



CG-500

CG-500 Quick Guide

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Chapter1: CG-500 Features

Brief Introduction

CG-500 is a character generator software based Windows PC platform. It possesses powerful function of real-time graphic render, is compatible with various hardware, supports flexible play control of multiple playlists, accomplishes the function of real-time multi-layer play at the same time. CG-500 is able to be widely used by live graphic broadcast for news, sports, weather forecast, entertainment, and so on. It is the ideal choice for superior SD/HD real-time graphic playback.

Fit In Live Broadcasting

CG-500 provides preview channel and program channel. With independent VGA preview channel, you can preview waiting layout in real time before on-air.

High-Quality Render and GPU Effect

Using free combination of face, outline, shadow, depth and frame to make abundant graphic rendering

Hundreds of GPU effect, such as 3D PageCur, Swirl, Explode, Linear Light, and so on, which are all keyframe based and all real-time rendering.

Innovative group playing and text playing by char, by line and by text, exclusive GPU dynamic texture

Lots of Templates

CG-500 is equipped with lots of templates, including Layout template, CGLayout template, Animation template, Effect template, etc. Also it contains a large of invoked templates such as Shader, Gradcolor, Texture and so forth.

Modify on the fly

For breakout event, the system supports playing and editing at the same time. That is, you can immediately create or modify other layout without interrupting the current playing layout to enhance play flexibility.

Flexible Play List Control

CG-500 player includes 3 play lists, 1 subtitle and 1 Quick play list. Play list supports 4 play types of sequence play, arbitrary play, schedule time play and auto play. And all play layouts of each play list can be overlying each other sequentially. So do all play lists. Moreover, every play list has independent hotkey control.

Real-Time Data Updating

CG-500 supports a variety of on-air object types, such as text crawler object, stock crawler object, universal flip object and so forth. These objects can be linked with kinds of external data source (such as CSV file, text file, ODBC, etc) for real-time updating graphic information.

Compatible with Various Hardware and Format

CG-500 is compatible with various hardware through internal key and external key, supports various SD/HD video format to meet the need for different play requirements.

Model	SD Inteneral Key	SD External Key	HD Internal Key	HD External Key
<i>BlackMagic Design</i>				
DeckLink SDI	Y			
DeckLink Studio	Y	Y		
DeckLink HD Exterme 3D	Y	Y	Y	Y

Powerful Plugin

CG-500 provides powerful effect and plugin, such as Shadow, Texe Kerning Animation and so on to meet the need for different object making and play requirements.

External Monitor

External monitor displays title editing and playing through linking a single VGA.

Chapter2: Computer Requirements

Standard Definition

Minimum Requirements

Intel Core Duo 2.4 GHz

Able to support Pixel/Vetex Shader Model 3.0 graphics card, or above,256MB graphics memory and 128 bit or above, NVIDIA stream processors have 96 or above, ATI stream processors have 480 or above

1 GB system memory

500 GB system hard disk

1280*800 screen resolution monitor, or above

Windows XP Professional SP2

Recommended

Intel i3 3.0GHz or i5 2.8 GHz

NVIDIA stream processors have 192 or above, ATI stream processors have 720 or above, 512MB graphics memory and 128 bit

2 GB system memory

1T system hard disk

1440*900 screen resolution monitor, or above

Windows 7 32bit or 64bit Professional or Ultimate

High Definition

Minimum Requirements

Intel i5 Quad Core 2.8 GHz

Able to support Pixel/Vetex Shader Model 3.0 graphics card, or above,512MB graphics memory and 128 bit or above, NVIDIA stream processors have 192 or above, ATI stream processors have 720 or above

2GB system memory

500GB system harddisk

1440*900 screen resolution monitor, or above

Windows 7 64bit Professional

Recommended

Intel i7 2600 3.4GHz

NVIDIA stream processors have 336 or above, ATI stream processors have 1120 or above, 1000MB graphics memory and 256 bit or above

4GB system memory

1T system harddisk

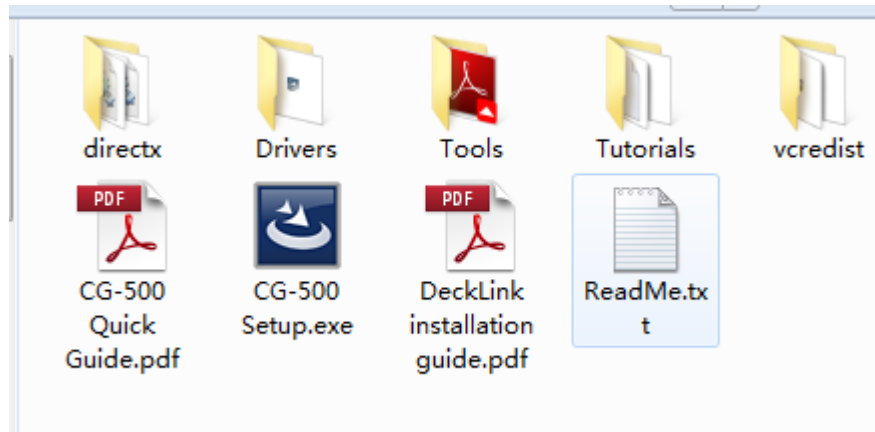
1680*1050 screen resolution monitor, or above

Windows 7 64bit Professional or Ultimate

Chapter3: Installation

Disc Files Installation

The CG-500 disc files:



Direct Content: Microsoft direct driver program.

Drivers content: hardware drivers content, Decklink, etc driver.

Tools Content: tools content, including Adobe reader and so on.

Tutorials Content: tutorial content, including CG-500 using guide and so on.

Vcredist Content: VC++ installation program.

ReadMe.txt: warning before installation.

CG-500 Quick Guide.PDF: CG-500 quick guide installed in Adobe Reader.exe.

CG-500Setup.exe: CG-500 installation program.

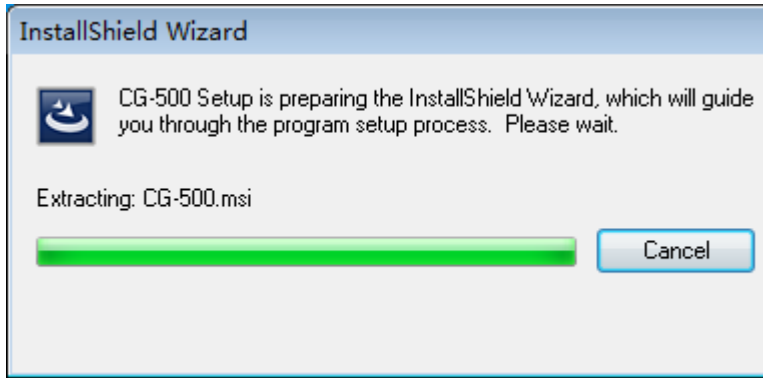
Installation

Before starting the installation please ensure that:

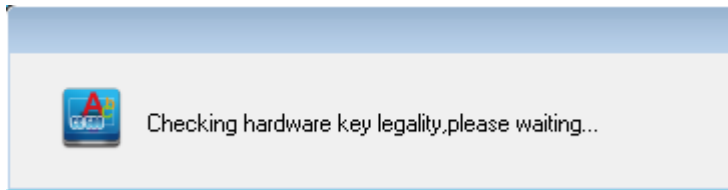
- 1) You have installed computer hardware, otherwise CG-500 will not be installed
- 2) The computer on which you plan to install CG-500 meet the minimum hardware requirements, especially the graphics card. Otherwise, CG-500 will not function correctly.
- 3) You have not inserted the CG-500 dongle, because at this moment the dongle will prevent the program from being installed. The program will be automatically installed first and you will be prompted to insert the dongle when required.

To start the installation, please click on CG-500Setup.exe, then proceed as prompted.

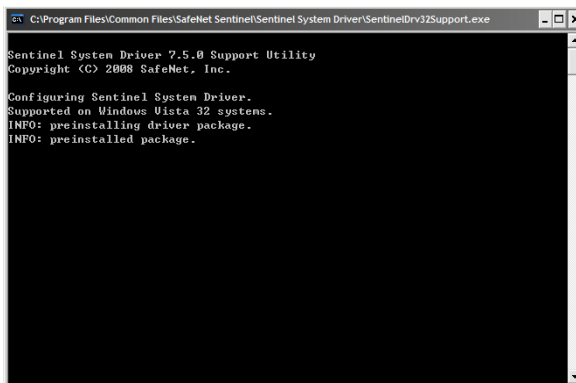
- a. Uncompressing, please wait,



- b. After seconds the following prompt will appear, you will be prompted to insert the dongle into a USB port.

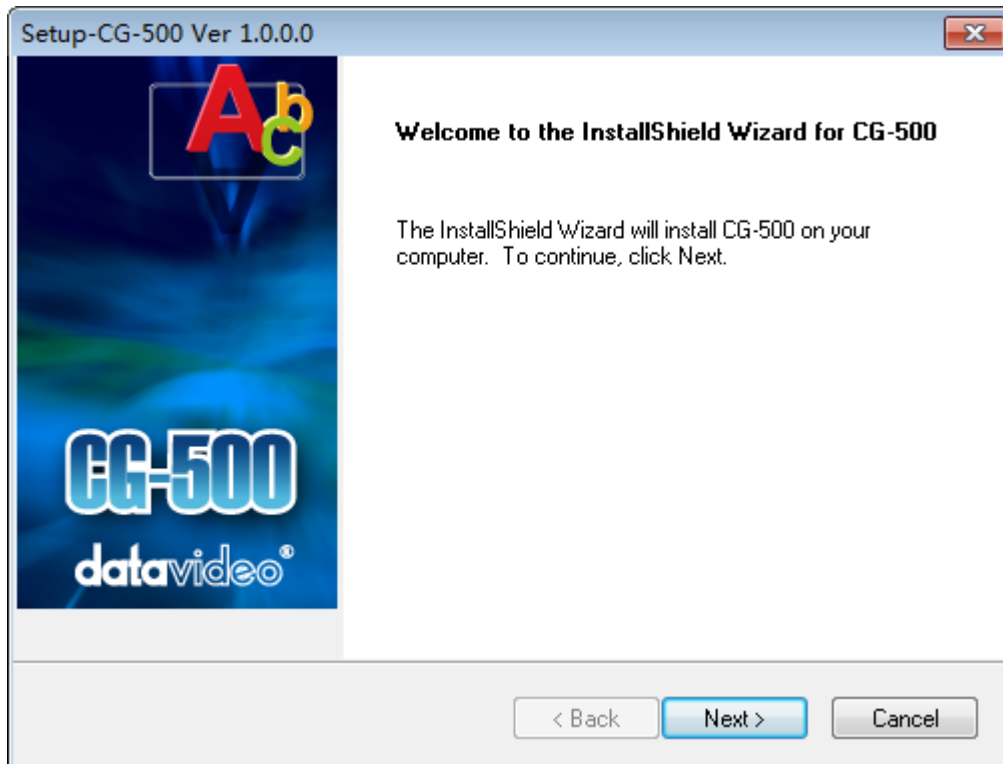


Then the installation of dongle software will be automatically prompted. During this time an installation window will appear, no action is required on your part.

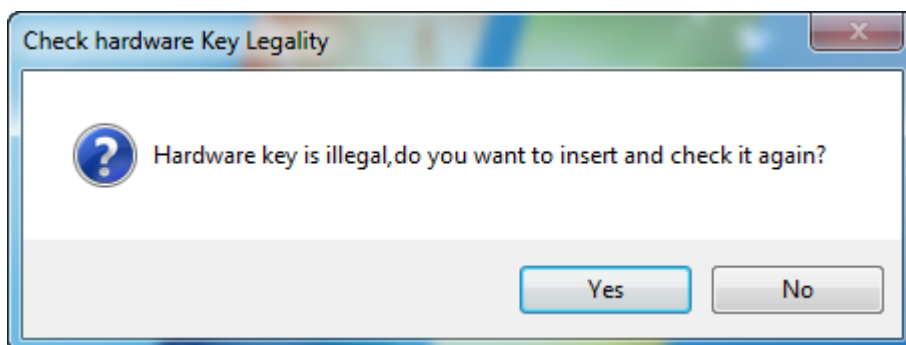


- c. Please wait until Windows automatically installs the new hardware. When you see "New hardware detected - New hardware is installed and ready to use", click the "Next" button.

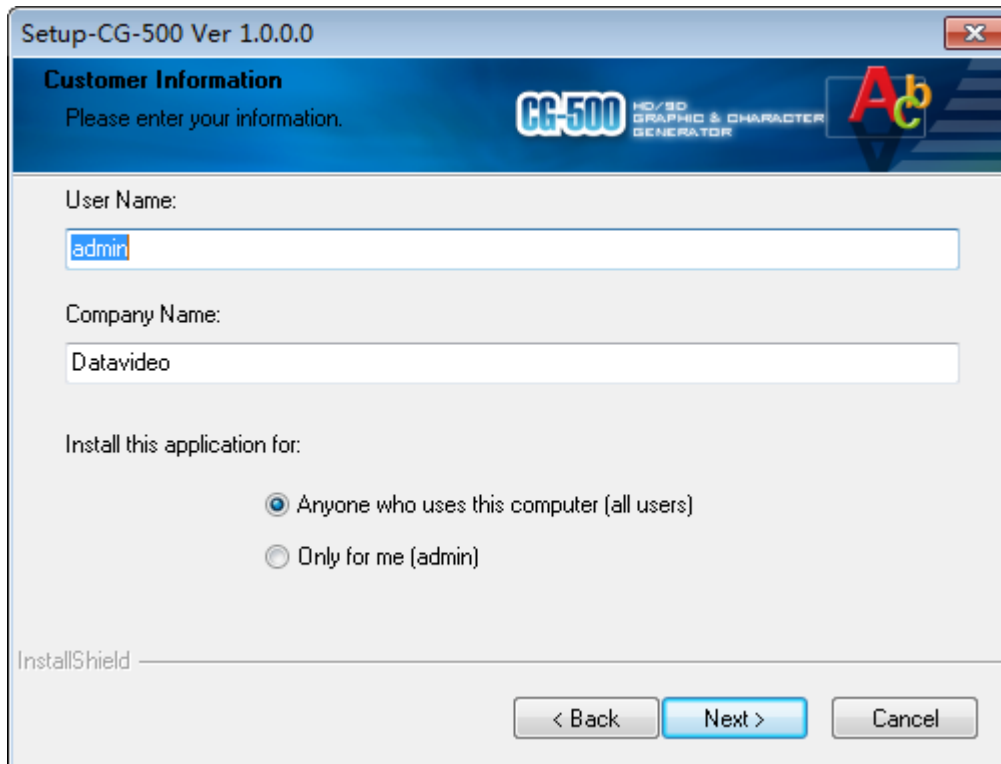




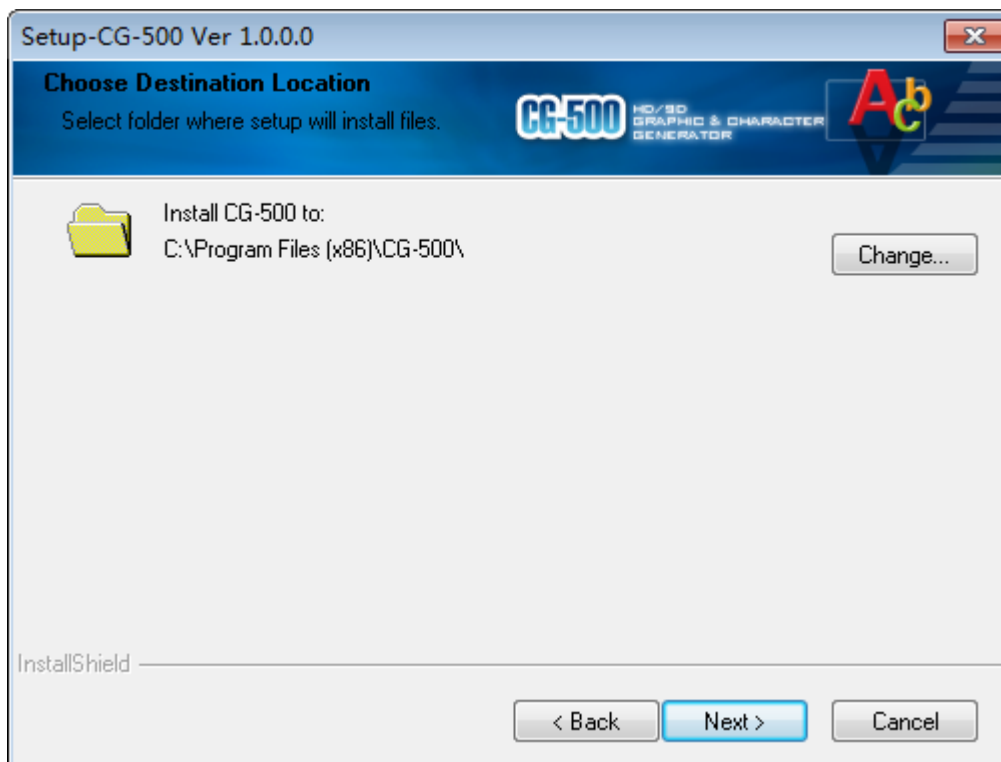
- d. If at this point the system is still unable to detect the dongle you may see the following warning. Please try to solve this problem by re-inserting the dongle one more time, then wait until Windows shows the " New hardware detected - New hardware is installed and ready to use " message. Click the "Yes" button, then click the "Next" button,



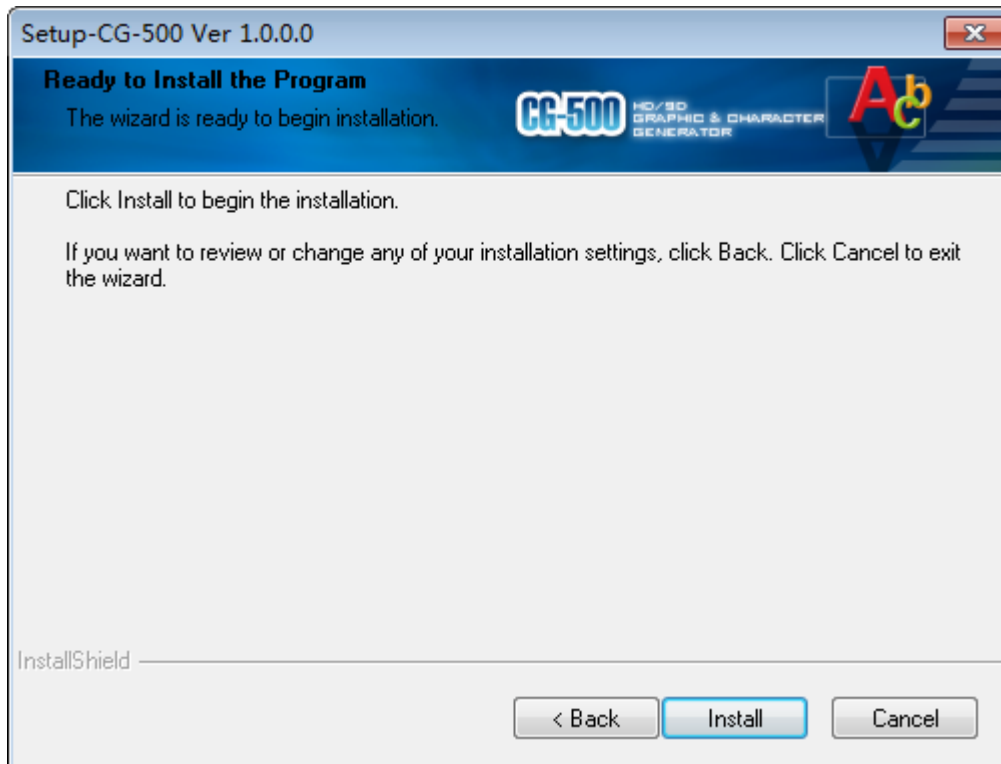
- e. The system will prompt you to enter your information including your name and the name of the company for which you work in customer information window.



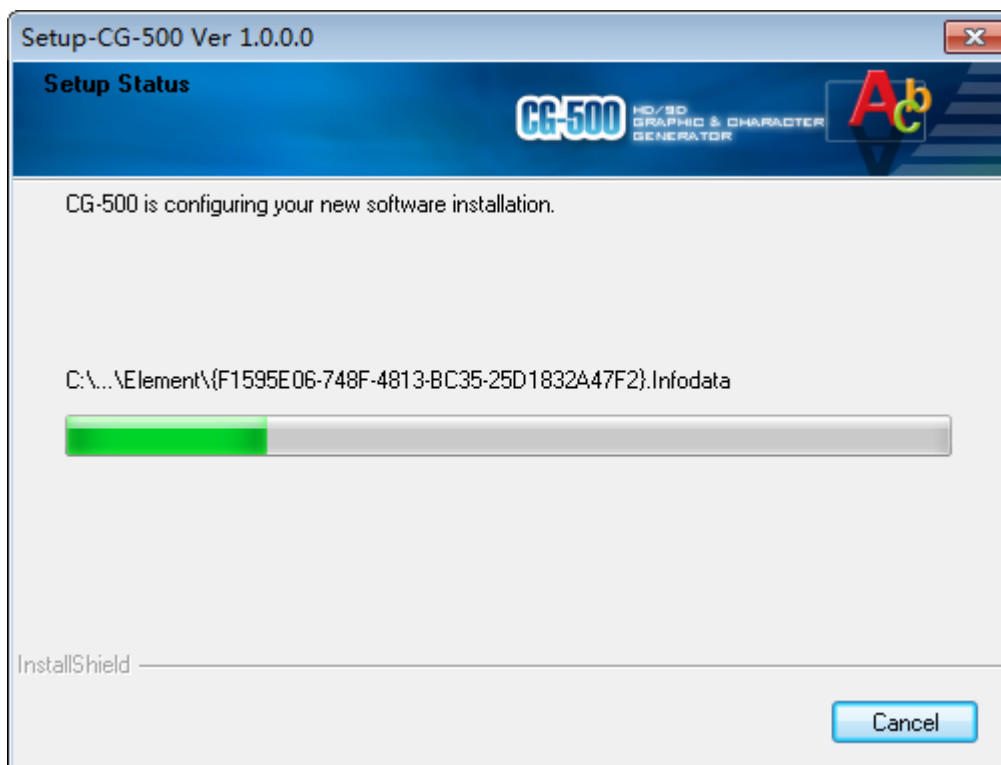
- f. The system will prompt CG-500 to be installed under the file name "C:\Proram Files(x86)\CG-500". You may change the installation location or folder name.



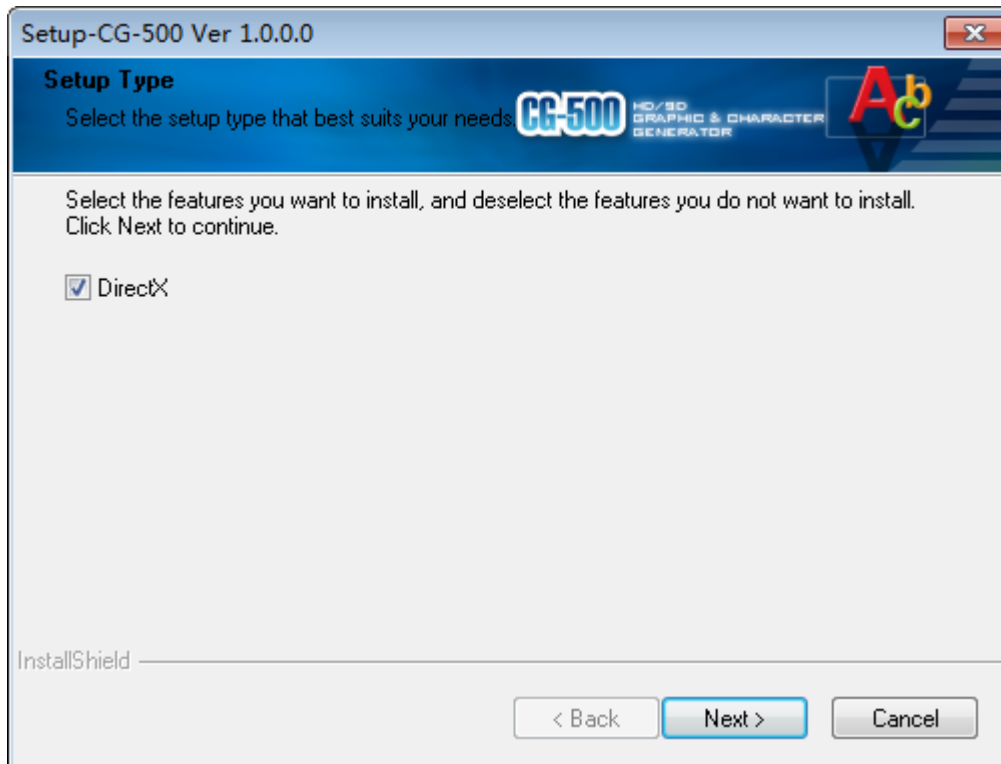
Click the **"Next"** button, in the following screen you can start the installation by clicking **"Install"**.



- g. The installation starts automatically.

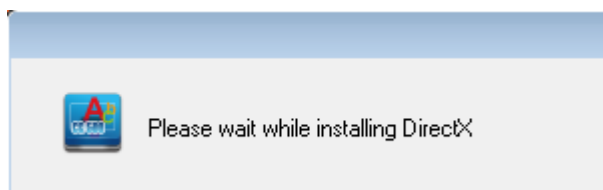


- h. When installation is complete, you will see the following window and select the features you want to install. Then click **“Next”**.

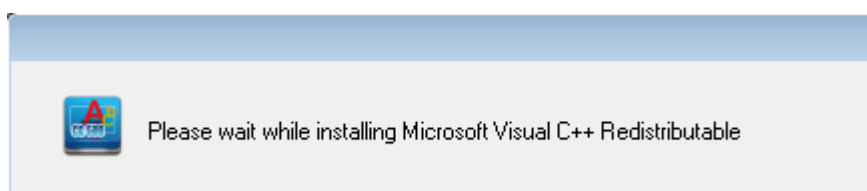


NOTE: If your computer had installed DirectX driver, you can uncheck “DirectX”, and click “Next” button to proceed.

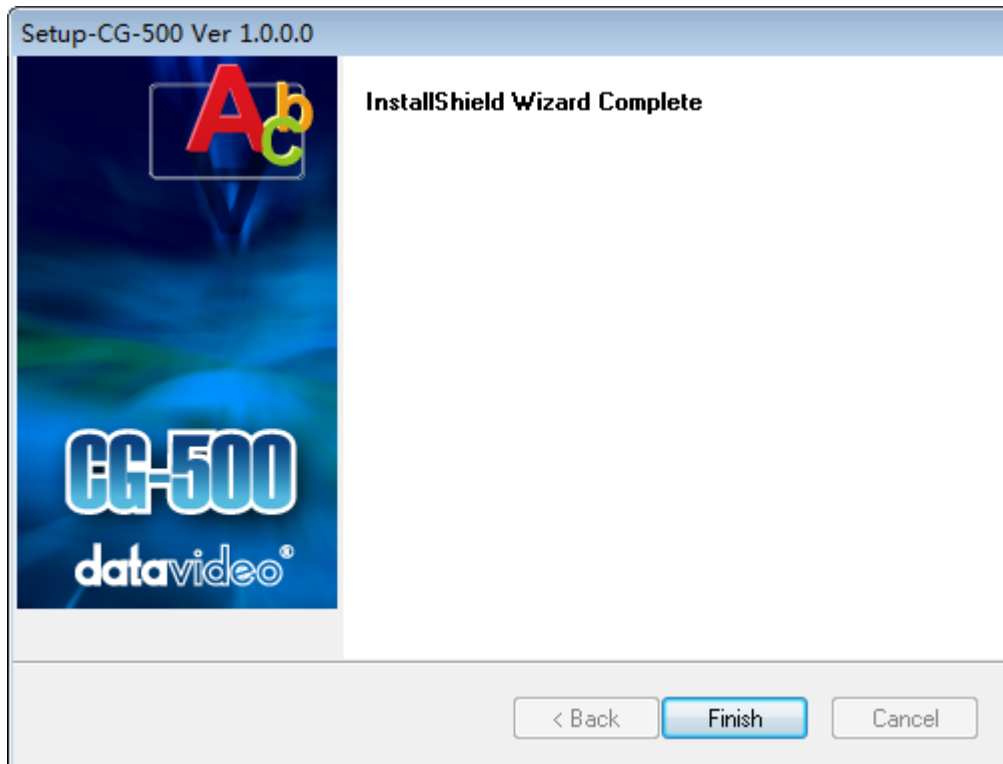
Installing DirectX, please wait.



- i. After DirectX installation, start to install Microsoft Visual C++ Redistributable,



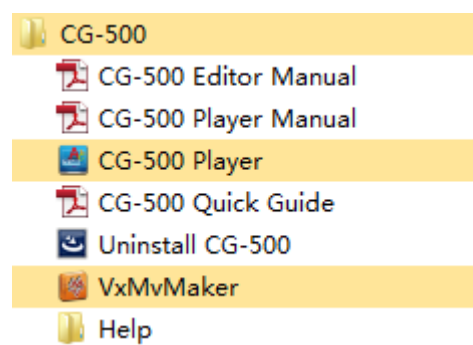
- j. Click **“Finish”** to finish the installation.



When installation is complete, the icons will appear on your desktop:



The CG-500 program will also appear on the Start Menu.



Quick Start

After successfully installing the software, double-click on the CG-500 icon to launch the program.



Please Note:

- 1. Please ensure that the dongle is properly connected to the computer. When using CG-500 the dongle must be connected at all times, otherwise the software will not function correctly.**
- 2. It is not possible to activate several CG-500 at the same time.**

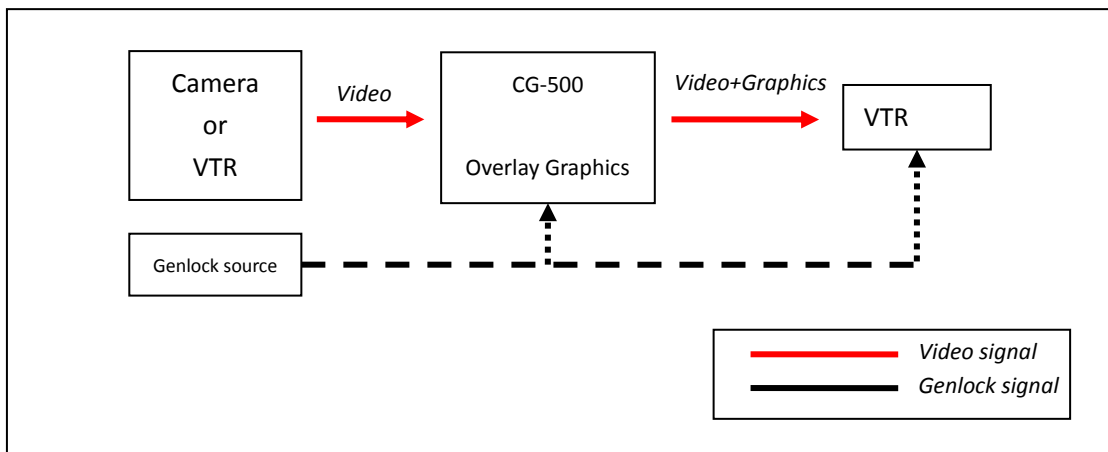
Chapter4: Set and Use Hardware Card

CG-500 support multiple hardware card, and will support more hardware card model in future release. In current time, CG-500 is compatible with following hardware card:

Model	SD Inteneral Key	SD External Key	HD Internal Key	HD External Key
BlackMagic Design				
DeckLink SDI	Y			
DeckLink Studio	Y	Y		
DeckLink HD Exterme 3D	Y	Y	Y	Y

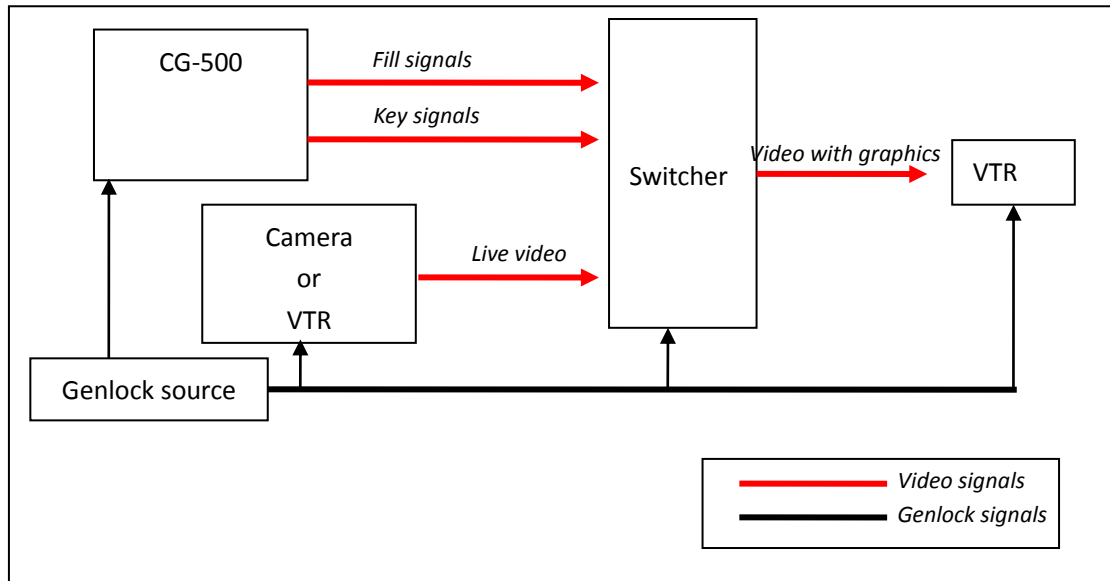
With different card model, CG-500 can run with internal key or external key mode.

Internal Key mode: CG-500 overlay graphics to input video in real time and output program video with graphics, is aimed post production, hardware connection diagram below :



NOTE: In general, you can select input video as genlock source directly.

