SUPPORT DOCUMENT FOR CCHA HOCKEY GRAPHICS

TEAM UPDATES

Bring up the Team edit dialog and make sure these schools are updated.

Edit Team

Name	Lake Superior State
Short Name	Lake Superior St
Abbreviation	LSSU
School/City	Lake Superior State University
Mascot	Lakers
Rank	
Season W-L Record	

LAKE_SUPERIOR_ST.png

Select logo

Team Colors

Color 1	Color 2	Color 3	Color 4	Color 5
#FF143F82	#FFF7C64A	#FF000000	#FF000000	#FF000000

Save   Cancel

Bowling Green
Name - Bowling Green
Abbr - BGSU

Lake Superior
Name - Lake Superior State
Abbr - LSSU

Ohio State
Name - Ohio State

Minnesota State
Name - Minnesota State

Bemidji State
Name - Bemidji State

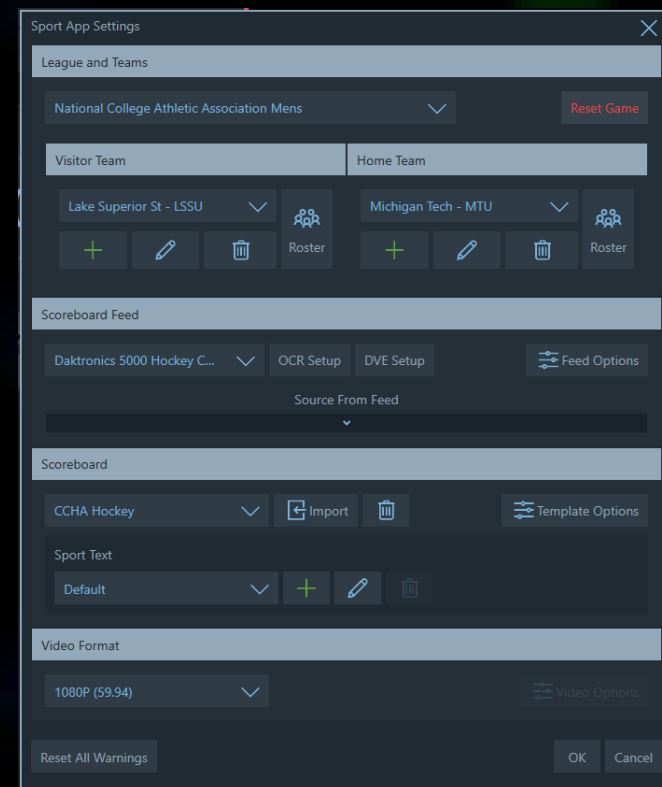Michigan Tech
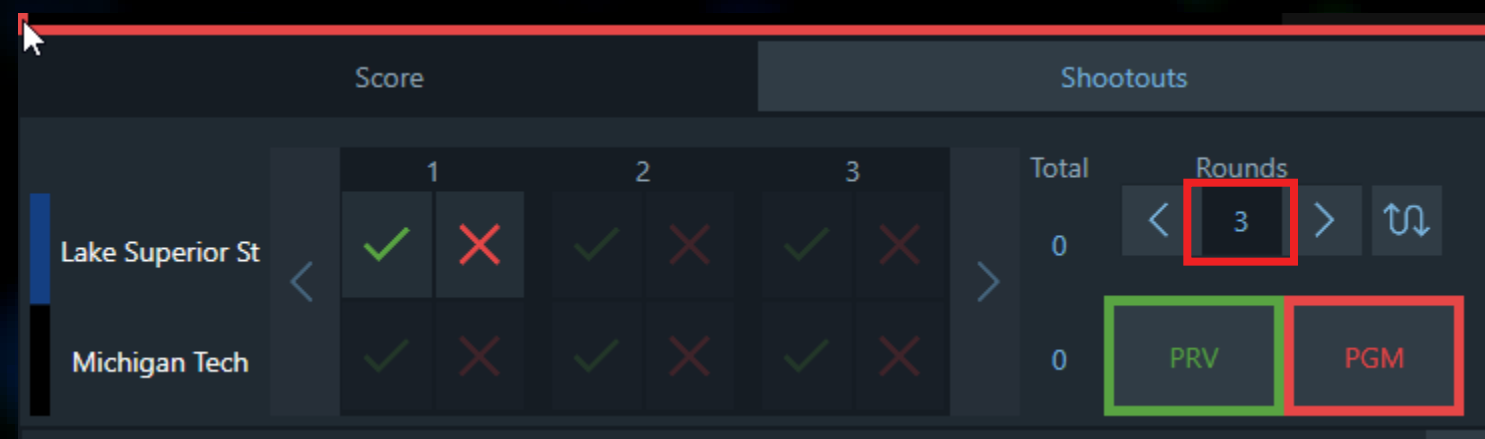Colors - Color 1&2 should be set to black
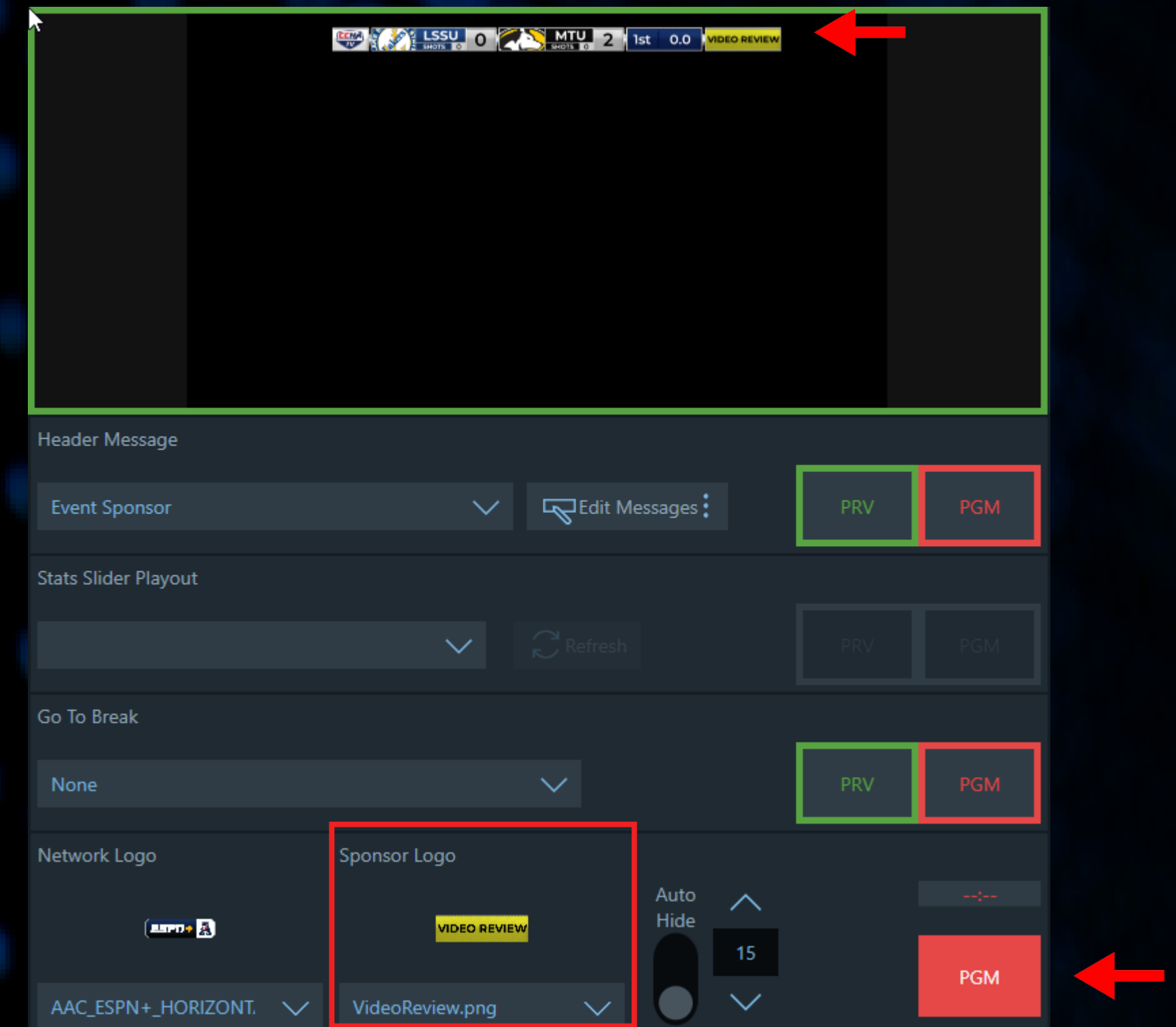
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NOTES

Before starting your production make sure you have your resolution changes to 1080p or 720p both 59.94

If going into shoot outs make sure you set your rounds to "1" to start

(APP closed) Copy video review graphic from MAM>CCHA>Hockey>Scoreboards>Graphics VideoReview.png Paste to MAM>AJT>SponsorLogos
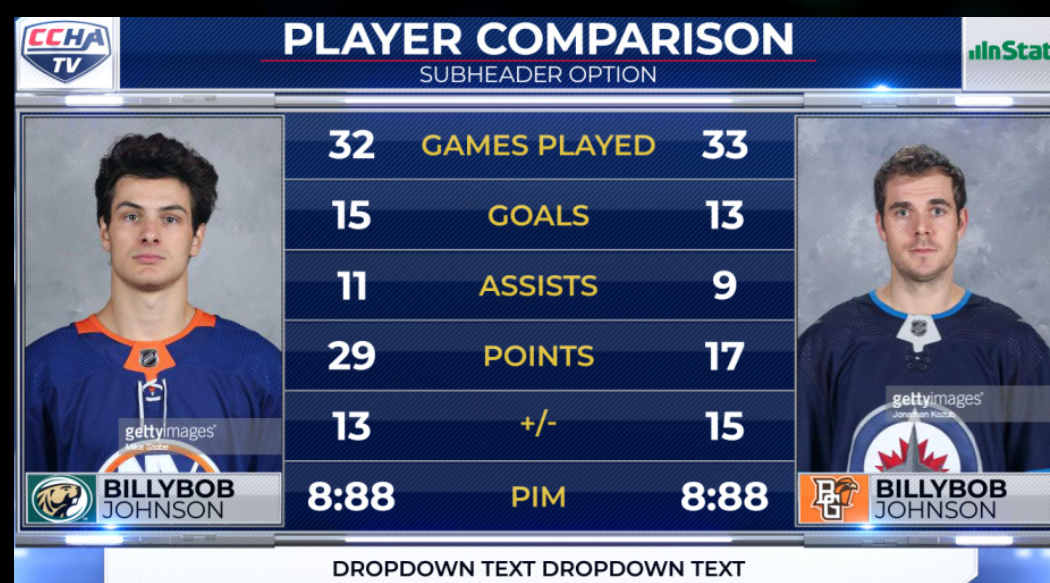
NOTES

For the League provided graphics. Replace the graphic inside MAM > CCHA > Hockey > ShowInsertGraphics > Fullscreens

For Small headshots place is in MAM > AJT >LeagueAssets > NCCA > Headshots

For Large headshots place is in MAM > AJT >LeagueAssets > NCCA > Large Headshots

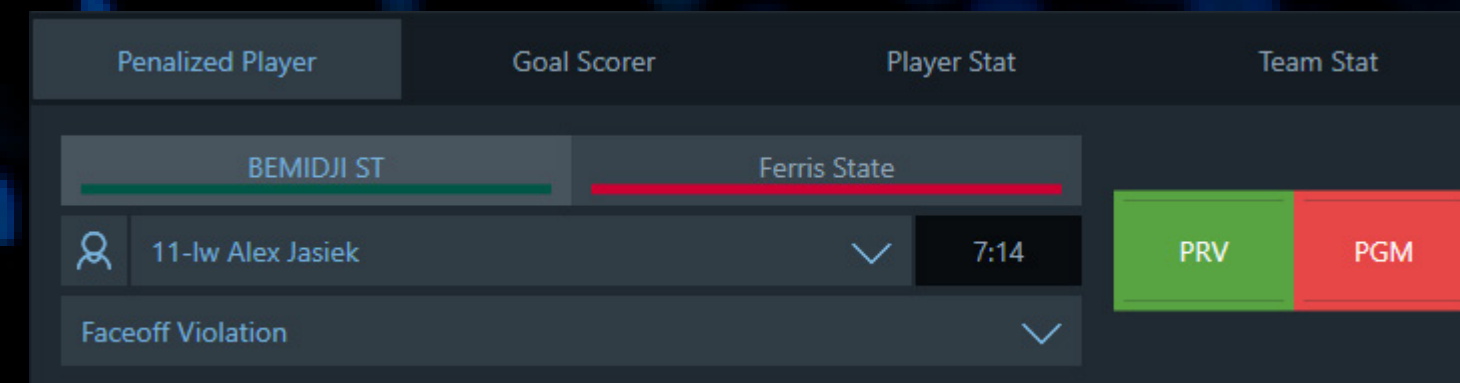For Large headshots place is in MAM > AJT >LeagueAssets > NCCA > CCHA Feature Headshot
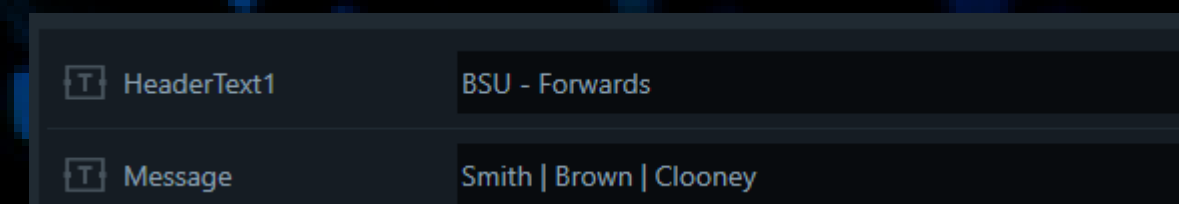
SCOREBUG

CCHA HOCKEY SCOREBUG
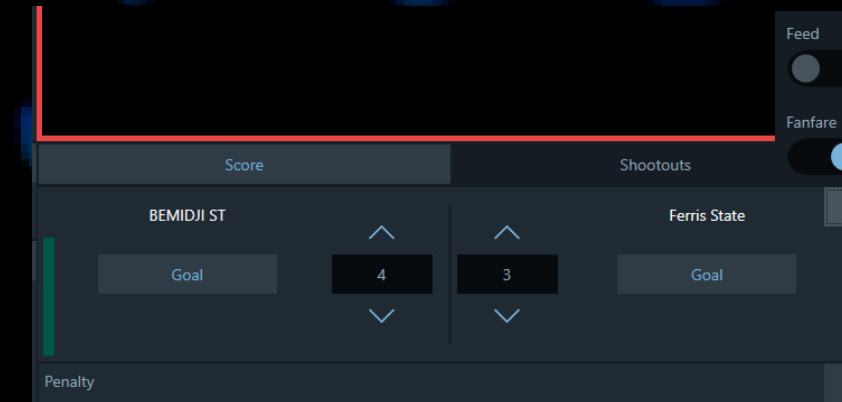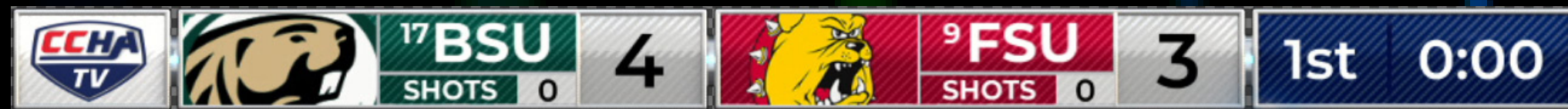
NOTES
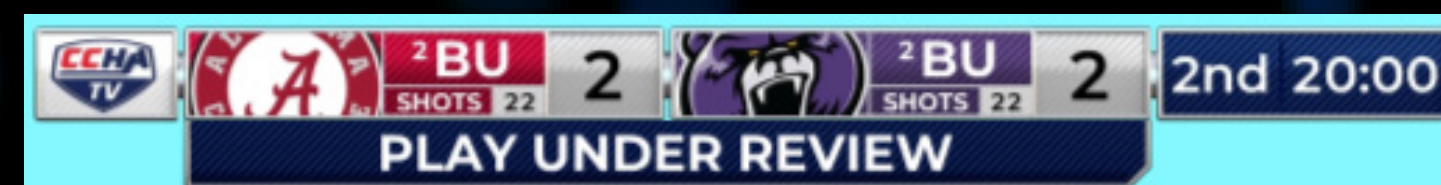Enable fanfare on top right of the score panel for score animations

NOTES
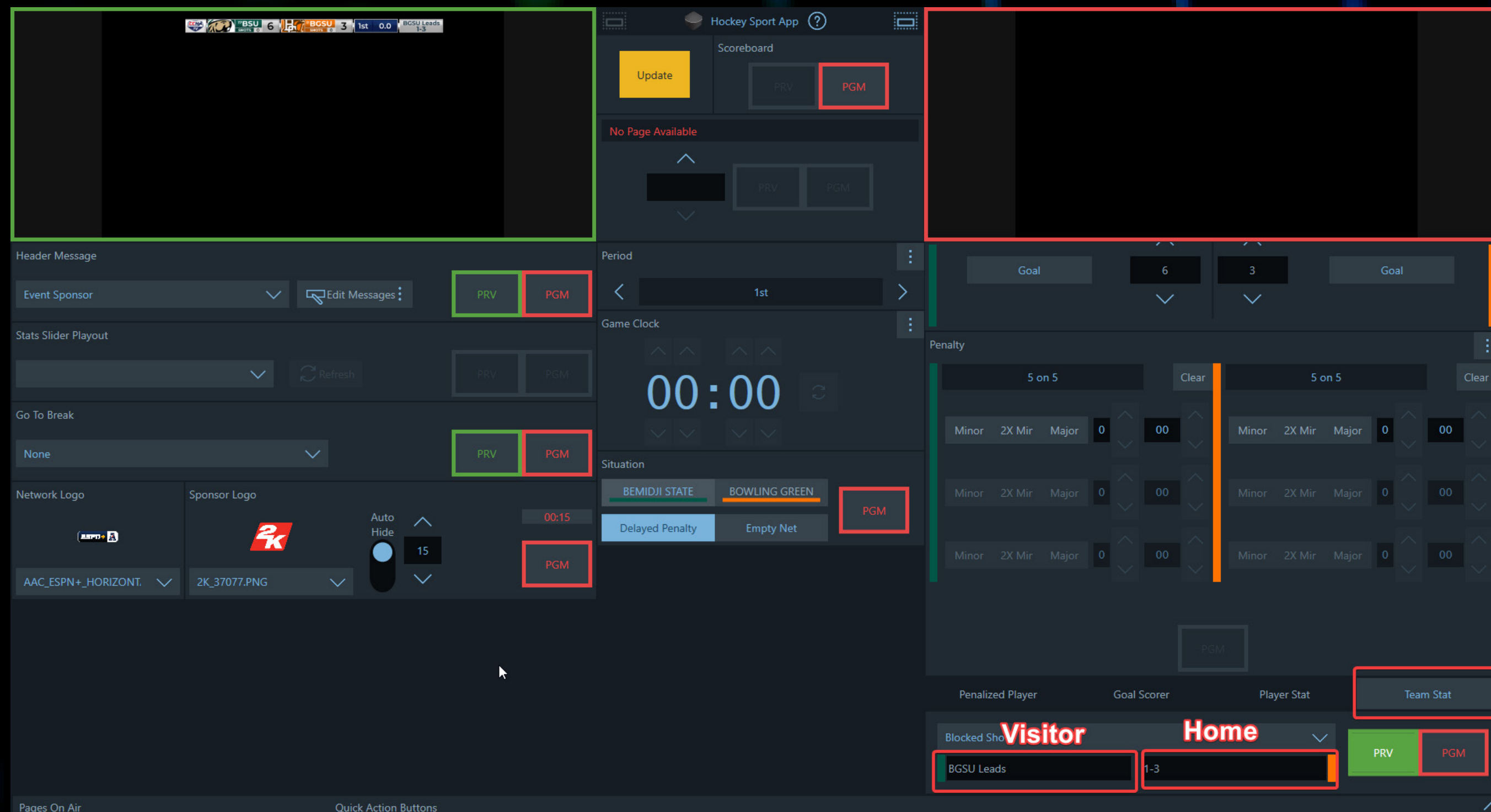Use the Penalized Player tab to poplulate the information

NOTES
Use "Lineup" insert graphic to populate that dropdown
If scorebug sponsor is on type any input in "Sponsor_is_ON" field

NOTES
Use "Play Under Review" insert graphic to populate that dropdown

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SCOREBUG

NOTES
Use Team Stat Tab for Series popout
Visitor field for the top message
Home field for the series info
Use PRV & PGM buttons to hide and show it

When in use the sponsor will come in over as well as review.
When sponsor goes away the Series will show again.

SHOOTOUTS

Wait for animation to finish before advancing each round.
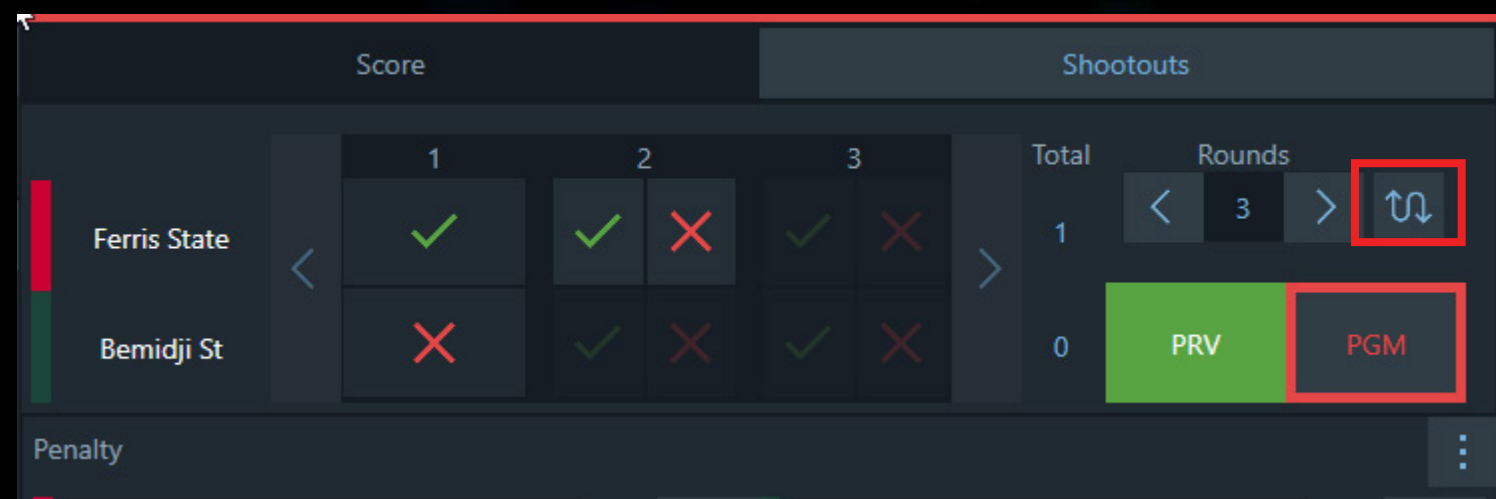
On the right side of the app you will see the shootouts tab next to score. Use PRV/PGM buttons to send to air. The swap arrow icon will change the order of the teams depending on the first shooter

If going into shoot outs make sure you set your rounds to "1" to start

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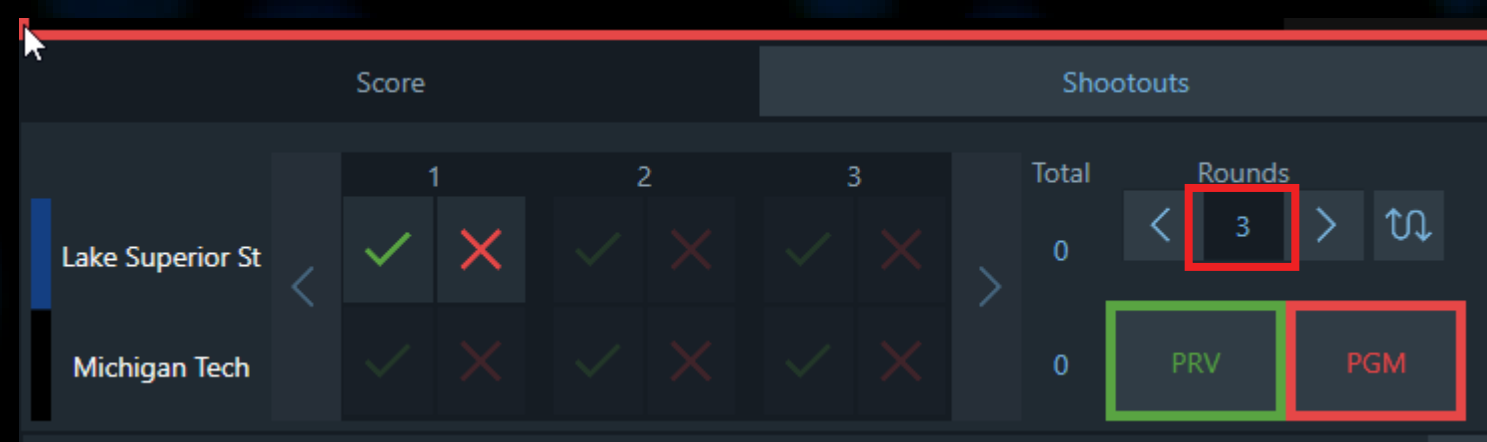
GO TO BREAK

CCHA HOCKEY GO TO BREAK

NOTES
Top bar is populated through GoToBreak header message

LOWER THIRDS

LOWERTHIRD_GENERIC

PLAYER NAME
LINE 2

NOTES
For this style just use FullName_1 and Line 2 fields

Hide_Highlight		
Show_TwitterLogo		
HeaderText1		
FullName_1	Player Name	
FullName_2		
Dropline		
Line1		
Line2	Line 2	
Line3		

LINE 1
LINE 2

NOTES
For this style leave FullName_1 empty and use the Line1, Line 2 or Line 3.

HEADERTEXT1
PLAYER NAME
LINE 2
DROPLINE
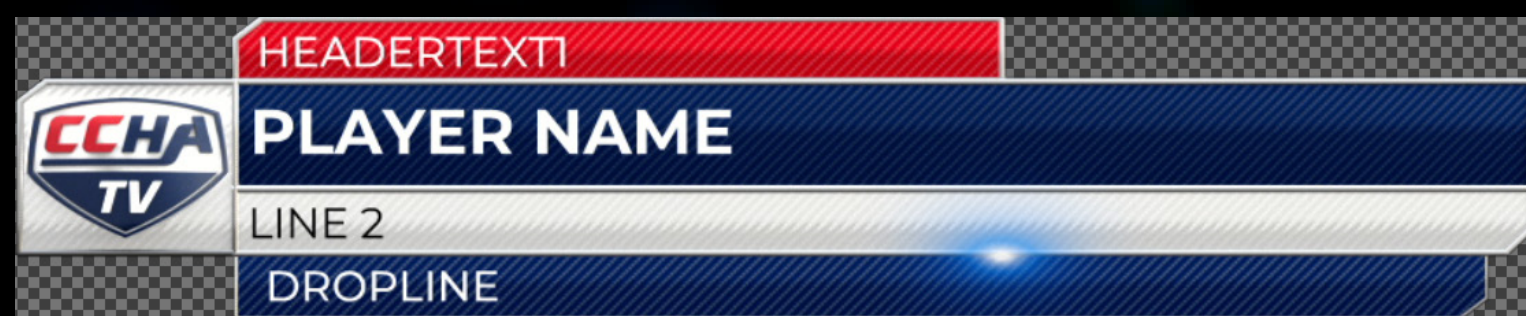
NOTES
If HeaderText1 or Dropline fields are used they will show

PLAYER NAME
LINE 2

NOTES
Any value in Hide_Highlight Field will remove the white background of line 2.

PLAYER NAME 1   **PLAYER NAME 2**
PLAYER LINE 1   PLAYER LINE 2

NOTES
If FullName_2 is use you will get this style. Use Line1 for FullName_1 and Line2 for FullName_2. Any input in the Show_TwitterLogo will display twitter icon.

Hide_Highlight		
Show_TwitterLogo	1	
HeaderText1		
FullName_1	Player Name 1	
FullName_2	Player Name 2	
Dropline		
Line1	Player line 1	
Line2	Player Line 2	
Line3		

LOWER THIRDS

Lowerthird_Player

NOTES
Graphic works similar to Lowerthird_Generic

Lowerthird_Team

NOTES
Graphic works similar to Lowerthird_Generic

Lowerthird_Copyright
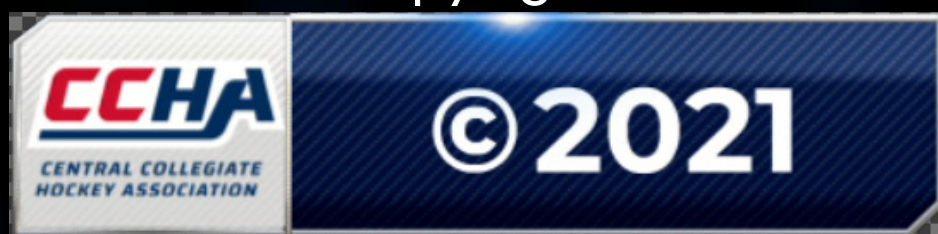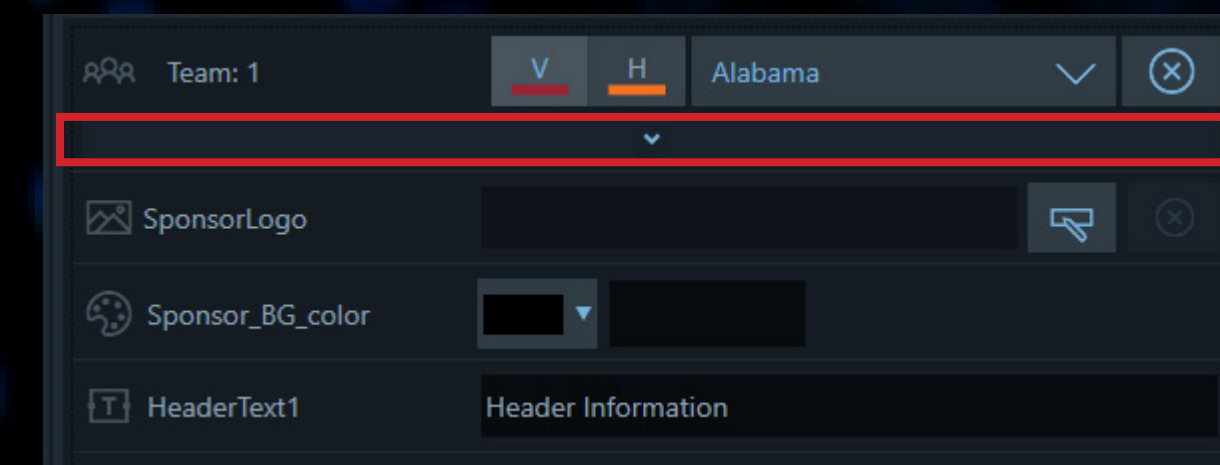

