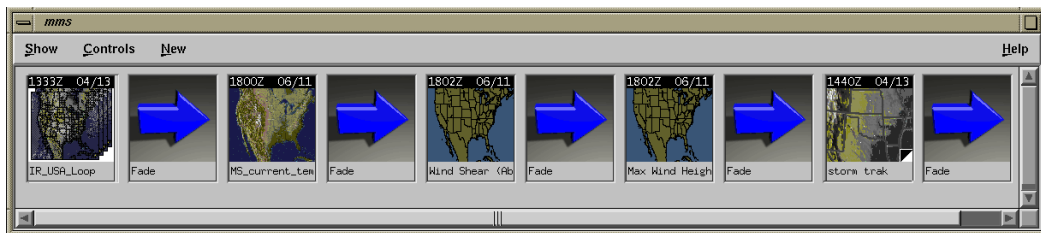


# WeatherProducer Shows

A show is a presentation of weather information intended for on-air viewing. It incorporates movies video loops, and animations and is manipulated by various element and playback parameters. It features dynamic non-linear editing, continuous weather update capabilities, built-in alerts, and a vast library of animation, graphic, and presentation tools.

Figure 1: Sample show



## Working with shows

The *show window* (also known as the *show player window*) is the main window from which all show functionality is accessed. To display the show window:

- Load the show from the show library and double-click on the show icon, or
- Create a new show by selecting Show from the desktop window New menu and enter a unique name at the prompt.

The show window displays. If you loaded an existing show from the show library, show icons will display in the show window (see Figure 1). If this is a new show the window will be empty (see Figure 2).

**Show element.** A show is made up of two types of elements: show elements and transition elements. A show element is:

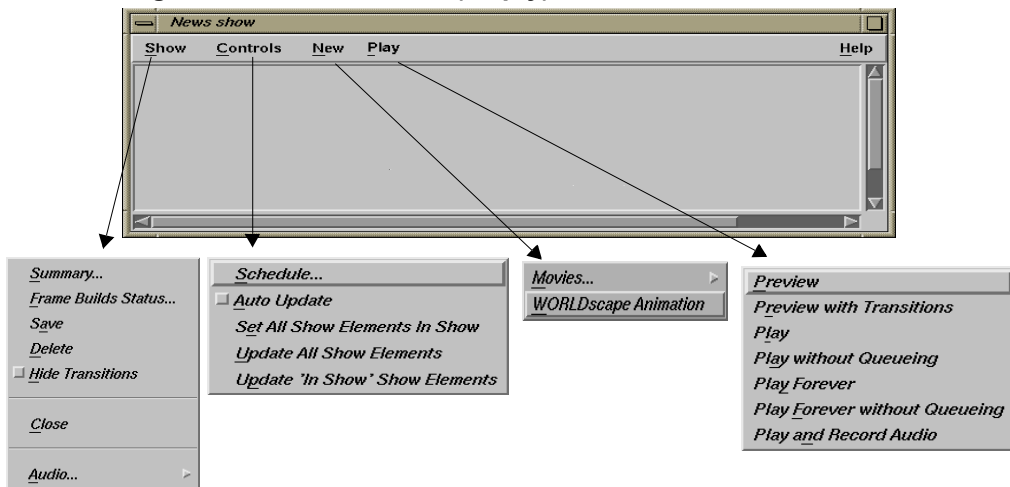
- A product created on the desktop and then dragged and dropped into the

show window or,

- A movie, video loop, Showfx animation, or animation added to the show from the show window New menu

**Transition element.** A transition element is a short sequence of frames which provides a smooth visual transition from one show element to another. A show element is always paired with a transition element. Transition elements can be hidden from view in the show window using the Hide Transitions option on the Show menu.

**Figure 2: Show window (empty)**



Use the show window menus as indicated:

**Show menu.** To display a summary of the current show, to display a status on frame builds, to save changes that have been made to the current show, to delete a show, to hide transition elements, to exit from the show window, and to access the audio controls (if the system is configured for audio).

**Controls menu.** To establish a show schedule, to update show elements, and to set all show elements to the In Show state, and to convert movies to video loops.

**New menu.** To load new show elements into a show.

**Play menu.** To view a show. Various preview and play options are available.

## Show viewing

There are six options to view an existing show. All are available from the show window Play menu. The preview options play the show in the desktop preview window and the RGB monitor. All other options play the show only on the external RGB monitor which is connected to your WeatherProducer workstation. With the exception of the “without queueing” viewing options<sup>1</sup>, the first frame of show elements is preloaded before viewing.

**Table 1: Show viewing options**

Viewing option	Show played...		Preloaded before viewing
	... in desktop preview window	... on external RGB monitor	
Preview	x	x	x
Preview with transitions	x	x	x
Play		x	x
Play without queueing		x	
Play forever		x	x
Play forever without queueing		x	
Play and Record		x	x

---

**NOTE:** The show player can be configured to lock every movie in a show once a show commences or to lock only the movie being previewed in the next element window and the movie currently playing. Both options provide continuity between the movie previewed and the movie played by locking out last minute product updates. Refer to the WeatherPoducer Technical Reference for information.

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1.For the “without queueing” viewing options, the first frame of the next show element to be played is displayed in the desktop preview window.

WeatherProducer applications running on SGI O2 platforms use only three play options: Preview, Play, and Play Forever.

## Previewing a show

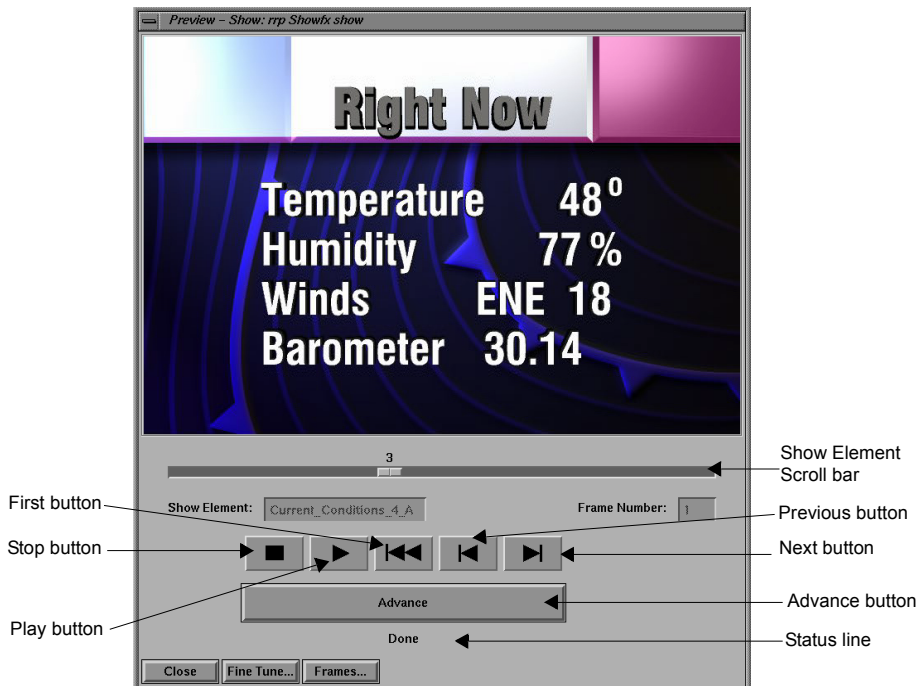
Select Preview to preview the show without transition elements in the preview window. Use the following Preview window tools during a preview session:

**Play button.** Click the Preview window Play button to preview the show.

**Stop button.** Click the Stop button to end the show.

**First button.** Click the First button to display the first show element.

**Figure 3: Preview window**



**Previous button.** Click the Previous button to return to the previous show element.

**Next button.** Click the Next button to advance to the next show element.

**Advance button.** Click the Advance button to resume after a pause.

**Show element scroll bar.** The scroll bar slider moves along the scroll bar (from left to right) during a viewing session as the session proceeds sequentially through the show elements. The name of the current show element is displayed in the Show Element display box. Before selecting the Play button, click and drag the slider along the scroll bar to start the viewing session at a particular show element.