External Key Mode: CG-500 output both fill signal and key signal in same time, connect these signals with external video switcher, switcher will overlay the graphics with video, it is aimed studio or live broadcasting, hardware connection diagram below:



NOTE: In general, you can select input video device as genlock source. In some complex case, we suggest you select a standard genlock device as genlock source to sure all devices in system can be locked together

Launch Hardware Settings

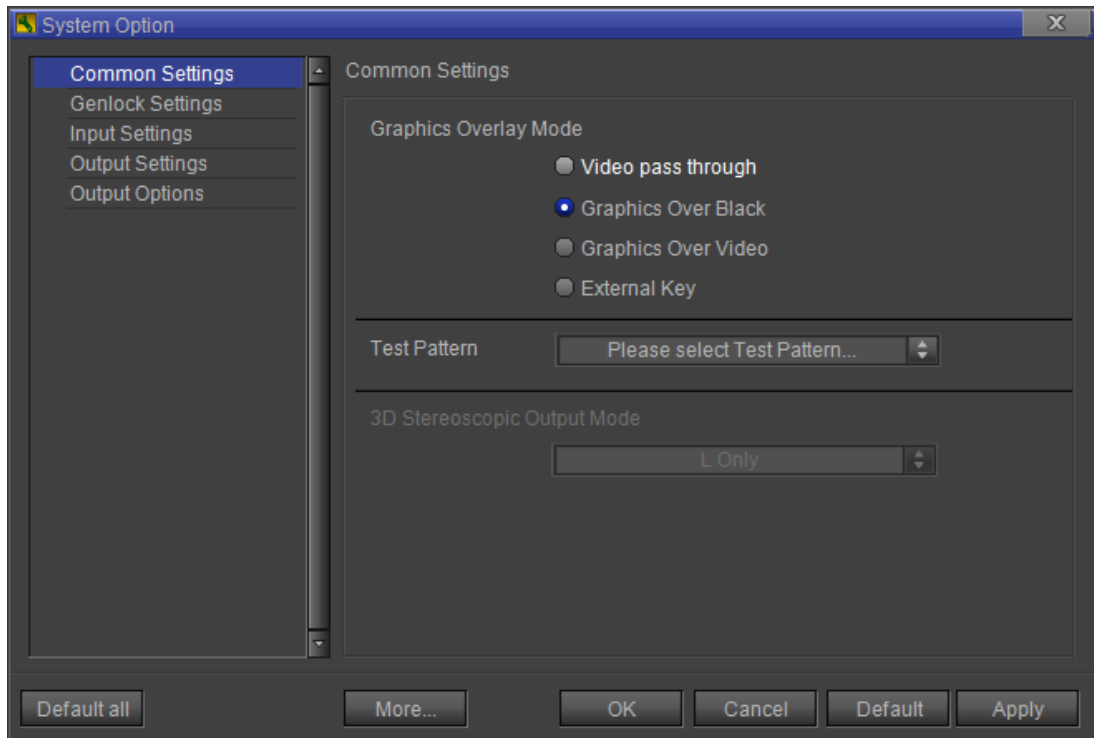
After CG-500 is running, click “CG device hardware settings” button in right bottom of application, diagram below:



Or pressed short key **Ctrl+Shift+H** to launch hardware settings

Common Settings

Enter into CG device hardware settings, the first setting page is common settings, diagram below:



Graphics Overlay Mode

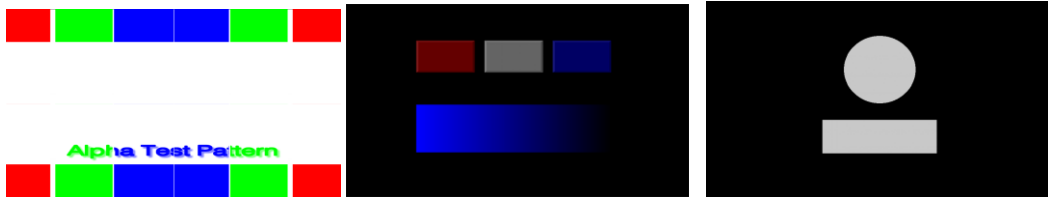
In this page, there is four options for graphics overlay mode, you can select your wanted mode for different workflow

- 1) **Video passthrough** – With this option, Input video will be passed through without any graphics
- 2) **Graphics over black**– With this option, Graphics will always overlay in black, input video was ignored, is used for graphics creating
- 3) **Graphics over video** – Internal key working mode, overlay graphics into input video, is aimed for live broadcasting
- 4) **External Key** – Output graphics fill signal and key signal, is used to connect with external video switcher to live broadcasting

Test Pattern

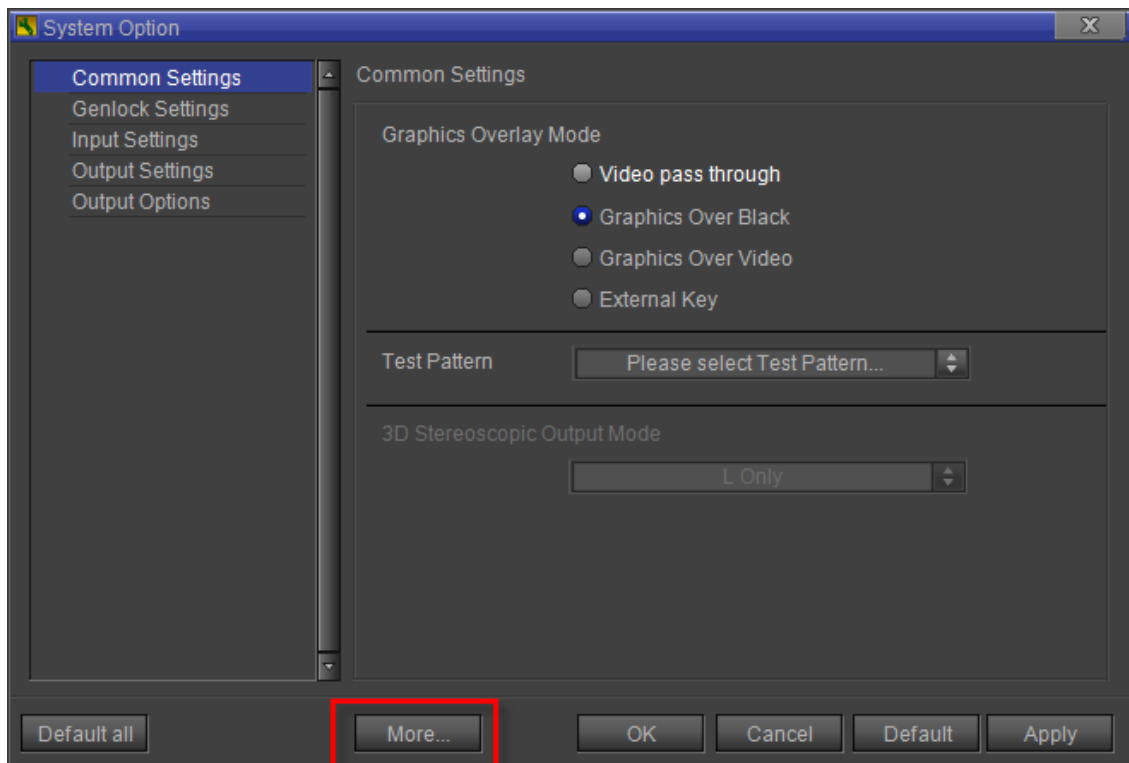
This option is used to test hardware card, to see its output is normal or not, there is some internal test pattern:

- 1) 1) 100% color bars
- 2) 75% color bars
- 3) 100% half color bars
- 4) 75% hard color bars
- 5) Test pattern 1-3

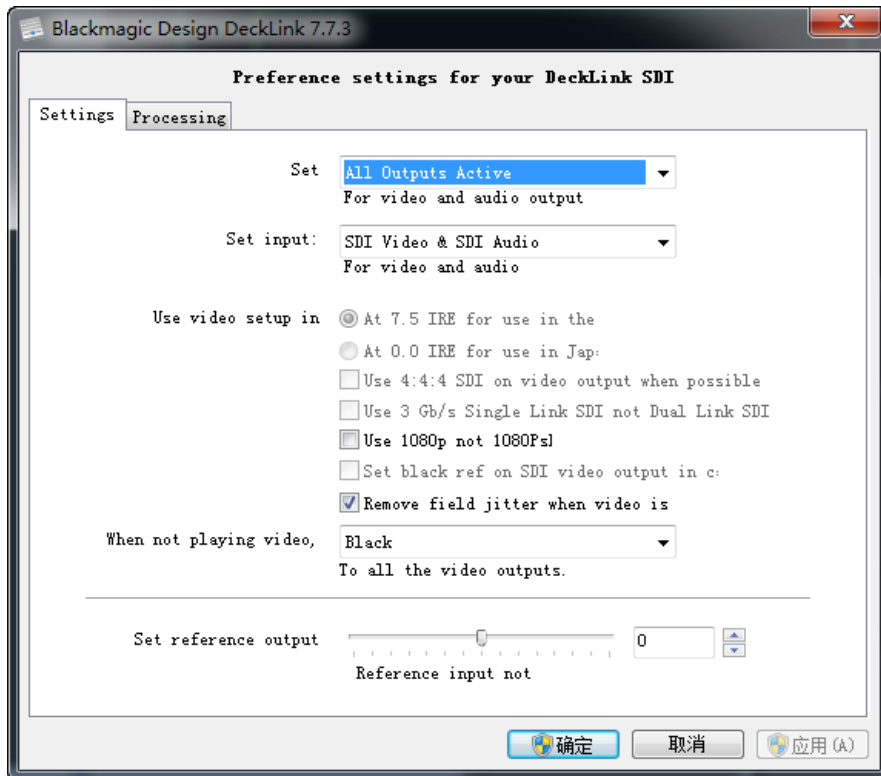


Decklink Preference Settings

If CG-500 is running with Decklink series hardware, except common settings, you can click “More...” button



To get more Decklink hardware settings, diagram below:

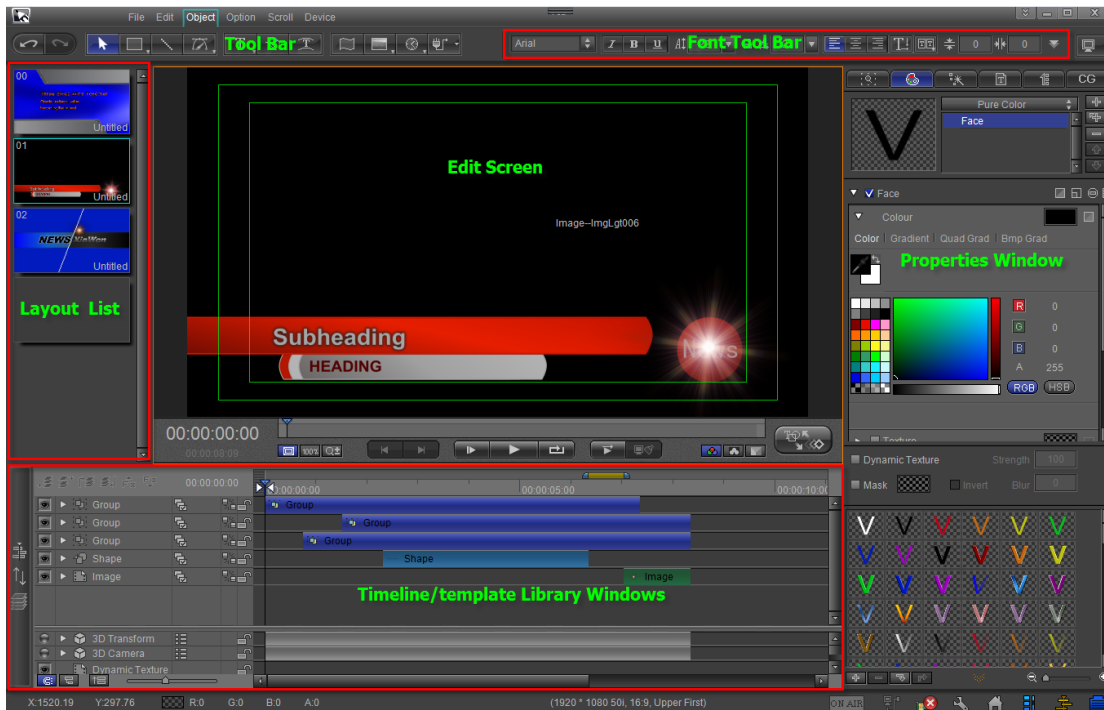


Please reference related hardware documents from Black Magic company to get more detail information, web link is here:

<http://www.blackmagic-design.com/support/detail/?os=win&sid=3945&pid=3985&leg=false>

Chapter5: Brief Introduction of CG-500 Editor

CG-500 Editor is used to create layout. It consists of Tool Bar, Edit Screen, Timeline Window, Properties Window, Layout List and so on.



Tool Bar -include “File” menu, “Edit” menu, “Object” menu, “Option” menu, “Scroll” menu and “Device” menu. The file menu can be used to new project, save project and so on; the object menu can be used to create title object and run title plugin. Other menus can be used to set scroll object, option and CG-500 device.

Font Tool Bar -set font properties, such as Bold, Italic and so on.

Layout List -show all layouts. You can delete, add layout. Click blank layout to append a layout.

Edit Screen -edit and preview object. You can make object effect such as Translate, Rotate and so on through shifting to Effect Mode Window.

Timeline/Template Library Window -click on the button at the very left of the Timeline to open the Templates Library. Timeline Window is used to edit the object play time, add, delete keyframe and so on; Template Library is used to show the templates. You can apply template with double-click it.

Properties window -edit object properties. The Properties Tab includes Shader Tab, Text Tab, Scroll Tab and so on.

Create Object

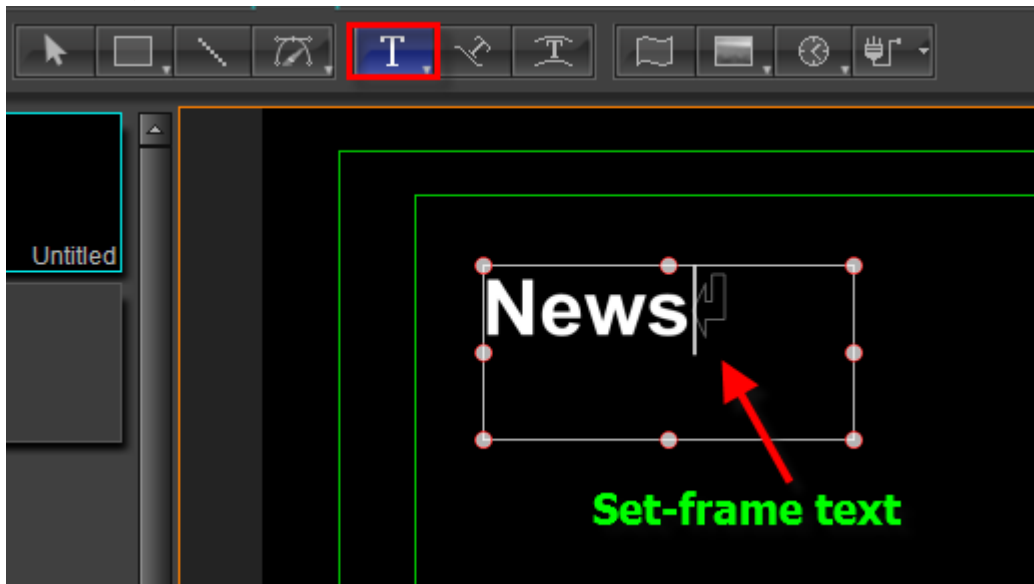
1. Create Text Object

Click on the “**Object**” toolbar and select “**Text**” button. Then left click in Edit Screen, enter text. Press **ESC** to exit.



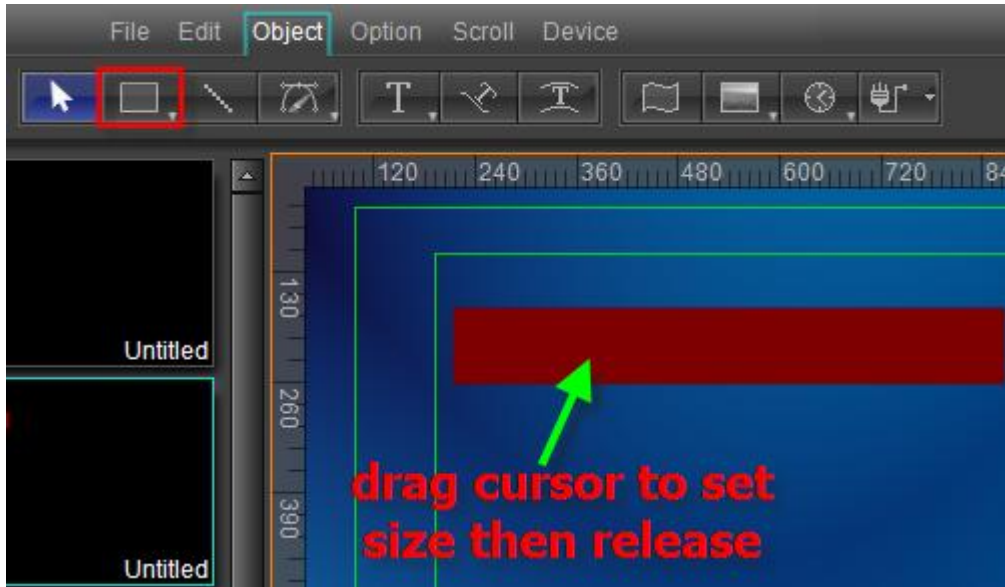
The following is to create set-frame text.

Click on the “**Object**” toolbar and select “**Text**” button. Then drag cursor to desired frame size, enter text. Press **ESC** to exit.

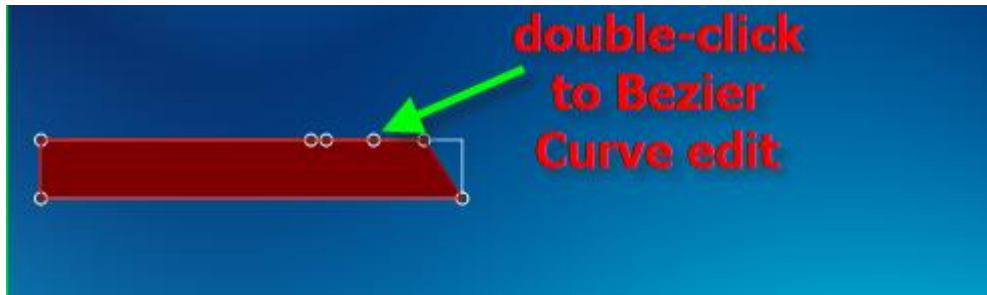


2. Create Shape Object

Click on the “**Object**” toolbar and select “**Rect**” button. Drag cursor to set size then release in Edit Screen.



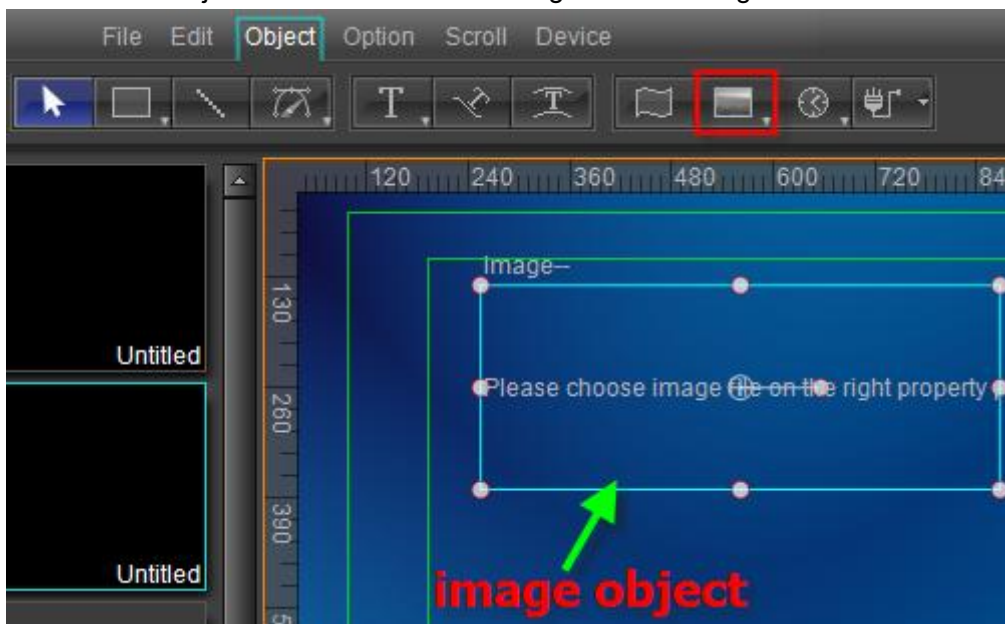
Double click on the rectangle object to Bezier Curve edit. Press **ESC** to exit.



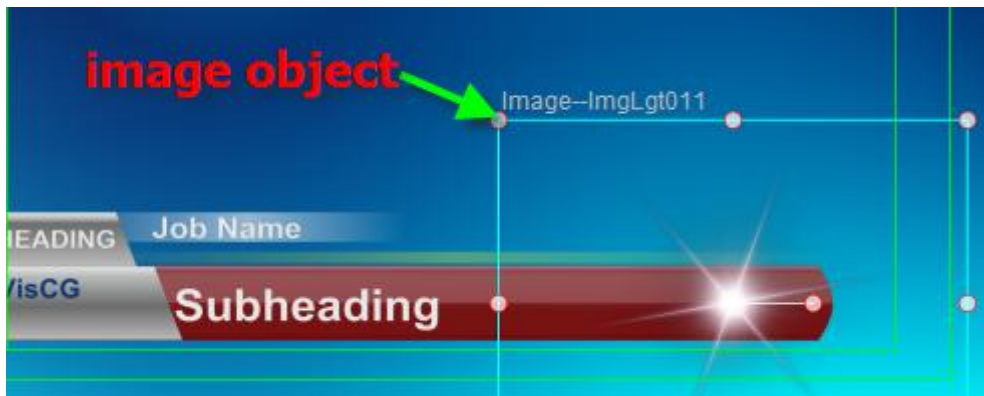
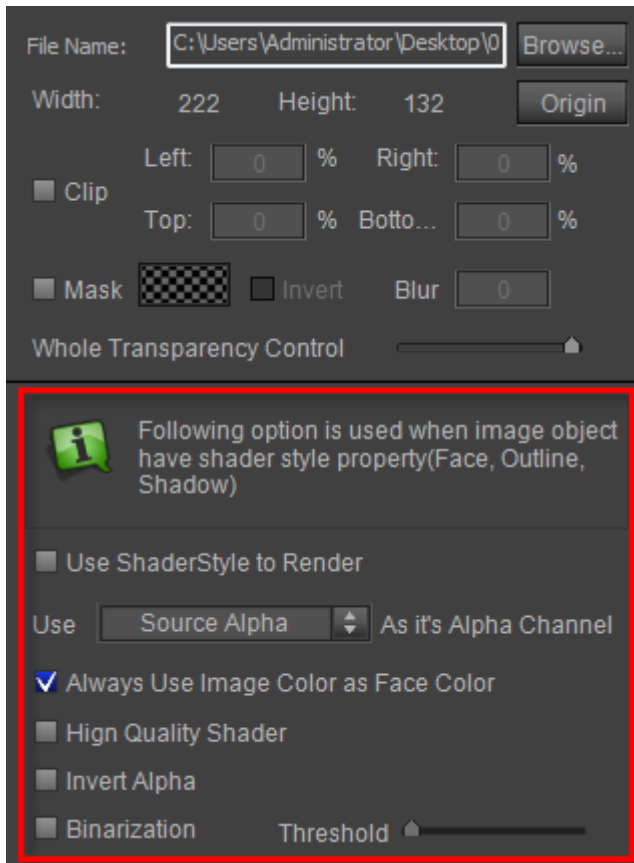
Other shapes can be created according to <CG-500 Using Guide>.

3. Create Image Object

Click on the "Object" toolbar and select "Image" button. Drag cursor in Edit Screen.



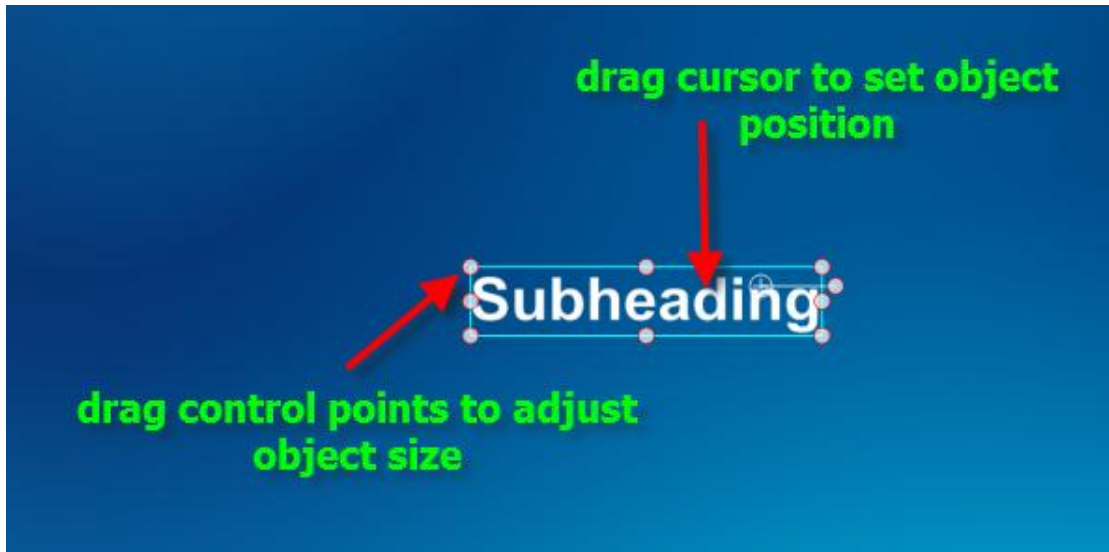
Release cursor. Then select an image file in the Properties Tab.



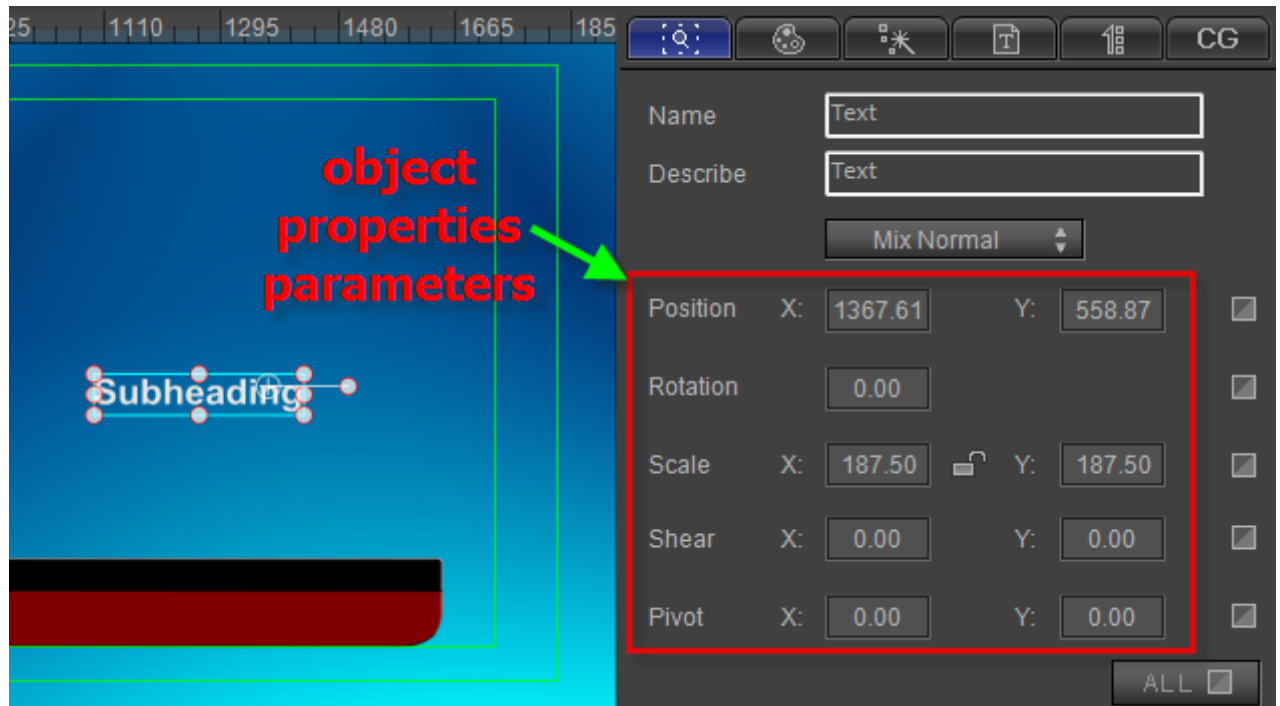
Animation object and flag object can be created according to <CG-500 Using Guide>.

Edit Object

In Edit Screen select object, drag cursor to set the position. Drag control points to adjust object size; press **Ctrl** and drag cursor to equal the object height and width; press **Shift** and drag cursor to same scale object height and width.



In the Properties Tab enter position parameter, rotation parameter and so on to adjust object position, rotation and so on.

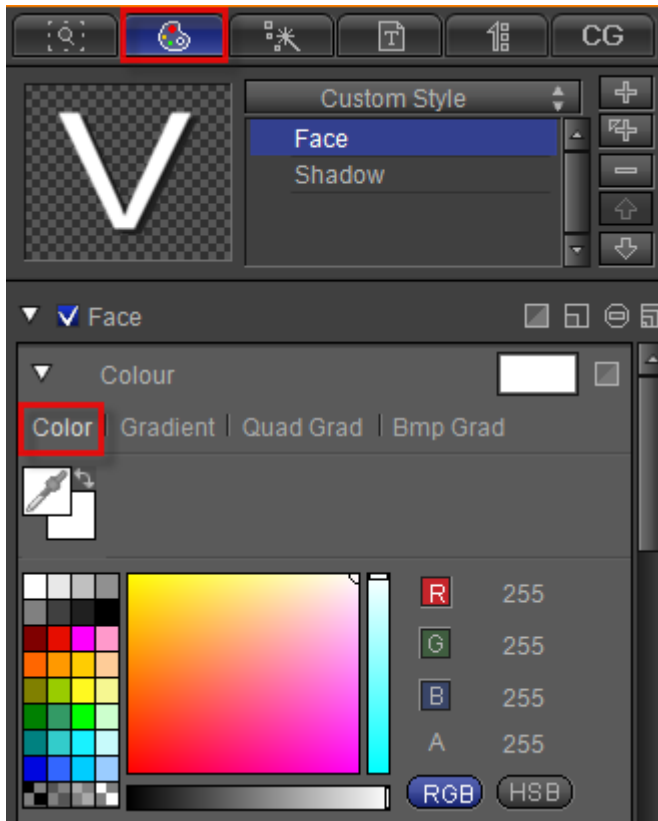


Shader Properties

1. Edit Object Shader
 - a. In Edit Screen select object,



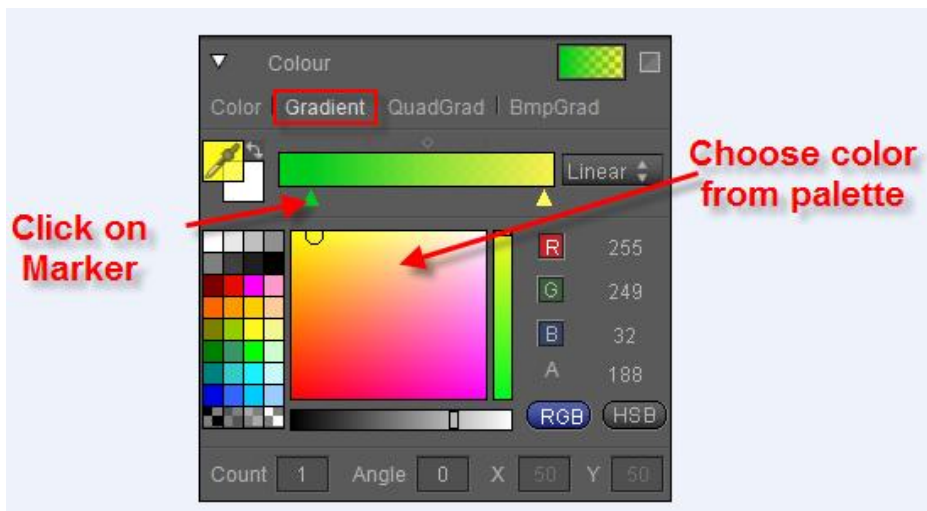
In Shader Tab, set object color as color.



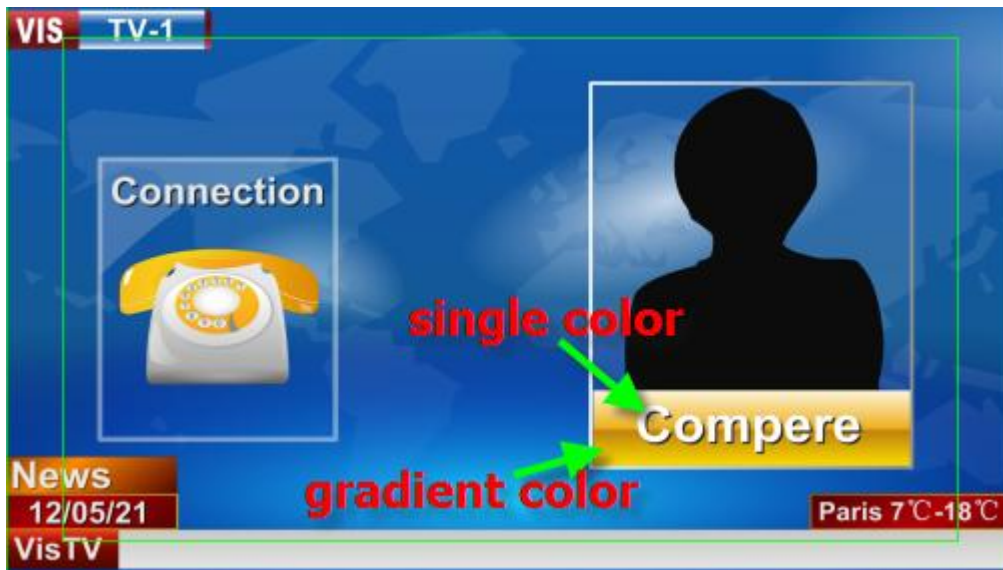


To set color:

1. Choose one of the 32 preset colors
2. Use the cursor to pick a color from the palette
3. Set parameters in the RGB Alpha fields
4. Use the scroll bar
5. Use the pipette

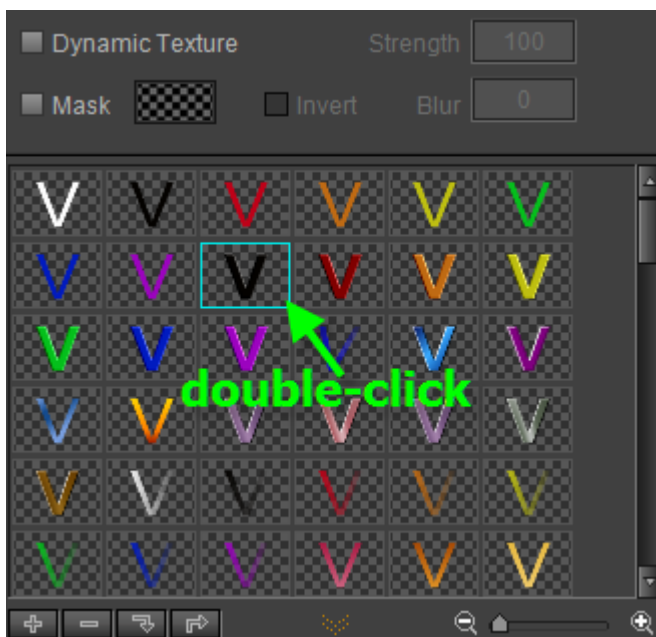


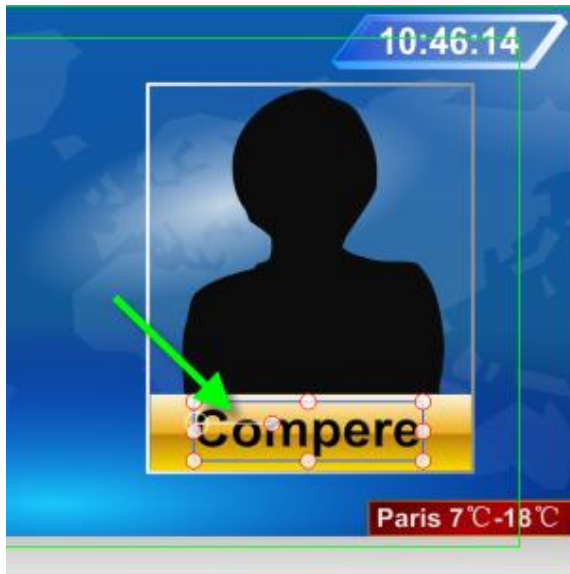
Under gradient preview, change Count, Angle, and XY parameters by inputting numbers. Different parameters can be set depending on different gradient type.



2. Apply Shader Template

In Edit Screen select object. Double-click a shader template to apply the shader properties in Shader Tab





Note: double-click shader template to apply template shader properties and font properties; press shift and double-click shader template to apply template shader properties only.

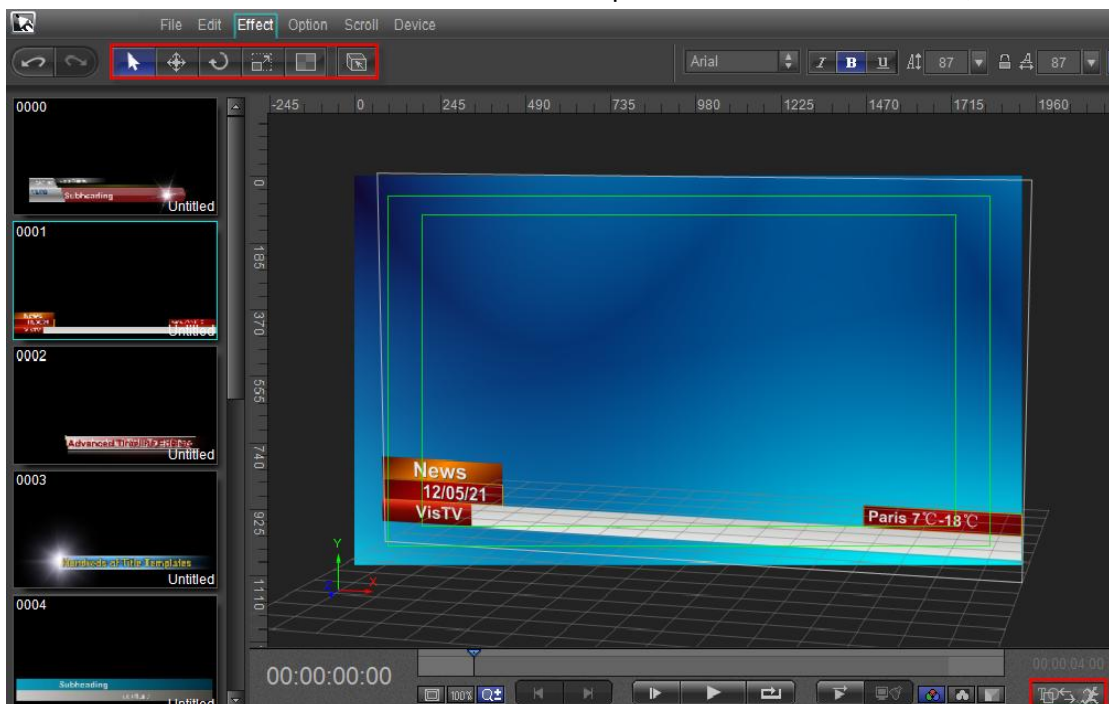
Edit Effect

Object effect includes translate, scale and so on.

