



# Viz Pilot Edge User Guide

Version 1.2



Viz Pilot Edge





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# 1 Introduction

This is the user guide for Viz Pilot Edge. Used as a newsroom component, Viz Pilot Edge is part of a bigger environment where the aim is to create, manage and deliver content to live and taped broadcast productions. Viz Pilot Edge's role in this environment is to fill templates with content and store them as elements. The elements are then put into the rundown located in the newsroom system, where it can be monitored and played out using Viz Pilot Director or other third party control applications.

Viz Pilot Edge can also be used as a Graphics plugin in NLE workflows.



Main features of Viz Pilot Edge:

- Search for templates, elements and media assets
- Fill templates using an auto generated fill in form
- Preview graphics
- Open and edit videos in Timeline Editor
- Add, move or remove graphics in the video timeline. Preview videos with graphics
- Save elements to the database

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## 1.1 Document Structure

This User's Guide is divided into the following chapters:

- [Introduction](#)
- [Setup](#)
- [Viz Pilot Edge](#)
- [Keyboard Shortcuts](#)

- [Workflows](#)
- 

## 1.2 Related Documents

[Viz Pilot User's Guide](#) provides complete documentation of the Viz Pilot system which provides an environment to create, manage and deliver content to live and taped broadcast productions.

[The Template Builder](#) is a tool for customizing fill in forms which can be used by Pilot Edge.

For more information about all of the Vizrt products, visit:

- [www.vizrt.com](http://www.vizrt.com)
  - [Vizrt Documentation Center](#)
  - [Vizrt Training Center](#)
  - [Vizrt Forum](#)
- 

## 1.3 Customer Feedback And Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback and, or suggestions, please identify your local Vizrt customer support team at [www.vizrt.com](http://www.vizrt.com).

1. Click on **Contact** (top of page).
2. The Vizrt office which is nearest to your location will be shown, or select from the list of Vizrt offices.
3. Click on the **Contact** button for the office you want.
4. Complete the required details in the window that open
5. A Vizrt representative will contact you as soon as possible.

### Note

If this message is for Customer Support, and there is a Support Contract in place, then click on the 'For support requests, please visit our support portal' link in the message window.

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## 1.4 Customer Support Requests

Support Requests are supported by Vizrt if customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see [Customer Feedback and Suggestions](#)).

When submitting a Support Request, relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

This section contains the following topics:

- Before Submitting a Support Request
- Submitting a Support Request

## 1.5 Before Submitting A Support Request

Before a Support Request is submitted make sure that you:

### Read:

- The relevant User Guide or Guides
- The release notes

### and Check:

- That the system is configured correctly
  - That you have the specified hardware, tested and recommended versions
- Always refer to your Vizrt Service Level Agreement document.

## 1.6 Submitting A Support Request

**When completing a Support Request, add as much information as possible.**

### 1.6.1 Content of a Support Request

The report should contain information about these topics:

- **Problem description:** Include a good description of what the problem is and how to reproduce it. Specify your workflow. Remember to use simple English.
- **Screen shots and illustrations:** Use these to simplify the message. These are extremely useful for Vizrt Support.
- **Software configuration:** Add exact versions of software used. This is extremely important information. The version information is available in the log.
- **System log files:** Send the system log file. You can save your log file in the *link to Logs pane*.
- **System locale:** Specify the Region and Language settings of the system.
- **Hardware configuration:** Add exact versions of hardware used, especially for Viz Engine.  
Optional:
  - **System setup:** Describe differences in the installation, if any, from the recommended setup.
  - **System Network:** Add a description of how the network, bandwidth, routers, and switches are configured.
 Always refer to your Vizrt Service Level Agreement document.

### 1.6.2 To submit a Support Request:

1. On the [www.vizrt.com](http://www.vizrt.com) page, click on Support.
2. Click on **Report a case**.
3. Click on **LOG IN** to login to the Customer and Partner portal.

4. At the top of the Case Management page, click on **Report a Case**.
5. In the online form complete the required minimum information (shown by a red asterisk) and click **SAVE**.
6. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see [Content of a Support Request](#)).  
To **track the status** of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.



## 2 Setup

Viz Pilot Edge follows the Pilot Data Server installation and opens as a web application in a browser.

The URL to access Viz Pilot Edge is:

`http://pds-host-name:8177/pilotedge`

### 2.1 Database Settings And URL Parameters

It is possible to modify the behavior of Pilot Edge for all clients by editing the database settings in Pilot Data Server, or per client by adding URL parameters.

Pilot Data Server setting	Description
<code>ax_disable_overlay_saving</code>	Disable saving of overlay timelines for clip assets that have an <code>overlay_timeline</code> link.
<code>ax_dont_fetch_thumbnails</code>	Turns off the possibility to show thumbnails in the element list.
<code>ax_hide_dataelements</code>	Hides the data element list if set to true.
<code>preview_server_uri</code>	Base URL to the Preview Server to be used when requesting preview images for the graphics.
<code>shared_curious_server</code>	Viz World Server IP or hostname for the maps workflow. If you add multiple hostnames Pilot Edge will pick the first one in the list.
<code>video_mode</code>	Video mode for channel. PAL or NTSC.

URL parameter	Description
<code>animatedpreview=[true/false]</code>	Disables the possibility to load animated preview of the graphics if set to false.
<code>autorefreshpreview=[true/false]</code>	Disables auto refresh of graphic preview if set to false.
<code>candetelepilotelements=[true/false]</code>	Allows the user to delete data elements from the database if set to true.
<code>maps=[hostname]</code>	Overrides the setting <code>shared_curious_server</code> defined in the Pilot Data Server.
<code>preview=[hostname]</code>	Overrides the setting <code>preview_server_uri</code> defined in the Pilot Data Server.

URL parameter	Description
showpilotelements=[true/false]	Hides the data element list if set to false. Overrides the setting <i>ax_hide_dataelements</i> defined in the Pilot Data Server.

## 2.2 Installation Of Viz Pilot Edge For ActiveX Based Systems

Viz Pilot Edge is an HTML based newsroom component. Some newsroom systems support plugin applications, but not HTML plugin applications. To run Viz Pilot Edge on these systems, installation of Show Edge is required, which is an HTML wrapper for systems that only support ActiveX based plugins.

Do the following to use the Show Edge installer:

- The Show Edge installer is located below:
  - <http://localhost:8177/showedge>
  - Run the Vizrt\_Show\_Edge-x.y.exe file on the client machine.
  - For remote installation on multiple machines the installation file including the --msi parameter must be used. This will create a sub-folder containing the .msi file. In the command line, run:
 

```
Vizrt_Show_Edge-x.y.exe --msi
```
- The URL to access Viz Pilot Edge is needed during the installation.
  - Type in the URL in the installer window that appears after running the .exe installer
  - For the MSI installation set the Viz Pilot Edge URL using the PE\_URL property:
 

```
msiexec.exe /i ShowEdge.msi "PE_URL=http://pds-host-name:8177/pilotedge"
```
- If the MSI installation is used, the default install directory can be overridden with the parameter INSTALLDIR:
 

```
msiexec.exe /i ShowEdge.msi "PE_URL=http://pds-host-name:8177/pilotedge"
"INSTALLDIR=mypath"
```
- Opening the Show Pilot Edge application from the start menu opens the configured URL in a browser window.
- The URL can be changed by doing one of the following:
  - For the .exe installation, first uninstall and then re-install Show Edge. Type in a different URL in the installation window
  - For the MSI installation, an uninstall is not necessary to change the URL. Simply run with a different URL in the command line:
 

```
msiexec.exe /i ShowEdge.msi "PE_URL=change_the_URL"
```
  - Run ShowEdge.exe with the desired URL parameter in the command line

 **Note**

To access help in the command window, run: ShowEdge.exe help

---

## 2.3 Mist Setup

To make resource sharing with other products like Template Builder and Viz Story simpler, or if you need https support, it is recommended to install **Mist** and let that serve out all the products. Mist also ensures that atom feeds that do not include proper CORS headers such as flickr, function correctly. Mist is not installed by default and is optional.

The URL to access Pilot Edge if served out by Mist is:

`http://hostname/pilotedge/`

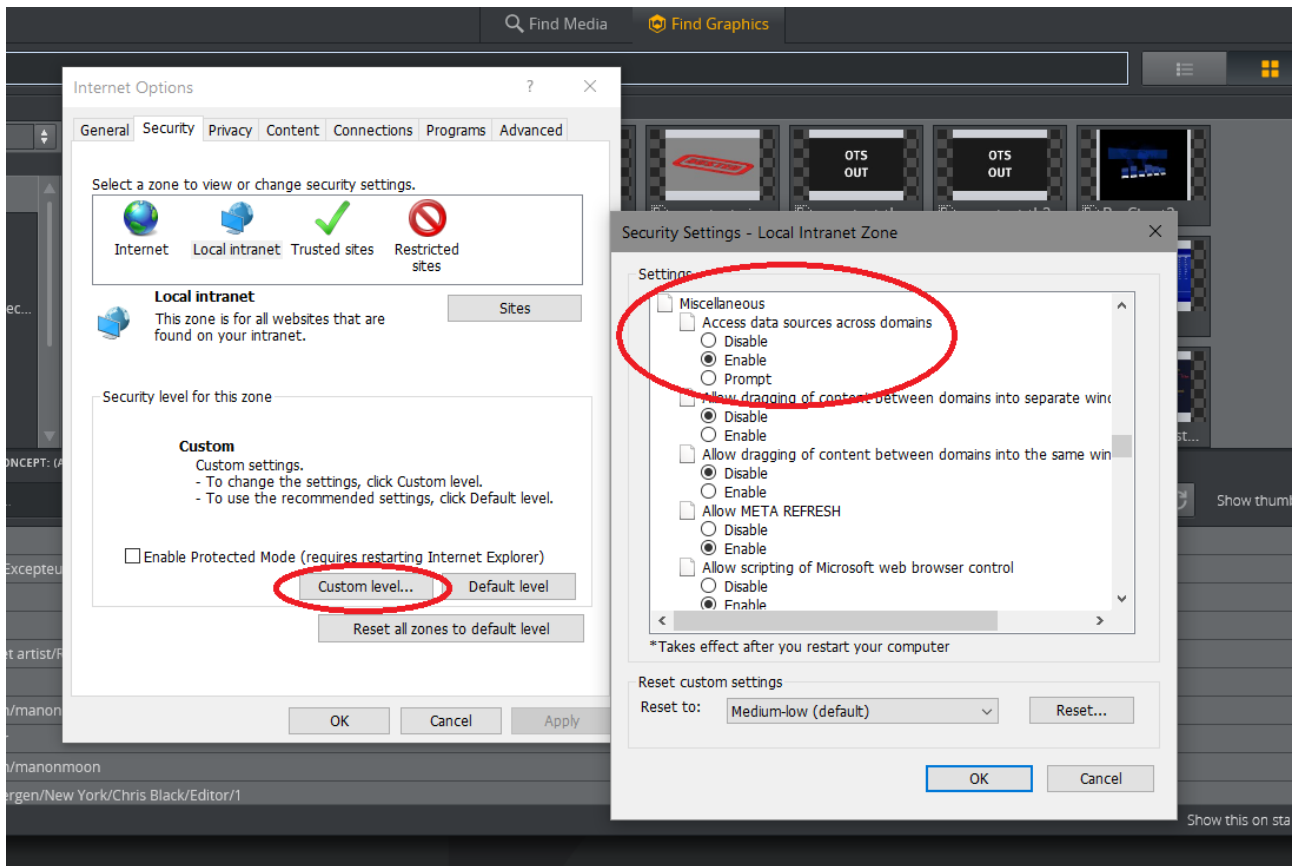
---

## 2.4 How To Connect To Viz One Using Internet Explorer

To be able to use Viz One as a search provider in Pilot Edge when running it in Internet Explorer, you might have to change a setting so you can enter the Viz One credentials:

In Internet Explorer: Go to Tools → Internet Options → Security → Custom level ...

Find the setting **Access data sources across domains** under Miscellaneous and set it to **Enable**. Press **OK** and reload Pilot Edge.



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## 3 Viz Pilot Edge

Viz Pilot Edge is Vizrt's new HTML based newsroom component for journalists which can be used together with the Viz Pilot system. It is a web application that can be embedded in newsroom systems, like Octopus Newsroom System, ENPS and iNews, that connects to a data base for templates and media.

Viz Pilot Edge is a template based system for journalists to create, manage and preview content before it is delivered to the newsroom system.

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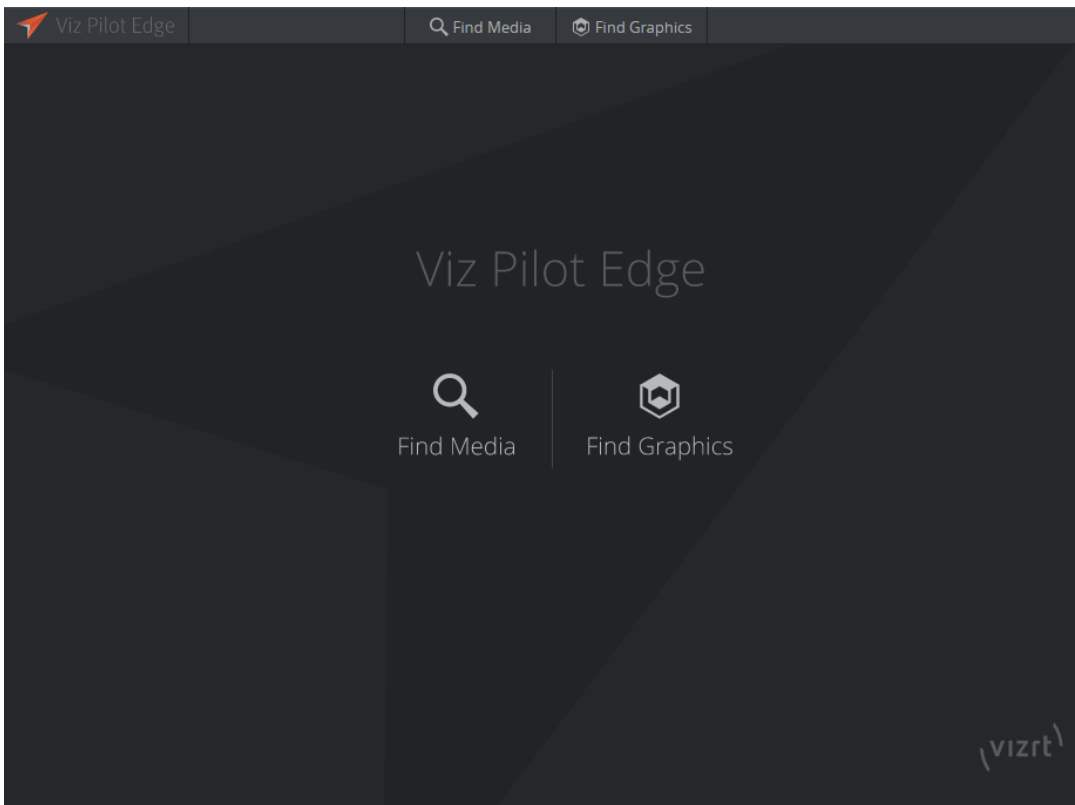
### 3.1 Workflow

The basic workflow from a template to a data element ready for play-out is as follows:

- In Viz Pilot Edge, search for and open templates, elements or media assets.
  - Different filter criteria are available when searching for resources.
  - Fill graphic templates with content using an auto generated fill in form.
  - Preview graphics in the Preview Window.
  - Save the filled in graphic templates as elements. These are stored in the Pilot Data Server.
  - The elements are dragged to a newsroom rundown and made available to Director for monitoring and play-out.
- 

### 3.2 Getting Started

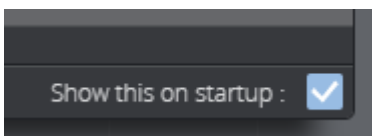
From the Viz Pilot Edge welcome page, the user can search for templates and media through the [Find Graphics](#) and [Find Media](#) tabs or icons.



Selecting the [Find Graphics](#) tab or icon a panel opens where the user can search for available templates and already saved elements.

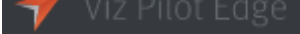
Selecting the [Find Media](#) tab or icon a panel opens where the user can search for available videos and images.

Instead of the welcome page, the graphics panel or the media search panel can be shown upon startup. Select the **Show this on startup** checkbox at the bottom right corner of the desired panel:



The last setting is saved in the local storage of the browser.

### 3.2.1 About

Clicking the Viz Pilot Edge logo  at the top left corner of the application takes the user to the about page.

Here is information about software version, link to local documentation and link to third-party licenses.

## 3.2.2 Log Window

A Log Window displaying Messages, Warnings and Errors becomes available using shortcut: Alt + 1.

