

Slide Creator Command Reference

Below are the following recognized commands:

- [set](#)
- [liturgy](#)
- [break](#)
- [t1verse](#)
- [video](#)
- [fullimage](#)
- [fitimage](#)
- [autofitimage](#)
- [litimage](#)
- [reading](#)
- [sermon](#)
- [anthemtitle](#)
- [2title](#)
- [texthymn](#)
- [verse](#)
- [apostlescreed](#)
- [nicenecreed,](#)
- [lordsprayer](#)
- [copyright](#)
- [viewservices](#)
- [viewseries](#)
- [Resource](#)
- [Common Scripts](#)
- [Script](#)
- [Automation Commands](#)

Set

Sets a project-wide variable.

Use:

```
#set("<somevariable>", "<somevalue>")
```

Params:

somevariable <string>

- name of the project variable

somevalue <string>

- value to set the variable to

Current variables used by project:

Variable: 'otherspeakers'

Use: 'speakeridentifier-speakertext'

```
#set("otherspeakers", "Pastor:-P")
```

Variable: 'litspeakertextcol'

Use: 'red,green,blue'

```
#set("litspeakertextcol", "255, 0, 0")
```

Variable: 'littextcol"

Use: 'red,green,blue'

```
#set("littextcol", "255, 0, 0")
```

Variable: 'litbackgroundcol'

Use: 'red,green,blue'

```
#set("litbackgroundcol", "255, 0, 0")
```

Liturgy

Used to apply liturgy layout rules to text.

Use:

```
#liturgy[(<speakerstartonline>)] {  
}
```

Params:

speakerstartonline <bool> (default=false)

- True: Only detects speakers at the start of a line

Will search source text for *speakers* and then assign lines to them.

Speakers

The default speakers are:

- P - Pastor
- C - Congregation
- A - Assistant
- L - Leader
- R - Responder
- \$ - None

Setting the project variable '[otherspeakers](#)' will add user defined speakers

Accepts an optional parameter to determine if it should only recognize speakers if they start a line (default = false)

```
// Default use  
#liturgy {  
P Some example text.  
C This is cool.  
}  
  
// With Parameter  
#liturgy(true) {
```

```
P this should P only detect one speaker.  
}
```

In the Liturgy source text the character sequence ' T ' will be rendered as a special LSBSymbol character 'T'

Render Behaviour

All the text within the {} of the #liturgy command will be split onto slides that look like:

```
#liturgy {  
P This is some example text.  
C To give you and idea of what to expect.  
}
```

- P** This is some example text.
- C** To give you an idea of what to expect.

Break

Use:

```
liturgy...  
#break  
liturgy...
```

The break command is valid within the #liturgy source text. It will force a slide break.

```
#liturgy {  
P Some content that fits on one slide.  
#break  
C This will be forced onto a second slide.  
}
```

Titled Liturgy Verse

Renders Liturgy As Centred Text with a title and refence.

Use:

```
#tlverse("<title>", "<reference>", "<drawspeaker>") {  
...content...  
}
```

Params:

title <string>

- Slide Title

reference <string>

- Slide Reference

drawspeaker <string>

- Draw Speaker Labels "true", "false"

Render Behaviour

Speakers are detected, but not rendered. The renderer will attempt to fit all the text onto the slide, cramming it in if needed.

Example:

```
#tlverse("Title", "reference", "false") {  
$ Line 1 of text here.  
$ Second longer line of text here that will be wrapped eventually as it is long  
enough that it needs 2 lines.  
}
```

Title

reference

Line 1 of text here.

Second longer line of text here that will be wrapped eventually as it is long enough
that it needs 2 lines.

Example:

```
#tlverse("Title", "reference", "true") {  
P Line 1 here.  
C Line 2 here.  
}
```

Title

reference

P Line 1 here.

C Line 2 here.

Video

Use:

```
#video(<assetname>)
```

Params:

assetname <string>

- Refers to an asset name from the project assets.

This command is automatically used when a video asset is inserted as 'Insert'

Render Behaviour

The video will be inserted as a slide.

Full Image

Use:

```
#fullimage(<assetname>)
```

Params:

assetname <string>

- Refers to an asset name from the project assets.

Render Behaviour

Renders the image unscaled.

Fit Image

Use:

```
#fitimage(<assetname>)
```

assetname <string>

- Refers to an asset name from the project assets.

