
Show folders	Toggles folder visibility	Folder
Hide folders	Hides folder from view	Folder
Add virtual folder	Adds a virtual folder to the Object Library	Folder
Don't force geo-referencing	Respects status of underlying content	File or Folder
Force geo referencing from parent	Enforces geo referencing based on parental setting	File or Folder
Inherit geo-referencing from parent	File or folder inherits geo-referencing from parent	File or Folder
Remove from Library	Removes file or folder from the Object Library	File or Folder

Lesson 8.3 - Object Library commands

Add an object by drag and drop to the desired folder. You can add complete folders. Every object in that folder will be available in edit mode. It is not possible to delete several objects from such a folder in the virtual file structure.

Rename an object/folder by left click – Rename

By default, the Home folder is set to show folders and don't enforce geo-referencing. Therefore, any files or folders added via drag and drop will be visible with their underlying status respected. What does this mean in practice? If the content is screen referenced, it will remain screen referenced. Likewise, if the content is georeferenced, it will remain georeferenced.

Using the Object Library

The Object Library is available in Edit Mode.

See [Lesson 1](#) for more information about Edit Mode.

Object selection needs to be enabled to see the Object Library.

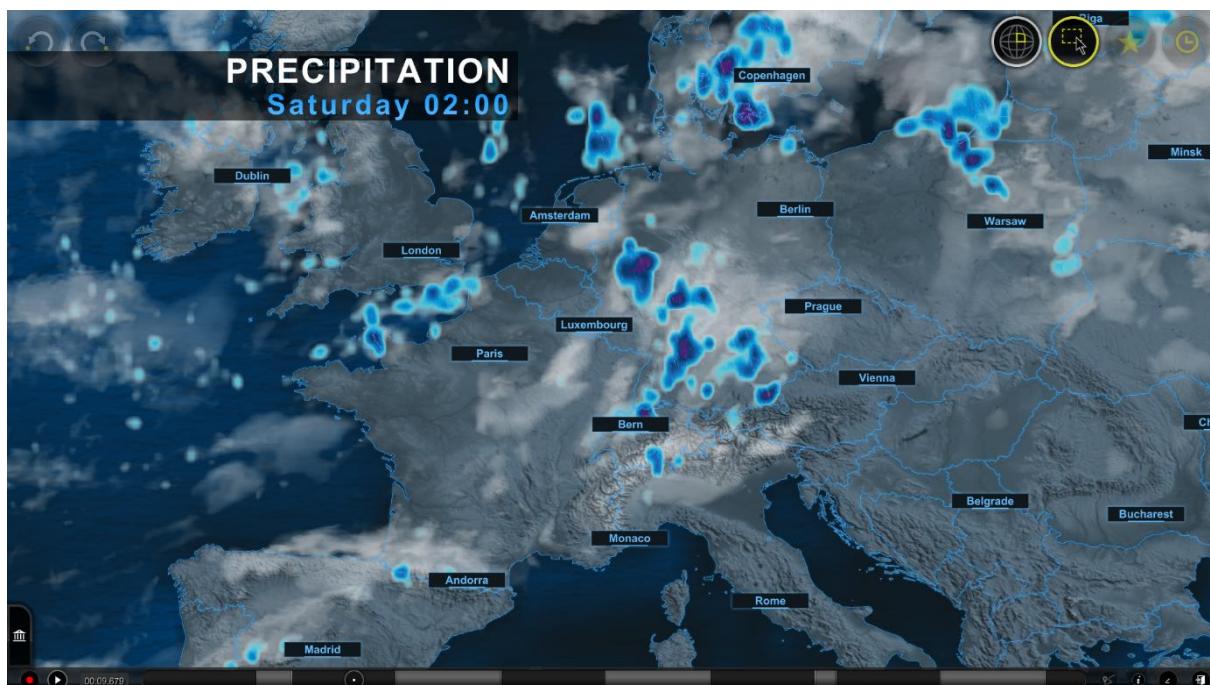
To enable object selection, click:



Lesson 8.4 - Object selection button

The icon highlights yellow when selected.

The Object Library will now be visible in the lower left-hand corner of the Interface:



Lesson 8.5 - Edit Mode showing Object Library

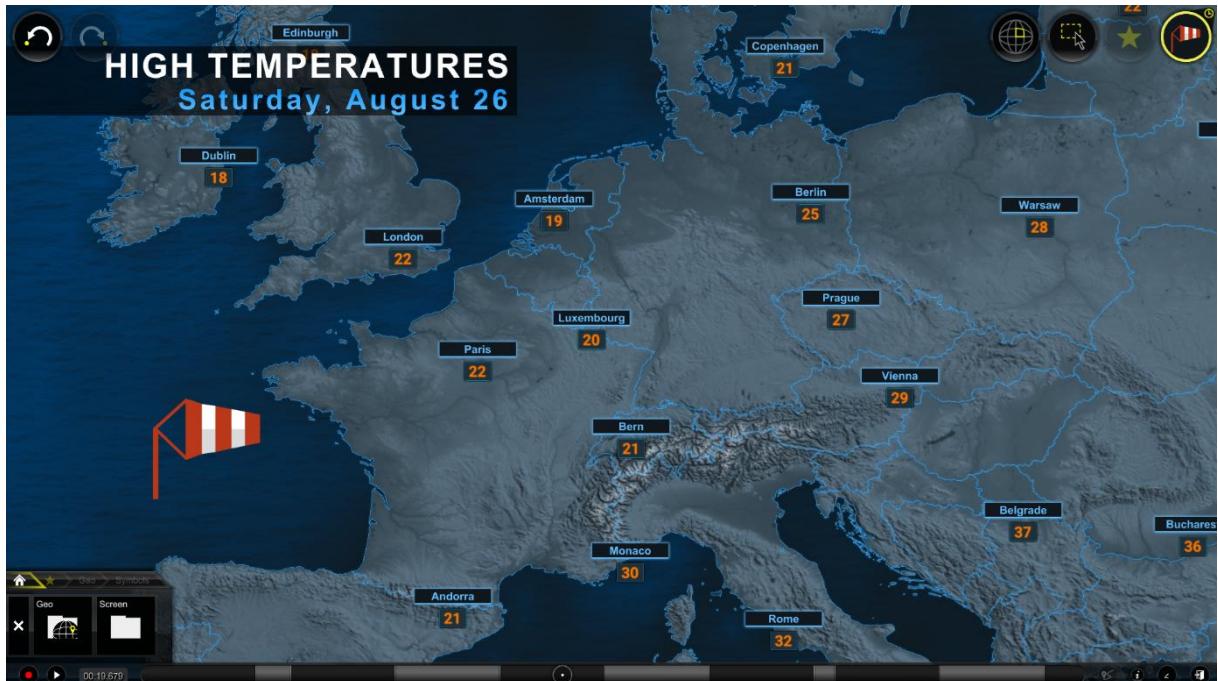
Access the Object Library by clicking:



Lesson 8.6 - Object Library icon

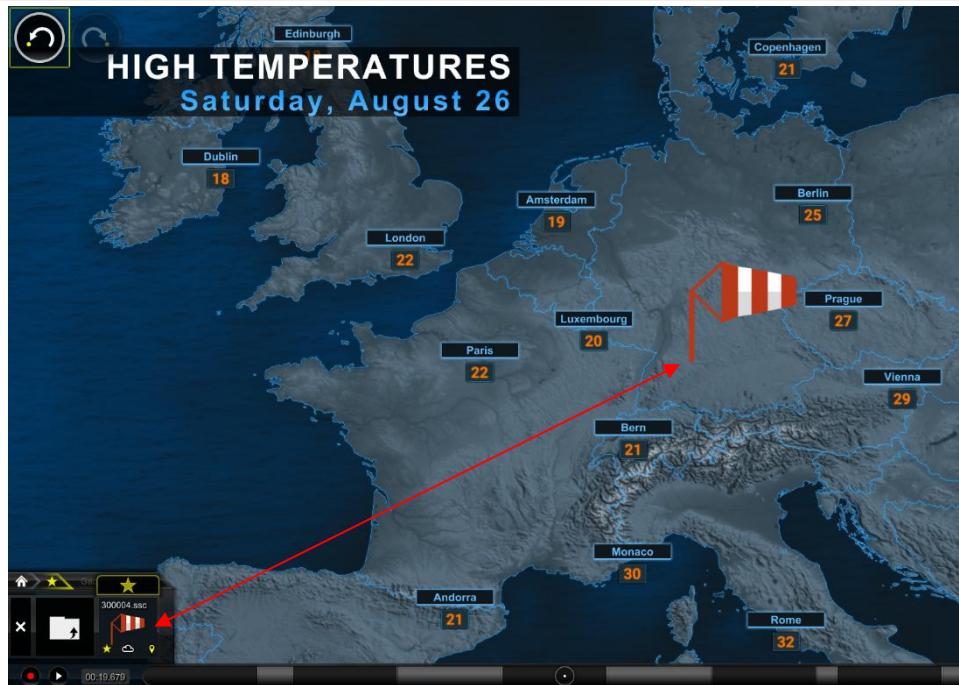
Adding Operator Objects

To add an object once, drag and drop an object from the Object Library to the desired location:



Lesson 8.7 - Dragging and dropping an object from the Object Library

To add an object several times, click the object from the Object Library to select it then click to add it at the desired location (two-step process):



Lesson 8.8 - Adding an object from the Object Library

Vertex objects

In addition to Subscenes, images and videos, objects composed of vertices (lines, fronts, arrows, areas) can be added to a presentation.

To add a vertex object, select the object from within the Object Library and then click and drag to add the object to the presentation. You can think of this as drawing the object on screen.

Lesson 8.9 shows the selection and addition of a line of red arrows to a presentation.



Lesson 8.9 - Adding a vertex object

It is not possible to edit vertex objects. If you need to start over, delete the object and re-add it.

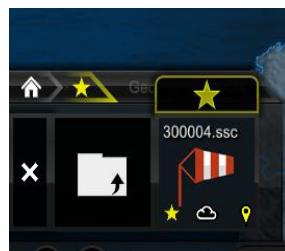
Weather Presenter maintains a list of the 5 most recently used objects accessible via the last added button located in the top right-hand corner of the Interface:



Lesson 8.10 - Last added button

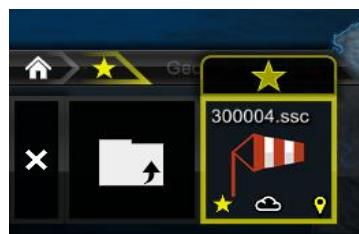
Additionally, it is possible to create favorites which are automatically added to the Object Library.

To create a favorite, click on the star icon above an object in the Object Library:



Lesson 8.11 - Adding a favorite

The icon changes to a solid yellow color confirming it has been added:



Lesson 8.12 - Favorite confirmed as added

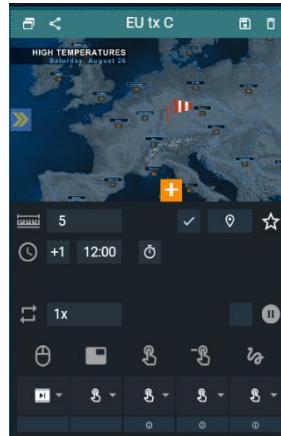
Favorites can be recalled via the Favorites button located top right corner of the Interface:



Lesson 8.13 - Favorites button

Removing Operator Objects

The presence of Operator Objects within a Playlist is indicated by a white plus sign contained within an orange square in a Segment Thumbnail Window.

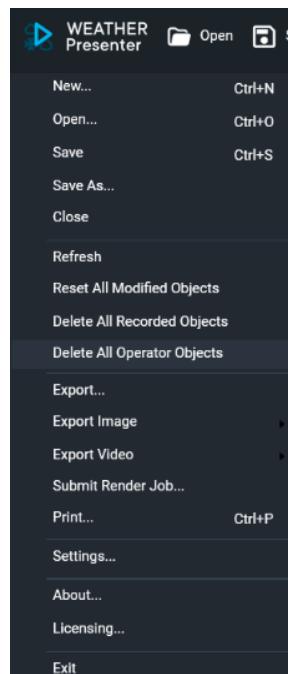


Lesson 8.14 - Operator Objects indicator

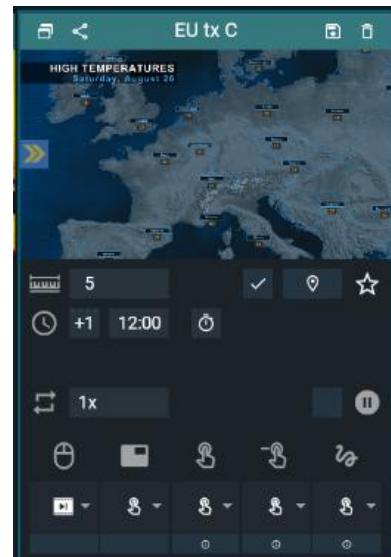
Operator Objects may be removed in two ways:

- Globally
- Individually

To remove Operator Objects globally, click the Application Menu Button then click the Delete All Operator Objects menu item, All the Operator Objects contained within the Playlist will be deleted.



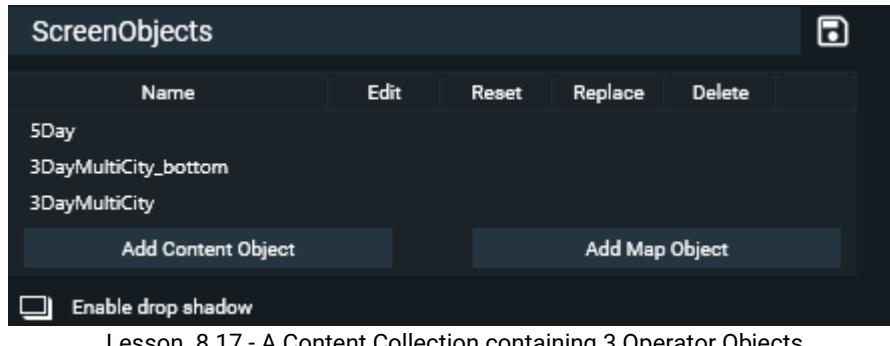
Lesson 8.15 - Delete all Operator Objects in current Playlist



Lesson 8.16 - Operator Objects indicator cleared

The indicator, as illustrated in Lesson 8.16 will clear.

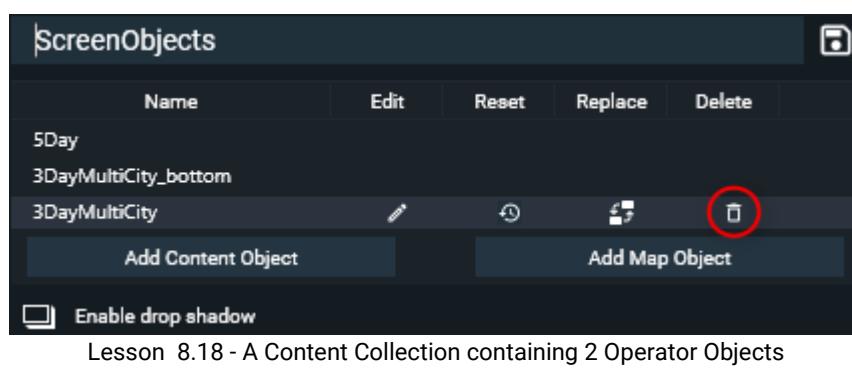
To remove Operator Objects individually, select the Content Collection containing the objects.



Lesson 8.17 - A Content Collection containing 3 Operator Objects

Operator Objects will appear in orange text. Select an object, then click the delete button.

The Content Collection now contains 2 objects:



Lesson 8.18 - A Content Collection containing 2 Operator Objects

Operator Objects require a matching layer to be added to a Presentation. So, if you want to add a screen referenced object, you must have a screen referenced layer in the Playlist. Likewise, a geo referenced layer is required for adding geo referenced objects. If you see a 'No 2D layer found!' or 'No geo layer found!' message this will be the reason why.

Lesson Activities

1 Questions

1. How can you add an operator object as a favorite?
 - A. Insert the object into the folder “Favorites” in the object library
 - B. Tag the object as favorite in edit mode
 - C. Tag the object as favorite in the file browser
2. A folder named “Geo” in the object library:
 - A. Is always geo-referenced
 - B. Is always geo-referenced if it is a subfolder of a geo-referenced folder
 - C. Is geo-referenced if the folder is declared as geo-referenced
3. What are vertex objects for?
 - A. Draw fronts or arrows in edit mode
 - B. Draw highlighting areas in edit mode
 - C. Draw special symbols in edit mode

2

3 Answers

1. The correct answer is B.
2. The correct answer is C.
3. The correct answers are A & B.

4 Tasks

1. Take any playlist with a geo layer and open the operator settings. Insert a subscene or figure into a geo-referenced folder.
2. Open edit mode and tag the inserted object as a favorite.
3. Select the object as a favorite and put it somewhere into the map.
4. Undo all changes manually and step-by-step: untag the object as favorite, remove the inserted object in the content collection, remove the object in the object library.

Objects in Edit mode

Lesson Overview

This lesson discusses how to adjust objects in Weather Presenter's Edit mode.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

[Lesson 4](#)

[Lesson 5](#)

[Lesson 8](#)

Object adjustment options

Objects may be adjusted in several ways in Weather Presenter's Edit mode.



Lesson 9.1 - Start Edit mode

Options are (select by clicking on the object to be adjusted):



Move:



Replace or edit:



Scale:

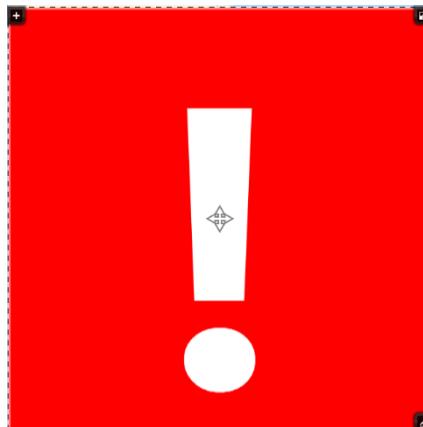


Duplicate:

Sometimes a Subscene may contain another Subscene. Such Subscenes are known as nested Subscenes. To select a nested Subscene, double click the Subscene within the Subscene to select it, then click again to edit it.