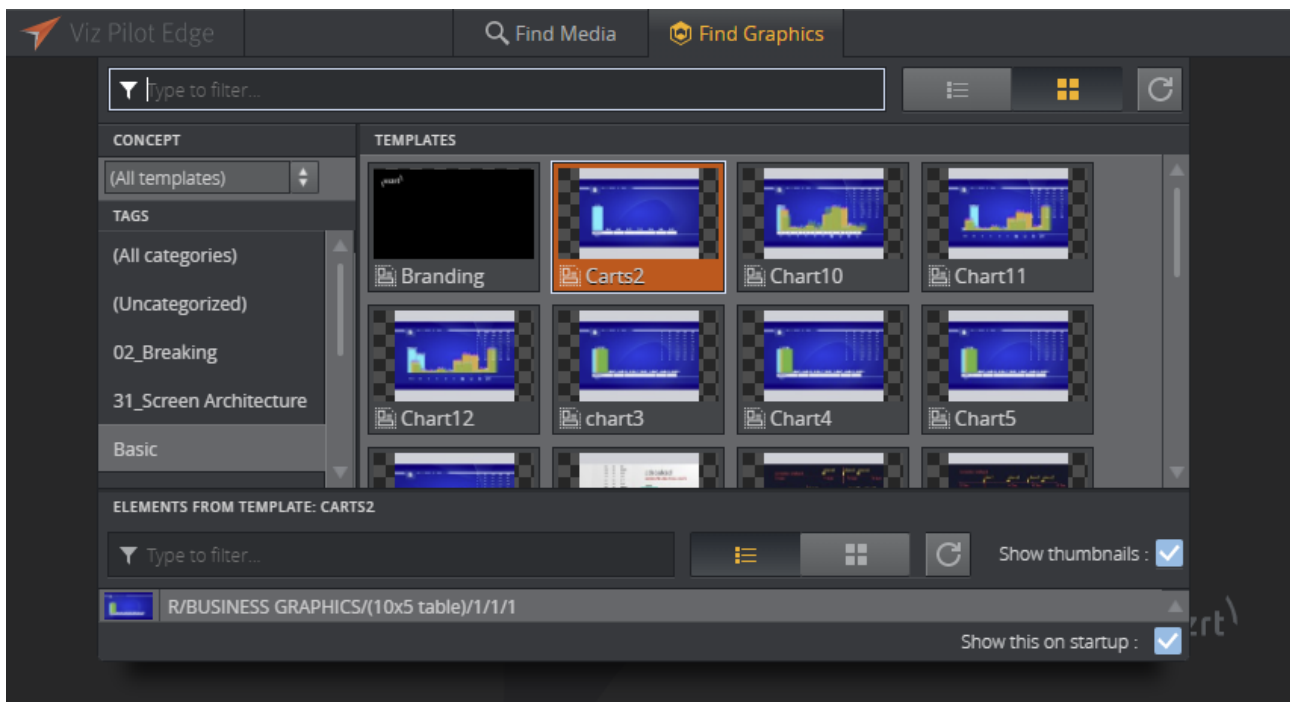
## 3.3 Find Graphics

Selecting the **Find Graphics** tab or icon in the welcome page, a dialog opens where the user can search for available templates and already saved elements.

Available templates are located in the top half of the dialog under **TEMPLATES** which are filtered based on the selection made under **CONCEPT**, **TAGS** and/or typed search.

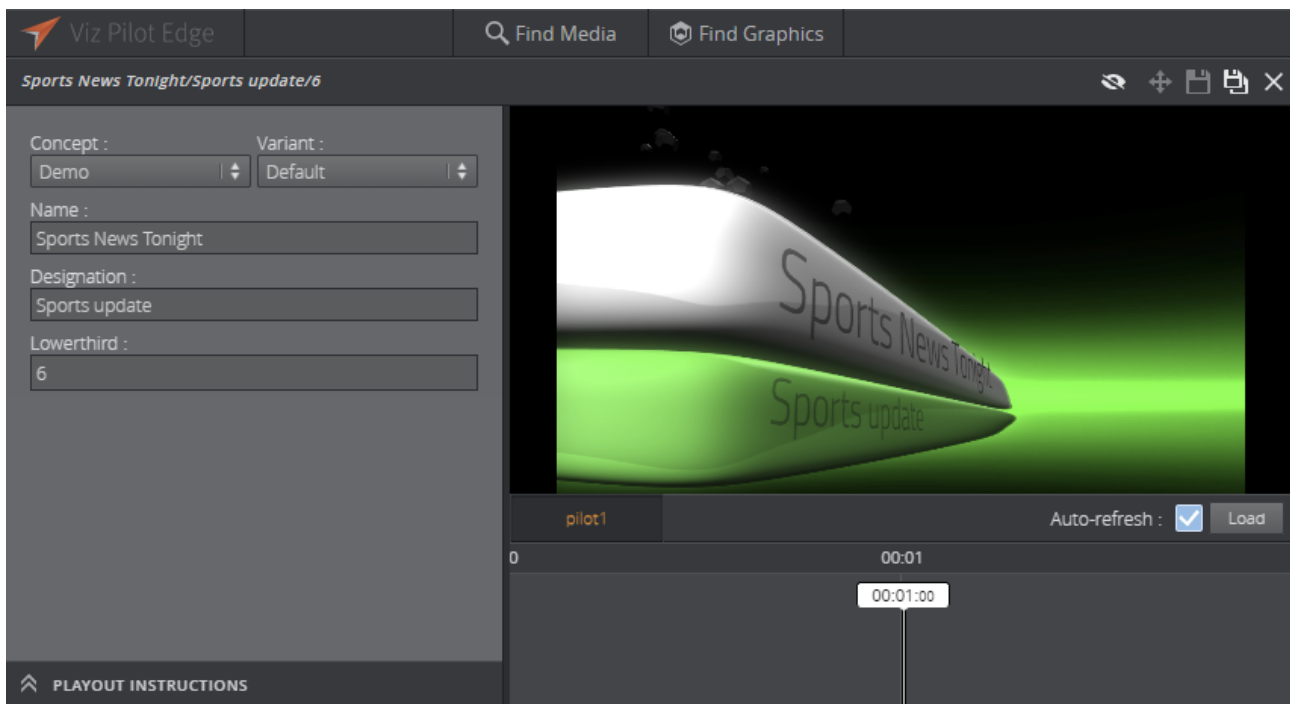
Elements available in the Pilot Data Server are located at the bottom of the dialog where a search bar also is available.

Double click a template or element to open it.



### 3.3.1 Add Content to Templates

Once double-clicking a template it will open in a new window which consists of two main parts, the **Fill In Form** (left) and the **Preview Window** (right). Content can be edited on the left, while on the right a preview will load every time the user makes a change.




## Fill In Form


The window to the left is a fill in form for the graphics. It displays fields that are exposed by the designer in Viz Artist where the user can add content to the graphic. It can be text, choices in a drop-down list or media placeholders for media assets found in the **Find Media** tab. Once changes are made in the Fill In Form, the Preview Window immediately updates to display them (as long as **Auto-refresh** is toggled on).

## Playout Instructions

**Playout Instructions** are located at the bottom of the Properties Editor. The **In** and **Out** fields specify the start and end time for the graphic relative to the rundown that the element will be a part of.

## Save

To save a template as an element click the Save as button . Type in the name of the new element in the dialog that appears. Once the template is saved as an element the given name will appear above the Fill In Form.


Only when the graphic is saved as an element the user is allowed to drag-and-drop it to the newsroom system using the Drag item to Newsroom button . If the template is not saved this button is grayed out.



**! WARNING**


Remember that if the element title is too long it will be reduced to 128 characters in the MOS XML file, which again will affect the element title in the newsroom system.

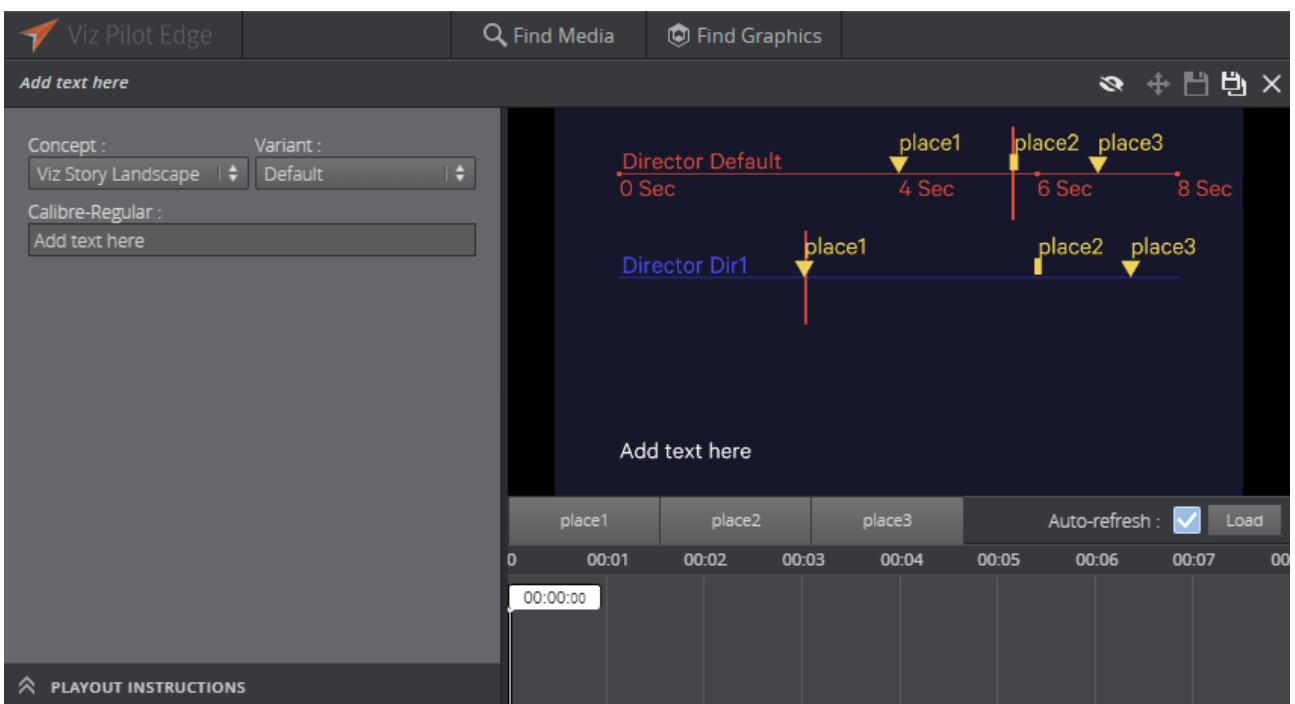
## Send Item button

Clicking this button, , will send the item to the newsroom rundown. If the item already exists in the newsroom the button is used to update the item.