This command is automatically used when a image asset is inserted as 'Insert'

Render Behaviour

Renders the image with uniform scaling up/down so that the limiting dimension is not clipped.

Auto Fit Image

Use:

```
'#autofitimage(' <assetname> ') [ (' <invert-color> ') ] [ [ [ [ (' <color-convert> ') ] ] ] [ <key-type> ] ] ]'
```

assetname <string>

- Refers to an asset name from the project assets.

invert-color <bool> (Optional)

- Will invert color of every pixel only if "true"
- Would also be applied if global project variable 'invert-autofit' is set

color-convert

```
'cc-bw- '(<threshold>)
```

e.g. 'cc-bw-145'

- Will force image dichotomization to black and white where every pixel with an R, G, or B value whose difference from its respective RGB value for Black is greater than the threshold will be forced White, while all those pixels within tolerance will be forced true Black

key-type <string> (To Be Deprecated)

- Used to change slide type from 'Full' to the provided value
- Only current value accepted is 'chroma' which changes the slide's render type from 'Full' to 'ChromaKeyStill'
- Not known to work with the latest versions of Integrated Presenter
 - Last supported build: Livestream Service Suite 1.5 [v1.5(1ac4ae9)]

This command is automatically used when an asset is inserted as 'Hymn'

Summary

Renders the image with uniform scaling up/down so that the limiting dimension is not clipped. Auto detects the 'true' size of the image by inspecting every pixel in the image to find the outer pixel for each direction (top, bottom, left, right) that is not white. Fills only 93% of slide to pad the image with a white border

Technical Implementation

Meant for rendering Hymns. The rendering process will be applied in the following sequence:

1. Crop to bounds
 - Will crop image to Top, Bottom, Left, Right based on 'first' non-white pixel found.
2. Resize
 - Applies a uniform scale (limited by earliest bound (width/height))
 - Rescale to fill 93%
 - 7% White border left
3. (Optional) Color correction (dichotomization)
 - Set pixels to equal match if within tolerance, else force to extreme
4. (Optional) Color Inversion
 - Per-pixel inversion. New color calculated by 255-R, 255-G, 255-B
 - Removes all transparency. Alpha is set to 255.

Render Behaviour

```
#autofitimage(<asset-name>)
```

Gloria in Excelsis

The musical score consists of three staves of music in G clef, common time, and a key signature of one flat. The lyrics are integrated into the music as follows:

- Staff 1:** Starts with a treble clef, a key signature of one flat, and a dotted half note. The lyrics are:
 - C 1 To God on high be glo - ry And peace to all the earth;
 - 2 To You, O sole-be - got - ten, The Fa - ther's Son, we pray;
 - 3 For You a - lone are ho - ly; You on - ly are the Lord.
- Staff 2:** Starts with a bass clef, a key signature of one flat, and a dotted half note. The lyrics are:
 - Good-will from God in heav - en Pro- claimed at Je-sus' birth!
 - O Lamb of God, our Sav - ior, You take our sins a - way.
 - For - ev - er and for - ev - er, Be wor-shiped and a - dored;
- Staff 3:** Starts with a bass clef, a key signature of one flat, and a dotted half note. The lyrics are:
 - We praise and bless You, Fa - ther; Your ho - ly name, we sing—
 - Have mer - cy on us, Je - sus; Re - ceive our heart - felt cry,
 - You with the Ho - ly Spir - it A - lone are Lord Most High,

```
#autofitimage(<asset-name>)(true)
```

Opening Hymn Brightest and Best of the Stars of the Morning *LSB# 400, sts. 1, 2-3, 5*
Tune and text: Public domain

1 Bright - est and best of the stars of the morn - ing,
 2 Cold on His cra - dle the dew - drops are shin - ing;
 3 Shall we not yield Him, in cost - ly de - vo - tion,
 5 Bright - est and best of the stars of the morn - ing,

Dawn on our dark - ness and lend us thine aid;
 Low lies His head with the beasts of the stall;
 Fra - grance of E - dom and of - frings di - vine;
 Dawn on our dark - ness and lend us thine aid;

Star of the East, the ho - ri - zon a - dorm - ing,
 An - gels a - dore Him in slum - ber re - clin - ing,
 Gems of the moun - tain and pearls of the o - cean,
 Star of the East, the ho - ri - zon a - dorm - ing,

