The input file contains two sections -

1. Declaration Section: To provide details of the scenes and sources.
2. Control section: To provide the details of the scene and source entry and exit times.

# Declaration Section:

Every Scene/Source in given in a single line-

## Scene

syntax:

**scene\_name ( source\_name source\_type source\_input (x,y,h,w) ; … )**

where,

* **scene\_name-** It should follow standard variable naming convention.
* **( scene\_items )-** It should list source details separated by ‘;’. A maximum of 32 sources can be present in a single scene.
* **source\_name**- It should follow standard variable naming convention.
* **Source\_type-** it is a keyword for representing one of the available source types
* image - for image sources
* color - for color sources
* video - for video sources
* text - for text sources
* Browser - for browser sources
* **source\_input** - represents the input of the source and varies according to the source\_type
* /path/to/image - for image sources
* /path/to/video - for video sources
* hex Code - for color sources
* text - for text sources
* /url/of/html - for browser sources
* **(x,y,w,h)** - represents the position and scaling of the source with respect to the scene.

(x,y) of the top-left corner of the scene is (0,0)

* x - the X-coordinate of the top-left corner of the source.
* y - the Y-coordinate of the top-left corner of the source.
* h- the height of the source.
* w- the width of the source.

These values can also be mentioned as % for relative positioning and scaling.

Ex: **scene1 ( image1 image /data/img1.jpg (10,10,25%,300) ; color1 color 0xcd12faff (0,0,30%400) ; video1 video /data/vid.mp4 (0,0,100%,100%) )**

## Source

**source\_name source\_type source\_input**

where **source\_name**,source\_type and source\_input mean exactly the same as Scene with sources.

Eg: **video2 video /data/vid1.ts**

# Control Section:

Control Section starts with the line “**show:**”

Each line in this section must refer to a scene/source that was mentioned in the input section.

Each source/scene displays for a specified duration until it moves to the next scene, hence scenes are displayed in the order they are provided.

## Scene

syntax:

**scene\_name duration source1 starting\_time?:duration? source2 starting\_time?:duration? ....**

where,

* **scene\_name-** scene name mentioned in the Input section above.
* **duration** - is the time for which the scene should be playing.

Two time units are supported

* + min - represents minutes. Ex - 5min
  + sec - represents seconds. Ex - 59sec
* **source1**  - is the name of the source that belongs to the scene.
* **starting\_time** - is the time when the source must be displayed from the start of the scene. If not specified defaults to beginning of the entire scene.
* **duration** - is the time duration for which the source1 should be displayed for. If not specified defaults to the remaining time of the entire scene.

Ex: **scene1 10min image1 15sec: video1 18sec:3min**

## Source

syntax:

**source\_name duration**

where, source\_name and duration are as explained before.

Note -

1. If a source belonging to a scene is not mentioned, then it will always be active when the scene plays.
2. If duration for a scene is not provided, then scenes below this scene will not be played, because the current scene remains as the active scene.