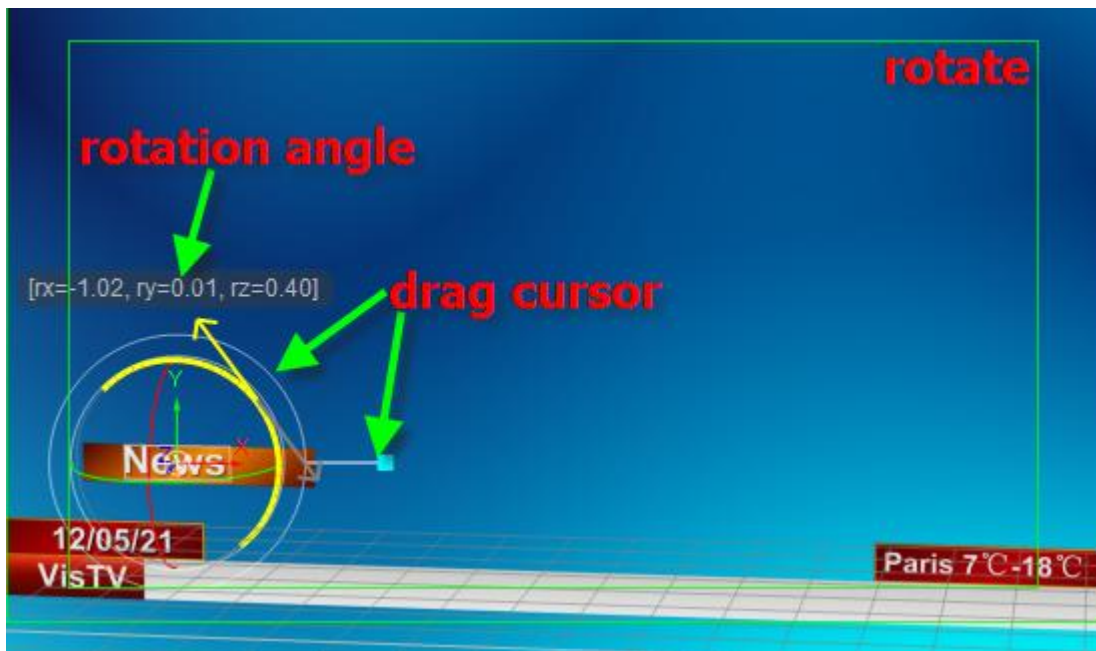
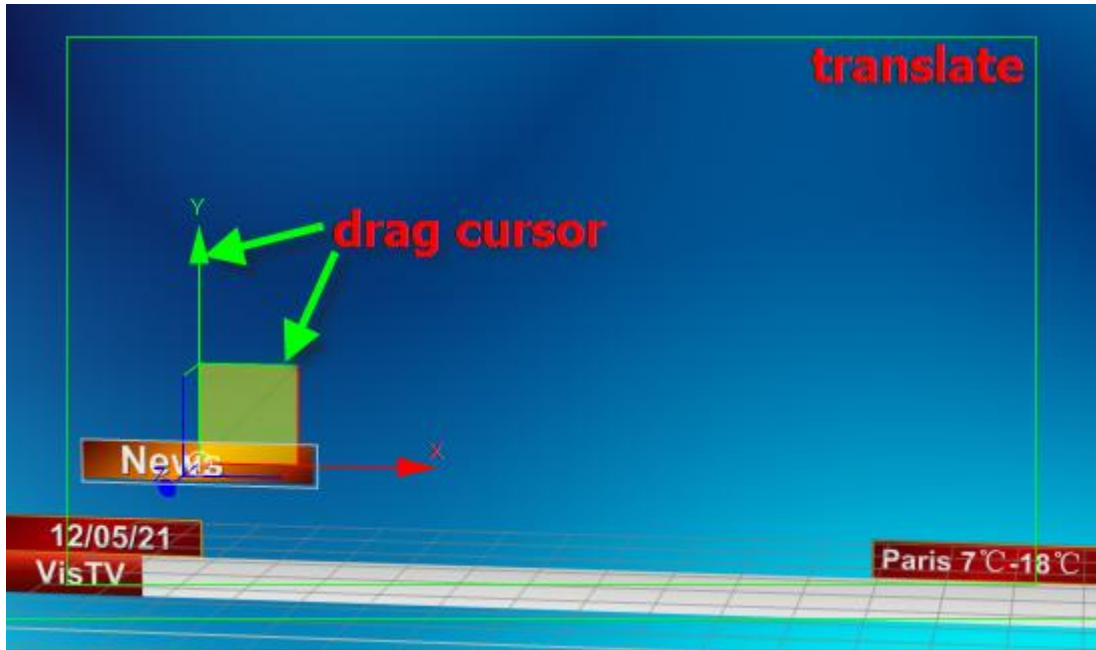
To edit effect:

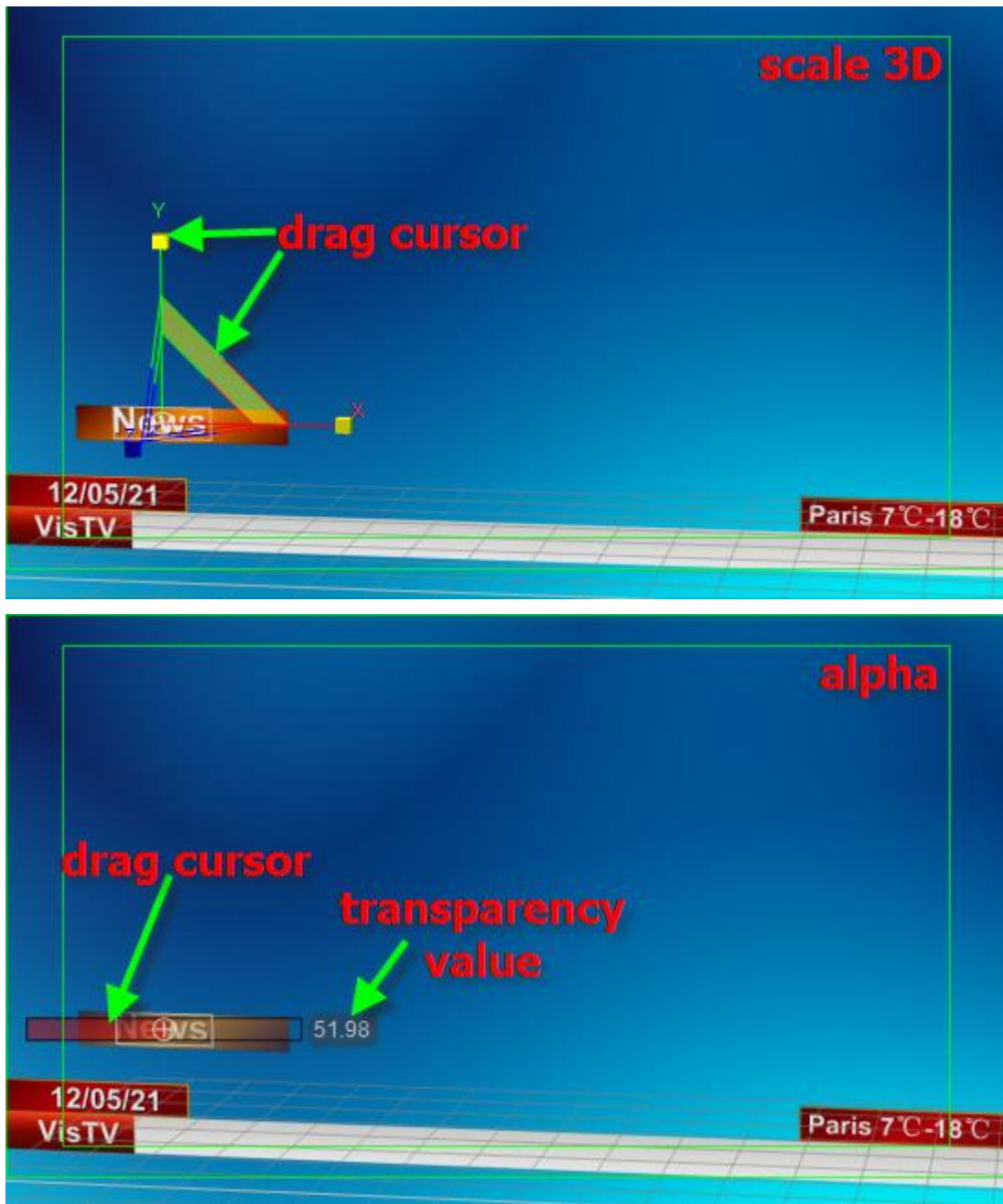
Method1: Edit in Edit Screen

1. Press **F10** or click “**Effect Edit Show**” button to open effect edit mode window,



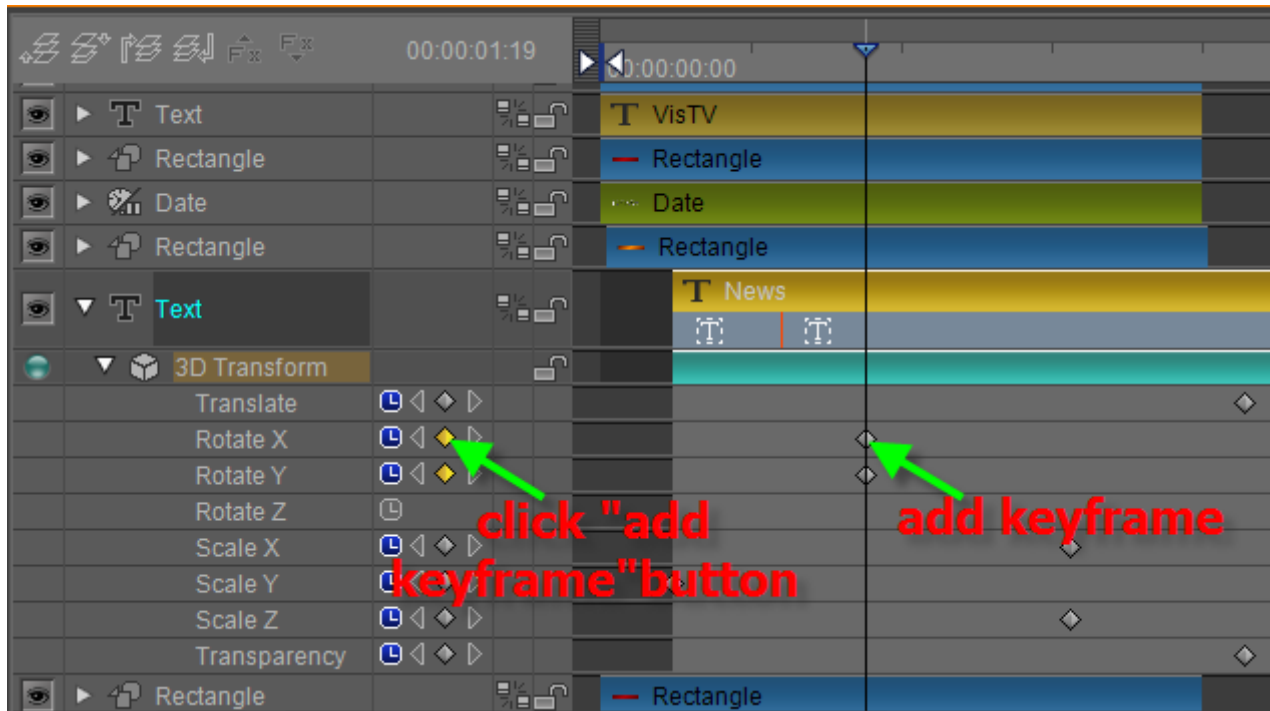
2. Click the “**Effect**” menu bar to apply 3D transform of Translate, Rotate, Scale And Transparency. Drag cursor to edit the object 3D parameters.



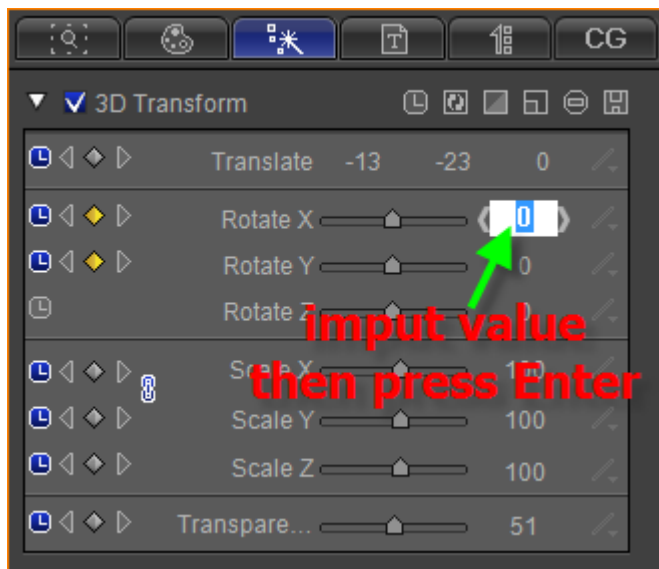


Method2: Edit in Timeline Window

1. In Edit Screen select object. After moving the timeline click on the “**Add\Remove Keyframe**” button,

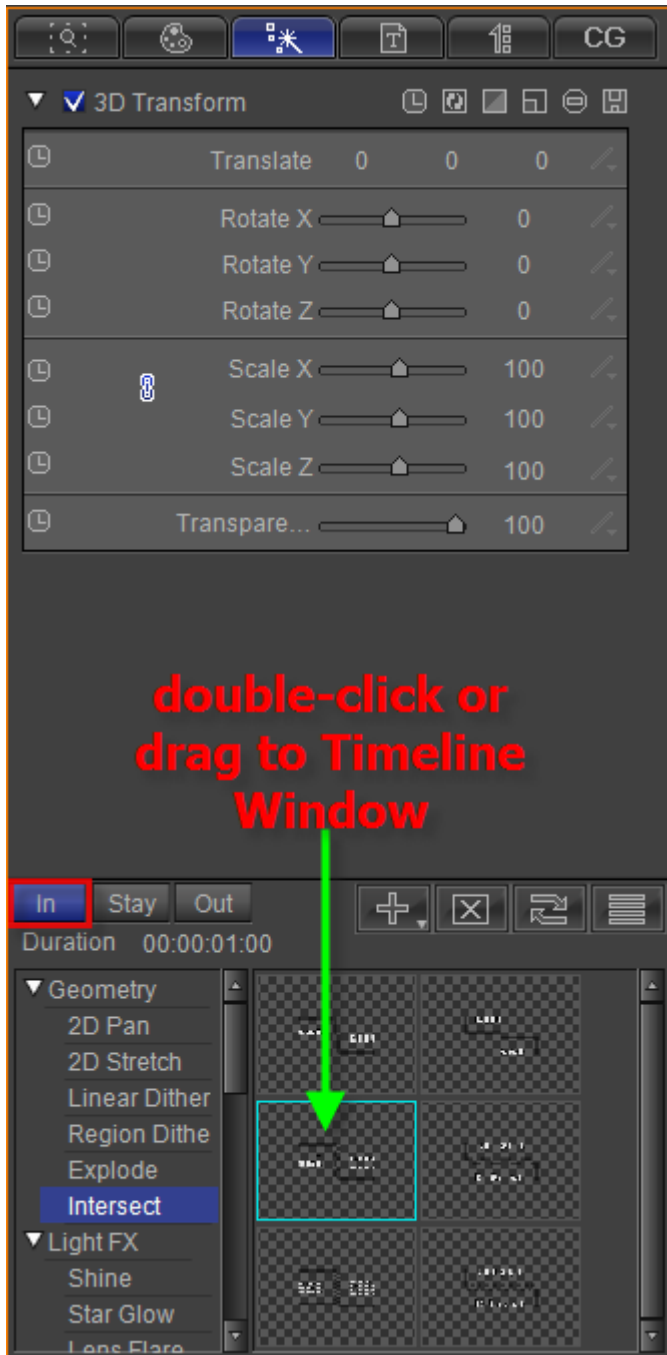


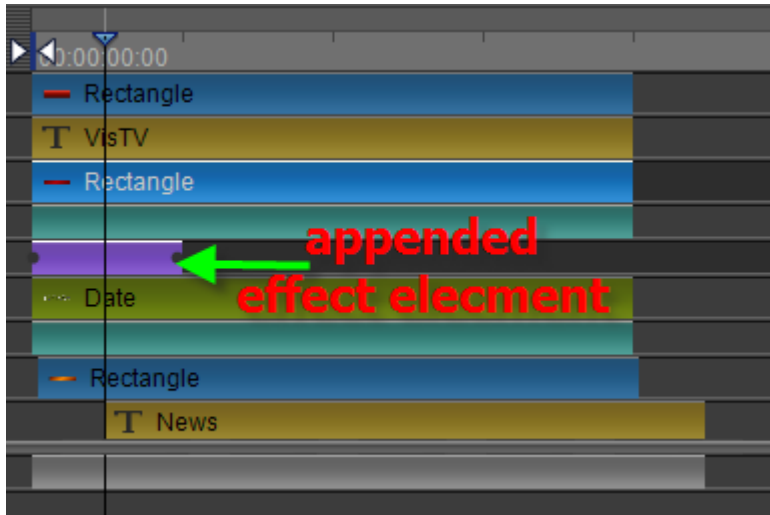
2. Input keyframe parameters in Effect Tab.



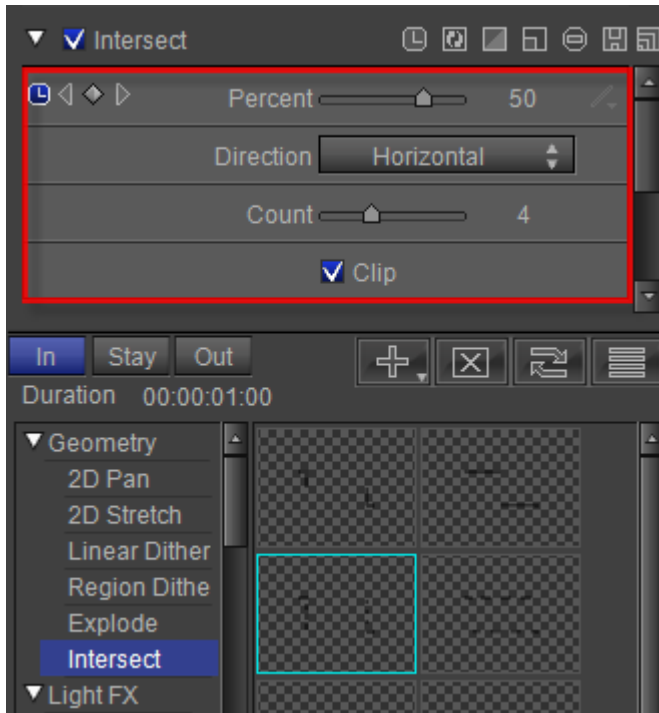
Method3: Apply Effect Template

1. In edit Screen select the object. In Effect properties tab click on "In" button, then double-click the "Intersect" template to apply it.

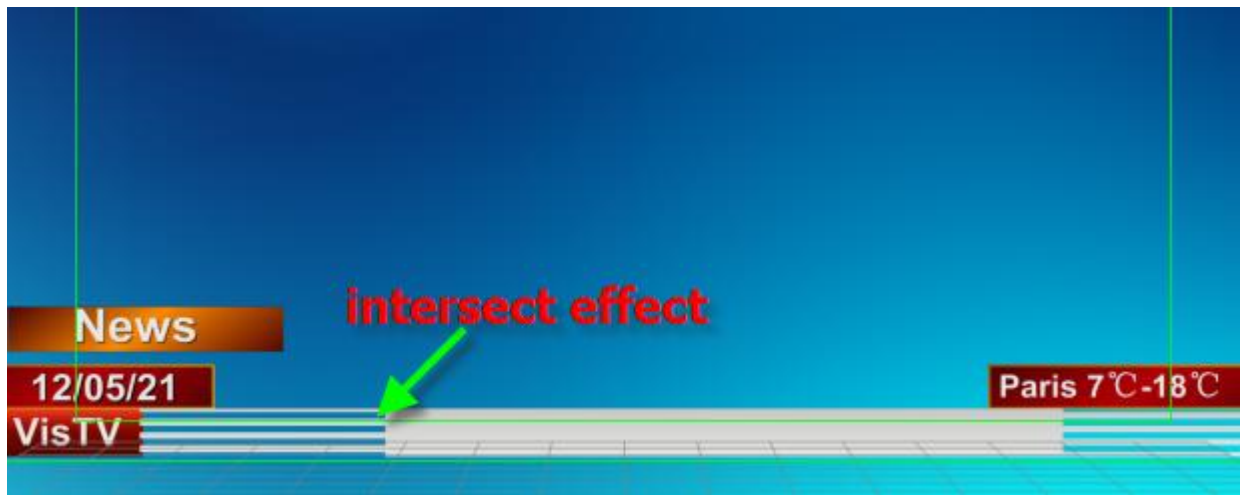




2. Move timeline to the added effect and click it. Set parameters in Effect properties tab.

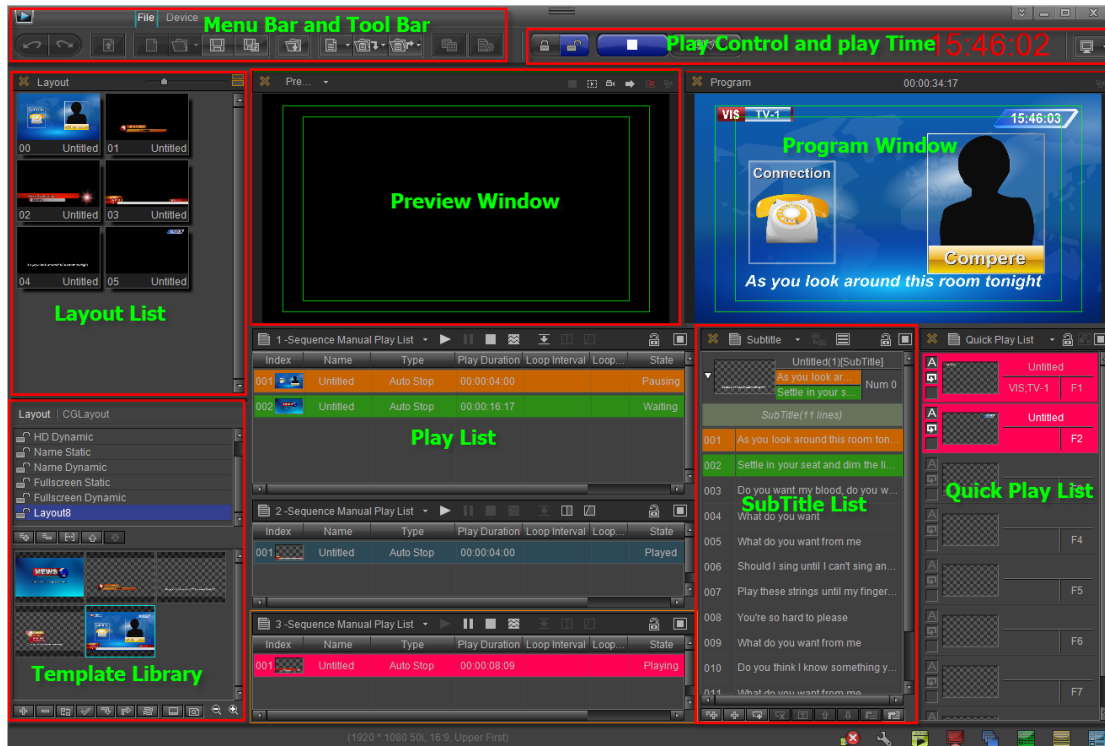


3. After editing click **"Play"** button  or **Space** to preview the effect.



Chapter6: Brief Introduction of CG-500 Player

CG-500 Player is used to edit playing of title template, subtitle and logo and so on. You can flexibly control play lists and play layouts. CG-500 Player consists of Menu Bar and Tool Bar, Play Control and Play Time, Layout List, Template Library, 3 Play Lists, Subtitle List, Quick Play List, Preview Window and Program Window.



Menu Bar and Tool Bar –include “**File**” menu and “**Device**” menu. File menu can be used to new project, save project and so on; device menu can be used to set CG-500 device.

Play Control and Play Time –control play and display play time.

Layout List -show all layouts.

Template Library –show templates.

Preview Window –preview play layout and template.

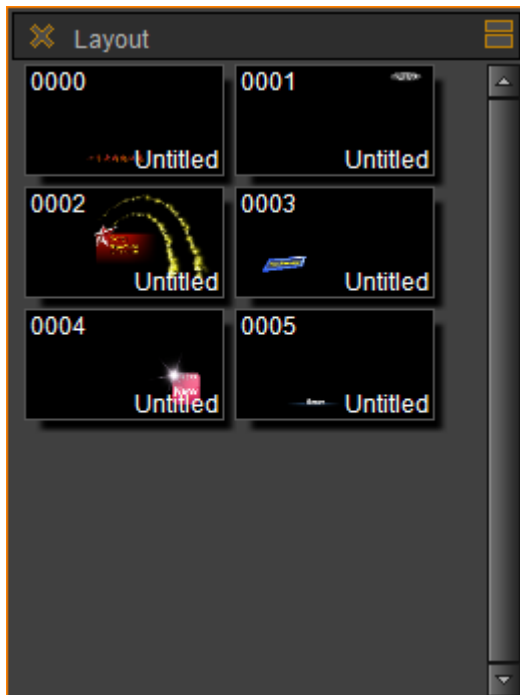
Program Window –play layout of play lists.

Play Lists –show play items of Play Lists.

Subtitle List –show subtitle.

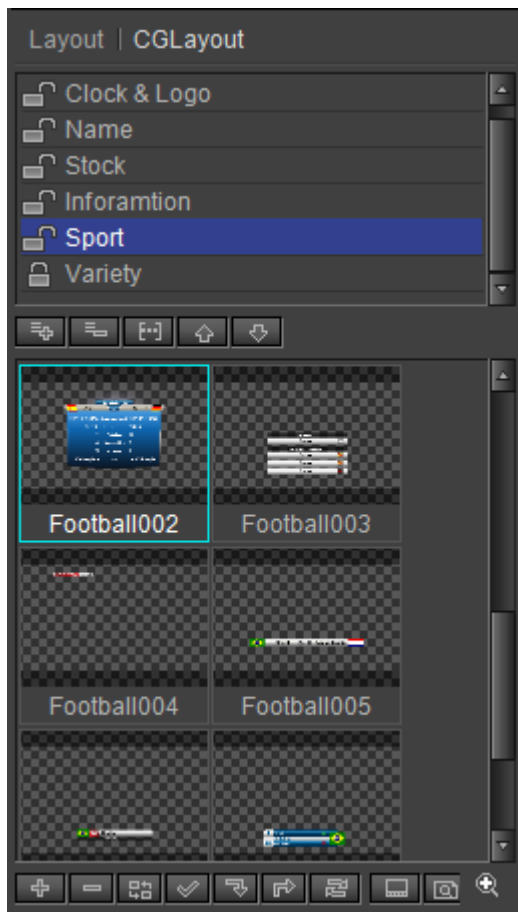
Quick Play List –show play items of Quick Play List.

Layout List



You can preview, edit the layouts and add them to play lists.

Template Library



Click the buttons in the image above to add, delete category and template. You can also preview, edit templates and add them to play lists.

Preview Window

Double-click layouts of Layout List, templates of Template Library and play layouts of play lists to preview them. Double-click Preview Window to full screen and double-click again to exit full screen mode. When CG-500 links with several monitors, click the button in right-hand corner to preview in others monitors.



Click the buttons in right-hand corner to stop preview, switch dynamic preview\static preview, loop preview and shift to others monitors.

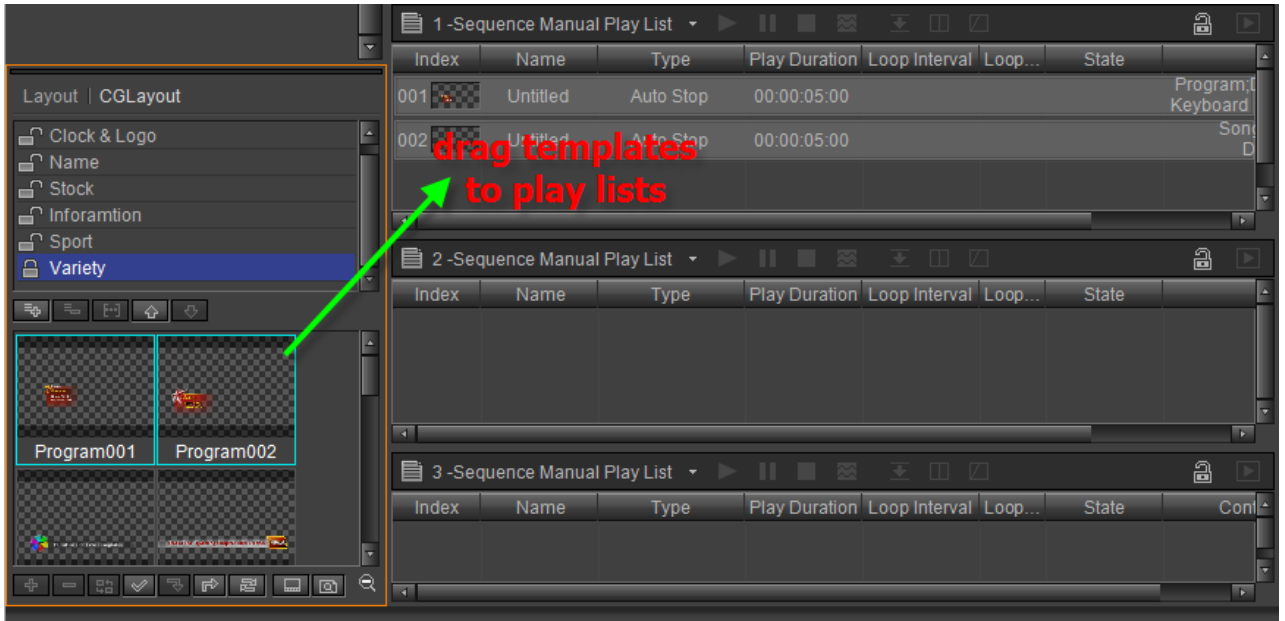
Program Window

Program Window is used to play layouts of play lists. Double-click program window to full screen and double-click again to exit full screen mode. When CG-500 links with several monitors, click the button in right-hand corner to play in others monitors.

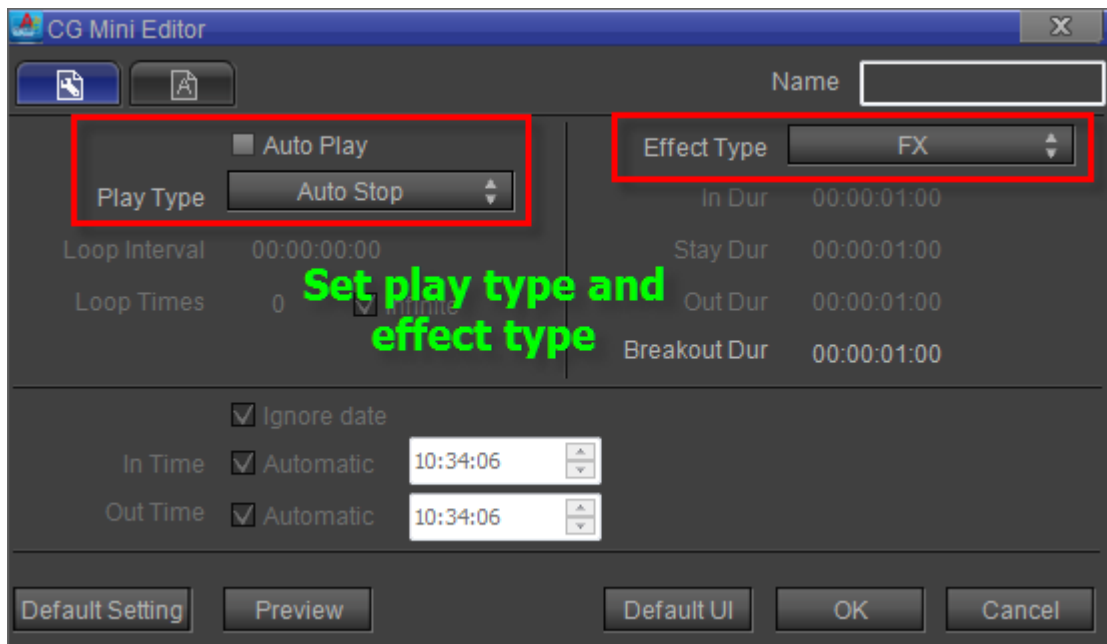


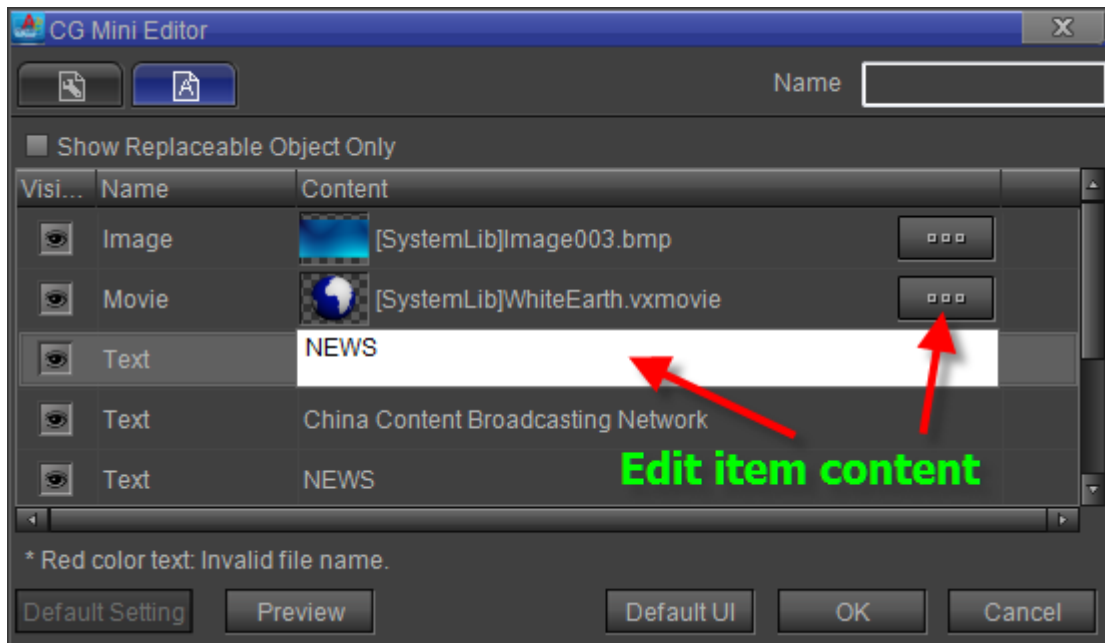
Play Lists

CG-500 Player includes 3 Play Lists. You can directly drag templates to Play Lists (other methods of adding play items are included in <CG-500 Using Guide>),



Double-click the content of play item to open CG Mini Editor Window, you can set item play type, effect type and edit item content.

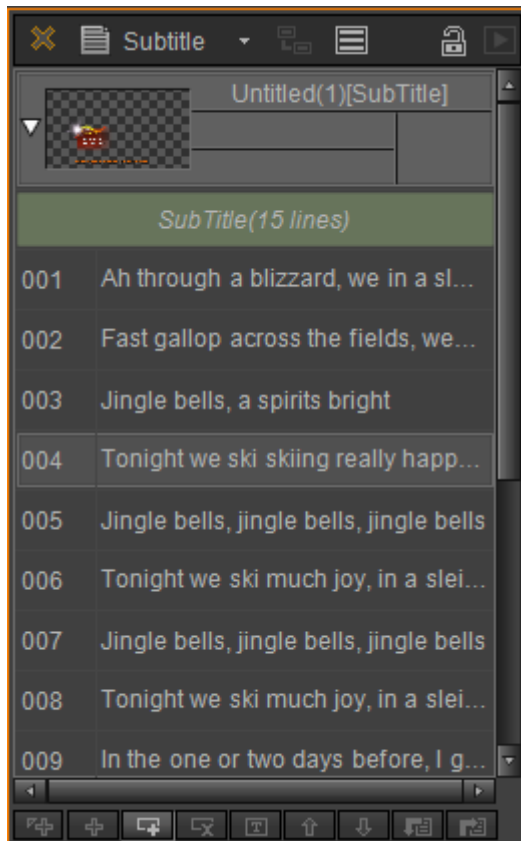




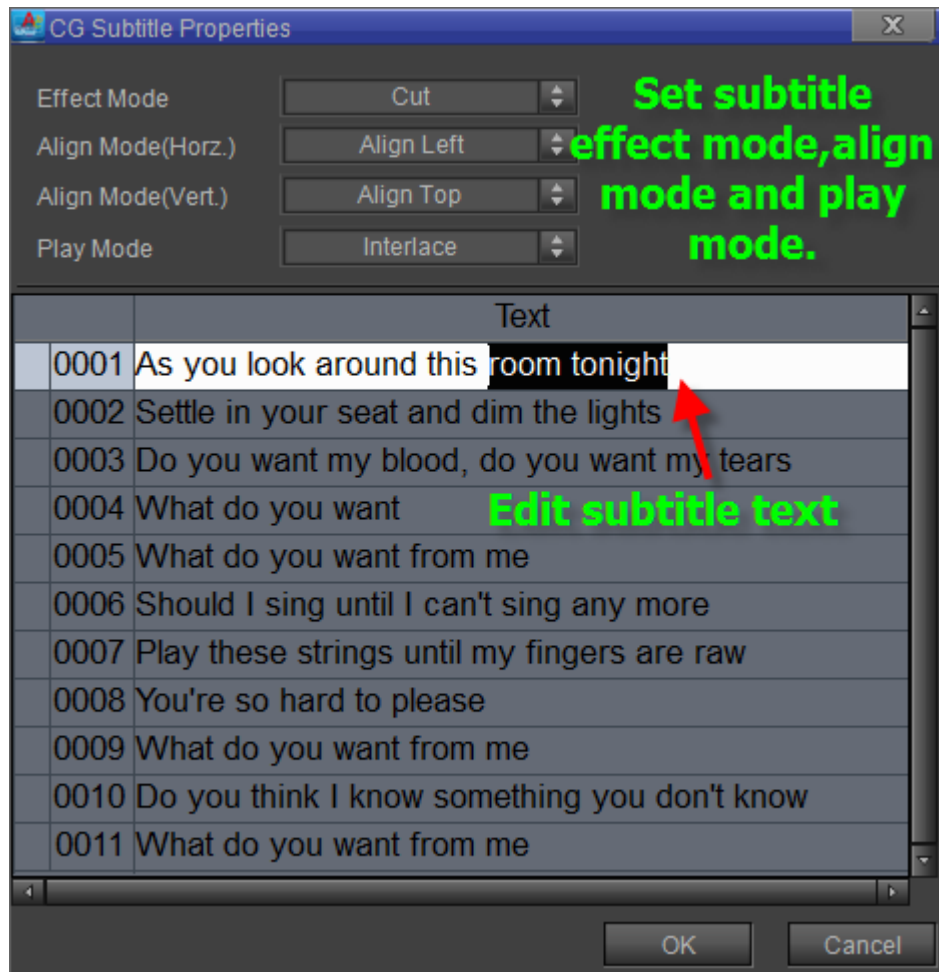
Right-click play item, and choose “**Switch To CG-500 Editor**” in the context menu to edit item in CG-500 Editor Window.

Subtitle List

Drag templates to Subtitle List or create subtitle in CG-500 Editor Window and add the subtitle to Subtitle List in CG-500 Player Window. You can refer to <CG-500 Using Guide> to create subtitle.



Click the buttons in the image above to add, delete, import subtitle and so on.
Double-click subtitle to open CG Subtitle Properties Window, then you can set subtitle effect mode, align mode, play mode and edit subtitle content,

**Note:**

1. Click Space to play subtitle.
2. If subtitle with pause point, you must click Space to continue when playing the pause point.
3. Click Alt+Space to stop subtitle in and out screen.

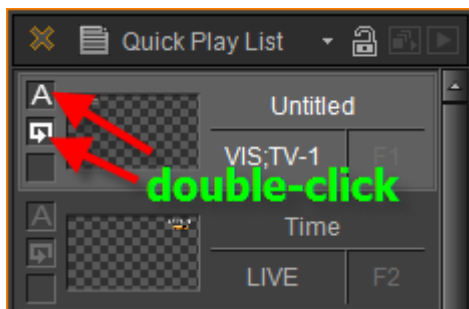
Quick Play List

You can directly drag templates to Quick Play List (other methods of adding play items are included in <CG-500 Using Guide>),



Double-click the content of play item to open CG Mini Editor Window, you can set item play type, effect type and edit item content.

Double-click “**Auto Play**” button and “**Loop Play**” button to set item play type,



Press hotkey **F1-F8** to control items play\stop in Quick Play List.

Chapter7: Create Layout

A layout consists of liner, text, animation and so on. Following is the flow of creating layout.

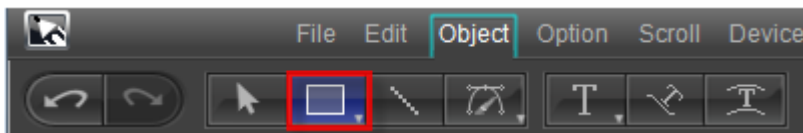
Create Layout

Run CG-500 and start to create layout.

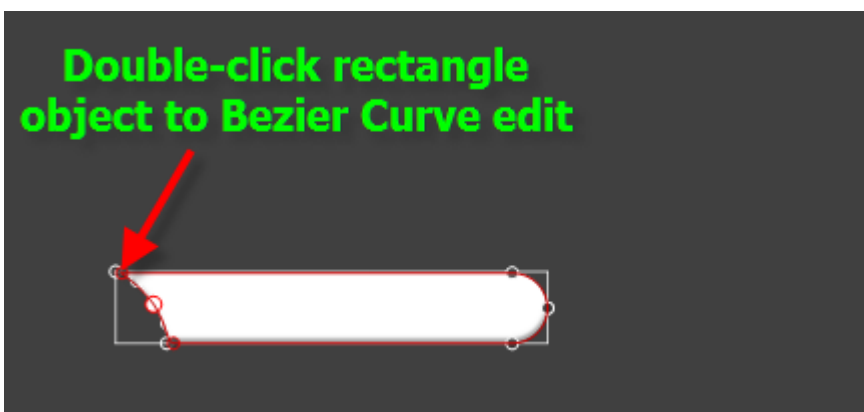


1. Create Liner

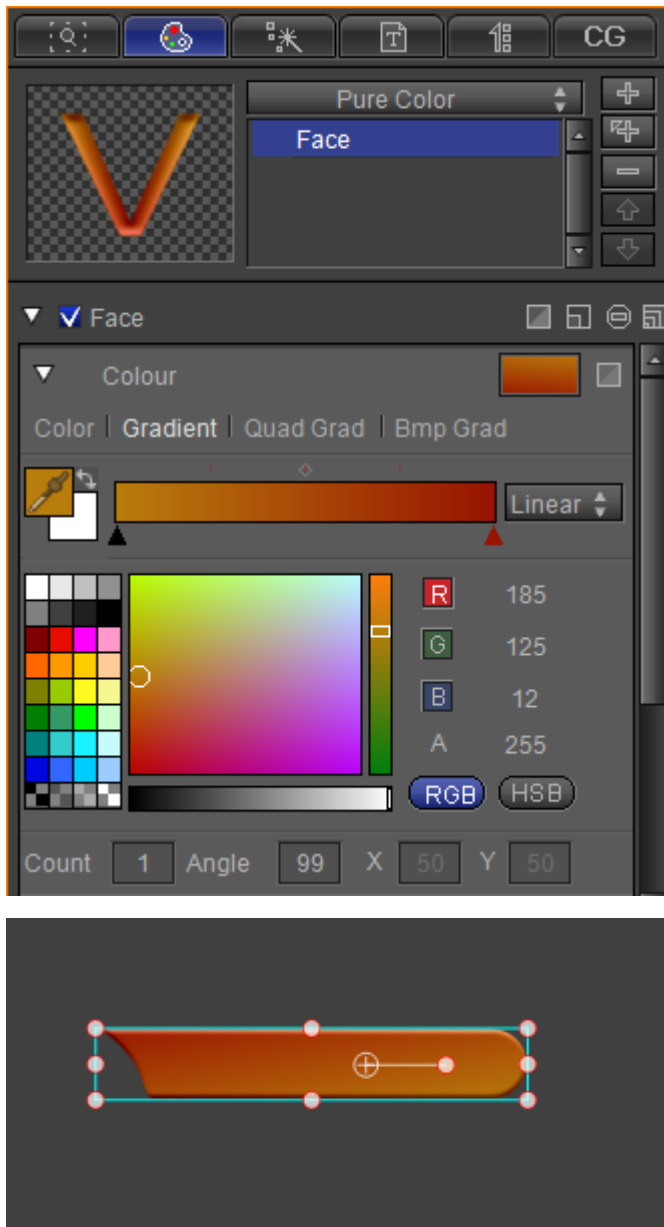
Click on the “**Object**” toolbar and select “**Rect**” button.



