

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)

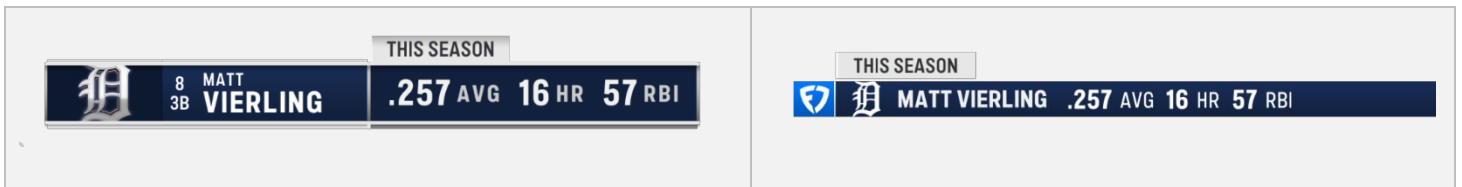


With the footnote on, the 2-line note CGLink scene is used. (The conversion will retain the yellow brackets “[]” and remove the yellow arrow “*AY” if included on the L3rd scene since that option is not available in the CGLink scene.)

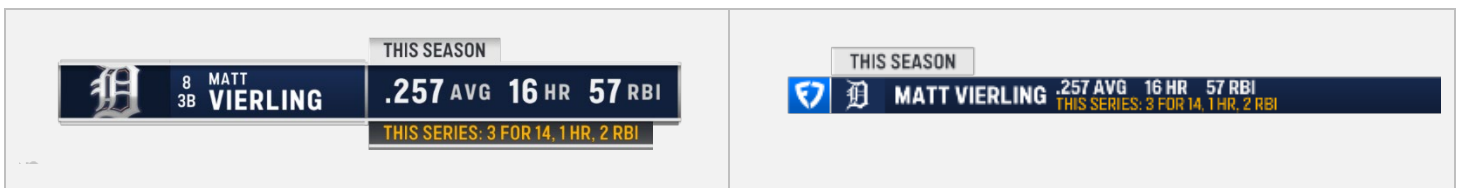


With the 2nd line used, the 2-line note CGLink scene is used. (The conversion will retain the yellow brackets “[]” and remove the yellow arrow “*AY” if included on the L3rd scene since that option is not available in the CGLink scene.)

Viz Scene: L3_TeamPlyrStat

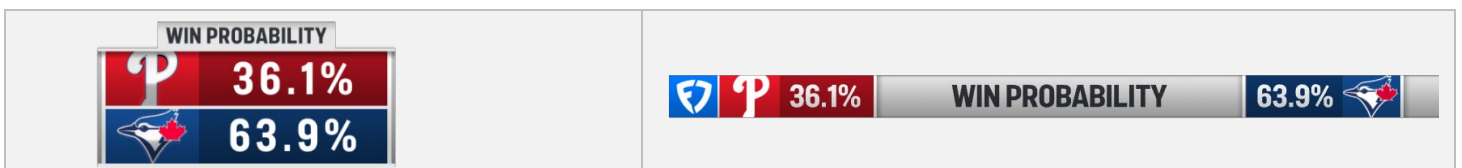


The L3_TeamPlyrStat scene is used for Player or Team stats with the option to include a qualifier, footnote & up to six stats. The qualifier & Stat/Cat order will convert with any option. (alternate options shown below)








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

AVG EXIT VELOCITY					
	ROYALS	90.4		 90.4	AVG EXIT VELOCITY
	TIGERS	90.2		90.2	

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)



ON FIRST PITCH		HARD-HIT	SLG		
	ROYALS	46%	.556		 ROYALS HARD-HIT 46% SLG .556
	TIGERS	48%	.615		TIGERS HARD-HIT 48% SLG .615

With the 2nd stat used, the PlyrComp2Stat CLink 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 CLink version since that option is not available in the L3_TeamComp scene.)

THIS SEASON		AVG	SLG	OPS		
	ROYALS	.248	.403	.710		 ROYALS .248 AVG .403 SLG .710 OPS
	TIGERS	.234	.385	.685		TIGERS .234 AVG .385 SLG .685 OPS

With the 2nd & 3rd stat used, the PlyrComp3Stat CLink 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 CLink version since that option is not available in the L3_TeamComp scene.)

Viz Scene: SL_PlyrComparison

STARTING PITCHERS					
	JOE RYAN			TARIK SKUBAL	
4.2	IP	6.0			
6	HITS	2			
4	ER	0			

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

PITCH USAGE TODAY			
	29 TARIK SKUBAL LHP		
FASTBALL	54%		 TARIK SKUBAL FASTBALL 54% OFFSPEED 30% BREAKING 16%
OFFSPEED	30%		
BREAKING	16%		

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.)