

CGLink Builder Macro: Press once to convert, press again to insert into FanBar. This macro can also be used to insert any CG_Ticker scene to the FanBar. (FanBar IP connection required)

Viz Scene: L3_PlyrNote

The L3_PlyrNote scene is used for Player or Team notes with the option to include a qualifier, footnote & up to two lines of text. The qualifier will convert with any option. (alternate options shown below)

With the footnote on, the 2-line note CGlink scene is used. (The conversion will retain the yellow brackets "[]" and remove the yellow arrow "*AY" if included on the L3rd scene since that option is not available in the CGlink scene.)

With the 2nd line used, the 2-line note CGlink scene is used. (The conversion will retain the yellow brackets "[]" and remove the yellow arrow "*AY" if included on the L3rd scene since that option is not available in the CGlink scene.)

Viz Scene: L3_TeamPlyrStat

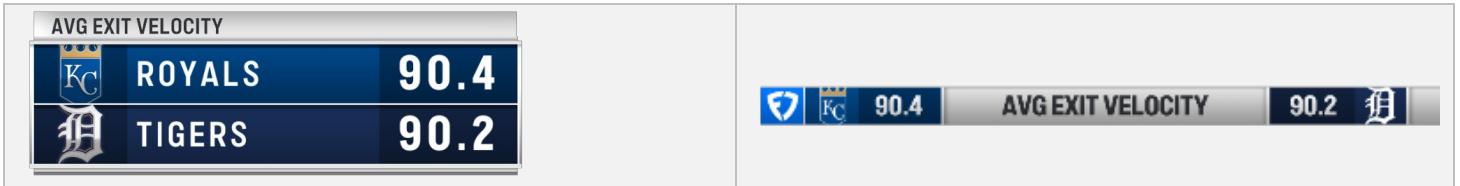
The L3_TeamPlyrStat scene is used for Player or Team stats with the option to include a qualifier, footnote & up to six stats. The qualifier & Stat/Cat order will convert with any option. (alternate options shown below)

With the footnote on, the 2-line note CGlink scene is used. Since the CGlink scene only supports up to 4 stats, if the L3rd scene has 5+ stats it will convert as a note that mimics the stat format. (The conversion will retain the yellow brackets "[]" and remove the yellow arrow "*AY" if included on the L3rd scene since that option is not available in the CGlink scene.)

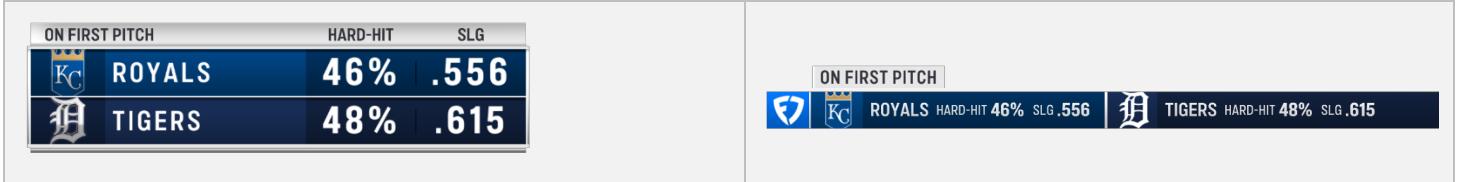
Viz Scene: NU_WinProb

The NU_WinProb scene can be converted to the approved CG Win Prob scene. (win probability will refresh with conversion & before being inserted to the FanBar)

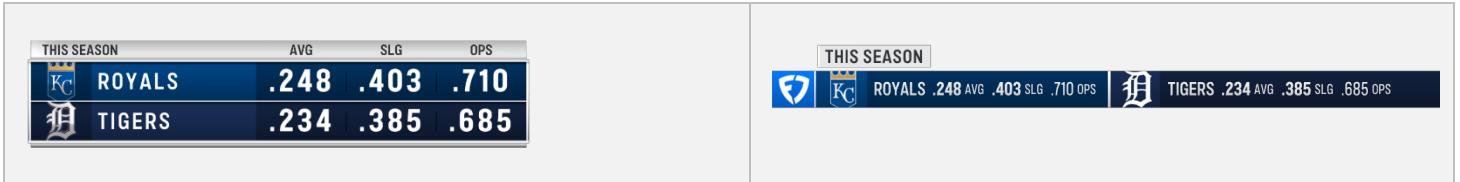
Viz Scene: L3_TeamComp



The L3_TeamComp scene is used for Player or Team stats with the option to include a qualifier, up to six stats with individual stat headers. The conversion macro will convert up to 3 stats including the stat headers.
(alternate options shown below)



With the 2nd stat used, the PlyrComp2Stat CGlink scene is used. The qualifier & individual stat headers are converted to the qualifier & category tab fields. (After The conversion yellow brackets “[]” can be added to the CGlink version since that option is not available in the L3_TeamComp scene.)



With the 2nd & 3rd stat used, the PlyrComp3Stat CGlink scene is used. The qualifier & individual stat headers are converted to the qualifier & category tab fields. (After The conversion yellow brackets “[]” can be added to the CGlink version since that option is not available in the L3_TeamComp scene.)

Viz Scene: SL_PlyrComparison



The SL_PlyrComparison scene is used for Player or Team stats with the option to include a title, up to six stats with stat headers. The conversion macro will convert up to 3 stats including the stat headers.

Viz Scene: SL_PlyrStats



The SL_PlyrStats scene is used for Player or Team stats with the option to include a subtitle and up to six stats. The conversion macro will convert up to 3 stats with the stat category shown first. (The conversion will retain the yellow brackets “[]” if included on the Slab scene.)