Drag cursor then release in Edit Screen. Double-click the rectangle object to Bezier Curve edit. Press **ESC** to exit.



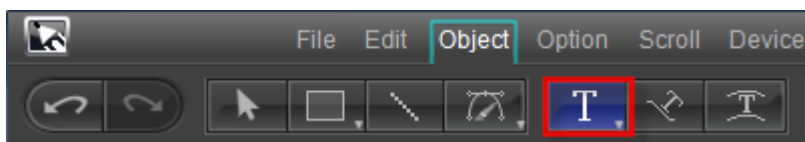
In Edit Screen click rectangle object, then in Shader Tab, set object color.



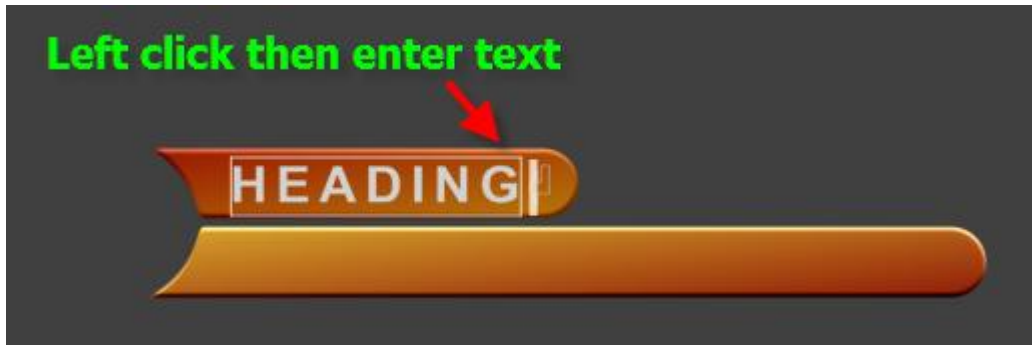
Create another liner again.

2. Create Text

Click on the “**Object**” toolbar and select “**Text**” button,



Then left click in Edit Screen, enter text. Press **ESC** to exit.



In Edit Screen click the text object, then in Shader Tab, set object color. Create another text again and edit the color.

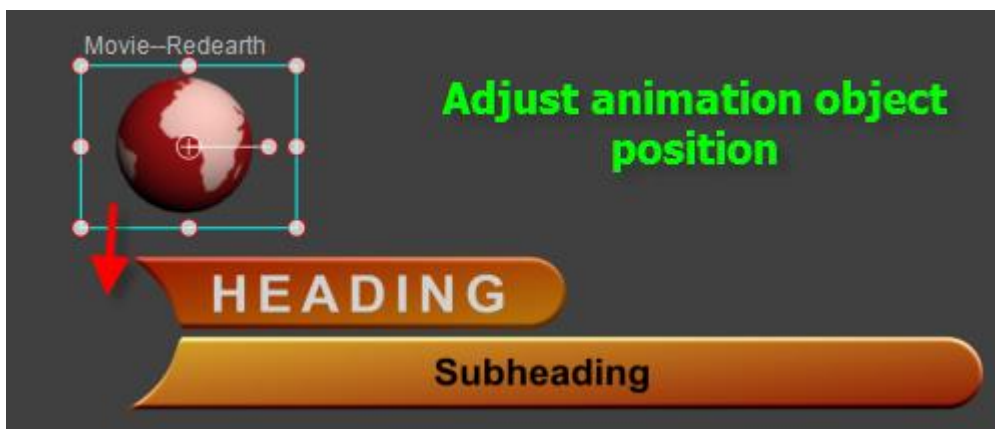


3. Apply Animation

Double click animation object to apply in Template Library.



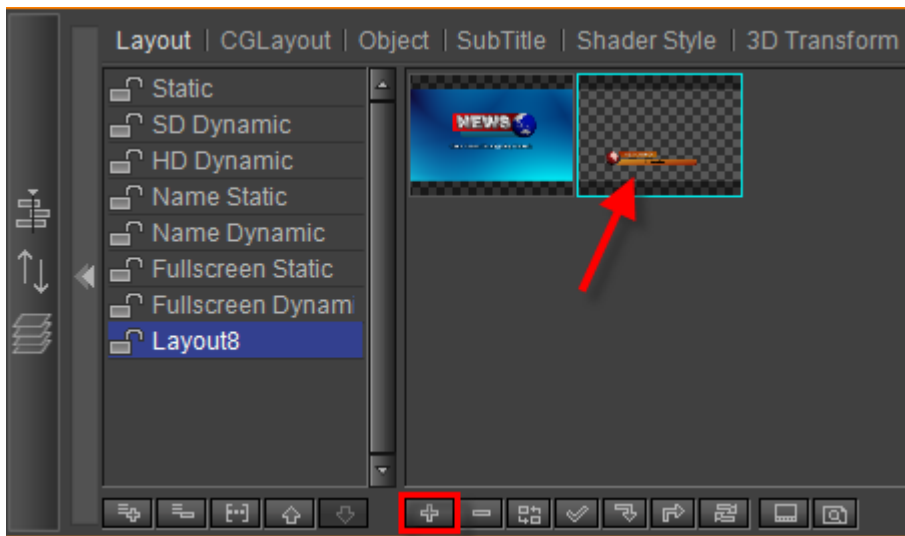
Adjust animation object size and position,



- Click **“Play”** button to preview.

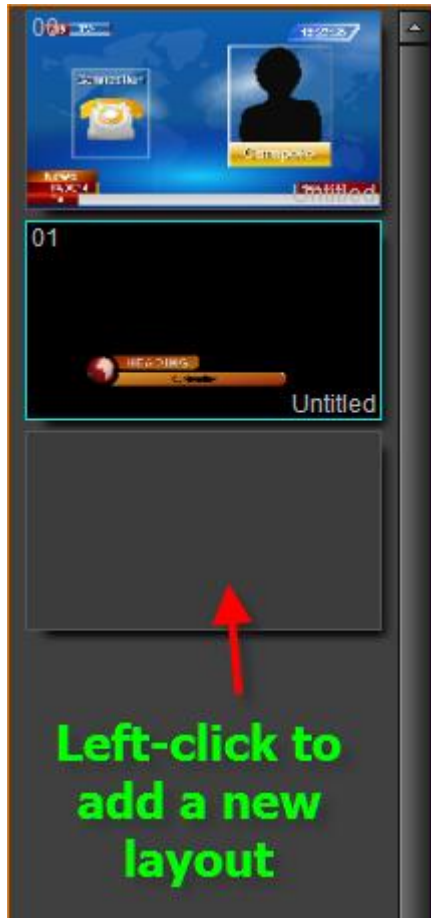


- Click **“Add”** button in Template Library to save the layout.

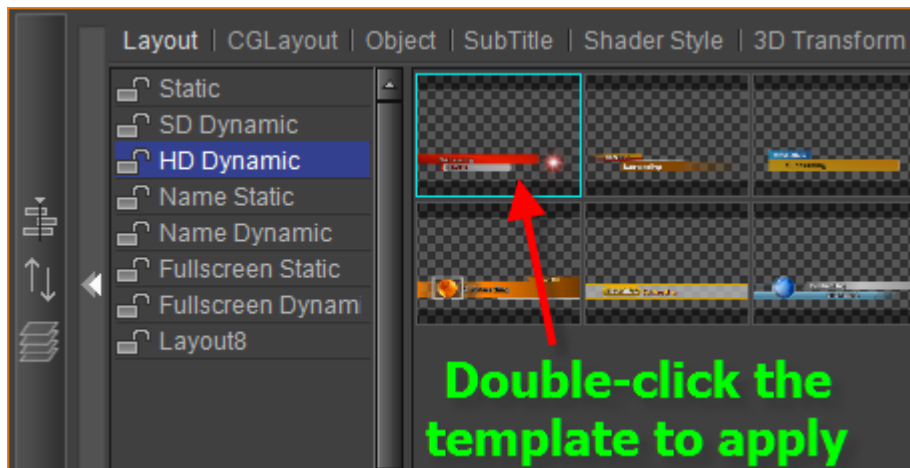


Apply Template

Left click empty layout in Layout List to add a new layout.

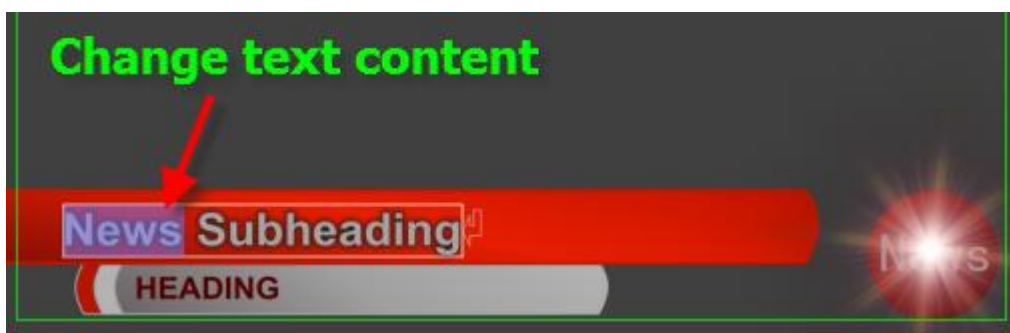
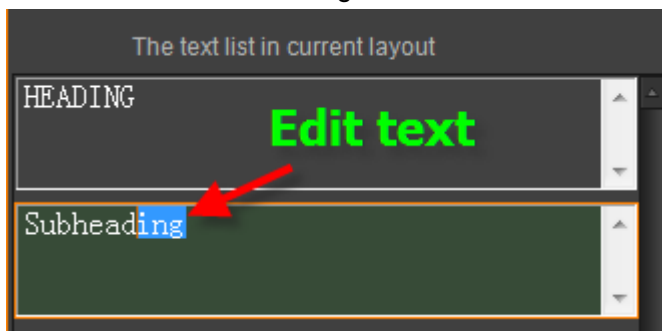


Click **Ctrl+Tab** to switch to Template Library, then double click the selected template to apply it.





Double-click text or press **Shift** and double-click text of group object to change text content. You can also change text content in Text Tab.

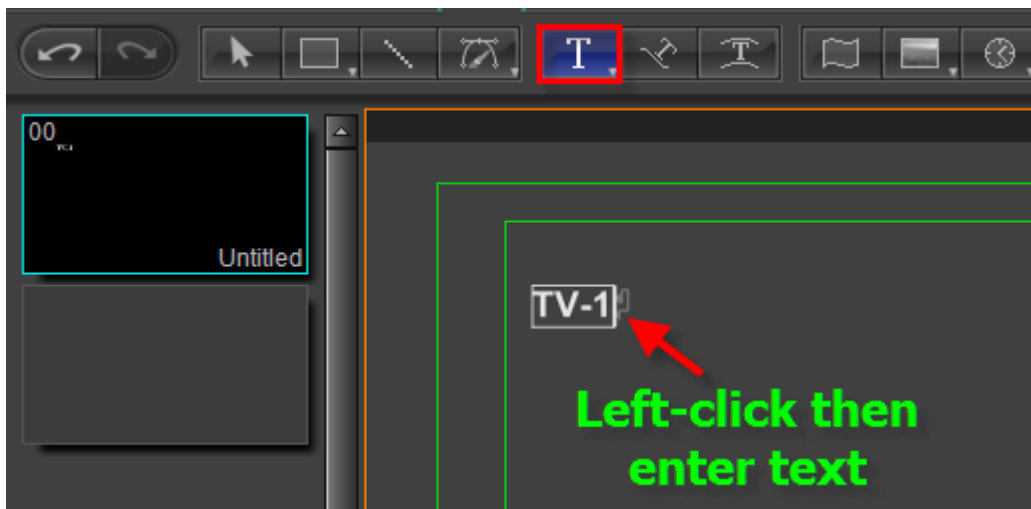


Chapter8: Create Clock Layout and Logo Layout

Create Logo

1. Create Text Object

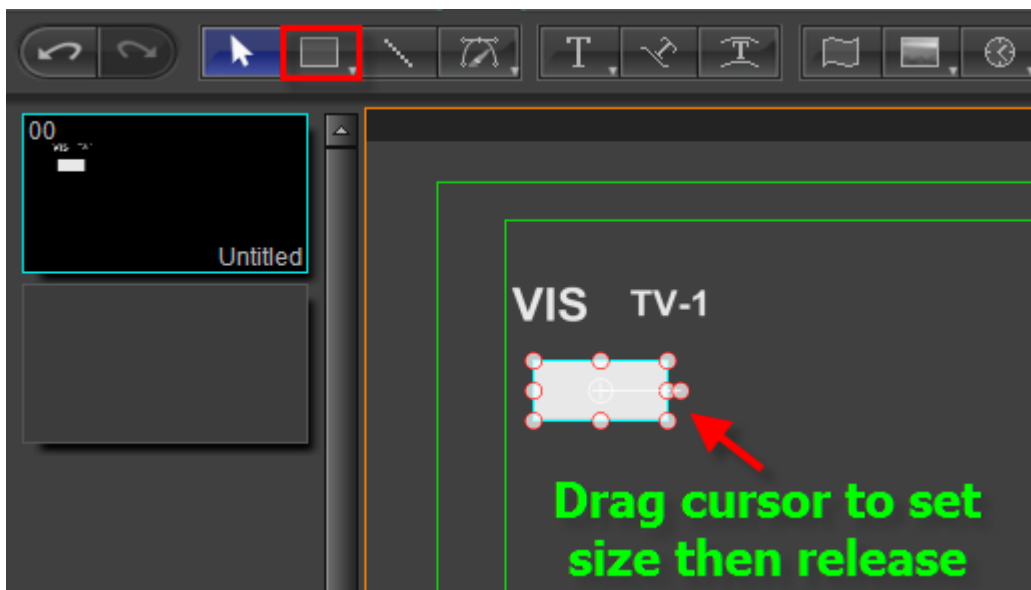
Click on the “**Object**” toolbar and select “**Text**” button, then left click in Edit Screen and enter text. Press **ESC** to exit.



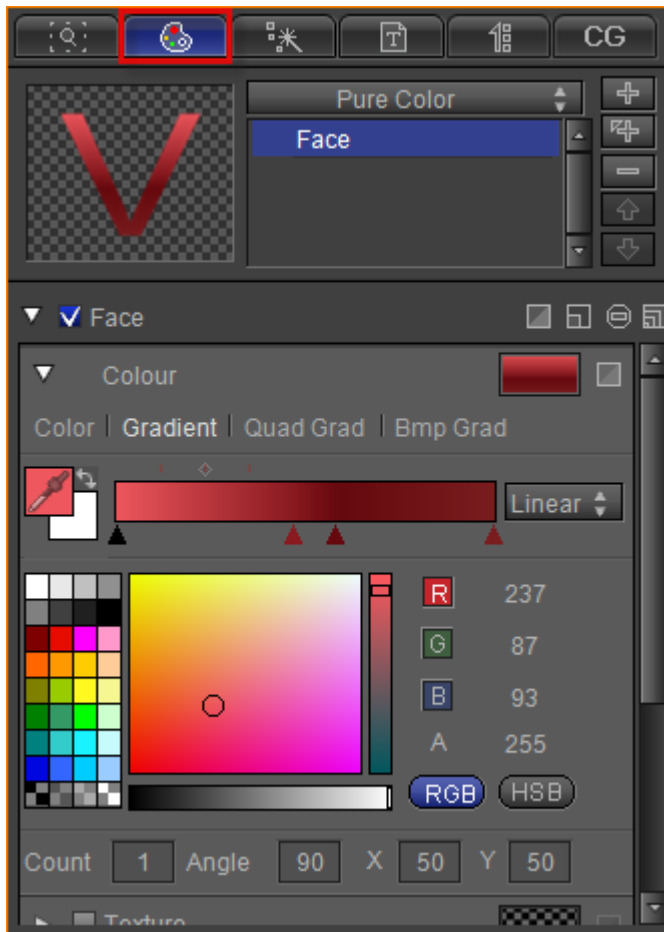
Set the text object bold, font size 51. Use the same method to create other text objects.

2. Create Rectangle Object

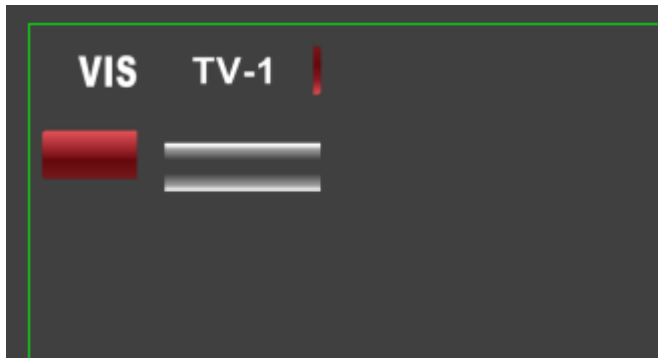
Click on the “**Object**” toolbar and select “**Rect**” button. Drag cursor then release in Edit Screen to create a rectangle object.



In Shader Tab, set rectangle object color.

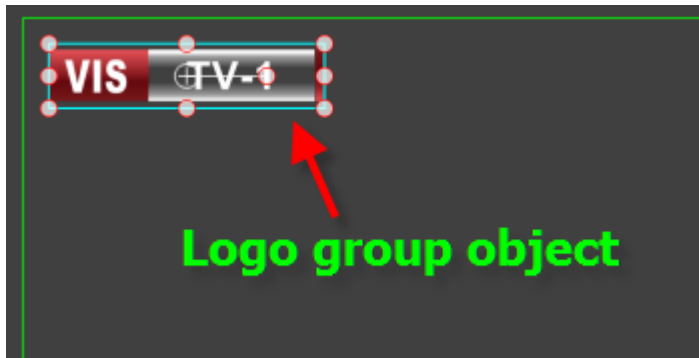


Use the same method to create other rectangle objects and set color for them,



3. Make Group

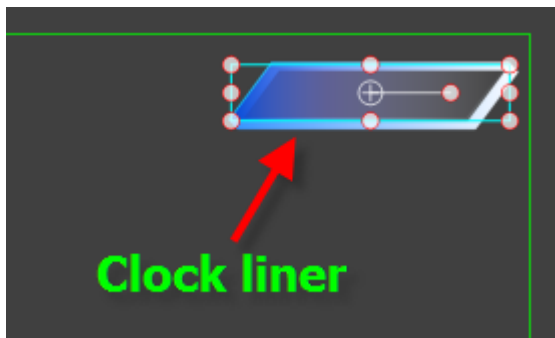
Select text objects and rectangle objects to set position and level. Press **Ctrl+G** or right-click and choose **"Make Group"** from context menu.



Create Clock

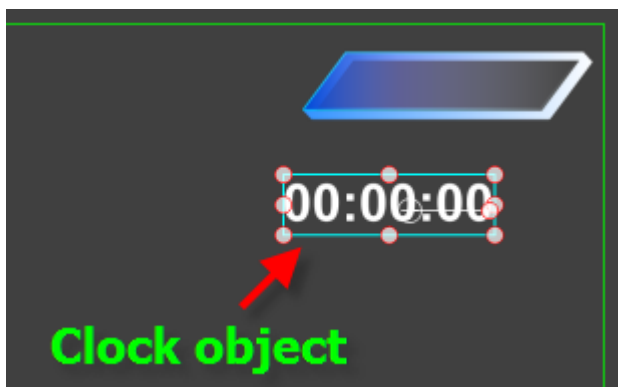
1. Create Clock Liner

Click on the **“Object”** toolbar and select **“Rect”** button. In Edit Screen create a rectangle object, then set position and size. In Shader Tab set the rectangle object color.

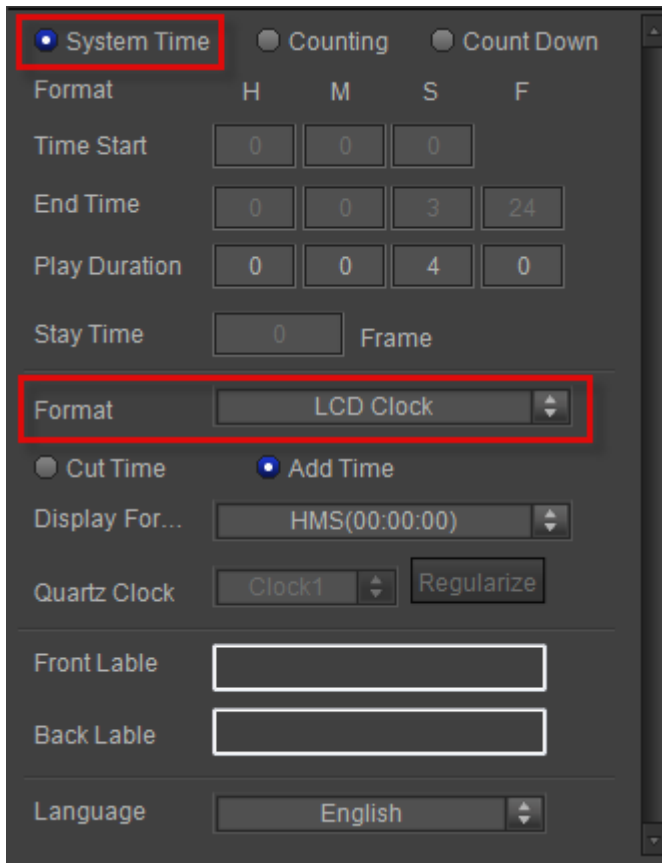


2. Create Clock Object

Click In **“Object”** menu bar, and click on the **“Clock”** button in Tool Bar. Then left click to drag cursor to the appropriate size. Release the mouse button to complete operation.

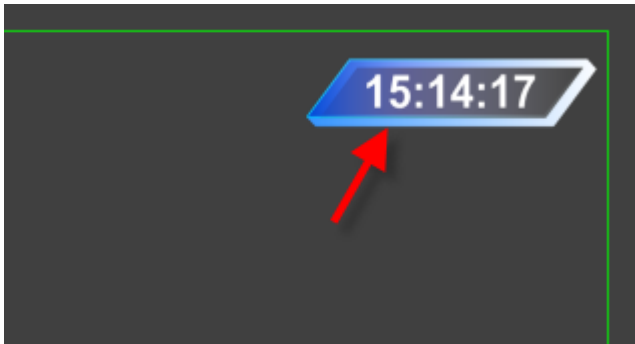


Set font size and in Shader Tab set the clock object color.
In Properties Tab set clock parameters,



Adjust position of clock object and clock liner.

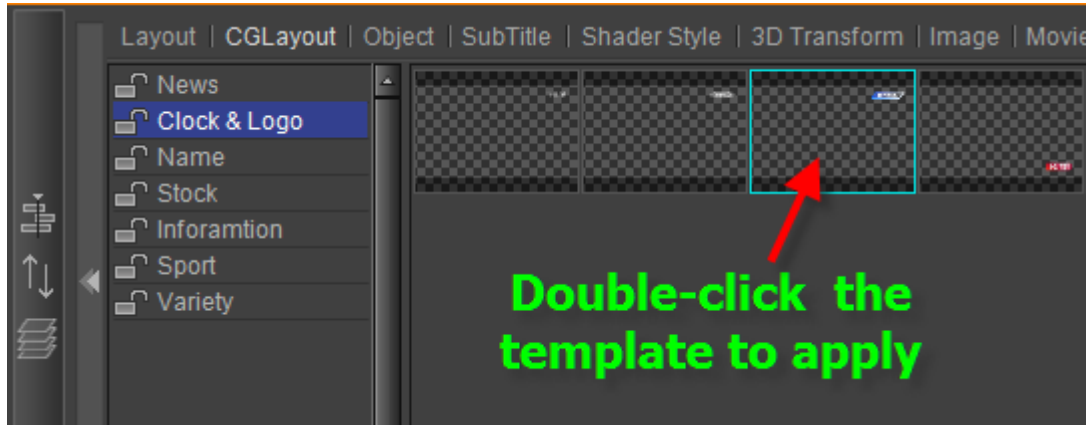
3. Click **“Play”** button to preview.



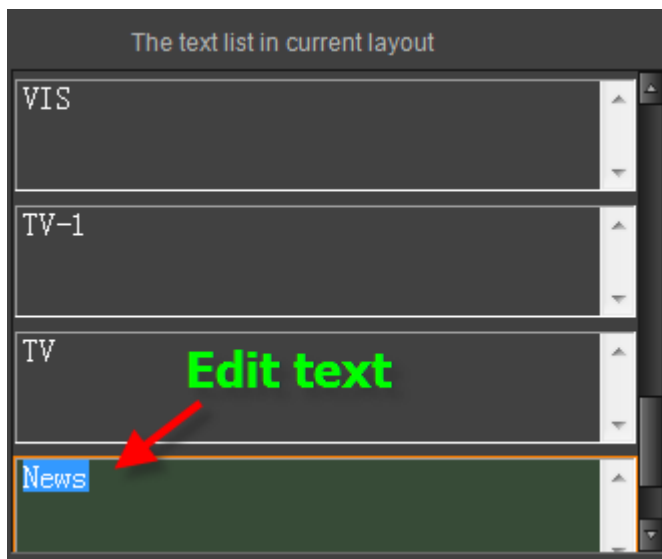
4. Click **“Add”** button in Template Library to save the layout.

Apply Template

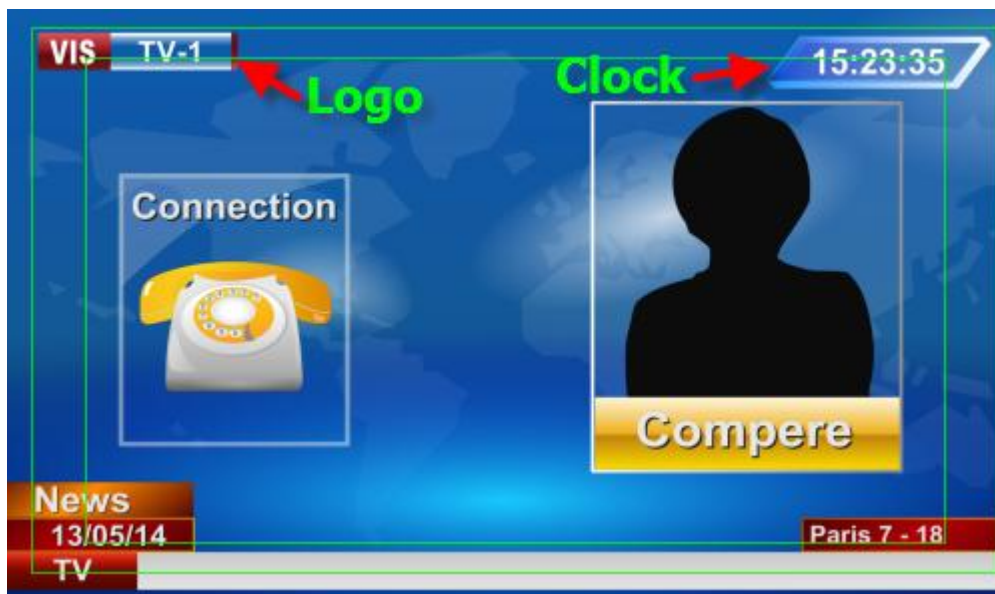
Click **Ctrl+Tab** to switch to Template Library, then double click the selected template to apply it.



Set template position in Edit Screen. You can change logo text content in Text Tab.



Preview:



Chapter9: Create Subtitle

You can create subtitle or apply directly subtitle template.

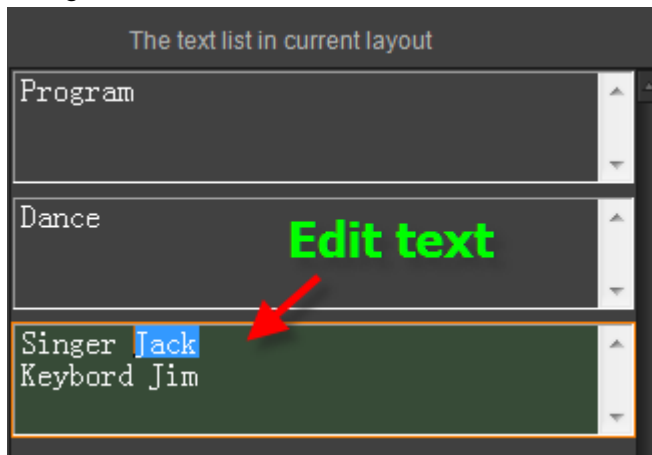
Create Subtitle

1. Create Subtitle Flower

You can create subtitle flower or apply template as subtitle flower.




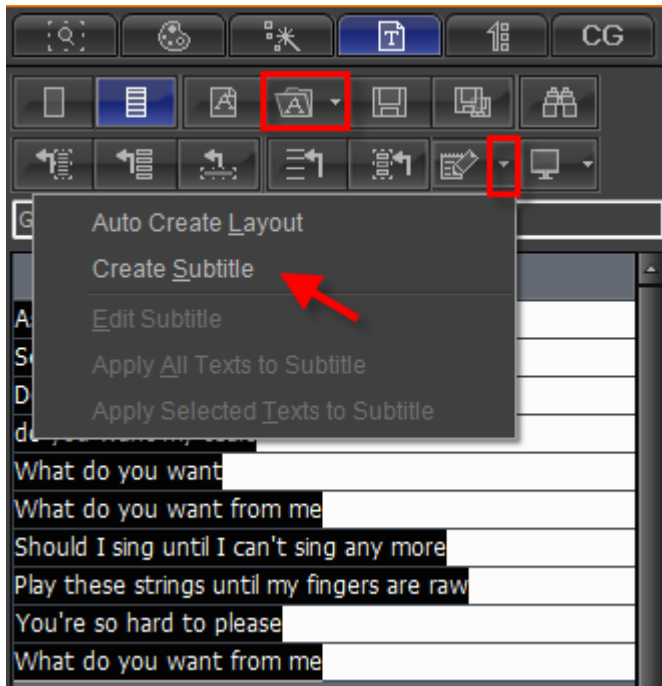
Change subtitle flower text content in Text Tab, such as singer, song title and so on.



2. Create Text Object

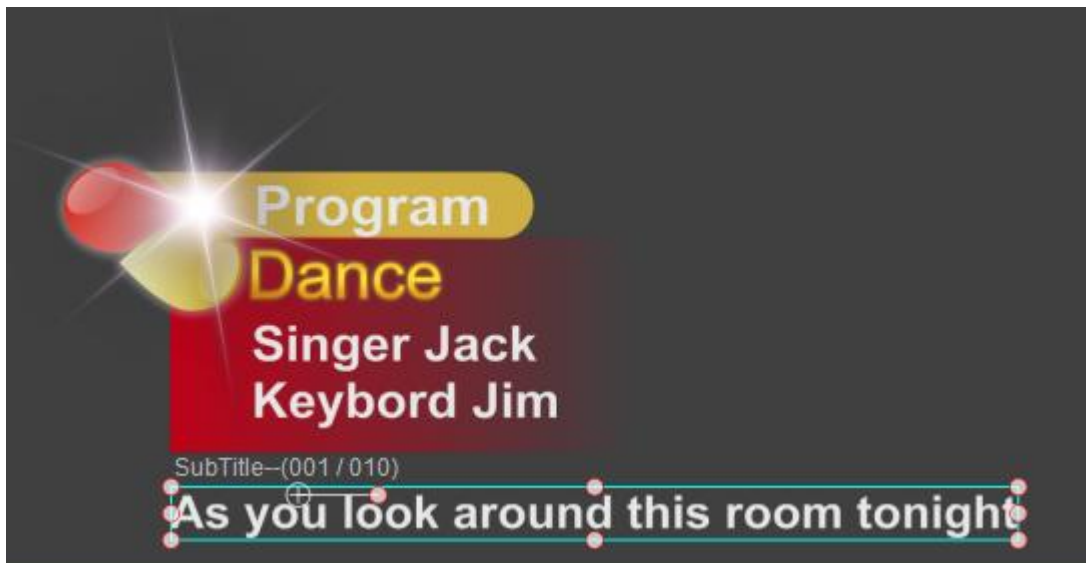
In Text properties tab, enter text or click on “**Open**” button and choose existing text file.

Then press **Ctrl+A**, open the drop-down list of button  and choose “**Create Subtitle**”.



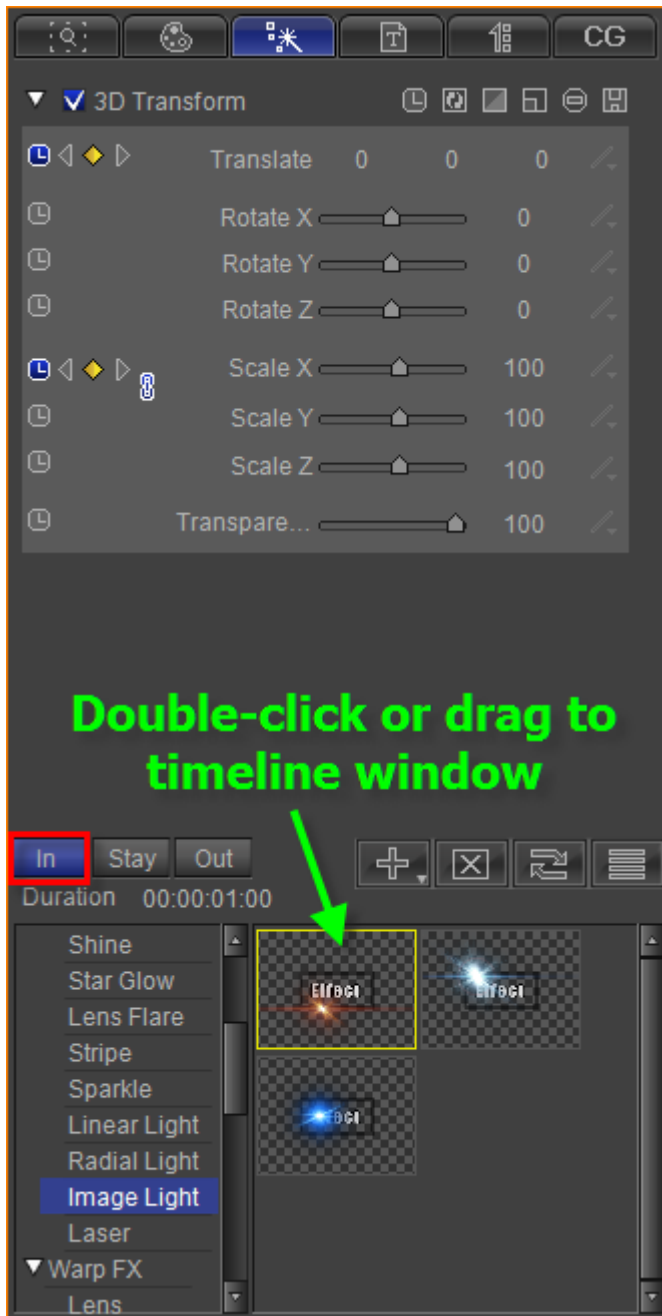
3. Edit Text Properties

In Edit Screen select subtitle text, set position and edit text parameters. In Shader properties tab set text color,

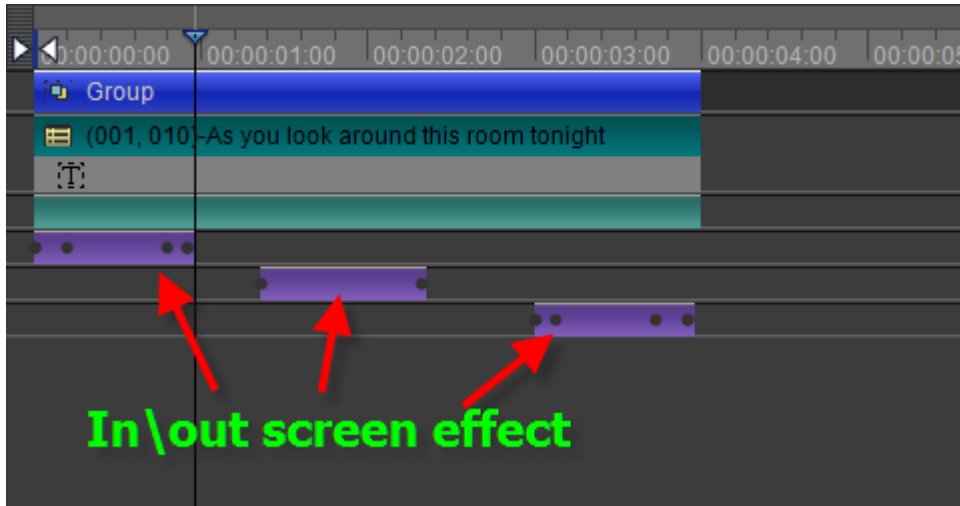


4. Apply Effect

In Effect Tab click “In” button, then double-click selected template to apply.

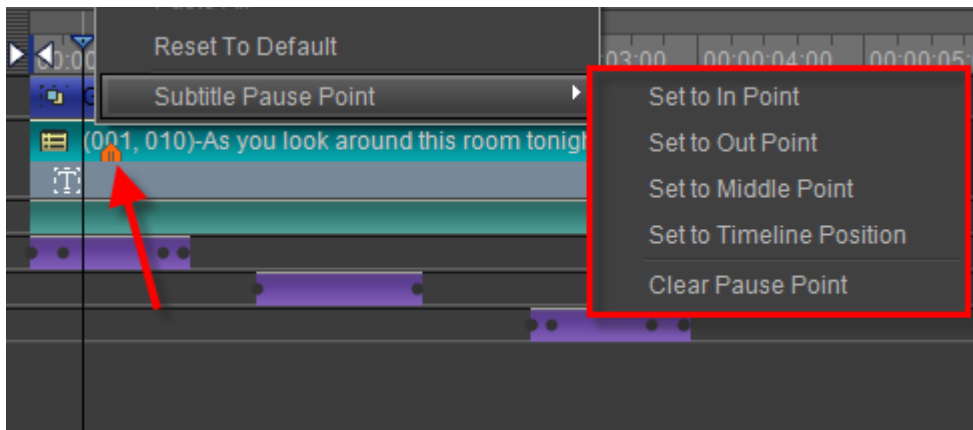


Use the same method to apply out screen effect template.



5. Subtitle Pause Point

Move timeline, right-click subtitle track and choose from the context menu.




