Viz Pilot Edge User Guide

Version 3.0

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Created on

2024/01/26

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1   Introduction

Viz Pilot Edge is a newsroom component that is used to create, manage and deliver content to live and taped broadcast productions. Viz Pilot Edge can also be used as a Graphics Plugin user interface in NLE workflows.

Template Builder lets you make customized templates using the scene import or existing templates from Viz Pilot's Template Wizard.

> ⓘ **Info:** A key feature is that you can add custom HTML panels to templates, giving full control over the template through custom scripting and logic.

1.1 Key Features

- Search for graphics templates, elements and media assets.
- Add and edit content using an auto-generated Fill In Form.
- Preview graphics.
- Open and edit videos.
- Save data elements to the database.

1.2   Workflow

· Fill templates with content and store them as data elements.
· Move data elements into the newsroom rundown.
· Scenes are made in Viz Artist and imported into Template Builder, where templates are made.
· Templates are edited and new templates can be made in Template Builder.
· The template is saved in the Viz Pilot system and is available to newsroom and control room systems for playout.

> ⚠ **Note:** Changes in the UI made to a template in Template Builder are not available when opening the template in Template Wizard.

1.3   Related Documents

For more information about all Vizrt products, visit:

· www.vizrt.com
· Vizrt Documentation Center
· Viz University
· Vizrt Forum

1.4   Feedback

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1.5   Support

Support is available at the Vizrt Support Portal.

2   Setup And Configuration

This section shows you how to install and configure Viz Pilot Edge and Template Builder.

- Requirements and Installation
- Configuration
- Configuring the Crop Tool
- Migrating from Pilot News
- Viz Arc

2.1   Requirements And Installation

This section shows you how to plan, install and configure a new Viz Pilot Edge system and how to configure Template Builder. It also explains how to prepare your existing Viz Pilot system to be able to work with Viz Pilot Edge.

These are the following topics:

- Requirements
  - Pre-Installation Requirements
- Installation
  - Configuring Preview Server
  - Specifying a Graphic Hub Endpoint
  - Monitoring Graphic Hub Status

2.1.1   Requirements

Pre-Installation Requirements

A Viz Pilot system must be installed and actively in use. The following Viz Pilot backend infrastructure is required:

- Oracle or Graphic Hub servers to store Viz Pilot templates and data elements.
- NRCS system integrated with Viz Pilot system.
- Preview Server or Connection Broker for graphics preview.
- Set of Viz Artist scenes used in broadcast.

> ⓘ **Info:** A table with the default Ports and Protocols can be found in the Pilot Data Server Administration Guide, under **Configuration** > **Default Ports and Protocols**.

2.1.2   Installation

If Viz Pilot infrastructure has not been installed, please follow the *Installation* procedure described in Pilot Data Server Installation and other related administration guides. Viz Pilot Edge opens as a web application in a browser:

> ⓘ **Info:** The URL to access Viz Pilot Edge is: http://pds-hostname:8177/app/pilotedge/pilotedge.html.
> The URL to access Template Builder is: http://pds-hostname:8177/app/templatebuilder/TemplateBuilder.html.

Configuring Preview Server

Preview Server manages one or more Viz Engines, providing frames for thumbnails and snapshots in an ongoing preview process.

Preview Server must be configured in Pilot Data Server:

1. Access the Pilot Data Server Web Interface: http://pds-hostname:8177.
2. Click the **Settings** link.
3. Select the *preview_server_uri* setting, and add the URL for the machine on which you installed Preview Server (http://previewserver-hostname:21098).
4. Click **Save**.

> ⚠ **Note:** All applications with a connection to the database will now have access to Preview Server.

Specifying a Graphic Hub Endpoint

If you are using multiple Graphic Hubs, the one used to store your scenes must be configured in Pilot Data Server:

1. Access the Pilot Data Server Web Interface: http://pds-hostname:8177.
2. Click the **Settings** link.
3. Select the *graphic_hub_url* setting, and add the URL for the machine on which your scenes are stored (http://gh-hostname:19398).
4. Click **Save**.

Monitoring Graphic Hub Status

Since some users have multiple Graphic Hubs (GHs) for design, distribution, testing and production, green icons at the bottom of the interface show you which GH and which database you are currently connected to:

> ⚠ **Note:** GH REST status info is based on the *graphic_hub_url* parameter mentioned above, not Graphic Hub's search provider settings.

See also

· Installing Viz Pilot Edge for ActiveX Based Systems

2.2   Configuration

Use the settings below to modify the setup to suit your requirements.

2.2.1   Database Settings

Pilot Data Server Setting	Description
ax_disable_overlay_saving	Disables saving of overlay timelines for clip assets that have an overlay_timeline link.
ax_dont_fetch_thumbnails	No thumbnails are shown in the element list.
ax_hide_data_elements	Hides the data element list if set to true.
ax_disable_data_overwrite	Hides the overwrite button if set to true.
preview_server_uri	Base URI of the Preview Server to be used when requesting preview images for the graphics.
shared_curious_server	Viz World Server IP or hostname for the maps workflow. If you add multiple hostnames, Pilot Edge will utilize the first one on the list.
video_mode	Video mode for channel. PAL or NTSC.

2.2.2   URL Parameters

URL Parameter	Description
autorefreshpreview=[true/false]	Disables auto-refresh of graphic preview if set to false.
candeletepilotelements=[true/false]	Lets you delete data elements from the database if set to true.
maps=[hostname]	Overrides the setting *shared_curious_server* defined in the Pilot Data Server.

URL Parameter	Description
preview=[hostname]	Overrides the setting *preview_server_uri* defined in the Pilot Data Server.
showpilotelements=[true/false]	Hides the data element list if set to false. Overrides the setting *ax_hide_data_elements* defined in the Pilot Data Server.
mosid=[mosid]	Defines which mos installation the object is to be used in (for example, *mosid=PILOT*).
disablepilotelementoverwrite=true	Hides the overwrite button if true.
override-initial-concept=<concept id>	Overrides the initial concept selection in the find graphics "tab" in Pilot Edge. It overrides the local storage setting and re-selects the specified concept each time Pilot Edge is loaded. The list of concepts and their id can be found in the service document for PDS , *host:8177/concepts*, and it is the numeric part of the id that it is used. ⚠ **Note:** This feature is only applied when Pilot Edge is loaded the first time. If a newsroom system only hides Pilot Edge and shows the previously loaded version, this will not be applied.
sendbutton	Force the *Send to Newsroom system* button to appear.
origin=[URL]	When hosted in an iframe, Viz Pilot Edge uses *window.PostMessage* to communicate with the host window. The origin parameter is a safety measure to ensure that only the window with the given origin gets the message. If not present, Viz Pilot Edge will fall back to using *, which makes the browser skip this check.

2.3   Configuring The Crop Tool

Crop Service and Pilot Data Server must both be installed before you can use Viz Pilot Edge's crop tool, Image Editor. To simplify configuration, it's recommended to install Crop Service and Pilot Data Server on the same machine. If they're installed on different machines, see Configuring the Connection from Crop Service to Pilot Data Server below. See also the **Pilot Data Server Installation** section in the Viz Pilot User Guide.

2.3.1   About Crop Service

Crop Service is a Viz Pilot tool used for basic cutting, zooming and rotating of images. It provides an efficient way for journalists and editors to quickly add new images to a data element. Crop Service makes it possible to crop RestVOS images and images from any Viz One server.

2.3.2   Installing Crop Service

To install Crop Service, run the Crop Service installer: *VizrtPilotCropService-x64-x.y.msi.*

> ⚠ **Note:** To be able to load all kinds of TGA images, a codec program like https://www.fastpictureviewer.com/codecs/ must installed on the machine where crop service is running.

2.3.3   Setting Database Parameters for Crop Service

Database Parameters in the Pilot Data Server must be configured for Crop Service:

1. See **To access the Pilot Data Server Web Interface** in the **Pilot Data Server** section of the Pilot User Guide.
2. Click the **Settings** link.
3. Select **crop_service_uri** and add the parameter for the machine on which you installed the Pilot Data Server: http://< **cropservicehostname** >: **8178**/.
4. *Optional*: Set the **croptool_max_image_area** to adjust the maximum size of a cropped image that will be served by the Pilot Data Server. If the image size (*) is larger than croptool_max_image_area, then the image is resized, while still respecting the aspect ratio of the crop. The maximum image size applies even if no cropping is done. * Image size = image width x height in pixels.
5. Click **Save**.

Configuring the Crop Service Connection to Pilot Data Server

> ⚠ **Note:** If Crop Service is installed on the same machine as the Pilot Data Server, you can skip the steps below (Crop Service is already configured on your machine).

If Crop Service is installed on a different machine, configure the connection to Pilot Data Server as follows:

1. In Windows, open the **Services** dialogue and **stop** Crop Service.
2. Open the Crop Service configuration file. This must be done "As Administrator". For example, run Notepad (as administrator), and in Notepad open the config file: *C:\Program Files\Vizrt\Crop Service\CropServiceHost.exe.config.*
3. In the config file, find the following section:

```
<userSettings>
    <CropServiceHost.Properties.Settings>
        <setting name="PilotDataServerUri" serializeAs="String">
```

```
            <value/>
          </setting>
      </CropServiceHost.Properties.Settings>
  </userSettings>
```

4. Replace *<value/>* with `<value>http://YOUR\-PDS\-HOST\-HERE:8177</value>` and save your changes.
5. Start Crop Service.
6. Verify that the configuration is correct by viewing the log file at C:\ProgramData\Vizrt\Logs\CropService\cropservice.log.

> ⚠ **Note:** If you see an error similar to: *ERROR: Failed to get payload from:* http://localhost:8177/vcp/parameters*, or *Error: Unable to connect to the remote server* the configuration is <u>incorrect</u>, and you must repeat steps 1-6 above.

> ⓘ **Info:** A table with the default Ports and Protocols can be found in the Pilot Data Server Administration Guide, under **Configuration** > **Default Ports and Protocols**.

2.4   Migrating From Pilot News

This section covers aspects of migrating from Viz Pilot News to Viz Pilot Edge.

- Why Migrate from Viz Pilot News to Viz Pilot Edge?
- What Does Migration Require?
- No New Server Infrastructure or Components Required
- The Template Analysis Tool
- Example of Vizrt Template Analysis Tool Results

2.4.1   Why Migrate from Viz Pilot News to Viz Pilot Edge?

- Viz Pilot Edge gives you access to a browser-based tool, which means no local installation of software is needed.
- Server-side installation means the tool is available on any PC/Mac at any time (Chrome, IE or Safari). Viz Pilot Edge also integrates with Avid Media Central Cloud UX, which means templates can be used directly from this environment to produce content.