NOTES
Use logo field to override current logo

Lowerthird_Officials

Click the dropdown arrow to reveal the stats data fields for each player's stats.
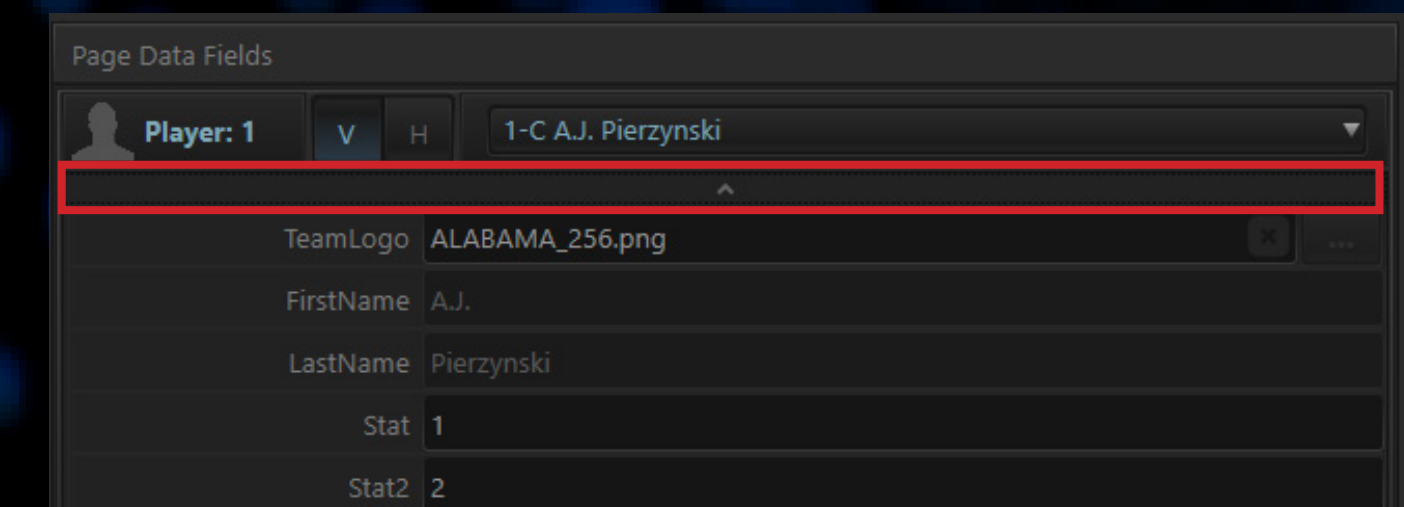
Click the dropdown arrow to reveal the stats data fields for each team's stats.

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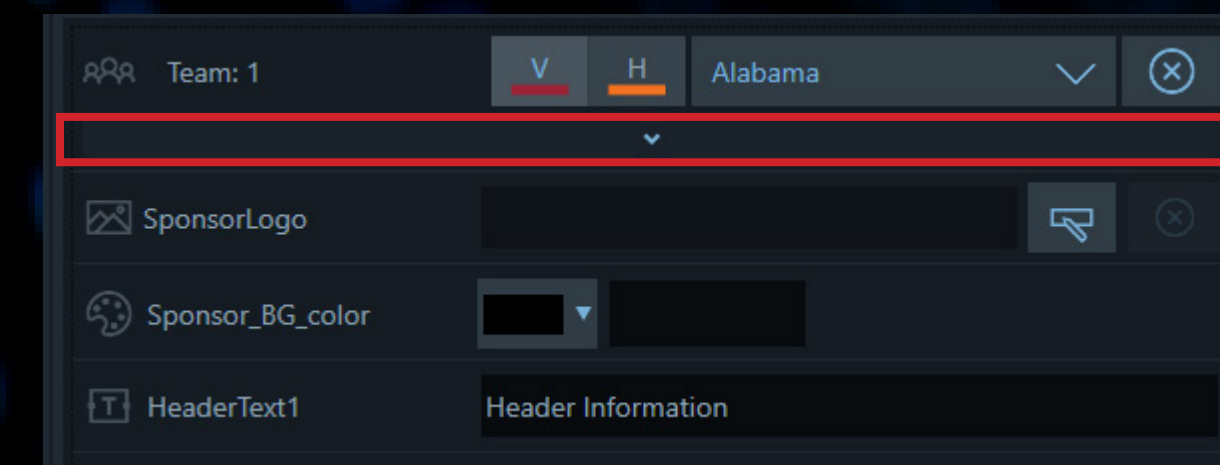
LOWER THIRDS

Lowerthird_Player_Stat
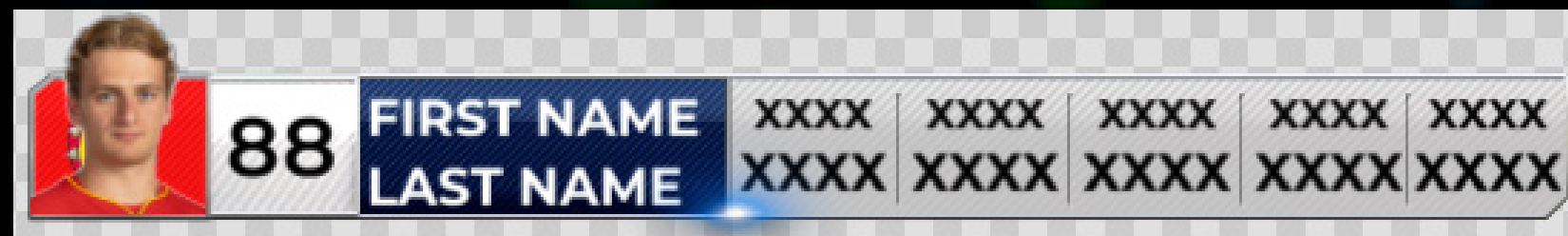
Lowerthird_Team_Stat
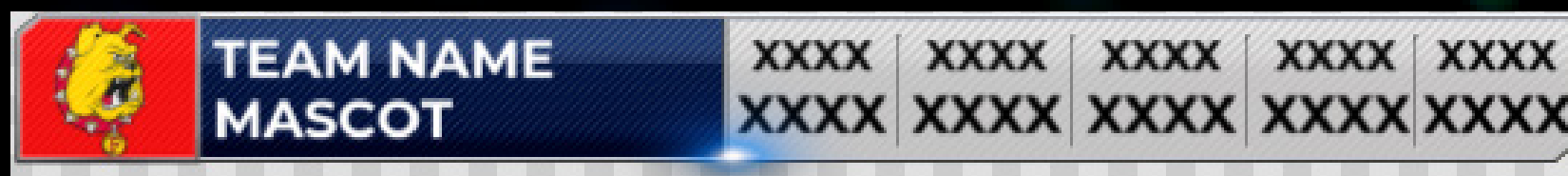
Click the dropdown arrow to reveal the stats data fields for each player's stats.
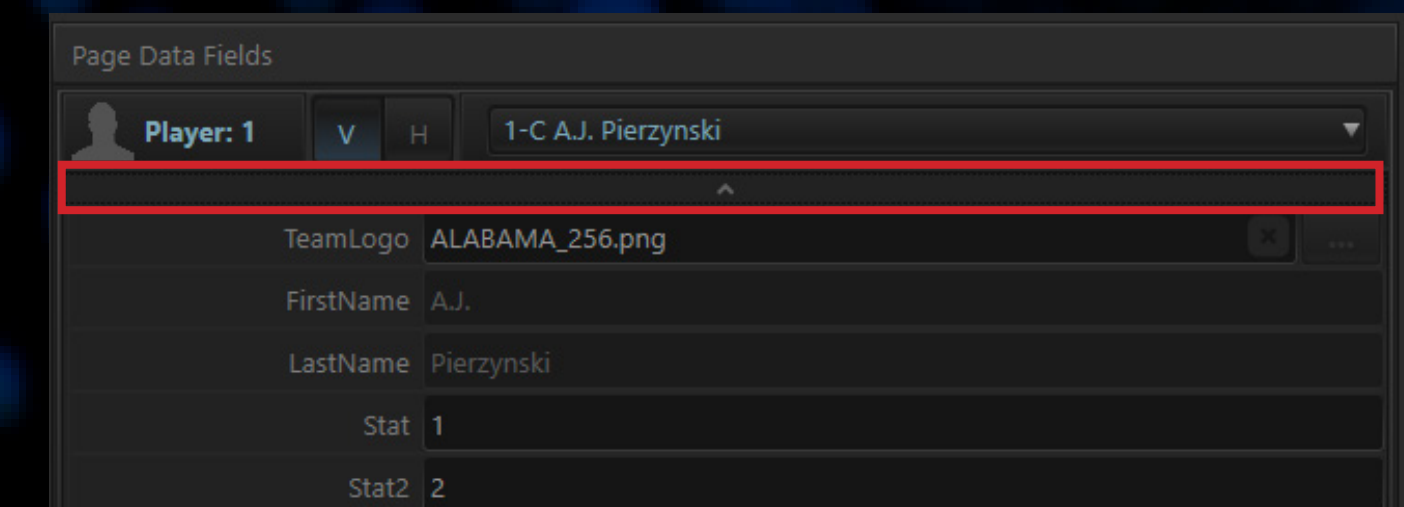
Click the dropdown arrow to reveal the stats data fields for each team's stats.