## Preview Window

The Preview Window displays snapshots of the graphics in an ongoing preview process and provides the user with an idea about how the graphics will look when played out in high resolution on a Viz Engine. The Viz Engine generate snapshots requested by the Preview Server.

Clicking the show/hide preview window button , or the split-bar in the middle will collapse the Preview Window to make more space for the Fill In Form. Clicking the button or sidebar again will restore the Preview Window.




The toolbar at the bottom of the Preview Window allows the user to adjust how to view the preview of the graphics.

- **Preview points:** If the scene contains named preview points, such as stop points and/or tags in the Default director, these are shown as buttons on the toolbar. If there is not enough space for the buttons, they appear in a drop-down list instead. Selecting a preview point

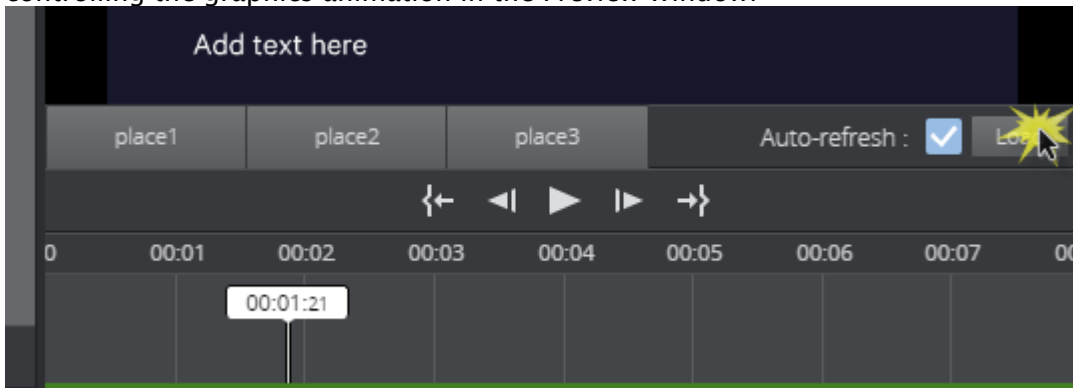
shows a preview of the scene at the given point, and the playhead jumps to the point in time where the preview point is set.

- **Scrub** the timeline back and forth by clicking on it or moving the playhead. If the scene does not have a director called Default, or the Default director does not have a duration, the timeline will be disabled.
- **Auto-refresh:** Auto-refresh is located at the bottom of the Preview Window and is by default toggled on which means that the Preview Window updates once there are any changes in the Fill In Form.

Toggle off **Auto-refresh** to turn this functionality off. To refresh the Preview Window in this

mode click the Refresh button  Auto-refresh :  or click inside the Preview Window.

- **Load:** Clicking this button will load the animation of the graphics. Once loaded, indicated by a green line at the bottom of the timeline editor, media controls appear allowing for controlling the graphics animation in the Preview Window:



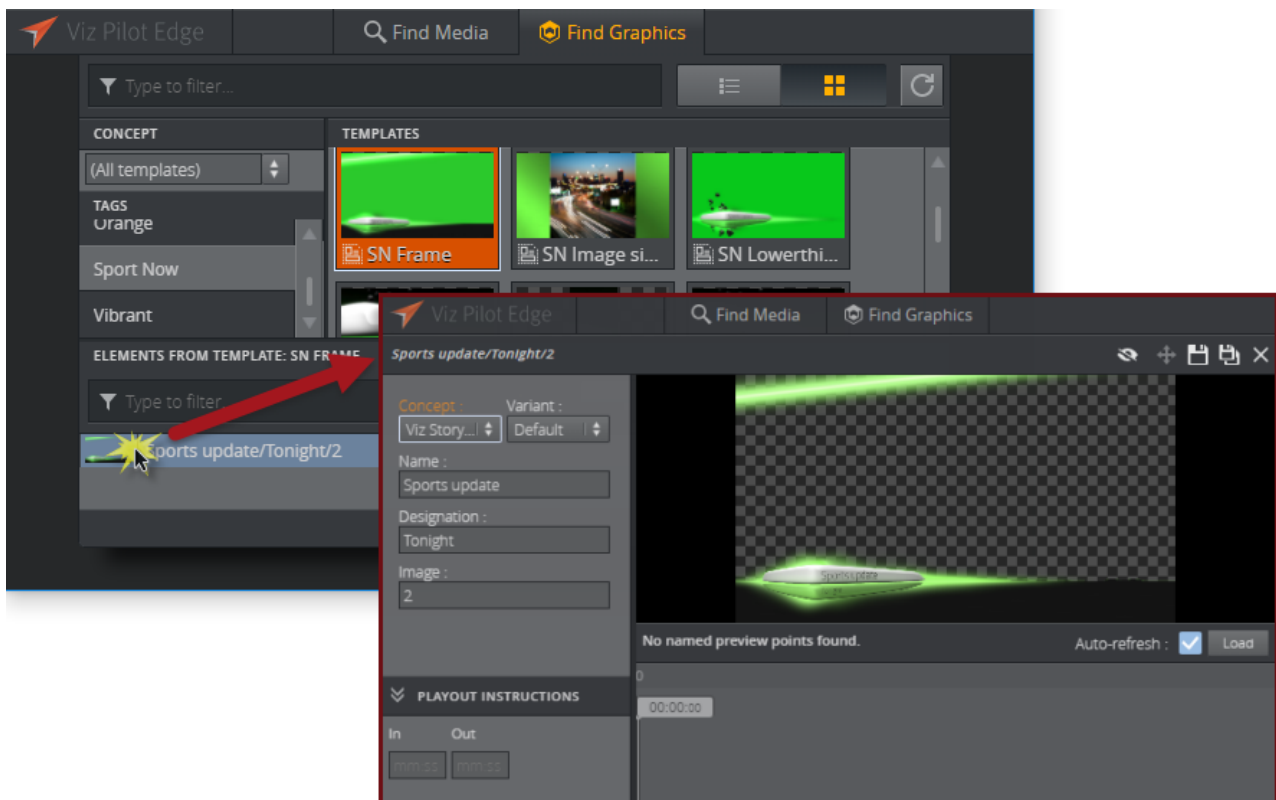
#### WARNING



The load animation feature will send a lot of snapshot requests to the Preview Server, so if many people do this at the same time it could result in performance issues. To turn off the ability to load the animation, please use the URL parameter `animatedpreview=false`.

### 3.3.2 Using Elements

Elements are already saved templates which are available from the bottom of the **Find Graphics** dialog.

Once double-clicking an element it will open in a new window in the same way as for templates. The name of the element is displayed above the Fill In Form. Since this item is already saved in the database the drag-and-drop functionality is available once it is opened.



To save any changes to an element use the save button . To create a new element use the Save as button .

#### Note

It is not currently possible to detect whether an element is in its original saved state. For example if the user edits an element and change it back to its original saved state, the save button will still be active even though there is actually no new changes to the element.

### 3.3.3 Maps

Maps from Viz World can be used in a graphics template or element if it contains the **Map** field, which can be set in [Template Builder](#) version 1.0.2 and later.

Once there is communication with a Viz World server the user can select from a list of available maps in Viz World. In order to edit these maps, a local Viz World installation is required. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

### Viz World Configuration

Viz World must be configured in Pilot Data Server to establish communication between Viz Pilot Edge and Viz World.