2.4.2   What Does Migration Require?

- Although the same templates and scenes used by Viz Pilot News also work in Viz Pilot Edge, the fill-in form used to add content to templates must be replaced with an HTML-based form that works in a browser.
- For the simplest templates, you can use your existing Pilot News templates in Viz Pilot Edge without further action. Simply open the Viz Pilot Edge client and start using your existing templates. HTML-based fill-in forms are automatically generated and expose all the of fields in the template.

· For more complex templates, it is usually desirable to design a custom layout to help journalists fill in data quickly without errors. Custom layouts are made with a drag and drop interface in Template Builder.

> ⚠ **Note:** A single template can contain fill-in forms for both Viz Pilot News and Viz Pilot Edge at the same time, effectively allowing the templates and data elements to be used interchangeably in both clients during a transition phase!

2.4.3   No New Server Infrastructure or Components Required

Viz Pilot Edge (together with Template Builder) communicate with the same back-end server and database components (Oracle or Graphic Hub) as Viz Pilot News (with Template Wizard). No infrastructure changes are needed.

2.4.4   The Template Analysis Tool

Migration involves upgrading templates from an existing ActiveX-based format to a new HTML-based format. To help you plan your migration and identify the templates that need to be updated, Vizrt Professional Services has an internal tool that is used to analyze templates in a Pilot database, both Oracle and Graphic Hub-based. This analysis uncovers unsupported or obsolete features in templates at an early stage of a Pilot upgrade project, assisting the migration process. The results provide an overview of your current template base, including:

· Number of templates per Concept.
· Number of UI components per Template.
· Number of script lines per Template.
· Number of script functions/subroutines per Template.
· Number of obsolete/unsupported script functions per Template.
· and more.

2.4.5 Example of Vizrt Template Analysis Tool Results

Data Elements analysis 2020

Concept	Template	ID	Count of Elements
ENG_VIDEOWALL	ENG_VIDEOWALL_image	10334	7897
NEWS_ENG_TITLES	ENG_TITLE	17602	5326
ENG_NEWS_TITLE_HD	ENG_NEWS_TITLE_HD	10154	4259
FIFA_2018	TITLES_FIFA_2018	16964	2246
PILORAMA	SLIDE_Single	14406	2204
NEWS_ENG_TITLES	LOCATORS	17572	1550
PILORAMA	5_slides	14414	1360
ENGLISH_MAPS	Map_19	17576	1049
NEWS_PRESENTERS	news_PRESENTER	17584	968
PILORAMA	!GOOD_VIDEO_CLIPS	14408	928
NEWS_ENG_TITLES	LOC_OUT	17578	873
ENG_TITLES	ENG_TITLES	12386	852
PRESENTERS_1	NEWS_PRESENTERS	12394	775
ENG_TITLES_	ENG_TITLES_	16122	743
WHITE_WINDOWS	WINDOWS_WHITE_TRANS	15976	584
UNGA_2015	UNGA_TITLES_	14174	504
US_ELECT_TITLES	TITLE_US_ELECTION	15362	466
UK_REFERENDUM_16	TITLES_UK_REFERENDUM	15002	441
VICTORY_DAY_70	VD-TITLES	13888	424
NEWS_ENG_TITLES	ALL_OUT	17580	390
FRANCE_ELECTION_TITLES	TITLE_FRANCE_ELECTION	15722	371
ENG_LIVE	LIVE_2_3_TRANSITION	18292	340
PRESIDENT_2018	TITLES_PRESIDENT_2018	16748	319
ENG_Venture	Title	13364	299
GERMAN_ELECTION_2017	PRES_TITLES	16248	272
FIFA_2018	LIVE_FIFA_2018	16970	271
FIFA_2018	ALL_OUT_FIFA_2018	16974	262
SPIEF_19	SPIEF_19_TITLES	17922	252
Total			**42564**

Library Item: 1, 0

42564 Total Count of Elements

Count of element_id by Year: 2020 9.58K, 2012 0.11K, 2014 1.32K, 2016 3.44K, 2017 4.81K, 2018 9.74K, 2019 8.15K

Elements by Concept: NEWS_ENG_TITLES 8317, ENG_VIDEOWALL 7898, PILORAMA 4672, ENG_NEWS_TITLE_HD 4300, FIFA_2018 3279, ENGLISH_MAPS 1156, NEWS_PRESEN... 968, PRESENTERS_1 775, UNGA_... 628, US_ELEC... 552, VICTORY_... 467, ENG_Venture 387, ENG_TEASER 125

Count of element_id by Month

Templates Scripts analysis 2020

Templates by Concept — Concept: Test, TEST_SOCHI_2..., ENG_TEASER_2..., PRESIDENT_20...

Concept: (Blank), !!ELECTION_2007, !!TEST_TESTENG_LIVE_HD_, 1917-TITLES, 20_YEARS_ISS, 3D_OBJECT_IN_STUDIO, 9_MAY_16_TITLES, 9MAY_19_TITLES

948 Templates **475407** ScriptLines

| 32068 Subs | 251 Functions |
| 1693 BufferCmds | 38034 SendSingleCmds |

ScriptLines by ConceptName: ENGLISH_MAPS 50640, Test 45325, TEST_SOCHI_2014 28778, OLD_ENG_MAPS 14374, test-... 7..., test_ff 30...

Template	ScriptLines
Map_Globus_Flat_hd_2	7454
Map_19	7059
Map_Des_17_2	7052
map_des_16_3_6jul	6683
map_des_16_3_jul7-2	6682
map_des_16_7jul	6680
map_des_16_2	6673
map_des_16_2_copy	6673
map_des_16_1	6627
Ola-map-16-4	6585
Ola-map-16-6	6538
Ola-map-16-7	6538
Ola-map-16-5	6519
Ola-map-16-3	6514
B_map_Mercator_test	6507
map_des_16	6501
Ola-map-16-2	6476
Map-colorize-5_hop	6449
Total	**475407**

Templates Forms analysis 2020

Templates by Concept — Concept: Test, TEST_SOCHI_2..., ENG_TEASER_2..., PRESIDENT_20...

948 Templates **126093** Components **121** Pilot Components

Category	Component Type	Count of Components
Additional	TTWUniLabel	34903
AIRBOX	TDragEdit	26981
Communication	TTWUniEdit	16473
Data access	TPanel	15524
Data controls	TTWImageInf	9850
Database	TTWUniMemo	5174
Device Control	TTWUniCheckBox	3483
	Total	**126093**

Count of Component Name by Category: Standard 95314, Viz control 28305

Template	Count of Components
Map_Globus_Flat_hd_2	2018
Map_19	1446
Map_Des_17_2	1440
map_des_16_3	1429
map_des_16_4	1416
map_des_16_2	1412
map_des_16_2_copy	1412
map_des_16_1	1410
Ola-map-16-12	1407
Map_Des_17_1	1406
Ola-map-16-11	1406
Ola-map-16-7	1404
Ola-map-16-10	1394
Ola-map-16-6	1394
Ola-map-16-5	1393
B_map_Mercator_test	1392
map_des_16	1391
map_des_16_3_jul7-2	1381
Total	**126093**

2.5   Viz Arc

Viz Arc can be integrated with Viz Pilot Edge. In this workflow, Viz Arc actions can be browsed and selected, dragged to the newsroom rundown and played out by a control client like Viz Mosart.

2.5.1   Configuration

To enable this workflow, the Viz Arc system must support hosted MOS panels. Check the Viz Arc documentation for the URL of the Arc Panel.

> ⓘ **Info:** In Viz Arc 1.8.1 the default URL is http://arc-host:9004/mos-plugin. For HTTPS the default port is 9005.

To make the Viz Arc panel appear in Viz Pilot Edge, add the following settings in PDS (see PDS documentation on how to add Optional Database Parameters):

Parameter	Mandatory	Default Value if not set	Description
moseditor_arc_url	yes		The URL to the panel.

Parameter	Mandatory	Default Value if not set	Description
moseditor_arc_schema	no	http://www.vizrt.com/mosObj/vizarc/action	A unique identifier for the editor to be able to reopen Arc actions from the rundown.
moseditor_arc_label	no	Viz Arc	Label appearing on the tab in Viz Pilot Edge.

2.5.2   Timing

To add timing to the Arc Actions, use the Playout Instructions.
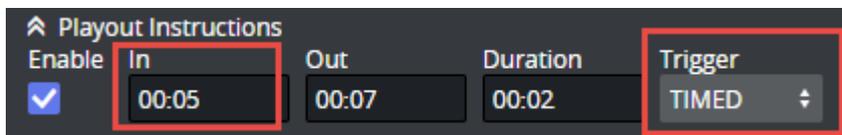
- · Check **Enable** to instruct Viz Pilot Edge to use playout instructions.
- · Set the **In** time to the number of minutes and seconds when this Arc action must be executed, relative to the story.
- · Set **Trigger** to TIMED.

If the Trigger is set to MANUAL, Viz Mosart will not automatically play this item, but mark it as a Manual item in the UI.

> ⚠ **Note: Out** and **Duration** are not yet supported for Arc Actions as these actions do not support such events. Only the In time is relevant.

3 Template Scripting

The template scripting is a functionality for Viz Pilot Edge that allows users to customize templates and fill in values from external sources.

You can find more information on how to use this functionality in the Template Builder User Guide under the section *Form Customization Scripts*.

4 Workflows

The main purpose of the Viz Pilot Edge newsroom plugin is to browse for, edit and transport media or graphics items to a newsroom rundown. The UI has the following main functionality:

· Select type of media item to browse for (graphics, stillstore images or videos).
· Browse for the item to use.
· Either send the item as it is to the newsroom rundown, or
· Open the item in an editor.
· Change the item and if supported, save it.
· Send the item to the newsroom rundown.
· Re-open the item from the newsroom rundown to edit it.

4.1 The Tab Selector
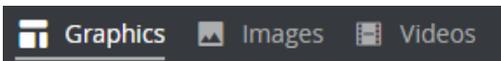
The tab selectors will expose the main section to where the media items can be found. The standard tabs are

· Graphics (Pilot Templates and Data Elements)
· Images (full screen still store images)
· Videos (full screen clips)

In addition, it is possible to configure Viz Pilot Edge to display additional tabs:

· Arc Actions (connect to a Viz Arc system and browse for Viz Arc actions to be transported to the newsroom rundown).

4.2 The Home Button
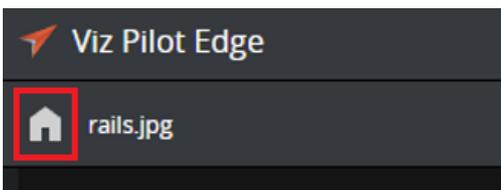
By clicking the home button when editing an item in the tabs for Graphics, Images and Videos, Viz Pilot Edge will take you back to the browser of the relevant tab.

4.3 Send To Newsroom Buttons

Both in browse mode and edit mode, there will be one or two buttons on the toolbar:

- **Drag to Newsroom system** button ⊕ exposes a drag icon that can be used to drag the MOS XML of the currently selected or opened item out from the Viz Pilot Edge plugin, either to a text editor for inspection, or directly to the newsroom rundown if the newsroom system supports it.
- **Send to Newsroom system** button

   ▣ will send a message to the newsroom system with the MOS XML for the currently selected or opened item. The button will turn into Update mode if the currently edited item is opened from a newsroom rundown. A click on the button will then send an update message to the newsroom system. Opening a different item in Viz Pilot Edge will transform the button back to Send mode where the plugin sends a create message to the newsroom system.

The Send button will disappear if Viz Pilot Edge:

- is opened directly in the browser (not hosted in a newsroom system), or
- is hosted in ShowEdge, or
- cannot determine which newsroom system it is hosted in.

> ⚠ **Note:** When Viz Pilot Edge is hosted in a newsroom system, the NRCS identifies itself with this message, eg. for ENPS:
>
> ```
> <mos>
>    <ncsAppInfo>
>       <ncsInformation>
>          <software>
>             <product>ENPS Client</product>
>          </software>
>       </ncsInformation>
>    </ncsAppInfo>
> </mos>
> ```
>
> Historically, Avid iNews has not identified itself in this way. Viz Pilot Edge will then remove the Send button, because iNews actually supports Drag and Drop. If the Send button is removed by Viz Pilot Edge because the newsroom system cannot identify itself correctly, it is possible to force the Send button to appear by applying the **sendbutton** URL parameter to the Pilot Edge URL.

4.4   About

Click the Viz Pilot Edge logo ⟨ Viz Pilot Edge ⟩ at the top left corner for information on the software version, and links to local documentation and third-party licenses.
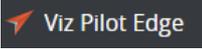
4.5   Graphics

This section covers the following topics:

- Browse for Graphics
    - Templates
    - Elements
    - Preview
- Edit Templates or Elements
    - The Fill In Form
    - Playout Instructions
    - Saving Data Elements
    - Using the Element in the Newsroom Computer System
    - Library Elements
    - The Preview Window

4.5.1   Browse for Graphics

Click ![Graphics] on the top toolbar to search for available templates and saved data elements. Viz Pilot Edge will now open in Browse mode. Double clicking any item in this mode will open the item in Edit mode.

Templates
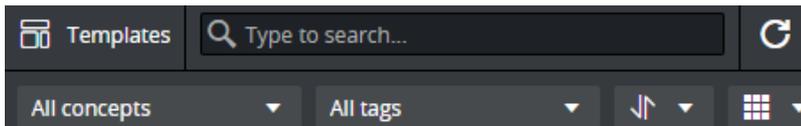
The **Templates** pane to the left shows available Pilot templates based on the Concept and Tag selected and/or search terms entered. When typing in the search field, all templates containing the given search string in the template description are displayed.

The list of templates can be sorted by description or modified date ![icon] and displayed with large thumbnails, medium, small or as a list ![icon].

The template thumbnail shows a snapshot of the scene at the time of saving in Viz Artist. When clicking a Template thumbnail, a preview is generated by Preview Server. This preview jumps to the default preview point in the scene, and may differ from the thumbnail.

Double-click a template to open it in a new window, where you can add edit the fill-in fields and save it as a data element.

Elements
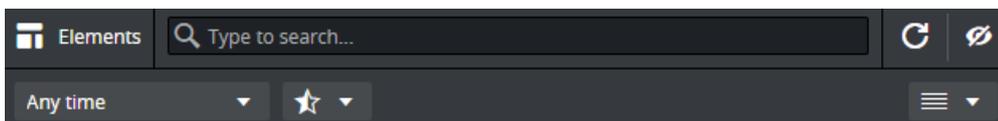
When clicking a Template, the list of data elements is updated. Data elements are previously saved templates (instances of templates) available in Pilot Data Server. When searching, the list displays all data elements containing the search string. It can be filtered on last updated time (Any time, Last hour, day, week or month).

Double-click a data element to open it in a new window, where you can edit the fill-in fields and save it as a new element or modify the existing one.

Click the eye-icon ![icon] to turn on and off the preview window in browse mode. This will also affect the preview in Image mode.

Click the Library icon ![icon] to select whether the elements list should contain only library items, only non-library items, or all items. Data elements in the library are marked with a filled star:

Preview

The Preview window contains a Preview Server generated snapshot of the selected template or data element:

Hovering the mouse over the image, a timeline with default preview point appears:


Click this timeline to generate a preview at a different point in time.

Click the detach-button to detach the preview window.

4.5.2   Edit Templates or Elements

Double-clicking a template or data element will open it in Edit mode. This window contains two main parts, the Fill In Form (left) and the Preview Window (right), see the screenshot below. Content can be added and edited on the left, while a preview will load on the right every time you make a change.
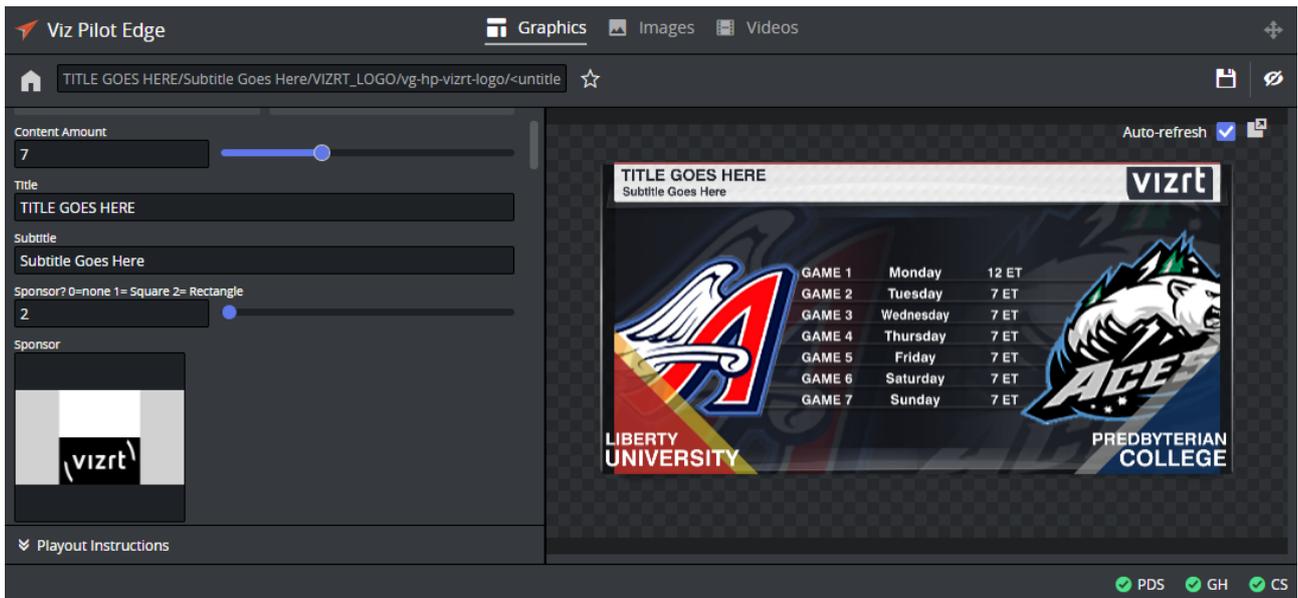
The Fill In Form

The window to the left is a Fill In Form for graphics. The form contains fields (exposed by the graphical designer in Viz Artist) where you can add content to the graphic, including text, options in a drop-down list or media assets. If **Auto-refresh** is enabled, the Preview Window will instantly display changes made in the Fill In Form.

Playout Instructions

Playout Instructions are located at the bottom of the Fill In Form. The **In** and **Out** fields specify the start and end time for the graphic relative to the rundown of which the element will be a part.
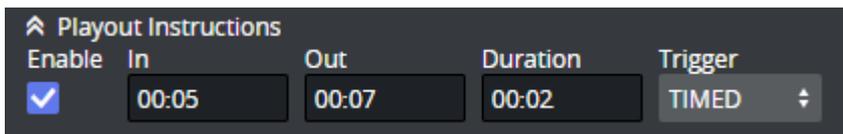
To instruct Viz Pilot Edge to add playout instructions to the element, check **Enable**.

This information is then added to the MOS XML attached to the data element when added to a newsroom rundown. More specifically, the MOS tags updated are *<itemEdStart>*, *<itemEdDur>* and *<itemTrigger>*. This information is used by Media Sequencer to time graphics when playing out data elements through Viz Multiplay, Viz Trio or Pilot Director. This timing information is not supported by Viz Mosart except when adding Viz Arc actions to a rundown.

Saving Data Elements

Click the **Save** button to save a template as a data element, or to modify a data element. Type in the name of the new data element in the dialog that appears or use the generated title.
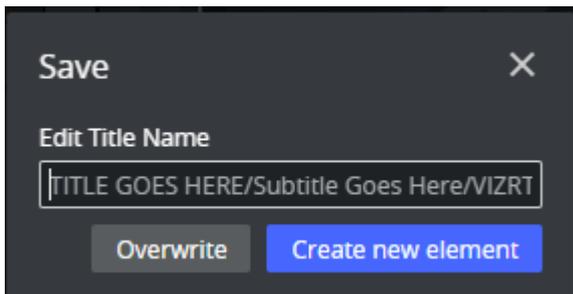
Create new element will create a new instance of the current data element or template.

Overwrite will overwrite the current data element.

The Overwrite button is disabled if one of the following conditions are met:

- · The editor contains a Template.
- · The Disable Overwrite (ax_disable_data_overwrite) setting in Pilot Data Server is enabled.
- · The current element has no modifications.
- · The opened element was a library item and the library item status was removed. This is not allowed in the graphics editor.

> ⚠ **WARNING:** If the data element title is too long, it will be reduced to 128 characters in the MOS XML file, which will in turn affect how the the element title is displayed in the newsroom system.

Using the Element in the Newsroom Computer System

Once a data element is saved or reopened, use the **Drag to newsroom system** button the element to NRCS. The element can also be dragged to Notepad or a text editor to inspect the MOS XML.

Some Newsroom systems do not allow dragging. In these cases, a **Send to Newsroom system** button can be used to send items to the rundown without having to drag and drop. A new rundown item is then created.