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MATCHUP

Matchup

Title Card

Locator

NOTES
Use Lowerthird_Generic. Hide Highlight and Use Lines 1 and 2.
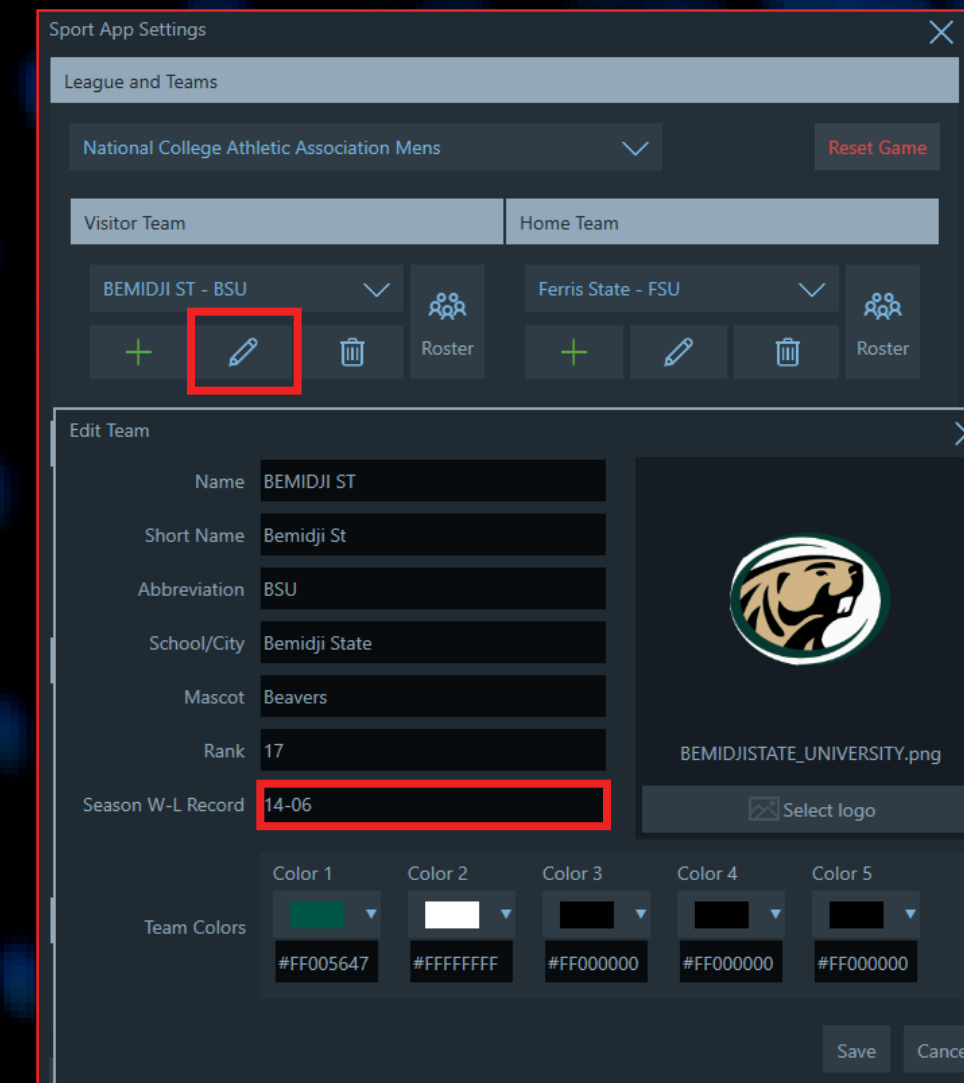
NOTES
For Team Records go into the settings and edit team info.

TOMBSTONE

TOMBSTONE

NOTES
Supports 1-12 Lines. Use Highlight(Line#) to display red arrow on that row. Use HideDivider to remove the divider between lines.

COUNTDOWN_CLOCK

NOTES
Clock runs from the main gameclock in the playout UI.

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FULL SCREENS

Fullscreen_Standings

NOTES
Supports 6-12 teams. Use Team dropdowns to fill in each column stat.

Fullscreen_National Rankings

NOTES
Supports 6-10 teams.
Stat 1 for each team drives the arrows.
Blank = "-"
1 = Green Up
2 = Red Down
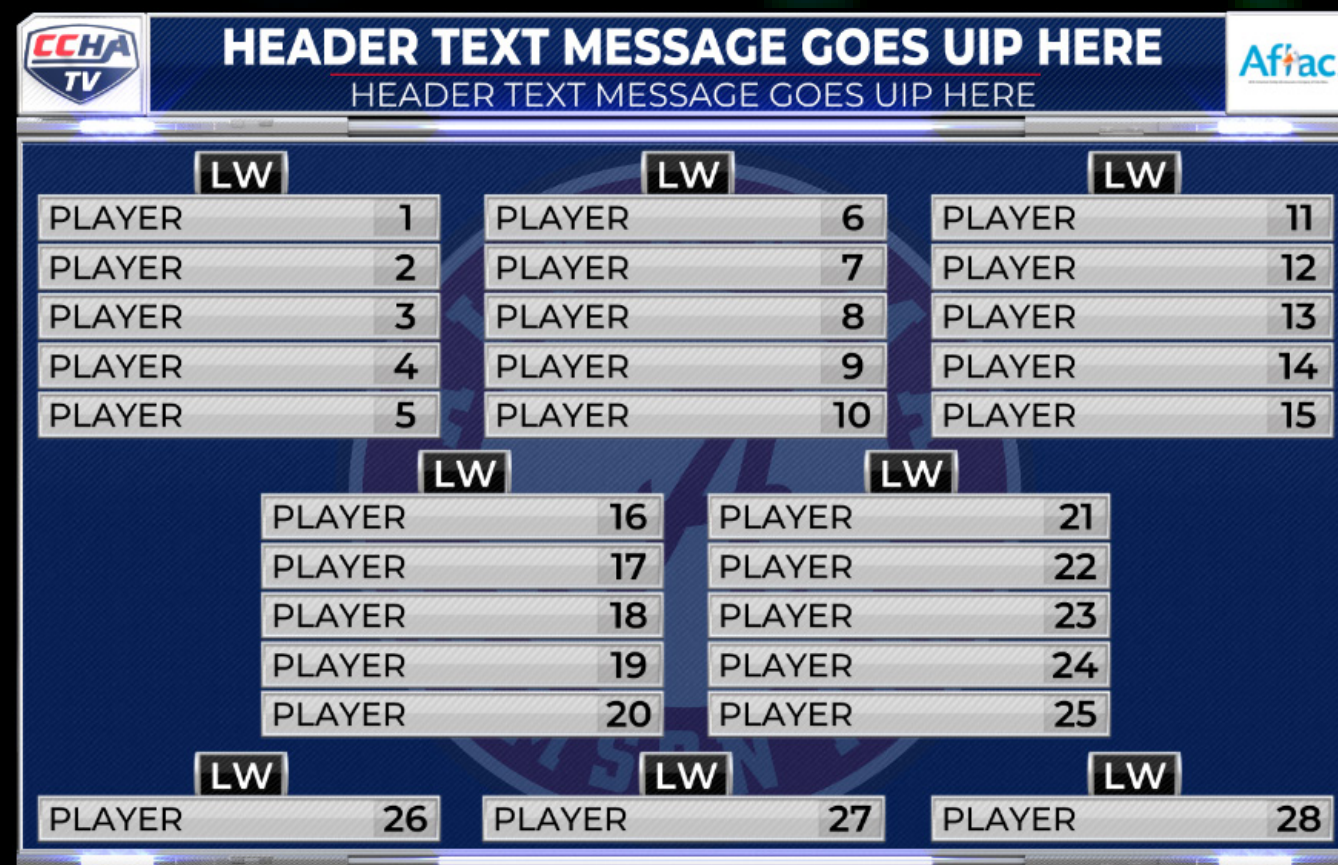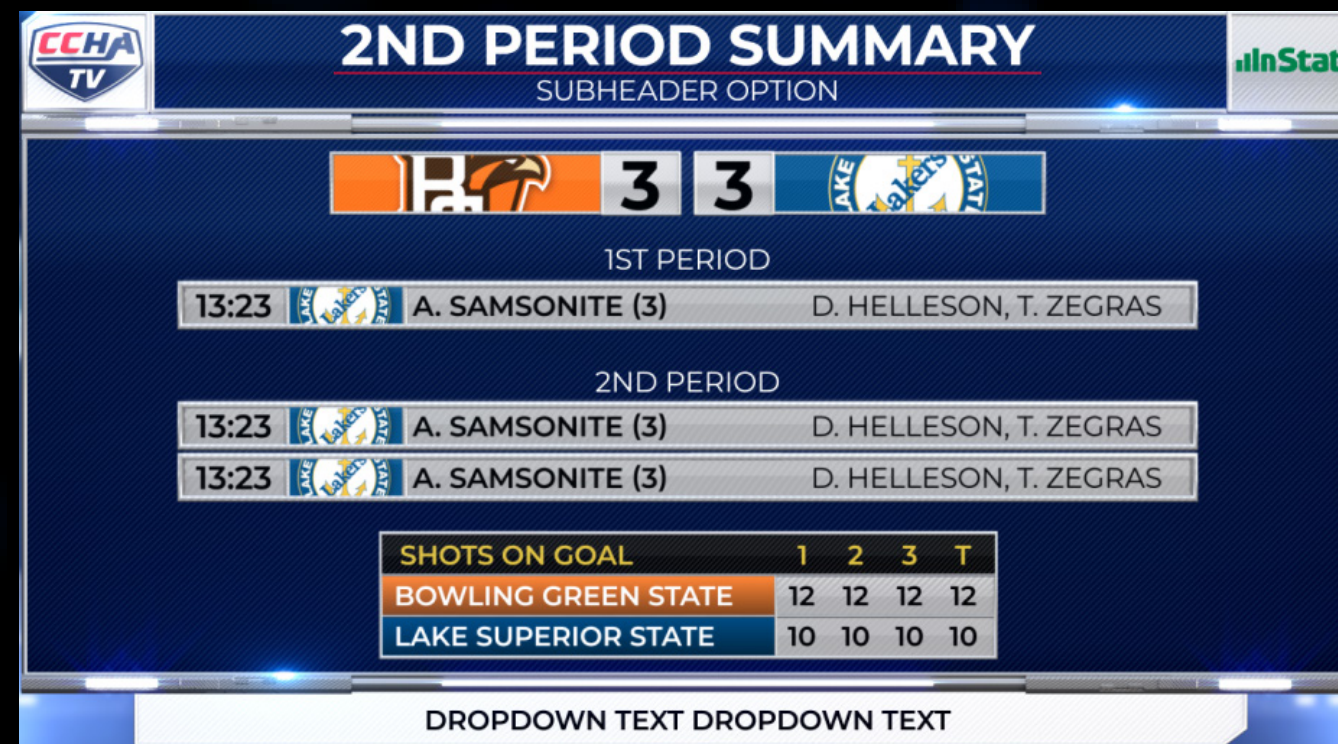
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FULL SCREENS

Fullscreen_Player_Lineups

NOTES
Player numbers in the image correspond to players in the graphic. Leave empty if you don't want to use that line.