**Show element.** The name of the current show element displays in the Show Element display box. This name will change as you proceed through the show as indicated by the movement of the slider on the show element scroll bar.

**Frame number.** The current frame number displays in the Frame Number box.

**Status line.** Watch the status line for viewing status messages.

**Fine tune button.** Click the Fine Tune button to display the Fine Tune window and edit the show element's loop timing. Refer to "Fine tuning a show element" on page 11 for more information.

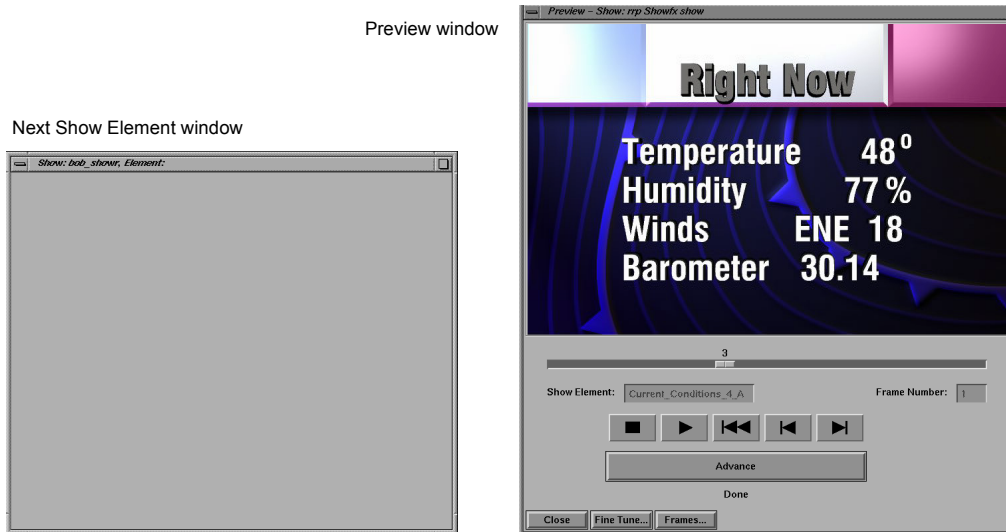
**Frames button.** Click the Frames button to display the Frames window and manipulate settings related to show element frames. Refer to "Working with individual frames" on page 13 for more information.

**Close.** Click the Preview window close button to exit from the Preview window. Stop the viewing session (Stop button) to enable the Close button.

## Previewing a show with transitions

Select Preview with Transitions<sup>2</sup> to preview the show, including transition elements, in the Preview window. A secondary window displays the next (upcoming) show element. This window is called the Next Show Element window.

**Figure 4: Preview with transitions windows**



## Play

Select the Play option to run the show one time in its entirety on the external monitor. The show plays from the first to the last show element then holds on the last show element until played again.

Press the space bar, any mouse button, or *either* button (FWD or REV) on the show player remote control to advance the show. Press Q to quit.

---

<sup>2</sup>The Preview with Transition option is not necessary on SGI O2 platforms. The regular Preview option shows transitions on O2 machines.

A secondary preview window, the Next Show Element window, displays the first frame of the next show element as the show proceeds through the viewing session.

## Playing a show without queuing

The Play Without Queuing<sup>3</sup> option works the same as the Play option except that the first frame of each show element is not preloaded. The result is that WeatherProducer requires less time to initiate playing the show but takes longer to advance between show elements.

## Playing a show forever

Select the Play Forever option to run the show continuously on the external monitor. The show plays from the first to the last show element then loops back to the first show element and starts again.

Press the space bar, any mouse button, or *either* button (FWD or REV) on the show player remote control to start the show or to resume viewing after a pause. Press Q to abort.

A secondary preview window, the Next Show Element window, displays the first frame of the next show element as the show proceeds through the viewing session.

---

3. The Play Without Queuing options are not necessary on SGI O2 platforms, as preloading is not required.

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## Playing a show forever without queuing

The Play Forever Without Queuing<sup>1</sup> option works the same as the Play Forever option except the first frame of each show element is not preloaded. The result is that WeatherProducer requires less time to initiate playing the show but takes longer to play the show in its entirety.

## Playing and recording audio

Select the Play and Record Audio option<sup>4</sup> to record an audio track to accompany the show. As the show plays on screen, record an audio voice track. The recording begins with the first show advance button press. The voice track is saved with the show, and will play when the show is played. The record feature uses the standard SGI audio recording application.

Pressing the show advance button to start recording can cause a timing conflict with a show that uses a still element as the first element in the show. Because of the conflict, there are two basic methods to add an audio track to a show. One method works with a show that has a still element as the first element; the second method works with a show that has a loop as the first element.

**Recording audio for a show with a loop as the first element.** If a show starts with a loop (as does the show seen in Figure 1), pressing the show advance button starts the loop and starts the audio recording. The button press does not cause the show to transition to the next element. As such, you can record audio for the first element as the loop plays.

To record audio when the first element is a loop:

1. Select Play and Record Audio from the Show window Play menu. The first element appears.

---

<sup>4</sup>The audio recording option is available on O2 systems only, and must be turned on through the configuration file (refer to the WeatherPoducer Technical Reference for more information on the configuration file).

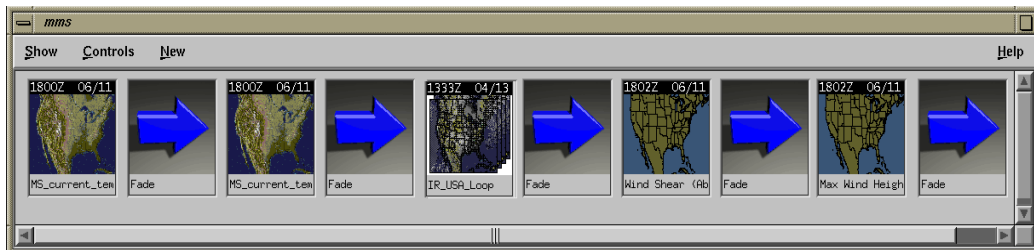
2. Press the show advance button. The loop plays, and audio recording begins.
3. Record the audio track, pressing the show advance button to proceed through the show as normal.
4. Press Q to quit the show and stop recording at the end of the show.

**Recording audio for a show with a still element as the first element.** If a show starts with a still element, when you press the show advance button to start recording, the show will transition to the second show element. The audio track begins with the second element, not allowing you to record audio for the first element. If you want to include audio with that first still element, place the first element in the show twice, as the first and second show elements. In this way, when you press the show advance button to start audio recording, the show transitions from the first element to the second element, which is a copy of the first.

To record audio when the first element is a still:

1. Select Play and Record Audio from the Show window Play menu. The first element appears.
2. Press the show advance button. The show transitions to the second element (which is a copy of the first element), and audio recording begins.
3. Record the audio track, pressing the show advance button to proceed through the show as normal.
4. Press Q to quit the show and stop recording at the end of the show.

**Figure 5: Sample show with still element as first element**



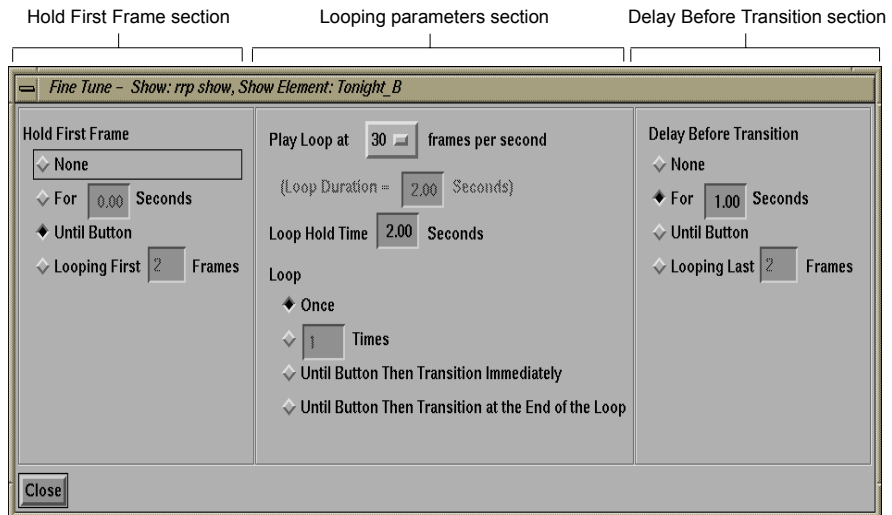
## Fine tuning a show element

Click the Fine Tune button in the Preview or Preview with Transitions window to display the Fine Tune window to:

- include an initial pause before the element is played
- edit the show element's loop timing
- set a transition delay
- create a loop within the show element (looping pause)

**Initial Pause.** If the show element has one or more visible frames, the Hold First Frame section of the Fine Tune window is active. Use the Hold First Frame section to include a pause the first time the first frame is shown per play. Indicate number of seconds to pause or select pause until the user clicks the Advance button. For no pause, select None.

**Figure 6: Fine tune window**



**Set loop timing.** If the show element has more than one visible frame, the looping parameters section of the window is active. Set the number of frames to play per second (Play Loop at), and the delay at the end of the loop (Loop Hold Time). Loop Hold Time is the delay before replaying the loop. Loop duration is computed automatically from the frames per second and the number of frames in the loop.

Also use the looping parameters options to set the number of times to play the loop. Select either:

- **Once.** Play the loop only one time and transition to the next element.
- **# Times.** Play the loop a specified number of times. Select the option and type a value in the text box.
- **Until Button Then Transition Immediately.** Play the loop continuously until the show advance button is pressed. The show transitions immediately to the next element, not waiting until the loop completes.
- **Until Button Then Transition at the End of the Loop.** Play the loop continuously until the show advance button is pressed. The show transitions to the next element after the loop completes.

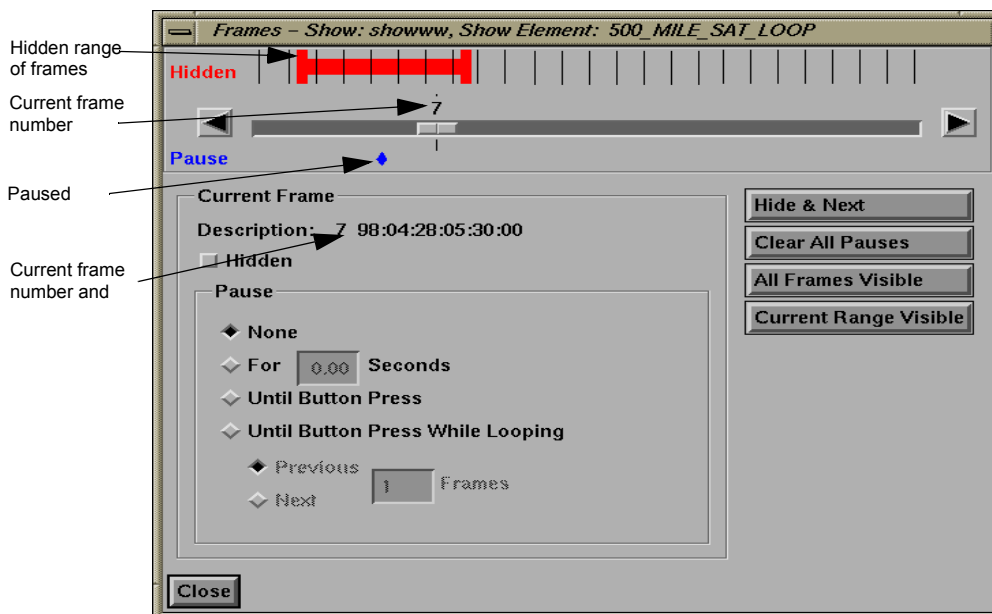
**Set transition delay.** If the show element has more than one visible frame, the Delay Before Transition section of the window is active. Set a delay before transition to the next show element in the Delay Before Transition section. Indicate number of seconds to pause or select pause until the user clicks the Advance button. For no pause, select None. The Delay Before Transition section is disabled if the selection Until Button Then Transition Immediately is enabled in the Looping Parameters section.

**Create a loop within an element.** To loop a number of frames within a show element, use the Frames window. To loop frames at the beginning of the element, click the Looping First Frames button in the Hold First Frame section. To loop frames at the end of the element, click the Looping Last Frames button in the Delay Before Transition section. Type a number of frames in the text box. The first or last indicated number of frames loop until the button is pressed. To loop a set of frames in the middle of the element, see “Loop within an element” on page 15.

## Working with individual frames

Click the Frames button in the Preview or Preview with Transitions window to display the Frames window and manage each frame of the current show element. The window is inactive while the show is playing.

**Figure 7: Frames window**



Use the settings in the Frames window to:

- toggle the frame to a hidden state or a visible state
- set a pause for one or more frames of the current show element
- create a loop within a show element

The Frames window allows you to view any frame in the show element. Click in the Hidden bar, or use the arrow buttons and scroll bar to view any individual frame in the show element. The frame number appears above the scroll bar.

The current frame number and time appear in the Current Frame area of the window. Visibility and pause status also display in the window's Current Frame box.

**Hide frames.** Hidden frames do not appear in the show element when the show is played. Hidden frames are denoted by a red bar in the Hidden area of the window (see Figure 7). For example, you could use the Hide Frames option to hide a frame in a loop that has corrupted data, rather than rebuilding the element.

Use one of the following methods to hide frames:

- To hide a single frame, select the desired frame and click the Hidden button in the Current Frame area of the window.
- To hide consecutive frames, select the desired frame and click the Hide & Next button. The Hide & Next button hides the current frame and advances to the following frame. Click Hide & Next again for each frame you want to hide.
- To extend or reduce a range of already hidden frames, click and drag the red bar in the Hidden area.

To reset a range of frames to visible, select a frame in that range and click the Current Range Visible button. To re-set all frames to visible, click the All Frames Visible button. All visible (non-hidden) frames appear when the show is played.

**Pause.** Use a pause to momentarily stop the playing of a show element on a specific frame. A pause can be set for a specified period of time or until the advance button is pressed. Pauses are denoted by blue diamonds.

To set a pause, select the desired frame and click the For # Seconds or Until Button Press radio button in the Current Frame area of the Frames window. Type a number of seconds to pause the frame in the For # Seconds input box. The frame pauses for the specified time. Use the Clear All Pauses to remove all pauses.