If the element was opened from a rundown in the newsroom system, the send button turns into an update button. Any edit in the element will not update the MOS item from where it was opened. Opening another element in Viz Pilot Edge will turn the button back to a Send button again.
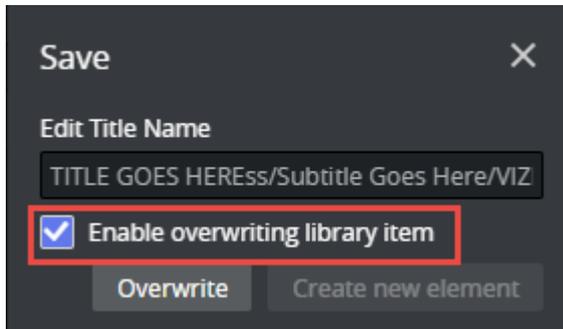
Library Elements

If a data element is frequently used, you want to prevent it from being changed or deleted during automated cleanup tasks, by adding it to the library.

1. Open the data element.
2. Click the Library button on the toolbar:
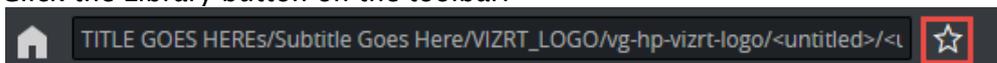
3. The Library icon will change to , to reflect the data element status.

To overwrite a library element, click **Save** and then explicitly check the **Enable overwriting library item** checkbox and click **Overwrite**.

This is a safety mechanism that prevents accidental overwriting of library elements.

> ⚠ **Note:** If the Disable Overwrite (ax_disable_data_overwrite) setting in Pilot Data Server is enabled, the **Overwrite** button will be disabled in the Save dialog window and a new element will have to be created instead. The Library Status will have to be set after the element has been created.

The Preview Window
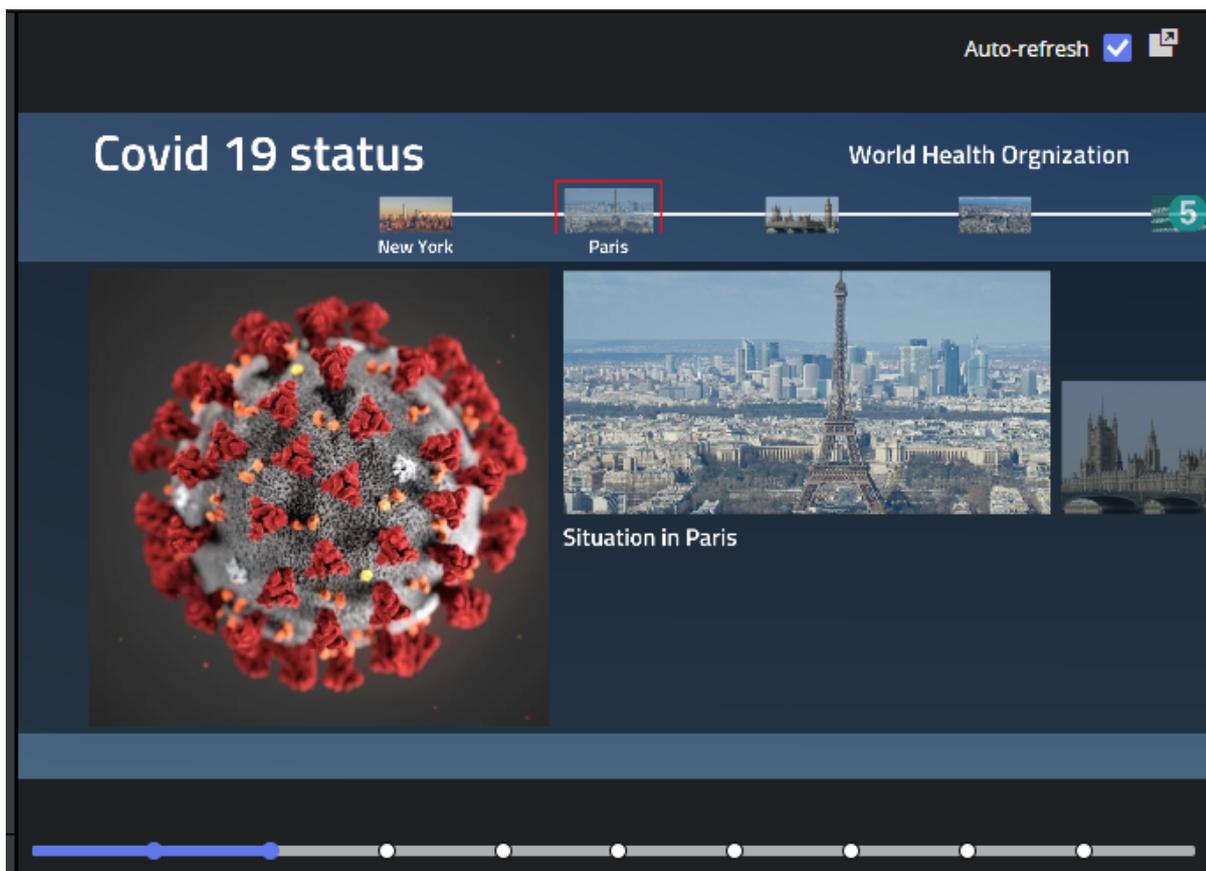
Continuous snapshots of the graphics provide an indication of how it will look when played out in the 3D renderer on a Viz Engine.

Hover the mouse over the preview image to reveal a timeline of the graphics.

The preview window has the following features:

- **Preview points:** If the scene contains named preview points, such as stop points and/or tags in the Default director, these are shown as clickable circles along the timeline on the preview image. Selecting a preview point shows a preview of the scene at the given point, and the playhead jumps to the point in time where the preview point is set.
- **Click** the timeline to move the playhead. If the scene does not have a director called Default, or the Default director does not have a duration, the timeline will be disabled.
- **Auto-refresh:** Auto-refresh is located at the top of the Preview Window and is enabled by default. This means that the Preview Window updates once there are any changes in the Fill In Form.
  Disable **Auto-refresh** to turn this functionality off. To refresh the Preview Window in this mode click the Refresh button to fetch a new snapshot.
- Click the detach button to detach the preview out in a new window.
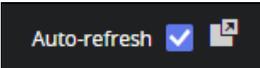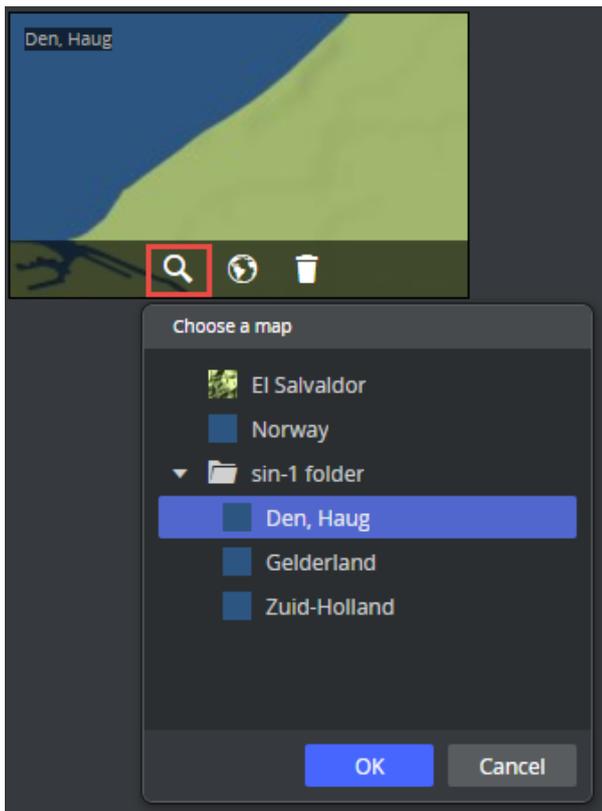
4.5.3 Using Maps

If you have a connection to a Viz World server and a local Viz World installation, you can select and edit maps. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines. See Viz World Client Integration for more on how to configure your system.

> ⚠️ **Note:** Maps from Viz World can be used in a graphics template or element if the scene it contains the **ControlWoC** plugin. In Template Builder this is imported as a **Map** field.

> ⚠️ **Note:** It is not possible to set navigation mode, relative longitude and relative latitude, zoom, geometry mode, pan and tilt when working with maps in Viz Pilot Edge.

Selecting a Map

Hover the mouse over the map thumbnail. Click the **magnifier icon** (choose map) in the Fill In Form:

Select a map and click **OK.**

The map appears in the thumbnail in the fill-in form and in the graphic in the preview window.

> ⚠ **Note:** Choosing a map only requires communication with a Viz World server. However, a local Viz World installation is required to edit maps.
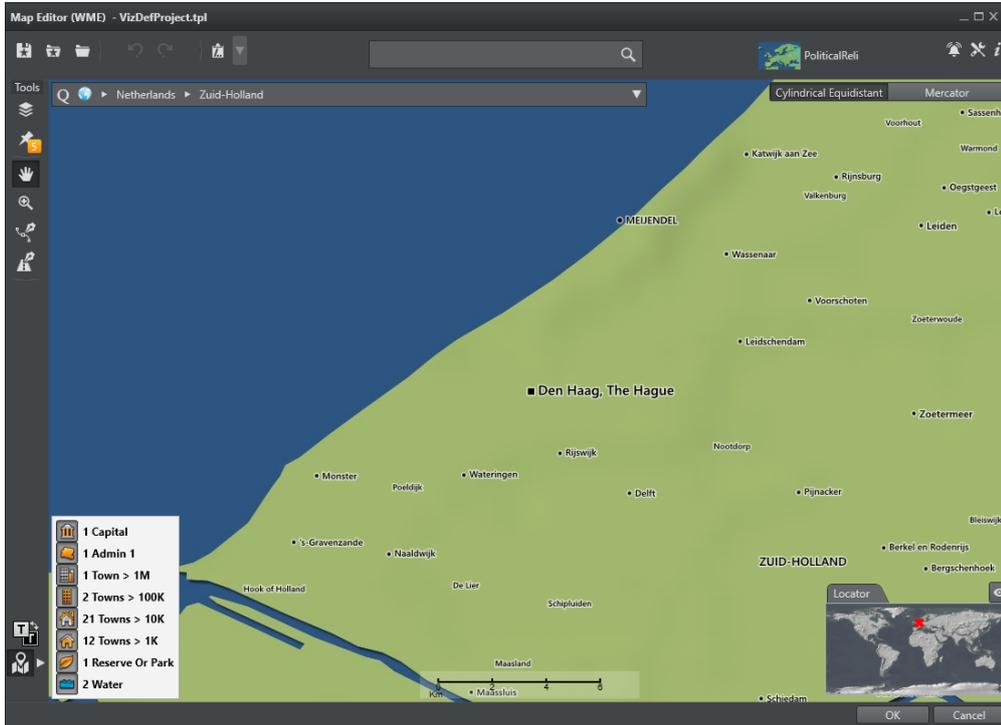
> ⓘ **Info:** Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

Editing Maps

Once a map is chosen and a Map Client is running on the machine, the map can be edited.
Click **Edit map** icon.
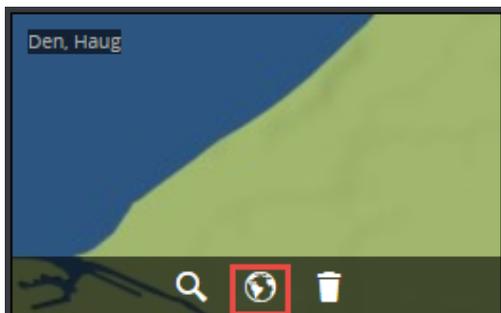
This opens up the Viz World Map Editor. All edits are performed inside this client.