Fullscreen_Box Score

NOTES
Supports 3 lines per periods. Use player dropdown to fill each line. Stat = values next to scorer. Stat2 = Display all assisting players.

FULL SCREENS
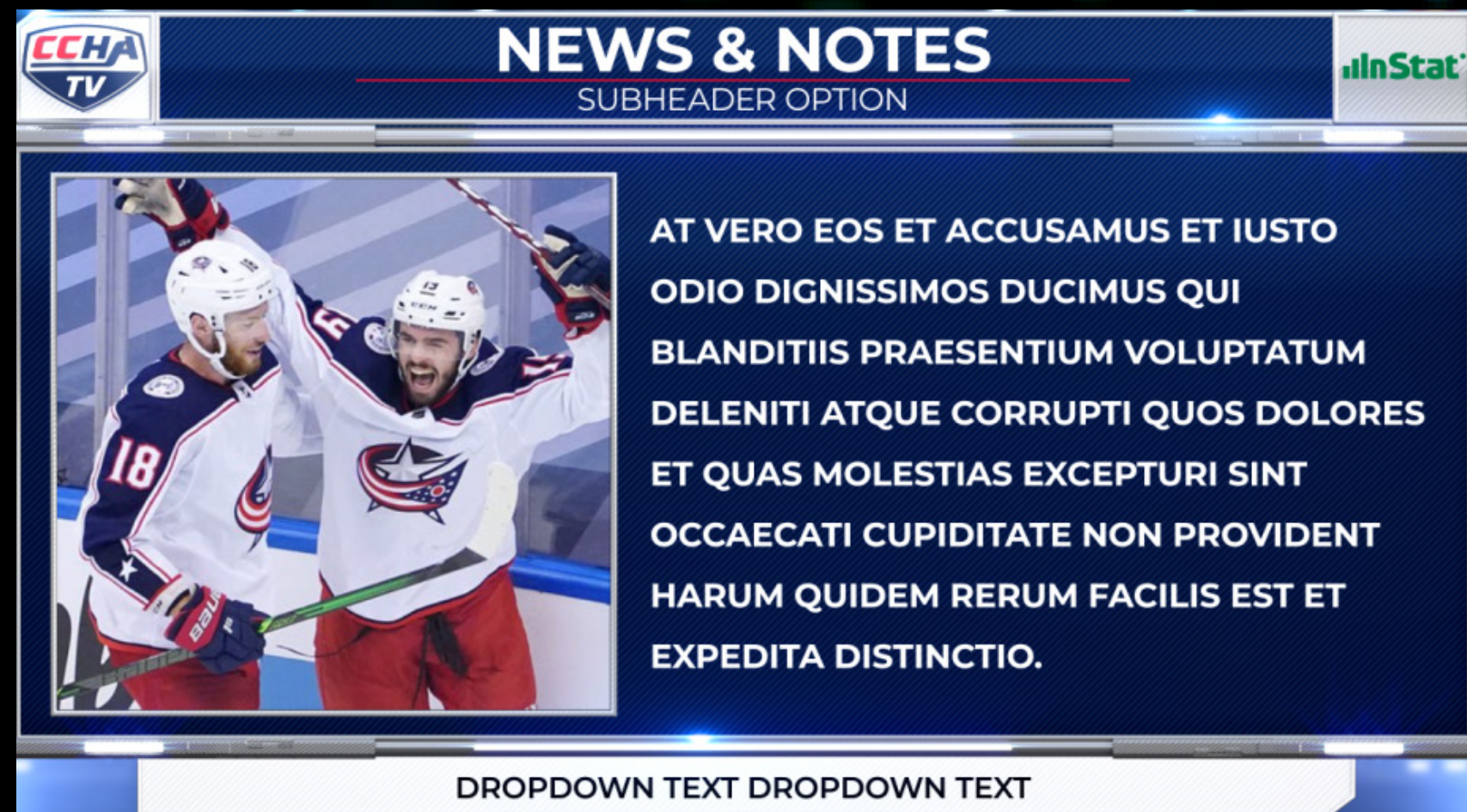
Fullscreen_Misc_Feature

NOTES
Image should be cropped to 515x494 in size
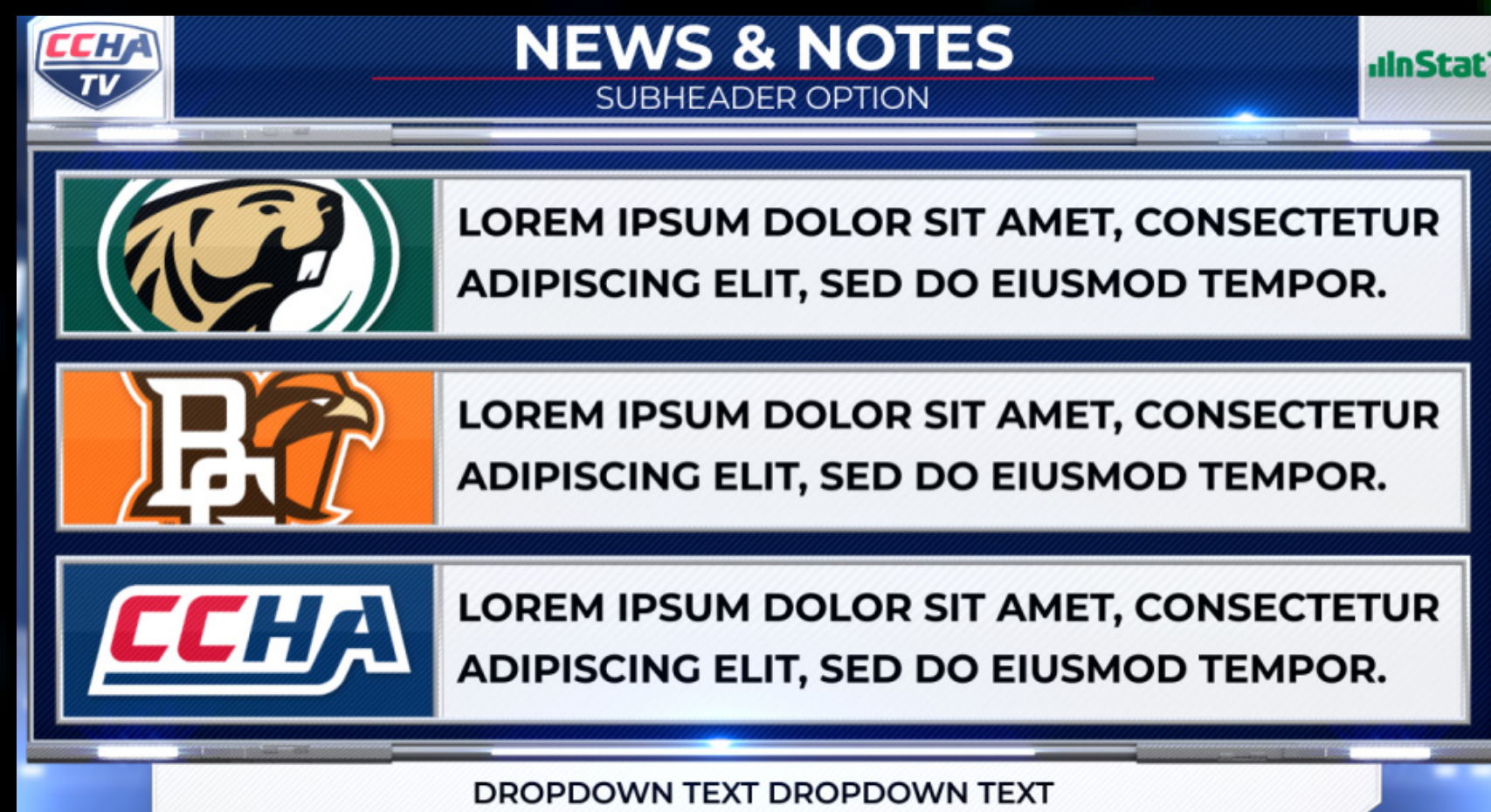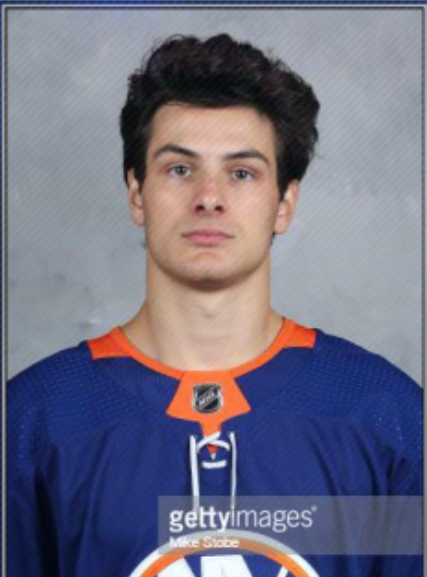
Fullscreen_News_&_Notes
NOTES
NumberOfTopics can be 1-3.