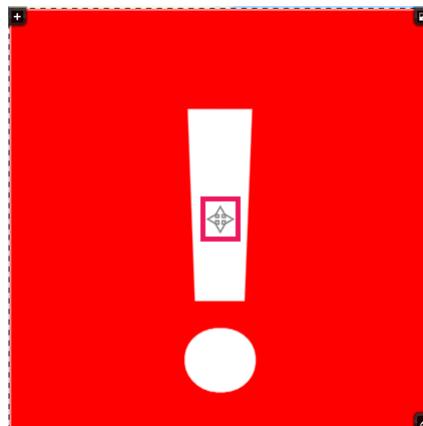


Lesson 9.2 - Object edit options (Geo referenced)



Lesson 9.3 - Object edit options (Screen referenced)

Move



Lesson 9.4 - Moving a screen referenced object

Moving a screen referenced object will move the object relative to its initial screen position just like moving an object in an image editor.

To move the object just click Move icon and drag the object to the desired position.

Lesson 9.4 indicates the move icon.

Moving a geo referenced object will move the object relative to its initial geo referenced position.

As an additional move option, a geo move will move the object's geographical position, that is, assign it a new latitudinal and longitudinal set of values.



Lesson 9.5 - Moving a geo referenced object

Lesson 9.5 indicates the Geo move icon.

There are two ways to move a geo object. Using  will change the screen position relative to the geo position. The geo position is shown by .



Lesson 9.6 - Object with a screen offset to its geo position

Using  will change the latitude, longitude position of the object together with the possible screen displacement.

Objects having an offset from their original geo location will behave differently from objects directly placed on their geo location when zooming in or out the map. A geo referenced object with a screen offset looks as if it moves away from its geographical position when zooming out.

Duplicate

Click and drag the duplicate icon on the object to create a copy of the original object at the desired position.



Lesson 9.7 - Duplicate icon

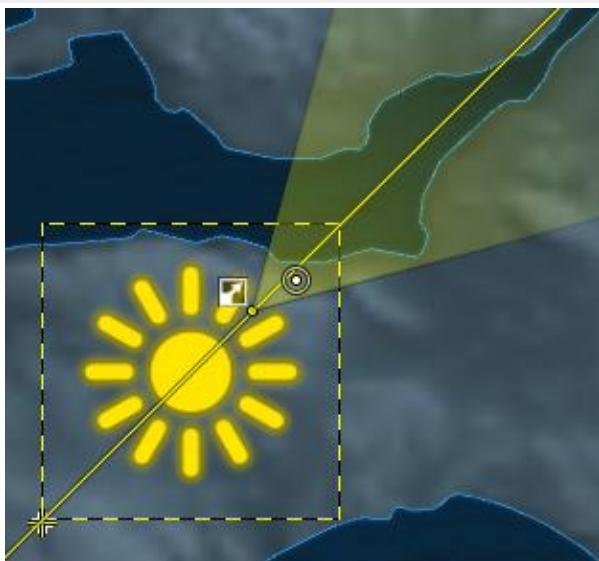
Scale



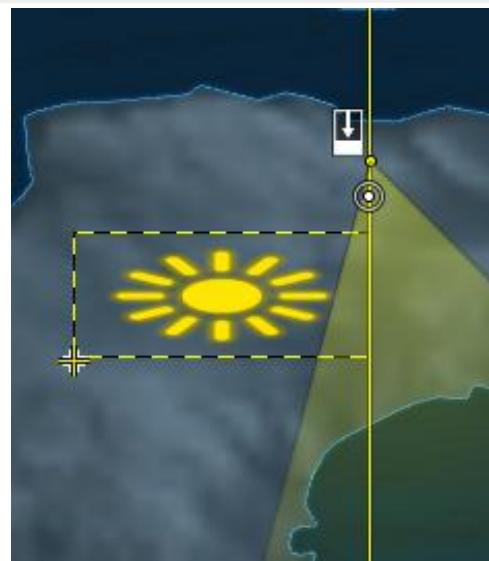
Lesson 9.8 - Scale icon

Click and drag the scale icon diagonally to scale the object uniformly along both axes (no change to aspect ratio), horizontally to scale the object along its X axis or vertically to scale the object along its Y axis.

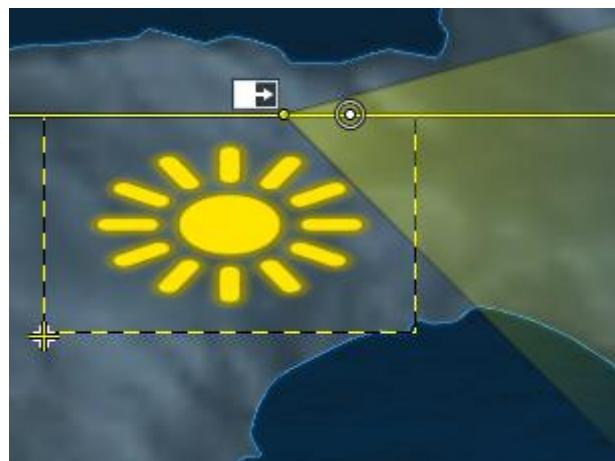
See Lesson 9.9, Lesson 9.10 and Lesson 9.11 for illustration of each of these options.



Lesson 9.9 - Uniform scale



Lesson 9.10 - Scale along Y axis



Lesson 9.11 - Scale along X axis

Replace / Modify

Click the replace icon and select a new object to replace the existing object with.

In some cases, the object may be modified. For example, the object is an editable text field or temperature value.

Lesson 9.12 illustrates the available options:



Lesson 9.12 - Object modifications options



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With reference to Lesson 9.17, reading from left to right, the options are:

- Close
- Delete
- Accept changes

If a database value (e.g. temperature or symbol) is changed and the changes are not saved to the database, the data connection is cut, and the value is set explicit.

Undo / Redo



Lesson 9.13 - Undo and Redo actions

Click the Undo or Redo buttons to undo or redo changes made whilst editing objects.

The Undo / Redo history does not persist between editing sessions.

Nested subscenes

It is also possible to adjust subscenes that are nested within other subscenes. The outer subscene and inner subscenes are editable when there is a frame around the objects. For example, if you have a city outlook diagram and want to change the city used for the diagram. In this case change the outer subscene with a single click. If you want to change or edit a symbol of the outlook, you need to double click on the object to access the object nested inside. Then click again to edit, scale, or move. To exit editing of the nested object, click somewhere in the greyed-out area.

Adjusting vector objects

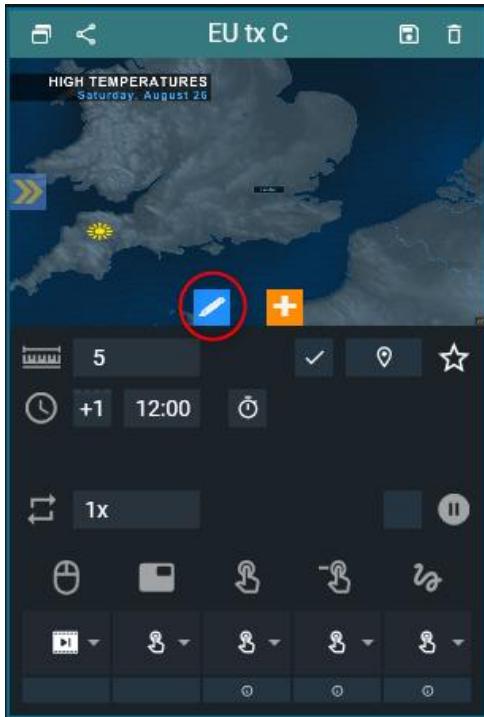


Lesson 9.14 - Accessing nested objects

Editing drawn objects/Vertex objects (arrows, areas, fronts, lines...) is not possible. They can only be deleted and re-drawn

Resetting Modified Objects

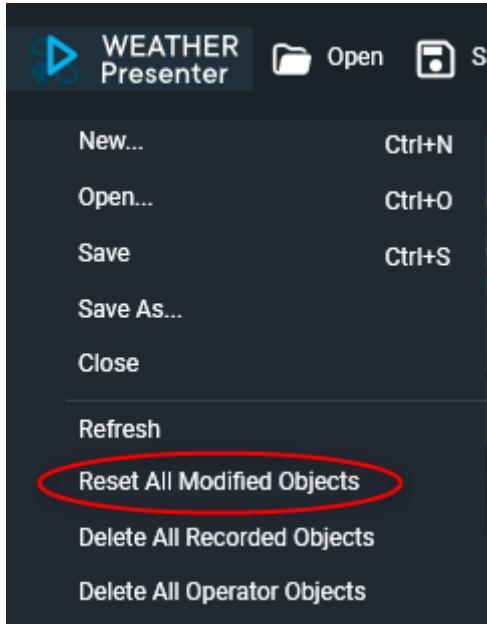
The presence of Modified Objects within a Playlist is indicated by a white pen sign contained within a blue square in a Segment Thumbnail Window.



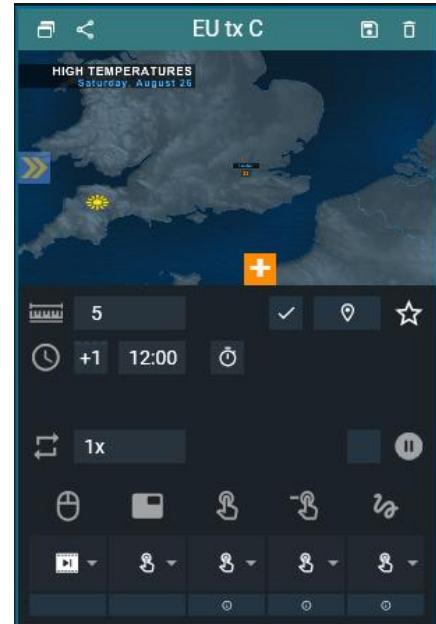
Lesson 9.15 - Modified Objects indicator

Modified Objects may be reset in two ways:

- Globally
- Individually



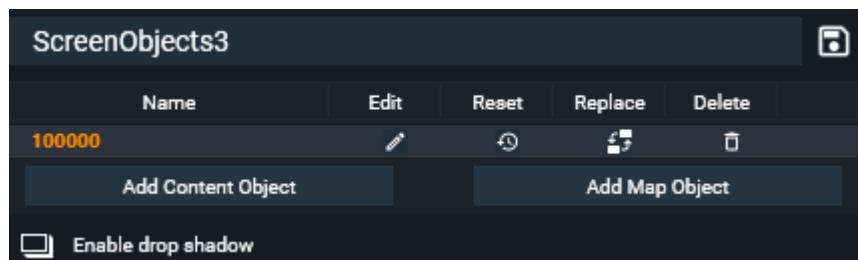
Lesson 9.16 - Reset all modified object in current playlist



Lesson 9.17 - Modified Objects indicator cleared

To reset Modified Objects globally, click the Application Menu Button then click the Reset All Modified Objects menu item. All the Modified Objects contained within the Playlist will be reset. The indicator, shown in Lesson 9.17, will clear.

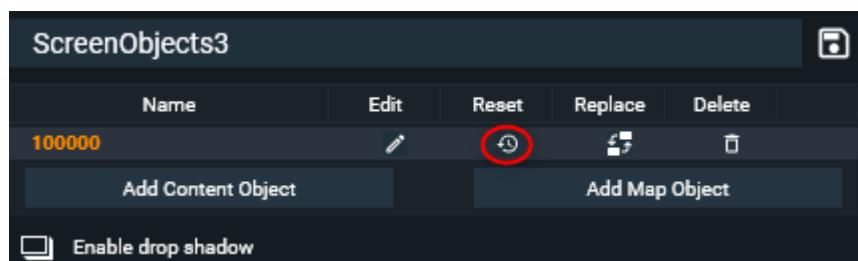
To reset Modified Objects individually, select the Content Collection containing the object(s):



Lesson 9.18 - A Content Collection containing a Modified Object

Modified Objects will appear in blue text. Select an object, then click the Reset button.

The object will reset. Lesson 9.19 illustrates a Content Collection containing a reset Modified Object:



Lesson 9.19 - A Content Collection illustrating a reset Modified Object

Lesson Activities

1 Questions

1. Modifying a value in a subscene in edit mode...
 - A. automatically changes the database value
 - B. changes the value in the subscene
 - C. creates a modified copy of the subscene
2. Which objects are not possible to move after placing them?
 - A. Objects which are linked to a subscene
 - B. Vertex (drawn) objects
 - C. All objects can be moved
3. How to scale an object without changing the aspect ratio?
 - A. Move the scaling point on the yellow diagonal
 - B. The aspect ratio cannot be changed when scaling an object
 - C. Hold the alt key while scaling the object

2 Answers

1. The correct answer is C.
2. The correct answer is B.
3. The correct answer is A.

3 Tasks

1. Create a new, empty playlist and insert a city outlook with temperatures and symbols
2. Change some symbol and temperature values (don't save it into the database!)
3. Reset the changes manually

Recording Interactions

Lesson Overview

This lesson explains how to record interactions without a touchscreen.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

[Lesson 4](#)

[Lesson 5](#)

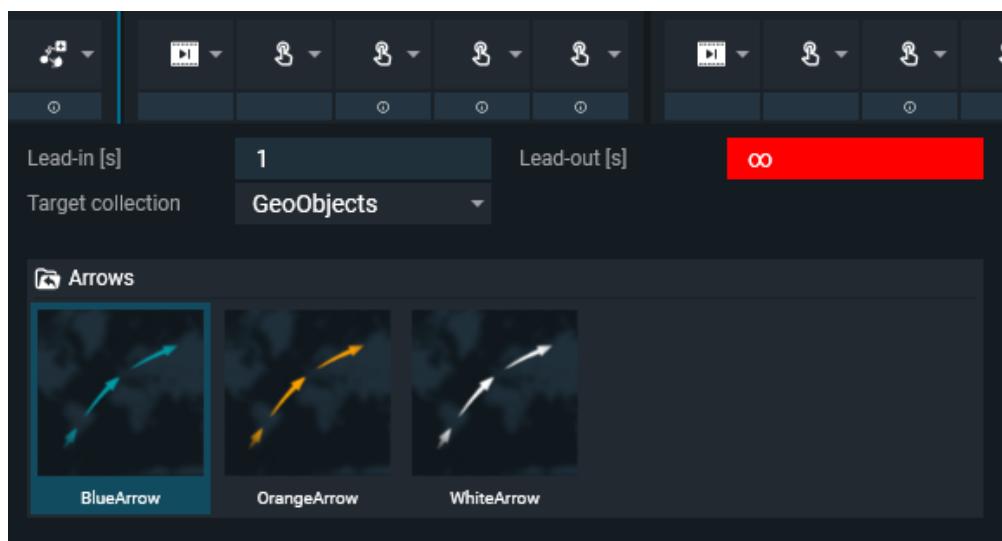
[Lesson 6](#)

Preparing to record interactions

Interactions are objects or tools to be added to a playlist at runtime. They are designed to be used with a touchscreen to telestrate something or to highlight a value or area.

It is possible to record interactions without a touchscreen or if you want to have objects already in place when you start the playlist. Recordings are made using Weather Presenter's Edit mode. Before a recording can be made, interactions must be defined.

See [Lesson 6](#) for how to define interactions.



Lesson 10.1 - Defining an interaction (Touch and move)

Recording an Interaction

To record an interaction, enter Edit mode.

Go to the Segment on which you wish to record an interaction.

Double click on a segment preview to go to Edit mode and straight to the chosen segment.

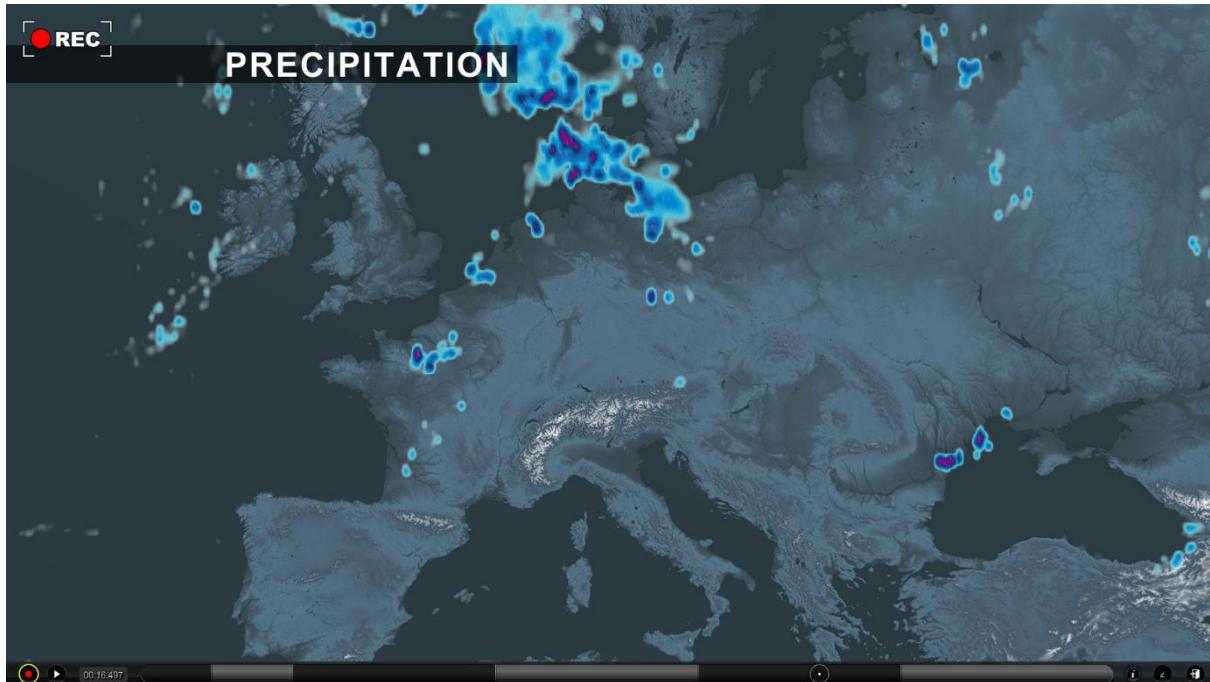
Click the record button to start recording.



Lesson 10. 2 - Record button

Perform the desired interaction. For example, add and draw an object. You can record several interactions on several segments if needed.

Unlike objects added from the library of operator objects recorded objects are targeted to a specific content collection (not necessarily the topmost). Therefore, objects can be drawn below other elements (e.g., city labels).