In Pilot Data Server Web Interface go to [shared\\_curious\\_server](#) through [Settings](#) and add a host name in the value column

In the value column, use either:

- host name or IP

mapshostname

or,

- full URL. Here the port must be defined

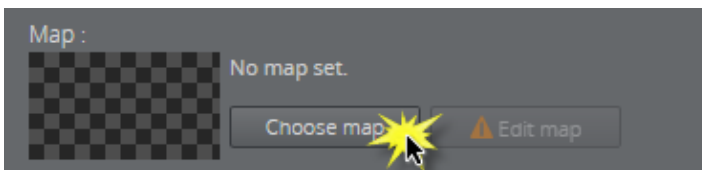
http://mapshostname:10301

### **i** Info

A Viz World server defined in the Viz Pilot Edge URL (maps=mapshostname) will override the server defined in the Pilot Data Server.

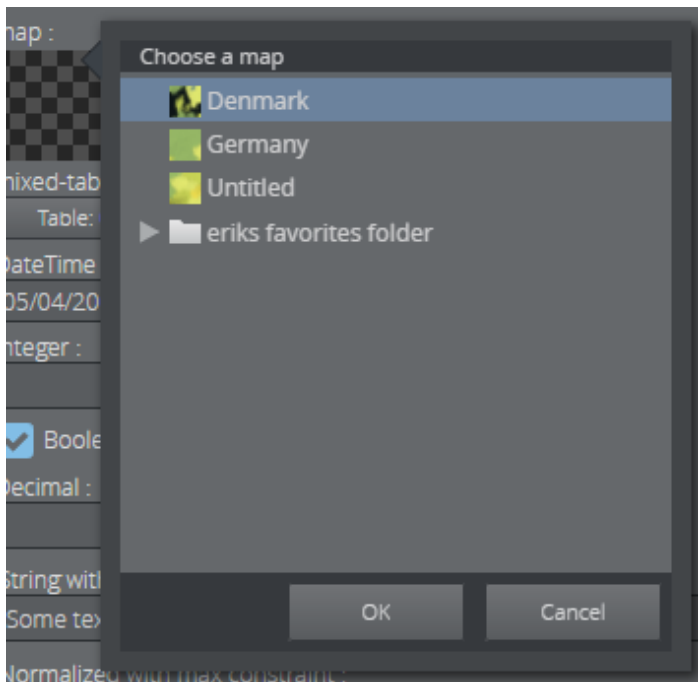
## Choosing Maps in Viz Pilot Edge

To select a map, click **Choose map** in the Fill In Form.



A dialog appears including the maps that are available from the Favorite folder in the Viz World Map Editor.

Select a map.



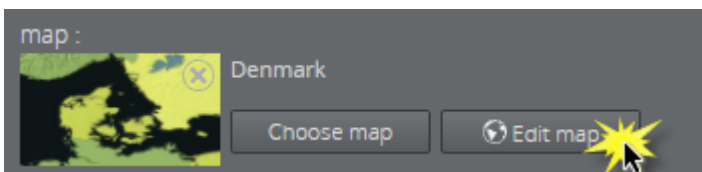
The map appears in the thumbnail in the fill-in form and in the graphic in the preview window. Using this feature of choosing a map only requires communication with a Viz World server. However, a local Viz World installation is required to [edit maps](#).

### **i** Info

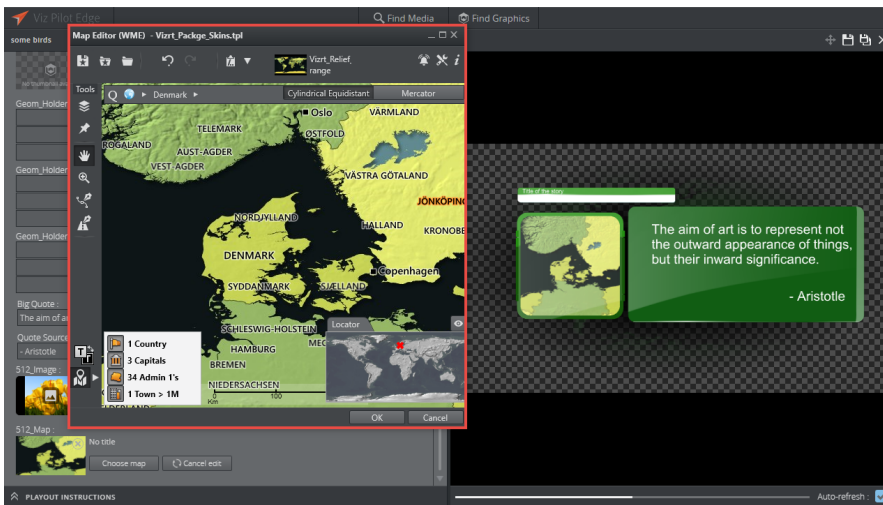
Since Viz World only run on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

## Edit Maps in Viz Pilot Edge

Once a map is chosen and there is a running Map Client on the machine, the map can be edited. Click **Edit map**.

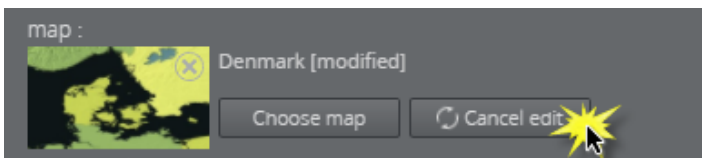


This opens up the Viz World Map Editor. All edits are performed inside this client, which means that Viz Pilot Edge has no control over your actions here.



After the map has been opened in the Map Editor the name is changed to e.g. *Denmark [modified]*, indicating that the map has been edited.

To cancel the edit mode from Viz Pilot Edge, click **Cancel edit**.



### ! WARNING

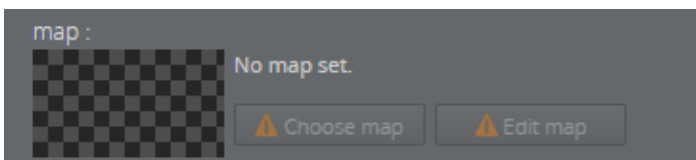
Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge will keep listening for data coming from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it, or click **Cancel edit** from Viz Pilot Edge.

The map thumbnail view will not be available after saving and re-opening a template including a map, however, the map will still be there. Once the Viz World Map Editor is opened and communication is established, the map thumbnail view is available.

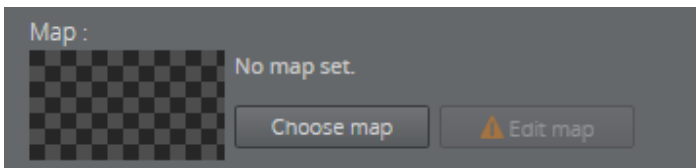
The Preview Window will update according to the selected map and edits performed on it.

## Warnings

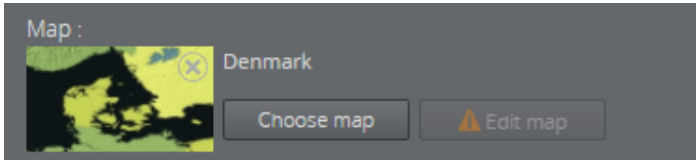
Warning signs and grayed out map buttons indicate that the Viz World service is unavailable or that there is an error from the service.



If no map is chosen or no default value is found, the **Edit map** button will be grayed out with a warning sign. A map has to be chosen before edits can be made.



If a map is chosen, but the **Edit map** button is still grayed out, the map client is not detected.