After the map has been opened in the Map Editor the name is changed, for example to *Den, Haug [modified]*, indicating that the map has been edited.

> ⚠️ **WARNING:** Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge will keep listening for data coming from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it.

The map thumbnail view is not available after saving and re-opening a template including a map, however, the map will still be there. Once the Viz World Map Editor is opened and communication is established, the map thumbnail view is available.

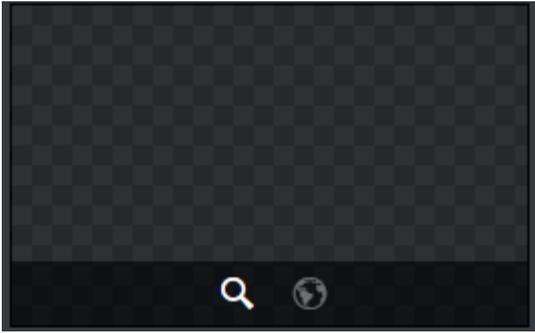The Preview Window updates according to the selected map and edits performed on it.

To remove the map from the field, click the **Remove** icon:

Warnings

Warning symbols and grayed out map buttons indicate that Viz World is unavailable or that there is a Viz World error.
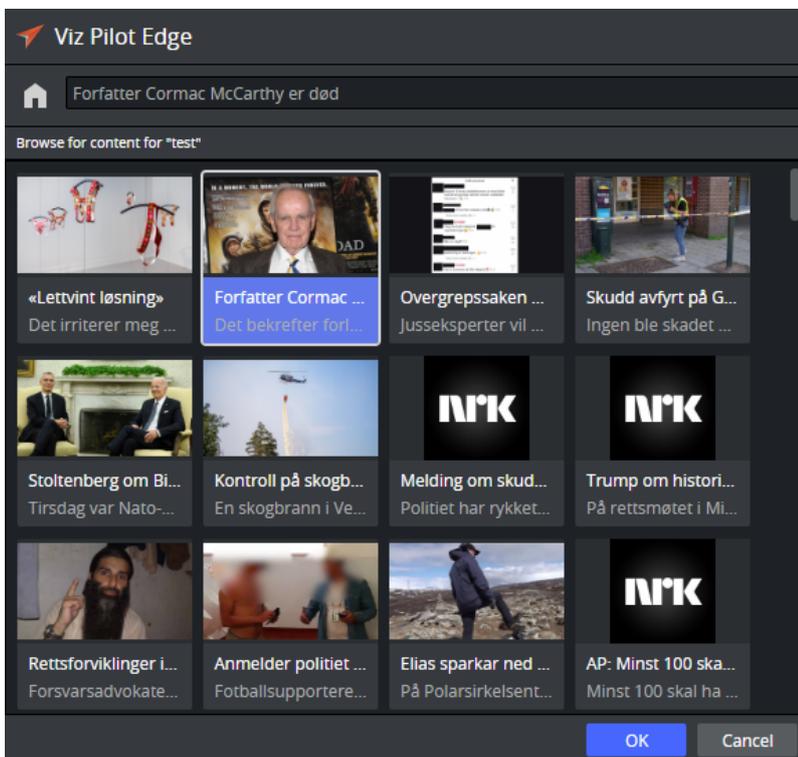
If no map is chosen or no default value is found, the **Edit map** button will be grayed out and disabled.

A map has to be chosen before edits can be made.

If the **Edit map** button is clicked and a Viz World client service is not running on the local computer, the button will disappear.
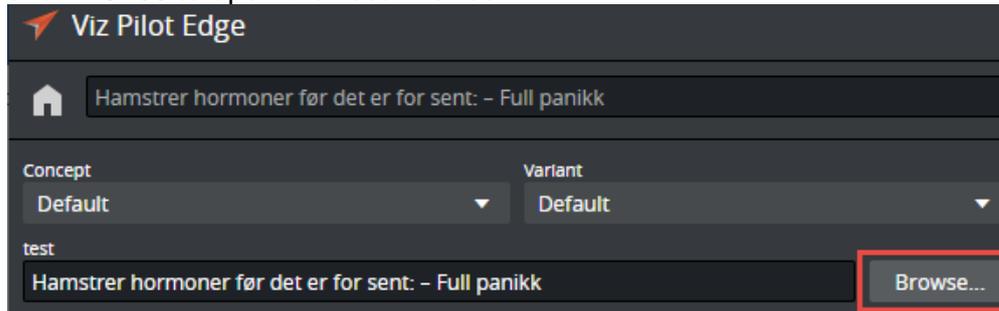
4.5.4 Feed Browser

If the **Feed Browser** functionality is configured in a template, it is possible to auto-fill in information in the data element by browsing for feed entries from a URL source. The feed entry URL is pre-set in the template.

A Browse button will then appear next to the field in the Fill-in-form.

1. Click **Browse** to open the Feed Browser.

2. Feed entries of the feed will be presented as thumbnails. Select one of the entries and click **OK**. Note that the OK button will only be enabled if the feed entry contains all the necessary information needed for the data element.
3. Information from the feed entry will be used to fill in fields in the fill in form, depending on how the fields in the template are linked to feed fields in Template Builder.

4.5.5   Editing Images

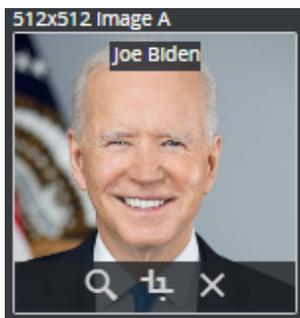### Using the Image Editor

Images can be added to a template or data element that contains an image field, which can be set in Template Builder. The image can be cropped using the Image Editor. If image constraints (Minimum Size of the Image and Aspect Ratio) are added to the image field in Template Builder, the frame in the graphics Fill in Editor reflects those constraints.

> ⚠ **Note:** To crop images, the Crop Service needs to be installed and the URL needs to be configured in the `crop_service_uri` setting in Pilot Data Server. If this URL is not configured, the Crop button will not appear on images.

Images Without Constraints

When hovering the mouse over the image inside a Fill in Form, 3 buttons appear:

- Browse for images.
- Crop (if crop service is configured).
- Remove image.

When browsing for images, click an image in the browser and preview the image inside the graphics in the Graphics Preview.

Double click the image or Click **Ok** to add the image to the image field in the graphics.

Click **Cancel** to cancel the operation and revert to the original image.

Images With Constraints

In Template Builder it is possible to force a specific aspect for an image to be filled into a graphics:
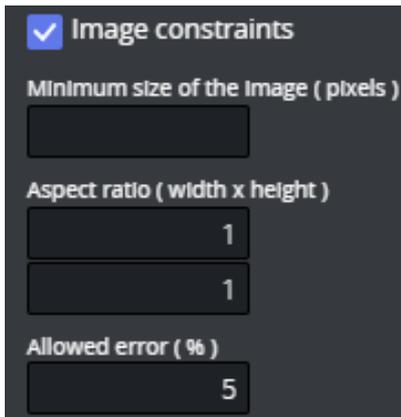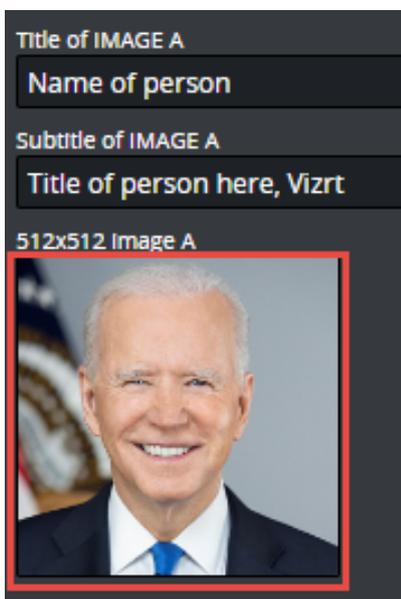

In the case above, the images filled into this image field need to have a 1:1 aspect. In Viz Pilot Edge, this aspect will be used when displaying the image frame:

When image constrains are applied to the image in Template Builder, three things can happen when an image is selected:

- The image matches the aspect constraints and is selected.
- A warning can appear if the image does not match the constraints. This can happen if Crop Service is not configured, or the image provider is Graphic Hub, which does not support cropping with Crop Service.

- The image is selected but does not match constraints, then the crop editor pop up with the crop frame, forces in the given aspect.
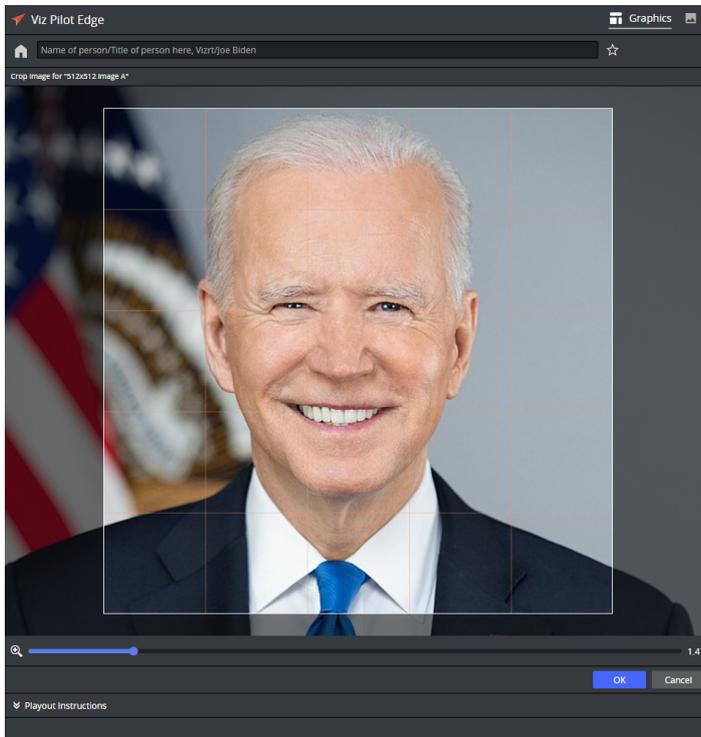
4.6   Videos

Click **Videos** to browse for and work with available media assets. Enter search terms and filter searches based on publishing time, media status and tags.