Preview,

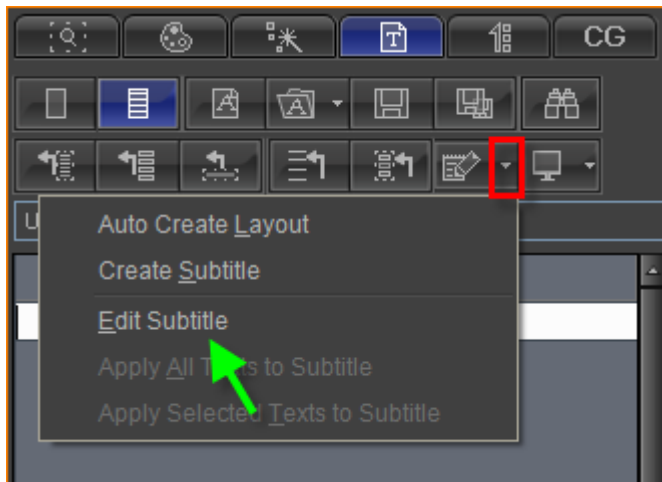


6. Save the subtitle to Template Library when done and use in CG-500 Player Window.

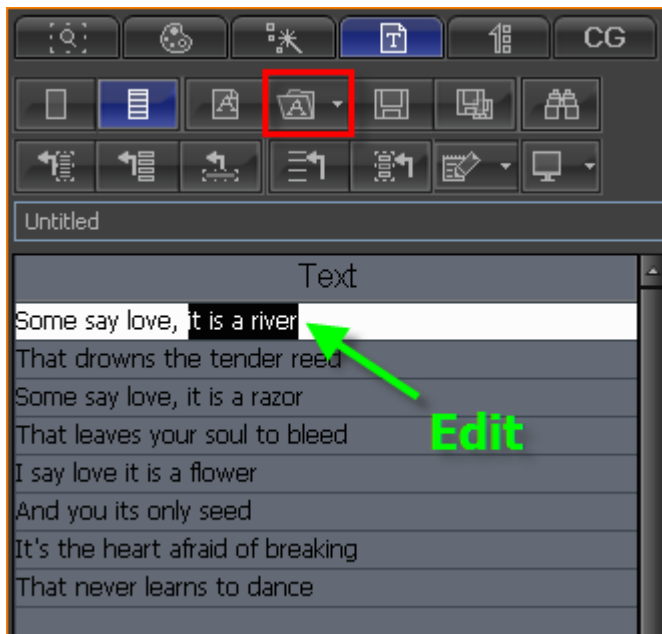
Apply Subtitle Template

1. Click **Ctrl+Tab** to switch to Template Library, then double click the selected subtitle template to apply it.

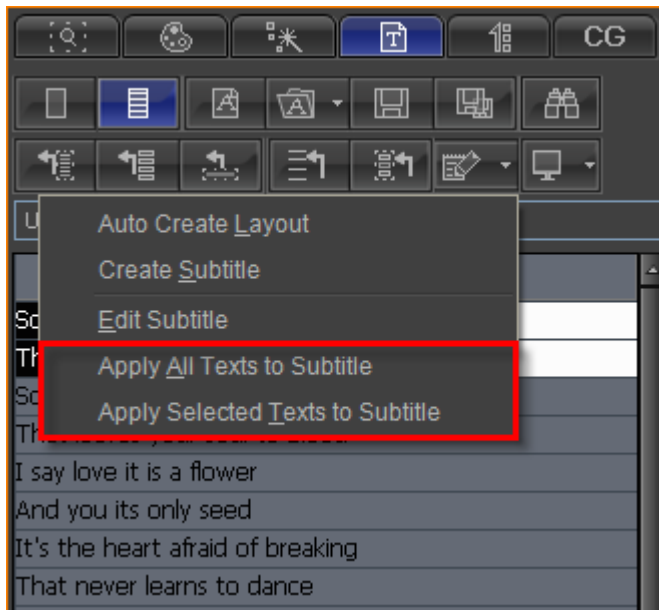
2. In Text Tab open the drop-down list of button  and choose “**Edit Subtitle**”.



Then change subtitle text. You can also import exiting text file,



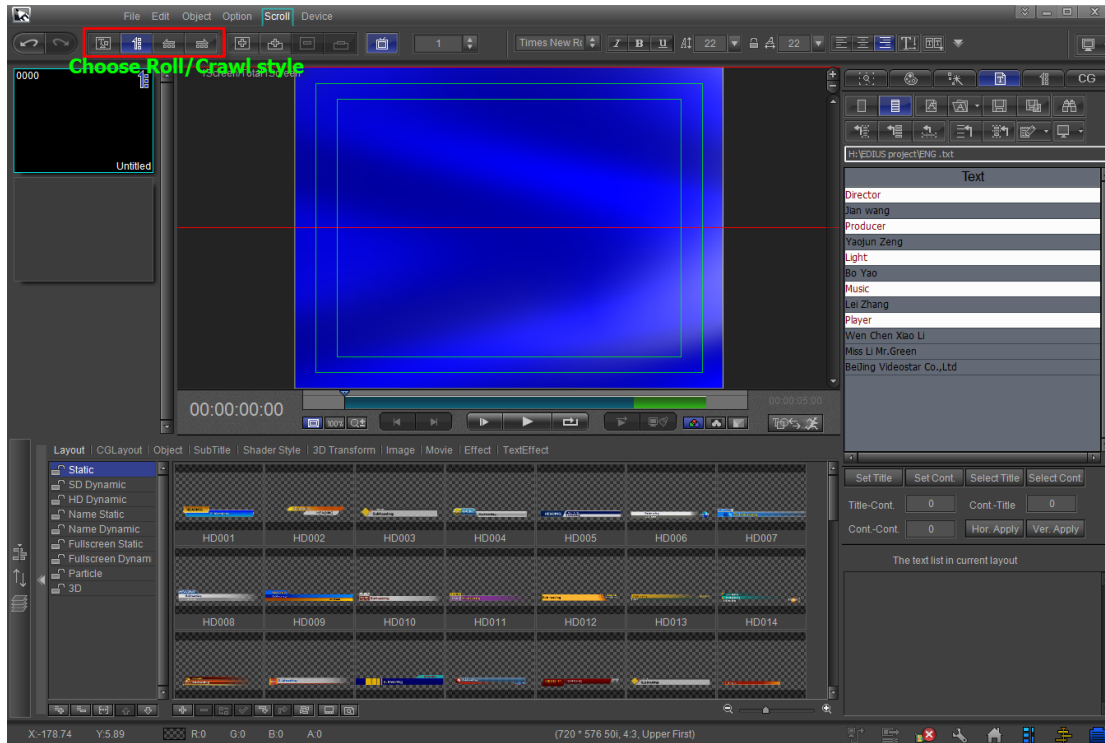
3. After changing text select texts and click the marked in the image below.



4. Save subtitle to Template Library when done and use in CG-500 Player Window.

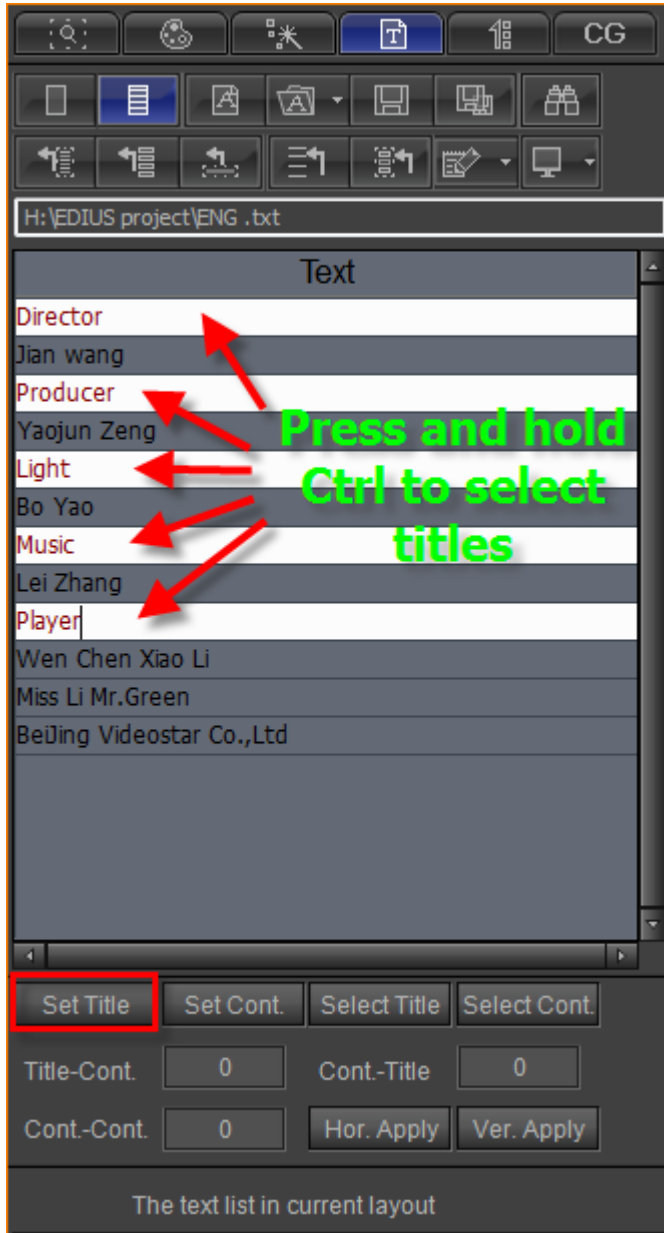
Chapter10: Create Scroll


In the Menu Bar choose “**Scroll**”, set scroll type (up, right, left), and CG-500 will automatically change the current layout into a roll screen.

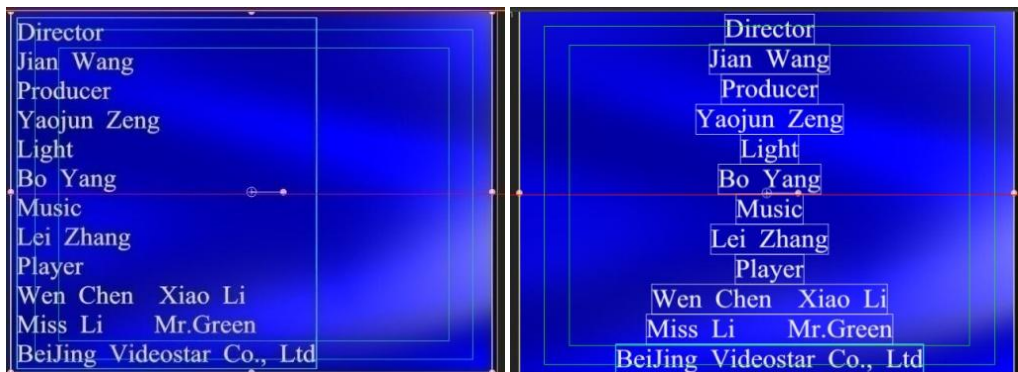



Roll

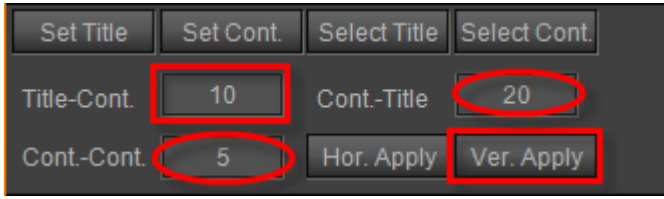
1. Import preset roll screen text in Scroll Tab, then set title and content, Hold **Ctrl**, choose headings then press on button **Set Title**. Headings will turn red. All text under a heading will automatically become its content.



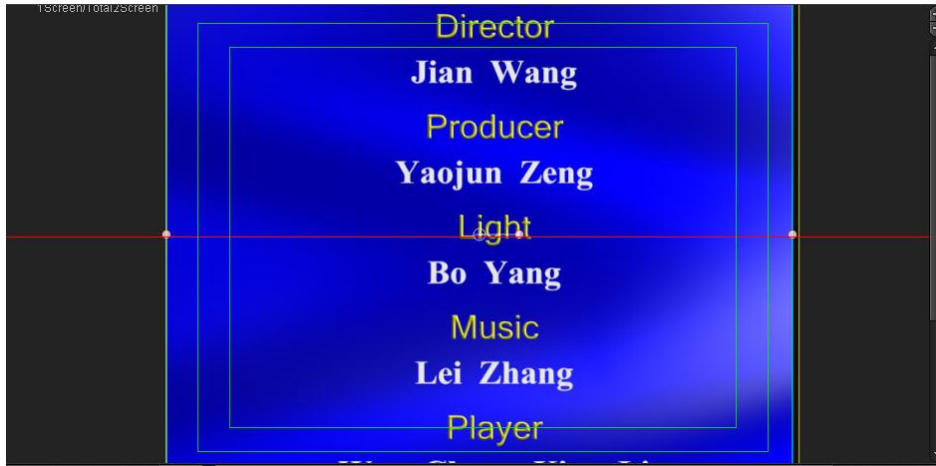
2. Press **Ctrl+A** to select all text, then press  button. The text will appear in the Edit Screen. Press **H** to centre.



3. Set line intervals using parameters in the image below, then click on .



Example:

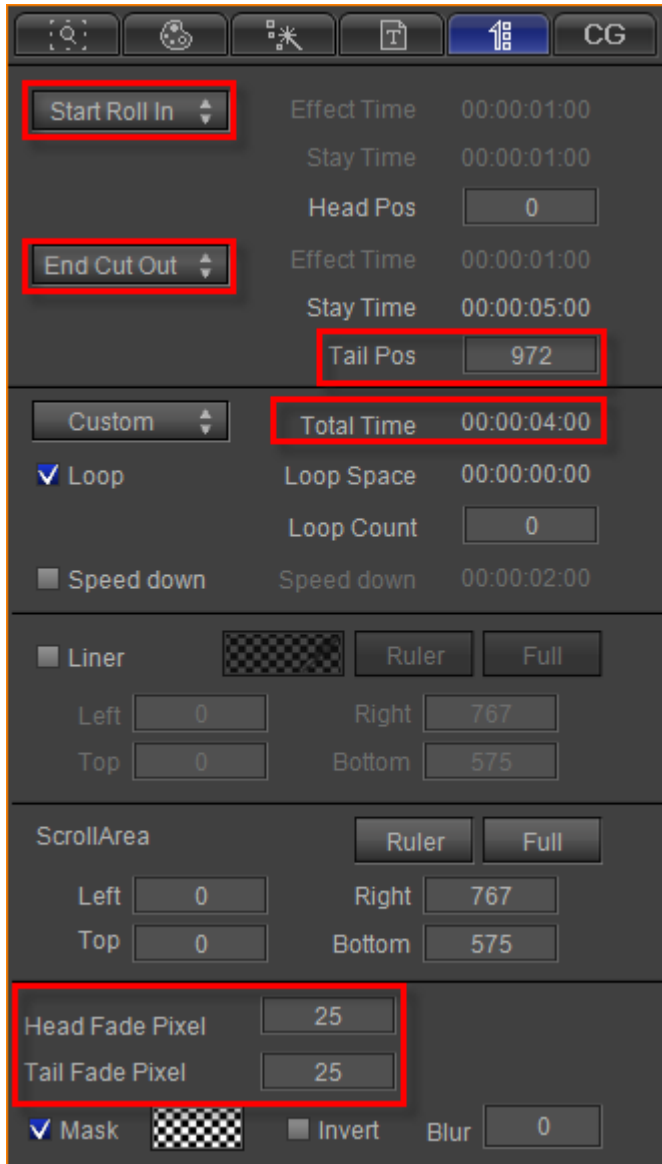


- 4. Press **Set Title** to choose all headings, then apply Shader using the Shader Tab.



The same method can be applied to edit Contents.

- 5. Open the Scroll Tab to set roll parameters.

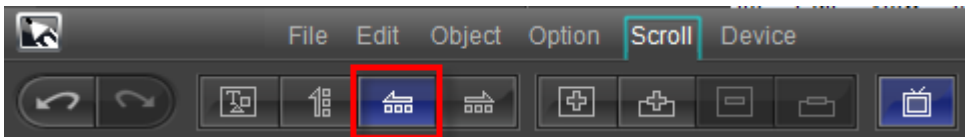



Here you can set In/Out format, Scroll Area, Liner, Mask and play area.

6. Save to Template Library when done, and use in CG-500 Player Window.

Crawl Left

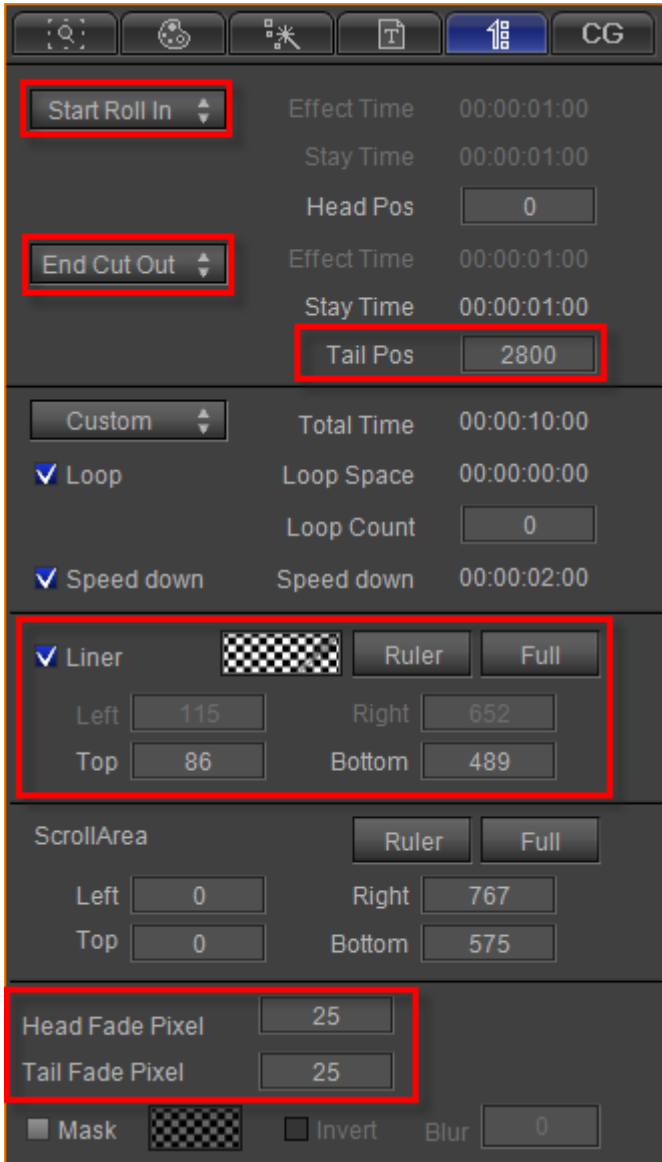
1. In the Menu Bar choose “**Scroll**”, and click “**Crawl Left**” button in the Tool Bar,



2. Import preset text in Scroll Tab. Press **Ctrl+A** to select all text, then press  button. One line text will appear in the Edit Screen then set its position.



- 3. Open the Scroll Tab to set roll parameters. Here you can set In\Out format, Scroll Area, Liner, Mask and play area.

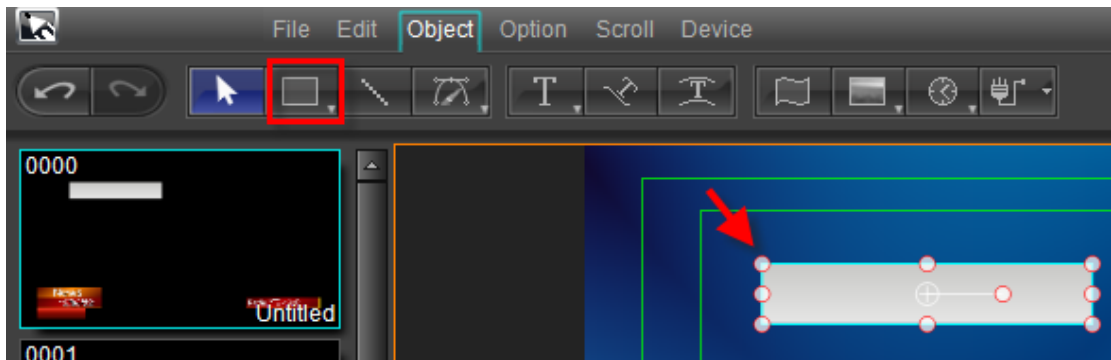


- 4. Save to Template Library when done, and use in CG-500 Player Window.

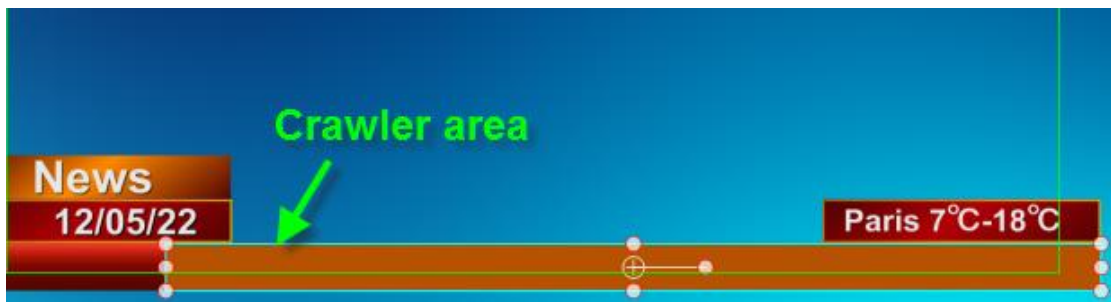
Chapter11: Create Dynamic Data Layout

Crawl Text

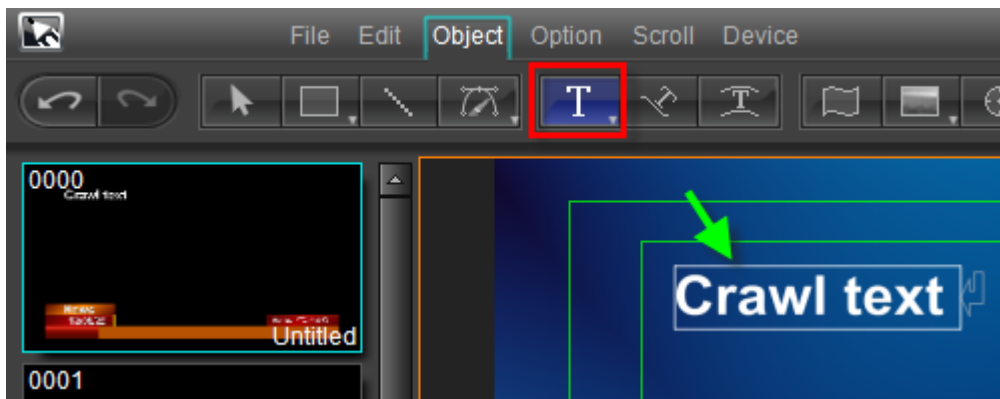
1. Click on the “**Object**” toolbar and select “**Rect**” button. Then create a rectangle as the liner of crawl text in Edit Screen.



Drag the rectangle to crawler area and adjust the size. Then set the color in Shader Tab.



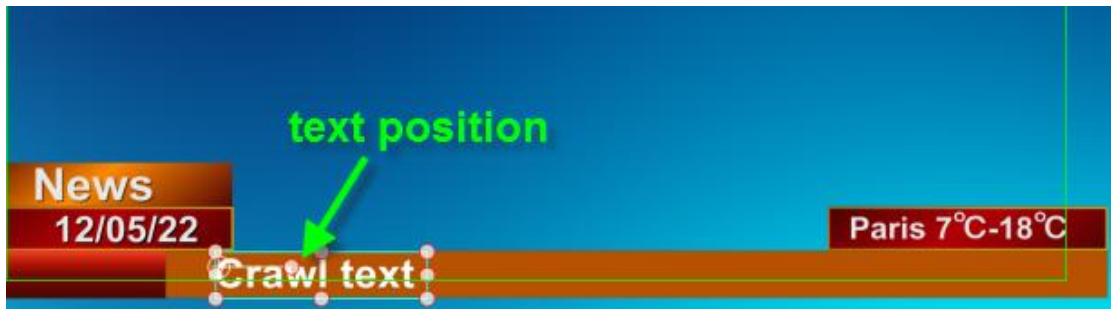
2. Click on the “**Object**” toolbar and select “**Text**” button. Then left click in Edit Screen, enter text.



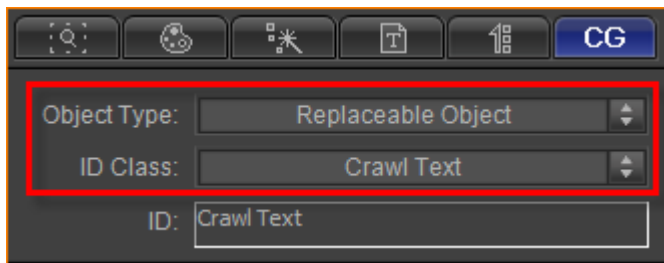
Set text parameters and text position.



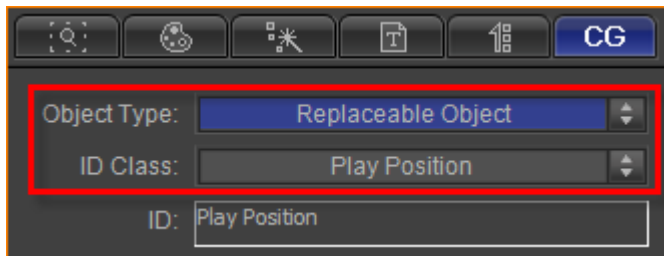
In Shader Tab set text object color,



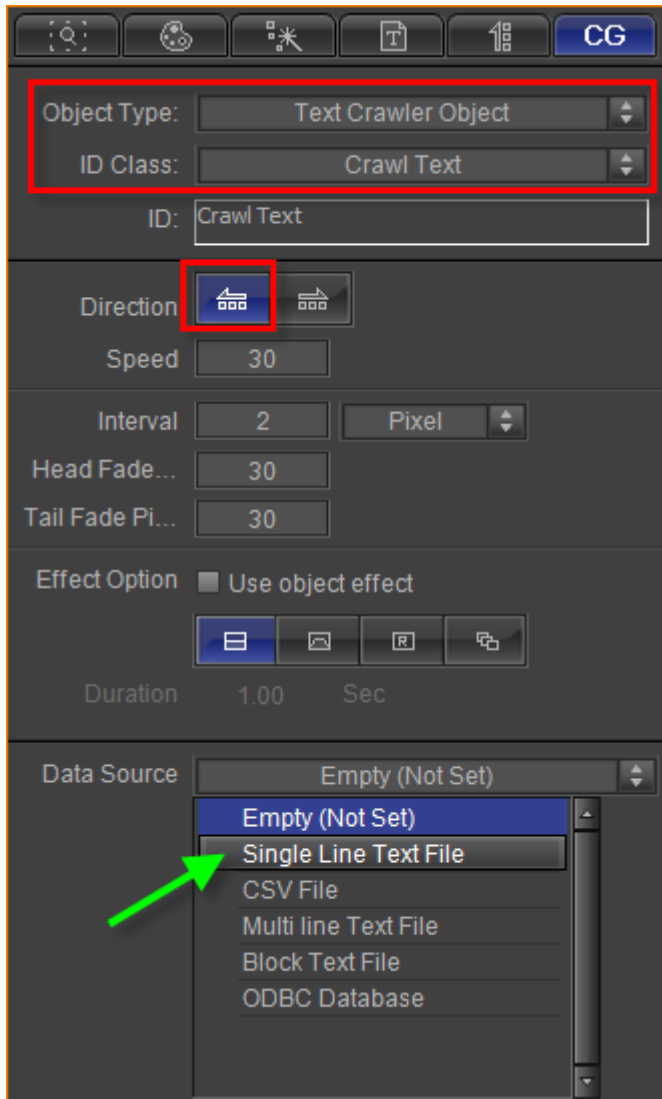
3. Select text object. Then in CG properties tab set Object Type and ID Class as "Replaceable Object" and "Crawl Text".



Select rectangle object. Then in CG properties tab set Object Type and ID Class as "Replaceable Object" and "Play Position".

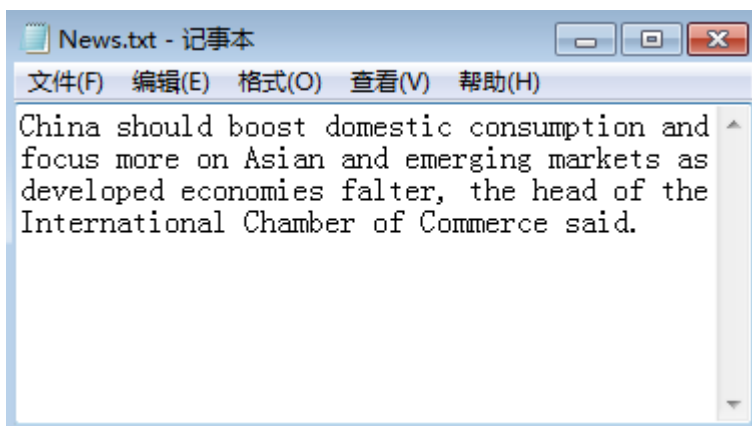
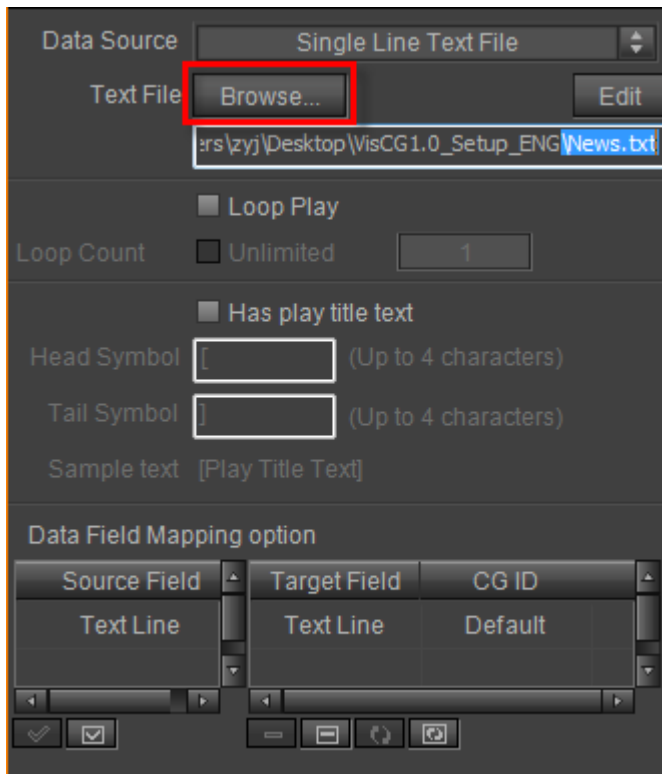


4. Select text objects and rectangle objects, then Press **Ctrl+G** or right-click and choose "Make Group" from context menu.
Click group object. In CG Tab set CG properties parameters,



You can refer to <CG-500 using guide> to set data source.

Set data source file as "Single Line Text File". Click "**Browse**" button to choose text file and edit it.



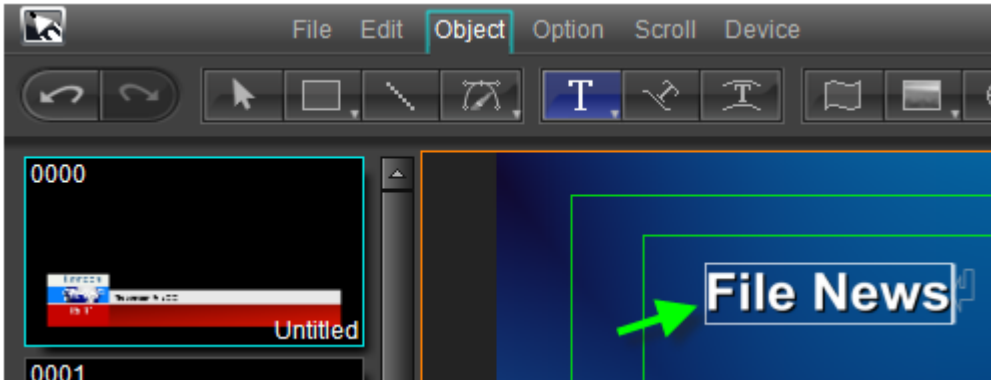
5. Preview



Flip News

1. Create Text Object

Click on the “**Object**” toolbar and select “**Text**” button, then left click in Edit Screen and enter text. Press **ESC** to exit.

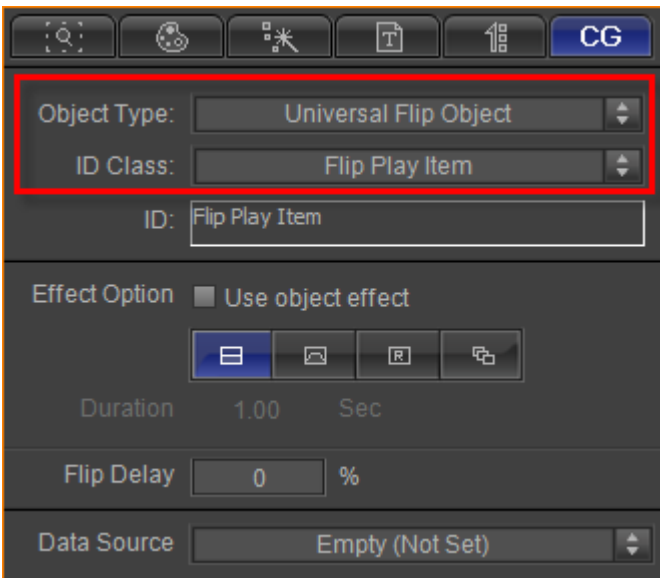


In Edit Screen set text position and edit text parameters. In Shader properties tab set text color,

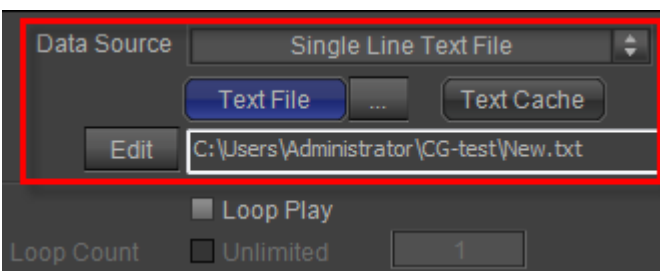


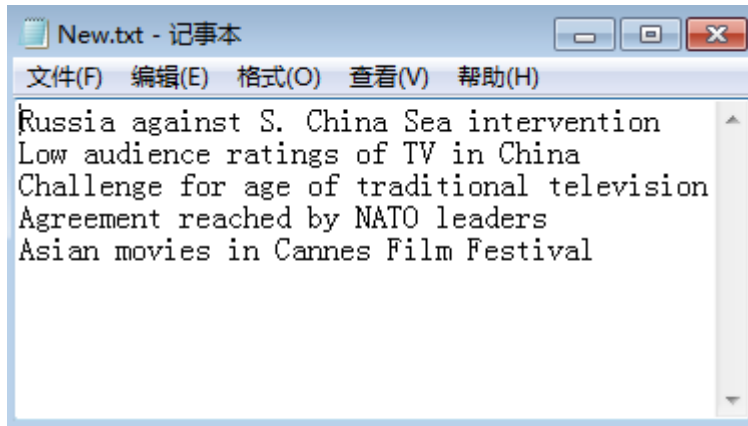
2. Set CG Parameters

In CG properties tab set Object Type and ID Class as “Universal Flip Object” and “Flip Play Item”.



Set data source file as “Single Line Text File”. Click “**Browse**” button to choose text file and edit it.





3. Preview.



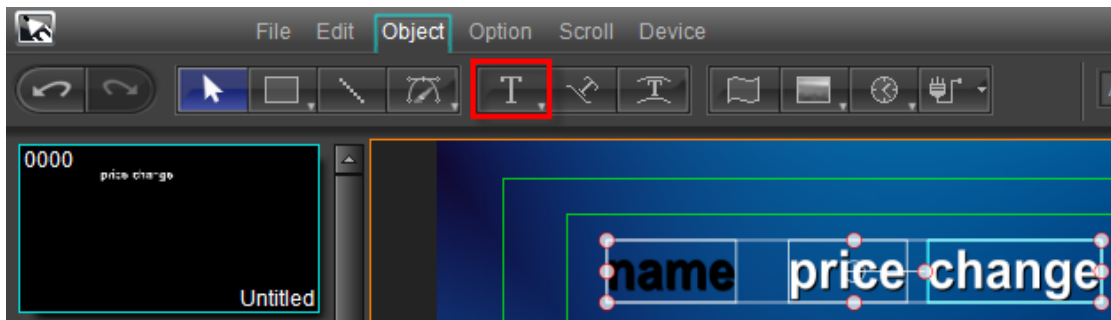
Stock

Crawl Stock

Stock Price Goup Group

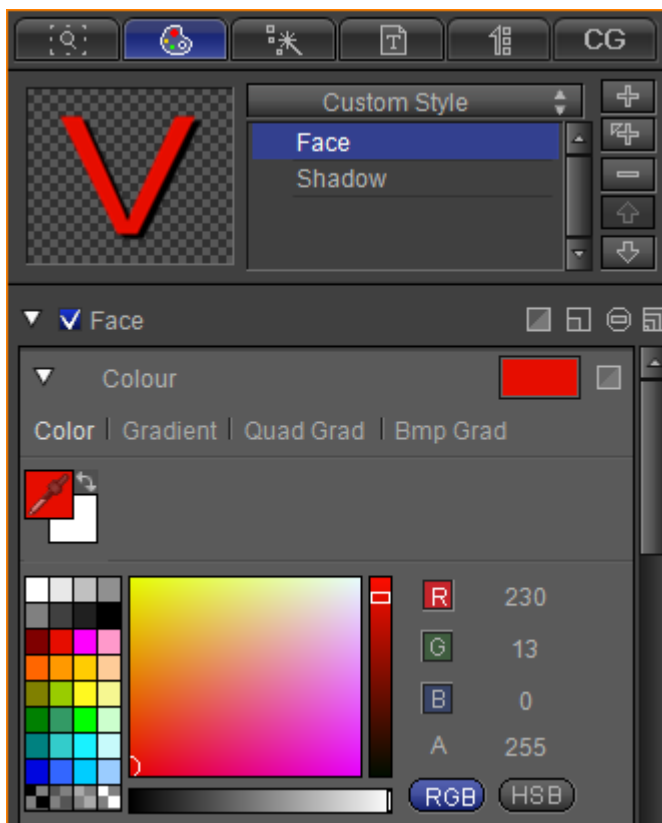
1. Create Text

Click on the “**Object**” toolbar and select “**Text**” button, then left click in Edit Screen and enter text. Press **ESC** to exit. Use the same method to create two text objects again. Set the three text object as stock name, stock price and stock change.