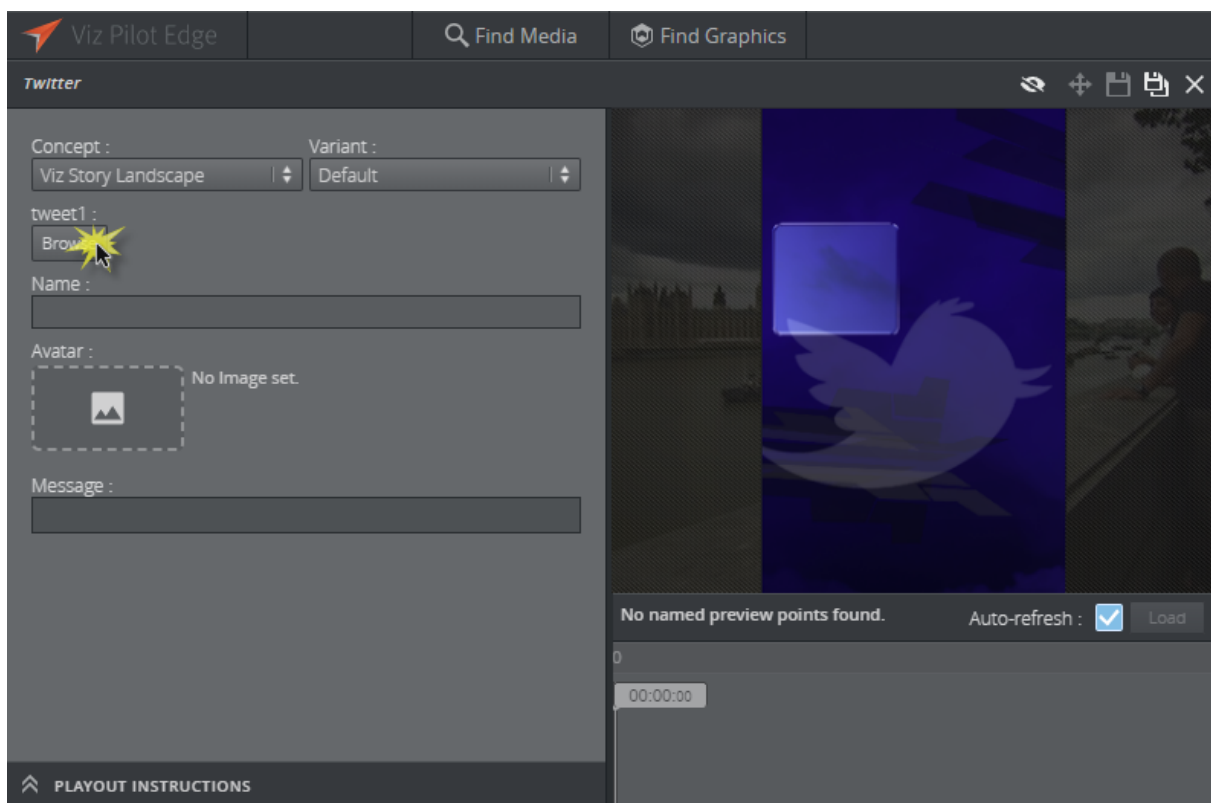


### 3.3.4 Feed Browser

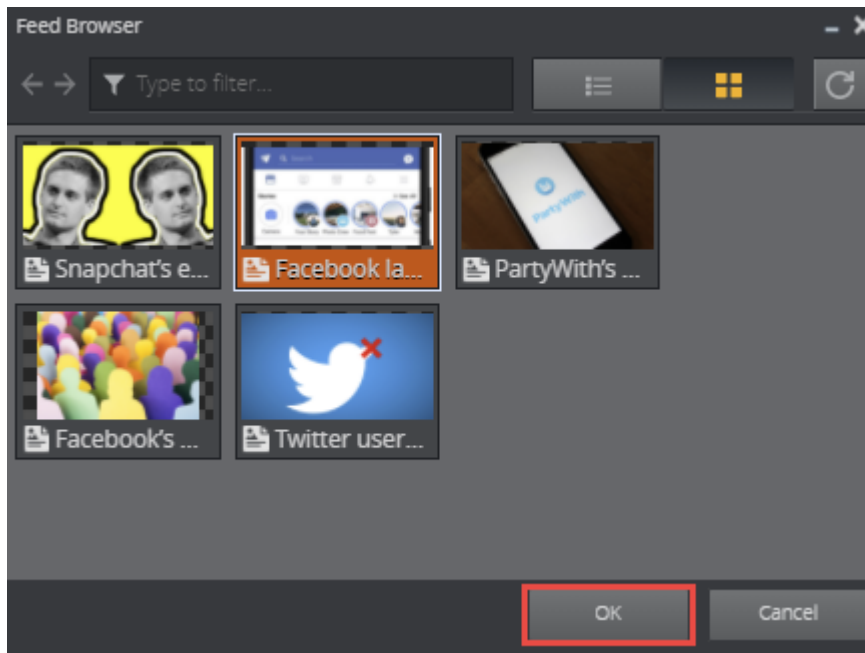
If the **Feed Browser** functionality is available in a template, a browse button in the Fill In Form allows the user to browse for a feed entry. The feed entry URL is pre-set in the template.

Using the Feed Browser in the Fill In Form for a graphic is shown below:

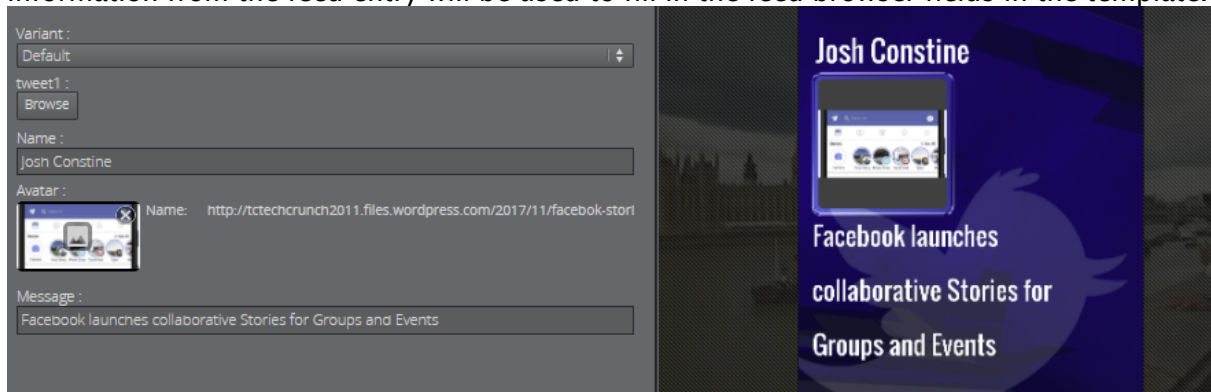
1. Click the **Browse** button to open the Feed Browser



2. The atom entries of the feed will be presented as thumbnails if available. Select one of the entries and click **OK**.



3. Information from the feed entry will be used to fill in the feed browser fields in the template.



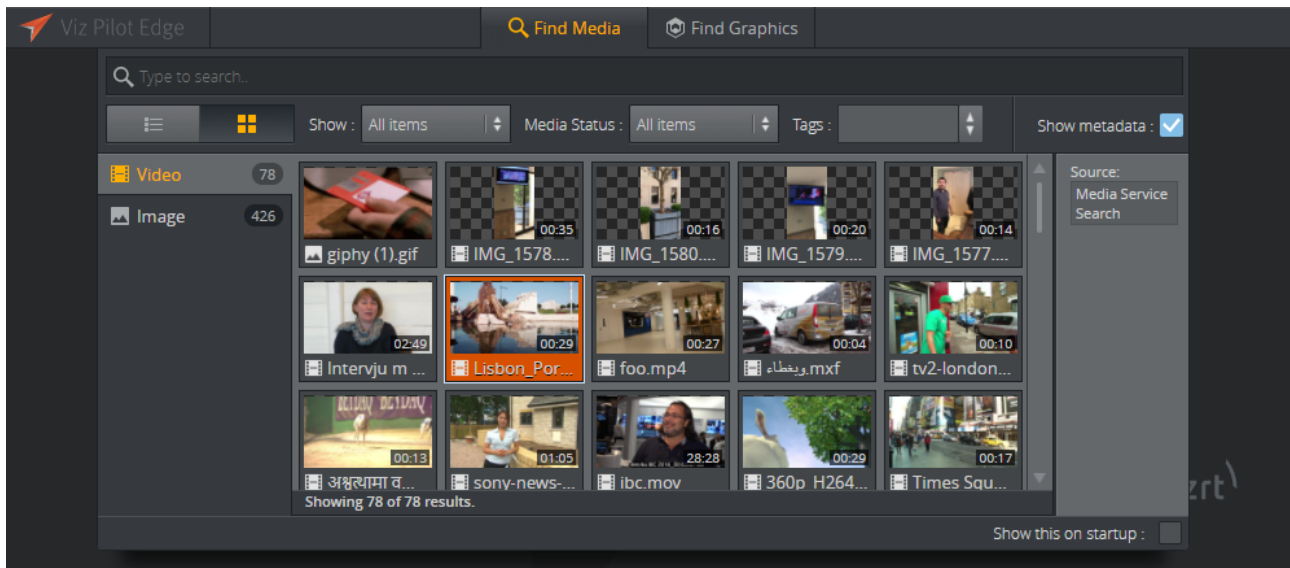
## 3.4 Find Media

Selecting the **Find Media** tab or icon in the welcome page, a dialog opens where the user can search for available media assets. At the top of this page, a search bar is available. The user can also filter the search based on the time of publish, [media status](#) and tags.

A preview of the media asset is available by right-clicking it and select **Preview**.

Double click a media asset to open it.





The selected media will open in a new window and from here it can be dragged directly to the newsroom system as is, using the Drag item to Newsroom button .

In the case of video, the user has the ability to add and edit graphics on the timeline and do basic edits of the video.

### 3.4.1 Media Status

The media status filter allows the user to filter out invalid media items. The filter is only available if the search providers support this filtering.