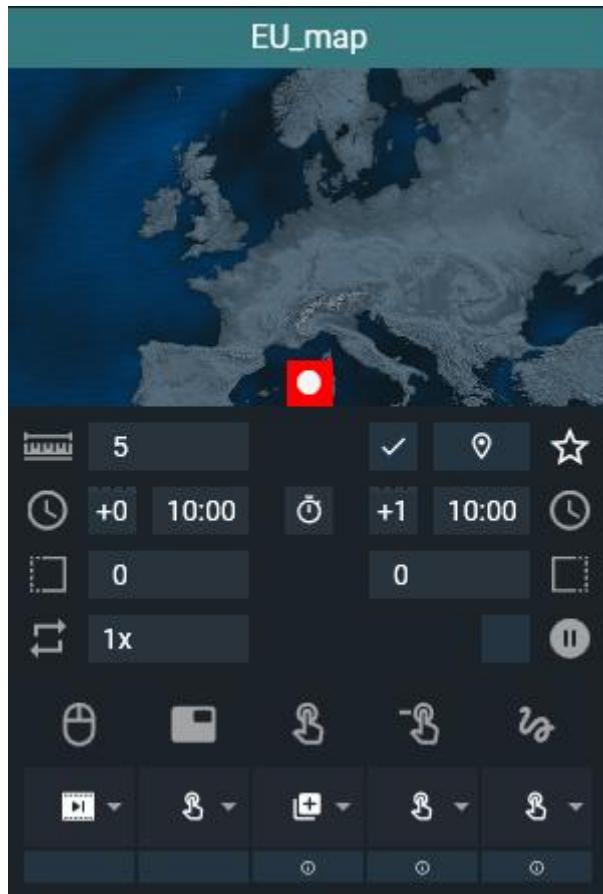
Lesson 10. 3 - Recording an interaction

Click the record button to stop recording. Return to the Weather Presenter's Interface.

Click Start Presentation to view the recording.

Deleting recorded objects

The presence of Recorded Objects within a Playlist is indicated by a white circle contained within a red square in a Segment Thumbnail Window.

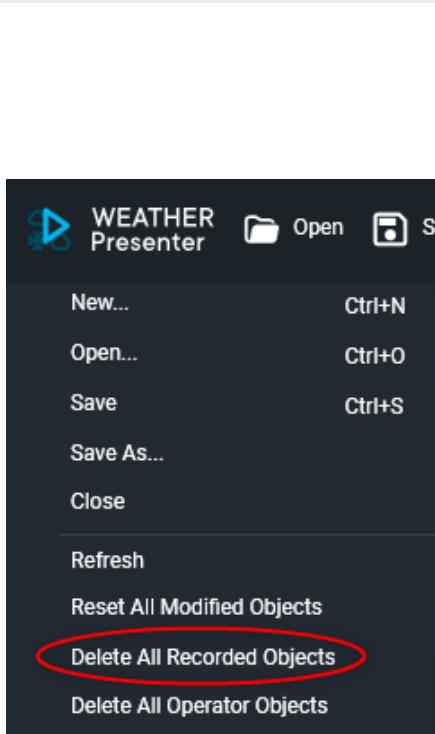


Lesson10. 4 - Recorded Objects indicator

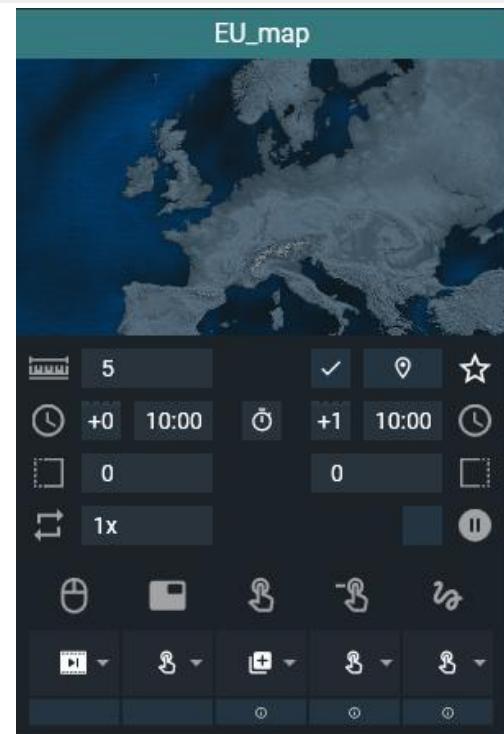
Recorded Objects may be deleted in two ways:

- Globally
- Individually

To delete Recorded Objects globally, click the Application Menu Button then click the Delete All Recorded Objects menu item. All the Recorded Objects contained within the Playlist will be reset. The indicator, illustrated in Lesson 10.7, will clear.

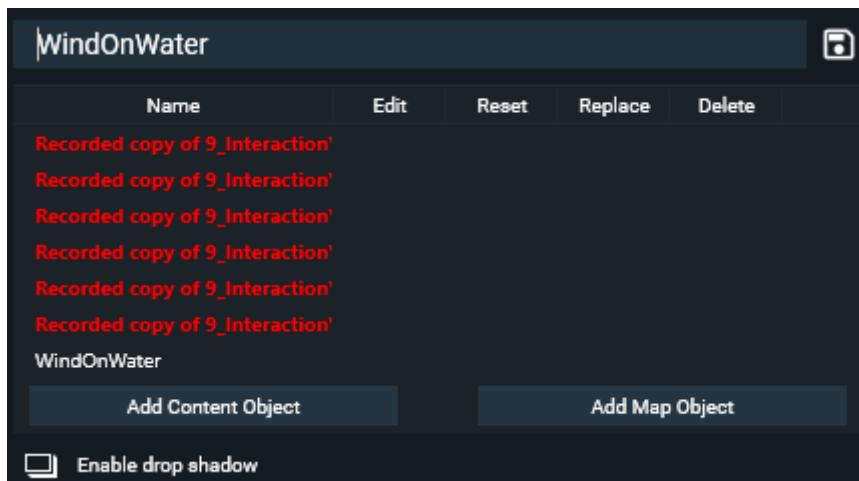


Lesson 10.5 - Delete recorded objects globally



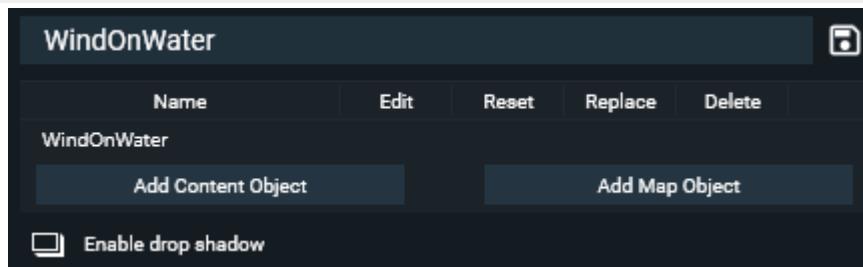
Lesson 10.7 - Recorded Objects indicator cleared

To delete Recorded Objects individually, select the Content Collection containing the object(s).



Lesson 10.8 - A Content Collection containing a Recorded Object

Recorded Objects will appear in red text. Select an object, then click the Delete button. The object will be deleted.



Lesson 10.9 - Content Collection showing Recorded Object deleted

Lesson Activities

1 Questions

1. Which color indicates a recorded object in the content collection?
 - A. red
 - B. blue
 - C. orange
2. Which mode is used to record interactions?
 - A. Presentation mode
 - B. Edit mode
 - C. PresenterGlobe
3. Where the interaction will be saved?
 - A. The first content collection on the topmost geo layer
 - B. The target content collection of the action preferences
 - C. The last content collection of the used geo layer

2 Answers

1. The correct answer is A.
2. The correct answer is B.
3. The correct answer is B.

3 Tasks

1. Open a playlist containing a map or create a new one
2. Select an interaction element
3. Open edit mode and record during drawing the element
4. Delete the recorded object

Video Segments

Lesson Overview

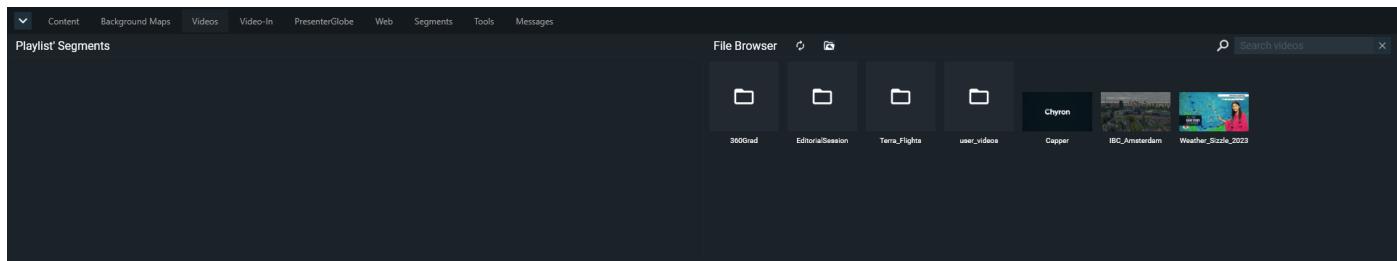
This lesson introduces Video Segments. You will learn how to create a Video Segment, how to modify a Video Segment and how to save modifications.

Prerequisites

[Lesson 3](#)

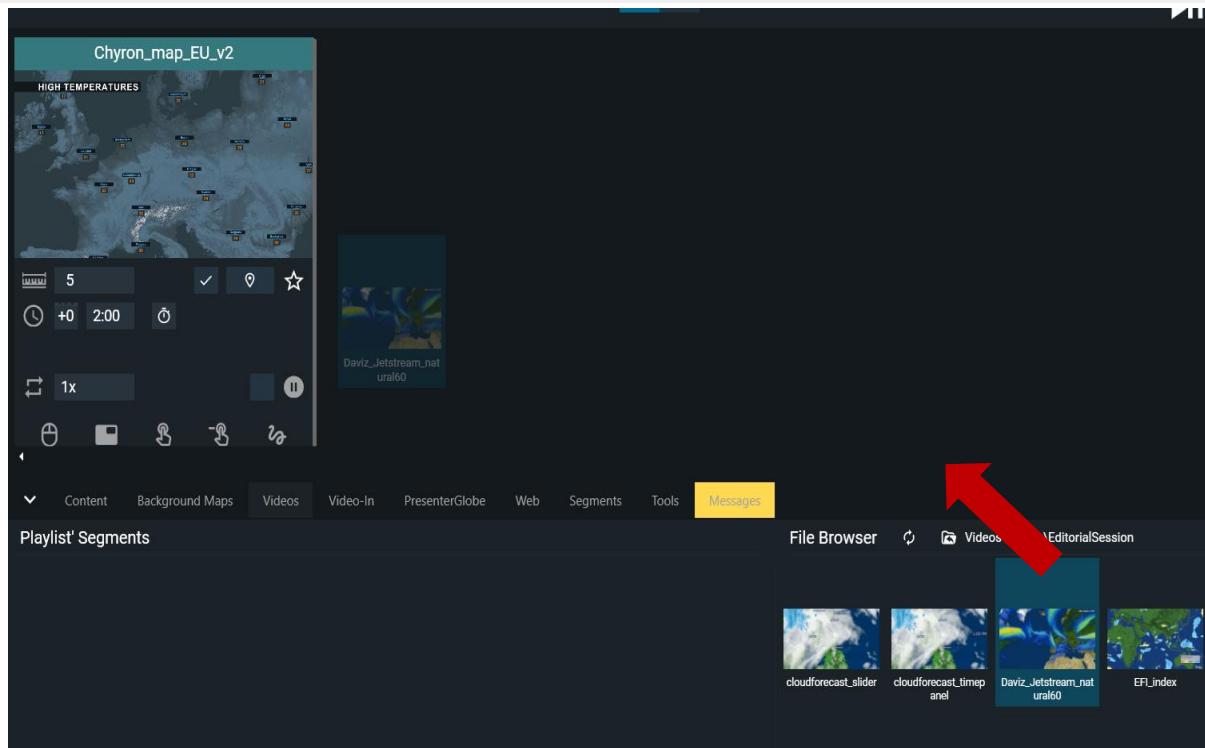
Creating a Video Segment

To create a Video Segment, select the Videos tab in the Resource Panel:



Lesson 11.1 - Videos tab

Click and drag a video to the Storyboard. A new Video Segment will be created:



Lesson 11.2 - Creating a Video Segment

Cropping Video Segments

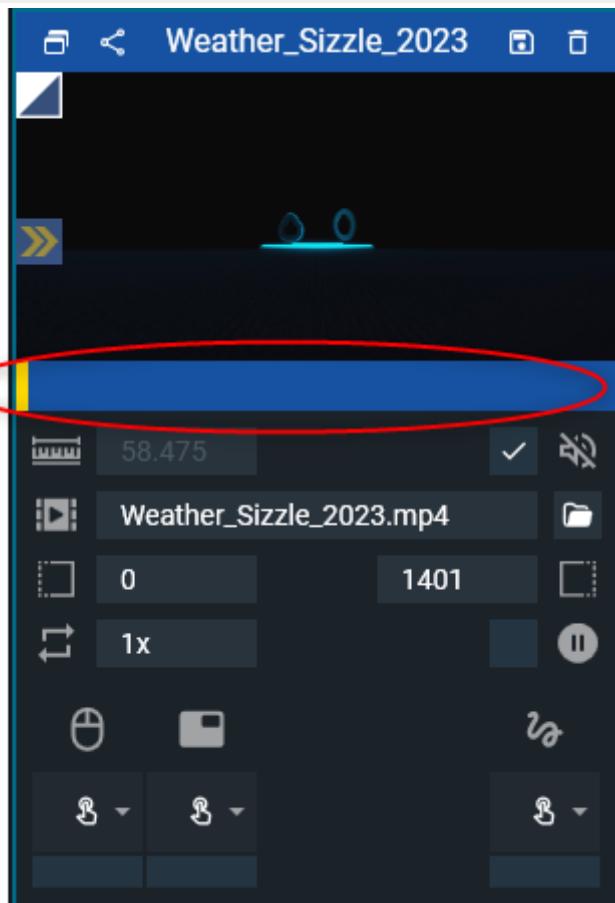
To crop a Video Segment, click in the Segment Thumbnail Window. A Slider becomes active.

See Lesson 11.3 for an illustration of this.

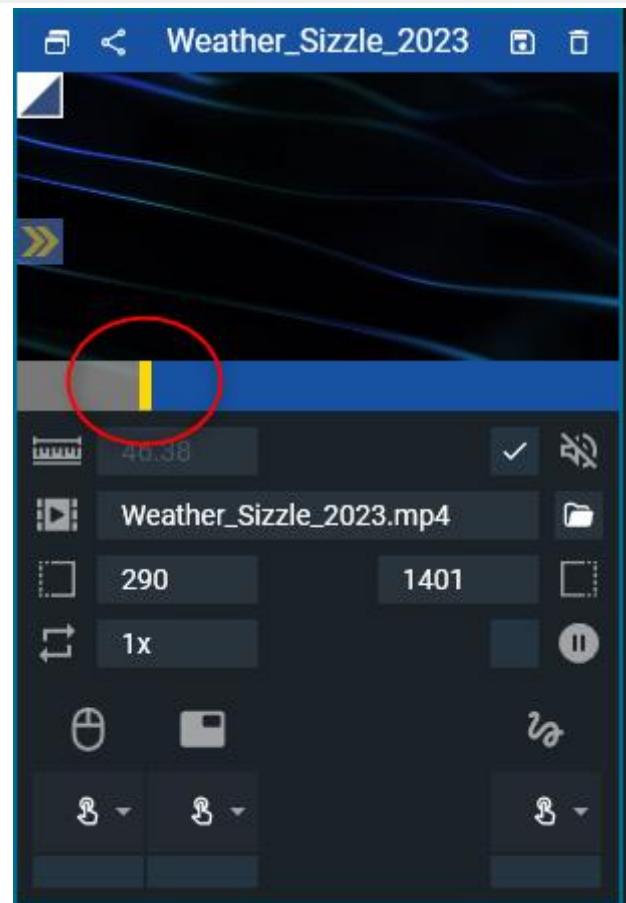
The head (beginning) and tail (end) of the video are marked by a yellow bar. Mark in and mark out as desired. The Video is now cropped and the duration of the Segment updates to reflect this.

Lesson 11.3 shows the original duration of the video as 5.02 seconds.

Lesson 11.4 shows the cropped value of 4 seconds.



Lesson 11.3 - Video Segment Slider



Lesson 11.4 - Editing the duration of a Video Segment

It is also possible to crop a Video Segment numerically using frame numbers. To do this, enter a start frame number and an end frame number. The video will be cropped.

Lesson 11.5 illustrates this.



Lesson 11.5- Using Frame numbers to edit the duration of a Video Segment

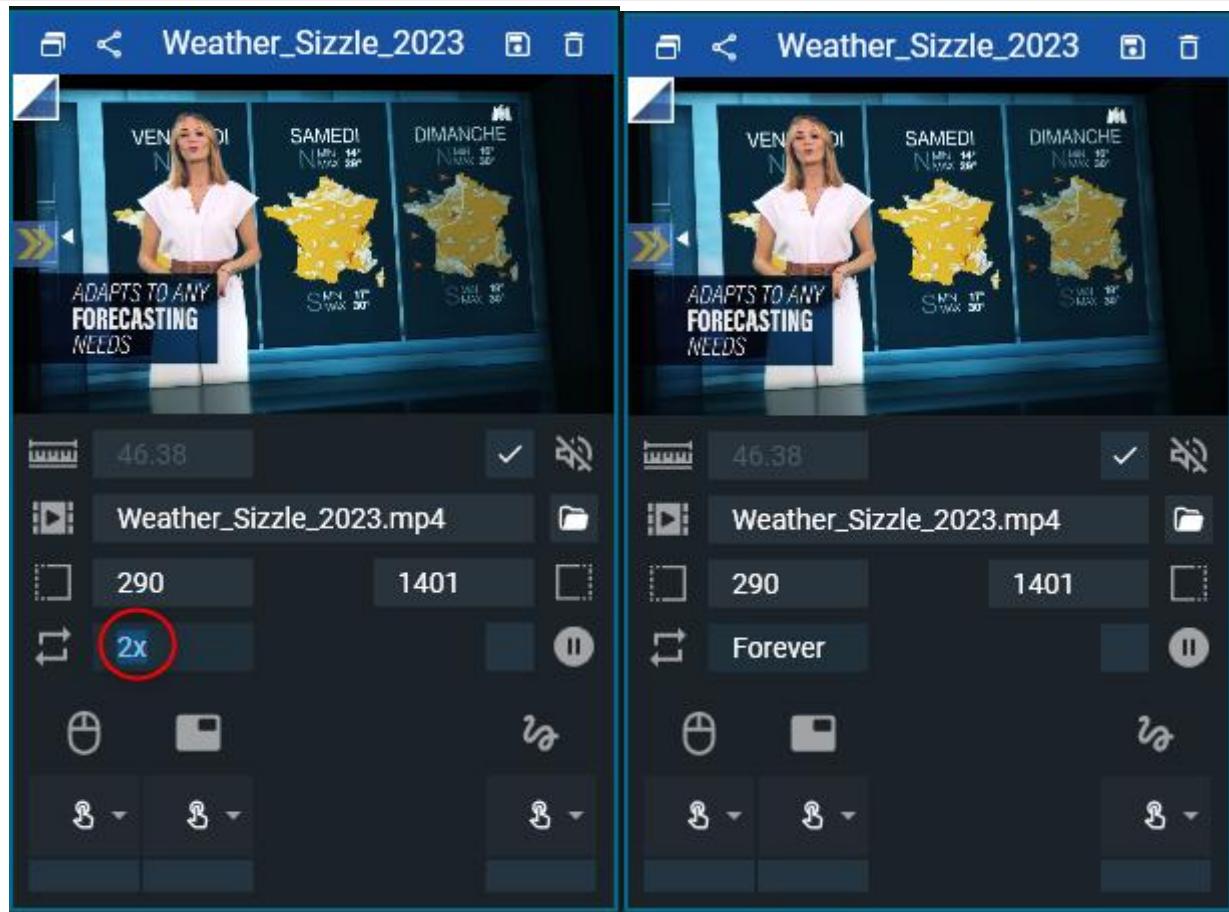
Looping a Video Segment

It is possible to loop Video Segments.