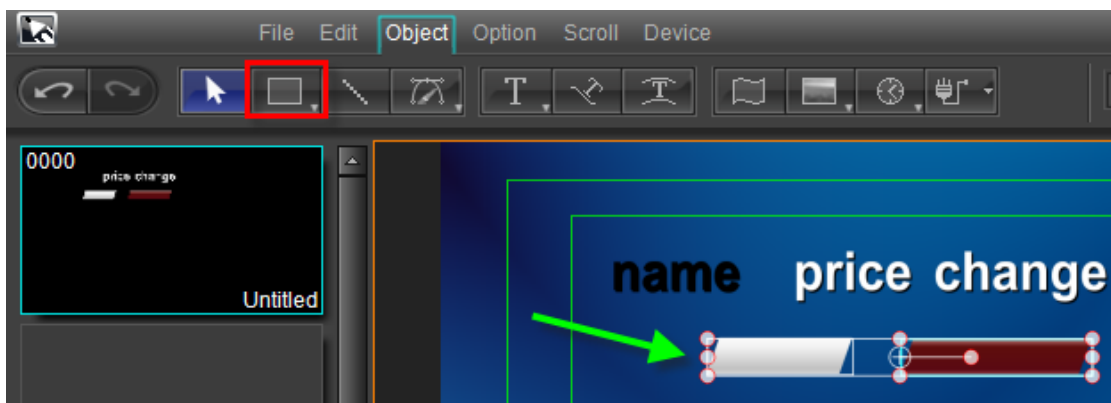
Shader

In Shader Tab set text object color,



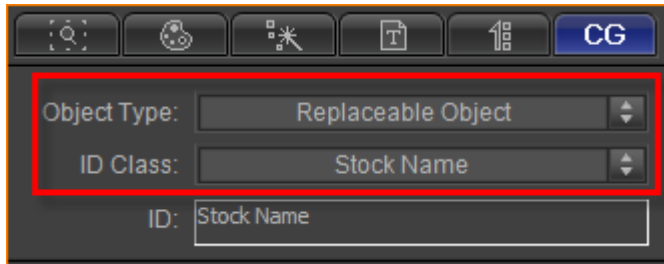
2. Create Rectangle

Click on the "**Object**" toolbar and select "**Rect**" button. Then create two rectangles as the liner of stock texts in Edit Screen.

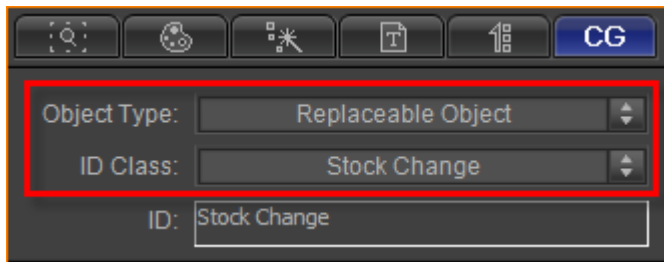
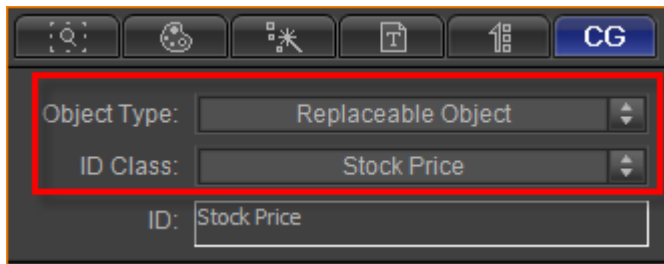


3. Set CG Parameters

Select stock name text. In CG properties tab set Object Type and ID Class as “Replaceable Object” and “Stock Name”.



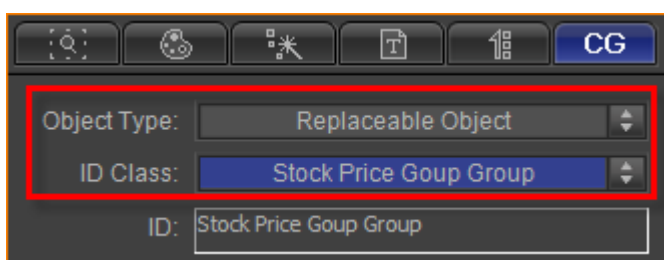
Set CG parameters for stock price text and stock change text,



In Edit Screen select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.



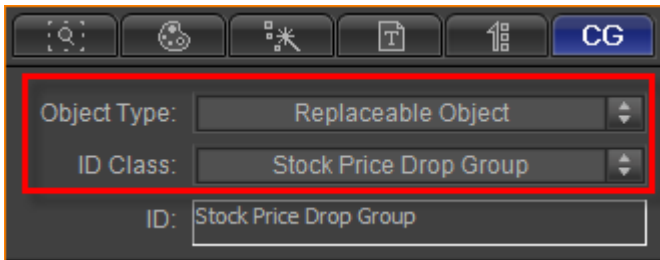
Select group object, set Object Type and ID Class as “Replaceable Object” and “Stock Price Goup Group”



Stock Price Drop Group

Use same method to make the stock price drop group. Or copy stock price group then change properties parameters.

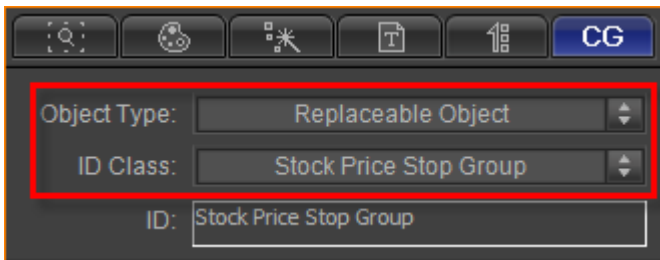
Set CG parameters for stock price drop group object,



Stock Price Stop Group

Use same method to make the stock price stop group. Or copy stock price group then change properties parameters.

Set CG parameters for stock price stop group object,



Crawl Stock Position

1. Click on the “**Object**” toolbar and select “**Rect**” button. Then create a rectangle. In Shader Tab set the color.



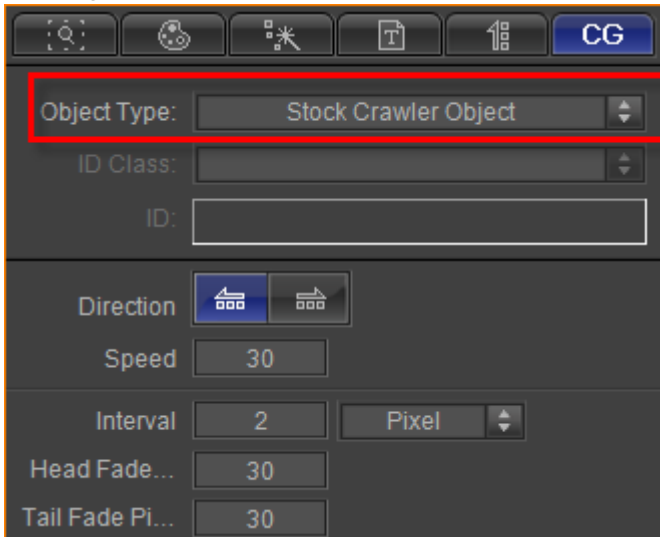
Set rectangle alpha 0.

2. Select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.



Set CG Parameters for Play Group

Select group object. In CG Tab set Object Type as “Stock Crawler Object”,



Set data source file as “CSV File”. Click “**Browse**” button to choose file and edit it.

Data Source CSV File

Text File Browse... Edit

C:\Users\Administrator\CG-test\Stock Date.csv

Field Counts 0

Field Symbol ,

Loop Play

Loop Count Unlimited 1

Has play title text

Head Symbol [(Up to 4 characters)

Tail Symbol] (Up to 4 characters)

Sample text [Play Title Text]

	A7		Books		
	A	B	C	D	E
1		12	10.06%		
2	Spin	21.52	10.02%		
3	Marine	17.7	-5.61%		
4	Traffic	7.59	5.27%		
5	Auto	15.13	5.22%		
6	Network	59.4	-5.08%		
7	Books	3.35	5.02%		
8	Wood	7.55	-5.01%		
9	STGY	6.29	5.01%		
10	Tourism	10.48	-5.01%		
11	STTH	12.49	4.96%		
12	Steel	9.1	4.96%		
13	NASA	6.2	4.91%		
14	cisco	27.97	4.76%		
15	丽鹏股份	13.3	4.72%		

Preview



Flip Stock

1. Use the method of creating crawl stock to make stock price group, stock price

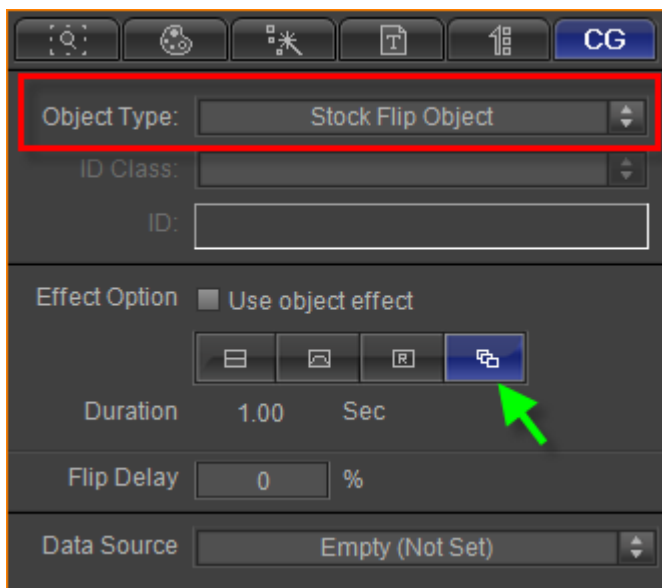
drop group and stock price stop group.



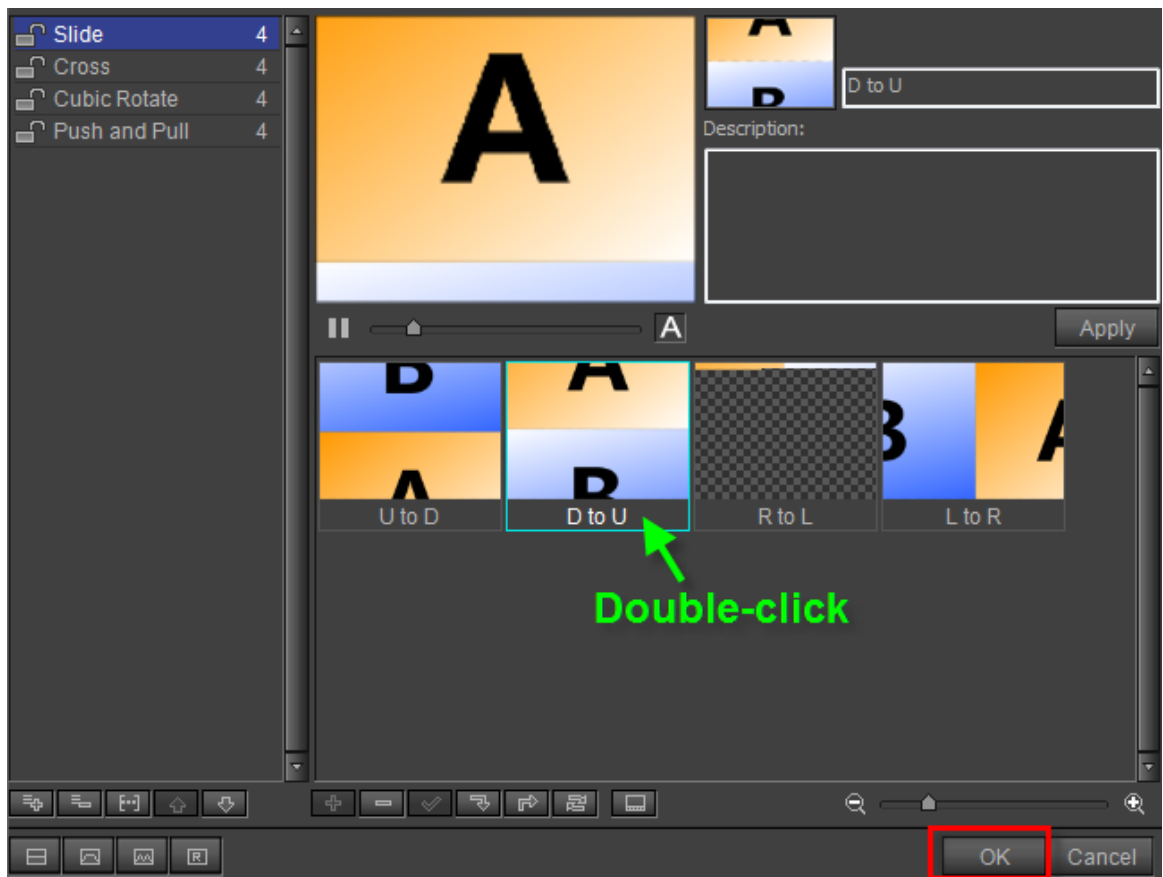
2. Select three groups then press **C**. Press **Ctrl+G** to make group.



3. In CG Tab set Object Type as "Stock Flip Object",

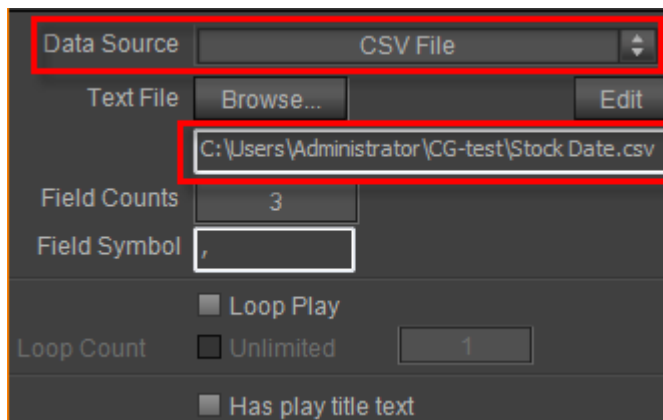


Click the marked button in the image above to open Transition Library Window, then choose a transition template,



4. Add Stock Data

Set data source file as "CSV File". Click "**Browse**" button to choose file and edit it.



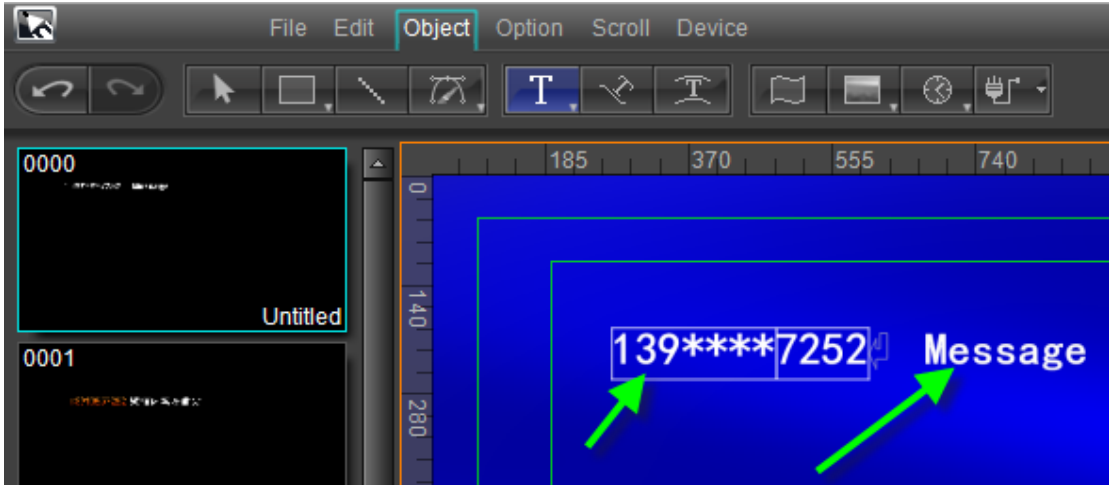
A7		Books			
	A	B	C	D	E
1		12	10.06%		
2	Spin	21.52	10.02%		
3	Marine	17.7	-5.61%		
4	Traffic	7.59	5.27%		
5	Auto	15.13	5.22%		
6	Network	59.4	-5.08%		
7	Books	3.35	5.02%		
8	Wood	7.55	-5.01%		
9	STGY	6.29	5.01%		
10	Tourism	10.48	-5.01%		
11	STTH	12.49	4.96%		
12	Steel	9.1	4.96%		
13	NASA	6.2	4.91%		
14	cisco	27.97	4.76%		

- Press **F5** to preview.

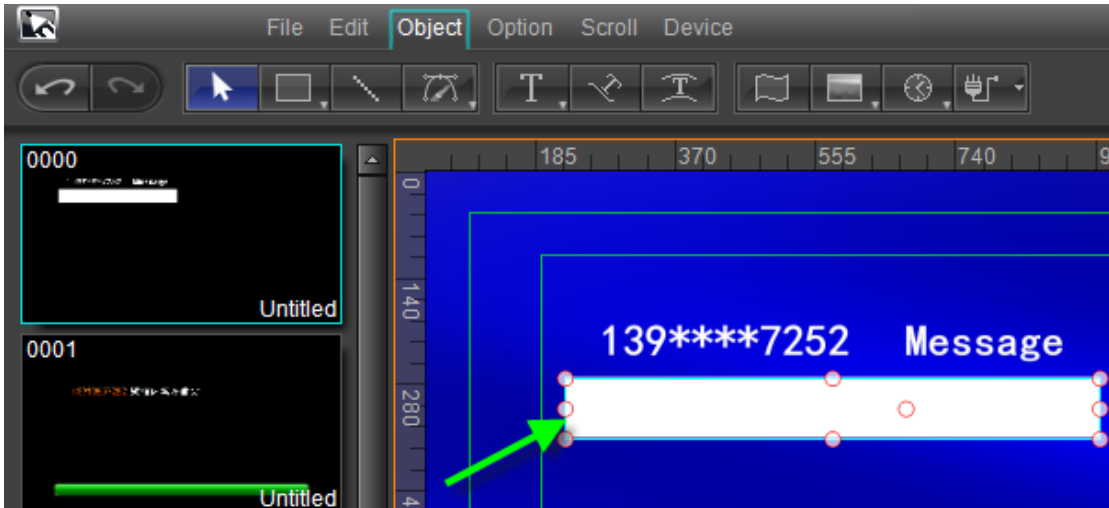


Message

- Click on the **Object** toolbar and select **Text** button. Then create two text objects as telephone object and message object,



Click on the “Object” toolbar and select “Rect” button. Then create a rectangle in Edit Screen,



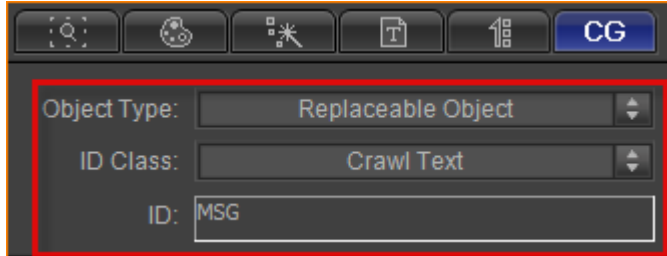
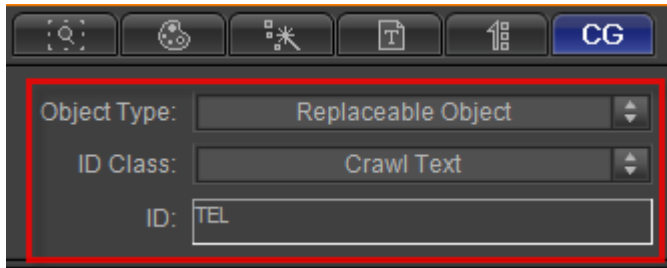
2. Set rectangle object size and position. Select text object and set text object parameters,



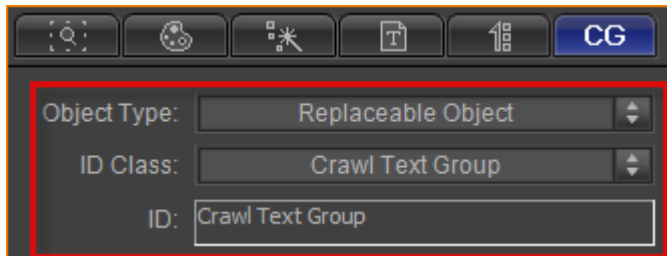
In Edit Screen set text-object position and level. In Shader Tab set color for rectangle object and text object.



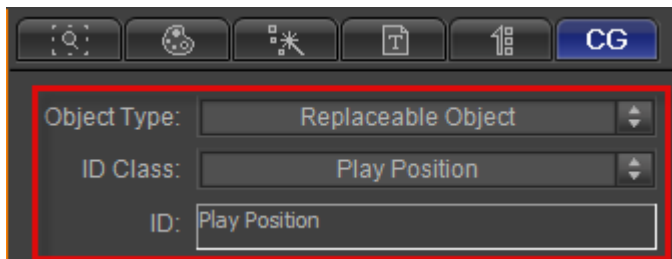
3. Select telephone object. In CG Tab set Object Type, ID Class and ID as “Replaceable Object”, “Crawl Text” and “TEL”; select message object. In CG Tab set Object Type, ID Class and ID as “Replaceable Object”, “Crawl Text” and “MSG”,



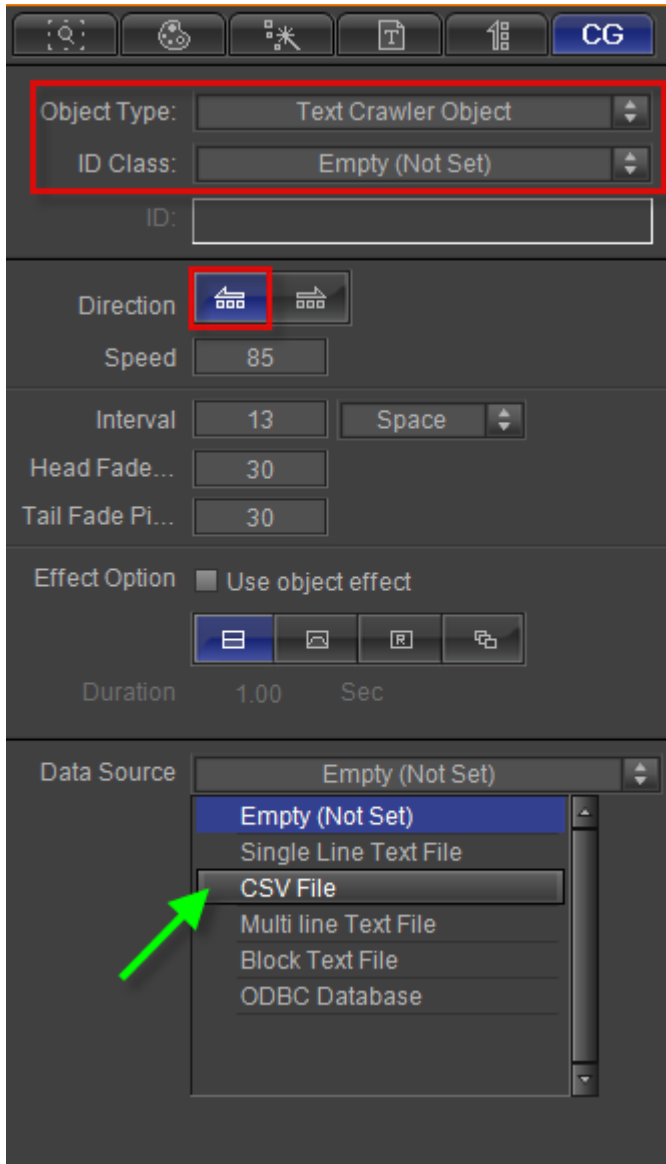
Select the two text objects and make group. Then in CG Tab set Object Type and ID Class for the group object,



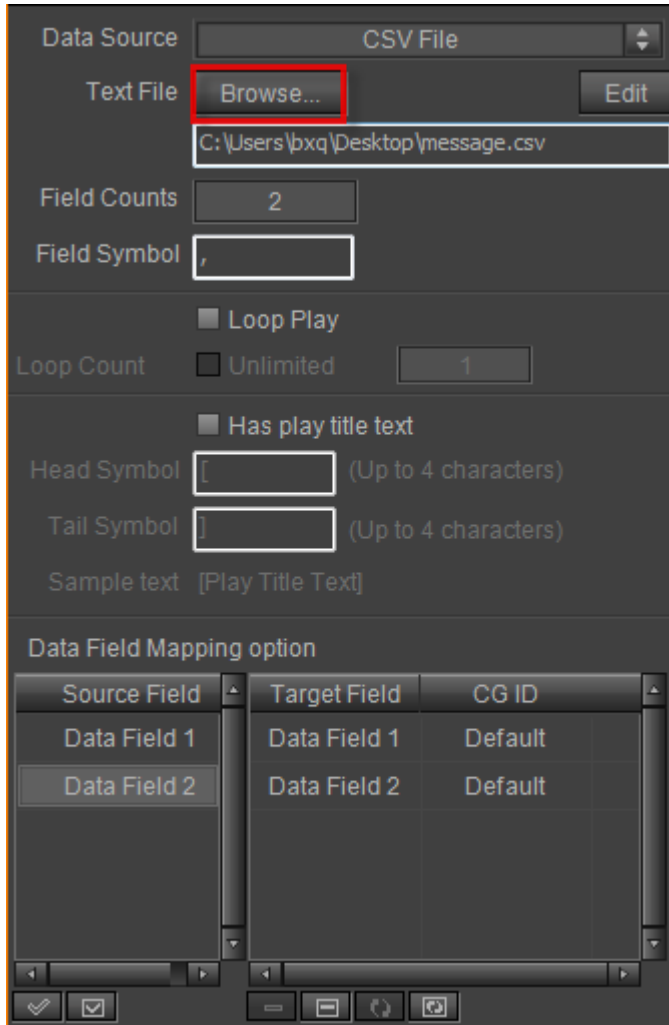
Select rectangle object. In CG Tab set Object Type and ID Class,



4. Select rectangle object and text group object then make group. In CG Tab set CG parameters for the new group object,

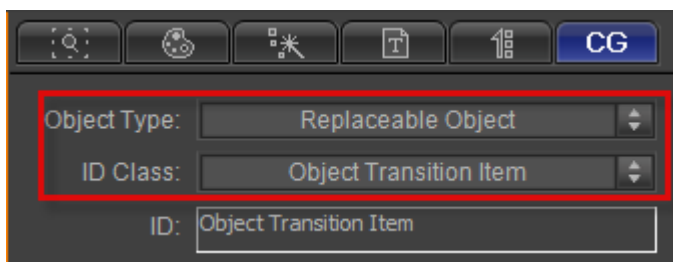


Set data source file as "CSV File". Click "**Browse**" button to choose file and edit it.

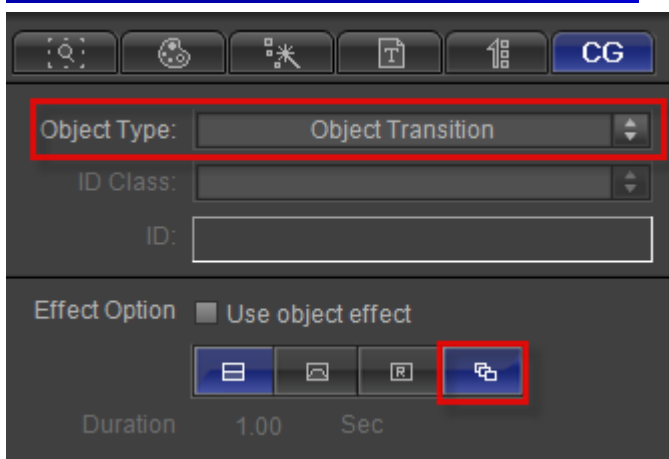


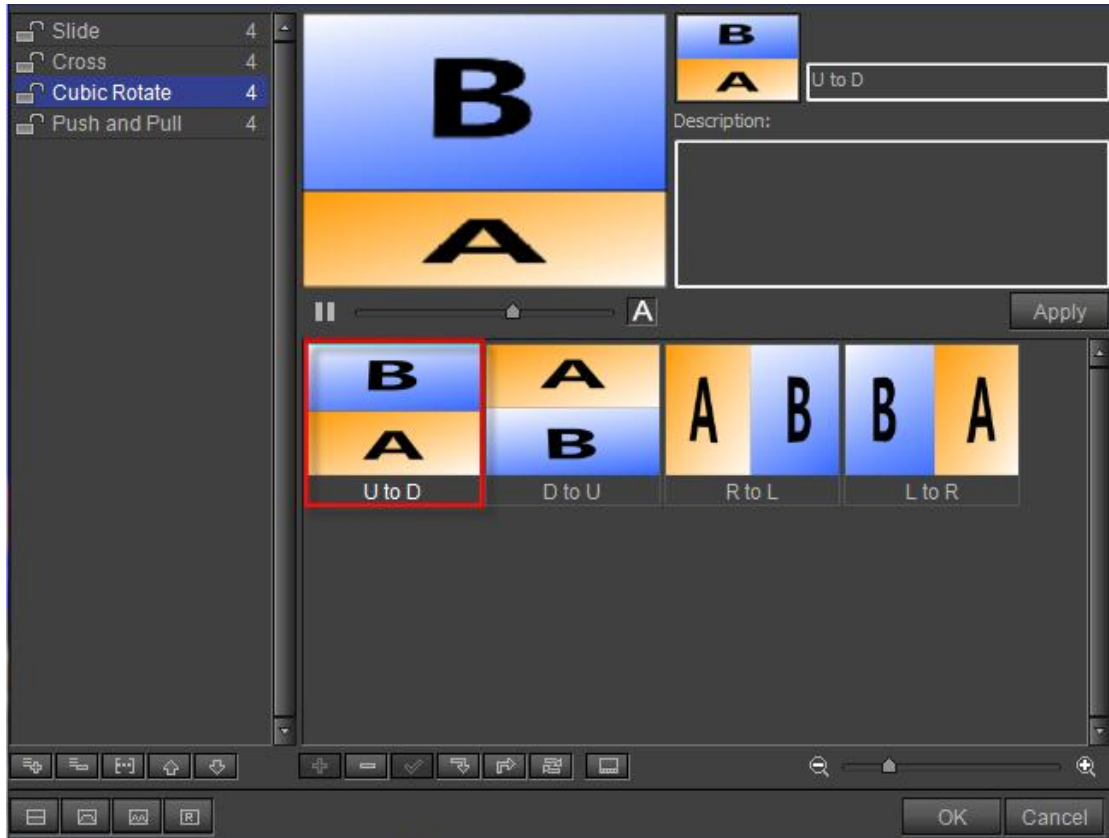
	A1		fx	134****1024					
	A	B	C	D	E	F	G	H	I
1	134****1024	The measure has been defeated by 42 votes to 30.							
2	156****1548	This is a friendly world.							
3	132****4578	The pity is that I cannot attend the show.							
4	159****2365	We must do so in a world in which we must compete for every opportunity.							
5	138****1548	The issue will be not resolved soon.							
6	187****4892	How long can the present business boom last?							
7	132****5648	We all hanker for peace.							
8	138****4268	The network should not be optimised for any particular application.							
9	159****2645	Kids are not our property. They are free.							
10	158****5486	College is more on discovering yourself and your future.							
11									
12									

5. Create three text objects and a rectangle object. In CG Tab set Object Type and ID Class as “Replaceable Object” and “Object Transition Item” for three text objects.

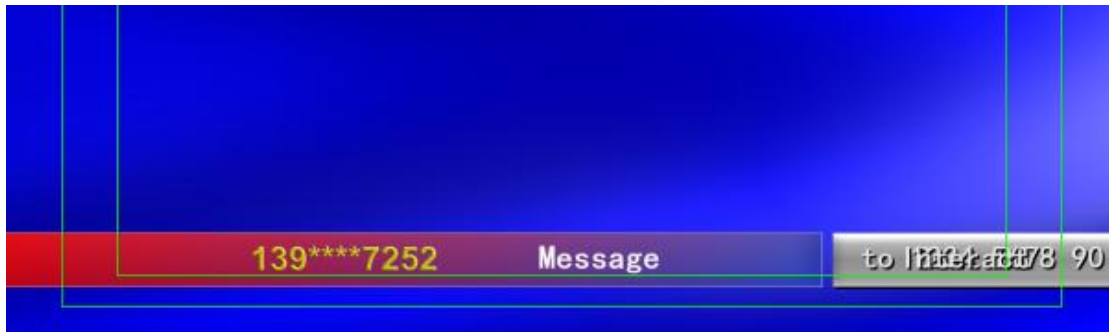


Set text objects align mode and text-object level then make group. In CG Tab set CG parameters and select transition template for group object,

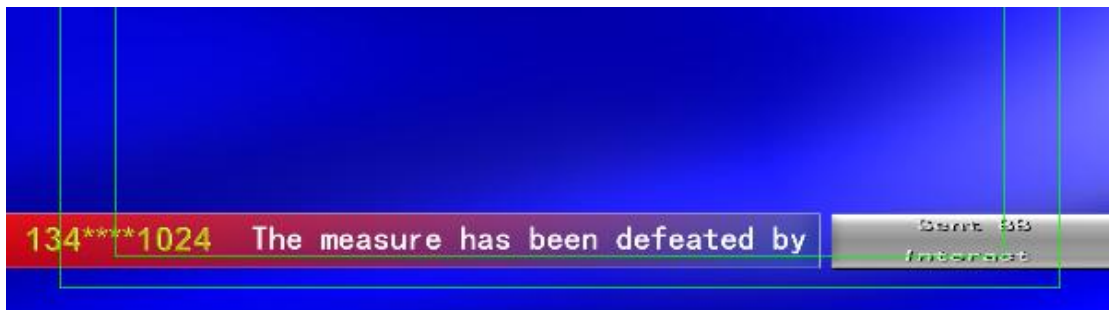




- Adjust position of two group objects.



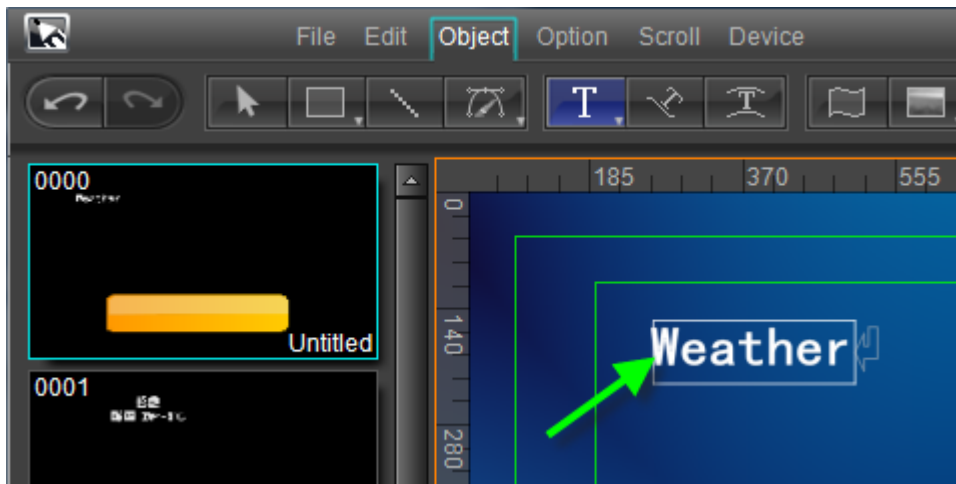
- Preview



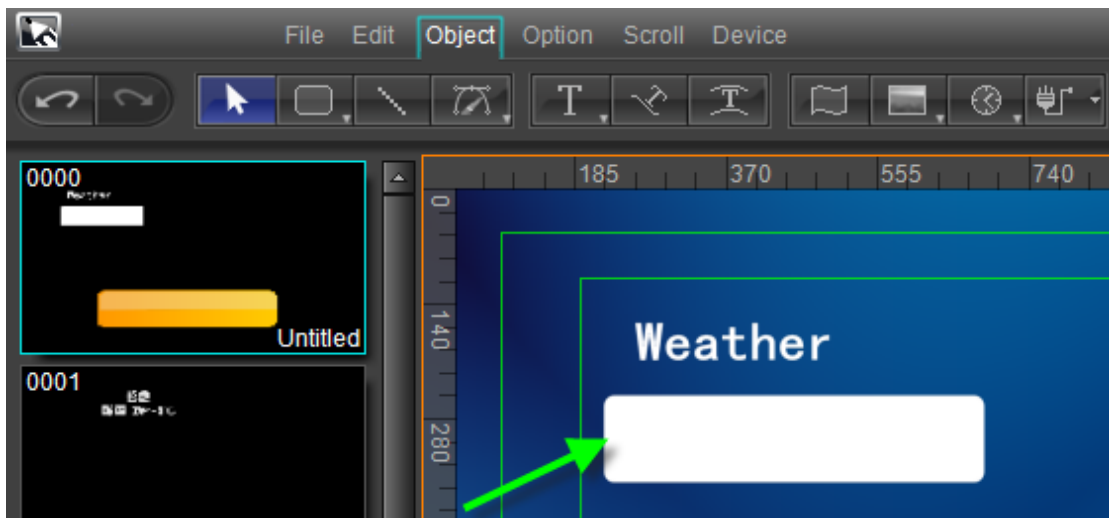
Weather

Flip

1. Click on “**Object**” toolbar and select “**Text**” button, then create a text object in Edit Screen,



1. Click “**Rect**” button and choose “**Circle Rectangle**” from the drop-down list to create a circle rectangle object in Edit Screen,



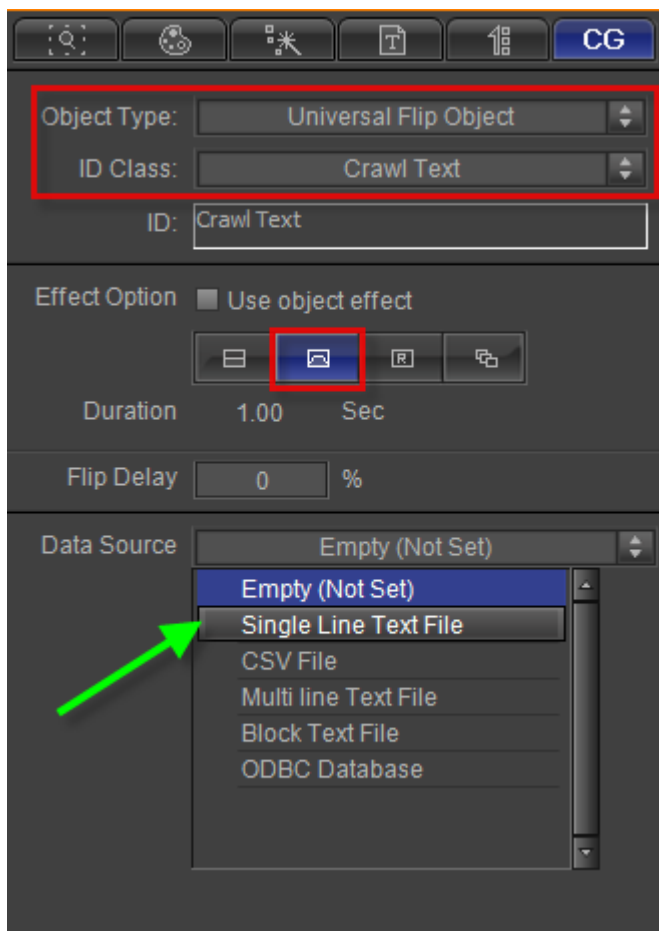
1. Copy and paste the circle rectangle. Then set size and position for the two circle rectangle. Select text object and set text parameters,