Guide where our in - fant Re - deem - er is laid.
 Mak - er and Mon - arch and Sav - ior of all.
 Myrrh from the for - est and gold from the mine?
 Guide where our in - fant Re - deem - er is laid.

```
#autofitimage(<asset-name>)[(cc-bw-148)]
```

339 (NR 158) GB 9 Conquering kings their titles take

1 Jitheth cε kuaar diaal puɔɔt, Cε ji
tɛɛrɛ käp ni bum. Jitheth ke lätkɛ
tin gɔw, cε bathdoori lony dueeri.

```
#autofitimage(<asset-name>)(true)[(cc-bw-148)]
```

- Note that color correction currently has no effect if image inversion is applied

339 (NR 158) GB 9 Conquering kings their titles take

1 Jitheth cε kuaar diaal puɔ̄t, Ce ji
tëɛre käp nil bum. Jitheth kε lätkε
tin gɔ̄w, cε bathdɔ̄ori lony dueeri.

Liturgy Image

Use:

```
#litiamge(<assetname>)
```

assetname <string>

- Refers to an asset name from the project assets.

This command is automatically used when an asset is inserted as 'Liturgy'

Render Behaviour

Renders the image with uniform scaling up/down so that the limiting dimension is not clipped, based on the 'true size' and then fills 93% available area. Will invert image colors so that black is rendered white and white is rendered black.

```
#litimage(<asset-name>)
```



Reading

Use:

```
#reading("<name>", "<reference>")
```

Params:

name <string>

- name to call the reading. (eg. First Reading, Gospel)

reference <string>

- verse reading is from

Render Behaviour

```
#reading("First Reading", "Somewhere 3:5-18")
```



First Reading

Somewhere 3:5-18

Sermon

Use:

```
#sermon("<name>", "<reference>", "<preacher>")
```

Params:

name <string>

- sermon title

reference <string>

- text sermon is based upon

preacher <string>

- name of the preacher

Render Behaviour

*The sermon slide will also instruct Integrated Presenter to restart the general purpose timer 1.

```
#sermon("'An Insightful Sermon'", "Based Upon Somewhere 2:4-14", "The Rev. Preacher")
```

The Rev. Preacher

Based Upon Somewhere 2:4-14

'An Insightful Sermon'

Anthem Title

Use:

```
#anthemtitle("<name>", "<musician>", "<accompanist>", "<credit>")
```

Params:

name <string>

- name of the anthem

musician <string>

- the main performer(s)