---

**NOTE:** The pause only applies the *first* time through the loop and if the frame is not affected by the Fine Tune window settings Hold First Frame pause, Loop Hold Time, or Delay Before Transition pause.

---

**Loop within an element.** To create a loop within a show element, select the frame where the loop is to start. Click the Until Button Press While Looping option. Select either the Previous Frames or Next Frames option and type a number of frames to loop in the text box. When the element is played, the number of frames before or after the selected frame will loop continuously. When the button is pressed the loop stops and the element continues to play. To loop the first or last frames of an element, see “Create a loop within an element” on page 12.

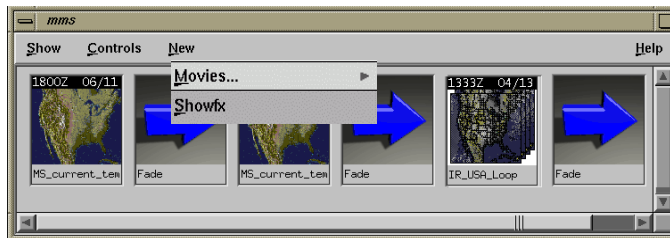
## Add elements to show

To add elements to the show window:

- Drag and drop one or more existing products from the desktop window into the show window, or
- Select one or more show elements from the show window New menu. The show window New menu offers the following items: Movies, video loop, and animation. These are discussed in more detail in the following sections.

Each show element is paired with a transition element. Select Hide Transitions on the Show menu to remove the transitions in a show from view. When the show is played, the transitions will still function, although they do not appear in the Show window.

**Figure 8: Adding a show element**



Show elements can be rearranged within a show or moved to another show by simply dragging and dropping them to the new location. The transition element associated with the show element moves with the show element.

Show elements can also be dragged and dropped back to the desktop. If the product is already on the desktop, the system will prompt you to overwrite the product or make a copy. This feature allows you to load a product from a library, modify the product, and save it to the desk.

Movie and Showfx product icons have labels to distinguish each type of element.

**Figure 9: Labels distinguish movie and Showfx products**



Movie icon



Showfx icon

## Dragging a product into a show

Products can be dragged into shows from the desktop. Click the product and drag it into a show in the proper location in the show. The product will be built, or compressed, into a playable show element (or movie).

While it is possible to drag-and-drop a product from the desktop into a show, loading pre-compressed show elements through the show window New menu is more efficient for the system. See “Loading a movie into a show” below. However, one advantage to dragging an element into a show is that dragged or copied elements offer more show element setting options (see “Set show element options” on page 26).

## Loading a movie into a show

Use the show window New window to load a pre-compressed show element (movie) into a show. In order to be played on-air, all show elements must be compressed using either the Show Element Builder (see “Using the show element builder” on page 24), the Showfx application, or by using a dedicated show (often called a Master Show). Once the product is prepared for use in a show, it appears in one of three movie libraries (called MS, SEB, and SFX).

To load a pre-compressed element (movie) into a show, select Movie from the show window New menu. From the menu that appears, select either All Movies, MS, SEB, or SFX.

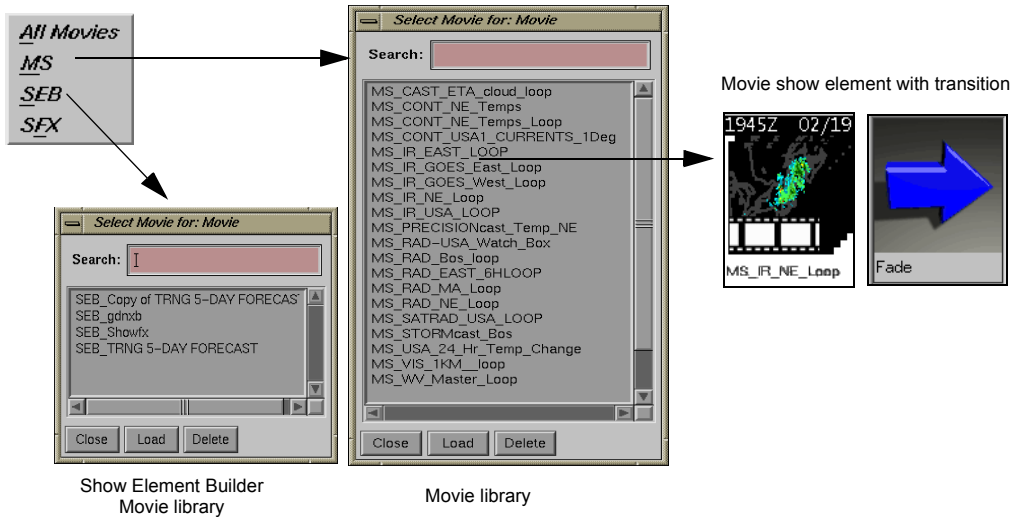
- **All Movies.** This option opens a library with all movies of all types. Select a movie from the list and click Load.
- **MS.** This option opens a library with all movies created using a Master Show. Select a movie from the list and click Load.

Some users have created a dedicated show, called a Master Show, to compress products for use on-air. That function can now be performed using the Show Element Builder (see “Using the show element builder” on page 24).

- **SEB.** This option opens a library with all movies created in the Show Element Builder. Select a movie from the list and click Load.
- **SFX.** This option opens a library with all movies created using Showfx. Select a movie from the list and click Load.

A movie element appears in the show window displaying the first frame in the movie. A movie product can also be dragged and dropped into a show from the desktop, a folder, or another show, however, it must be compressed.

**Figure 10: Loading a movie element**



## Video loop

A video loop show element is a movie element (e.g. conventional loop) which has been compressed to use fewer system resources, most notably memory resources. It is available for viewing only in a show (not on the desktop) and is most effectively used in situations where the loop is viewed over and over again. Conventional loops are rebuilt every time the desktop is brought up, each time a loop is viewed, and each time a parameter change is made; video loops are only rebuilt in response to parameter changes.

Any number of movie elements in a particular show can be video loops. Video loops are either added to a show as a new show element or converted within a show from an existing product-based movie element.

To add a video loop to an existing show, select Video Loop from the show window New menu and enter the name of an existing conventional loop product. The product named does not need to reside on the current desktop. The new video loop element will display in the show window as the last element. To indicate that it is a video loop, its name is preceded with the label "VL:".

**Figure 11: Sample show with video loops**



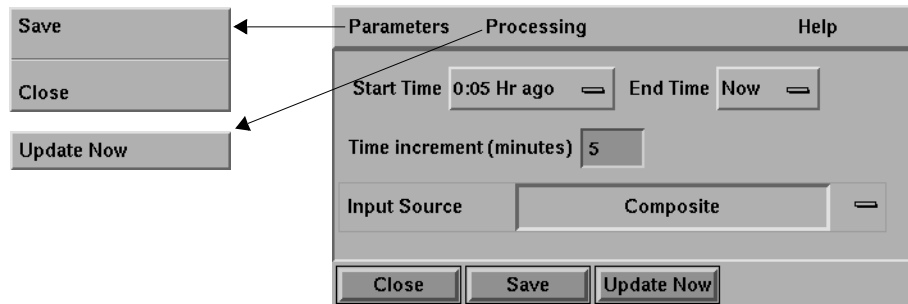
To convert a movie element already in a show into a video loop use the movie element's right pull-down menu option Convert To Video Loop. To convert all movie elements in a show to video loops use Controls menu option Convert All Movies to Video Loops. The name of any element converted to a video loop is preceded with the label "VL:".

---

**NOTE:** A show element can not be restored to a conventional loop once it has been converted to a video loop. To reestablish a conventional loop for the show element simply drag-and-drop the desktop version of the element into the show again.