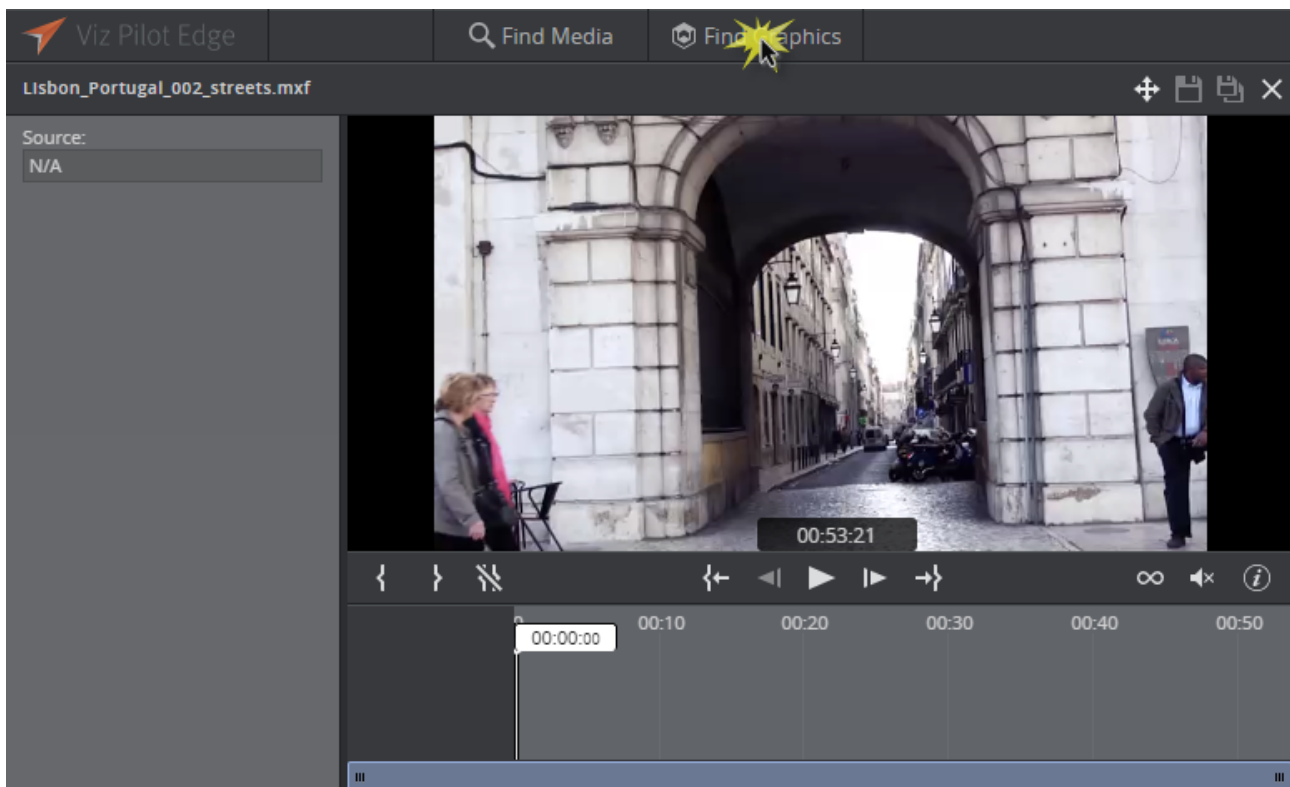
If only one of several search providers support this filtering, a warning will be displayed.

### 3.4.2 Add Graphics to Videos

Double-clicking a video from the **Find Media** tab will open the video in a new window which consists of three main parts. As for the Find Graphics workflow, the **Fill In Form** is at the left and the Preview Window is at the right. The new part here is the Timeline Editor located below the Preview Window, which offers basic functionality for video editing and managing of graphics within the Timeline Editor.

Clicking on the split-bar separating the two windows will collapse the left sidebar to make more space for the timeline. Clicking on the sidebar again will restore the two windows.

To add a graphic to the Timeline Editor click the **Find Graphics** tab while having the video open.



Find the desired graphic and drag-and-drop it into the Timeline Editor. To add more items do the same procedure again.

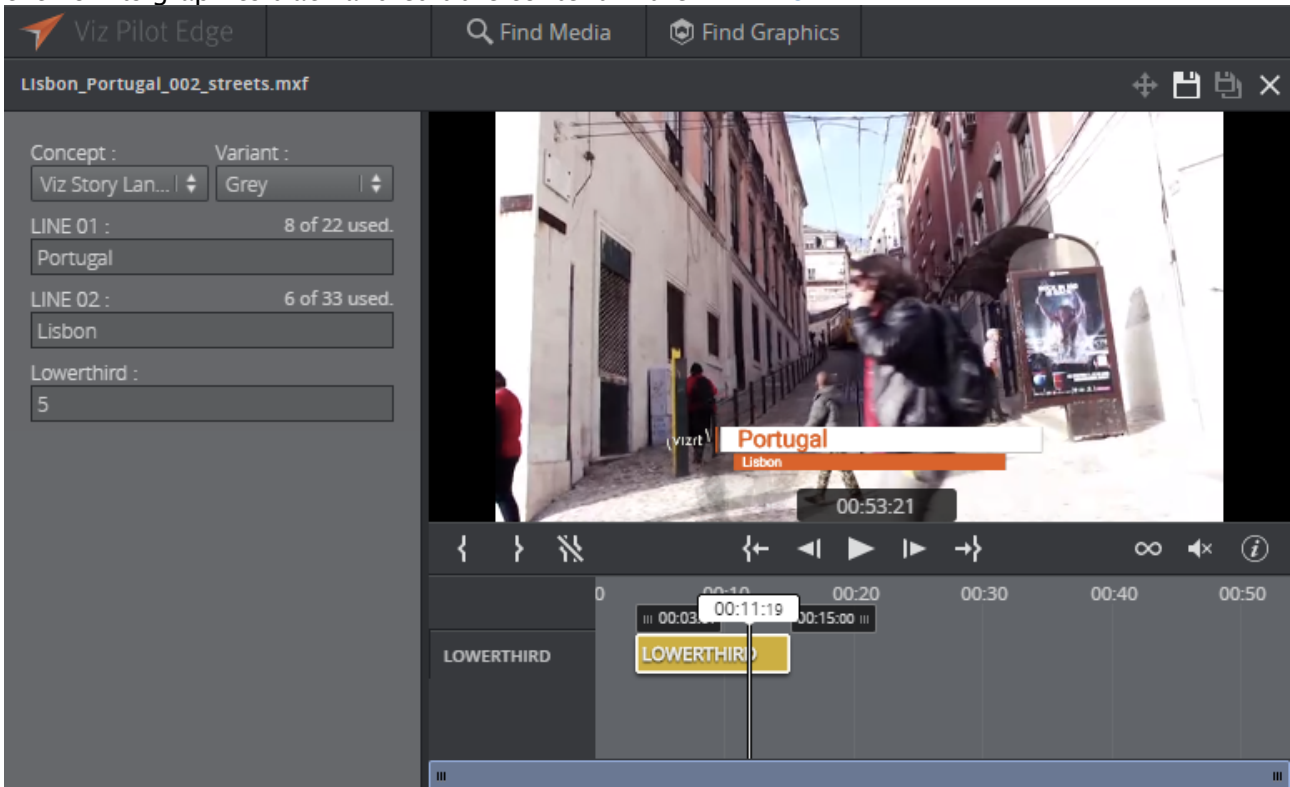
**WARNING**

Use the drag-and-drop functionality to add a graphic to a video. Unless there are unsaved changes, double-clicking the graphic will replace the video view with the graphic view.

A warning dialog will appear if there are unsaved changes.

In the example below a lower third graphics is added to the Timeline Editor from the **Find Graphics** tab. Each of the graphics types has its own graphics track. To edit the content of a specific graphic

click on its graphics track and edit the content in the **Fill In Form**.

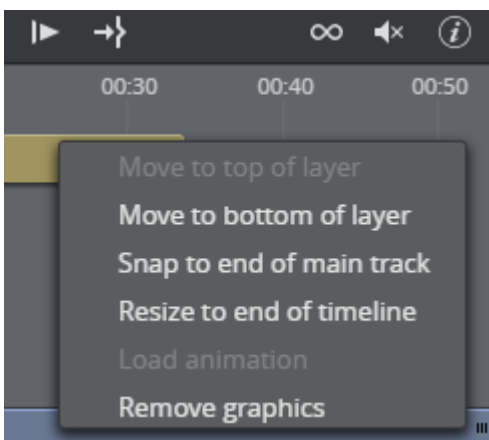


**Info**

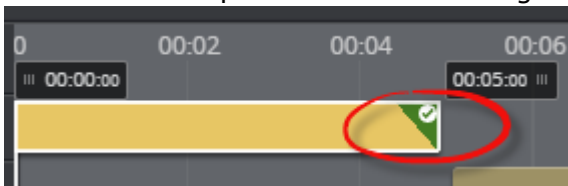
Viz Pilot Edge has basic support for Transition Logic scenes

### Graphics Shortcut Menu

The graphics shortcut menu (accessed by right-clicking a graphic in the timeline) contains the following options:



- **Move to top/bottom of layer:** In the event graphics are overlapping, move one graphic behind or in front of other graphics on the timeline. Graphics moved to the top will not be obstructed by other graphics, while moving to the bottom will place a graphic behind other graphics that could block it entirely or partially.
- **Snap to end of main track:** Move the graphic to the end of the main track without changing its duration.
- **Resize to end of timeline:** Move the graphic's out point to the end of the timeline. The graphic's in point remains the same. The feature is disabled if an item already matches the end of the timeline.
- **Load animation:** Click to view any in and out transitions on graphics. Transitions can be viewed after the preview finishes loading as indicated by a green checkmark:



- **Remove graphics:** Delete a graphic from the timeline.