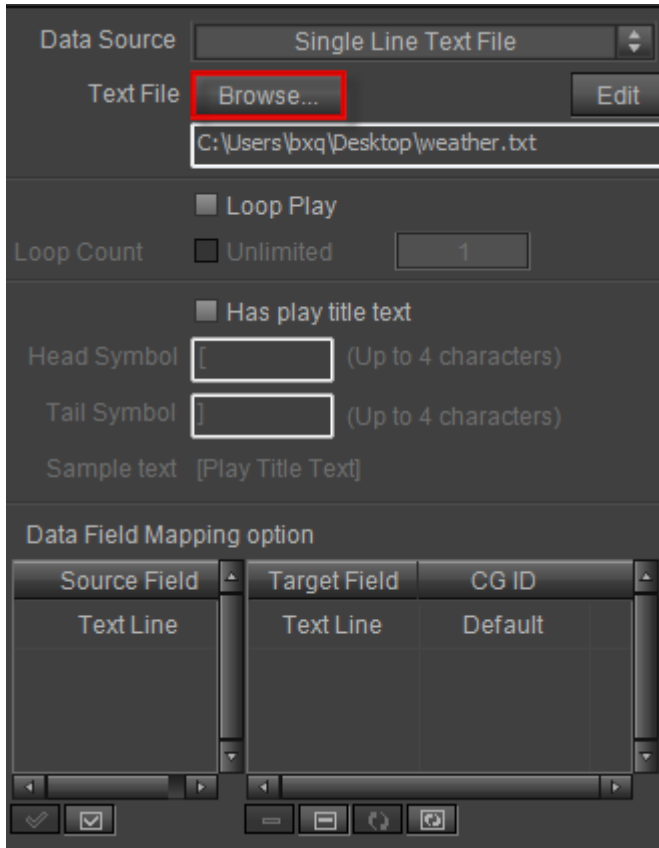


1. In Shader Tab set color for three objects,

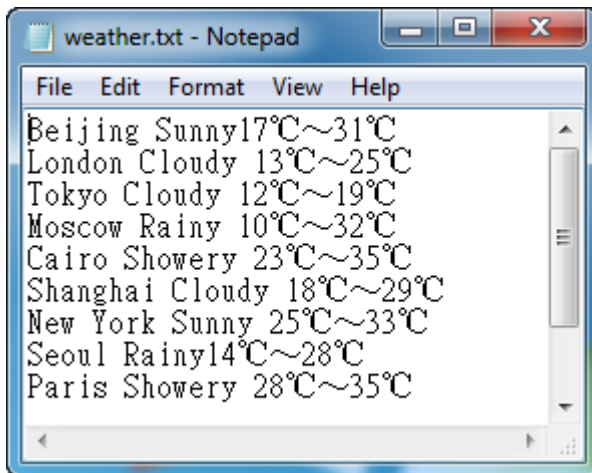


2. Select text object. In CG Tab set CG parameters and add data source file,

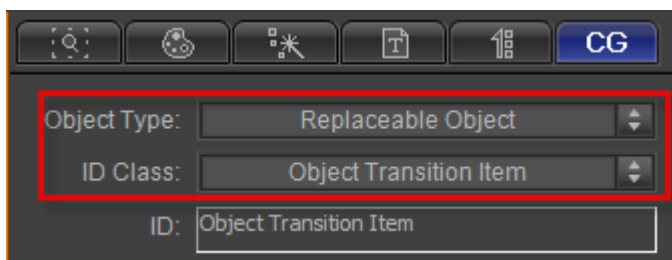




Click **"Edit"** button in the image above to edit the file,

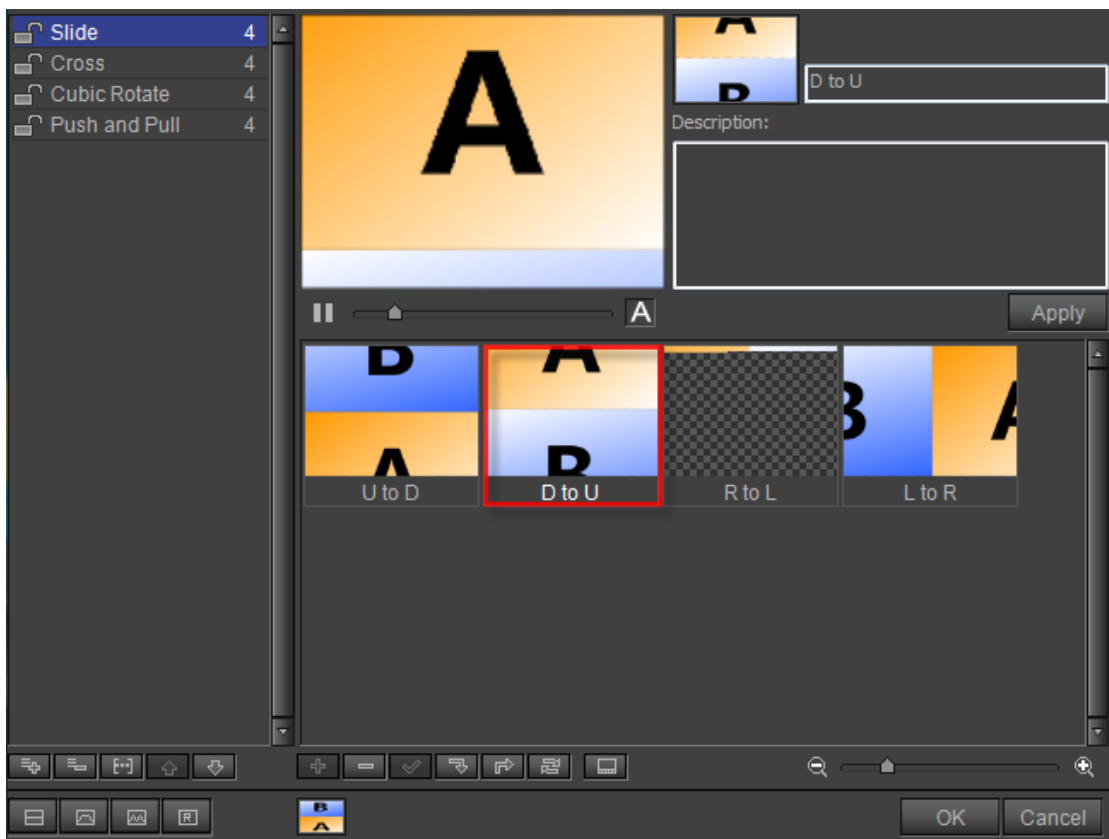
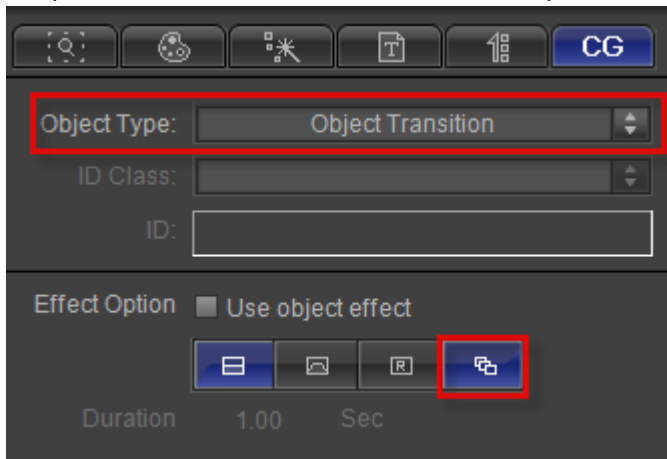


3. Select two circle rectangle objects and make group. In CG Tab set Object Type and ID Class,

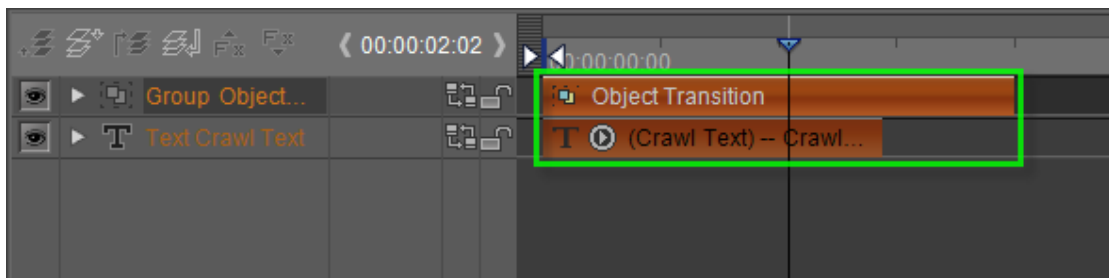


4. Copy and paste the group and make group again for the two groups. In CG Tab set

CG parameters and choose a transition template for the new group,



5. In Timeline Window adjust play time for objects,

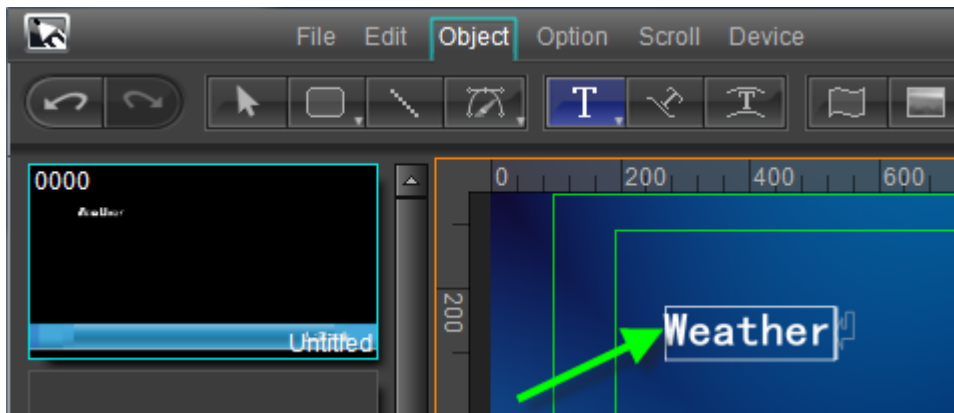


6. Preview

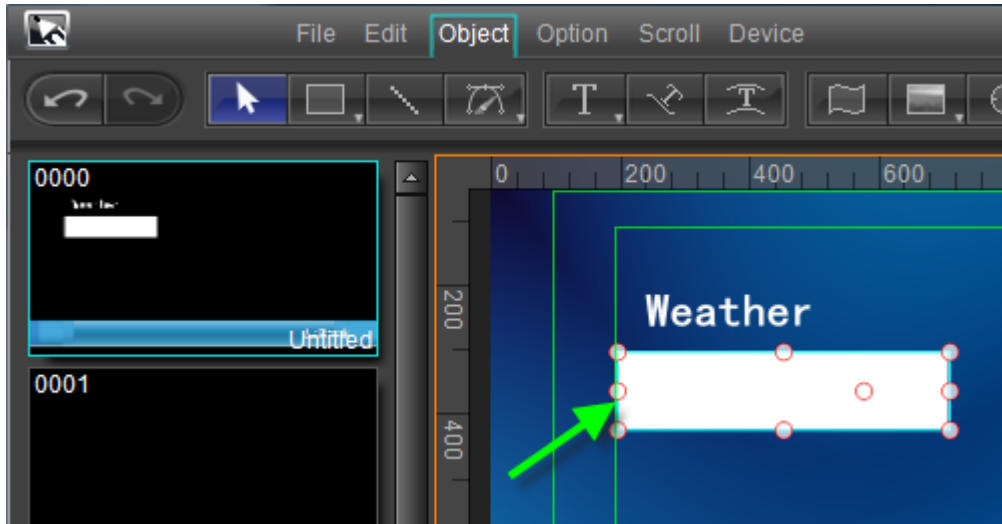


Crawl

1. Click on the **“Object”** toolbar and select **“Text”** button. Then left click in Edit Screen, enter text.



Click on the **“Object”** toolbar and select **“Rect”** button. Then create a rectangle as the liner of crawl text in Edit Screen.



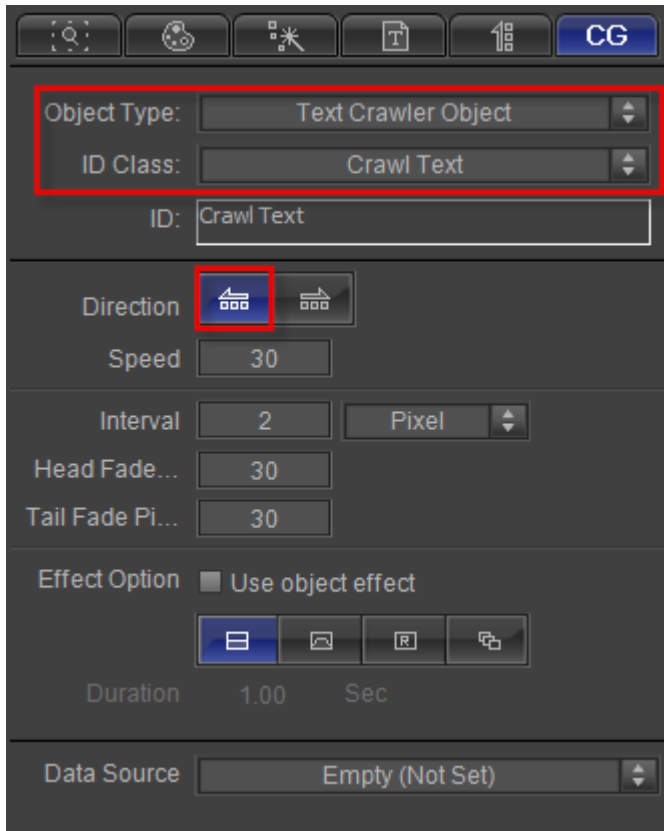
2. Set text parameters, adjust rectangle position and size.



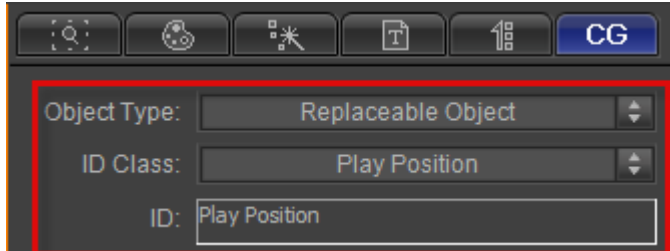
Set color for text object and rectangle object in Shader Tab.



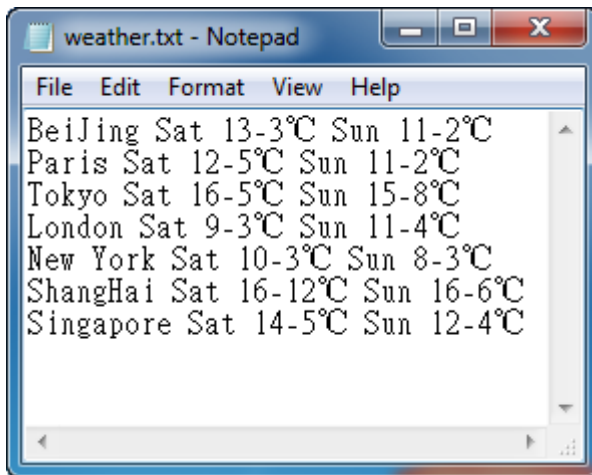
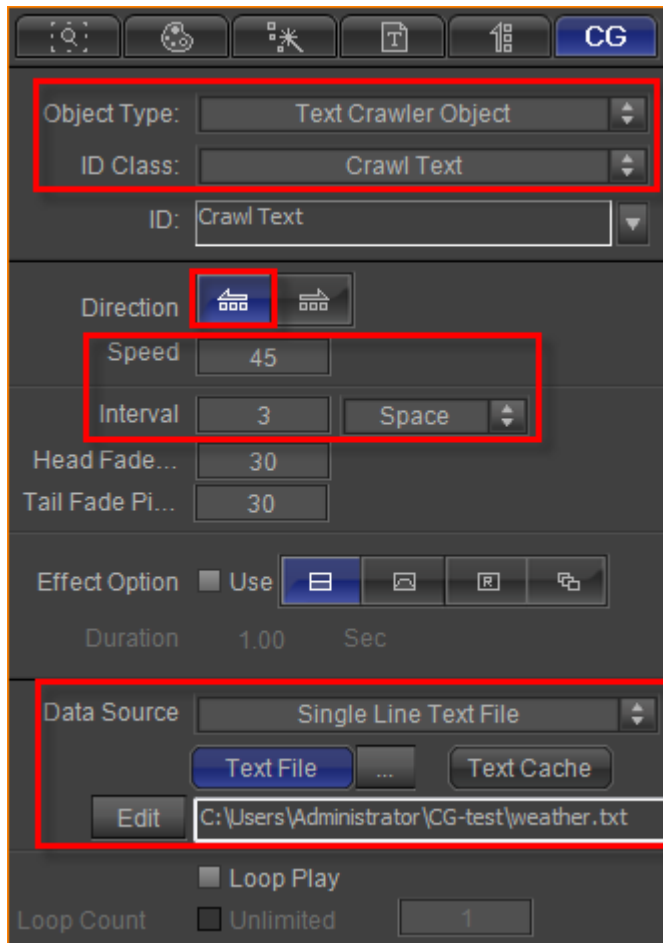
3. Select text object. In CG Tab set CG parameters,



Select rectangle object. In CG Tab set Object Type and ID Class as “Replaceable Object” and “Play Position”,



4. Select text object and rectangle object then make group. In CG Tab set CG properties parameters and add data source file,



5. Preview.

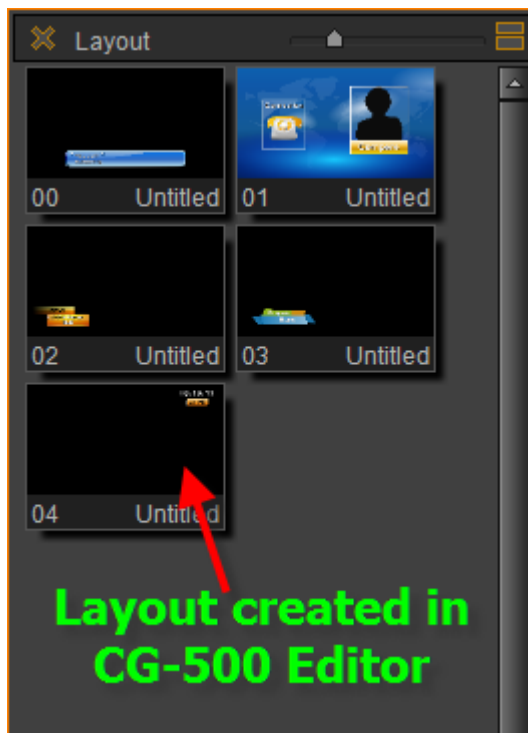


Chapter12: Edit Play Lists

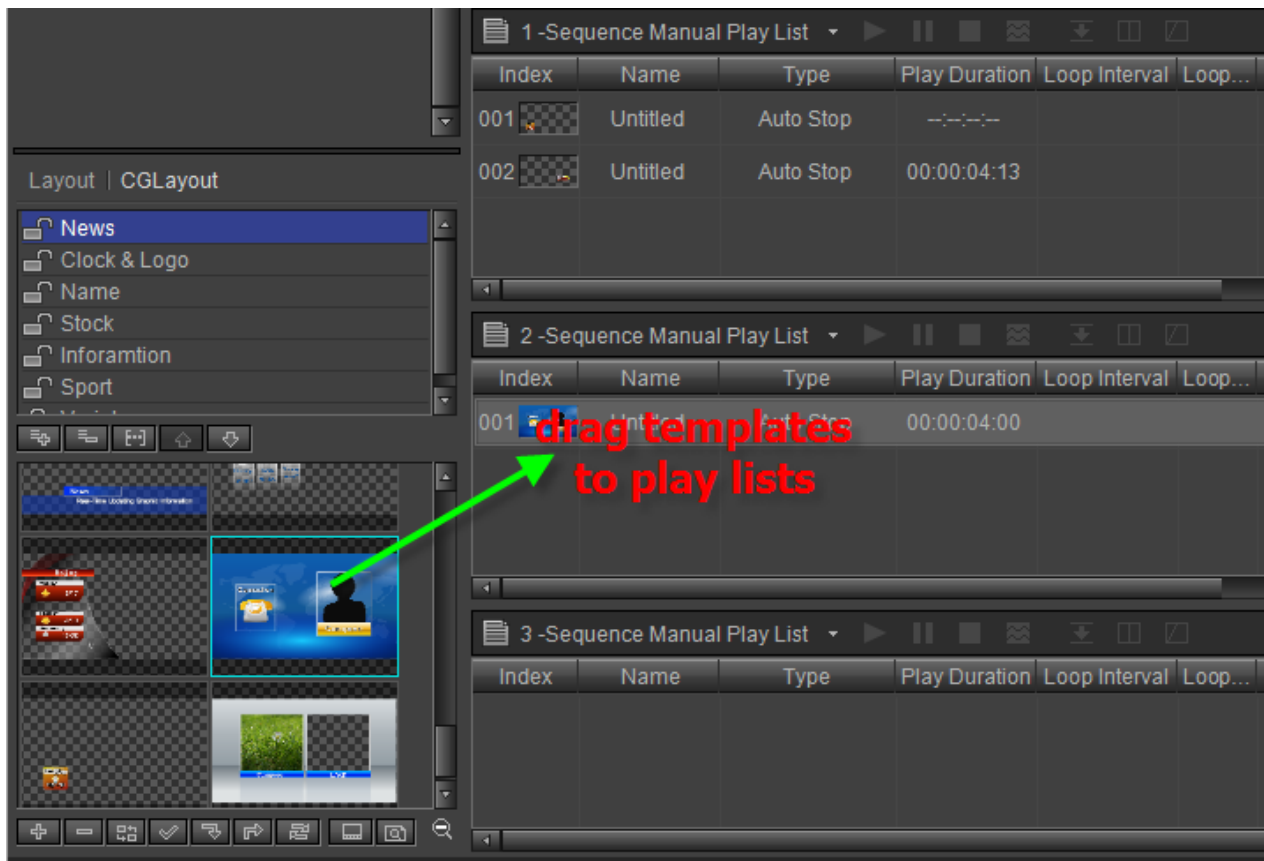
News Show

1. Create Play Layout

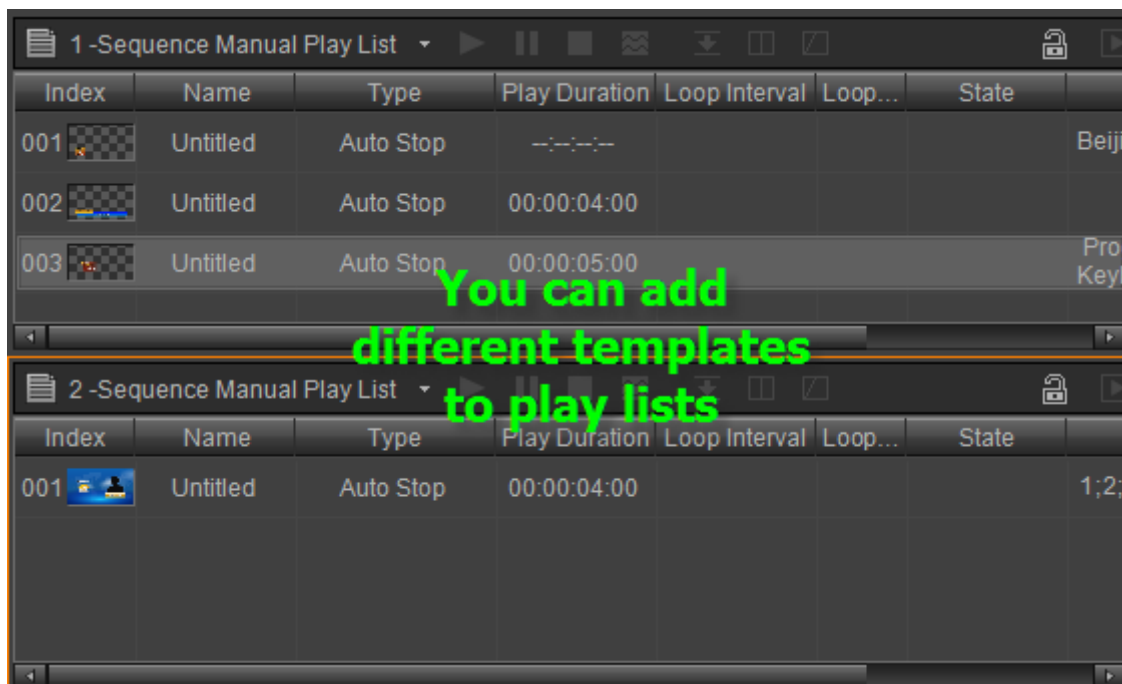
In CG-500 Player Window, drag news templates to play lists. Layouts created in CG-500 Editor Window will show in Layout List. You can drag layout templates to play lists.



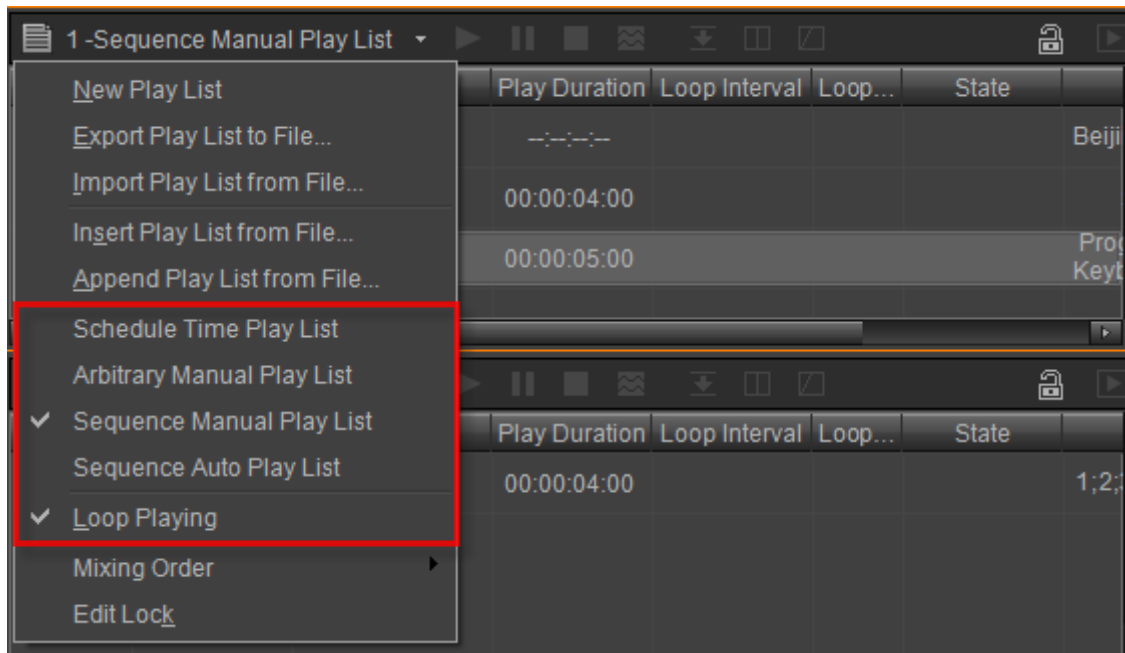
You can also drag templates of template library to play lists.



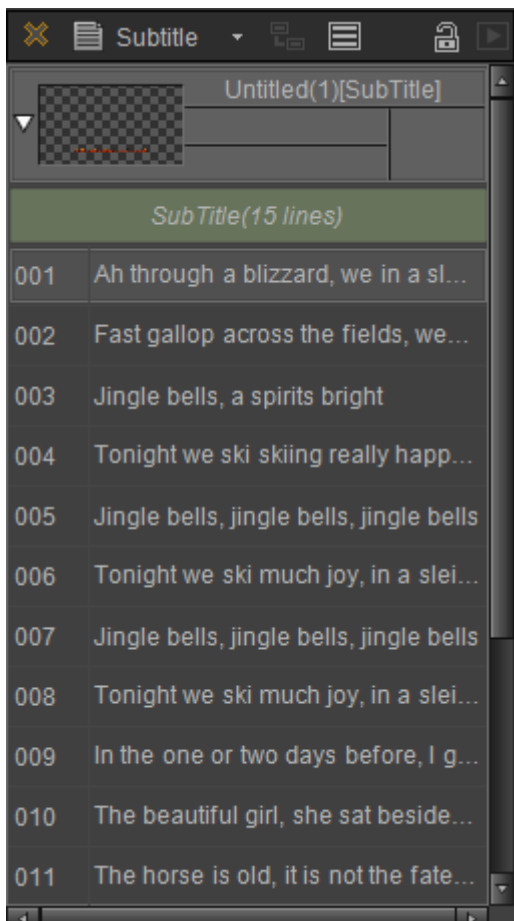
You can add title news templates to Play List 1, breaking& urgent news template to Play List 2 and general news templates to Play List 3. 3 play lists can be edited flexibly according to your need.



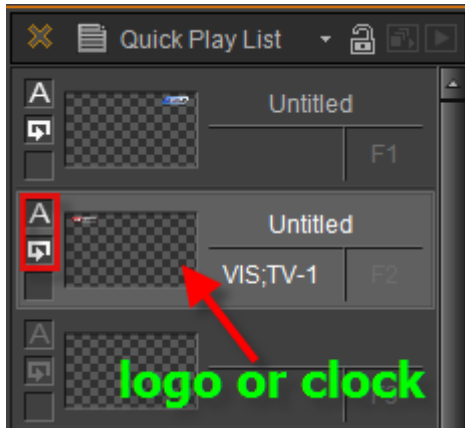
Set list type, such as Schedule Time Play List, Sequence Manual Play List and so on.



Add subtitle to Subtitle List.



Clock, logo etc, icon can be added to Quick Play List.



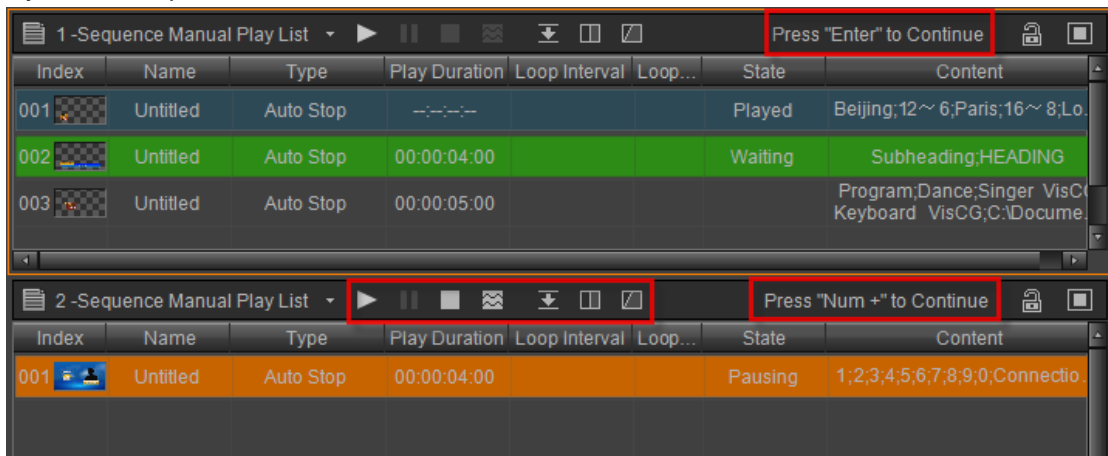
Double-click the marked buttons in the image above to set play type.

2. Control play/stop

Click on **“Play All”** button or **ESC** to play all play lists,



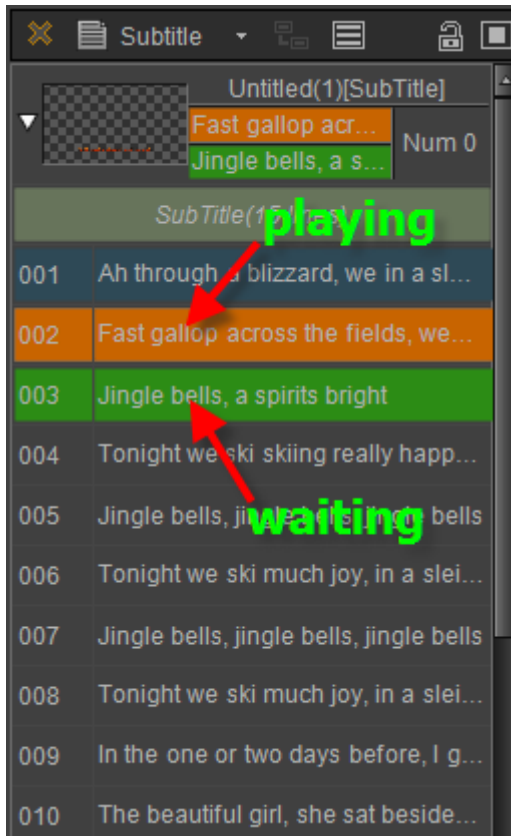
Different list type corresponds to different play/stop control. For example if the list type of Play List 1 is Sequence Manual Play List, you must press **Enter** to start playing Play List 1. And when an item played you must press **Enter** to play next. For Play List 2 you should press **NUM+** to continue.



Click the buttons in the image above to play selected item, pause selected item, stop selected item, break out selected item, switch to next, switch to item(cut) and switch to item(fade).

Click **Space** to play Subtitle List. You must press **Space** to start subtitle line in screen.

Click **Alt+M** to make subtitle line out screen.



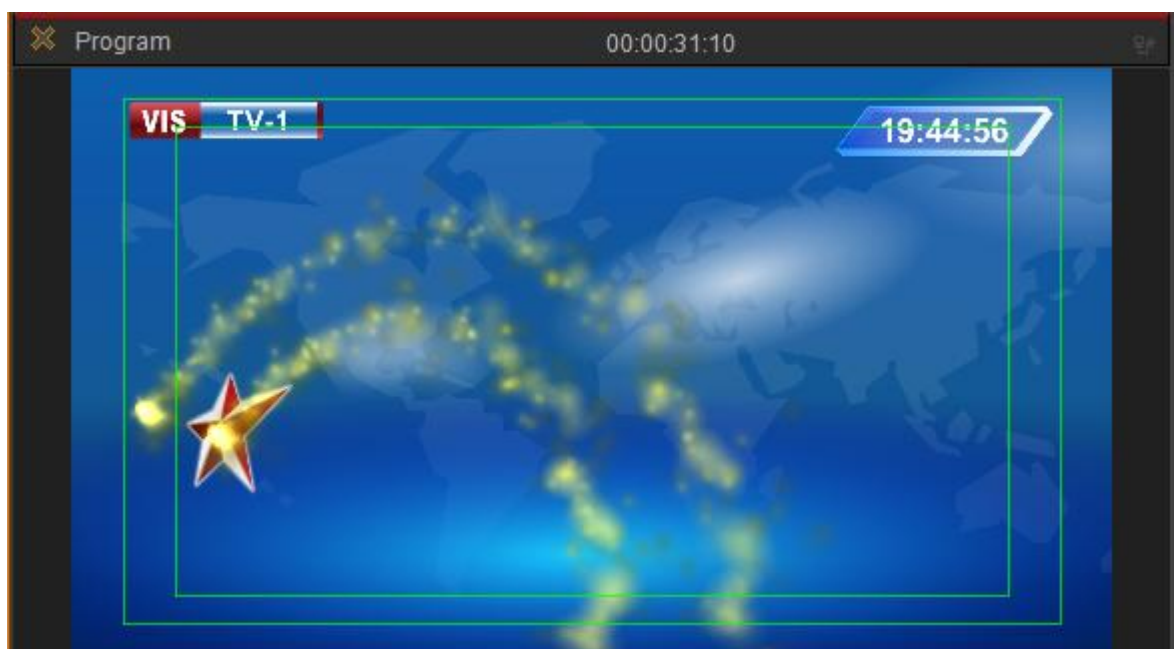
Press hotkey **F1-F8** to control items play/stop in Quick Play List. Double-click “**Auto Play**” button and “**Loop Play**” button to set item play type.
Play in Program Window,





Variety Show

Use the method of editing news lists to edit variety lists. Play variety show in Program Window.



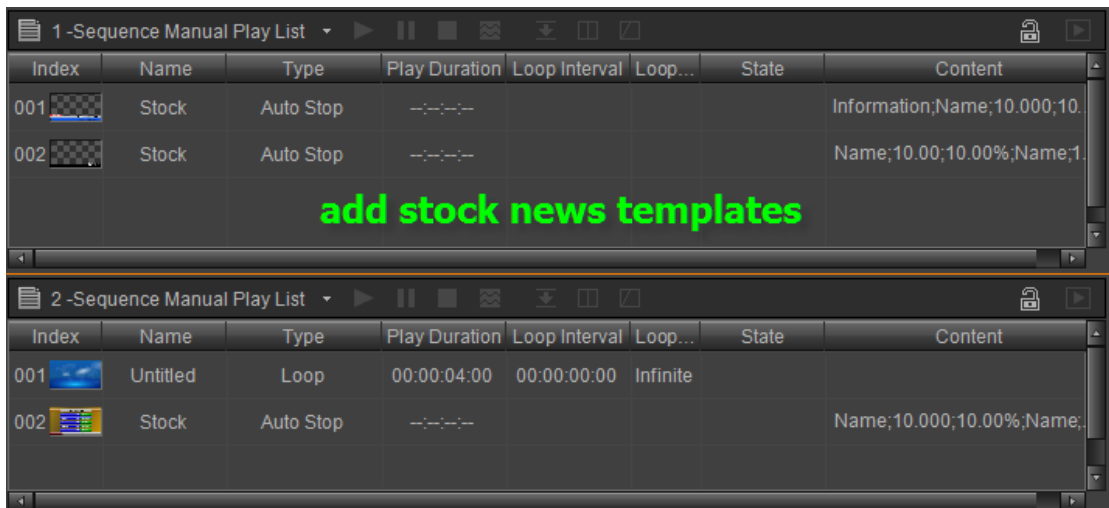


Stock Finance Show

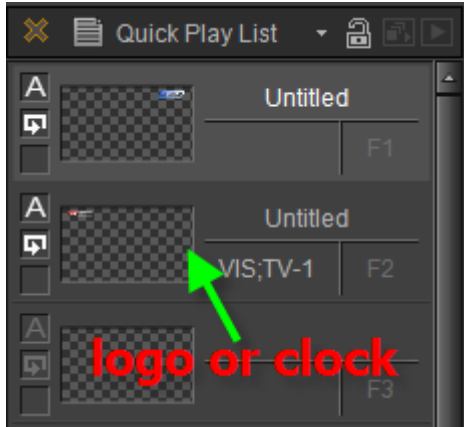
1. Create Play Layout

In CG-500 Player Window, drag stock templates to play lists. Layouts created in CG-500 Editor Window will show in Layout List. You can drag layout templates to play lists.

You can add stock news templates to Play List 1, flip stock template to Play List 2 and general templates to Play List 3. 3 play lists can be edited flexibly according to your need.



Set list type, such as Schedule Time Play List, Sequence Manual Play List and so on. Clock, logo etc, icon can be added to Quick Play List.

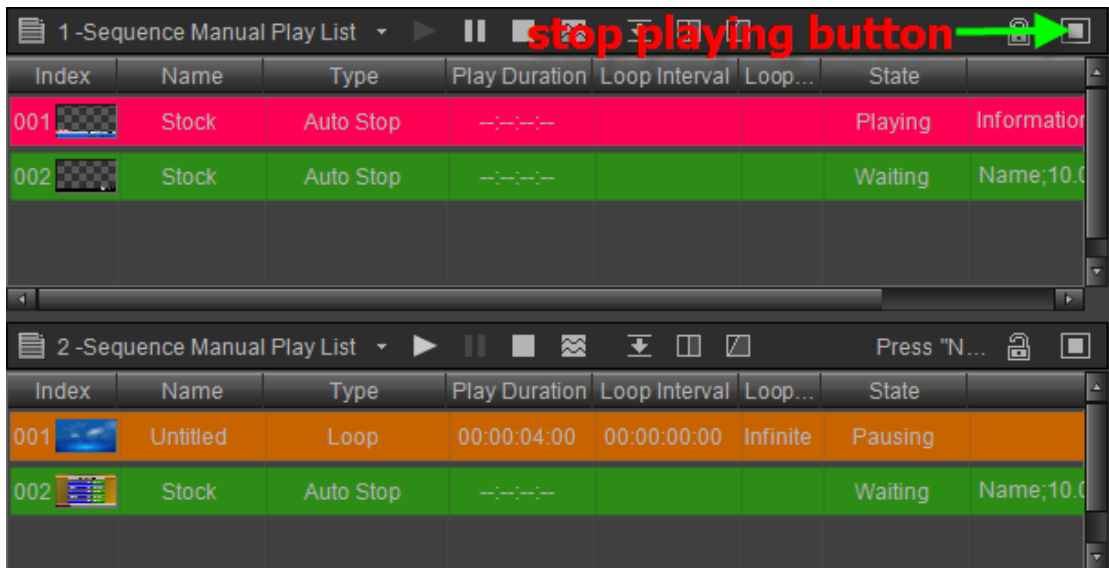


2. Control Play\Stop

Click on **“Play All”** button or **ESC** to play all play lists,



Different list type corresponds to different play\stop control. For example if the list type of Play List 1 is Sequence Manual Play List, you must press **Enter** to start playing Play List 1. And when an item played you must press **Enter** to play next. For Play List 2 you should press **NUM+** to continue.