---

**Figure 12: Sample video loop edit parameters window**



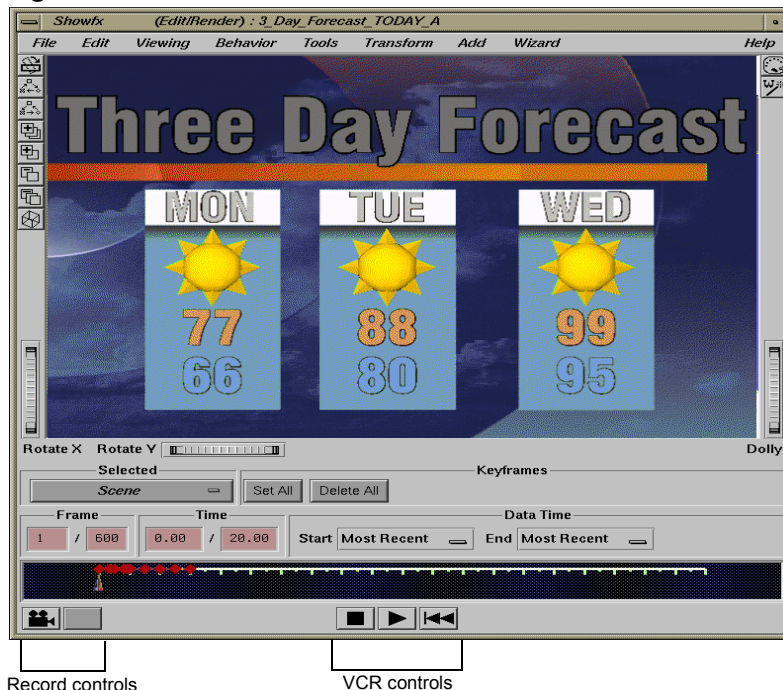
To modify parameters associated with a video loop select Edit Parameters from the video element's right pull-down menu. Only those parameters associated with the frame displaying the most recent data available to the system are included in the parameter window.

## Loading a Showfx animation into a show

Showfx is WSI's most exciting 3D animation tool. It comes with a vast library of professionally designed, ready-to-use scenes (wizard scenes) and visual effects which are integrated at the customer site with forecast data and/or real-time weather data (automatically pulled into the scene) to generate captivating weather animations.

**NOTE:** The following discussions include a brief description of Showfx. For a detailed discussion, refer to the Showfx User Manual.

**Figure 13: The Showfx main window**



Select SFX from the show window New menu to load a compressed, fully-rendered Showfx animation into a show.

There are two types of Showfx scenes, wizard scenes and regular scenes.

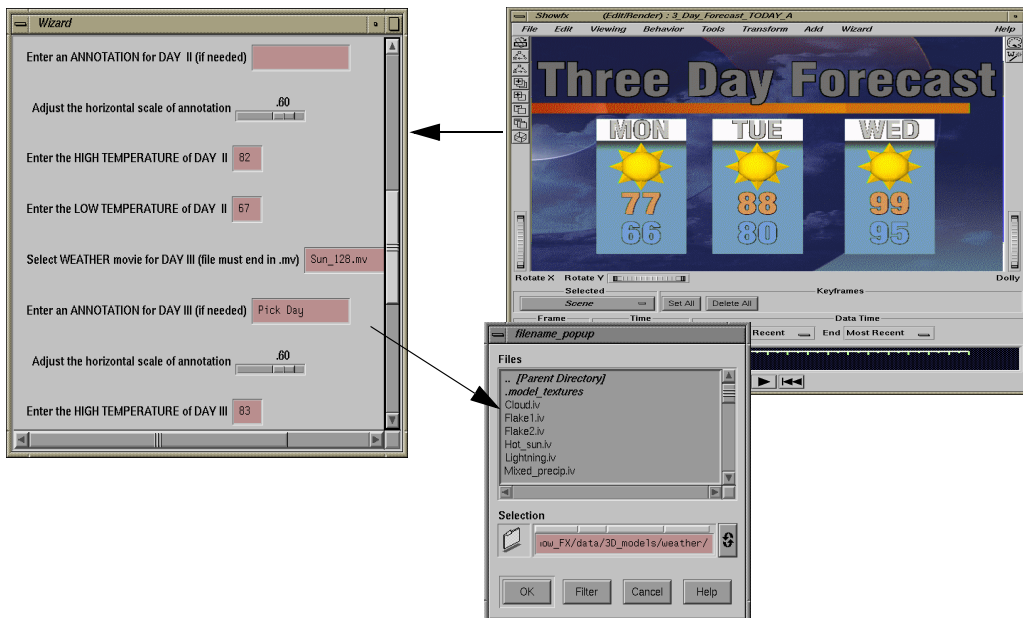
**Wizard scene.** A wizard scene is a scene designed with a built-in technology that allows the user to create a complete scene simply by entering information, such as the date or the temperature, in a wizard window.

**Regular scene.** A regular scene is built by the user using backgrounds, icons, and objects that come pre-loaded in Showfx.

To load an existing Showfx animation into a show:

1. Select Showfx from the show window New menu. An icon appears in the show and the Showfx library window opens.
2. Select an animation from the library and click the Load button. The scene (an unrendered animation) is added to the show, and the Showfx Edit/Render window opens with the first frame of the animation in the main window.
3. If the scene is a Wizard Scene, the Wizard window appears. If the scene does not have a wizard associated with it, skip to Step 5.

**Figure 14: Wizard scenes allow you to quickly create an animation**





1. Fill in the fields of the Wizard window as needed.
2. *Render* the animation using the Record Controls Movie Camera button. Rendering creates a movie or a single image from a completed scene.
3. In the Record Movie window that opens, select the appropriate options to set the render quality and the frames to render. Once the animation is rendered, you can preview the animation using the Play button in the VCR control panel.
4. Select Quit from the Showfx File menu.
5. Click No in the save dialog box that appears. The fully rendered animation appears in the show, ready to play. To preview an animation from the show window, select Quick Preview from the animation's icon.

**Figure 15: Icons of a rendered and unrendered Showfx animation**



Showfx has two modes: Edit/Render and Create. The Edit/Render mode allows you to edit and render existing animations. The Create mode allows you to build new animations. You can access only the Edit/Render mode from a show window.

## Using the show element builder

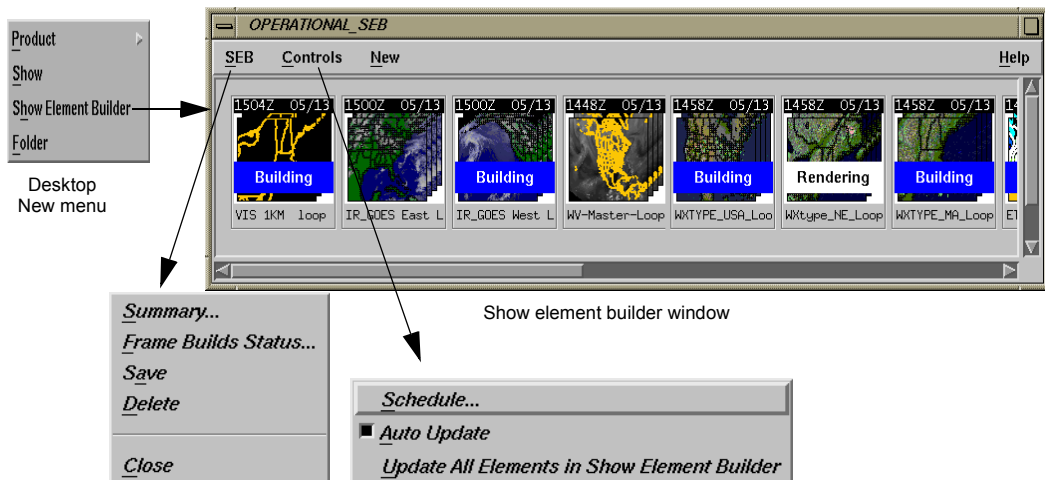
Use the show element builder to compress products into elements that can be played on-air. All products used in a show must be *compressed*. Compression is a process that takes a large image file and reduces the file to the smallest size possible, which allows the file to be quickly accessed for on-air play.