**Note:**

Pressing the **DELETE** key after selecting a graphic also removes it from the timeline.

## Timeline Editor Functions

The Timeline Editor is located below the Preview Window. The Timeline Editor Functions allow the user to do basic edits to the video.

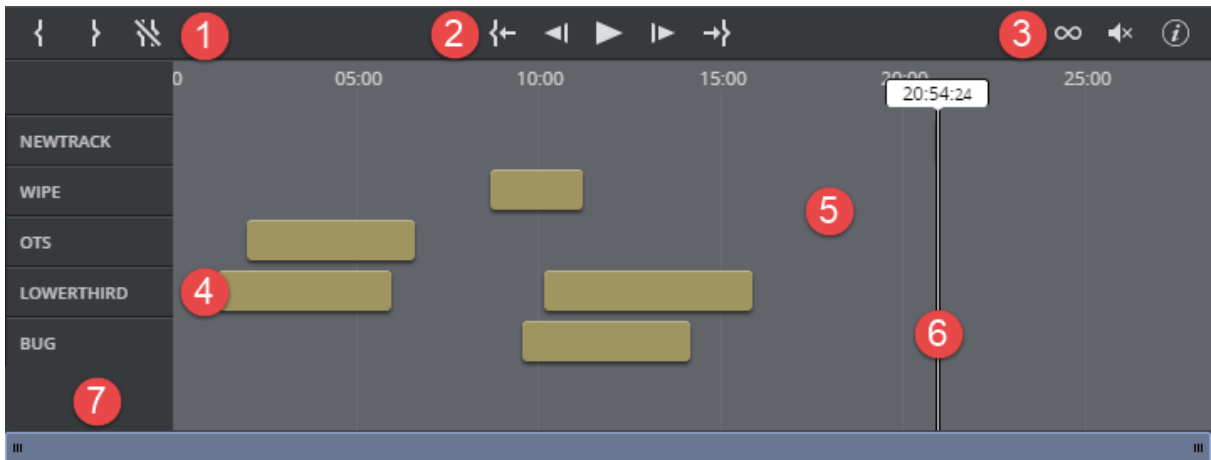
The Timeline Editor also serves as an overview of graphics added to the video.

Hover the mouse over the Timeline Editor buttons to get button and keyboard shortcut information.

Below is a list of the main areas:

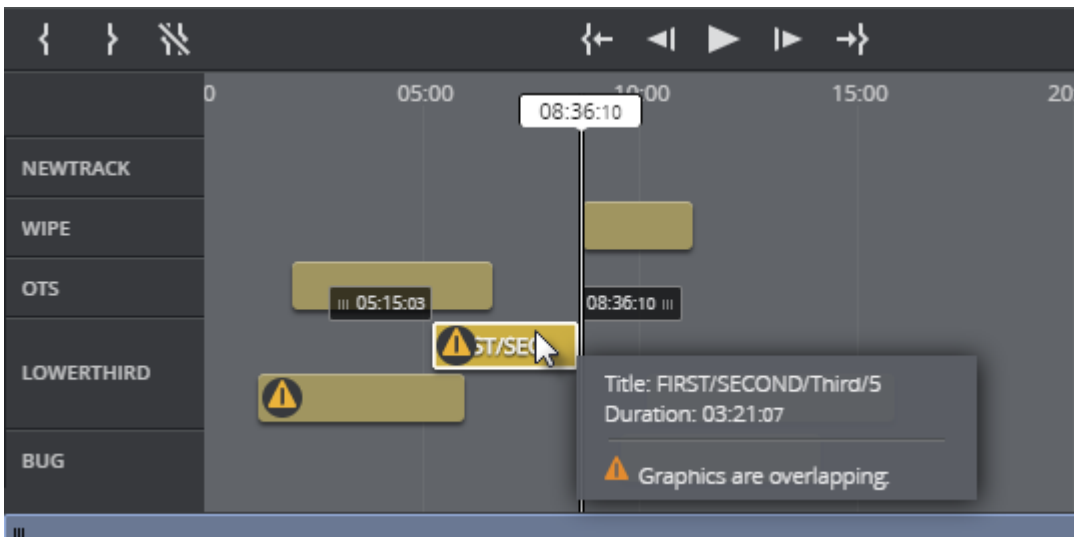
1. Adjust in and out point positions in the timeline
2. Play/move frames
3. Loop video, mute and information about keyboard shortcuts
4. **Graphic track:** Move graphics to the desired position and adjust the timing of the graphic. Click the graphics track to add/edit content in the Fill In Form
5. Area of the graphic tracks. Use the mouse wheel to zoom in and out. Right click for [shortcut menu](#).
6. **Playhead:** Drag to scrub the clip

## 7. Lists the names of the different graphic tracks



The Timeline Editor supports several layers of graphics. This allows graphics to overlap and be played out correctly, as long as they are in separate/the right layer. The Timeline Editor will indicate a conflict by a warning icon in the graphic track and a message .

In the example below two lower third graphics are overlapping.





## Timeline Shortcut Menu

The timeline shortcut menu (accessed by right-clicking an empty area in the timeline) contains the following options:


- **Clear timeline:** Removes all overlay graphics from the timeline.
- **Always show labels:** The titles of the overlay graphics will always be displayed when enabled. Hover the graphics element to display the title when disabled.

## Save

After opening a video it can be dragged into the newsroom as is using the Drag item to Newsroom button .


If one or several templates are added to the video the element needs to be saved  before it can be dragged to the newsroom. This saves the video together with the graphics. If the graphics element is an already saved element, any changes made to it are saved.

### Note

The save as functionality, , is not an option for video with graphics since Viz One does not support saving multiple timelines for the same video.

## 4 Keyboard Shortcuts

The most important keyboard shortcuts in Viz Pilot Edge are the ones used in the timeline editor. They allow the user to navigate and make edits within the video clip.

Keyboard shortcut information is available clicking the  button in the timeline editor.

The following keyboard shortcuts are available:

Action	Shortcut
Keyboard shortcuts information	Shift +K
Play/pause	Space or Ctrl + Space
Loop video	R
Delete on selection	Backspace or Delete
Mute	M
Select previous item	←
Select next item	→
Move 1 frame back	, (comma)
Move 1 frame forward	. (period)
Play backward - press multiple times to increase speed	J
Pause	K
Play forward - press multiple times to increase speed	L
Mark In point	I
Mark Out point	O
Go to In point	Shift + I
Go to Out point	Shift + O
Clear In/Out points	Shift + C
Play backward at 0.5x speed	Alt + J
Play forward at 0.5x speed	Alt + L
Move selected item left by 1s	Ctrl + ←
Move selected item right by 1s	Ctrl + →

Action	Shortcut
Move selected item left by 10s	Ctrl + Shift + ←
Move selected item right by 10s	Ctrl + Shift + →
Move 10 frames forward	/
Grow selected item by 1s	Ctrl + Alt + →
Shrink selected item by 1s	Ctrl + Alt + ←
Grow selected item by 10s	Ctrl + Alt + Shift + →
Shrink selected item by 10s	Ctrl + Alt + Shift + ←
Zoom timeline	Shift + scroll
Move timeline	H + drag

A [Log Window](#) displaying Messages, Warnings and Errors becomes available using shortcut: Alt + 1.



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## 5 Workflows

Viz Pilot Edge can be used in other workflows than the newsroom workflow where main focus has been in this user guide.

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### 5.1 NLE

There is also support for the web based fill in form technology in our NLE plugin for the major craft editing systems. From the graphics plugin Viz Pilot Edge can be opened and the same interface is available in the craft editing system. In this workflow Viz Pilot Edge is available for handling graphics only.

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### 5.2 Templates In Viz Pilot Edge Vs. Viz Pilot News

There are no methods for migrating templates from ActiveX based templates used in Viz Pilot News to HTML based templates used in Viz Pilot Edge. The technologies are so different that it is not feasible to handle a migration. The suggested approach is to recreate them one by one over a period of time.

The Template Builder, which also is bundled with the Pilot Data Server, is a tool provided for creating complex templates. Applying separate java script code stored on any web server, the same functionality as with Viz Pilot News templates can be achieved. This requires re-coding of the templates.