Click the marked button in the image above to stop playing Play List 1, so in other play lists.

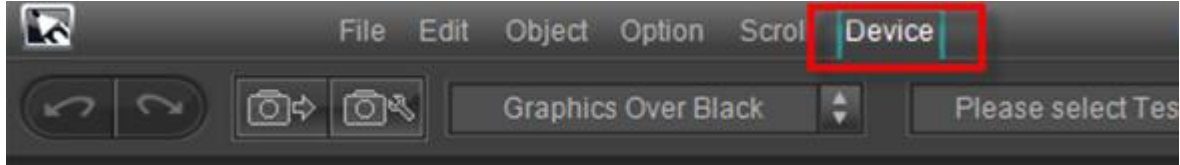
Press hotkey **F1-F8** to control items play\stop in Quick Play List. Double-click **“Auto Play”** button and **“Loop Play”** button to set item play type.


3. Play in Program Window.



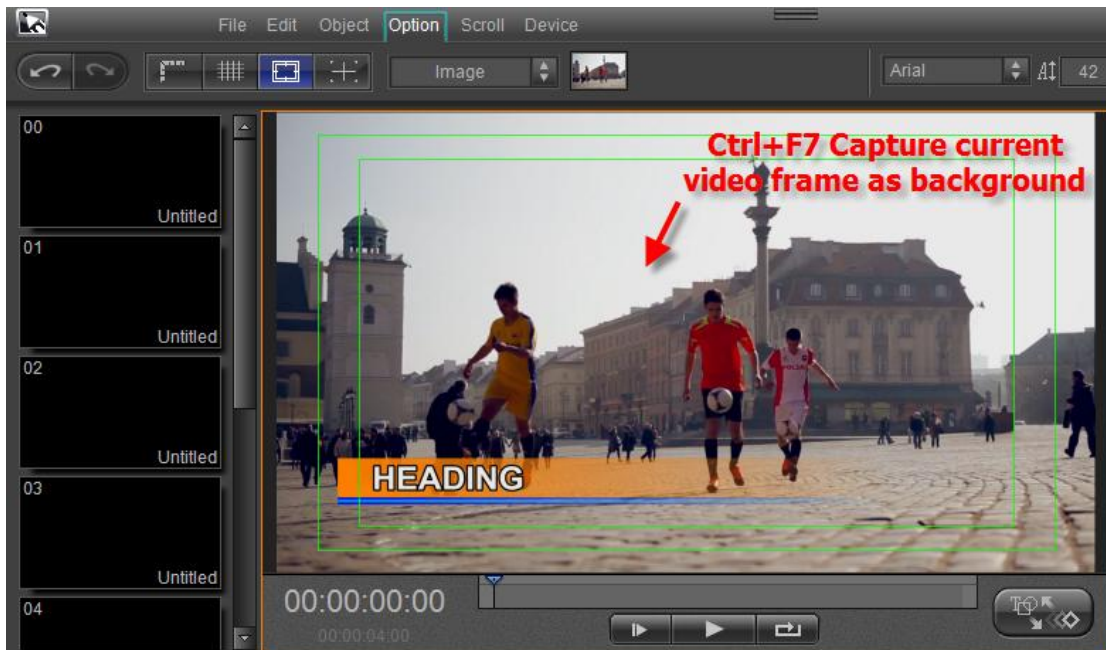
Chapter13: Capture video frame

CG-500 can capture video frame, when input video has been connected with CG-500 hardware, in top ribbon bar, select "Device" item, capture tool bar appear like this:



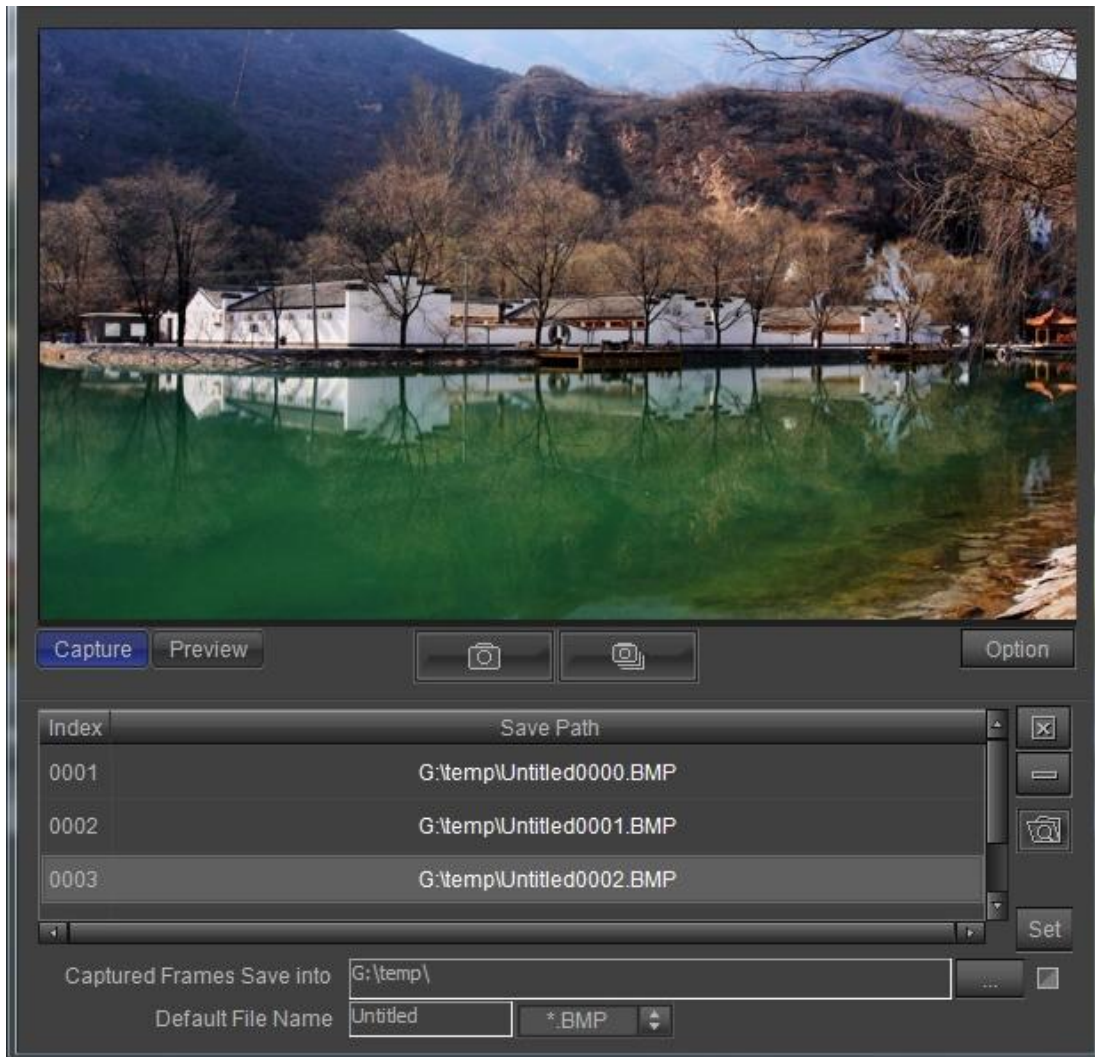
 -- Capture video frame as edit view background (Ctrl+F7)

CG-500 will capture current video frame and set it to be background image of edit view automatically



 -- Capture video frame(F7)

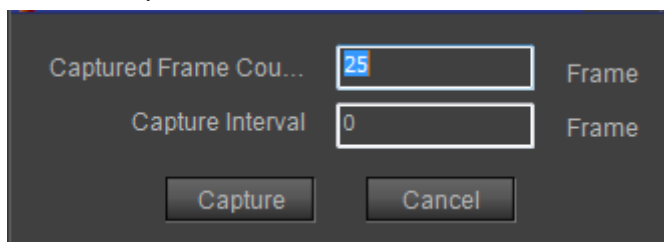
Click this button, you will enter into Capture Video Frame dialog, in there, you can capture multiple continuous video frames or capture frames by yourself, diagram below:



1) Control tool bar

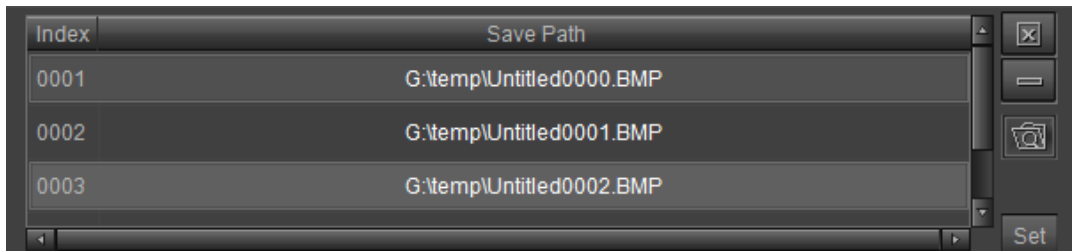
From left to right:

- a. Capture -- switch to capture frame mode, video preview window will display live input video pictures in real time
- b. Preview -- switch to preview frame mode, video preview window will display selected captured video frames by user
- c. Capture one frame (F7) – Click once, capture a video frame and save it to a picture file automatically
- d. Capture multiple frames (F8) – Click once, get a capture parameters input dialog, input capture frame counts and time interval, software will capture video frames as soon as possible





- e. Option – To popup hardware settings dialog


2) Capture frames file list




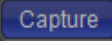
This file list control list all captured frame picture files, you can manage this list with the button in right :

 Empty list – Click the button, empty all items in list, and will delete related picture files with user option automatically

 Delete the selection – Click the button to delete selected item and its picture file

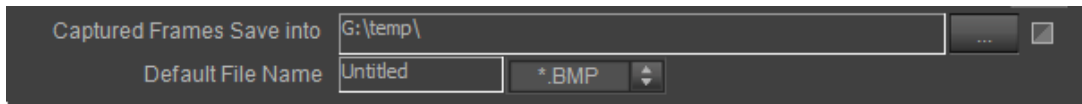
 Locate the picture file in windows explorer

 Set selected picture as background of edit view

When double click the file name position in list control, software will load selected picture to preview window, in same time,  button light is on,

if you want to go back to capture, please click button 

3) Captured frame save options



These options is used to configure save path and picture formats for captured video frames.

Chapter14: VxMvMaker Using Guide

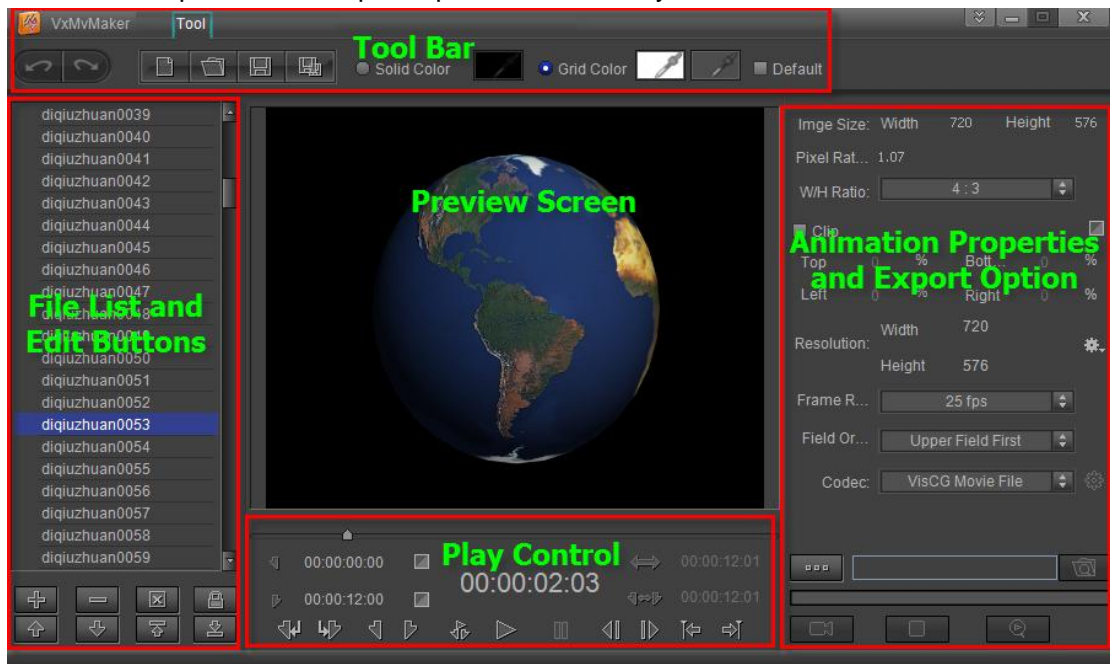
To beautify TV program, third-party software is necessarily to create some play elements, for example logo. CG-500 can't apply directly *.tag, *.cda, etc format sequence files exported by third-party software, but apply the files transformed through VxMvMaker. Following is the VxMvMaker using guide.

Create animation files

1. Double-click on the VxMvMaker icon to launch the program.



VxMvMaker consists of Tool Bar, File List and Edit Buttons, Preview Screen, Animation Properties and Export Option Tab and Play Control.




Tool Bar -include “New” button, “Save” button, background option and so on.

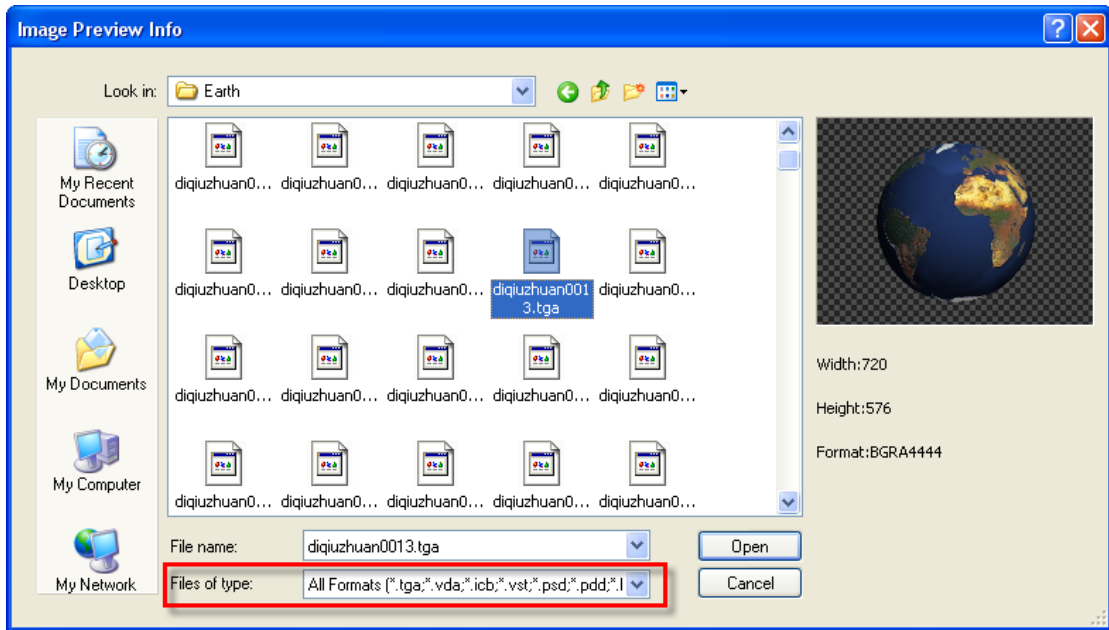
File List and Edit Buttons -display imported files and adjust files order.

Preview Screen -preview effect.

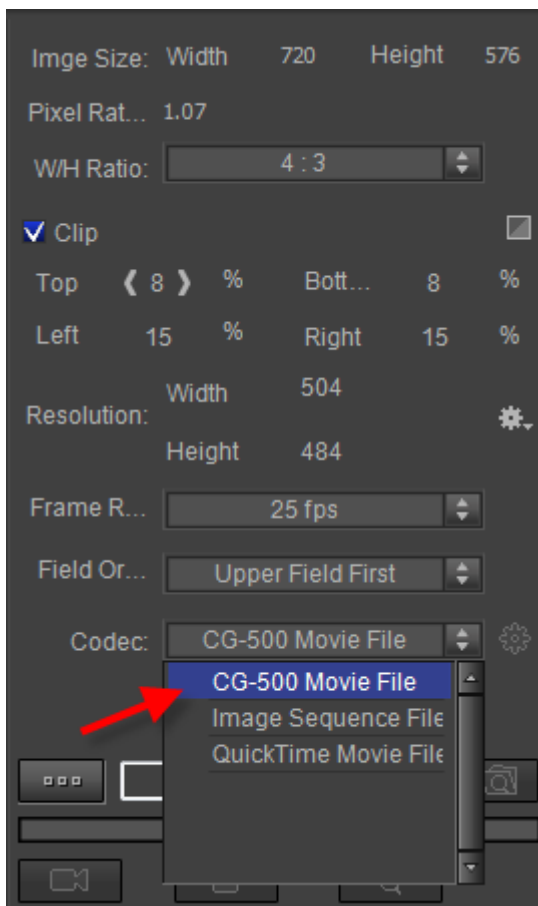
Play Control -include “Play” button, “Stop” button, “Right Frame” button and so on.

Animation Properties and Export Option -set image width, height, frame radio and so on.

2. Click “Import” button  to add file,

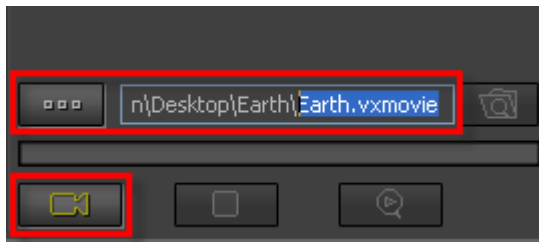


3. Set animation parameters. Set Frame Ratio 25fps, Field Order as Upper Field First and Codec Option as CG-500 Movie File,



CG-500 Movie File, Image Sequence File, QuickTime Movie File can be exported.

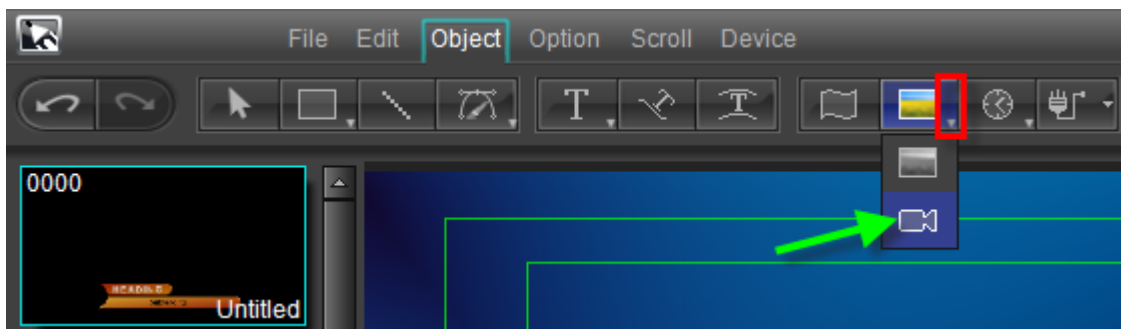
4. Click "**Browse**" button to pick destination folder, then click "**Render**" button.



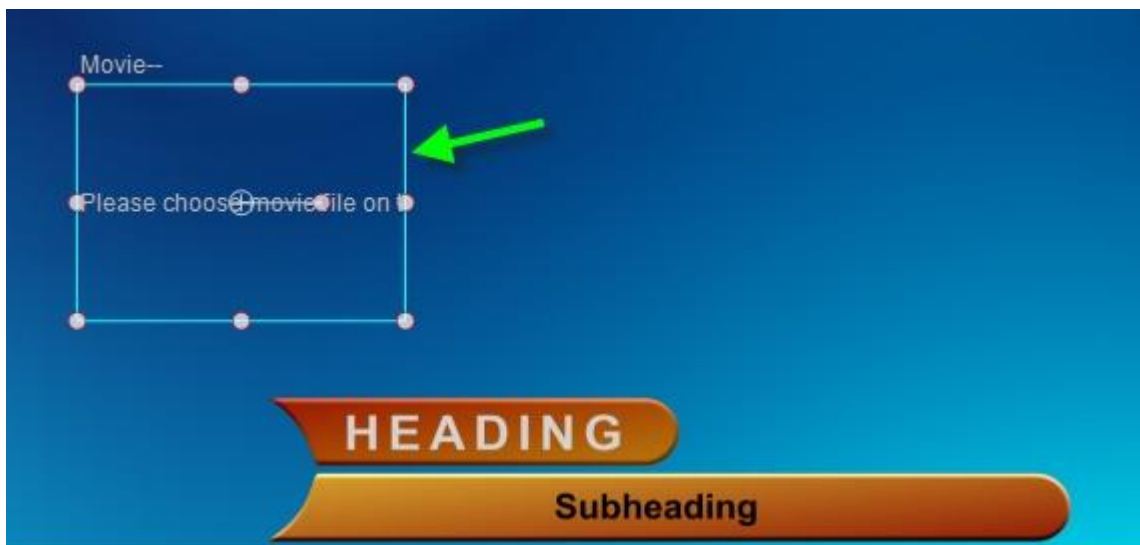
5. After the file render finish, use in CG-500.

Use Animation in CG-500

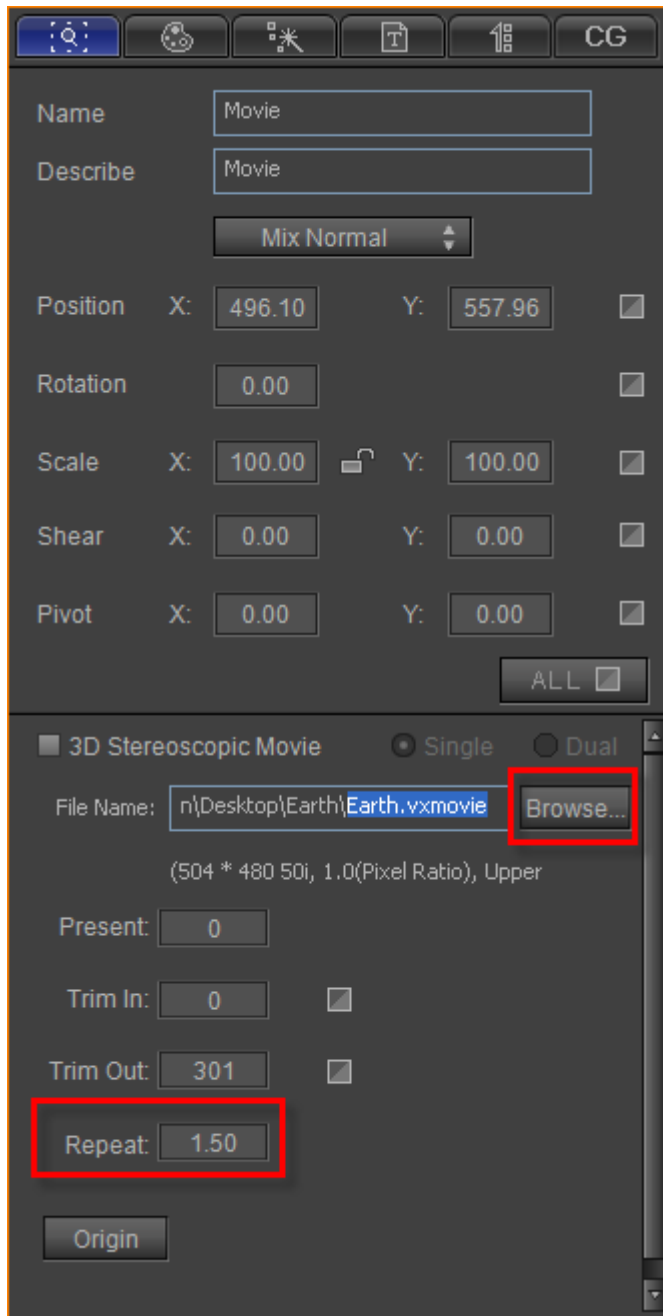
1. Start CG-500. Select the **Object** menu bar then click **Movie Video** button,



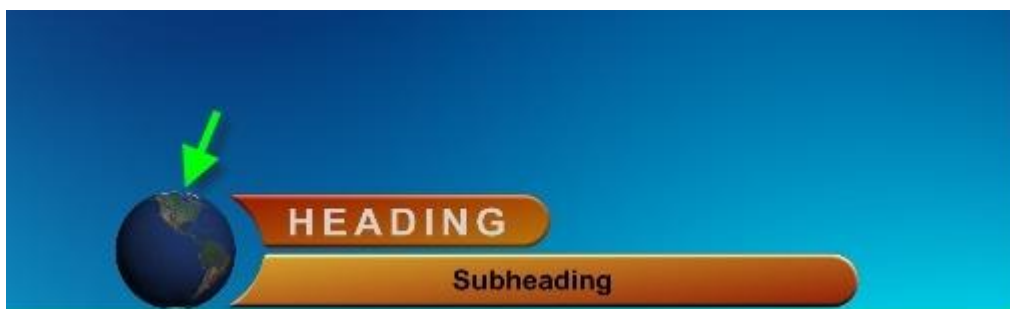
2. Drag cursor in Edit Screen. Release cursor.



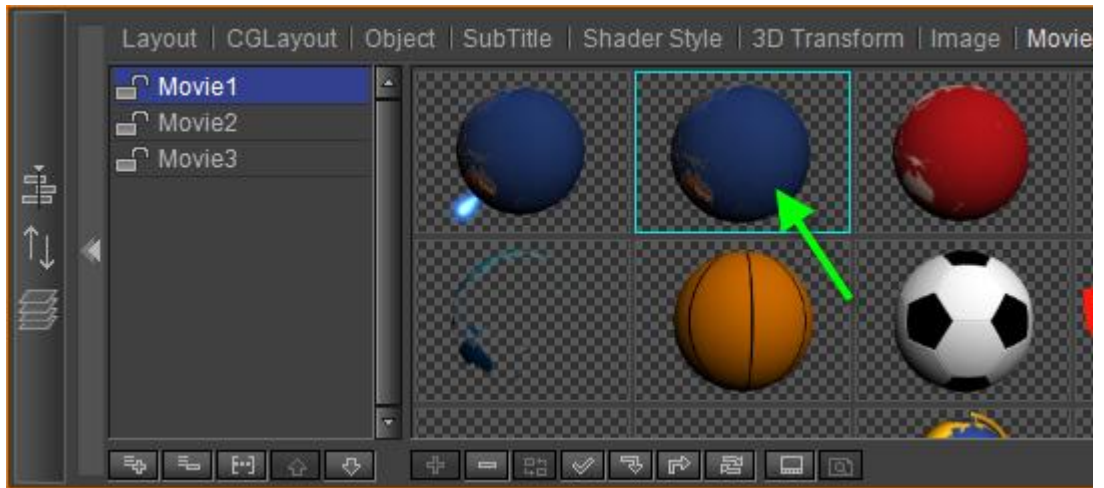
3. Choose movie file in the Properties Tab. Set parameters.



4. Set the position in Edit Screen. Then preview effect.



5. Click "Add" button in Template Library to save the animation object.



Appendix: Keyboard Shortcuts

Common Shortcuts

- F1** – Online Help
Ctrl+Z – Cancel Operation
Ctrl+Shift+Z – Restore Operation

Shortcut Keys in CG-500 Editor

Command	HotKey	Remarks
All		
New Project	Ctrl +N	
Save project	Ctrl + S	
Open project	Ctrl + O	
Start project	Ctrl+Shift+N	
Auto Save As Document	Ctrl + Shift + S	
CG preview Play	F5	
3D Stereo Adjust	Ctrl+F4	
CG Capture One Frame as EditView Background	Ctrl+F7	
CG Capture Frame	F7	
Preview in External Monitor	Alt+M	
CG Clear Output	F6	
Save Document Anim	Alt+S	
Edit	Alt+E	
Auto Save As Document Anim	Alt+Shift+S	
Export Move	Ctrl+E	
Export Image	Ctrl+I	
Doc Settings	Ctrl + Shift + P	
Hardware Option	Ctrl+Shift+H	
System option	Ctrl + Shift + O	
Tab To Library	Ctrl + Tab	
Character Map	Alt+T	
Reset Shader Style	Ctrl + F10	
Reset Text Props	Ctrl + F9	
Reset UI	Ctrl + F8	
Scroll Edit Mode	F11	
Template Mode	F12	
Effect Edit Mode	F10	

Graphics	F9	
Edit Only UI	F8	
Library	F3	
Help	F1	
About	Ctrl+F1	
Layout		
Delete	Delete	
Paste	Ctrl + V	
Cut	Ctrl + X	
Copy	Ctrl + C	
Bottom	End	
Top	Home	
Down	PageDown	
Up	PageUp	
Timeline		
Delete	Delete	
UnGroup	Ctrl + U	
Make Group	Ctrl + G	Must choose at least two objects
Objects Set Objects Duration	Ctrl + D	
Play Stop	Space	
Play Stop In Out	Shift+Space	
Objects Trim Out Align End Pos	Shift +]	Must choose at least two objects
Objects Trim Out Align Start Pos	Shift + [Must choose at least two objects
Objects Move Align Out Point]	Must choose at least two objects
Objects Move Align In Point	[Must choose at least two objects
Objects Trim In Align Cur Pos	Shift+I	
Objects Trim Out Align Cur Pos	Shift+O	
Objects Trim Out Inc. One	K	
Objects Trim Out Dec. One	J	
Effects Trim Out Inc. One	Ctrl + K	
Effects Trim Out Dec. One	Ctrl + J	
Keyframes Shift Inc. One	Shift + .	Must choose the corresponding key frame or effect.
Keyframes Shift Dec. One	Shift + ,	
Effects Shift Inc. One	Ctrl + .	
Effects Shift Dec. One	Ctrl + ,	
Objects Shift Inc. One	.	

Objects Shift Dec. One	,	
Expand	E	
Zoom Out	Ctrl + Num +	
Zoom In	Ctrl + Num-	
Fit	=	
Move Bottom	Ctrl + Home	Supports multiple target operations, with edit screen layers combined in sequence or reverse
Move Top	Ctrl + End	
Move Down	Ctrl + PageUp	
Move Up	Ctrl + pageDown	
Selection Out	Shift + End	
Selection In	Shift + Home	
Next Key Frame	Down	Every object in/out point is a key point.
Prev. Key Frame	Up	
End	End	
Home	Home	
Next Frame	Right	
Prev. Frame	Left	
Goto Next. Mark Point	Shift+Page down	
Goto Prev. Mark Point	Shift+Page up	
Goto Out Point	W	
Goto In Point	Q	
Clear All Mark Point	Alt+Shift+M	
Clear In Out Point	X	
Clear In Point	Alt+I	
Clear Out Point	Alt+O	
Set Mark Point	M	
Set In Point	I	
Set Out Point	O	
Clear Pause Point	P	
Goto Prev. Pause Point	Alt+PageUp	
Goto Next. Pause Point	Alt+PageDown	
Clear All Pause Point	Alt+Shift+P	
Select None	Esc	
Select All	Ctrl + A	
Edit	Alt+E	
Visible	V	
Lock	L	
Paste To	Shift + V	Shift+V masks all chosen effects, Ctrl+V establishes a new effect
Paste	Ctrl + V	
Paste All	Ctrl + Shift + V	
Copy All	Shift + C	

Cut	Ctrl + X	
Copy	Ctrl + C	
Edit Screen		
Delete	Delete	
Play	Space	
Center Pivot	Ctrl + M	
Quick Text	F2	Used to quickly establish a file
Character Map	Alt+T	
Guideline	G	
Ruler	Tab	
Origin Media Object	O	
Alpha	A	This operation is effective in the Effect Edit Screen.
Rotate	R	
Scale	S	
Translate	T	
Motion	M	
Mix Penetrate	Shift + T	
Mix Normal	Ctrl + T	
Boolean Intersect	Shift + -	
Boolean Xor	Shift + =	
Boolean Subtract	Ctrl + -	
Boolean Union	Ctrl + =	
Same Vre. Space	.	Must choose at least three objects
Same Hor. Space	,	
Align Ver.	Shift + \	
Align Hor.	\	
Align Bottom	Shift +]	
Align Top	Shift + [
Align Light]	
Align Left	[
Hor. Screen Center	H	
Ver. Screen Center	V	
Screen Center	C	
Full Center	F	
Move Bottom	Ctrl + End	
Move Top	Ctrl + Home	
Move Down	Ctrl + Pagedown	
Move Up	Ctrl + PageUp	
Zoom Out	Ctrl + Num+	
Zoom In	Ctrl + Num-	
Actual Size	Ctrl + 0	
Fit	=	

Select None	Esc	
Select All	Ctrl + A	
Cut	Ctrl + X	
Paste	Ctrl + V	
Copy	Ctrl + C	
Make Path Group	Ctrl + P	
Next CG SubTitle Line	PageDown	
Previous CG SubTitle Line	PageUp	
Make Group	Ctrl + U	
Ungroup	Ctrl + G	
Visible	Shift + V	
Lock	L	

Shortcut Keys in CG-500 Player

Command	HotKey	Remarks
Global		
New Project	Ctrl + N	
Save Project	Ctrl + S	
Open Project	Ctrl + O	
Save As Project	Ctrl+Shift+S	
Document Settings	Ctrl+Shift+M	
Start Project	Ctrl+Shift+N	
Hotkey	Ctrl + Shift + O	
Reset UI	Ctrl+F8	
Play\Stop All	ESC	
Layout		
Preview	P	
Edit	E	
Delete	Delete	
Select All	Ctrl+A	
Move Up	PageUp	
Move Down	PageDown	
Move Top	Home	
Move Bottom	End	
Find Used in All Play List	F	
Delete Useless Layouts	L	
Switch to CG-500 Editor	S	
Play List 1		

Preview	P	
Edit	E	
Select All	Ctrl+A	
Assign to Next Waiting Play Item	N	
Paste	Ctrl + V	
Cut	Ctrl + X	
Copy	Ctrl + C	
Delete	Delete	
Find Used in All Play List	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Change Item Height	I	
Play\Stop	F9	
Play\Stop 1-9	1-9	
Play List 2		
Play\Stop	F10	
Continue	Num +	
Pause All Playing	Ctrl+Num +	
Breakout All Playing	Alt+Num +	
Stop All Playing	Shift+Num +	
Play\Stop 1-9	Num 1-9	
Pause 1-9	Ctrl+Num 1-9	
Breakout 1-9	Alt+Num 1-9	
Play List 3		
Continue	Num -	
Pause All Playing	Ctrl+Num -	
Breakout All Playing	Alt+Num -	
Stop All Playing	Shift+Num -	
Subtitle List		
Continue	Space	Effective only when playing
Cutout Subtitle Line	Alt+Space	
Preview	P	
Edit	E	
Assign to Next Waiting Play Item	N	
Paste	Ctrl + V	
Cut	Ctrl + X	
Copy	Ctrl + C	
Delete	Delete	

Find Used in All Play List	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Play\Stop	F11	
Play Title	Num 0	
Breakout Title	Alt+Num 0	
Quick List		
Preview	P	
Edit	E	
Paste	Ctrl + V	
Cut	Ctrl + X	
Copy	Ctrl + C	
Delete	Delete	
Find Used in All Play List	F	
Add to Layout Manager	L	
Switch to CG-500 Editor	S	
Play\Stop	F12	
Breakout 1-8	Alt+F1-F8	
Pause All Playing	Ctrl+F12	
Breakout All Playing	Alt+F12	
Play\Stop 1-8	F1-F8	
Pause 1-8	Ctrl+F1-F8	

Recommended ATI

The software makes heavy use of the GPU engine. So your hardware card must meet the requirement, otherwise the software will not perform properly even if installed successfully. Following is suitable hardware cards. Y is recommended model. For your reference only*

NVIDIA QUADRO

Model	Memory	Bit	CUDA	SD	HD
Quadro 5000	2.5GB	320	352	Y	Y
Quadro 4000	2.0GB	256	256	Y	Y
Quadro 2000	1.0GB	128	192	Y	
Quadro 2000D	1.0GB	128	192	Y	
Quadro FX 5800	4 GB	512	240	Y	Y
Quadro FX 4800	1.5 GB	384	192	Y	
Quadro FX 3800	1.0 GB	256	192	Y	

NVIDIA GEFORCE

Model	Memory	Bit	CUDA	SD	HD
GTX 580	1536 MB	384	512	Y	Y
GTX 570	1280 MB	320	480	Y	Y
GTX 560 Ti	1.0 GB	256	384	Y	Y
GTX 560	1.0 GB	256	336	Y	Y
GTX 550 Ti	1.0 GB	192	192	Y	
GTX 460	1.0 GB	256	336	Y	Y
GTS 450	512 MB	128	192	Y	
GT440	256 MB	128	96	Y	

ATI FirePro

Model	Memory	Bit	Stream Processors	SD	HD
FirePro V8800	2.0 GB		1600	Y	Y
FirePro V7900	2.0 GB		1280	Y	Y
FirePro V7800	2.0 GB		1440	Y	Y
FirePro V5900	2.0 GB		512	Y	
FirePro V5800	1.0 GB		800	Y	

ATI Radeon HD

Model	Memory	Bit	Stream Processors	SD	HD
HD 6970	2.0 GB	256	1536	Y	Y
HD 6950	1.0 GB	256	1408	Y	Y
HD 6930	1.0 GB	256	1280	Y	Y
HD 6870	1.0 GB	256	1120	Y	Y
HD 6850	1.0 GB	256	960	Y	Y
HD 6790	1.0 GB	256	800	Y	
HD 6770	512 MB	128	800	Y	
HD 6750	512MB	128	720	Y	

*1. The data is copied from Internet. Maybe the data is different with current market data.

For your reference only

2. CG-500 doesn't run on all hardware cards. The recommended cards are only for your reference.

3. ATI is different with NVIDIA. The number of ATI stream processors is different with the

number of NVIDIA stream processors. And the number of ATI stream processors is 5 times of the number of NVIDIA CUDA.

Recommended Intel CPU

Model	Clock Speed	Cores	SD	HD
i7 3930K	3.2	6	Y	Y
i7 2600	3.4	4	Y	Y
i5 2500	3.3	4	Y	Y
i5 2400	3.1	4	Y	
i5 2380	3.1	4	Y	
i5 2320	3.0	4	Y	
i5 2300	2.8	4	Y	
i3 2120	3.3	2	Y	
i3 2100	3.1	2	Y	



CG-500

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