Media Management and Automation System for Broadcast

digispot®
System GmbH

/// TRACT

Infopanel config file

USER MANUAL

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1 Infopanel config file

Panel layout and its configuration are described with the help of an XML file. Usually, the name of the file is PanelDemoConfig.xml.

The XML file should have the following structure:

```
<root>
 <FLASH _ CONFIG>
    ...
 </FLASH _ CONFIG>

 <FLASH _ PROPERTY>
    ...
 </FLASH _ PROPERTY>

 <FLASH _ METHOD>
    ...
 </FLASH _ METHOD>
</root>
```

1.1 <FLASH_CONFIG>

This tag must be present and used only once. It describes the creation and location of objects. Then follow the enclosed tags ordered as they appear in the file.

1.1.1 <MAIN>

This section describes basic parameters of the Infopanel Screen and its connection to Digispot II event system if the Infopanel Screen works in conjunction with Digispot software. Here's an example:

```
<main>
 <DigispotHostName>random _ host _ name</DigispotHostName>
 <DigispotServer>127.0.0.1</DigispotServer>
 <DigispotPort>7602</DigispotPort>
 <scaleMode>noScale</scaleMode>
```

```
    <quality>high</quality>
    <OpenLogOnError>true</OpenLogOnError>
    <MaxLogRecords>200</MaxLogRecords>
    <LogOk>true</LogOk>
</main>
```

In this case the Infopanel Screen's host has the "random_host_name" name in the system of events and is connected to a Digispot server point (with XML protocol) available at the 127.0.0.1 address, port 7602.

The player does not scale a clip and plays at a high quality.

Here are descriptions of parameters:

Log parameters, see also description of Main module.

- □ **MaxLogRecords** — the number of records in the log. 1000 is default number.
- □ **LogOk** — determines if successful records should be recorded in the log. Default value is 'true'.
- □ **OpenLogOnError** — open automatically the message window on first error. Default value is 'false' = do not open.

In case of error the indicator in the upper left corner becomes red.

- • DigispotHostName — the name of Digispot II host to which the clip is connected.

1.1.2 <layer>

The tag creates a draw layer with objects placed on it. There can be multiple layer tags. The older layers will be overlaid with the more recent ones. It includes the following tags:

<clip>

This creates one of the graphic objects:

1. Clip from file
2. Image from file
3. Object from [Flash class library](#)
4. A rectangle

…and places it within set coordinates, specified in points in relation to the upper left corner. It also allows specifying the object's size. If not specified, the object will be displayed "as it is", otherwise it is scaled so that it fits into the specified size.

Older clips are overlaid with the more recent ones within one layer.

The enclosed tags are as follows:

<file>

Creates an image or clip from file, depending on the type of the latter. The file can be an image:.JPG, .PNG, .GIF or a clip: .SWF.

It cannot be used together with 'class'.

<class>

Creates an object of specified class from [Flash class library](). The class must be specified entirely, with package (case sensitive). The created object must be a display object. Typical example is a text viewing window — [flash.text.TextField]().

It cannot be used together with 'file'.

<x> <y> <height> <width>

Optional tags of object's location and size. If size is specified, the object is scaled.

<id>

Optional tag — ID number of current object for: method calls, properties settings and sending of events.

'Main' cannot be used as an identifier — it is the ID of main clip.

The ID is case sensitive.

<blend>

Optional tag — display [type of the object](). Can be used for various graphic effects when layering several objects on top of each other.

<alpha>

Optional tag — object's transparency. 1.0 is non-transparent, 0 — completely transparent.

<bgcolor>

Optional tag — object's background color. If not specified, the background is usually transparent. Changes the property of 'opaqueBackground' object.

rectangle

If you do not specify neither 'class', nor 'file', a rectangle of specified size, color and transparency will be created.

1.2 <FLASH_PROPERTY>

This tag allows setting named properties for selected object. The properties may be standard, [here is an example of properties](#), that all objects have.

Apart from that, the loaded clips may have their own unique properties, listed in the description of these clips.

In this tag, special tags with object identifiers are created, the properties of which can be specified. Inside there are tags with property names (case sensitive) that have values inside. The values must match the types of properties.

Here is an example of setting the background color for the main clip (id=Main). The background color is specified by RGB number, it is black in this case.

The contents of this tag are processed after all clips have been loaded.

```
<FLASH _ PROPERTY>
 <Main>
   <opaqueBackground>0</opaqueBackground>
 </Main>
</FLASH _ PROPERTY>
```

1.3 <FLASH_METHOD>

This tag allows calling methods (functions) of specified objects. The methods depend on object type, their names and parameters can be found in their descriptions.

In this tag, special tags with object identifiers are created, the methods of which can be specified. Inside there are tags with method names (case sensitive), which, in turn, include tags with any names containing arguments ordered by method description. The argument values must match types of properties.

The contents of this tag are processed after all clips have been loaded.

Here is an example of 'Init' method calling for object with id=Obj and two parameters

```
<FLASH _ METHOD>
 <Obj>
   <Init>
     <a1>0<a1>
     <a2>true</a2>
   </Init>
 </Obj>
</FLASH _ METHOD>
```

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