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FULL SCREENS

Fullscreen_Player_Comparison

NOTES
NumberOfStats 3-6
Use Player drop downs to populate stats.
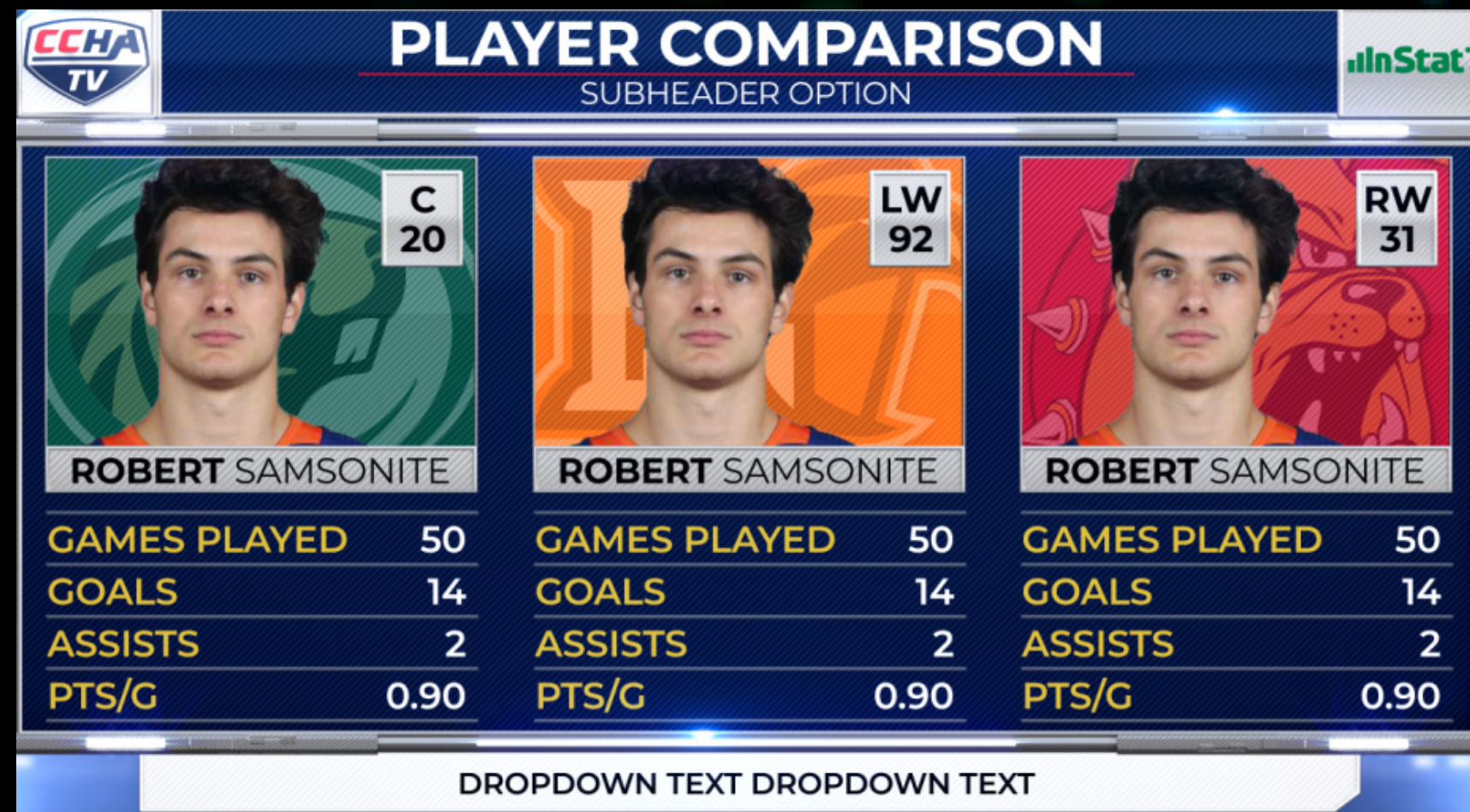
Fullscreen_Team_Comparison
NOTES
NumberOfStats 3-6
Use Team drop downs to populate stats.

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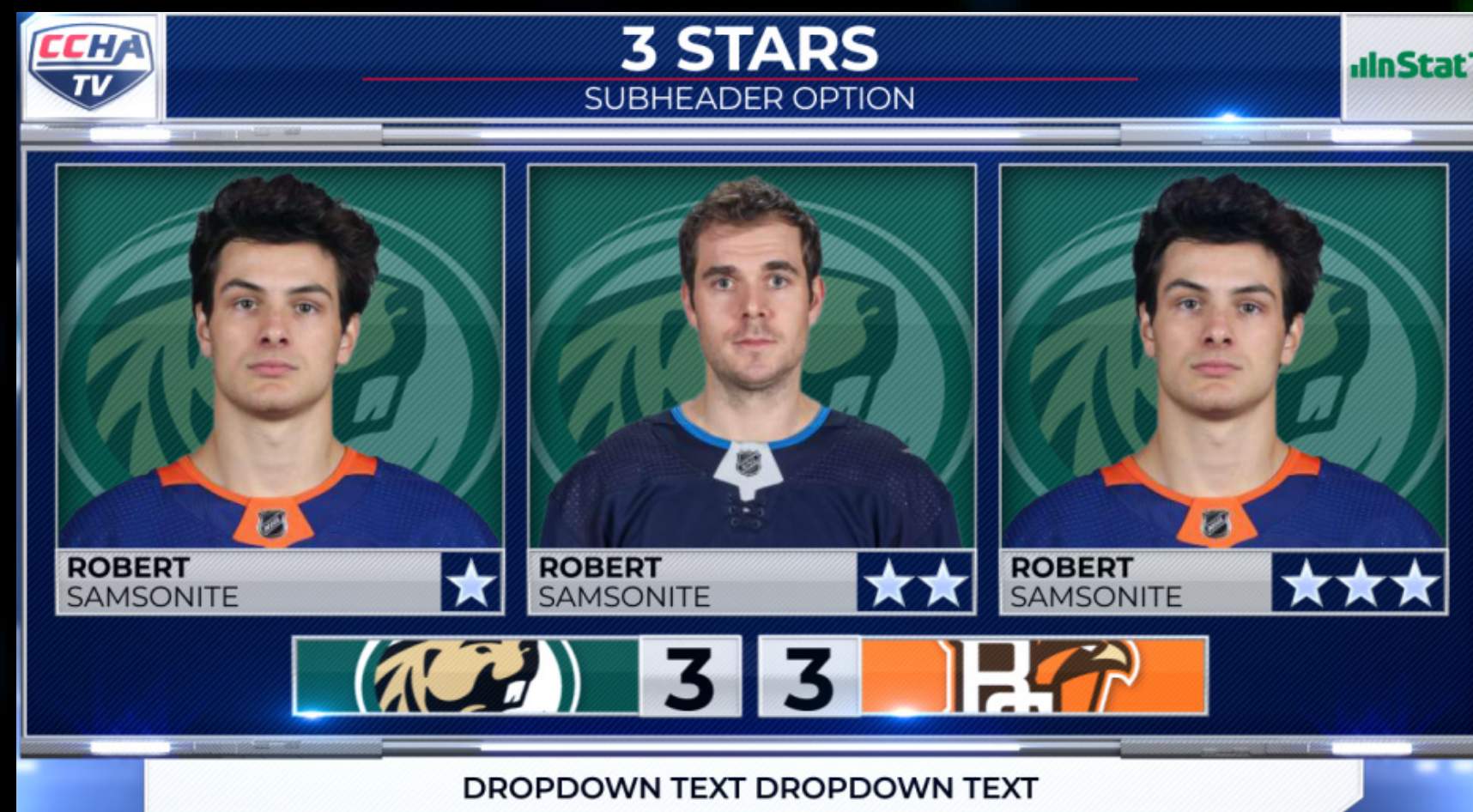
FULL SCREENS

Fullscreen_3 Player_Comparison

NOTES
NumberOfStats 2-5
Use Player drop downs to populate stats.
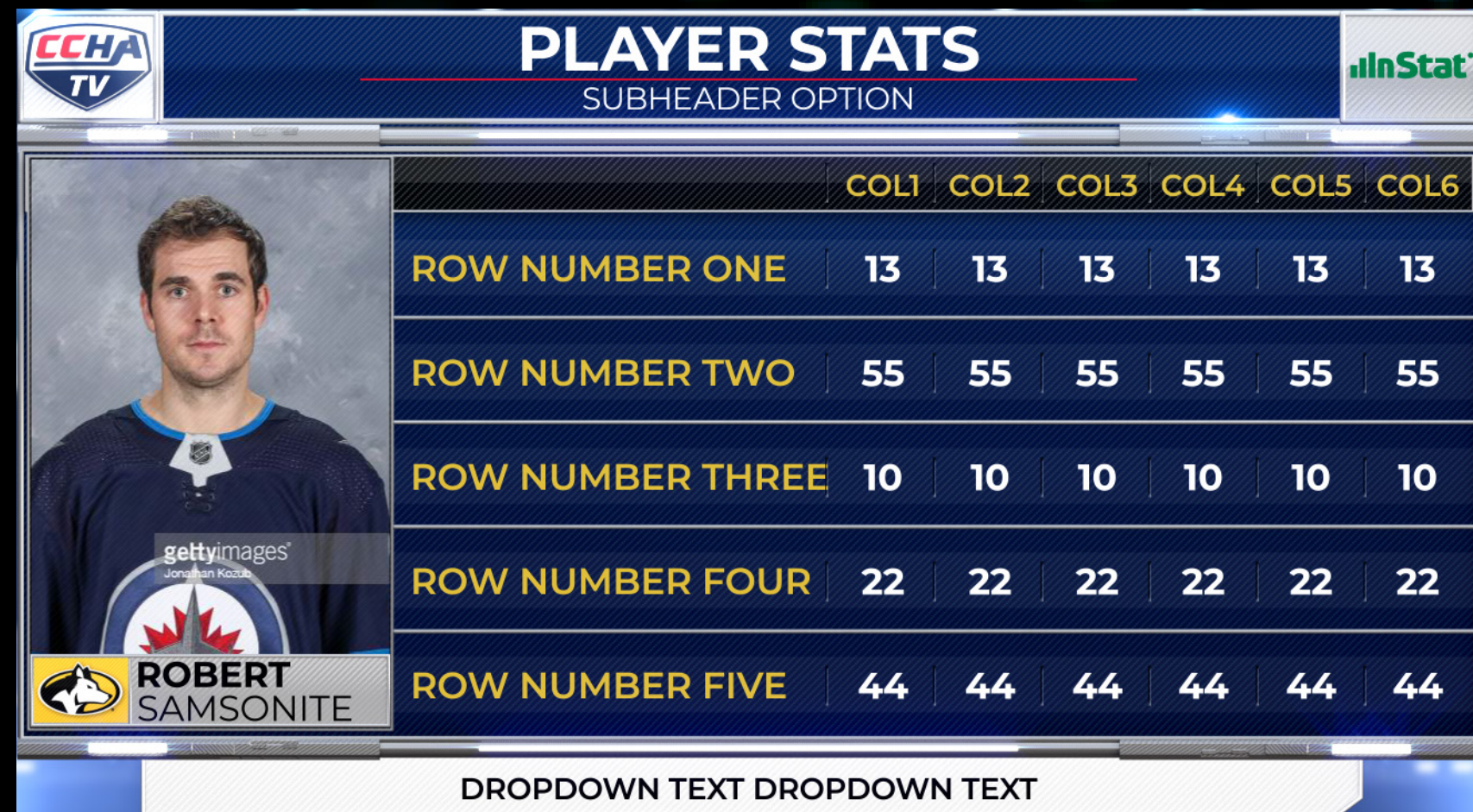
Fullscreen_3 Star