Videos may be set to loop a finite number of times or infinitely.

To do this, enter a value in the Repeat behavior field or enter the word 'Forever'.

Lesson 11.6 illustrates the Repeat behavior field.



Lesson 11.6 - Repeat behavior

Values need to be entered as 1x, 2x, 4x, etc. or 'Forever' to be valid.

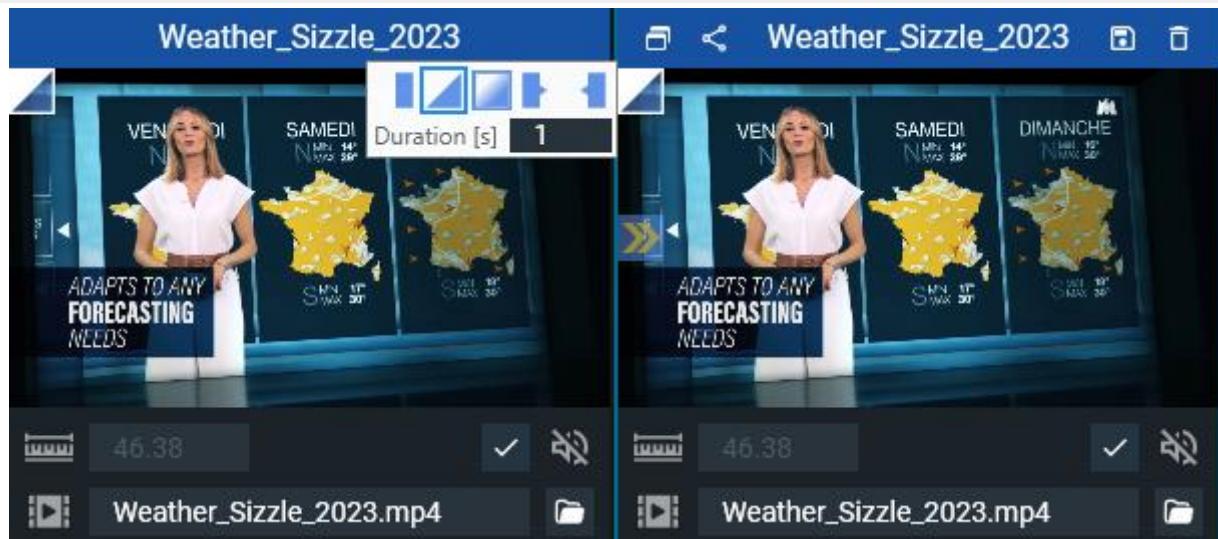
Video Segment Transitions

The transition option in the left corner of the segment preview window is activated after and before a video segment. By default, the transition is smooth. You can select one of the transition styles and change the duration of the transition.

See [Lesson 3](#) for more information about transitions.



Lesson 11.7 - Video Segment transition types

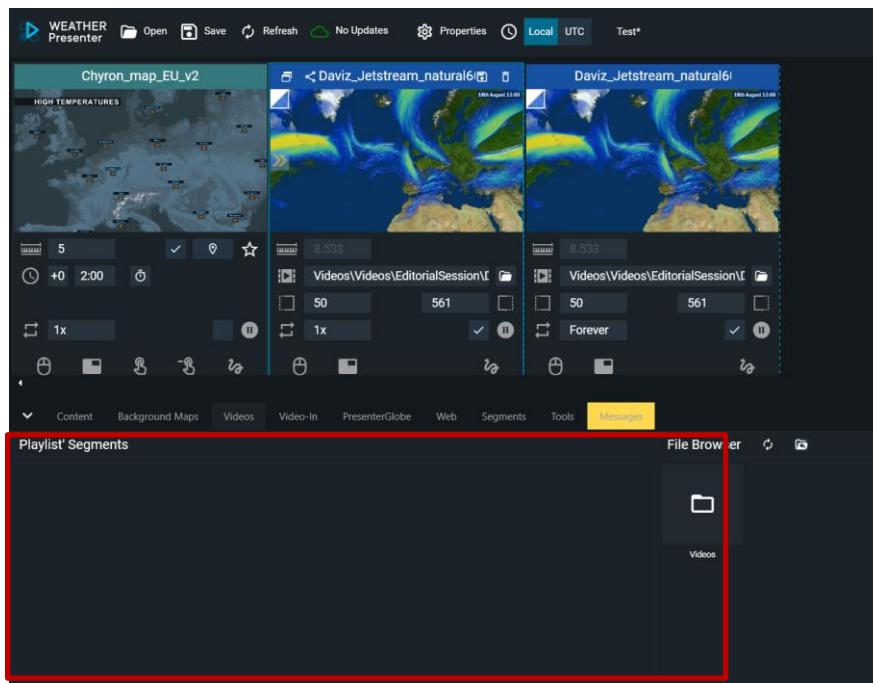


Lesson 11.8 - Video transition and transition duration

Saving Video Segments to the Segment Library

It is possible to save modified Video Segments by saving the modified Video Segment to the Video Segment Library.

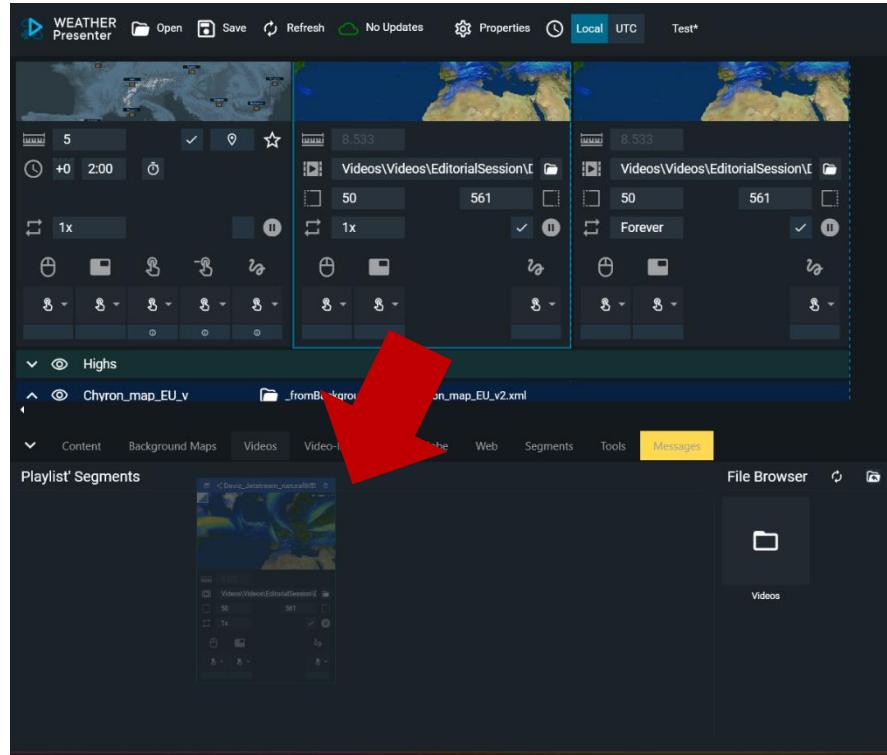
Lesson 11.9 illustrates the Segment Library.



Lesson 11.9 - Segment Library

To do this, drag and drop the modified Video Segment to the Segment Library. All values that have been changed/ put in will be saved. Saved video segments are added to a playlist by drag and drop.

Lesson 11.10 shows a modified Video Segment added to the Segment Library.



Lesson 11.10 - Video Segment added to Segment Library

Video Segments may be deleted from the Segment Library.

To do this, select a Segment by clicking on it and press the Delete key.

Lesson Activities

1 Questions

1. Which content collection will contain the inserted video?
 - A. The topmost content collection of the first layer
 - B. The first content collection of the first 2D layer
 - C. None, videos are separate segments
2. By default, how often a video will be repeated?
 - A. Forever
 - B. 1x
 - C. Until the segment duration is reached
3. Which interaction is not available in a video segment?
 - A. Double Tap
 - B. Touch and Hold
 - C. Touch and move

2 Answers

1. The correct answer is C.
2. The correct answer is A.
3. The correct answers are A & B.

3 Task

1. Open a new playlist and insert any video
2. Crop the video on the left and on the right to make it 3 seconds long
3. Loop the video forever and save it as custom segment
4. Load the custom video into a new segment and make a hard transition between the two segments

Weather PresenterRecorder

Lesson Overview

This lesson introduces Weather Presenter's Weather PresenterRecorder.

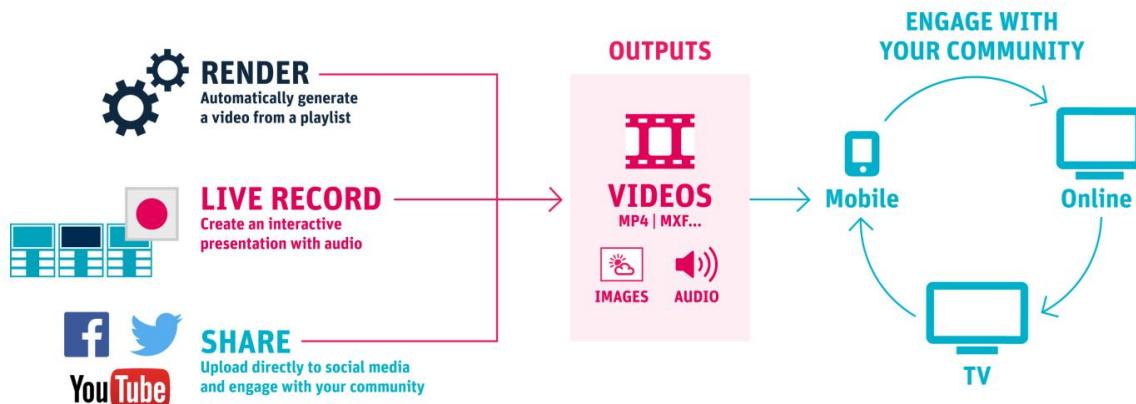
Prerequisites

Lesson 3

What is the Weather PresenterRecorder?

The Weather PresenterRecorder enables a presenter to:

- Render a Playlist from interface (and command line)
- Record a Playlist with audio while presenting live
- Share images or videos from the playlist to social media



Lesson 12.1 - Production License

Rendering Playlists

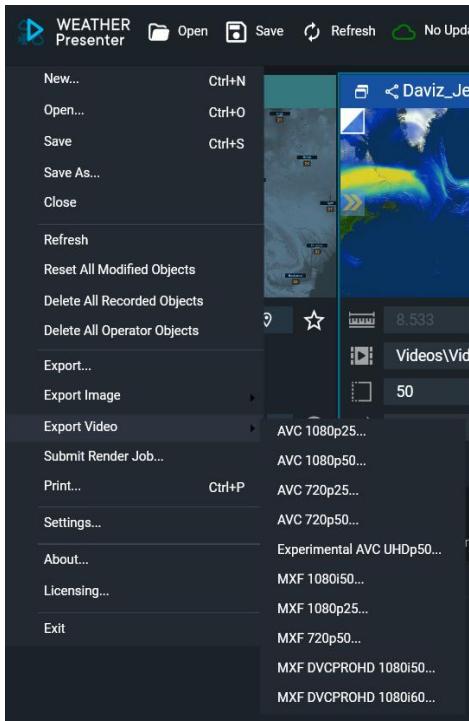
The Render function allows a user to generate a video from a playlist, in full or only part of it. To do so:

- open the Application button menu (top-left)
- go to "Render with profile" submenu,
- choose the profile you wish to export with
- a "Save under" window will appear, letting you:
 - rename your video file
 - choose its destination

- Press “Save”
- Wait for rendering to take place

The video file will be available at your chosen destination.

By default, the name of the playlist will be used. The name can also be template based (in the playlist properties) including current date and time and segment headers.



Default Profiles are:

- AVC 1080p25
- AVC 1080p50
- AVC 720p25
- AVC 720p50
- MXF 1080p25
- MXF 720p50
- MXF DVCPROHD 1080i50
- MXF DVCPROHD 1080i60

Lesson 12.2 - Playlist rendering from interface

You can render one or more Segments or the entire Playlist. If you wish to render only a part of the playlist, simply select the segments of your choice before following the above procedure.

To render playlists from command line, use the following syntax:

Designer3DDirector.exe [PlaylistName.dpl] -CurrentDesignModel [DesignModel] -render [outputFileAndLocation] -renderingProfile [NameOfProfile] -unattended

Make sure you have the permission to change the DesignModel!

Parameter	Function
-unattended	suppress modal message boxes
-renderingProfile <profileName>	Specifies a profile other than the default for automated playlist rendering
-render <outputFilePath>	Renders a playlist as XDCAM (MPEG-2) MXF or H.264 (MPEG-4) MP4 movie file
-CurrentDesignModel	Specifies the DesignModel to be used

Lesson 12.3 - Commandline render parameters

Almost all settings are now also available as command line arguments (-key "value")

Recording Playlists

The Live Record function allows a user to generate a live video from a playlist, in full or only part of it. Audio input is supported. The timing can be triggered by the user, interactions can be used.

If no segment is selected, the recording will start from the beginning by default. If you wish to start from another segment: select it and press the "Record" button. Weather Presenter will then ask you if you wish to "Start from the beginning" or "Start from selected segment".

- For audio: set preferences – audio recording
- To start the live recording, click on the "Record" button at the top right of the interface 
- trigger the playlist as you normally do (by default: Space bar to next segment)
- Use your microphone for voice over (if applicable)
- when you are done, exit the playlist (by default: F11)
- a "Save under" window will appear, letting you
 - rename your video file (by default: the name of the playlist)
 - choose its destination
- press "Save".

The video file will be available at your chosen destination.

Pressing 2 x ESC key during recording will cancel the recording and reset the playlist to its beginning. A new recording will start on the next triggering.

Sharing Playlists via Social Media

It is possible to record a share a Segment or an entire Playlist via Social Media.

Available Social Media channels are:

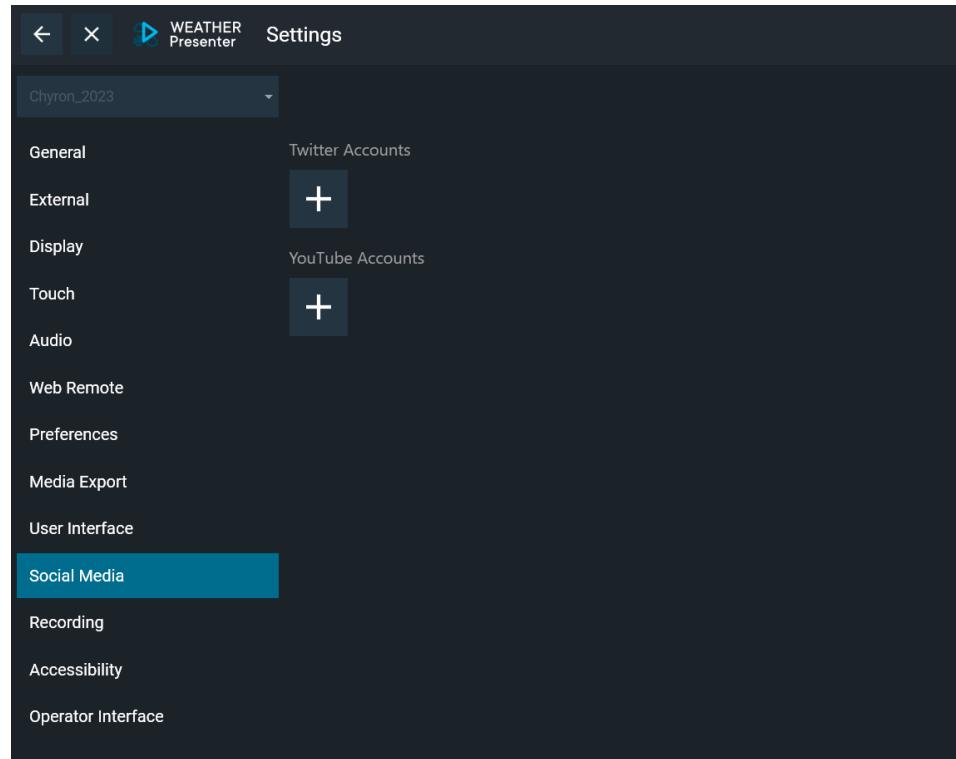
- Twitter
- YouTube

To do this, create a Social Media account.

Click on the Application button, select Settings and select the Social Media option.

Click on the Social Media channel if you wish to share your content.