This section covers the following topics:

- Browsing for Videos
- Editing Videos
- Sending Videos to the Newsroom

4.6.1   Browsing for Videos

In **Browse mode**, the top toolbar has the following choices to search for and filter videos:
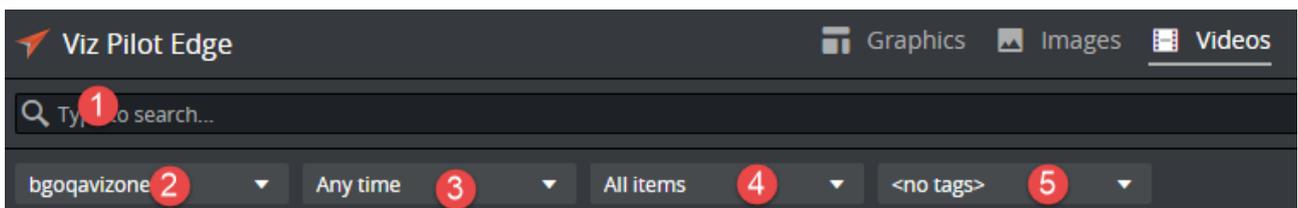
1. **Free text** search will search the video titles for the given string. Note that wildcards can be used, for instance `Las*` will find find strings that has whole words starting with Las. `*Las*` will find words containing Las. The search ignores case.
2. **Search provider**, to select a search provider to search from. The available search providers are configured in Pilot Data Server settings.
3. **Time** constraints. Limit to clips added last hour, last day, last week last month, or any time.
4. **Media Status** from Viz One.
5. **Tags** filter search results based on configured viz tags in Viz One.

4.6.2   Editing Videos

The selected media opens in Viz Pilot Edge **Edit mode**, where the current supported functionality is to set Mark In, Mark Out and Looping. These changes are not saved back to the media asset. They are only transported in the MOS XML to the newsroom system.

4.6.3   Sending Videos to the Newsroom

Both in browse mode and edit mode, a video can be dragged into the newsroom using the **Drag to Newsroom system** button ⊕ or, for the newsroom systems that do not support dragging, click the **Send to Newsroom system** button ▣ .

4.7   Other Workflows

4.7.1   Graphics Plugin (NLE)

The Graphics Plugin also supports the fill in form technology. Viz Pilot Edge can be opened from the Graphics Plugin, and the same interface is available in your craft editing system. Viz Pilot Edge is only available for handling graphics in this workflow.

4.7.2   Viz Pilot News

ActiveX-based templates used in Viz Pilot News cannot be migrated to HTML-based templates used in Viz Pilot Edge, because the technologies are incompatible. However, a simplified editor for these templates is available in Viz Pilot Edge. To use the customized version of the templates, you need to recreate templates one-by-one over a period of time. Vizrt has tools to assist you with this process, see Migrating from Pilot News.

4.7.3   Template Builder

Template Builder is a tool to create and customize templates for Viz Pilot Edge. You can use TypeScript to customize the templates (see below), or use Custom HTML Panels to load advanced self-hosted JavaScript and HTML UI to the template.

See also

The *Script* section of the Template Builder User Guide for information on how to write custom template scripts.

5 Order Management

This section contains the following topics:

- Order Management in Viz Pilot Edge
- Sample Fields for Work Orders
- Submitting a Work Order from Viz Pilot Edge
- Order Status and Warnings

5.1 Order Management In Viz Pilot Edge

The Order Management System is designed to close the gap between the newsroom users ordering content and the department fulfilling these requests. The Order Management System is built on top of Viz One, Vizrt's media asset management solution.

If Order Management is configured, you can submit an order if you cannot find the media you need from a Media search. See the **Setting Parameters using Pilot Data Server** section in the Pilot Data Server Administrator Guide.

Order Management comprises three levels, the first two are managed in Viz One, and the third is submitted from Viz Pilot Edge:

1. **Projects:** Top level of a work order system. Examples of a project are *National Elections*, a single show called *The Evening News*, or an entire facility. Typically a management role creates and manages Projects.
2. **Requests:** A Project may have one or more Requests associated with it. An example of a request could be a *set graphic, a lower-third, a highly stylized video*, or a *Viz Scene*.
3. **Work Orders:** The lowest level and where tasks get done. This is where media is filed, approved or rejected. One or more work orders can be associated with a Request.
   An example of a work order is all variants of a lower-third required for the project. Work Orders are generated by templates inside Viz Pilot Edge. Templates can contain one or more image selectors.

## 5.2 Sample Fields For Work Orders

Name	Description
Mandatory Values	
Requestor	User name of the requestor. This can be overridden and does not have to be the same as the user creating the project.
Project *	Name of the Project this work order shall be associated with.

Name	Description
Request *	Name of the Request that this work order shall be associated with.
Media Title	Title of the Request.
Send Notification	Enables/disables notifications for the Request.
Optional Values	
Description	Additional information about the Request.
Air Date/Time	Date and time the work order airs.
Contact Information	How the user fulfilling the request can contact the requestor. For example: *call me in edit bay 3* or *I am out of office, use alternate contact*. Information not available in the corporate directory typically goes here.
Also Notify	Other people who will be notified as the Request is processed. A semicolon separates multiple email addresses.

> ⚠ **Note:** *Projects and Requests must have MOS Enabled set to *Yes* to appear in the Newsroom plug-in drop-down.
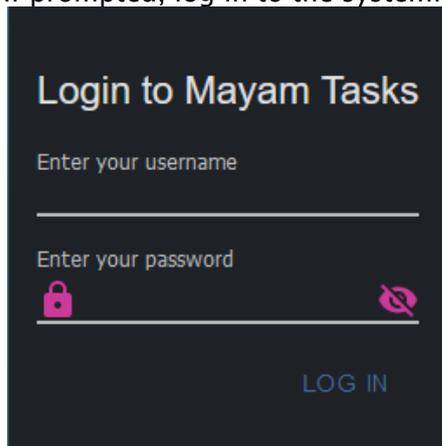
5.3   Submitting A Work Order From Viz Pilot Edge

1. Open a template or data element which has an image component.
2. Click the image component to open the Media tab.

3. Perform a search and inspect the results. If you cannot find a suitable asset, click the **Order** button below:
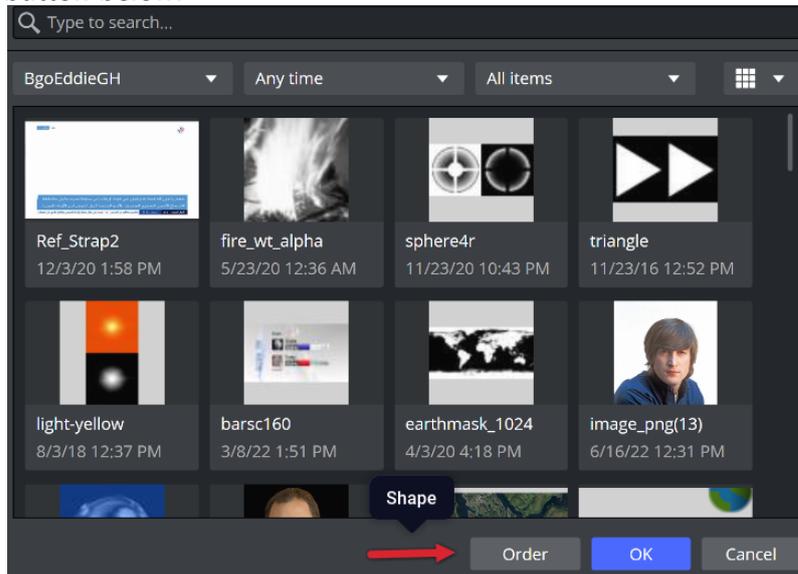
4. If prompted, log-in to the system:

5. In the **Order** menu, fill in the mandatory fields at minimum (indicated with a star *) and select either **Submit** or **Submit and Attach File(s)**.

> ⚠ **Note:** Users in Viz Pilot Edge create Work Orders, while Projects and Requests are configured in Viz One.

Order form

Create Request

Requestor	Channel	Show	Department
SYSTEM+admin	☐	☐	☐

Project*	Request Title*
Sakib's car proje ☐	

Request Details

B *I* U ☰ ☷

Request Type	Media Type*	Contact Information	Creative Meeting
☐	Still ☐		No ☐

Hard Copy	Air Date/Time*	Due Date/Time*	Segment
No ☐	05/31/2023	05/30/2023	☐

Send notification	Also E-mail
☑	

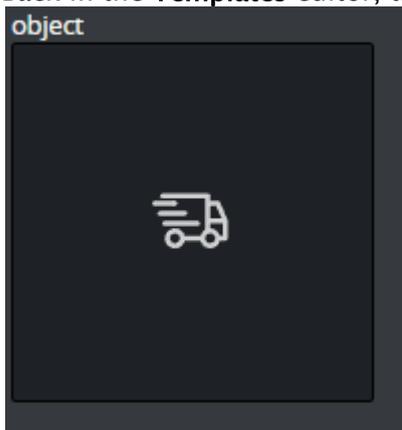CANCEL   SUBMIT   SUBMIT AND ATTACH FILE(S)