FULL SCREENS
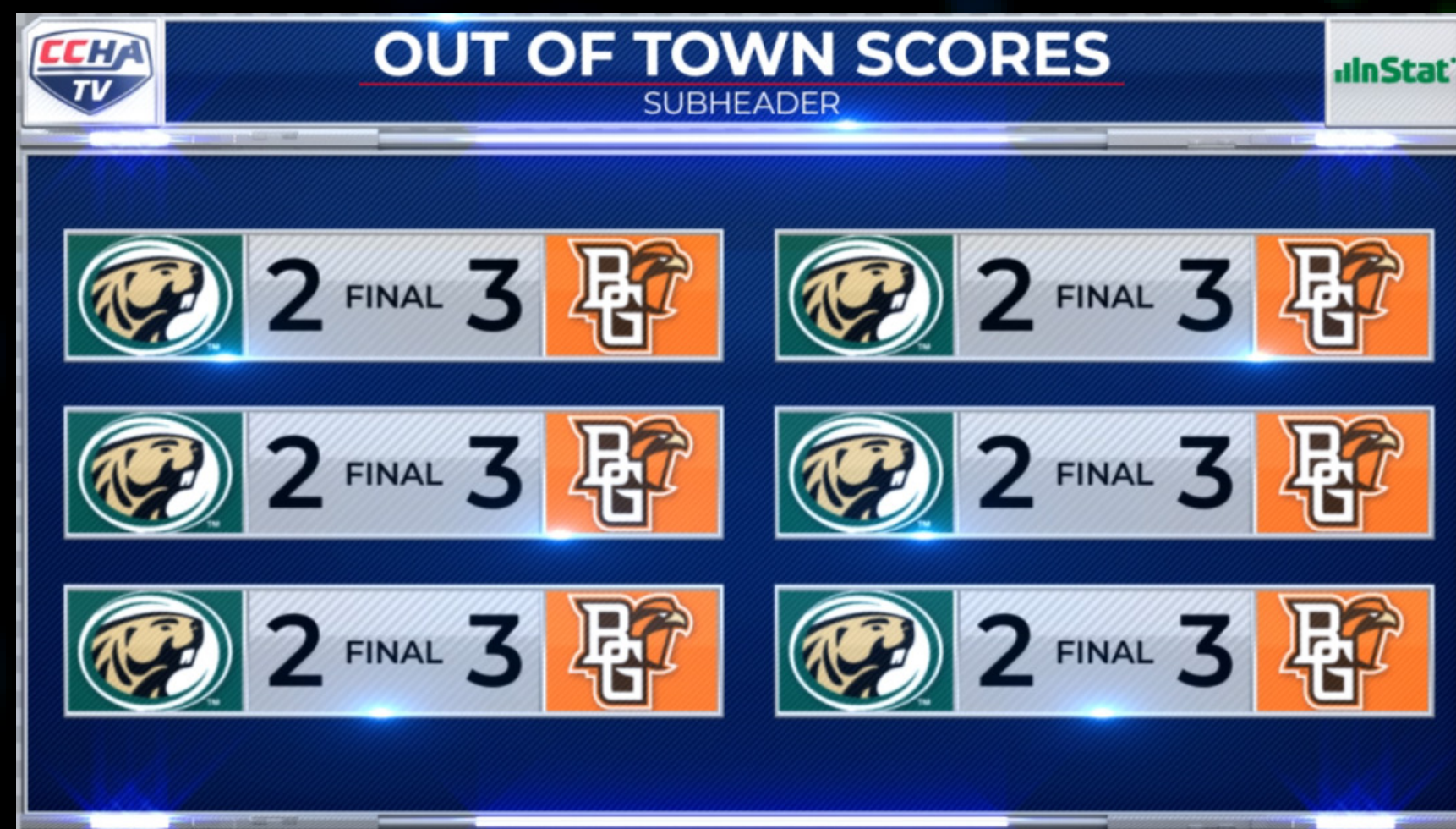
Fullscreen_Single_Player_Stat

NOTES
NumberOfStats 3-7. NumberOfColumns 1-7
Can use same player in multiple lines
Player 1 drives left side headshots

Fullscreen_Out_Of_Town_Scores
NOTES
NumberOfGames can be 1-6.
Use team dropdown to fill in scores

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INTERVIEWS

Option 1

Option 2

Option 3

Option 4

Boxes

NOTES
NumberOfBoxes 1-4
Use switcher to display the video sources
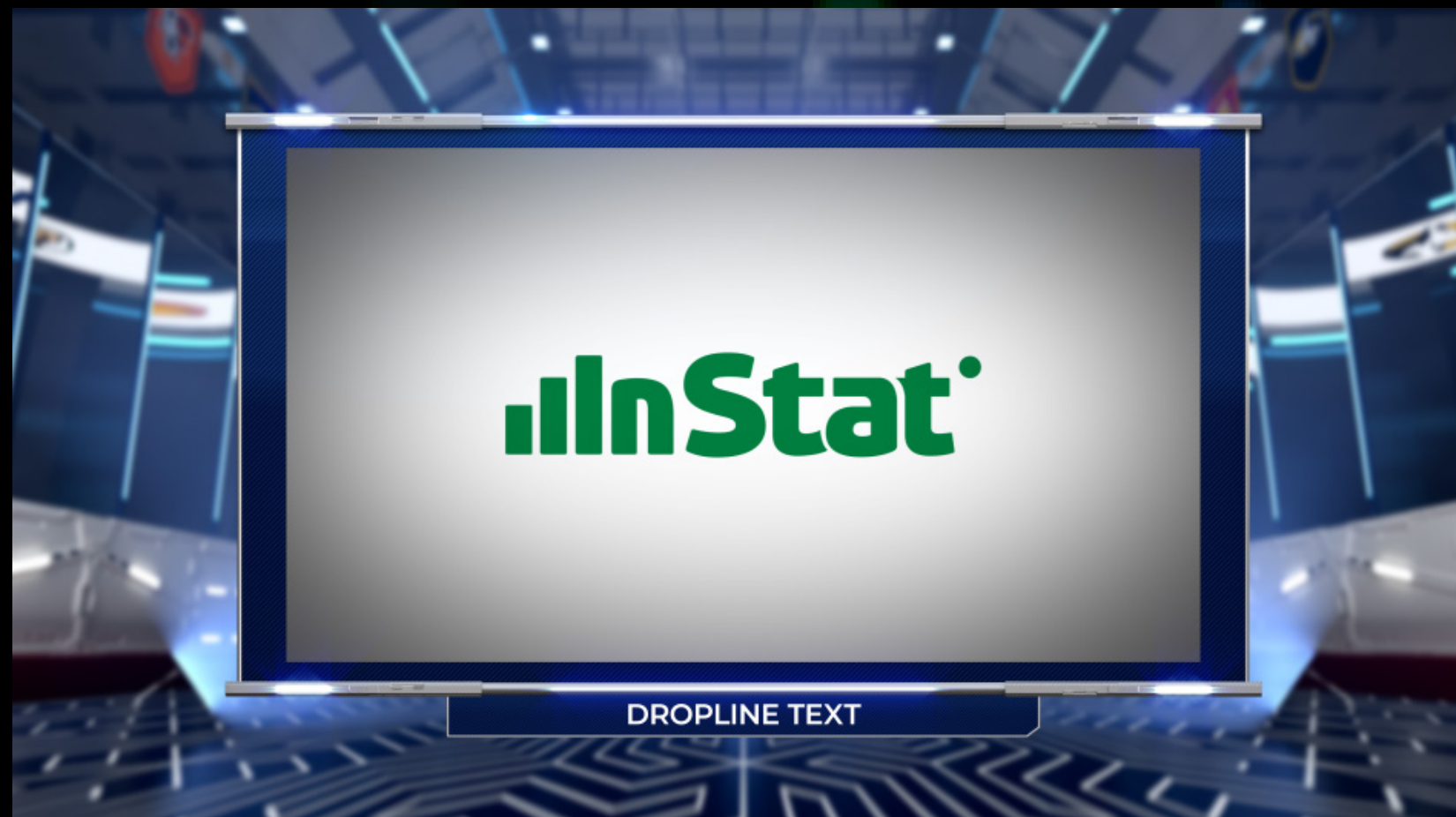
SPONSOR WIPES

Sponsor Bumper V1 & V2

NOTES
Sponsor Logo 800x540

V2 will hold the frame
V1 will auto wipe off. Still need to offload the graphics

ADVERTISEMENTS

Fullscreen_Advertisement
Image size 1920x1080

Lowerthird_Advertisement
Image size 512x512