Options are currently: Twitter and YouTube

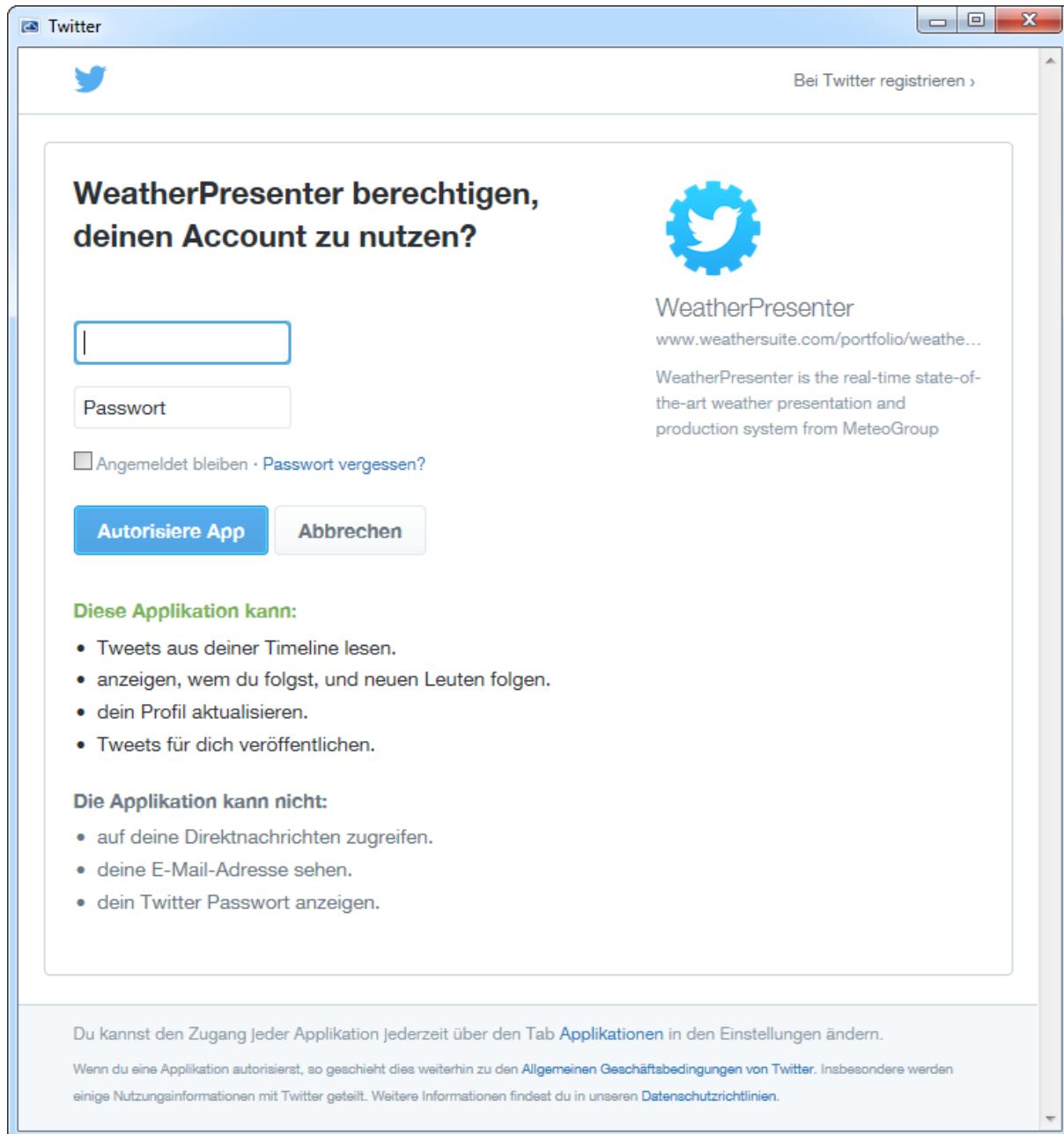


Lesson 12.4 - Social Media Settings

Twitter

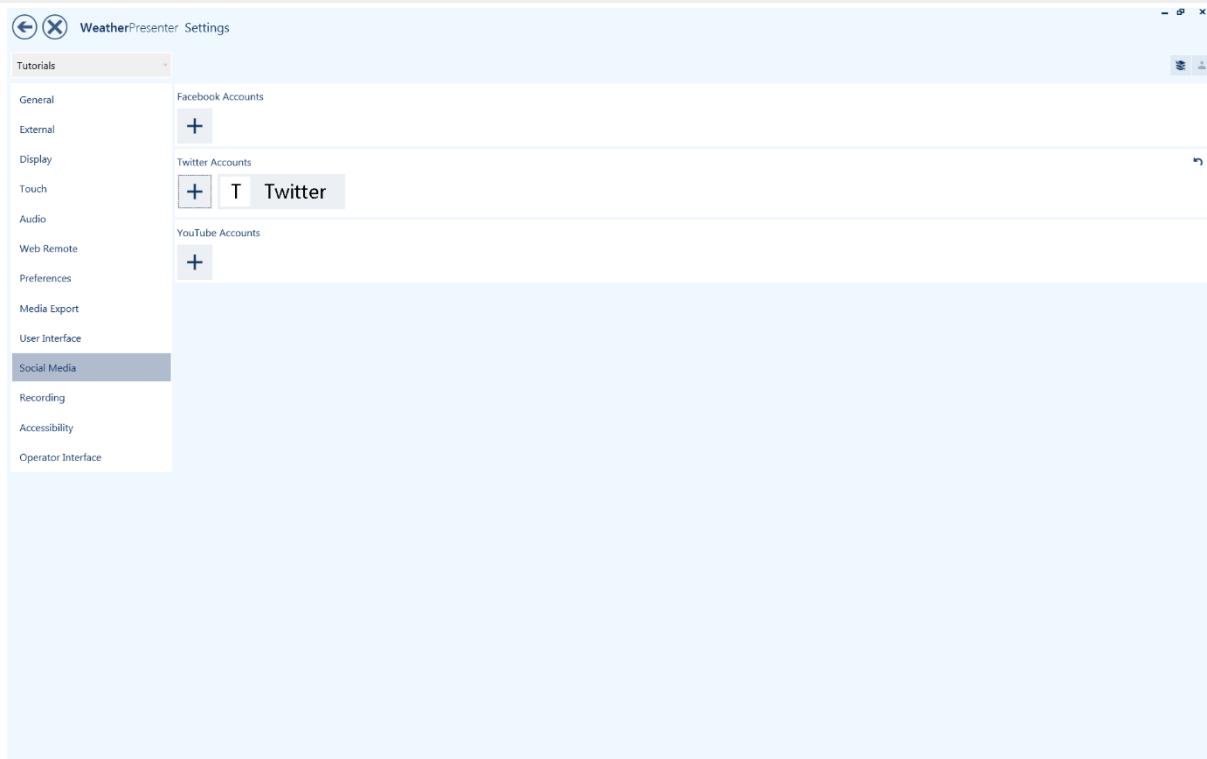
For example, to add a Twitter account click on the Add Twitter Accounts button.

Enter the Account credentials (Username, Password):



Lesson 12.5 - Registering a Twitter account

The credentials will be authenticated, and the account added to Weather Presenter.

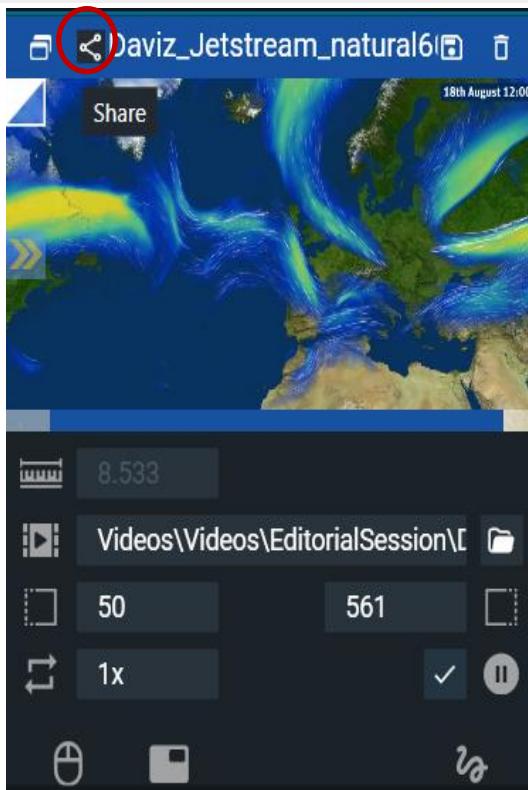


Lesson 12.6 - Twitter Account added

It is now possible to share content via Twitter from Weather Presenter.

Up to 4 segments can be shared in one tweet. Select up to 4 segments that you wish to share. The frame halfway through the segment will be shared.

To share content from Weather Presenter on Twitter, click the Share button and select the desired output (Twitter, YouTube, File System):



Lesson 12.7 - The Share button



Lesson 12.8 - Sharing Via Twitter

It is also possible to share content via the File System.

Weather Presenter will render the content in preparation for sharing and the Share on Twitter dialog will appear.

Click the Confirm image box to verify the content:



Lesson 12.9 - Confirm image - Share on Twitter dialog

Add meta data (text and geographical position) if desired and click the Tweet button to share via Twitter. The geographical position will be stored for the next use. Geolocation of a tweet can be used to filter streams of tweets (like hash tags). The titles of the shared segments will be used as default hash tags.



Lesson 12.10 - Share on Twitter dialog



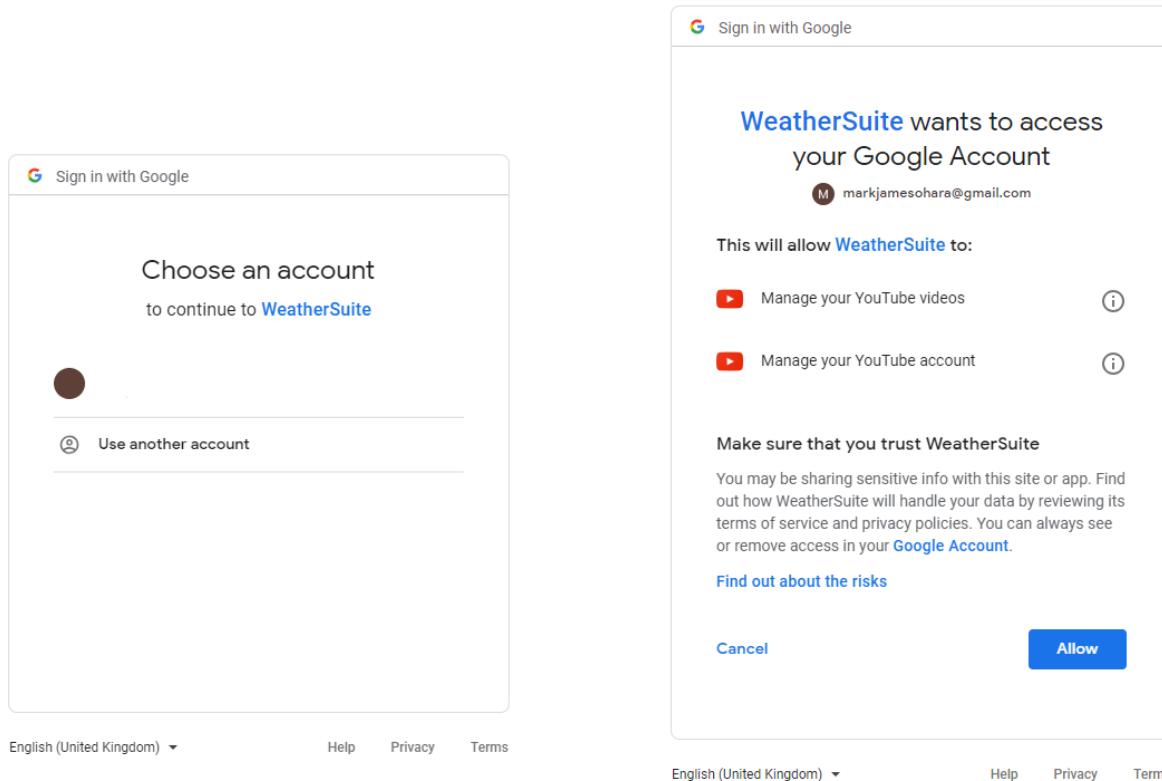
YouTube

The same principle applies to sharing content via YouTube.

To add a YouTube account, click on the Add YouTube Accounts button.

Enter the Account credentials (Email, Password).

Allow Weather Presenter to share content via the account.



Lesson 12.12 - Google Sign in

Lesson 12.13 - Allowing Chyron Weather access to a Google account

A confirmation message displays in a browser window informing you that a verification code has been received:

Received verification code. You may now close this window.

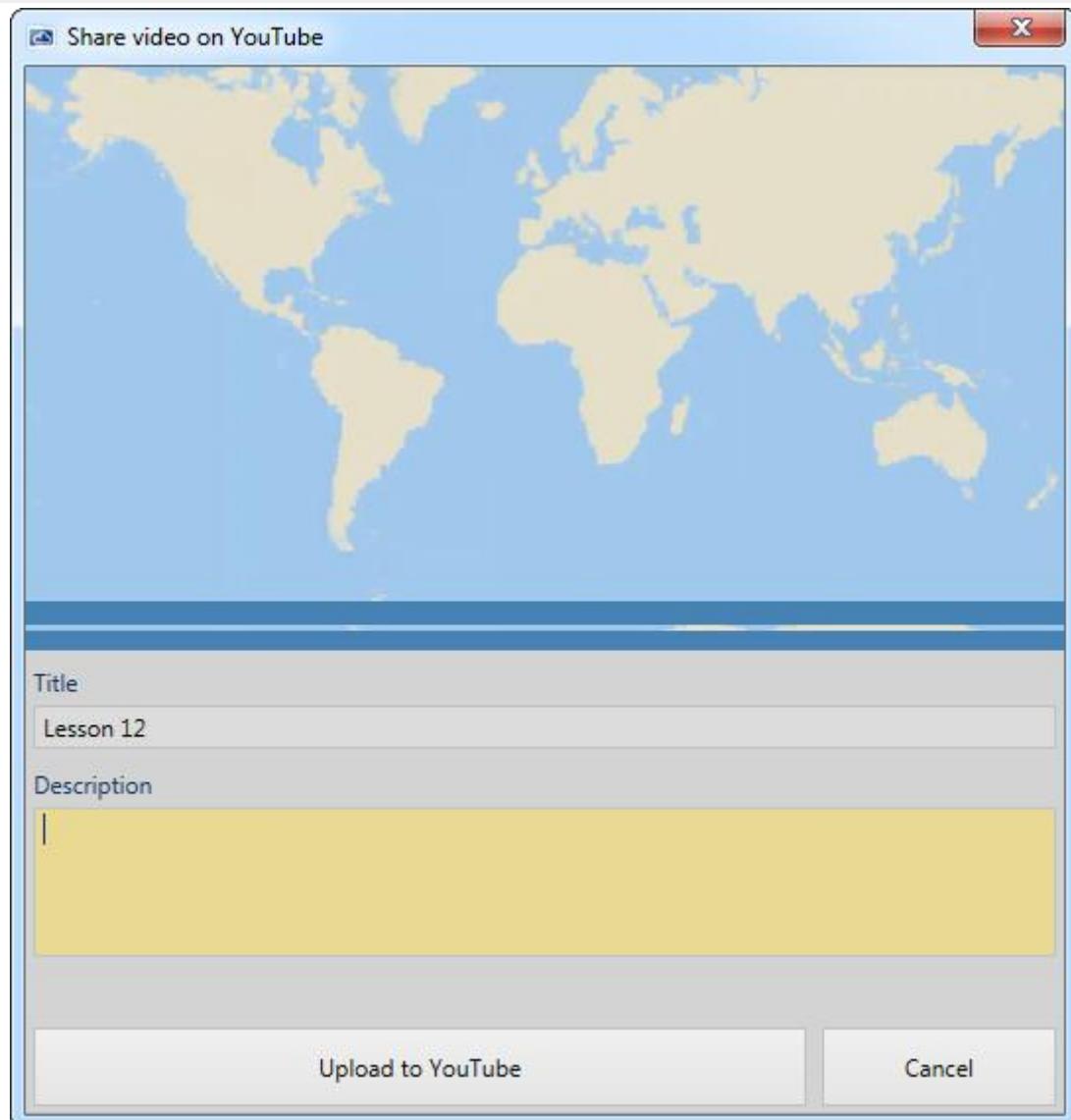
Lesson 12.14 - Verification code message

To share content first select any number of segments, then click the Share on YouTube button:



Lesson 12.15 - Share on YouTube button

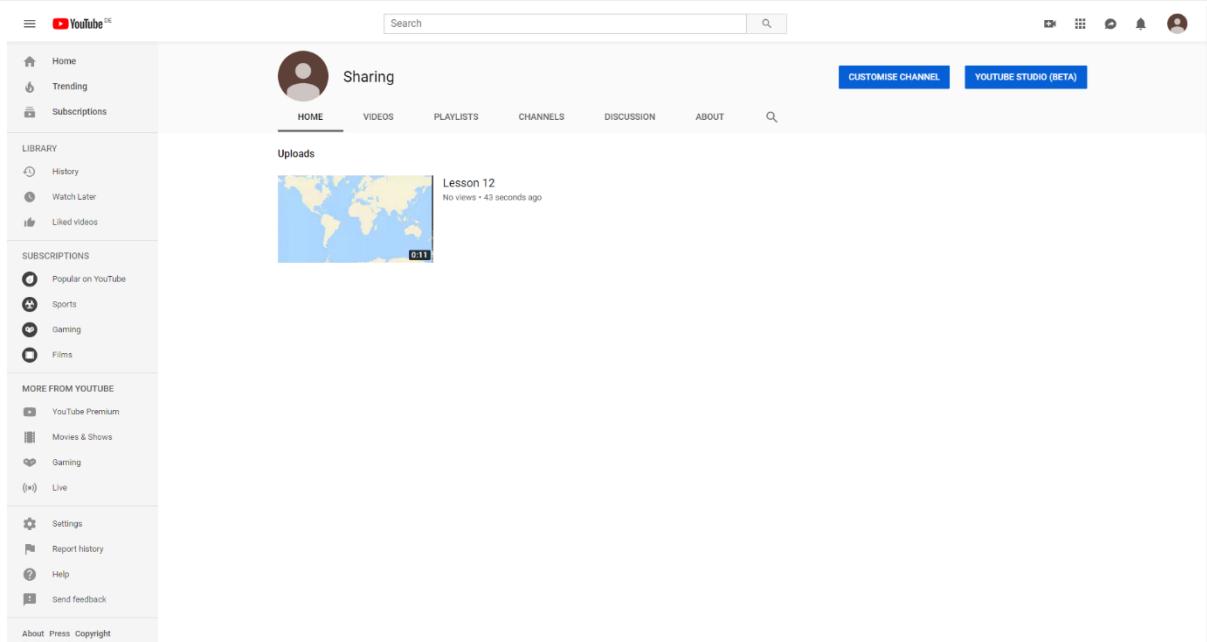
Enter an optional title and description and preview the video:



Lesson 12.16 - Upload to YouTube – Description field

Click the Upload to YouTube button to upload the content to the YouTube channel.