6. If you selected **Submit** and **Attach File(s)**, browse for files in the **Order** window. You can optionally add comments about each file in the **Comment** column. When ready, click **OK**.
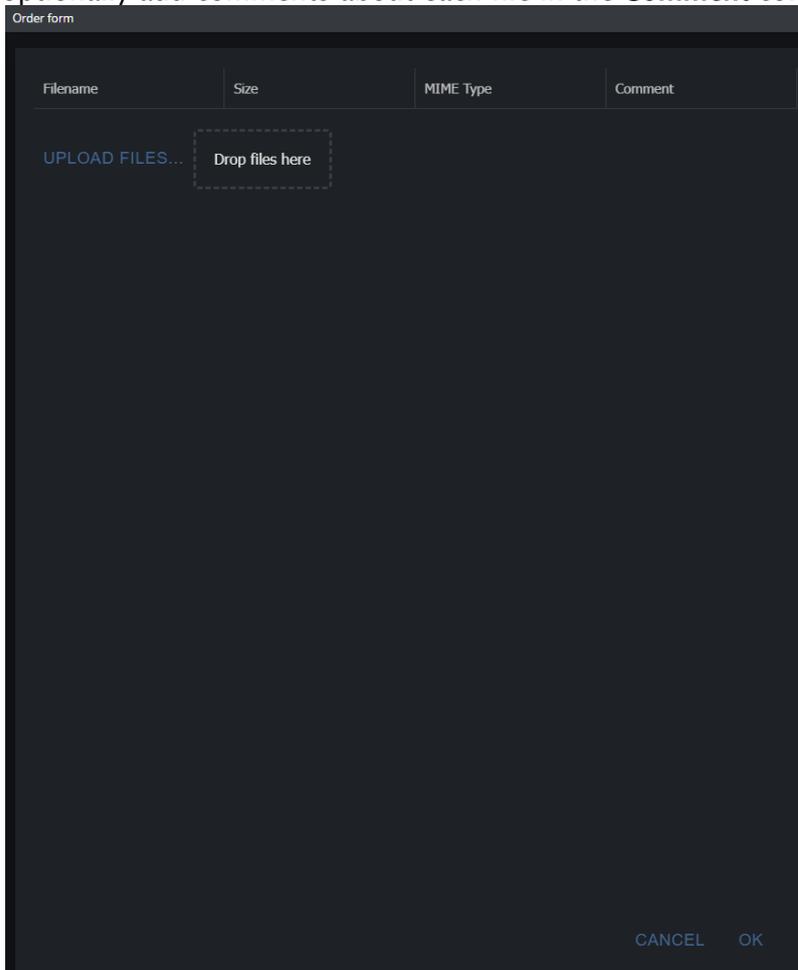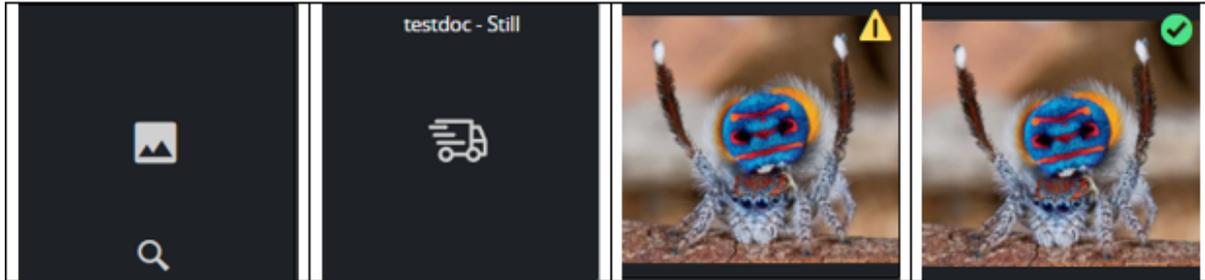

7. Back in the **Templates** editor, the media selector icon changes to **Order**.

8. Save the template and insert it into the newsroom rundown. Once the order is fulfilled, any material needed to air this data item is automatically associated.

5.4   Order Status And Warnings

From left to right in the image above:

· **No order submitted** (Get Image placeholder).
· **Submitted** (Order placeholder). On pending items, you can right-click and select **Open in Studio** to open a browser with information about the order, including name and ID.
· **Fulfilled** but not yet approved (yellow warning notification).
· **Approved**

> ⚠ **Note:** Order management with video is not yet available in Viz Pilot Edge. Currently, only image workflow is supported.

6   Transition Logic

6.1   What Is Transition Logic (TL)?

Transition Logic (TL) is first and foremost a method of designing a graphics package that allows the designer to maintain the look and feel of the graphics while also allowing anyone else, such as journalists or producers, to add graphics items to a rundown without the need for any kind of technical knowledge of how the system works. TL allows the independent control of any number of graphics layers, providing a code-free and design-based method for building graphics that gracefully animates in and out, and transitions from one to another automatically.

> ⓘ **Info:** Transition Logic (TL) can be played out by most Vizrt control applications such as Viz Trio, Viz Pilot, Viz Multiplay, Viz Multichannel.

6.2   How Does TL Work?

6.2.1   Master Scenes

This is accomplished by using a *Master Scene* that coordinates the animation of independently controlled objects which make up the whole. The master scene commonly contains the background items of the graphics package. Such items can be looping backgrounds or the design items of the lower third, over the shoulders, and full-screen graphics. The *variable* or changing content, such as the text in a lower third, is stored separately in *Object Scenes*.

6.2.2   Object Scenes

When a lower third is played On Air, the object scene for the lower third is triggered. This tells the engine to load the master scene, place the object scene inside the master, and animate the timelines. TL handles all of this automatically.

6.2.3   Basic TL Concepts

· **Combo Templates:** A TL template that contains more than one layer of scenes.
· **Master Scenes:** A TL scene is not a single scene, but a set of Viz graphics scenes that consist of a *master scene* that may have multiple layers of graphics that can be On Air at the same time and independently controlled.
· **Object Scenes:** Each layer in the master scene may have multiple referring *object scenes*. However, only one object scene per layer can be active at any given time.
· **Layers:** Layers in the transition logic scene define how many scenes can be on air at the same time. TL layers are conceptual, not spatial.

⚠ **Note:** With Transition Logic scene design, *take in* and *take out* commands are still used as with standalone scene design. Where standalone scene design demands that only a single scene can be On Air at a time. However, Transition Logic allows more than one scene to be On Air simultaneously. This means using Transition Logic lets you have a graphic covering the lower third of the screen and another graphic covering the left and/or right side of the screen for the shoulder graphics On Air at the same time.

7   Appendix

This section covers the following topics:

- Glossary
- Troubleshooting
- Viz World Client Integration
- Configuring the iNews HTML5 Plugin
- Installing Viz Pilot Edge for ActiveX Based Systems

7.1   Glossary

The following terms are used in this guide:

7.1.1   Viz Pilot Terms

Name	Description
Combo Template	A transition logic (TL) template (see below) that contains more than one layer of scenes.
Concept	A visual theme, intended to differentiate scenes used in different scenarios, for instance between the morning news and the sports news. Concepts are a means of reusing content for graphics that have the same properties. You can create one template for multiple scenes that have the same properties and switch between concepts without re-entering data. Each show then gets a unique, recognizable look without needing to think about picking the "right" template. For more information about concepts, see the Viz Pilot User Guide.
Layer	Layers in the transition logic scene define how many scenes can be on air at the same time. Layers are conceptual, not spatial.
Template	A template containing only basic scenes. A template can have multiple concepts attached to it, and a template can have multiple variants attached to each of its concepts.
Toggle Layer	The layer you see in the template (clock, logo, icon, etc.).
Transition Logic (TL)	A method of designing a graphics package that lets you to maintain the look and feel of the graphics while allowing others, without technical knowledge, to add graphic items to a rundown. TL gives you independent control of graphics layers, providing a code-free and design-based way of building graphics that gracefully animates in and out, and transitions from one to another automatically.

Name	Description
Transition Logic (TL) Template	A template with one layer of transition logic scenes. Also referred to as a *TL template.*
Variant	A different layout and positioning of a graphic.

In addition, there are a number of Viz Artist terms it's useful to know:

7.1.2   Viz Artist Terms

Name	Description
Standalone Scenes	Viz Artist term for basic scenes.
Transition Logic - Background Scene	A scene that contains objects and animates between them. Contains the TL layers.
Transition Logic - Object Scene	Scenes that contain variable or changing content, such as the text in a lower third. *Also called leaf scenes.*

See also

- Transition Logic
- The Viz Artist User Guide

7.2   Troubleshooting

7.2.1   The "Edit map" Button is Grayed Out and Displays the Tooltip "Error connecting to Viz World"

If clicking the **Edit map** button results in it being grayed out and displaying the tooltip **Error connecting to Viz World**, and if the same action works in Google Chrome on the same machine, it is likely that Internet Explorer has determined that Viz Pilot Edge and the Viz World client are on different networks and is blocking the integration.

Solution

· Either use URLs for Viz Pilot Edge and Viz World client that are both based on intranet hostnames, or
· Configure Internet **Options** > **Local intranet** to include the Viz Pilot Edge host:
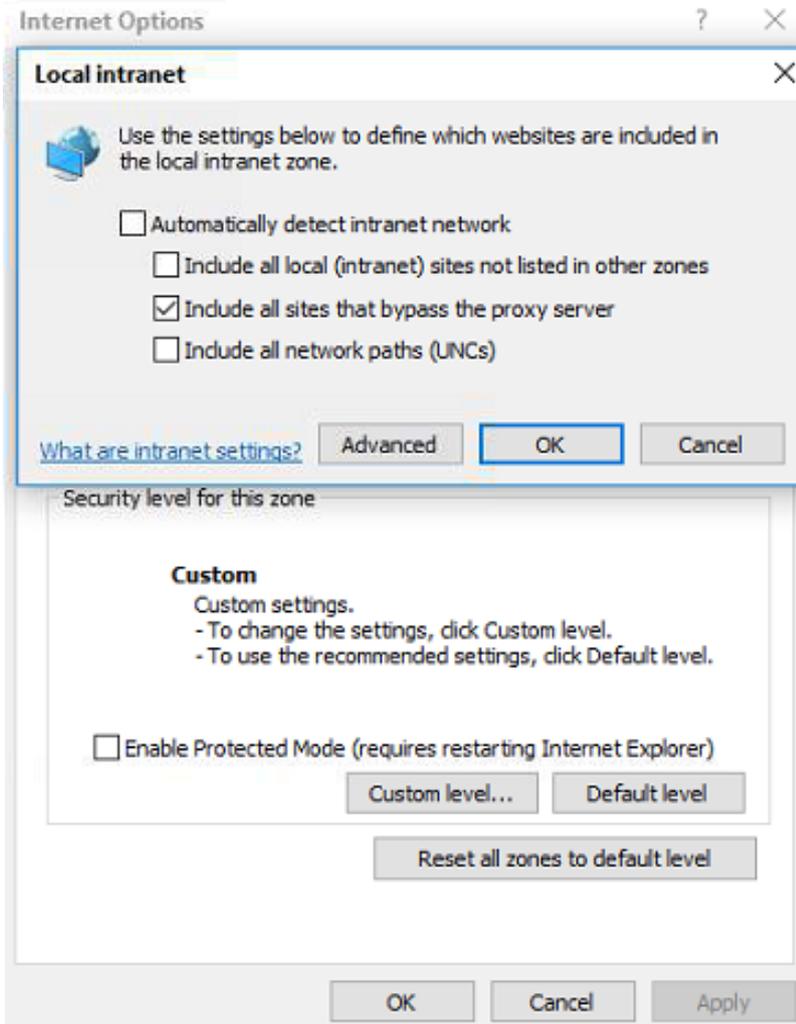
7.2.2   Support

Support is available at the Vizrt Support Portal.

7.3   Viz World Client Integration

This section shows how to integrate a Viz World Client with Viz Pilot Edge.