accompanist <string>

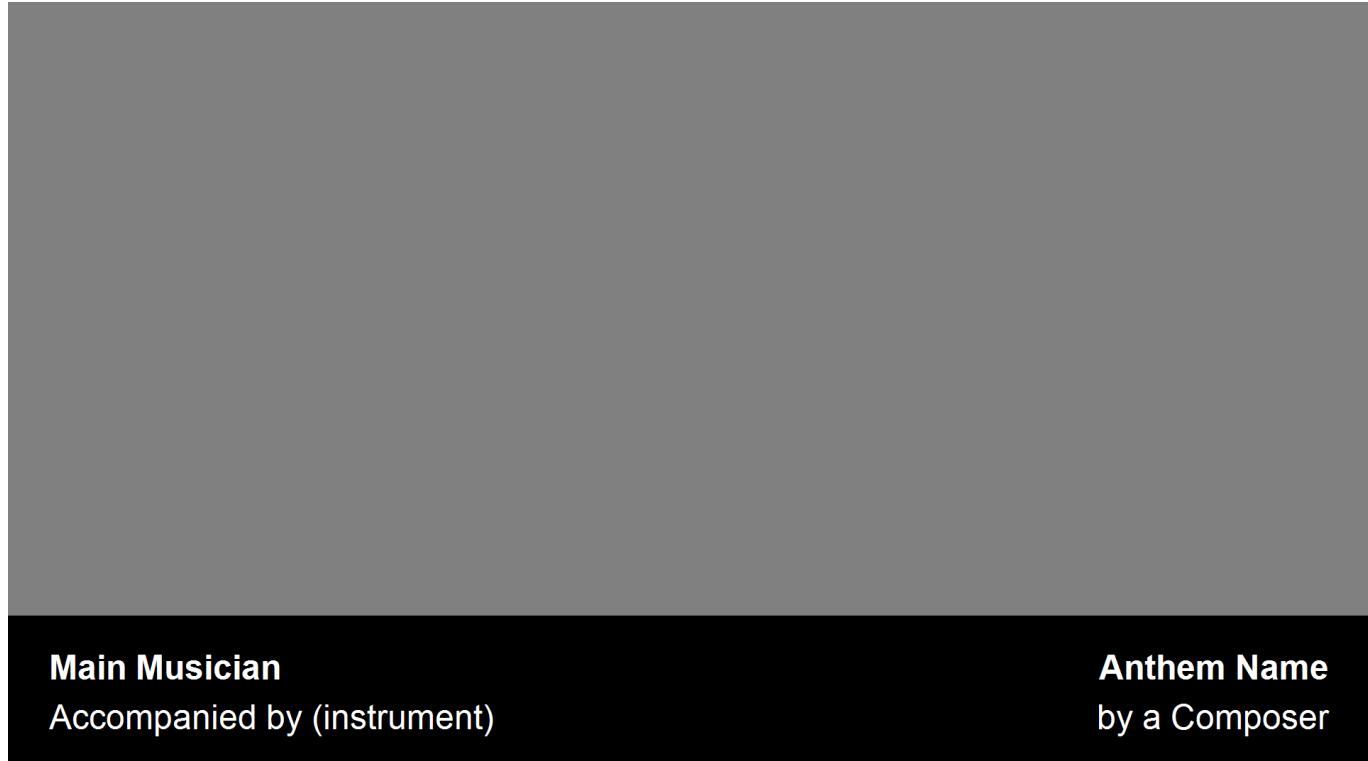
- the accompanists

credit

- credits/author of piece

Render Behaviour

```
#anthemtitle("Anthem Name", "Main Musician", "Accompanied by (instrument)" "by a Composer")
```



Two Line Title

Use:

```
#2title("<majortext>", "<minortext>", "<orientation>")
```

Params:

majortext <string>

- the main line of text

minortext <string>

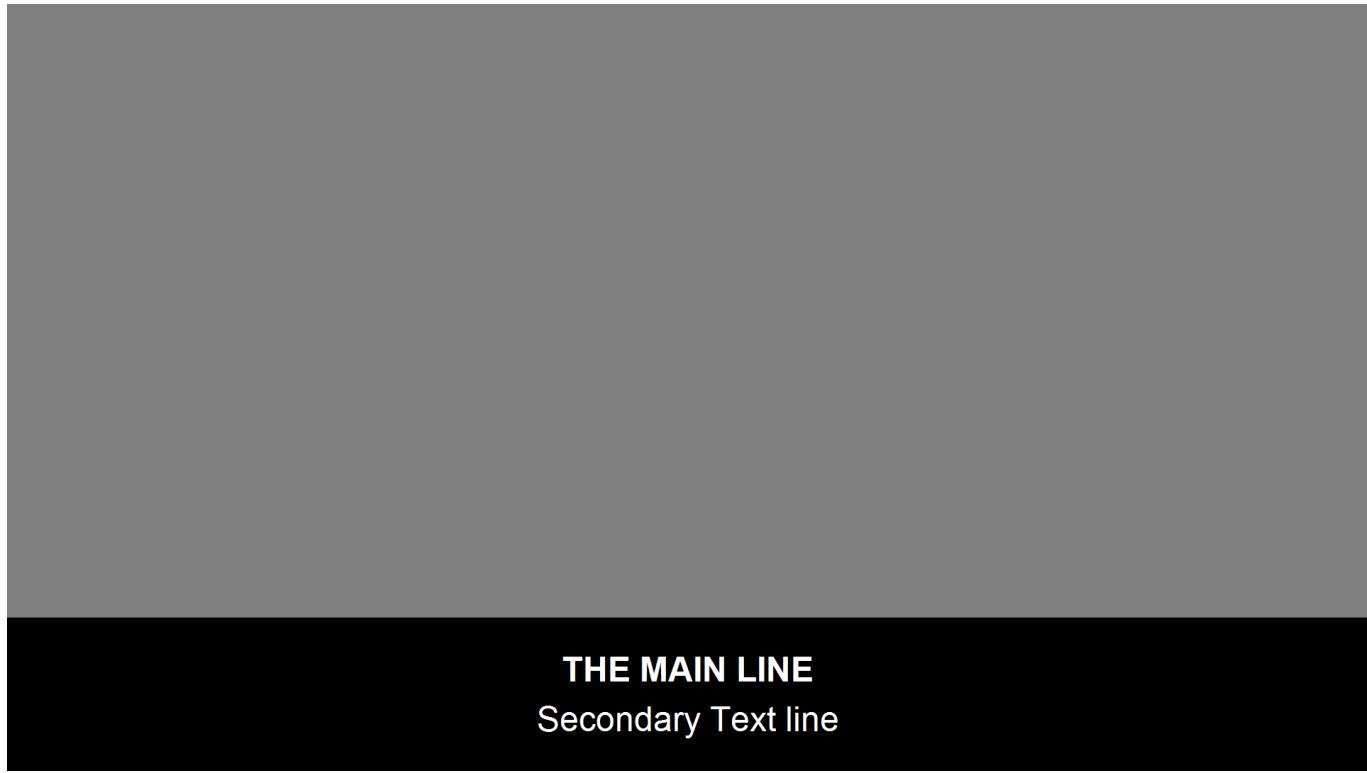
- the secondary line of text

orientation <string> (default = 'horizontal')

- the layout direction of the lines
- Horizontal layout = both on middle line. Main line left justified (bold). Minor line right justified.
- Vertical layout = two lines. Main line top (centre justified, bold). Minor line bottom (centre justified)

Render Behaviour

```
#2title("THE MAIN LINE", "Secondary Text line", "vertical")
```



```
#2title("THE MAIN LINE", "Secondary Text line", "horizontal")
```



Text Hymn

Use:

```
#texthymn("<title>", "<hymnname>", "<tune>", "<number>", "<copyright>")  
{  
    ...#verse{...}  
}
```

Params:

title <string>

- Slide title

hymnname <string>

- Name of the Hymn

tune <string>

- Name of Tune (if different)

number <string>

- Hymn number and verses

copyright <string>

- Copyright info for hymn

Note: Requires at least one [verse](#) to render the hymn. Each verse is rendered on a separate slide.

Render Behaviour

```
#texthymn("Hymn Title", "Hymn Name", "Alt Tune Name", "Hymnal #111", "Copyright  
stuff that needs to be put there, but that no-one actually reads")  
{  
#verse {  
Line 1  
Line 2  
Line 3  
Line 4  
}  
}
```

Hymn Title	Hymn Name	<i>Hymnal #111 Alt Tune Name</i>
------------	------------------	--------------------------------------

Line 1

Line 2

Line 3

Line 4

Copyright stuff that needs to be put there, but that no-one actually reads

Verse

Only valid in a `#texthymn` command. Defines the lyrics for a verse.

Use:

```
#verse(<verse-name>) {
    ...lines...
}
```

verse-name / (Optional)

- adds a verse title displayed under the hymn title

Render Behaviour

Each line will be rendered as one line. No attempt will be made to fit lines that are too large/small. Lines will be spaced equidistant vertically.

```
#texthymn("Hymn Title", "Hymn Name", "Alt Tune Name", "Hymnal #111", "Copyright
stuff that needs to be put there, but that no-one actually reads") {
#verse(Verse Title){
#Line 1
#Line 2
#Line 3
#Line 4}
```

```
}
```

```
}
```

Hymn Title
Verse Title

Hymn Name

*Hymnal #111
Alt Tune Name*

#Line 1

#Line 2

#Line 3

#Line 4

Copyright stuff that needs to be put there, but that no-one actually reads

Lords Prayer

Prefab slide.

Use:

```
#lordsprayer
```

Render Behaviour

Inserts the prebuilt slide for the lords prayer.

Lord's Prayer

Our Father who art in heaven, hallowed be Thy name,
Thy kingdom come,
Thy will be done on earth as it is in heaven;
give us this day our daily bread;
and forgive us our trespasses
as we forgive those who trespass against us;
and lead us not into temptation,
but deliver us from evil.
For Thine is the kingdom and the power and the glory
forever and ever. Amen.

Apostles Creed

Prefab slide.

Use:

```
#apostlescreed
```

Render Behaviour

Inserts the 3 prebuilt slide for the lords prayer.

Apostles' Creed

I believe in God, the Father Almighty,
maker of heaven and earth.

Apostles' Creed

And in Jesus Christ, His only Son, our Lord,
who was conceived by the Holy Spirit,
born of the virgin Mary,
suffered under Pontius Pilate,
was crucified, died and was buried.
He descended into hell.
The third day He rose again from the dead.
He ascended into heaven
and sits at the right hand of God the Father Almighty.
From thence He will come to judge the living and the dead.

Apostles' Creed

I believe in the Holy Spirit,
the holy Christian Church,
the communion of saints,
the forgiveness of sins,
the resurrection of the body,
and the life ✝ everlasting. Amen.

Nicene Creed

Use:

```
#nicenecreed
```

Prefab slide.

Render Behaviour

Inserts the 5 prebuilt slide for the lords prayer.

Nicene Creed

I believe in one God the Father Almighty,
maker of heaven and earth
and of all things visible and invisible.

Nicene Creed

And in one Lord Jesus Christ,
the only-begotten Son of God,
begotten of His Father before all worlds,
God of God, Light of Light,
very God of very God,
begotten, not made,
being of one substance with the Father,
by whom all things were made;

Nicene Creed

who for us men and for our salvation
came down from heaven
and was incarnate by the Holy Spirit
of the virgin Mary
and was made man;
and was crucified also for us
under Pontius Pilate.
He suffered and was buried.

Nicene Creed

And the third day He rose again
according to the Scriptures
and ascended into heaven
and sits at the right hand of the Father.
And He will come again with glory to judge
both the living and the dead,
whose kingdom will have no end.

Nicene Creed

And I believe in the Holy Spirit, the Lord and giver of life,
who proceeds from the Father and the Son,
who with the Father and the Son together is
worshiped and glorified,
who spoke by the prophets.

And I believe in one holy Christian and apostolic Church,
I acknowledge one Baptism for the remission of sins,
and I look for the resurrection of the dead
and the life  of the world to come. Amen.

Copyright

Use:

```
#copyright
```

Prefab slide.

Render Behaviour

Inserts the prebuilt slide for the lords prayer.

This service is being live streamed with copyright permissions
as follows:

Divine Service Setting from Lutheran Service Book.

Unless otherwise indicated, Scripture quotations are from
ESV® Bible

(The Holy Bible, English Standard Version®), copyright © 2001
by Crossway, a publishing ministry of Good News Publishers.

Used by permission. All rights reserved.

Created by Lutheran Service Builder © 2018 Concordia
Publishing House.

CCLI Song / Streaming License, all rights reserved.

www.ccli.com

CCLI License # 524846

CSPL127841

View Services

Use:

```
#viewservices
```

Prefab slide.

Render Behaviour

Inserts the prebuilt slide for the lords prayer.

This livestream broadcast has been provided by
Holy Cross Lutheran Church
Kitchener, Ontario

Please visit:
<http://www.holycrosskitchener.org/service-videos>
To see previously recorded services

View Series

Use:

```
#viewseries
```

Prefab slide.

Render Behaviour

Inserts the prebuilt slide for the lords prayer.

This livestream broadcast has been provided by
Holy Cross Lutheran Church
Kitchener, Ontario

Please visit:
<http://www.holycrosskitchener.org/service-videos>
To see other sessions in this series

Resource

Use:

```
#resource("<assetname>", "<type>")
```

Params:

assetname <string>

- Asset Name. Name of asset when after importing as asset.

type <string>

- Asset Type. "audio", "video", "image". Specifies the export type when including in the slides folder.

Rendered as a file copy. File renamed to Resource_<assetname>

Example:

```
#resource("Bells1", "audio")
```

Rendered as:

Resource_Bells1.wav

Common Scripts

liturgyoff

```
#liturgyoff(<title>)
```

title <string>

- title to name script

e.g.

```
#liturgyoff
```

equivalent to (where default = 'Liturgy Off'):

```
#script {
    #<title-or-default>;
    @arg0:DSK1FadeOff[Kill Liturgy];
    @arg1:DelayMs(1000);
}
```

organintro

```
#organintro
```

equivalent to:

```
#script {
    #Organ Intro;
    @arg1:PresetSelect(5)[Preset Organ];
    @arg1:DelayMs(100);
    @arg0:AutoTrans[Take Organ];
}
```

*** NOTE: This is not recommended for automating transitions directly between 'Full' slide sources and the organ. (would want to add: @arg1:DelayMs(1000); to clear the auto transition before having the slide advance).