While products can be compressed each time they are added to a show, it is more efficient for the system to compress products once. The compressed elements can then be loaded into several different shows.

Many users have created a *Master Show* for the purpose of compressing products into elements. The Show Element Builder can now be used in place of the master show. The Show Element Builder automatically sets elements to export upon building and also assigns a filename used by the system to identify pre-compressed show elements.

The Show Element Builder window uses many of the typical show options, including the ability to update all elements in the Show Element Builder, set the elements to update automatically, or schedule element updates. Show Element Builder elements can be previewed, but cannot be played. Refer to the appropriate section in this chapter for more information on each command in the Show Element Builder window.

**Figure 16: Sample show element builder**





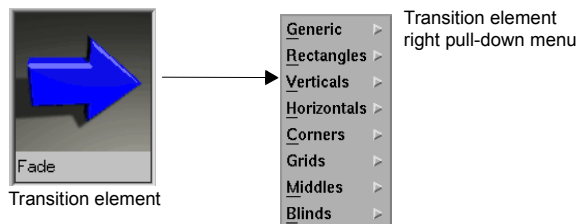
**Open a show element builder.** To open a show element builder window, click the show element builder icon or select Show Element Builder from the desktop New menu. Open an existing Show Element Builder by clicking Library on the desktop and selecting the Show Element Builder option. Select the appropriate Show Element Builder from the library window and click Load.

**Load a product into the show element builder.** Click and drag a product from the desktop into the Show Element Builder or use the New menu to add a Showfx product. In the Export Movie window that opens, type a name for the show element to be built. A default name appears, using the prefix SEB and the product name. All elements built in the Show Element Builder must use the SEB prefix. Click OK in the Export Movie window. The product is compressed into a playable element and exported to the Show Element Builder library for loading into a show (see “Loading a movie into a show” on page 17).

## Working with transitions

Each show element is paired with a transition element to allow for a smooth progression from one show element to the next. The default transition type is fade, however, many other transition choices are available from the transition element right pull-down menu. Select Direct Cut from the Transition element pull-down menu to proceed directly from one show element to the next.

**Figure 17: Sample transition element pull-down menu**



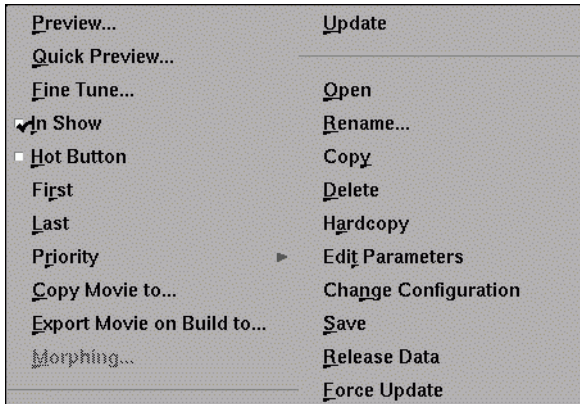
Transitions can be copied by dragging the icon of the source transition element and dropping it on the icon of the destination transition element.

## Set show element options

Use the right pull-down menu to perform a number of tasks for that element, including opening, printing, fine tuning, deleting, and copying. All menu commands on an icon's pull-down menu effect only that show element.

Show elements which are copied from the desktop into the show window have all the features of a movie and video loop show element but also retain the functionality of a desktop product. These show elements have an expanded right pull-down menu which include standard product icon pull-down menu options as well as show-specific options, all of which are described below.

**Figure 18: Sample show element pull-down menu**



**Preview.** Select Preview... to preview the current show element in the Preview window and/or to navigate through the entire show. See “Show viewing” on page 4 for more information on viewing options.

**Quick preview.** Select Quick Preview... to preview the current element in the Quick Preview window. This option is different from Preview in that it previews the current element only, and offers no viewing controls.

**Fine tune.** Select Fine Tune... to display the Fine Tune window and edit the current show element's loop timing. Refer to “Fine tuning a show element” on page 11 for a detailed discussion on the Fine Tune window.

**In show.** Disable the In Show toggle to exclude the current show element from show viewing. Refer to “Adding and removing show elements” on page 34 for more information.

**Hot Button.** The Hot Button option<sup>5</sup> allows the ability to jump to a specific show element, called the *hot element*, as the show is playing. Specify a hot element by selecting the element and selecting Hot Button from the Show Element menu. A banner appears over the hot element (see Figure 19). Only one hot element can be established for each show. By default, the last element in a show is the hot element.

**Figure 19: Hot element with banner**



As the show plays, press both buttons on the end of the remote control<sup>6</sup> at any point in the show; the system will finish playing the active element and immediately jump to the hot element, bypassing all other elements in the show. If no hot element is set and the hot button is pressed, the show jumps to the last show element.

The hot button is useful if you need to end a show quickly. Use the hot button to jump to a specific element where you can end the show. Or, if a show is running long, use the hot button to skip a number of elements as a way to save time.

To use the Hot Element feature, make sure the VIDEO\_ENABLE environment variable is set to true in the configuration file (ww\_config.txt). Refer to the WeatherPoducer Technical Reference for more information.

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**NOTE:** This jump is not possible if the show has advanced past the hot element.

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5. The Hot Button options is available only on SGI O2 platforms.

6. The hot button option requires the use of a special two-button remote available through WSI Customer Support Services.

**First/last.** Use the First and Last options to establish the first and last elements of a show. These options allow you to use a subset of the show's elements to create a smaller show within a larger show. Refer to the discussion “Specifying a first and last show element” on page 35.

**Figure 20: Set show element to First**



**Priority.** Select Priority and then a selection from the Priority submenu to determine the order in which the current ready-to-render show element is processed: low, normal, high, or bump. Bump is only used to force a queued element to be the next one rendered, no matter what priority other queued showed elements have.

**Copy movie to.** Select Copy Movie To to copy the current show element to a user-named file. Enter a file name when prompted. Unless otherwise indicated, the file will be saved to the public directory `/wxws/wxws_data/movies`<sup>7</sup>. This option is different from Export Movie On Build To in that it performs the copy operation one time at the direction of the user.

<sup>7</sup>. Refer to the WeatherPoducer Technical Reference for more information on changing the directory.

**Figure 21: Copy Movie window**

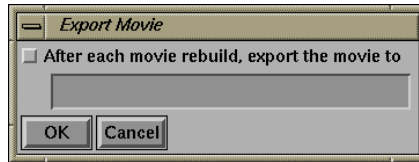
**Export movie on build to...** The Export Movie on Build to... option is used to make a copy, after each build, of a show element's built movie or still information to a user-named file in the public area where it can be used by another show or shows. Select Export Movie on Build to... from the show element pull-down menu and click the toggle in the Export Movie window. The new file is saved to /wxws/wxws\_data/movies unless otherwise indicated by the user. When exporting to a location other than the default, use the full pathname for the export. Export to multiple locations by using a vertical bar ( | ) between the names. Leading and trailing blank spaces are ignored.

