

Technical note

Overlay channel use with PlugnCast G2

Version 001A_en

Introduction

- This document explains how to add a new visual channel to be played over the current channel(s) defined in Studio/Plugncast G2.
- The typical use case is to add a media/logo over the standard content (having its proper calendar,)

Prerequisites

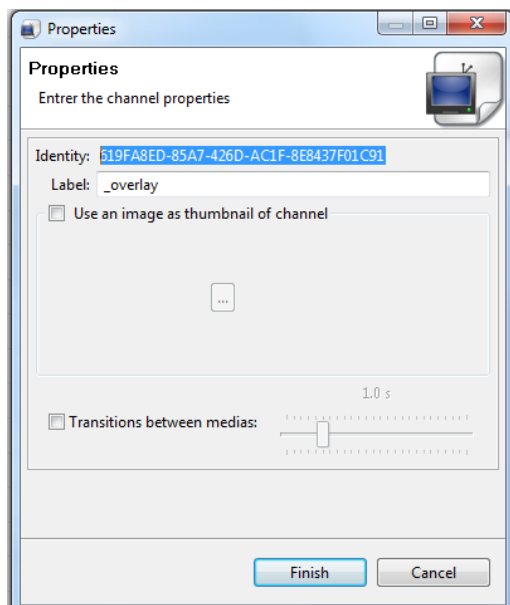
- Gekkota 3.12.19 (or above)
- Plugncast server 2.50.31 (or above)
- Plugncast Studio 2.51.10 (or above)

Use with PlugnCast G2

- If the overlay channel has nothing to play, it is hidden (only the standard content scenes is visible again)
- The priority message is shown above the overlay channel

Overlay channel

- Create an audio-visual channel, with scenes size matching with overlay dimensions.
- For example, In case standard content scenes are 1920x1080, the overlay scene(s) can be 192x216, and will be placed on the right/middle of the display screen.
- In order to get the identifier of the new overlay channel
 - Go to the 'Channel' tab
 - Select the proper channel
 - Right click on it
 - Select properties
 - And copy the channel_id



Task configuration

- Use the 'Xpath personalization' tab to configure the task 'Update the time schedule' needed to player to be able to download and display correctly the overlay channel

Then you need to add one element:

```
##
##### //xpf:player
##
##### <channel id=<channel_id>" name="overlay" type="visual"
left="90%" top="40%" width="10%" height="20%"
transition="none" transitionDuration="3000"
xmlns="http://www.innes.fr/2007/XPF10/Language" zindex="2">
<playstack run="auto">
<playlist id="calendar"/>
</playstack>
</channel>

##
```

- Replace the word part `<channel_id>` with the channel identifier of the overlay channel
- It is possible to modify the percentages for left, top, width and height, according to the required position and size of the overlay channel.
- The example explains how to place the overlay channel on the right/middle
- You can also replace percentages by pixels ("10px" for example), but percentages method is highly recommended to avoid unexpected display behavior especially in case
 - the current channel sizes are modified and at the same time
 - the player Gekkota overscan is used.

WARNING: Ensure that all the elements are in the position 'Add a note in the following location:' else it won't work properly.

Example of final rendering: