



Bee9
Director Visual & Kite
Tracking Tool

USER'S MANUAL

VERSION V1.0 (US)

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1.1 Getting Started

The Kite Tracking Tool Application is the single most important part of a Bee9 system integration. The ability of the system to accurately track the presenter, and change shots on the basis of video analytics starts here. The applications come in compressed folders on the Bee9. To acquire them, and load them on your computer, you must configure the Bee9 on your LAN. Follow the steps in the Bee9 User Manual, starting at Section 9 on page 10, and configure the Bee9 to the room before you begin preparing the analysis features.

1.2 Review of System Integration Considerations

Care must be taken to thoughtfully plan where cameras will be mounted in order to get the best shot of a presenter and audience. There are a few things that you need to keep in mind as you are planning out the placement of the cameras. While the placement of the Presenter close-up PTZ camera, the Presenter wide shot camera, and the Classroom wide shot camera are subjective and application specific in order to acquire the most meaningful shots, the placement of the analysis camera is nearly absolute, as are the constraints involving the environment in that analysis cameras view. These parameters and constraints are reviewed in Section 1.1 on page 4 of the Bee9 User Manual, but it is worth taking a second to revisit these in order to make integration easier.

The location of the Presenter Close-up Camera

- The presenter close-up camera is the key to effective visual knowledge transfer in this system. Utilizing the Reach HD-830 HD PTZ camera, it should be located centered on the blackboard, whiteboard, or large screen display, and located no more than 55 feet (16.76M) from the front of the HD-830 lens to the front wall of the room.

The location of the Presenter Wide Camera, and the Classroom Wide Camera

- The presenter wide shot should include the entire front of the room, to give the presenter ample room to walk around at the head of the classroom. It is also very important to position the camera in such a way, that the difference between the presenter close up and presenter wide shots do not create a noticeable jump when the Bee9 switches between them. (Which it will do a lot with an active presenter!)

The location of the Analysis Camera

- The analysis camera is a network camera that provides critical spatial and locational data to the Bee9. Its location in the room is critical for accurate tracking and switching. The analysis camera should be located as close as possible to the center of the room from left to right to allow it to properly track the presenter. The analysis camera should also be located as close as possible to 15 feet (4.5M) from the front wall of the room. Finally to optimum height of the analysis camera is between 8 and 10 feet above the finished floor.

No obstructions abutting the front wall of the room

- The front wall of the room must be a flat plane. Any obstructions abutting the front wall will cause ambiguous depth of field imagery which will synthesize inaccurate spatial data in the Bee9, diminishing the tracking accuracy of the system.

The location of the Remote Controller

- The remote controller is a key asset to the presenter, and should be located in close proximity to where she anchors in the room. Cabling to the remote controller is RS-485, so distance is not a concern, however, if the capability of USB download is a consideration, a USB extender will be required for long cable runs.

Please review the diagram below make sure you have a clear understanding of the placement of the analysis camera will be.

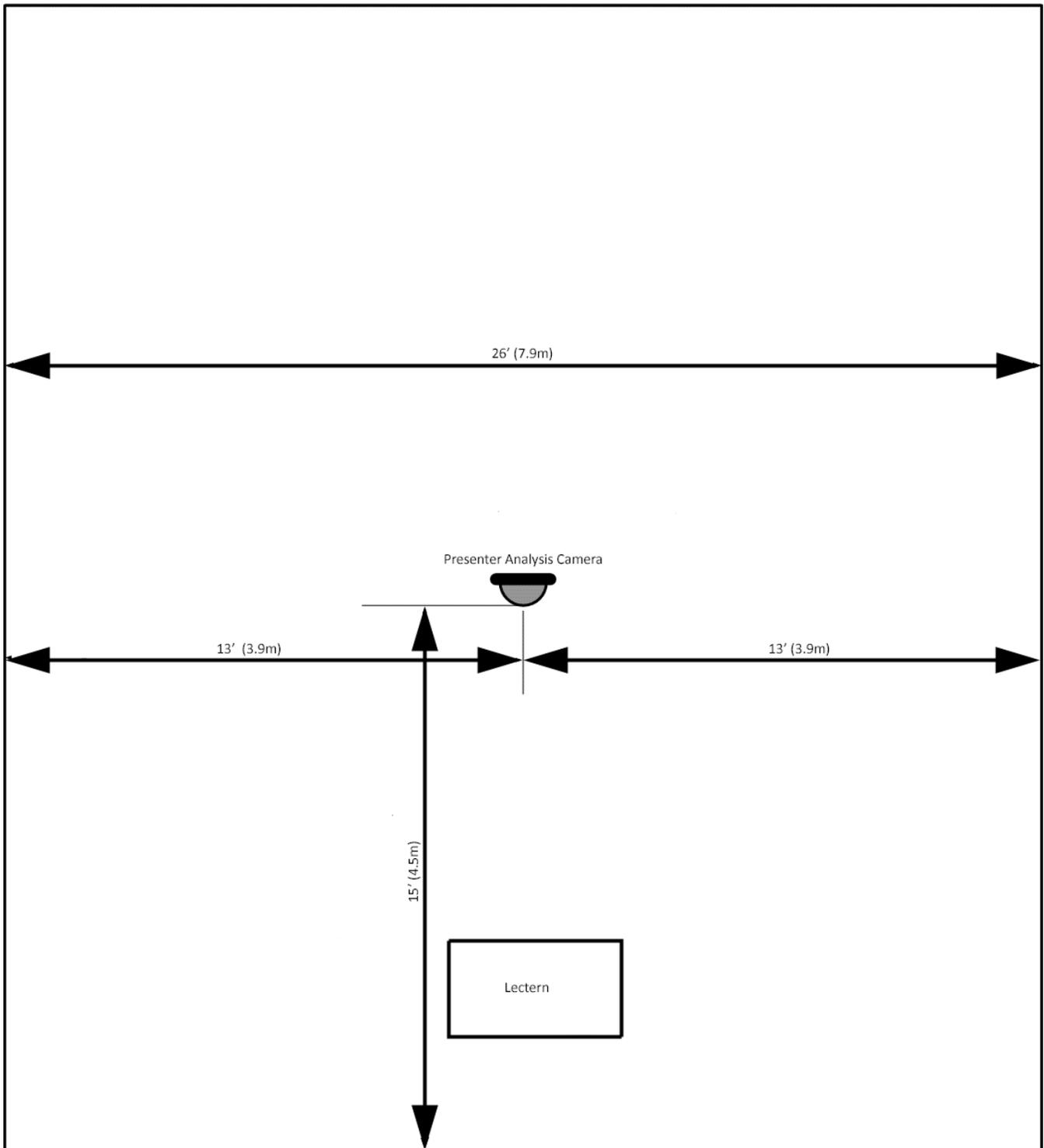


Figure 1 Placement of Analysis Camera

1.3 Recording the specific measurements of camera placement

As you install the Analysis camera, and the Presenter close-up PTZ camera, record the measurements below. These measurements used in **Step 3** of the tracking area adjustments.

Analysis Camera measurements

- From the camera to the front wall of the room
- from the Analysis camera to the left wall of the room as the Presenter is facing the rear of the room
- The height of the camera from the bottom of the dome to the finished floor.

Presenter Close-up Camera measurements

- From the camera to the front wall
- from the camera to the left wall of the room as the Presenter is facing the rear of the room
- The height of the camera from the center of the lens to the floor

1.4 Downloading the Director Visual and Reach Download Applications

Once the Bee9 is completely configured, and you can see video from the Bee9 HDMI local display output, log out of the Bee9. This will return you to the log in screen.

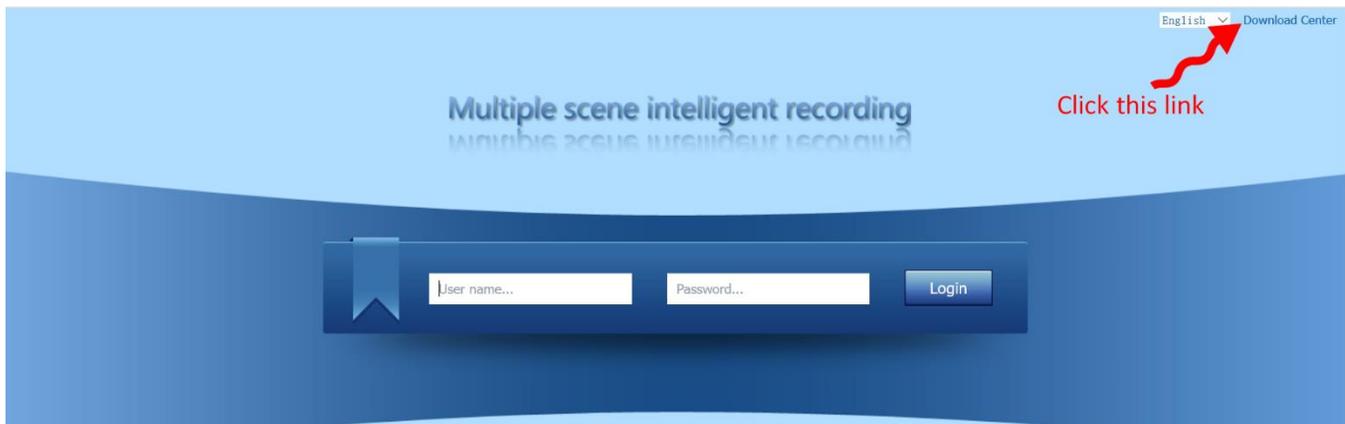


Figure 2 Login page with Download Center link

Click the *Download Center* link to navigate to the user essential tools. The only packages necessary to complete the installation of the Bee9 system are the Director Visual Application and the Reach Download Application.

Homepage

Download Center

User essential tools

PPTIndex V2.11

Support Platform: Windows [Download](#)

PPTIndex is a PPT detection tool, detect the page turn-over action of PPT.

DirectorVisual v1.1.1.0TOM

Support Platform: Windows [Download](#)

DirectorEx is a director software, set the Tracing & Recording Unit parameters.

ReachDownload V1.2.2

Support Platform: Windows [Download](#)

ReachDownload supports Download recorded files from Tracing & Recording Unit.

Engineer essential tools

MediaControl

Support Platform: Windows [Download](#)

Media control debugging tools.

Figure 3 Download Center details



As tempting as it may be to download the other software tools listed on the download center, it is not advised as these other packages are written for the Chinese market, and have no applicability to the Bee9 system integration or use.

After these files are downloaded, double-click on the Director Visual application package to install it in your system. (This package is made for Windows only. ***It is strongly recommended that the computer you load this application on be at least an x86 32 or 64 bit, Intel Core i5 or equivalent, with at least 4GB RAM and no older than Window 7. (Windows 8.1 or 10 is preferable).*** You can install the Reach download tool now as well by following the same steps as above for the Reach Download package, if you choose, although its functions are not required in the configuration of the Bee9 at this time. Once the Director Visual Application is installed, launch it to begin configuring the tracking functionality of the Bee9. When the app is running, the first step is to point the app at the IP address you set from the ***Bee9 User Manual***, Section 12, page 16.

1.5 Preparing the Director Visual Application

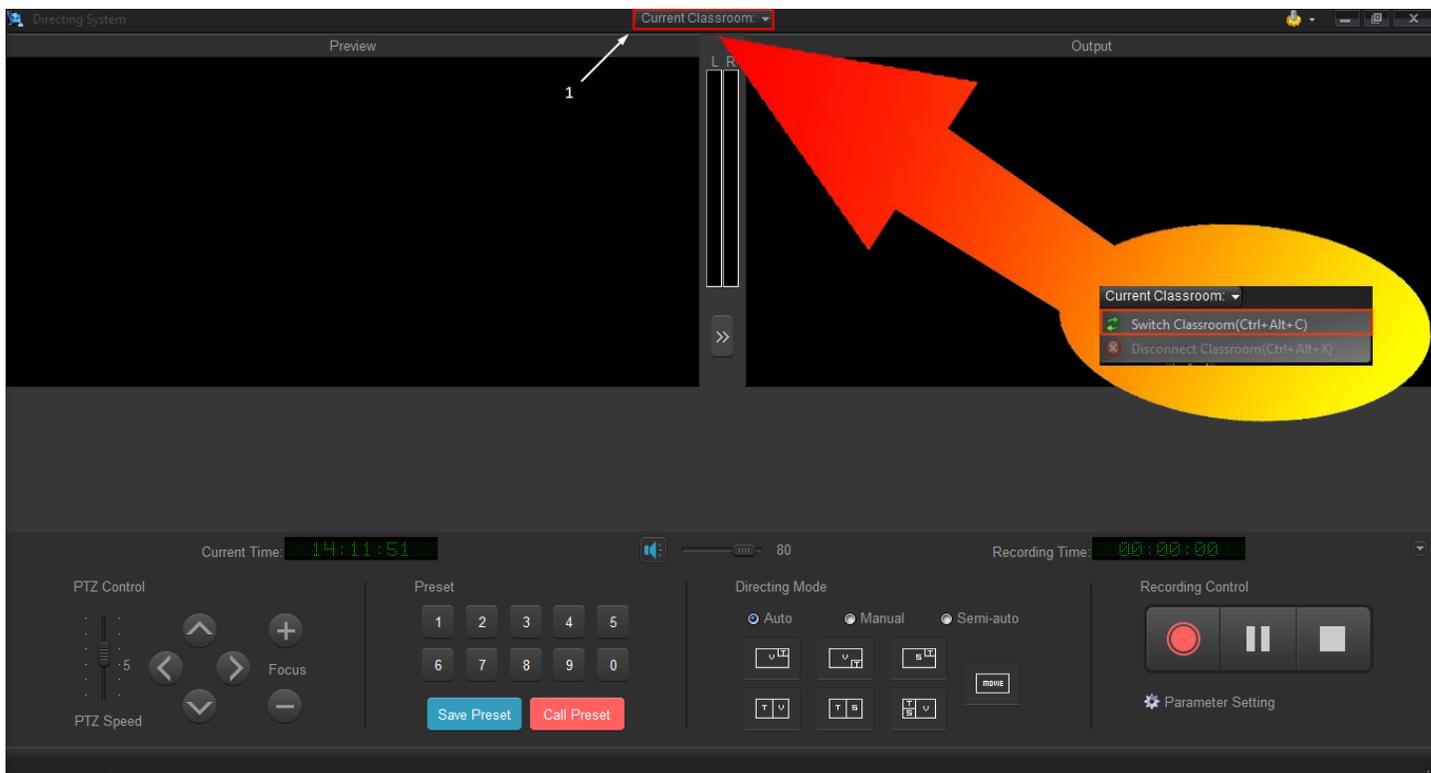


Figure 4 Director Visual Application at first start-up

Click the Current Classroom pull-down (1), and select switch classroom. (Alternately you may press Ctrl+Alt+C). This will open up a dialog box where you can enter fill in the IP address, as well as its administrator user name and password of the Bee9 and optionally, the Media Center associated with this Bee9. Be sure to check *Auto Connect upon next startup* to save yourself from repeating this process again.

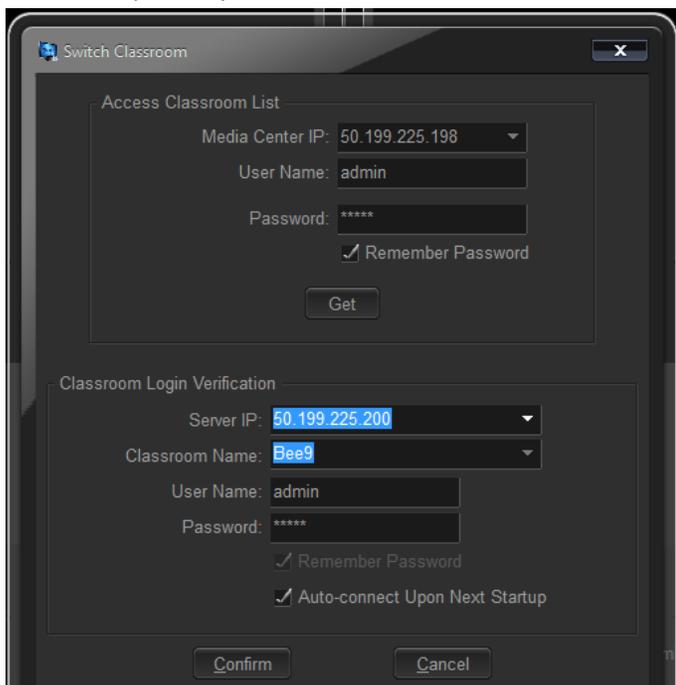


Figure 5 Dialog Box detail



Regarding entering the Media Center server information: This will be useful, if you have several Bee9 appliances connected to one Media Center. In this case, The Media Center will associate all the IP addresses of each classroom with a Bee9, and make it easier for you to locate which Bee9 you will be interacting with.

Once you have associated the Director Visual Application with the Bee9, the fun begins! In the upper right hand corner of the window, there is a gold sprocket. Click on this icon and select *Trace Tool Configuration* to launch the Kite Tool.

1.6 Launching the Kite Application

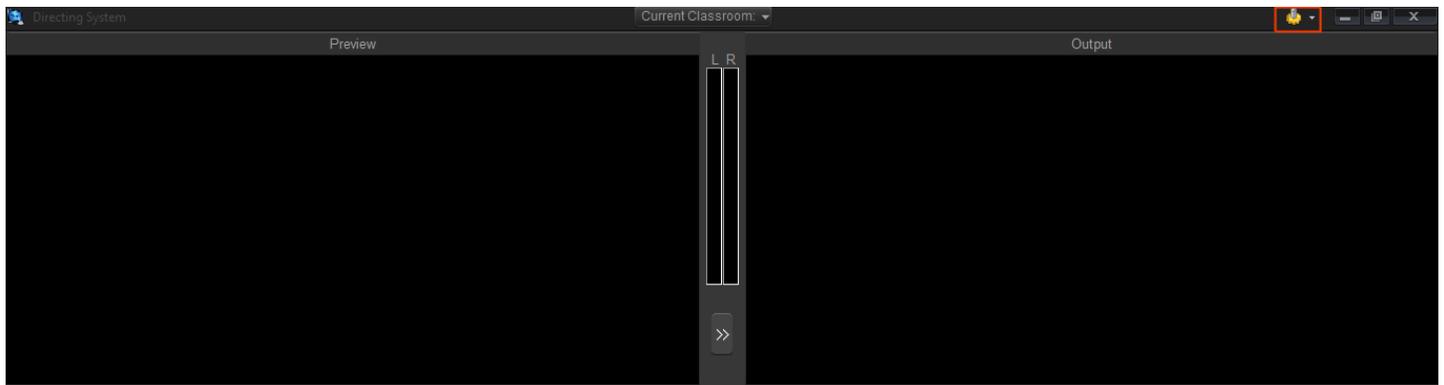


Figure 6 Click the Gold Sprocket

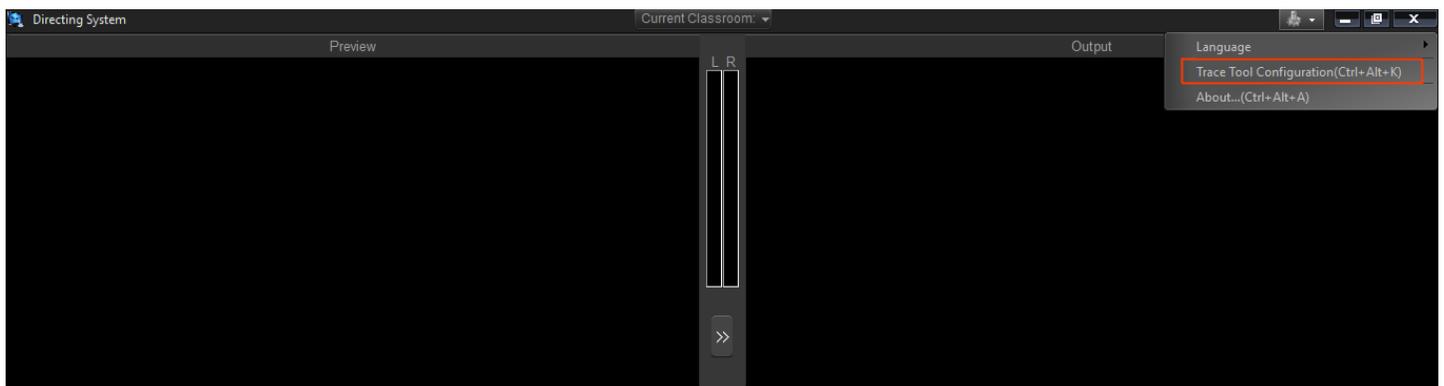


Figure 7 Choose Trace Tool Configuration

1.7 Working with the Kite Tool Application

The Kite Application is the tool where you define the area that the Bee9 will track the presenter, and the boundary where the Bee9 is triggered to switch from the current shot to the Presenter close-up shot, the presenter wide shot, or the classroom wide shot. Before we get there, a detailed explanation of the interface is in order.

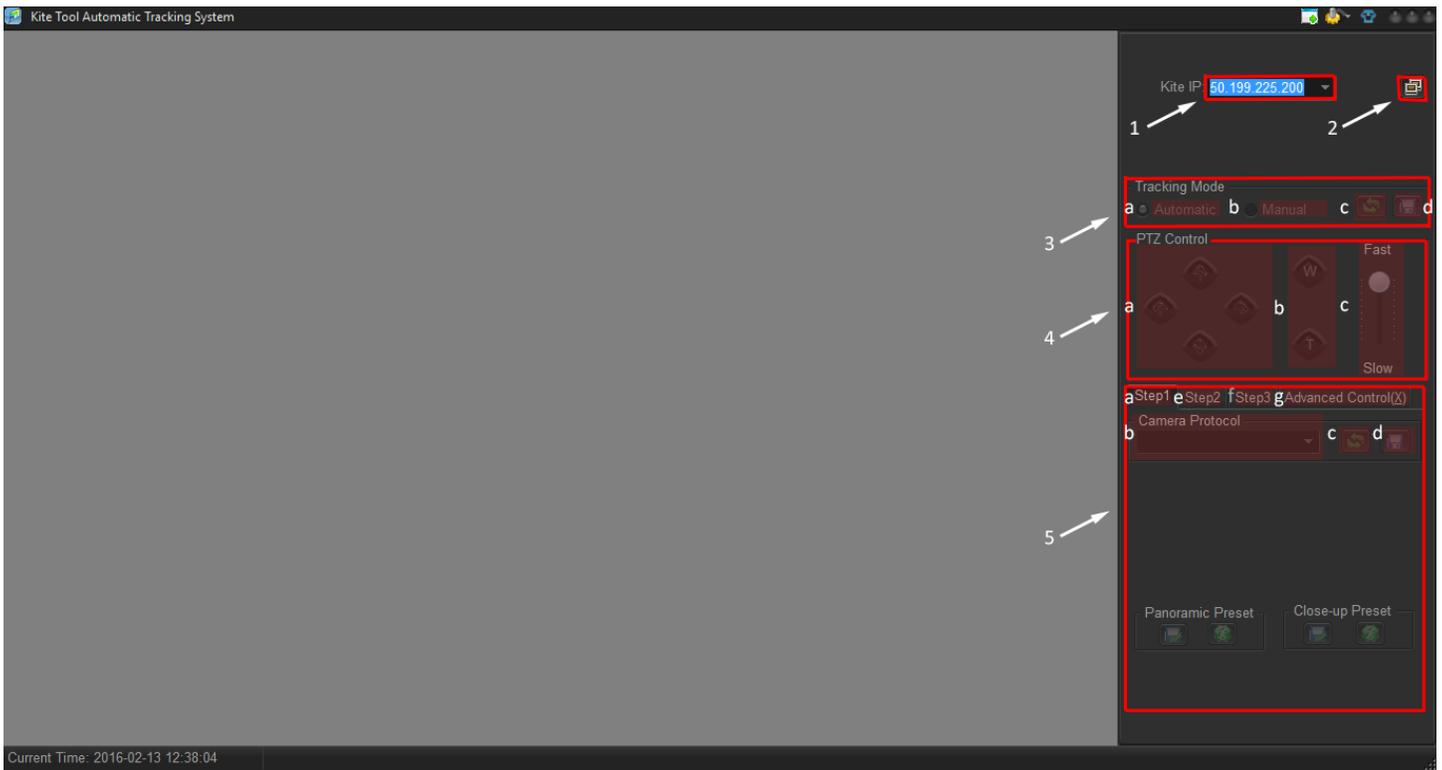


Figure 8 Kite interface before connecting to Bee9

1. Bee9 IP address

- Enter the IP address of the Bee9 here.
- The Analysis Camera will automatically be routed through this address.

2. Connect/Disconnect Button

- This button initiates and terminates communications from the Kite Tool to the Bee9.
- **NOTE: The Bee9 must be connected to the kite tool at all times during the set-up process, to be able to view the analysis camera and establish tracking and boundary parameters for the Presenter close-up PTZ camera.**

3. Tracking Mode

- Here you are presented with automatic and manual options.
- a. The automatic option is the default setting for the Bee9 to execute tracking and switching.
- b. Manual option is selected when setting camera for close-up and wide presets.
- c. Refresh Button is used to capture the current state of communications (automatic or manual) to the Presenter close-up PTZ camera
- d. Save Button is used to commit your selection.

4. PTZ Control

- a. Pan and Tilt controls move camera up, down, left, and right.
- b. Zoom Controls move the lens to a close up view as you hold the Telephoto (T) button, or more to a panoramic view as you hold the Wide (W) button.
- c. Speed Slider controls the speed of the PTZ functions. Use a setting closer to Fast (F) for coarse movements, or closer to Slow (S) for fine adjustments.

5. Steps Section

- a. **Step 1** is where you enter the communications protocol of the Presenter close-up PTZ camera. The camera will not respond if the incorrect protocol is selected!
- b. Enter the protocol for the Presenter close-up camera. If you are using a Reach HD-830 PTZ camera, enter **VHD_V100N**.
- c. Refresh button captures the last communications protocol you selected in this step.
- d. Save button commits the choice of protocol you selected. **NOTE: even if you have selected the correct protocol, the PTZ will not respond to commands until you commit to the selected protocol by clicking the Save Button.**
- e. **Step 2** is where you enter the tracking and switching demarcations by manipulating a trapezoidal shape and rectangle. Details of this process are included in the following section.
- f. **Step 3** is where you enter the detailed measurements you noted in **Section 1.3**. Details on this step are included in the following section.
- g. Advanced Control is a final configuration step to fine tune the trigger points Presenter close-up PTZ speed, Classroom (student) wide shot dwell time, and switching state reset time. Details on interacting with these settings are included in the section below.

1.8 The steps to map the Bee9 tracking area.

1.8.1 Step 1

As mentioned in the Steps Section explanation above, **Step 1** is to confirm that you have selected the right protocol for the PTZ functions, and have control of the Presenter Close-up PTZ camera. Assuming you have already associated the Kite tool to the analysis camera, you should see video as in *Figure 5* below. Also, as you can see, all the controls that were grayed out in *Figure 4* before you connected the Bee9 are now active, and ready for your adjustment.



Every classroom will be different. In some instances, a presenter may wish to be tracked across the entire front of the room. In a large lecture hall this is obviously less than practical, and only a portion of the front of the room should be included in the tracking area. Rely on your experience, and input from the end user to determine what the best situation is.

In the tracking mode section, select **manual** and press **save**. You will now have control over the PTZ functions of the Presenter close-up camera. Take a minute to get used to the controls for pan, tilt, zoom, and speed. It will be useful as you course through setting up the camera. When you are satisfied that the PTZ functions are working well, and that you have a grasp of the functionality, move the camera to where you expect the shot to be in Presenter close-up. Frame this shot with sufficient head room, so that the presenter may write a list on the whiteboard that will not get cut off by too tight a shot. Remember, the Bee9 is immersive because it captures the presenter and the content the presenter is presenting. When you are satisfied you have the right shot click the **Close up Preset Save** button to commit the close-up preset position. Next zoom out to a medium shot that includes the whole white board, and any other part of the front wall of the room you and the end user

determine should be part of this shot. When you are satisfied you have the right shot, click the **Panorama Preset Save** button to commit the panorama preset position. When you have finished this step, you may move to **Step 2** but be sure you leave the tracking mode in manual.

1.8.2 Step 2

In **Step 2**, you will draw the actual area that the presenter is to be tracked in, as well as the trigger area where the Bee9 will automatically switch from Presenter wide to Classroom wide, and back. To do this, first select **Step 2**, familiarize yourself with the controls in **Figure 6**, then follow the detailed outline below.



Figure 9 Kite Tool with Video from Analysis Camera

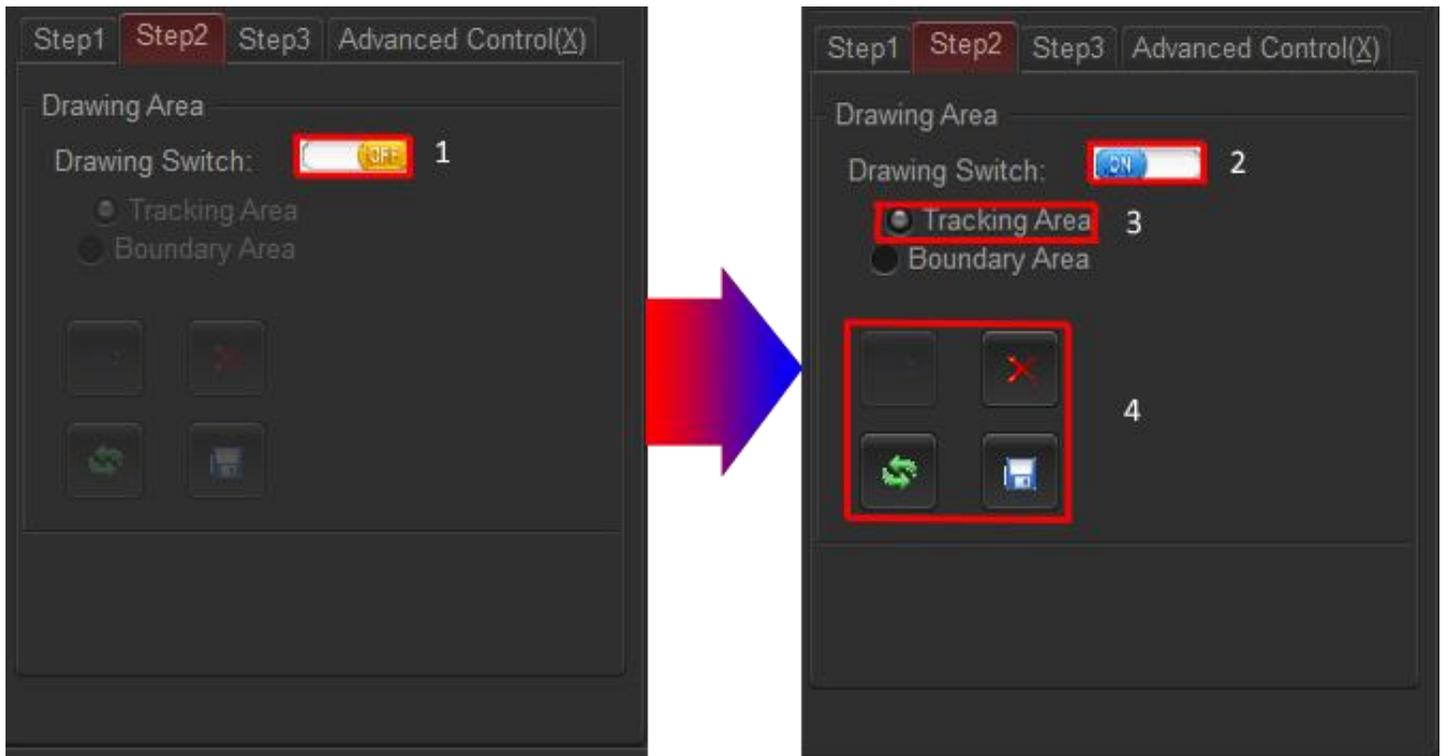


Figure 10 Step 2 Detail

1. Drawing Switch

- When the drawing switch is off, the control is yellow. When its on, the control is blue (Item 2)

3.Tracking Area

- Click the radio button to the left of the Tracking Area text to activate drawing.

4. Drawing Controls

- Top left button has no function
- Top right button deletes what you have just drawn **OR** deletes the previously drawn tracking area.
- Bottom left button refreshes the Analysis camera display including tracking and boundary areas.
- Bottom right button saves what you have drawn.

Now it's time to draw!



Figure 11 Tracing the Tracking Area

It is strongly recommended that when you begin to draw the tracking area, that you start on the left. Keep all your lines at 90 degrees to each other, unless you have to trace around an unusually shaped lectern. To begin drawing, find your point of origin (you decide this), then every time you come to the end of the line you are drawing, left click the mouse. Remember, this is not specifically drawing lines as the polygonal trapezoid shape already exists. You are

demarkating where the line segments of the trapezoid meet. When you come to the point where the last line segment meets the first line segment, right click the mouse to complete the tracking area. When you are finished, click the **Save** button to commit the changes. You will notice the tracking area change in color from green to yellow.

The next step is to draw the **Boundary Area**, which, when the Presenter steps through it, will trigger a switch from Presenter wide shot to Classroom wide shot, or vice versa, depending on if the analytics are detecting motion from front to back, or back to front. The steps to draw the Boundary Area are similar to the Tracking Area.

1. Drawing Switch

- Confirm the Drawing Switch is on (blue) (Item 2)

3.Tracking Area

- Click the radio button to the left of the Boundary Area text to activate drawing.

4. Drawing Controls

- Top left button has no function
- Top right button deletes what you have just drawn **OR** deletes the previously drawn tracking area.
- Bottom left button refreshes the Analysis camera display including tracking and boundary areas.
- Bottom right button saves what you have drawn.



Figure 12 Saved Tracking and Boundary areas.

Unlike the Tracking Area drawing, the Boundary Area draws like a parallelogram. Start at the left with a left click of the mouse and drag across until your area is the desired width and height. The ultimate shape of the Boundary Area is subjective, and will vary by space, and end user preference. Spatially, a wider area from front to back of room will provide more time for the Bee9 to trigger a switch, which may be desirable for the end user. A narrower Boundary Area front

to back will provide a faster switch, but may miss the Presenter walking through, causing a trigger delay in the switching. As with anything, a happy medium can be achieved through experimentation. When you are finished drawing the Boundary Area, press **Save** to commit the changes. Unlike the Tracking Area trace, the Boundary Area does not change color after saving; it stays blue.



When you have finished with step 2, change the Presenter close up camera back to automatic in the Tracking Mode section of the Kite Application interface, and press the Save button. Have someone walk back and forth around the front of the room, and stop for more than 3 seconds close to the front wall of the room to confirm that the Bee9 is switching between Presenter close up and wide shots. Don't worry if it's happening too fast or too slow. There are other adjustments that still need to be done!

1.8.3 Step 3

Congratulations on finishing Step2! Just a note of caution here; you may be back to make adjustments to the tracking and boundary areas. Click **Step 3** to proceed forward in entering your distance measurements you recorded way back when you were installing the cameras (page 4) As in the previous sections, an explanation of the parts of this step are in order.

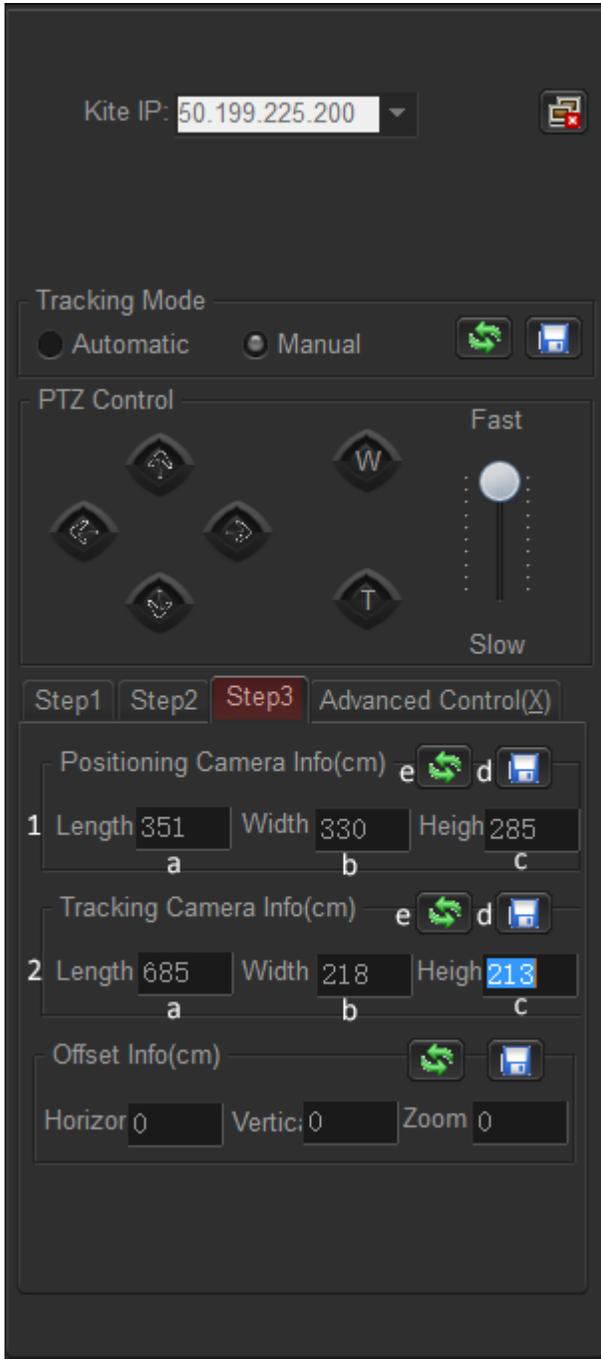


Figure 13 Step 3 Panel

1. Positioning Camera Info refers to the placement of the Analysis Camera measured in centimeters

- a. Length is the distance from the camera to the front wall of the room.
- b. Width is the distance from the wall at the Presenter's left when the presenter is facing the back wall of the room.
- c. Height is the distance from the bottom of the dome to the floor
- d. When all measurements have been entered, click **Save** to commit the changes.
- e. Refresh will recall your last settings since your last save.

2. Tracking Camera Info refers to the placement of the Presenter Close-up Camera measured in centimeters

- a. Length is the distance from the camera to the front wall of the room.
- b. Width is the distance from the wall at the Presenter's left when the presenter is facing the back wall of the room.
- c. Height is the distance from the center of the lens to the floor, when the lens is parallel to the floor.
- d. When all measurements have been entered, click **Save** to commit the changes.
- e. Refresh will recall your last settings since your last save.



The Offset Info is the final extremely fine adjustment to center the presenter in the close-up shot. The parameters you enter here will translate to micro shifting of the PTZ camera pan and tilt and zoom state. Careful attention to these parameters will produce excellent results.

1.8.4 Advanced Control



Figure 14 Advanced Control Panel

After all measurements have been entered, you may proceed to the final step in this journey; **Advanced Control**. Advanced Control is where you personalize the functionality of the Bee9 to the preferences of the integrator and the end user. The values that you enter to the Trigger point determines how sensitive the Bee9 should be to the data as the presenter steps through the Boundary Area, Student (Classroom) stay time adds a pause to the switch from Classroom wide shot to Presenter wide shot in order to allow the presenter to turn around and face the camera, and Resetting Time is the global default in seconds from the time that motion is detected until the Bee9 switches sources. All these adjustments are critical to shaping the personality of the Bee9, and how it behaves. All of these settings are also subjective. In all cases, the default settings provide an excellent starting point, and your sand box experimentation with adjusting the values will help you dial in the performance to the expectations of the end user. The Camera Speed setting is the speed at which the pan, tilt, and zoom motors of the Presenter close-up camera operate while in automatic mode. The default setting of 8 is a medium-fast speed and should be sufficient for satisfactory operation in a majority of classroom sizes. When you have changed any of these settings always press save to commit them. If you are unsure of your changes press refresh to revert back to the last saved setting.



The Student panorama poll is not applicable to the installation or alignment of the Bee9 and should be left at zero (0).

1.9 Working with the Director Visual Application

Assuming you are satisfied that the Bee9 tracking functions are completely localized to the room where deployed, It's time to familiarize yourself with the Director Visual Application.

The most important part to know about the Bee9 system is that it is **not** required that the Director Visual Application or the Kite Application be running when the system is in automatic mode. All the parameters that you entered in the previous steps are stored within the code of the Bee9, so the Bee9 is fully functional without these peripheral applications. That being said, there are two other modes that the Bee9 can operate under while interacting with the Director Visual Application.

- **Semi auto mode** where all of the tracking attributes still function, but switching is the responsibility of the User by selecting the next shot from the Director Visual Application much the same way as a Technical Director would manually switch to the next most meaningful shot, in a live television application. The advantages of this mode is that the Presenter close-up camera is still focused and tracking the activities of the presenter, and can be cut to at any time and still present a meaningful shot. Also, in this mode you can now utilize multi-image templates, such as picture-in-picture, or side-by-side shots. The downside is that the Presenter close-up camera will be tracking and its movements will be visible if the Presenter close-up camera is live on the program output and therefore being streamed live, and recorded.
- **Manual mode** is where all automatic tracking and switching functions are disabled. The user of the Director Visual application is now responsible for switching **and** camera movement. The advantages of this mode is that you can now utilize multi-image templates, such as picture-in-picture, or side-by-side shots. The disadvantages are that it is unlikely this mode will be advantageous for anyone other than a person experienced in the production of live television, as the user is taking control of all the production assets of the event, and the Bee9 is functioning as a recorder.

Figure 12 below details the different parts of the Director Visual Interface. Take a minute to review the detail before proceeding further.

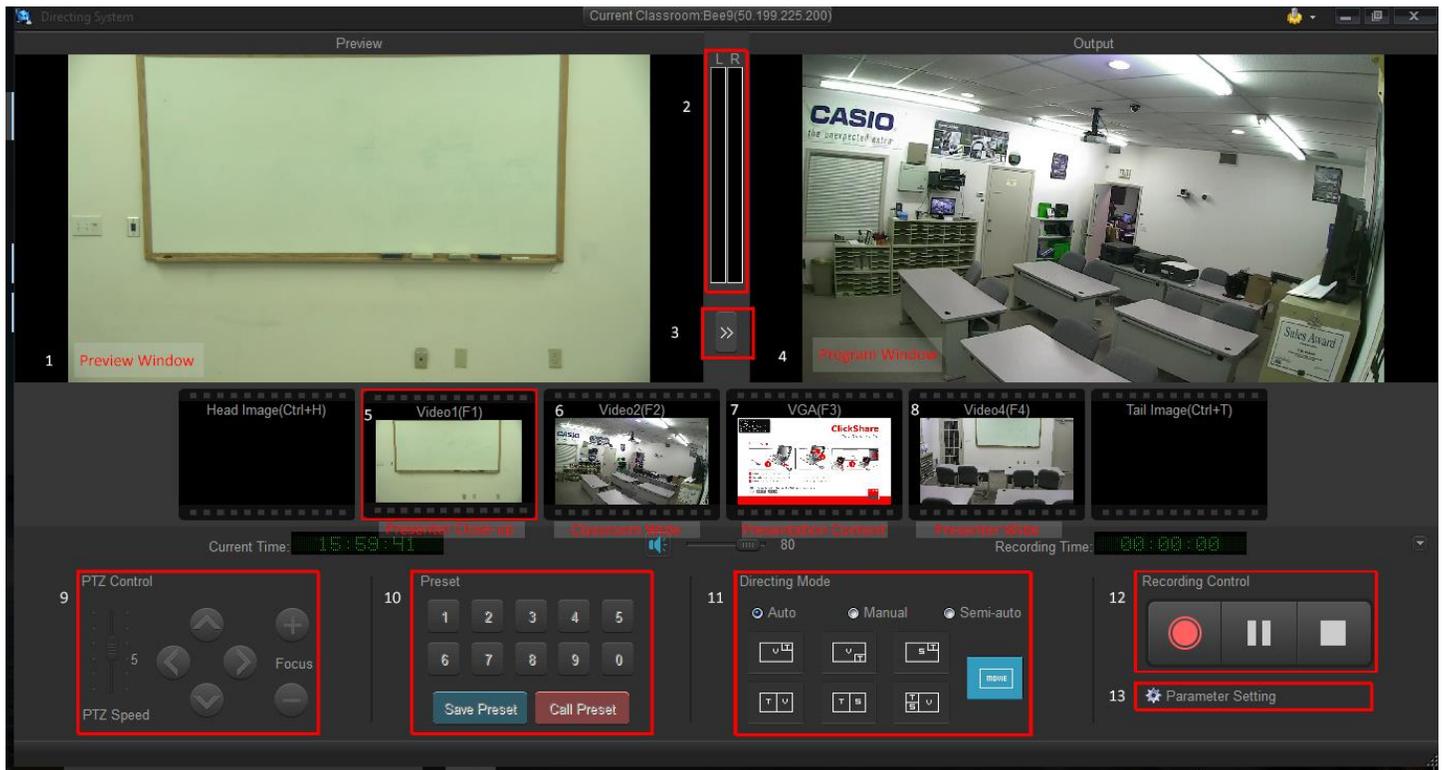


Figure 15 The Director Visual Application Interface

1. Preview Window

- This window shows you the anticipated next shot. To put a source in Preset, simply double click it.

2. Audio Meter

- This bar graph meter shows peak program audio level.

3. Cut Button

- In Manual or Semi Automatic mode, this button will transfer whatever source appears in the preview window to the program window.

4. Program Window

- This window shows what the Bee9 is recording. In automatic mode, this will show the switching of the sources.

5. Source 1

- This window shows the Presenter Close-up camera

6. Source 2

- This window shows the Classroom Wide camera

7. Presentation Content

- This window shows presentation material from a Powerpoint presentation, slide show, etc.

8. Source 3

- This window shows the Presenter Wide camera.

9. PTZ Controls

- These controls are used to move around the Presenter Close-up camera, when in manual mode only. In semi automatic, and automatic mode these controls are grayed out.

10. Presenter Close-up camera presets.

- These presets are used to control the Presenter Close-up camera when in manual mode. The first 2 presets are reserved for automatic mode and should be the same as saved in the Kite application tool. Preset 1 is the medium shot you saved, and preset 2 is the close-up shot. The slider to the right of the PTZ controls sets the speed of motion for all PTZ functions.

11. Directing Mode.

- Chose from automatic mode, where the Bee9 performs all the switching and camera movement,
- Semi automatic mode where the Bee9 performs all the camera movement and the user performs all the switching.
- Manual where the user performs all the camera movement and switching.
- Note: In semi automatic and Manual modes, the preset templates displayed are available to minimize camera switching.

12. Bee9 Record Controls

- These controls start, pause, and stop program recording.

13. Parameter Setting

- The settings in the parameters configuration are part of the background management. More details follow this introduction.

1.10 Automatic Operation

As mentioned earlier, there is no need to have the Director Visual Application open when the Bee9 is in automatic mode. An advantage to having it opened is that a user can control the Bee9 recording function remotely. Another is that a user monitoring the presentation being recorded, and switch to manual mode to control the switching and stay on a shot where the presenter is active, then revert back to automatic mode when the presenter resumes the presentation. There is no other need to intervene with the Bee9 when it is in automatic mode.

1.11 Semi-Automatic Operation

In semi-automatic operation mode a user will click on a video source to shift it to the preview window, then click the cut button to transfer the preview source to the program window. Also, to cut down on camera switching, the preset picture in picture, side-by-side, and montage templates described in (11) above are available.