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**NOTE:** If the exported file is saved to a location other than /wxws/wxws\_data/movies, be sure to place it in a directory accessible to all show players.

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The *export will occur after each rebuild of the movie*. This saves system resources by processing critical show elements only once. File locking is utilized to enforce exclusive writes on an exported movie file and to provide shared read-access to the file.

**Figure 22: Export movie window**

**Convert to video loop.** Select Convert To Video Loop to convert the current movie element to a more efficient type of loop designed for viewing only in a show or in the show preview window. Refer to “Convert movies to video loops” on page 39 for more information.

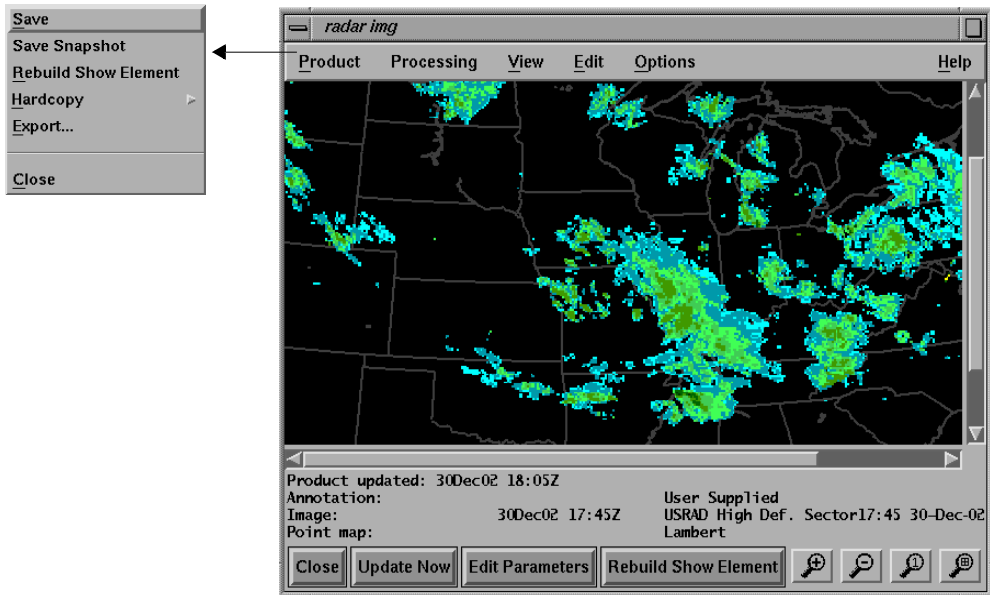
**Morphing.** Any show element that builds movies offers a morphing option. This morphing option allows the user to select how many frames of morphing will be created between actual frames in the movie. Choices, available from the Morphing window, include no morphing (none) and one/two/four/eight/sixteen frames of morphing for every movie frame. The fewer frames of morphing chosen the choppier (and shorter) the movie. The more frames of morphing chosen the smoother (and longer) the movie. To preview your morphing choice enable the Experiment toggle; some quality is lost but rebuild time is much faster. Enable the Final toggle for a complete rebuild of the movie including the re-rendering of each original movie frame. This takes longer to complete but the resulting viewing quality is much higher.

**Figure 23: Sample morphing window**

**Update.** Select Update to rebuild the current show element (without opening the product view window and clicking the Rebuild button). Refer to “Updating a show” on page 34 for a discussion on additional show element update options.

**Open.** Select the Open menu option to display the show element's product view window. Note that for these desktop products which are included in a show there is an additional button and menu option labelled Rebuild Show Element available through the product's view window which allows the user to quickly update the show element with last minute annotation changes made in the view window.

**Figure 24: Sample view window with rebuild show element option**



**Rename.** Use the Rename option to rename a show element.

**Figure 25: Show element rename prompt**



**Copy.** Select Copy to create a copy of a show element. The copy is placed directly after the original show element.

**Delete.** Select Delete if you wish to delete the current movie element from the show. Delete does not remove the original product from the desktop or the product library.

**Hardcopy.** Select Hardcopy to print the contents of a product-based movie element.

**Edit parameters.** Select Edit Parameters to display the edit parameters window associated with the show element. Refer to the WEATHERproducer Product Reference for information on a specific parameter.

**Change configuration.** Select Change Configuration to display the configuration window associated with the current show element.

**Save.** Select Save to save the state of the show and all of its show elements.

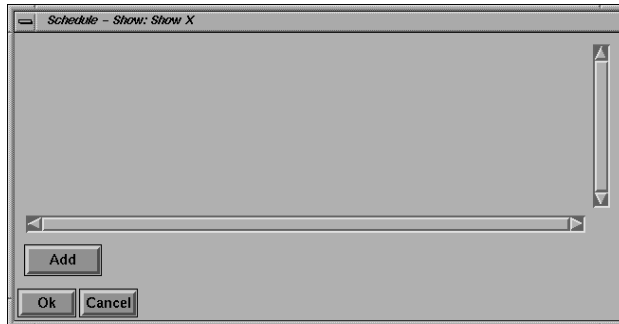
**Release data.** Select Release Data to release all data in memory associated with the current show element. To require that all data associated with the show element be released every time the show is closed enable the configuration parameter Release Data on Close.

**Force update.** Click Force Update to update only that show element. Force Update rebuilds a show element that the system might not detect as needing an update. Force Update is useful to rebuild a single show element that is problematic, for example, a movie with a corrupted frame. Updating the entire show will not rebuild an element if it has current data, and can be time consuming.

## Scheduling a show

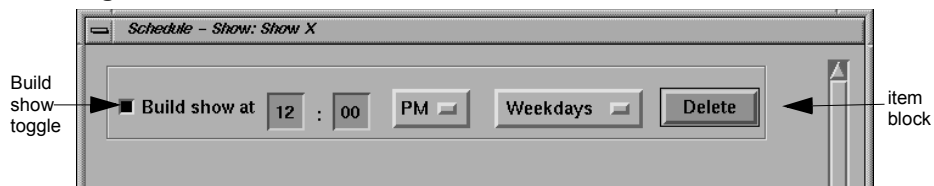
The show schedule option allows the user to set times for building a show. To set a schedule, select Schedule from the show window Controls menu. The show schedule window displays.

**Figure 26: Show schedule window**



To add items to the schedule, click the Add button and adjust the time and day settings in the item block. To add another item click the Add button. To disable an item while keeping it in the list of scheduled items toggle the Build Show button to off. To delete an item click the Delete button. To save the current schedule click the OK button. To abort any updates to the schedule click Cancel.

**Figure 27: Schedule item**



## Updating a show

Update options relating to the show as a whole (rather than to a particular show element) include:

**Automatic update.** To have elements in a show update in response to events (established through product configuration) as the events occur, toggle the show window Controls menu Auto Update option. Note that the Auto Update option is temporarily toggled off when a scheduled show build is in progress but is reinstated at the conclusion of the schedule.

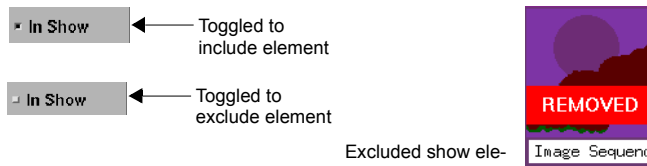
To update a product manually open the product view window and click the Update Now button (or select the show element right pull-down menu Update option).

**Update All Show Elements.** Select Update All Show Elements to rebuild each element in the show (without clicking the product view window Rebuild button).