Script

Use:

```
#script {  
    // contents here  
}
```

Rendered as:

Each script will be rendered as an Action Slide and keyed fully transparent.

Automation Commands

The scripting language accepts the following commands:

Arg 0 Commands

- AutoTrans
- CutTrans
- AutoTakePresetIfOnSlide
- DSK1On
- DSK1Off
- DSK1FadeOn
- DSK1FadeOff
- DSK2On
- DSK2Off
- DSK2FadeOn
- DSK2FadeOff
- USK1On
- USK1Off
- USK1SetTypeChroma
- USK1SetTypeDVE
- RecordStart
- RecordStop
- OpenAudioPlayer
- PlayAuxAudio
- StopAuxAudio
- PauseAuxAudio
- ReplayAuxAudio
- PlayMedia
- PauseMedia
- StopMedia
- RestartMedia

- MuteMedia
- UnMuteMedia
- DriveNextSlide
- Timer1Restart

Arg 1 Commands

- PresetSelect(<int>) // uses the physical sourceID
- ProgramSelect(<int>) // uses the physical sourceID
- AuxSelect(<int>) // uses the physical sourceID
- DelayMs(<int>) // milliseconds
- LoadAudioFile(<string>) // exported resource filename

Syntax

Within the script command body, the following commands syntax is used.

```
( '#'<TITLE>) | ((!fullauto) | ([ '@']'arg0:'<COMMAND_A0>) |  
([ '@']'arg1:'<COMMAND_A1>'('<PARAM>')))[ '['<MESSAGE>']' ] ';'
```

Commands are single-line. Commands end with ';

Title Command

```
#<title>;
```

Prefixed with '#' text after is marked as the title. (Only visible on the preview of the slide in Integrated Presenter)

Drive Type Command

```
!fullauto;
```

This marks the slide as fully automated. When the last major action is completed, the automation system will advance to the next slide.

**** NOTE ****

NO automation will be run on the second slide. i.e. if you're not setup for liturgy and you have a fullauto action slide followed by a liturgy slide, when the fullauto slide's actions are completed it will advance the slide state to the liturgy slide. **HOWEVER**, the typical automation for liturgy type slides (take preset source if current is slide source then fade on DSK1) WILL NOT occur.

It is expected that since there is an action slide, the action slide will be expected to include the necessary actions for the next slide that would otherwise be handled automatically.

Statements

There are two types of statements.

1. arg0 statements
2. arg1 statements

arg0 statements take no parameters arg1 statements take one parameter

Commands can either be executed in setup, or main action mode. Setup actions are run before the presentation transitions to the next (action) slide. Main action slides are executed immediately after the presentation has switched to the action slide.

Setup actions are notated with '@'

Arg 0 Command

Arg 0 commands take no parameters. They are executed sequentially in the order written.

Basic Usage

```
arg0:<command_name>;  
@arg0:<command_name>;
```

E.g.

```
arg0:DSK10n;
```

The command is prefixed with the 'arg0:' to identify it has no parameters. The list of recognized arg0 commands is [listed](#) above.

Advanced Usage

```
arg0:<command_name>[<message>];  
@arg0:<command_name>[<message>];
```

E.g.

```
arg0:DSK10n[Liturgy On];
```

After the command a message can be included. This will only appear on the preview in Integrated Presenter.

Arg 1 Command

Arg 1 commands take one parameters. They are executed sequentially in the order written.

Basic Usage

```
arg1:<command_name>(<param>);  
@arg1:<command_name>(<param>);
```

E.g.

```
arg1:PresetSelect(1);
```

The command is prefixed with the 'arg1:' to identify it has no parameters. The list of recognized arg1 commands is [listed](#) above. In round brackets '()' the parameter is provided. It is either a number or string.

Advanced Usage

```
arg1:<command_name>(<param>)[<message>];  
@arg1:<command_name>(<param>)[<message>];
```

E.g.

```
arg0:PresetSelect(1)[Preset Cam 1];
```

After the command a message can be included. This will only appear on the preview in Integrated Presenter.