1.12 Manual Operation

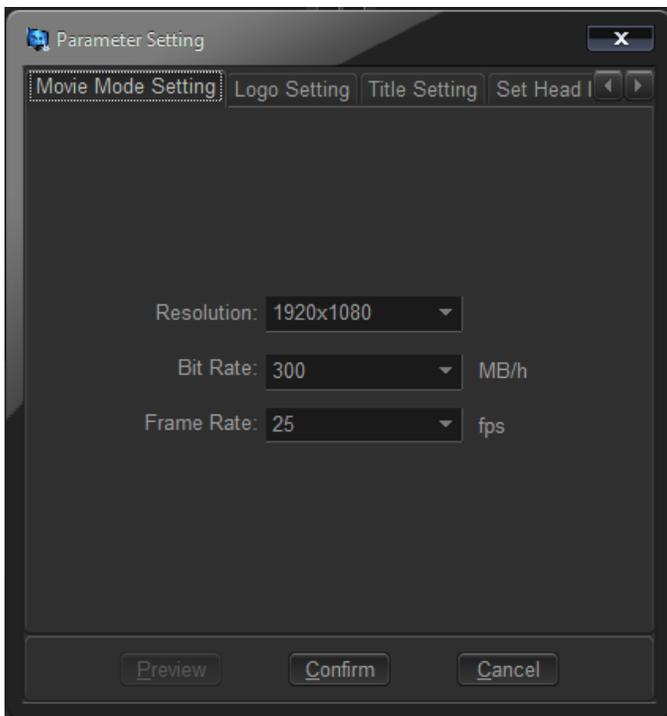
In manual operation, the user is responsible for source switching as mentioned above, and Presenter Close-up PTZ camera movement as all automatic functionality is disabled in this mode. It is strongly suggested that several presets be programmed above and beyond the first two reserved for automatic operation in order to minimize "PTZ hunting". This mode requires significant experience in live production and is recommended to those who have worked in a live tele-production environment.

1.12.1 Setting additional presets in manual mode

Setting additional presets so a user will have parts of the room already covered is easy. In manual mode, move the PTZ camera to approximately where you would like it to go for a given shot, click a preset from 3-0, then click **Save Preset**. While recording a presentation, click a previously saved preset, and click **Call Preset** to move the PTZ camera to that shot. It will be helpful to a user to keep a log of the saved presets in a note on your phone or tablet, so you have them handy when producing a presentation in manual mode. Of course you could also print them, and have them handy near where the Director Visual application is used, if you want to kick it old school.

1.13 Parameter Settings

The Parameter Settings are part of the background management of both the Bee9, and the Director Visual application. They



define specific parameters of the recording. look and feel of the production, and if the production is tagged with head and tail bumpers, logos, and titles.

Movie Mode Tab

- The Movie Mode Tab sets the parameters of the recording. Here you set the:
 - Resolution from the pull down menu . The choices are:
 - 1920 X 1080 (1080 P default)
 - 1280 X 720 (720P)
 - 1024 X 768
 - 1024 X 576
 - 800 X 600
 - 704 X 576
 - 720 X 480 (480P)
 - Bit Rate from the pull down menu, from 30-2000 MB/H
 - Frame Rate at 25fps

Figure 16 Parameter Settings, Movie Mode Tab



High Definition Television standards define specific parameters for content. It is strongly recommended that when selecting recording parameters, you choose only those standards to ensure quality playback in any of the available media players such as Flash Media Player, VLC Player, or QuickTime Player, amongst others. These standards are 1080P, 720P, or 480P. The other choices may produce undesirable results in common media players.

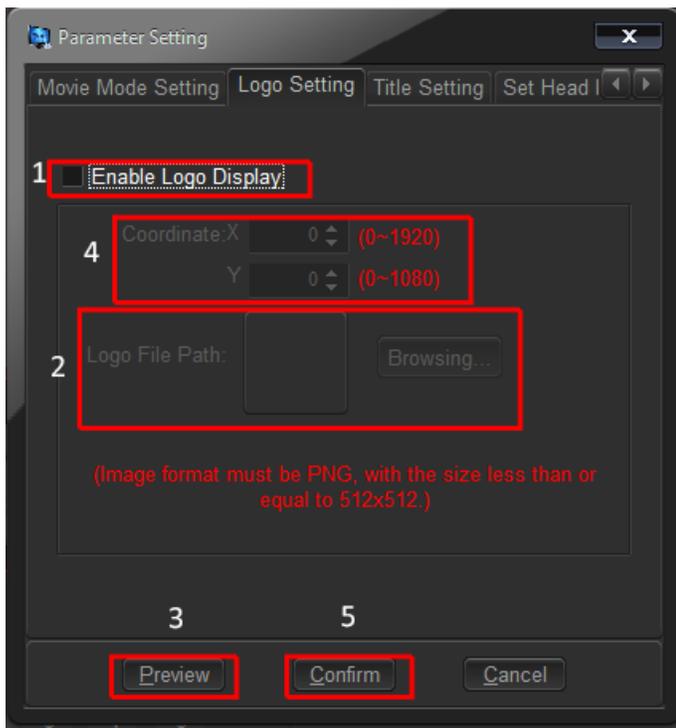


Figure 17 Parameter Settings, Logo Settings Tab



The logo you choose must be a .png file to ensure that areas of the logo without color are transparent. The image must be no larger than 512 X 512 pixels. Also consider the color of the logo should be contrasting the background of all 3 shots, so it remains visible.

Logo Settings Tab

- The Logo Setting Tab sets the choice of a distinct logo representative of the event or organization, as well as its location on screen. The steps to insert a logo are:
 - 1. Click the **Enable Logo Display** checkbox
 - 2. Click the **Browsing** button to locate the file you wish to use.
 - 3. Click the **Preview** button to see your logo on the **Program Window**.
 - 4. Position the logo by increasing or decreasing the **X and Y coordinates** of the logo. (default coordinates are X=0, Y=0, which is the upper left corner of the screen. You must press the preview button after each coordinate change you make)
 - 5. When the logo appears where you want it, click the **Confirm** button

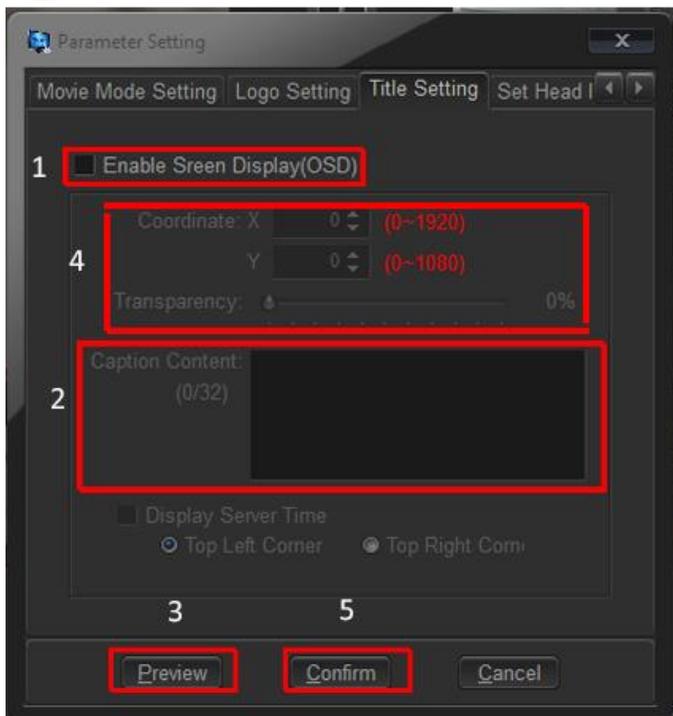
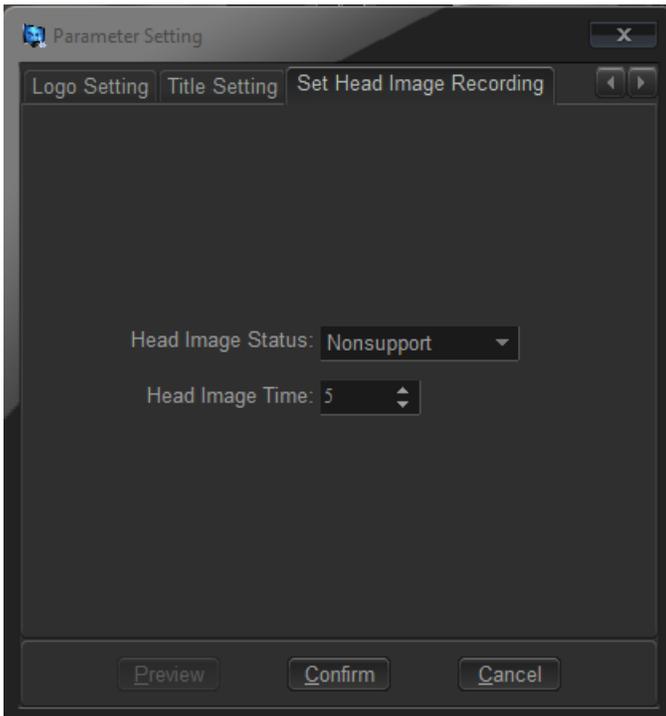


Figure 18 Parameter Settings, Title Settings Tab

Title Settings Tab

- The Title Setting Tab allows you to insert an applicable title over the video content. The steps to insert a title are:
 - 1. Click the **Enable Sreen Display(OSD)** checkbox
 - 2. Click in the **Caption Content** box and enter the title you wish to use.
 - 3. Click the **Preview** button to see your title on the **Program Window**.
 - 4. Position the logo by increasing or decreasing the **X and Y coordinates** of the logo. (default coordinates are X=0, Y=0, which is the upper left corner of the screen. Slide the **Transparency** slider to set the appropriate level of transparent for the title. You must press the preview button after each coordinate change you make)
 - 5. Optionally, to display the current server time, click the **Display Server Time** checkbox and choose where to display the time. This function only works if the On Screen Display checkbox is checked.
 - 6. When the title appears the way you want it, click the **Confirm** button.