**Update 'In Show' Show Elements.** Select Update 'In Show' Show Elements to rebuild only those elements in the show which are not "removed" from the show (without opening the product view window and clicking the Rebuild button).

## Adding and removing show elements

To set *all* show elements for inclusion in the viewing session, select Set All Show Elements in Show from the show window Controls menu. To include an in-show element, toggle In Show on the show element right pull-down menu. A banner displays across the show element icon indicating it will not be included in a viewing session.

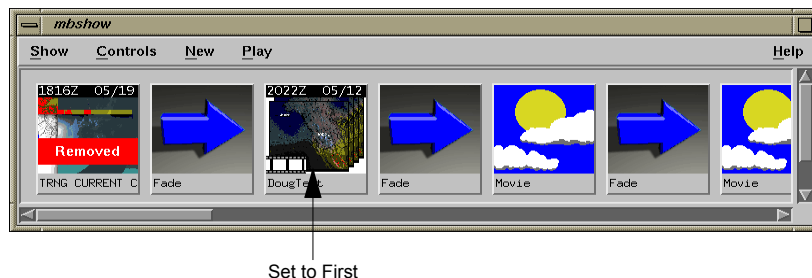
**Figure 28: In Show toggle**

All out-of-show banners disappear when Set All Show Elements in Show is reselected.

## Specifying a first and last show element

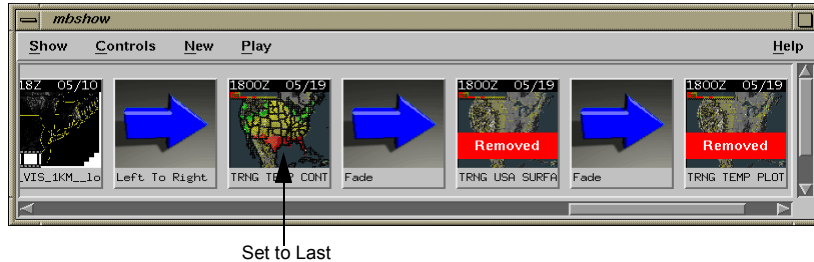
The First and Last element right pull-down menu options to establish the first and last elements of a show. These options allow you to use a subset of the show's elements to create a smaller show within a larger show.

**First.** Select First from the show element right pull-down menu to register the current element as the first show element to display during a viewing session. All show elements that would have played before the current element (those elements located to the left of and above this element in the show window) are automatically labelled with a REMOVED banner to indicate they are not to be included in a viewing session.

**Figure 29: Set show element to First**

**Last.** Select Last from the show element right pull-down menu to register the current element as the last show element to display during a viewing session. All show elements that would have played after the current element (those located to the right of and below this element in the show window) are labelled with a REMOVED banner to indicate they are not to be included in a viewing session.

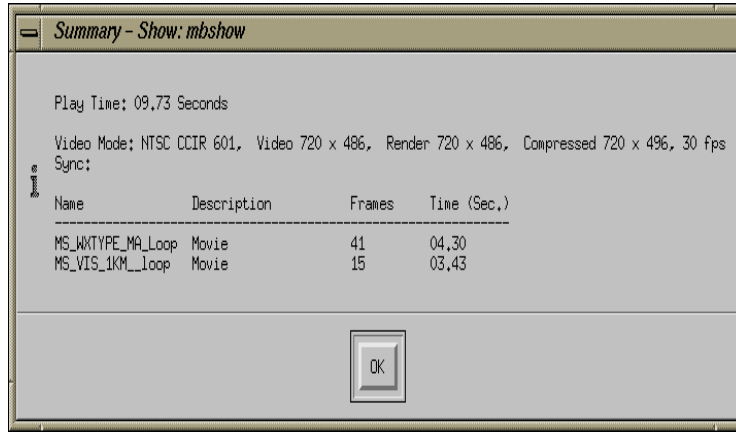
**Figure 30: Set show element to Last**



Select Set All Show Elements in Show from the show window Controls menu to restore all elements to their in-show state.

## Viewing show information

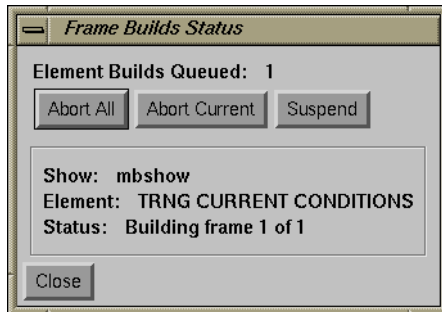
Select Summary from the Show menu to display information about the current show including total play time (in seconds), assigned video mode, sync setting, and the following for each show element: name, description, number of frames, and duration.

**Figure 31: Sample show summary window**

## Viewing frame build status

For information on which show element in the current show is rendering<sup>8</sup> and which elements are queued to render, select Frame Build Status from the Show menu. The Frame Builds Status window indicates which element is currently rendering, the total frames in the element, the frame currently being processed, and how many more elements are queued to render. Click on the Abort All button to abort all renders in queue including the current render. Click on the Abort Current button to abort only the element currently rendering. Click on the Suspend button to suspend all rendering.

**Figure 32: Frame Build Status window**

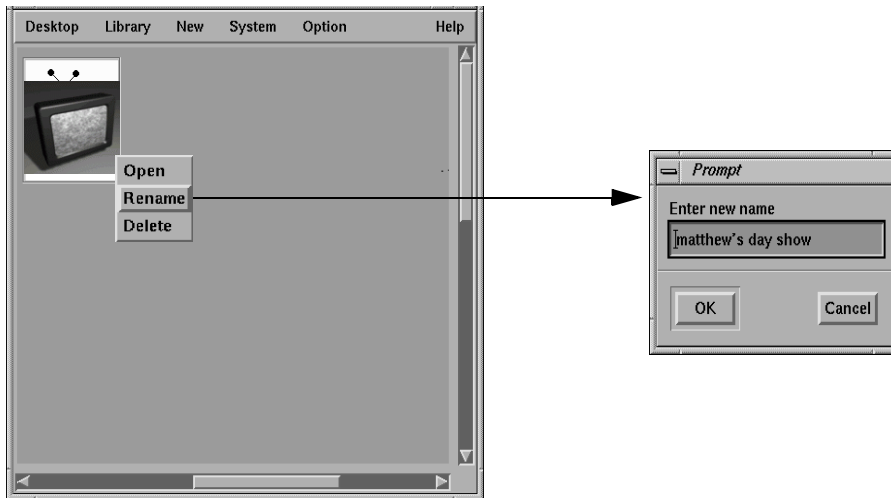


## Renaming a show

To rename a show, select Rename from the show icon pop-up menu. In the window that opens, type a new, original name in the field. Click the OK button. The new name appears on the show icon.

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8. Only one element can render at a time and its icon stays locked while rendering.

**Figure 33: Rename a show**

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**NOTE:** If you rename a show, make sure you save the desk. If you do not save the desk, the next time the desk opens, it will look for the renamed show under its previous name, and indicate that the product does not exist.

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## Convert movies to video loops

A video loop is an efficient type of loop designed for viewing only in a show or in the show preview window (i.e. not on the desktop). Convert all movies in a show into optimized video loops by selecting the Controls menu option Convert Movies To Video Loops or convert just the current show element to a video loop by selecting the Convert To Video Loop option from the show element pull-down menu.

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**NOTE:** Video loops can only be updated on needed data arrival. Products which should be updated on a schedule, or on other than needed data arrival (e.g. temperature contour loop) should **NOT** be converted to video loops and should instead be left as conventional loops to preserve their auto update capability.

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