Depending on the length of your video this will take some time.



Lesson 12.17 - Content uploaded to YouTube

Sharing via the File System

To share images or videos via the File System, click the share Image or share Video button:

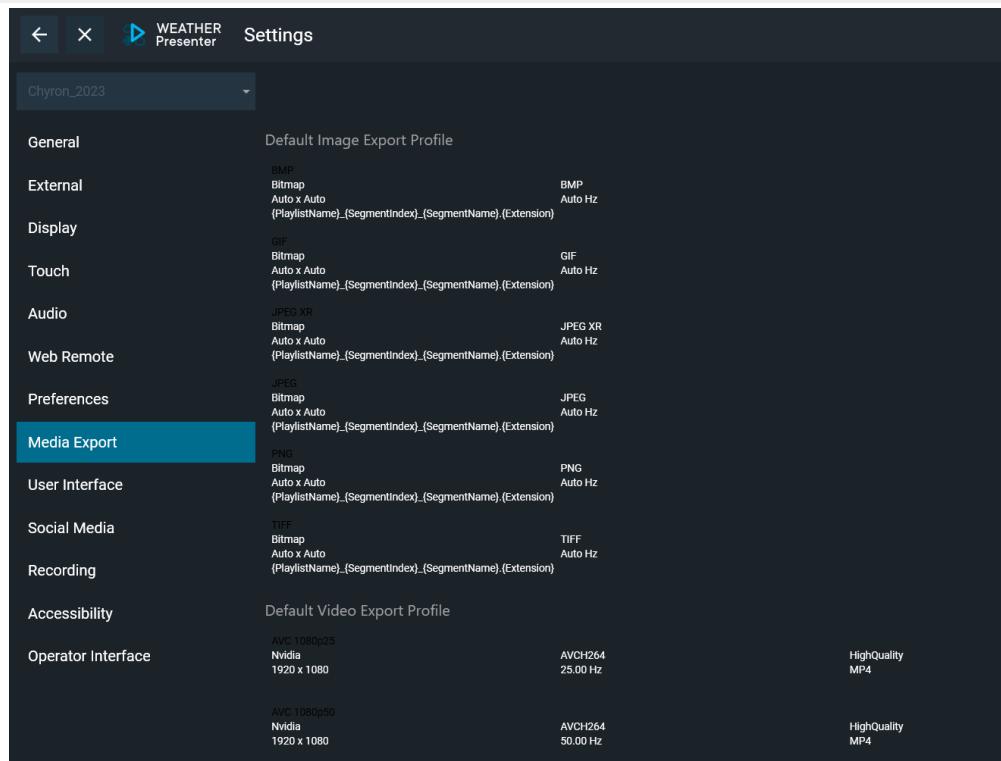


Lesson 12.18 - Sharing via the File System

A Save As dialog will appear. Give the file a name and click the Save button.

The file will be rendered and saved to the specified location.

Define the format of the image or video exported via the Media Export settings which are accessible via the Weather Presenter Settings menu.



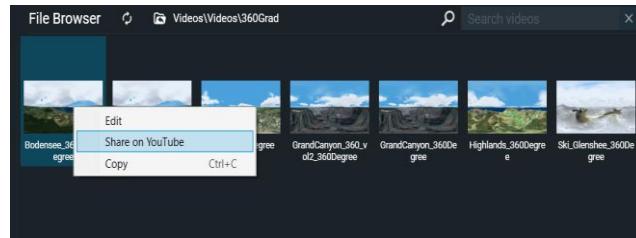
Lesson 2.19 - Media Export settings

Lesson 12.19 illustrates the Media Export settings.

In this example, the default image format is PNG, and the default video format is MP4.

Share produced video

It is also possible to share an already produced video on Facebook or YouTube from the filesystem by right-click in the video tab of the content browser. (Edit is only possible for files produced from Chyron Weather.)



Lesson 12.20 – Share videos from content browser

Lesson Activities

Questions

1. Which action cancels the recording and resets the playlist to its beginning?
 - A. 3 x Esc
 - B. 2 x Esc
 - C. 1 x Esc
2. How do you produce a video with the content of just the first and the third segment of a playlist?
 - A. Select the segments and export video
 - B. Select the segments and share video
 - C. Select the segments record video
3. What's the difference(s) between sharing and recording the whole playlist?
 - A. Recording allows audio and not recorded interactions
 - B. The length of the recording can depend on the trigger action
 - C. The recorded video cannot be shared on YouTube or Facebook

2 Answers

1. The correct answer is B.
2. The correct answers are A & B.
3. The correct answers are A & B.

3 Task

1. Open a playlist or create a new one, containing at least three segments
2. Render, record and share the playlist as a video
3. Compare the three videos
4. Share the recorded video on a preferred social media platform

Virtual Studio

Lesson Overview

This lesson introduces Weather Presenter's Virtual Studio feature. How to add a Virtual Studio to a Playlist and select a camera position will be discussed.

Prerequisites

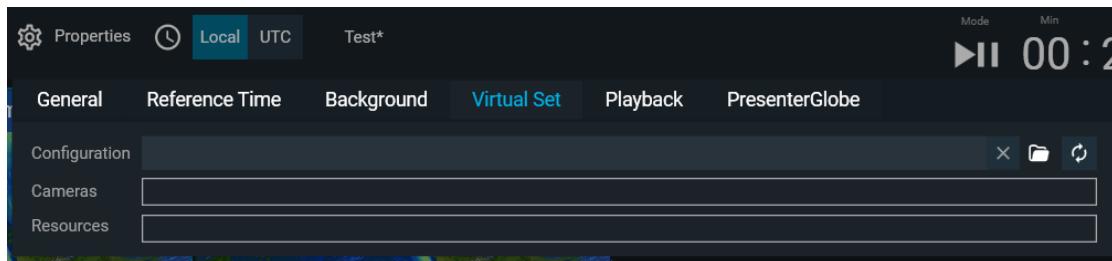
[Lesson 1](#)

[Lesson 2](#)

[Lesson 3](#)

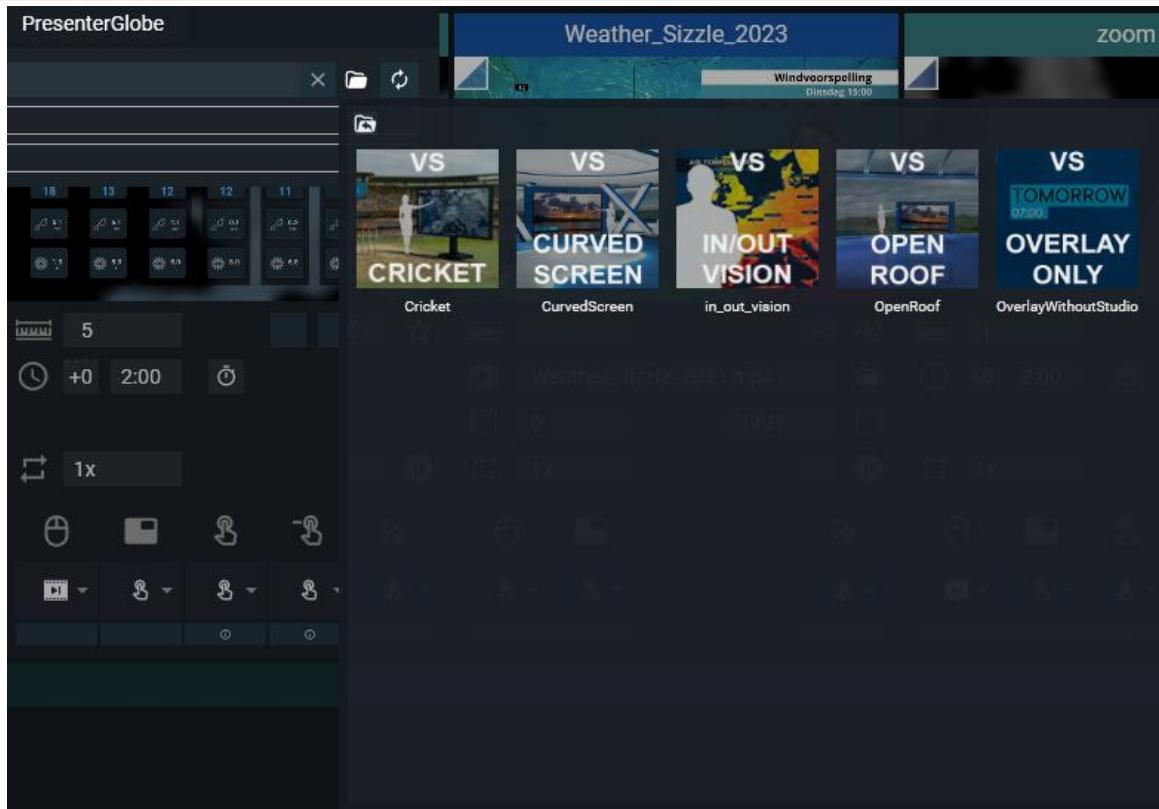
Adding a Virtual Studio to a Playlist

To add a Virtual Studio, click the Properties menu and select the Virtual Set tab.



Lesson 13. 1 - Virtual Set tab

Click the folder browse button to browse for a Virtual Set.



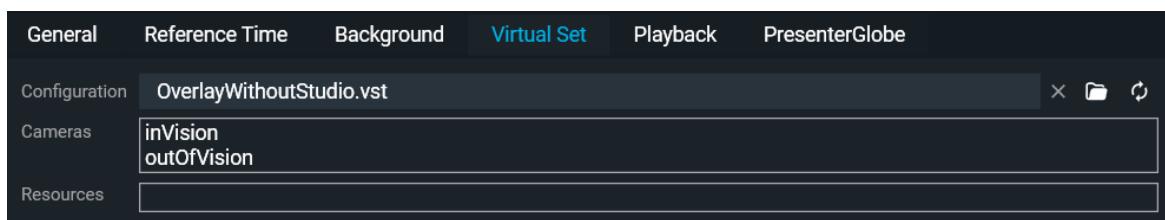
Lesson 13.2 - Virtual Set configuration file

Select a set from the available options.

The set is added to the Playlist. Lesson 13.2 shows a set named Virtual Set.

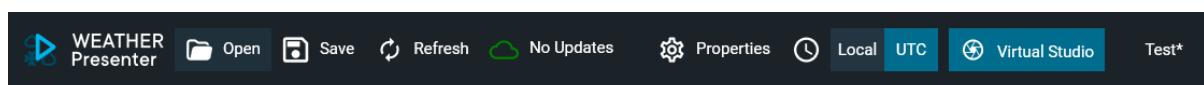
Lesson 13.3 shows additional information about the Virtual Set. Note this information is not editable.

The configuration name, available cameras and resources used (if any) are shown.



Lesson 13.3 - Virtual Set configuration added

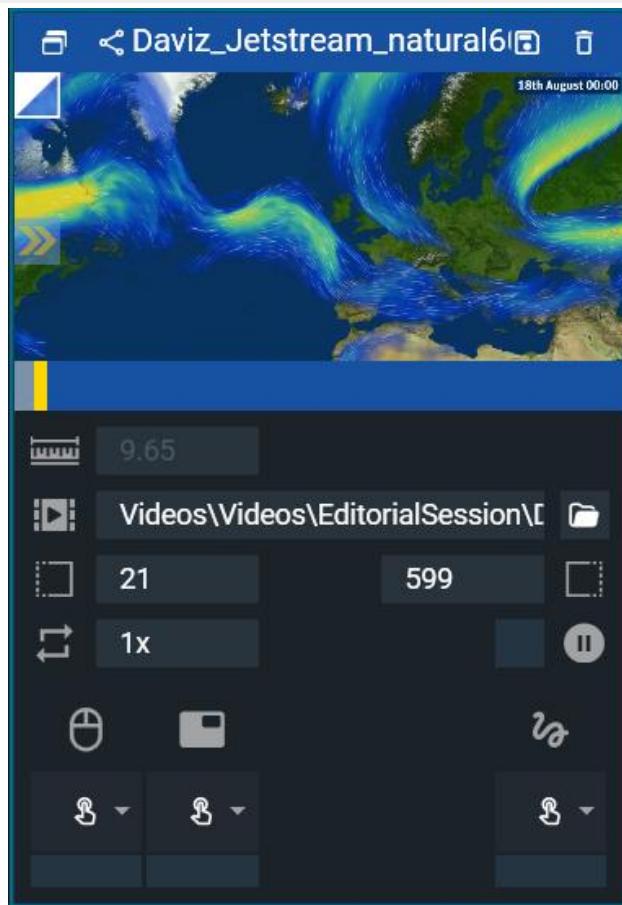
To switch from the Content view (Weather Presenter's default view) to the Virtual Studio view, click the Virtual Studio button:



Lesson 13.4 - Accessing the Virtual Studio view



Lesson 13.5 - Virtual Studio button



Lesson 13.6 - Content view selected



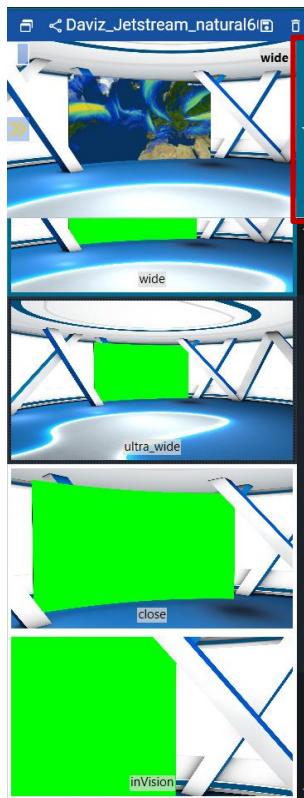
Lesson 13.7 - Virtual Studio view selected

Lesson 13.7 shows the Content Segment containing the map projected onto a screen within the Virtual Studio.

Virtual Sets are predefined and are stored within the DesignModel.

Selecting Cameras

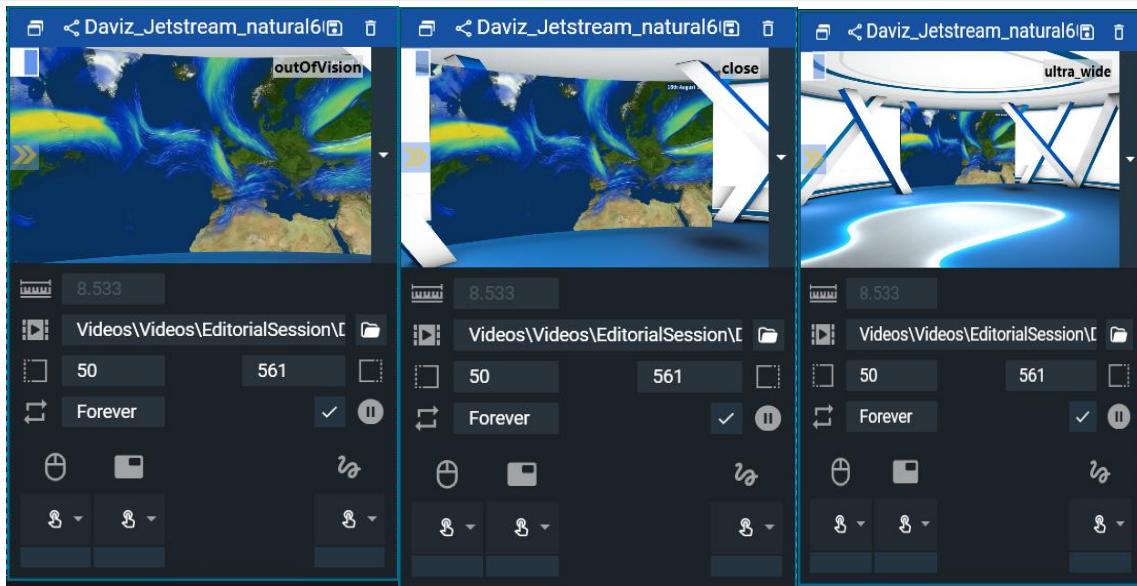
To select a camera, click the drop-down arrow to the right of the Content Segment's Thumbnail Preview window:



Lesson13. 8 - Selecting a camera

Select a camera from the available options. The scene updates to reflect the camera chosen.

Lesson 13.8 illustrates a wide-angle view of the Virtual Studio.



Lesson 13.9 - Virtual Studio cameras

Just as with the Content, it is possible to define Segment transitions in the Virtual view. This defines the transition of the camera. Available options are: use previous, hard cut and interpolate.

Note that the first transition type will set the camera to the same position as the previous Segment.

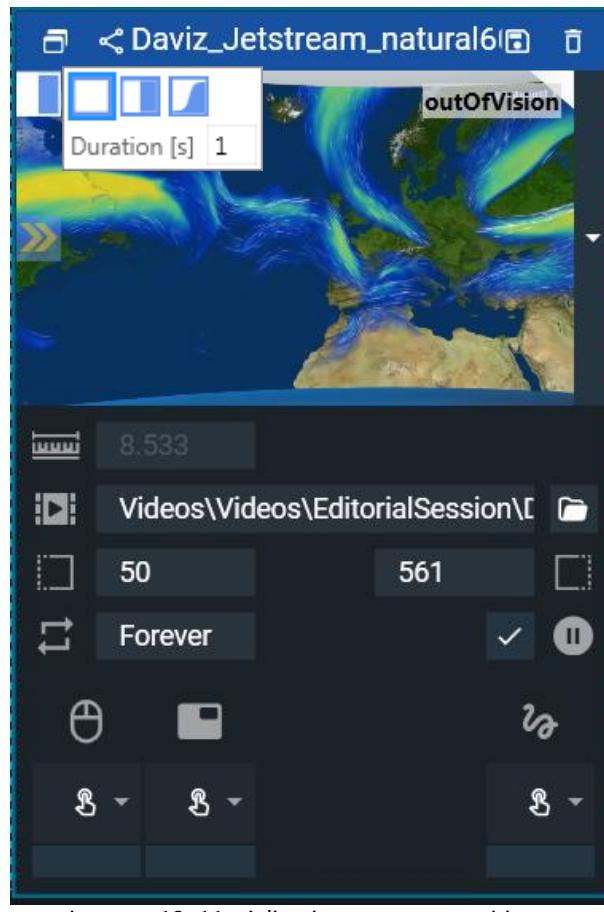


Lesson 13.10 - Virtual Layer transition options

Cameras are objects within a Virtual Studio and cannot be edited from within Weather Presenter.

Adjusting transitions

Click on the transition icon on the top left-hand corner of the segment preview to choose between the different transition types. The blank transition will set the same camera position as set on the previous segment. You can set a duration for the camera movement.



Lesson 13.11 - Adjusting camera transitions

Editing Support

Editing an overlay enables an operator to make last minute changes to titles and other objects within Weather Presenter itself.

This feature was released in Chyron Weather R12.1.

In the editing mode click the Virtual Overlay button to enable visibility of the virtual overlay.



Lesson 13.12 – Virtual Overlay Button Enabled

Select and edit as you would a normal layer in Weather Presenter



Lesson13. 13 – Edit Object

Lesson Activities

1 Questions

1. How do you activate the Virtual Studio in a new playlist?
 - A. Click on Properties – Virtual Set – Configuration
 - B. Click on Virtual studio button next to the UTC button
 - C. Virtual Studio is always activated
2. How do you change the camera position?
 - A. Click on Properties – Virtual Set – Cameras
 - B. Drop down button on the right side of the preview thumbnail
 - C. The camera position once set is not adjustable
3. How many camera positions are available in one virtual set?
 - A. Just one
 - B. Depends on the set
 - C. Three

2 Answers

1. The correct answer is A.
2. The correct answer is B.
3. The correct answer is B.

3 Task

1. Open an existing playlist or create a new one with at least two segments
2. Enable a virtual studio and set two different camera positions for the segments
3. Set a smooth transition with a duration of 1 second

PresenterGlobe

Lesson Overview

This lesson introduces PresenterGlobe. PresenterGlobe is an integral part of Weather Presenter and is accessed through it. PresenterGlobe Segments contain Snapshots and so how to add a Snapshot to a Playlist, edit a PresenterGlobe Segment and reset changes made will be discussed. For more detailed information, refer to PresenterGlobe tutorials.

Prerequisites

[Lesson 2](#)

[Lesson 3](#)

[Lesson 7](#)



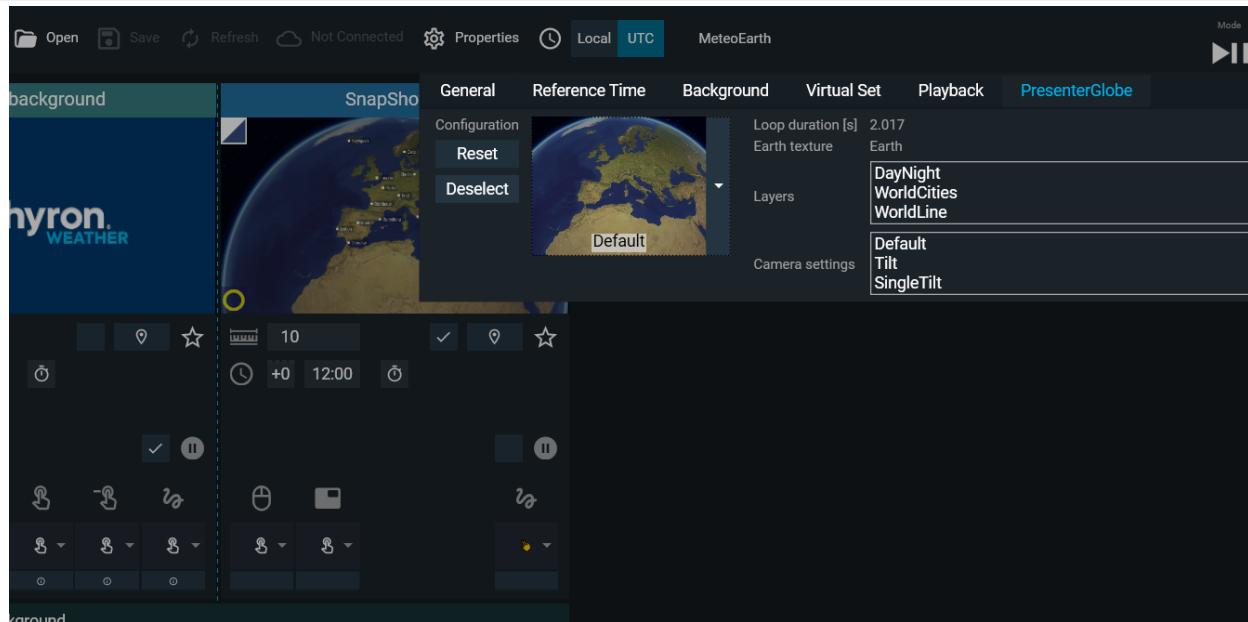
Lesson 14.1.1 - MeteoEarth – no GUI

Selecting a PresenterGlobe configuration

To use PresenterGlobe within Weather Presenter, you must add a PresenterGlobe configuration.

To add a PresenterGlobe configuration, click on the Properties menu and select the PresenterGlobe tab. Click the Configuration drop down and select a configuration. The configuration will be added to the Playlist.

Lesson 14.2 shows the Configuration drop down and a configuration named Default.



Lesson 14. 2 - Selecting a MeteoEarth configuration

PresenterGlobe configurations are stored in the DesignModel.

Lesson 14.3 shows a configuration named Default added to a Playlist.



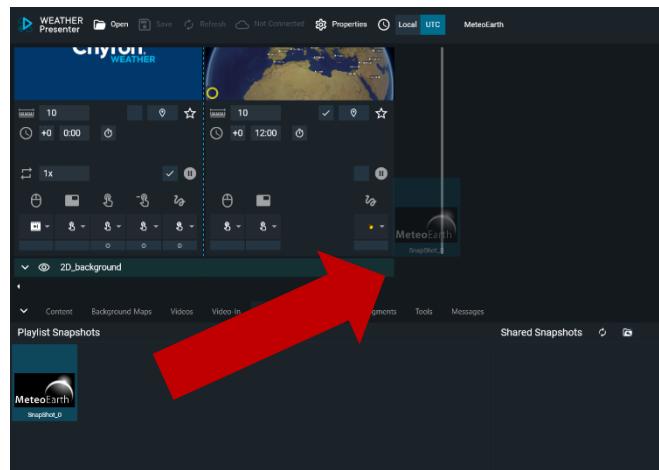
Lesson 14. 3 - MeteoEarth configuration

The PresenterGlobe tab shows information about the selected configuration such as the default Earth Texture, available Layers (optional) and Camera Settings. These settings are not editable.

Adding a PresenterGlobe Snapshot

To create a PresenterGlobe Segment, you need to add a PresenterGlobe Snapshot to Weather Presenter's Storyboard.

To do this, click on the PresenterGlobe tab in the Resource Panel, select a Snapshot and drag it onto the Storyboard in Weather Presenter. A PresenterGlobe Segment will be created. Lesson 14.4 illustrates a PresenterGlobe Snapshot.



Lesson 14.4 – Adding a MeteoEarth segment

PresenterGlobe Segment settings

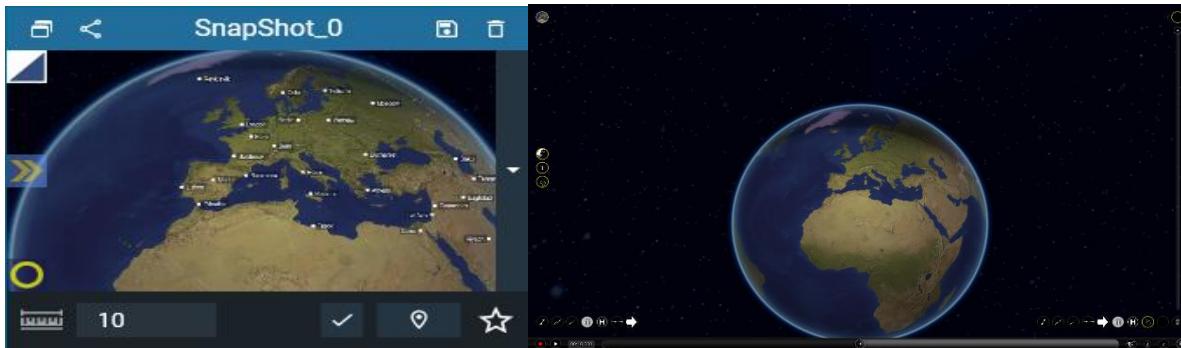
A PresenterGlobe Segment is configurable in several ways.

For example, it is possible to:

- Toggle the visibility of PresenterGlobe's GUI
- Select a date and time for a data animation
- Specifiy a GeoFocus
- Create a GeoPath

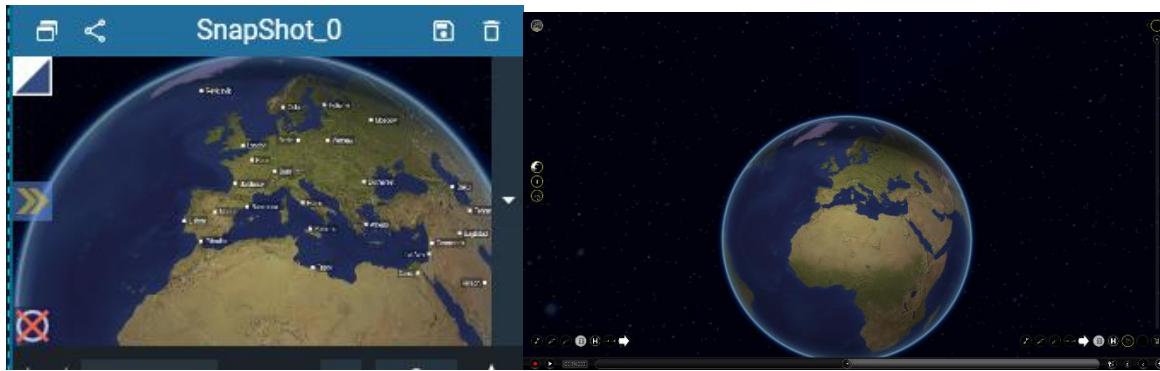
Toggle the visibility of PresenterGlobe's GUI

To toggle the GUI visibility of a PresenterGlobe Segment, click the Toggle visibility of the GUI overlay button (the yellow circle icon) in the PresenterGlobe Segment Thumbnail Preview:



Lesson 14.5 - Toggle visibility of the GUI overlay button On position

The icon changes from a yellow circle to a grey circle with a red cross struck through it:



Lesson 14.6- Toggle visibility of the GUI overlay button Off position

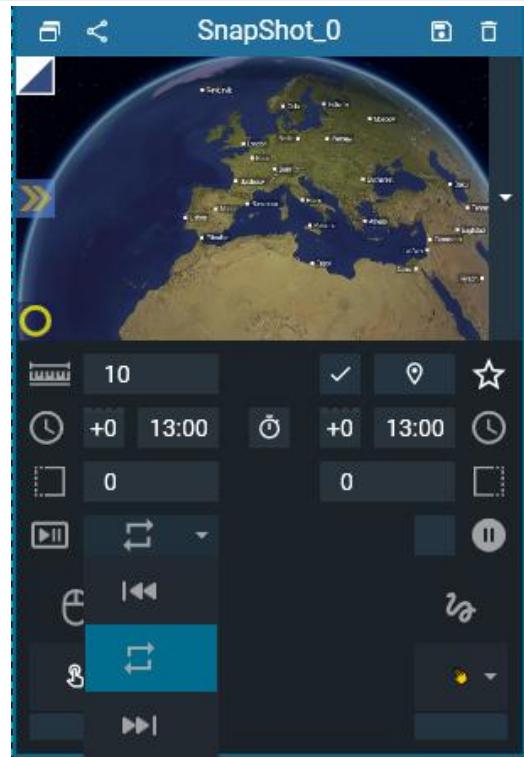
Select a date and time for a data animation

To select a date and time for the data animation, click on the relevant fields within the Time Space panel. Like other segments, PresenterGlobe segments can use a date time-animation.

When no animation is set, you won't see (and you will not be able to access) a time slider in ME.

When an animation is set, you can configure the play mode of the date time-animation to "Pause at start", "Autoplay" or "Pause at end". That will give you the possibility to navigate through the time range in ME while starting at a fixed point in time.

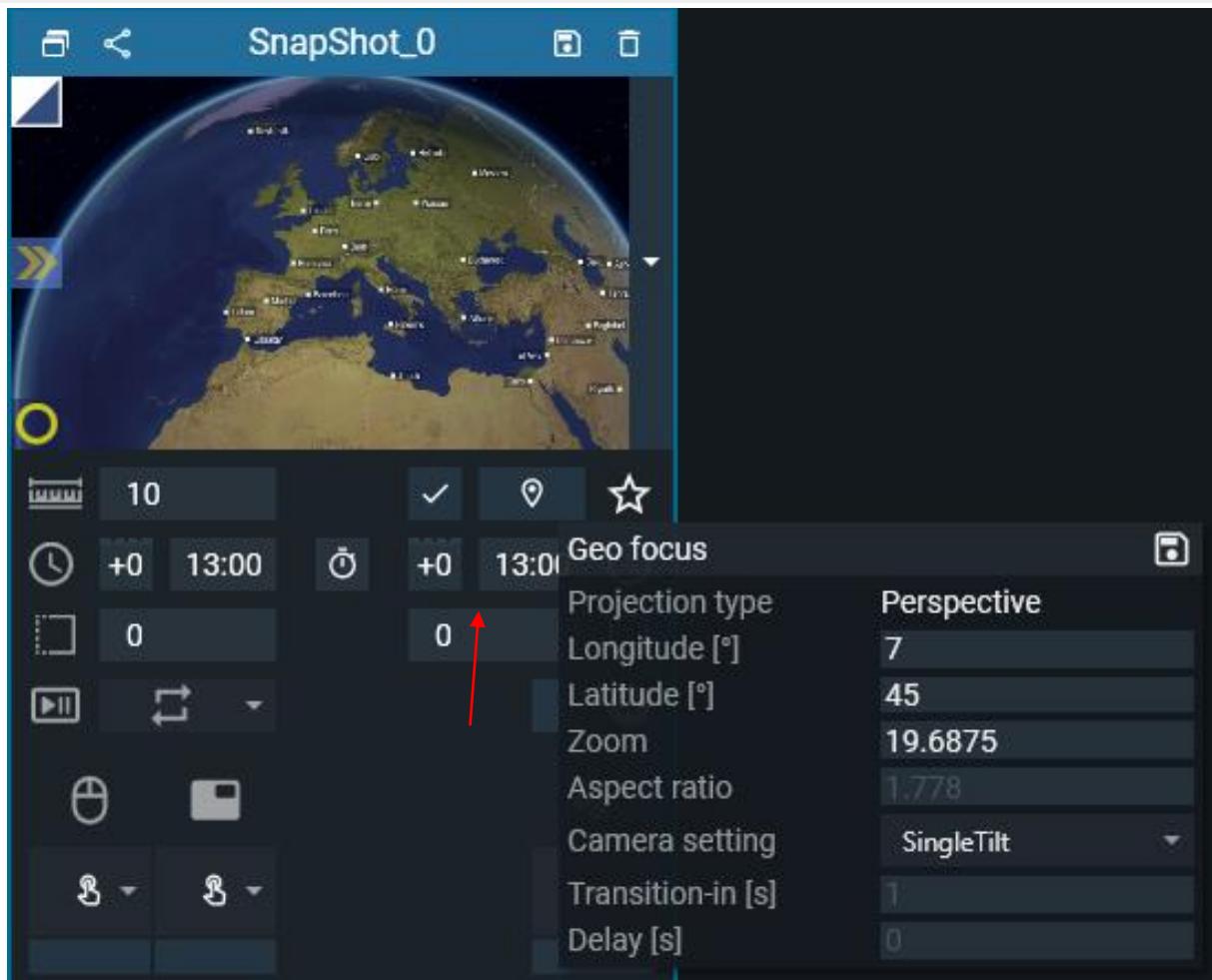
See [Lesson 3](#) for information on working with date-time animations.



Lesson 14.7 - MeteoEarth Time Space panel

Specify a GeoFocus

The initial GeoFocus value is set by the PresenterGlobe configuration. To change this, click the Geo focus info button and enter the desired values.



Lesson 14.8- Change the GeoFocus (and camera)

GeoFocus on PresenterGlobe segments is very similar to GeoFocus on content segments. Keyframes can be applied per segment or the GeoFocus from the previous segment can be retained. Furthermore, GeoFavourites can be saved and applied.

See [Lesson 7](#) for more information on using GeoFocus.

Create a GeoPath

GeoPaths are unique to PresenterGlobe and enable the animation of the position of the Earth. That is, using GeoPath it is possible to animate from one latitudinal/longitudinal position to another.

By default, a PresenterGlobe segment shows a static region.



You can configure the camera to move along a geo path during the playback.



Please refer to the PresenterGlobe [Lesson 5](#) tutorial for more information on this topic.

Selecting Data Layers with or without GeoFocus

It is possible to select a Snapshot and apply either the Data Layers and GeoFocus, or just the Data Layers.

To do this, click the drop-down arrow in the Segment Thumbnail Preview Window. Select a Snapshot, then select either the Data Layer option or the Data Layer and GeoFocus option. Do this by clicking on the upper half of the Snapshot Preview for the Data Layer option, or the lower half of the Snapshot Preview for the Data Layer and GeoFocus option.

Lesson 14.9 illustrates the selection of a Data Layer only:



Lesson 14.9 - Data Layer of a Snapshot selected



Lesson 14.10 - Data Layer and GeoFocus of a Snapshot selected

Lesson 14.10 illustrates the selection of the Data Layer and GeoFocus.

Resetting a PresenterGlobe configuration

To reset the PresenterGlobe configuration, click on the Properties menu and select the PresenterGlobe tab. Note that a blue square containing a white pen icon shows indicating a modified configuration.

Click the Reset button to reset a PresenterGlobe configuration.

Lesson 14.11 illustrates the Reset option:



Lesson 14.11- Resetting a MeteoEarth configuration

The PresenterGlobe configuration resets to the default values:



Lesson 14.12 - MeteoEarth configuration reset

Lesson Activities

1 Questions

1. How do you activate PresenterGlobe in a new playlist?
 - A. Drop in a PresenterGlobe snapshot from the browser
 - B. Click on Properties – PresenterGlobe – Configuration
 - C. Click on the PresenterGlobe button next UTC button
2. Which content collection will contain PresenterGlobe?
 - A. The topmost content collection of the first layer
 - B. None, PresenterGlobe are separate segments
 - C. The first content collection of the first 2D layer
3. Which action will modify original ME configuration?
 - A. Change the geo focus of a snapshot segment
 - B. Change the time reference of a snapshot segment
 - C. Change, delete or add a snapshot

2

3 Answers

1. The correct answer is B.
2. The correct answer is B.
3. The correct answer is C.

4 Task

1. Open a new playlist and choose a PresenterGlobe configuration
2. Create three segments, each using a different snapshot
3. First segment: Set a time animation of 12 hours
4. Second segment: Change the GeoFocus using a different GeoFavourite
5. Third segment: Select a GeoPath
6. Reset all changes

Subscene Editing

Lesson Overview

To keep the interface simple and intuitive graphical changes or certain advanced modifications are not possible in Weather Presenter.

This lesson introduces the link between Weather Presenter and Designer and how this can streamline the editing workflow. You will learn how to work with copies of Subscenes (also known as Modified Subscenes) and make changes to original versions of Subscenes.

Prerequisites

[Lesson 1](#)

[Lesson 3](#)

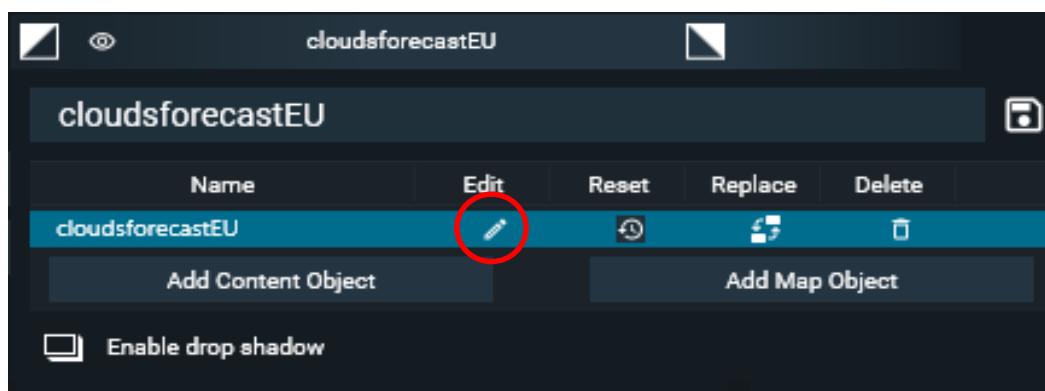
[Lesson 4](#)

[Lesson 5](#)

Temporary changes to Subscenes

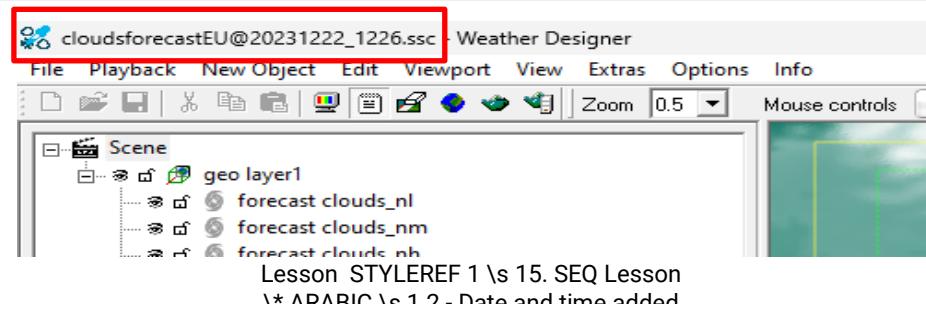
In day to day work it is often necessary to make temporary changes to only the subscenes in the playlist you are currently working on. In this case a “Modified Subscene” can be created by editing in Designer. To work with a modified Subscene, select a Content Collection, select a Subscene (Content Object) and then click the Edit button.

The Modified Subscene is save to a folder named _modified located in the root of the Subscenes folder in the DesignModel.

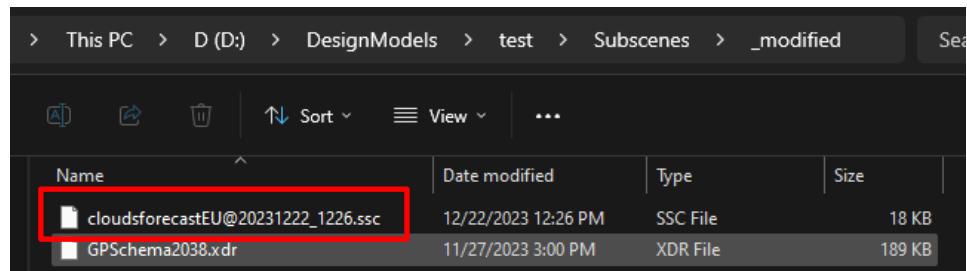


Lesson 15.1 - Edit a copy of the subscene in Daviz

Designer will open loading a copy of that subscene and add date / time to the name:



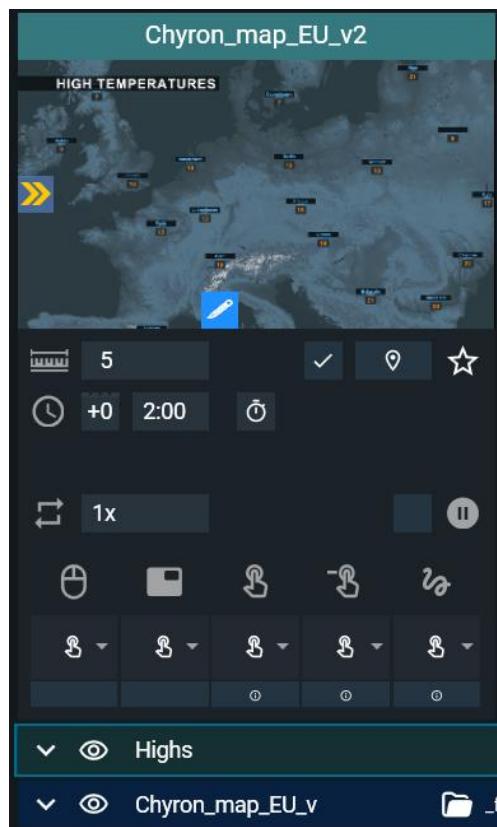
When saving this subscene it will be placed in the DesignModel under subscenes/_modified:



Lesson 15. 3 - Modified Subscene in the file system

This specific subscene will only be used in that content collection in this playlist. It is not possible to add this subscene in a different playlist. The only way to transfer a modified subscene is by saving the content collection in the library (see [Lesson 5](#)), or share the entire segment (see [Lesson 3](#)).

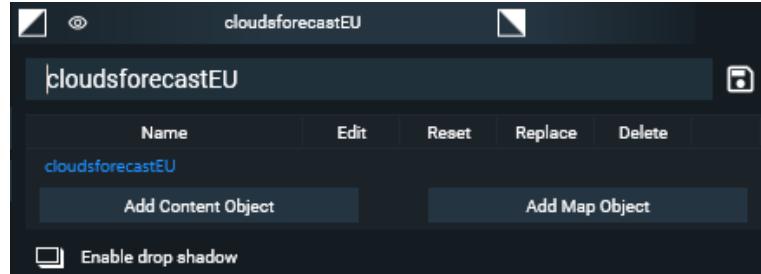
All modified objects are marked by blue color. A segment with one or more modified objects is marked with a small blue icon:



Lesson 15. 4 - Blue pen icon marking a modification

The Playlist will now reference the modified Subscene containing any edit(s) made.

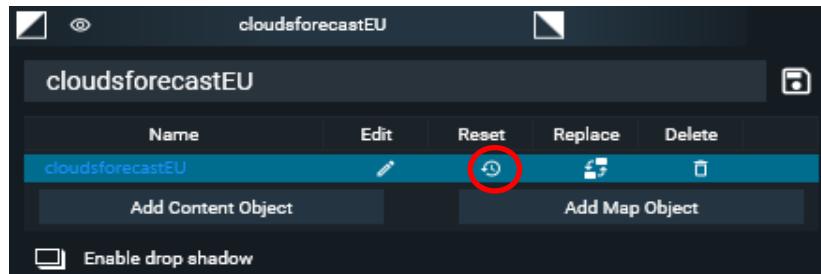
The modified subscene is also marked in blue in the content collection:



Lesson 15. 5 - A modified subscene in a content collection

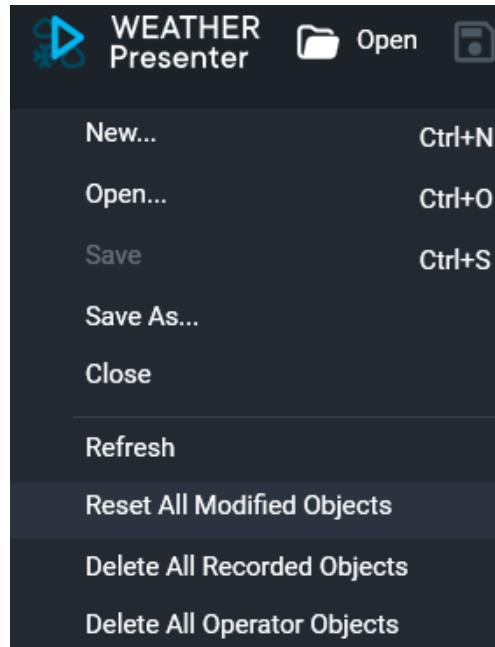
You can tell if the modified subscene has already been saved with the playlist. The name will be displayed in bold font type until saved.

To reset the changes you made, just click the reset icon next to the subscene. This will only reset the individual subscene.



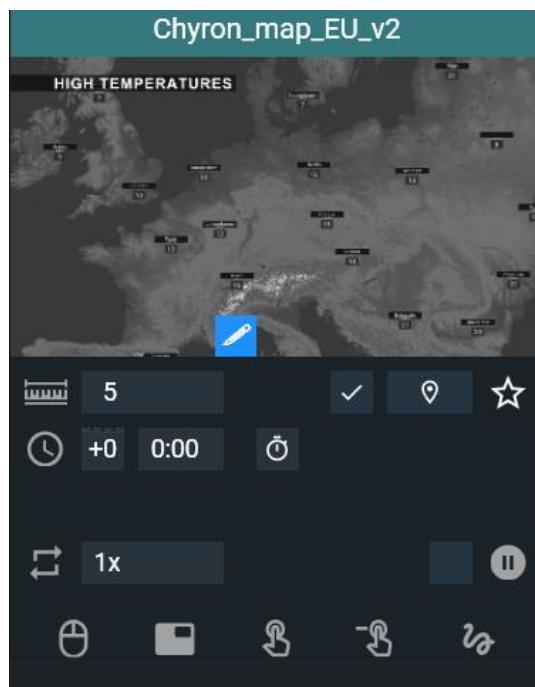
Lesson 15. 6 - Resetting an individual subscene

If you want to reset all modified objects in the current playlist, click on the Application button and choose Reset all Modified Objects.



Lesson 15.7 - Resetting all modified objects

Note the  icon. This indicates a Modified Subscene.



Lesson 15.8 - Modified Subscene

Lesson 15.8 shows a modified Subscene. In this case, the land mass color has been edited.

The Modified Subscene will bear the original name of the Subscene with the current date and time appended to it prefixed by an @ character.

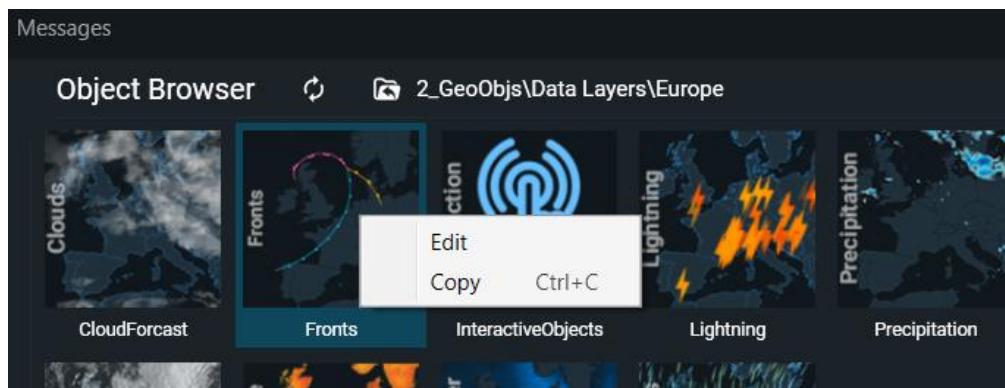
For example, world_map@20190424_1400.

Note that changes made using Modified Subscenes apply only to the Playlist containing it. The effect is not global. To do that, see [Editing Original Subscenes](#).

See [Lesson 9](#) for more on working with and resetting Modified Objects.

Editing Original Subscenes

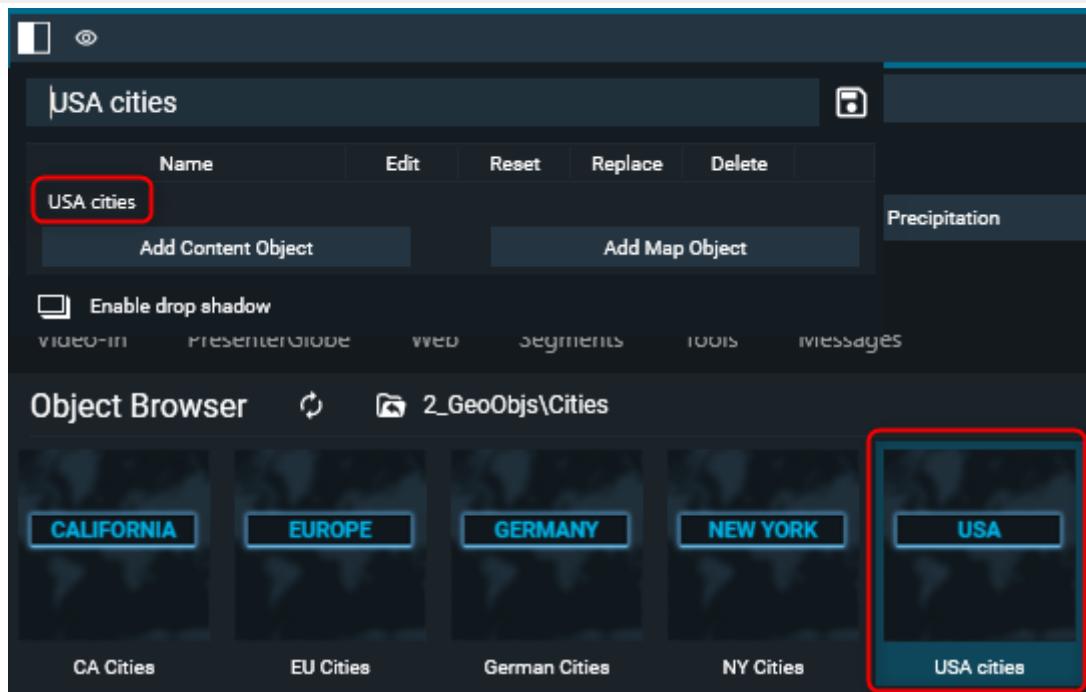
To work with an original Subscene, navigate to the Object Browser. Select the desired Subscene, right click it and choose Edit. The original copy of the Subscene will open in Designer. Edit the Subscene as desired, click Save and click Exit.



Lesson 15.9 - Editing an original copy of a Subscene

Caution: Editing the original copy of a Subscene will affect all Playlists referencing it!

For quicker access to the to a given subscene you can also double-click the subscene in the content collection. The subscene will then be highlighted for your convenience in the content tab on the resource panel.



Lesson 15.10 - Double-Clicking a subscene reveals the file location

Lesson Activities

1 Questions

1. What does it mean, if the name of a subscene is blue and a white pen on blue ground is visible on thumbnail of a segment?
 - A. It is a modified subscene, it is possible to reset it.
 - B. It is an edited subscene, it is not possible to reset it.
 - C. It is a modified subscene, it is not possible to reset it.
2. How can you modify a copy of a subscene?
 - A. Choose to edit after right-click on subscene in Object browser.
 - B. Click on the small pen (edit) besides the subscene name and a copy will open.
 - C. Click on the small arrow (replace) besides the subscene name and a copy will open.
3. How can you reset modified subscenes?
 - A. Under properties 'reset all modified objects' all modified subscenes will be reset at once.
 - B. Click on the small arrow (reset) besides the subscene name
 - C. Under Menu 'reset all modified objects' all modified subscenes will be reset at once.

2 Answers

1. The correct answer is A.
2. The correct answer is B.
3. The correct answers are B & C.

3 Tasks

1. Open or create a playlist containing at least one subscene
2. Open a copy of this subscene and modify it using Designer
3. Reset the changes in Weather Presenter

Glossary

Authoring Interface

Weather Presenter's default interface. Allows editing of a playlist and full access to the asset's library. Edits typically include adding/removing Segments, date and time adjustments, selecting interactions and camera positions.

Content Collection

A collection of objects which can be treated as a group within a Weather Presenter playlist. Exportable so they can be reused in different Playlists.

Content Segment

Content Segments contain content of the show and so constitute the building blocks of the majority of Playlists. They are comparable to PowerPoint slides. Segments may be adapted according to their properties. For example, the date and time of the data.

Designer

Chyron Weather's graphical authoring tool for expert users allowing creation of objects for use within Weather Presenter or creation of template documents for rendering.

DesignModel

Contains all assets and playlists associated with the project.

Geo Favorites

A feature enabling a presenter to save GeoFocus values.

Geo transition

Defines the time it takes to interpolate between one set of GeoFocus values and another set of GeoFocus values.

GeoFocus

The geographical position, Zoom and Aspect Ratio of the Segment.

Geo-referenced

Enables positioning of objects according to their Latitudinal and Longitudinal coordinates.

PresenterGlobe

Weather Presenter application for Real-Time full earth visualization of data

Operator Interface

Weather Presenter setting allowing an operator to add, remove and modify objects to/from/in the Object Library.

Operator Interface - Edit Mode

Weather Presenter interface allows the operator to edit objects. Assumes permission to edit the objects. Operator Interface and Edit mode describe the same interface.

Weather PresenterRecorder

Weather Presenter license permits rendering and sharing of content from within Weather Presenter via Social Media channels or file system.

Screen-referenced

Enables positioning of objects according to their screen coordinates.

Panorama

A Chyron Weather application enabling creation of high-resolution maps, images and videos. Work can be produced in 2D and 3D. Typical used for highly detailed background maps, flyovers and "Future Webcams".

Virtual set / Virtual studio

The term virtual studio can refer to any number of technological tools which seek to simulate a physical TV or Film studio. Weather Presenter offers an integrated Virtual studio module. Content is displayed in a virtual 3D scene or set. Optionally, the presenter can be included in the scene via a keyed video signal (trackless camera). The solution runs on a single system and can be controlled by the presenter.

Weather Presenter

Part of a suite of applications named Chyron Weather intended for use by presenters. Enables Real-Time presentation of weather data.

Chyron Weather

An integrated suite of applications dedicated to producing weather shows.

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