Set Head Image RecordingTab (Step 1)

- The Set Head Image Recording Tab allows you to insert an bumper image at the beginning and end of the recording. The steps to enable this function are:
 - From the **Head Image Status** pull down menus choose **VGA**
 - Select a duration for the display of the image (in seconds).
 - Click the **Confirm** button to enable this functionality.



When completed, this enables the recording of bumper images at the head and tail of the recording. The next step is to choose images to place at the head and tail.

Figure 19 Parameter Settings, Set Head Image Tab

To choose a bumper image for the head or tail of a recording (Step 2)

- On the main page of the Director Visual application, double click the head (Ctrl+H) or tail (CTRL+T) image placeholder.

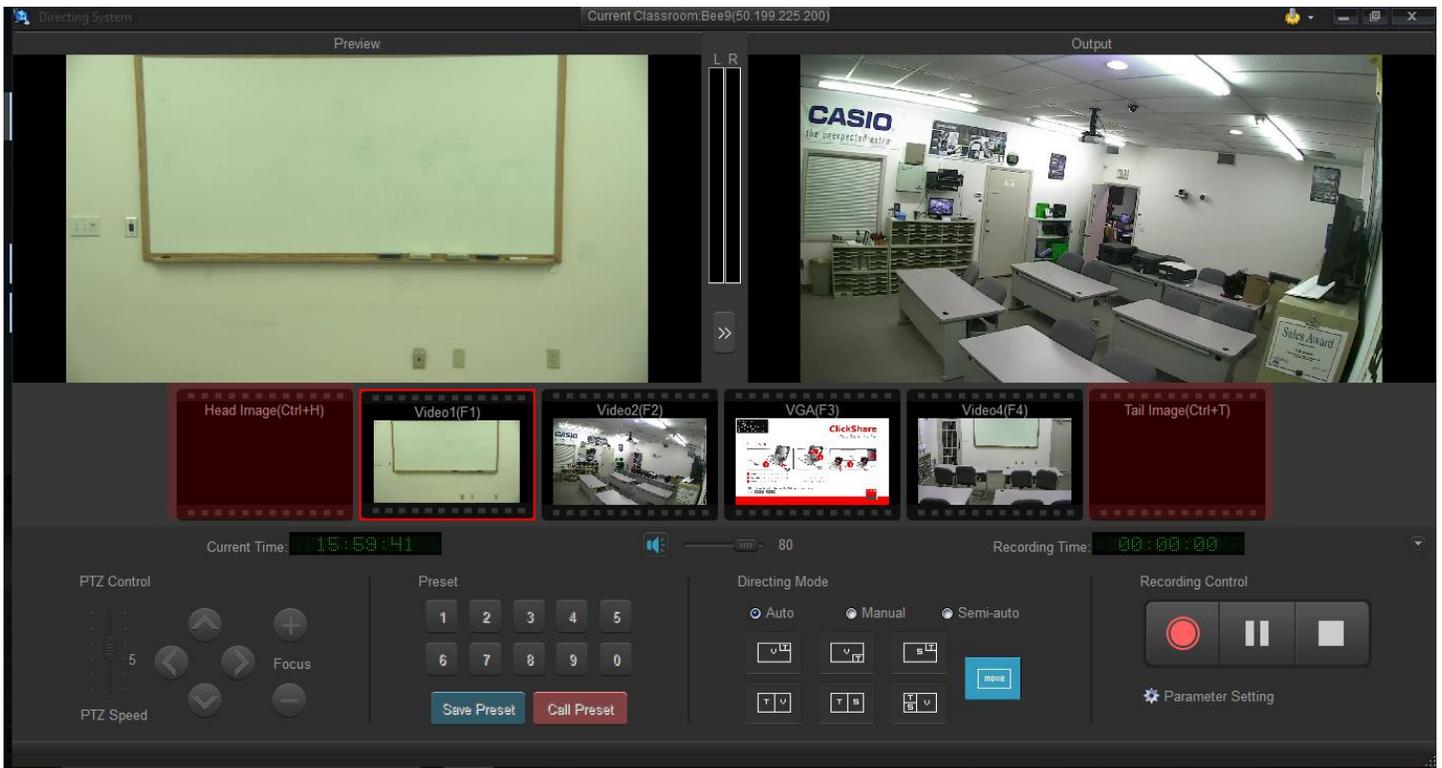


Figure 20 Step 2 Head and Tail Image Selection

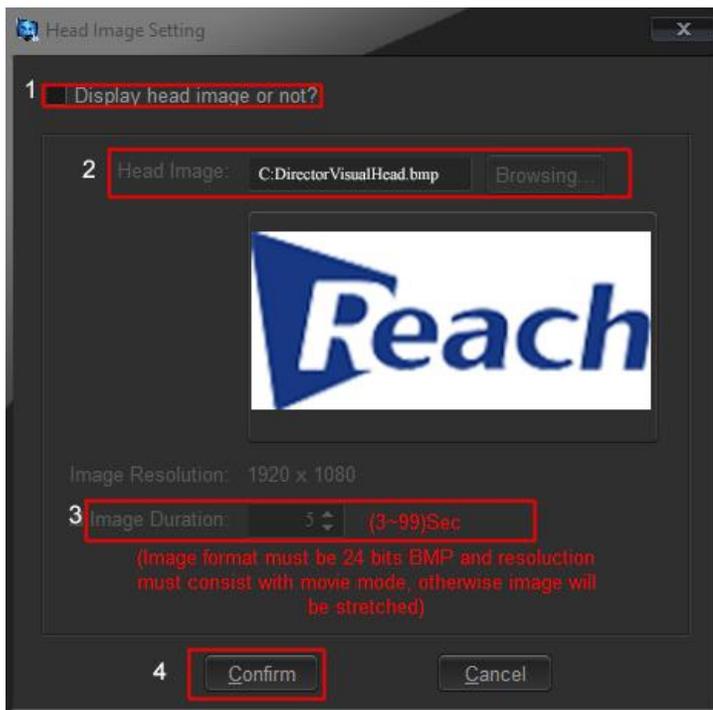


Figure 21 Selecting a Head and Tail Image

Selecting a Head or Tail Image (Step 2)

- 1. Click the **Display Head Image or not?** checkbox
- 2. Click the **Browsing** button to locate the file you wish to use.
- 3. Toggle the duration to the length you want.
- 5. When you are finished, click the **Confirm** button



The image format must be 24bit BMP in the same aspect ratio of the content, or it will appear distorted.

1.14 Next Steps

You are now finished setting up the Bee9. Your patience and perseverance carefully setting up the Bee9 system have, no doubt, produced excellent results. The end user will not have to adjust anything you have configured. It is important for you, as the integrator, to record all the parameters you established during the set-up process, and include them in the record document of the project, in the case the system operation is somehow compromised.

Thank you for taking the time to read through this manual. If you have any feedback on it, or the Bee9 system, we would appreciate hearing it. We, at Reach-US are here to help, should you have any questions regarding the integration or set-up of the Bee9 system. Feel free to drop us a line at support@reach-us.net, or by calling (978) 536-7069. We are always here to answer your questions!

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