· Requirements
· Viz Pilot Server Settings

· Workstation Settings

> ⚠ **Note:** Viz World maps can be used in graphic templates if the scene contains the **ControlWoC** plugin. In TemplateBuilder this will be imported as a **Map** field type. Note that ControlMap is not supported in this workflow.

7.3.1   Requirements

· A connection to a Viz World Server is required to select maps.
· A local Viz World Client installation is required to edit maps.

> ⚠ **Note:** For more information about the Viz World Client and Server, and scene design, see the Viz World User Guide and the Viz World Plugins Guide, respectively.

7.3.2   Viz Pilot Server Settings
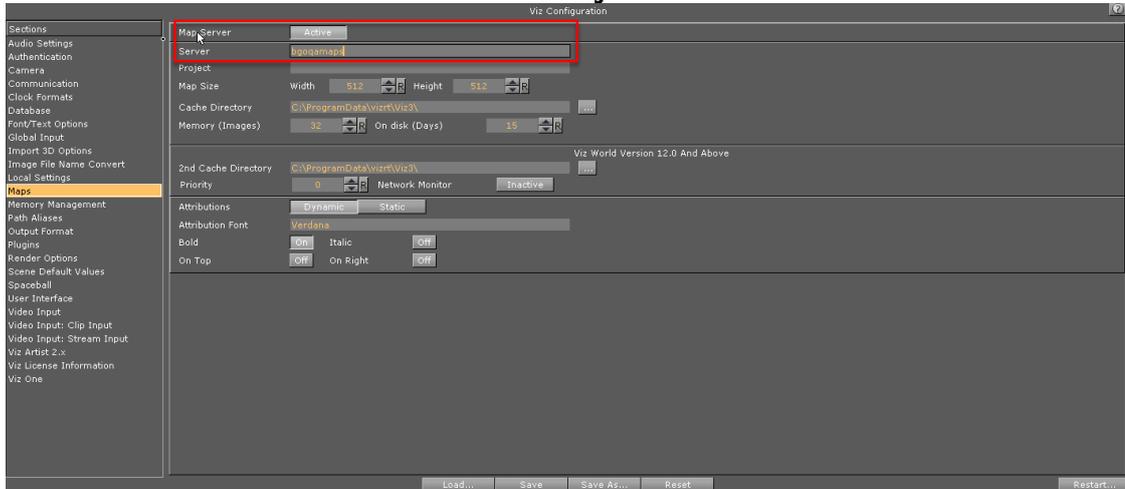
1. Install Viz Engine.

> ⓘ **Info:** The Map Plugin must be explicitly selected to install with Viz Engine.

2. Install the Viz World Client. It is recommended to install the bundled installer that includes both the 32-bit and 64-bit versions. The Viz Pilot Edge workflow often includes Viz Pilot, which requires a 32-bit installation.
   a. Make sure the Microsoft Visual C++ 2010 Redistributable Package (x64) is installed, otherwise the Viz World Client installer will not run.
   b. Download the Viz World Client and run the installer.
3. Modify Viz Config.
   a. Run Viz Config.
   b. Select **Maps**.
   c. Set the **Map Server** to **Active**.
   d. Type in the maps server name in **Server**.
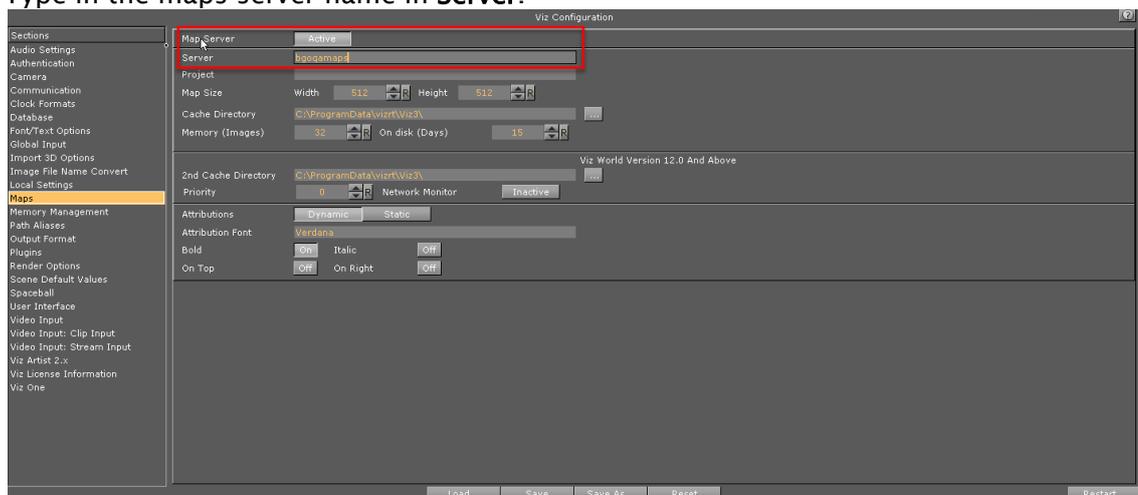
   e. Click **Save** and close the Viz Config window.
   f. Run the Viz Config again.

g. Select **Maps**. A list of .tpl files is shown in the **Available** section.
h. Select the desired files to add them to the **Project**.

i. Click **Save** and close the Viz Config window.
j. Restart Viz Engine.

> ⬥ **Important:** Remember to restart Viz Engine.

4. Pilot Data Server Configuration.
    a. Run the Pilot Data Server in a browser: http://dataserver.example:8177.
    b. Click **Settings**.
    c. In the **Parameters** tab add the maps server name in **shared_curious_server**.
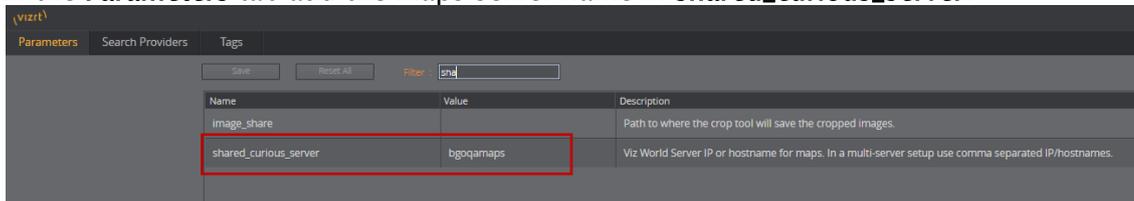
7.3.3   Workstation Settings

1. Install the Viz World Client. It is recommended to install the bundled installer that includes both the 32-bit and 64-bit versions. The Viz Pilot Edge workflow often includes Viz Pilot, which requires a 32-bit installation.
    a. Make sure the Microsoft Visual C++ 2010 Redistributable Package (x64) is installed, otherwise the Viz World Client installer will not run.
    b. Download the Viz World Client and run the installer.
2. Viz World Client Configuration
    a. Run `C:\Program Files\vizrt\Common\Maps\MapsClient.Service.exe.`

> ⚠ **Note:** <u>This step is important</u>, but you will not get any explicit feedback once it's completed. You must complete this step in order to launch the Maps Editor from Vizrt's web applications.

> ⚠ **Note:** You must re-run `MapsClient.Service.exe` every time you either: 1) Restart your PC or 2) Update the Viz World Client.

    b. If you want to open the Maps Editor from outside Vizrt's web applications, you must launch `C:\Program Files\Vizrt\Common\Maps\MapsClient.exe` and specify the maps server name as the server in the Login dialog.

7.4   Configuring The INews HTML5 Plugin

As part of the configuration for Viz Pilot Edge, a few steps need to be followed to be able to use the HTML5 plugin feature in iNews.

Firstly you must go to Avid's *MediaCentral Newsroom Management Setup and Configuration Guide* and follow the steps under the HTML5 Plugins section.

Once the Avid setup is complete, open iNews and select the queue named SYSTEM/HTML-PLUGINS.

A URL for Viz Pilot Edge is provided, and as a requirement, the parameter *progid* needs to be added to the URL. The value of *progid* must match the value of mosItemBrowserProgID, mosItemEditorProgID and mosItemPlayerProgID.

For example:

```
mosItemBrowserProgID = pilotmos
mosItemEditorProgID = pilotmos
mosItemPlayerProgID = pilotmos
mosPlugInID = Pilot Edge


URL = http://hostname:8177/app/pilotedge/PilotEdge.html?mosid=PILOT&progid=pilotmos
```

> ⚠ **Note:** This configuration is not necessary when using Show Edge to host Pilot Edge inside iNews.

7.5   Installing Viz Pilot Edge For ActiveX Based Systems

7.5.1   Installing Viz Pilot Edge for ActiveX Based Systems

Some newsroom systems support plugin applications, but not HTML plugin applications like Viz Pilot Edge. Show Edge, an HTML wrapper for systems that only support ActiveX based plugins, must be installed on such systems.

Run the Show Edge Installer:

- The Show Edge installer is in the same location as Viz Pilot Edge. Following the location of Viz Pilot Edge at the top of this page, the Show Edge installer is available at: http://pds-host-name:8177/app/pilotedge/ShowEdgeInstaller.exe
    - Run the *ShowEdgeInstaller.exe* file on the client machine.

        ⚠ **Note:** For remote installation on multiple machines, the installation file that includes the *--msi* parameter must be used. This creates a sub-folder containing the *.msi* file. In the command line, run: `ShowEdgeInstaller.exe --msi`

- The URL to access Viz Pilot Edge is required during installation.
    - Enter the URL in the installer window that appears after running the *.exe* installer.
    - For the MSI installation, set the Viz Pilot Edge URL using the PE_URL property: `msiexec.exe /i ShowEdge.msi PE_URL="http://pds-host-name:8177/pilotedge".`
- If the MSI installation is used, the default install directory can be overridden with the parameter INSTALLDIR: `msiexec.exe /i ShowEdge.msi PE_URL="http://pds-host-name:8177/pilotedge" INSTALLDIR="mypath".`
- Opening the "Show Pilot Edge" application from the start menu opens the configured URL in a browser window.

How to Change the Installed Show Edge Configuration:

- The URL can be changed with the installer (*ShowEdgeInstaller.exe*, or MSI) by doing one of the following:
    - For the *.exe* installation, first uninstall and then re-install Show Edge. Enter a different URL in the installation window.
    - For the MSI installation, it's not necessary to uninstall to change the URL. Simply run with a different URL in the command line: `msiexec.exe /i ShowEdge.msi PE_URL="change_the_URL"`.
- It can also be changed using the installed executable (the default directory is *C:\Program Files (x86)\Vizrt\Show Edge*):
    - Select the default directory and run the *ShowEdge.exe* located in this folder with the desired URL parameter: `ShowEdge.exe url "change_the_URL"`.

⚠ **Note:** To access help in the command window, go to the installed directory and run: `ShowEdge.exe help`