



Viz Pilot Edge User Guide

Version 1.6





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1 Introduction

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. Use Viz Pilot Edge to fill templates with content and store them as data elements. The data elements are then put into the rundown located in the newsroom system, where the rundown 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 user interface in NLE workflows.



Key features:

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

1.1 Related Documents

The [Viz Pilot User Guide](#) provides complete documentation of the Viz Pilot system.

[The Template Builder](#) is a tool for customizing Fill In Forms which can be used by Viz Pilot Edge.

For more information about all Vizrt products, visit:

- www.vizrt.com

- [Vizrt Documentation Center](#)
 - [Vizrt Training Center](#)
 - [Vizrt Forum](#)
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1.2 Feedback

We welcome your feedback on Vizrt products and documentation.

Please contact your local Vizrt customer support team at <http://www.vizrt.com>.

2 Setup

Viz Pilot Edge opens as a web application in a browser. The URL to access Viz Pilot Edge is: *http://hostname:8177/app/pilotedge/PilotEdge.html*.

This section covers configuration:

- [System Requirements](#)
- [Installing Crop Service](#)
- [Database Settings and URL Parameters](#)
- [Installing Viz Pilot Edge for ActiveX Based Systems](#)
- [Connecting to Viz One Using Internet Explorer](#)

2.1 System Requirements

2.1.1 Hardware Limitations

There are no known hardware limitations for Viz Pilot Edge, other than requirements stipulated by newsroom systems that are hosting the client.


2.1.2 Software

If you are running Viz Pilot Edge inside a browser, the following minimum requirements apply:

- Microsoft Internet Explorer 11 +
- Chrome 64 +
- Safari 11.0 +

2.2 Installing Crop Service

To install Crop Service, run the Crop Service installer: `VizrtPilotCropService-x64-x.y.msi`

 **Note:** Pilot Edge's crop tool, Image Editor, is dependent on Crop Service. In order to use Crop Service, the Pilot Data Server must be installed, see the **Pilot Data Server Installation** section in the [Viz Pilot User Guide](#). To simplify configuration, it's recommended to install Crop Service and Pilot Data Server on the same machine. If they're installed on different machines, see [Configuring the Connection from Crop Service to Pilot Data Server](#).

For more details on Crop Service, see the **Crop Service** section in the [Viz Pilot User Guide](#).

2.2.1 Setting Database Parameters for Crop Service

Database Parameters in the Pilot Data Server must be configured for Crop Service:

1. See **To access the Pilot Data Server Web Interface** in the **Pilot Data Server** section of the [Pilot User Guide](#).
2. Click the **Settings** link.
3. Select **crop_service_uri**, and add the parameter for the machine on which you installed the Pilot Data Server: `http://< cropservicehostname >: 8178/`
4. *Optional:* Set the **croptool_max_image_area** to adjust the maximum size of a cropped image that will be served by the Pilot Data Server. If the image size (*) is larger than `croptool_max_image_area`, then the image is resized, while still respecting the aspect ratio of the crop. The maximum image size applies even if no cropping is done. * Image size = image width x height in pixels.
5. Click **Save**.

2.2.2 Configuring the Crop Service Connection to Pilot Data Server

Note: If Crop Service is installed on the same machine as the Pilot Data Server, you can skip the steps below (Crop Service is already configured on your machine).

If Crop Service is installed on a different machine, configure the connection to Pilot Data Server as follows:

1. In Windows, open the **Services** dialogue and **stop** Crop Service.
2. Open the Crop Service configuration file. This must be done "As Administrator". For example, run Notepad (as administrator), and in Notepad open the config file: `C:\Program Files\Vizrt\Crop Service\CropServiceHost.exe.config`
3. In the config file, find the following section:

```
<userSettings>
  <CropServiceHost.Properties.Settings>
    <setting name="PilotDataServerUri" serializeAs="String">
      <value/>
    </setting>
  </CropServiceHost.Properties.Settings>
</userSettings>
```

4. Replace `<value/>` with `<value>http://YOUR\ -PDS\ -HOST\ -HERE:8177</value>` and save your changes.
5. Start Crop Service.
6. Verify that the configuration is correct by viewing the log file at `C:\ProgramData\Vizrt\Logs\CropService\cropservice.log`

Note: If you see an error similar to: *ERROR: Failed to get payload from: <http://localhost:8177/vcp/parameters>*, or *Error: Unable to connect to the remote server* the configuration is incorrect, and you must repeat steps 1-6 above.

2.3 Database Settings And URL Parameters

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
ax_disable_overlay_saving	Disables saving of overlay timelines for clip assets that have an overlay_timeline link.
ax_dont_fetch_thumbnails	No thumbnails are shown in the element list.
ax_hide_dataelements	Hides the data element list if set to true .
preview_server_uri	Base URI of the Preview Server to be used when requesting preview images for the graphics.
shared_curious_server	Viz World Server IP or hostname for the maps workflow. If you add multiple hostnames, Pilot Edge will utilize the first one on the list.
video_mode	Video mode for channel. PAL or NTSC.
URL parameter	Description
autorefreshpreview=[true/false]	Disables auto-refresh of graphic preview if set to false.
candetelepilotelements=[true/false]	Lets you delete data elements from the database if set to true.
maps=[hostname]	Overrides the setting <i>shared_curious_server</i> defined in the Pilot Data Server.
preview=[hostname]	Overrides the setting <i>preview_server_uri</i> defined in the Pilot Data Server.
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.

2.4 Installing Viz Pilot Edge For ActiveX Based Systems

Some newsroom systems support plugin applications, but not HTML plugin applications like Viz Pilot Edge. Show Edge, an HTML wrapper for systems that only support ActiveX based plugins, must be installed on such systems.


Run the Show Edge installer:

- The Show Edge installer is in the same location as Viz Pilot Edge. Following the location of Viz Pilot Edge at the top of this page, the Show Edge installer is available at: <http://pds-host-name:8177/app/pilotedge/ShowEdgeInstaller.exe>
 - Run the *Vizrt_Show_Edge-x.y.exe* file on the client machine.

 **Note:** For remote installation on multiple machines, the installation file that includes the `--msi` parameter must be used. This creates 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 required during installation.
 - Enter 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. Enter a different URL in the installation window
 - For the MSI installation, it's not necessary to uninstall 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

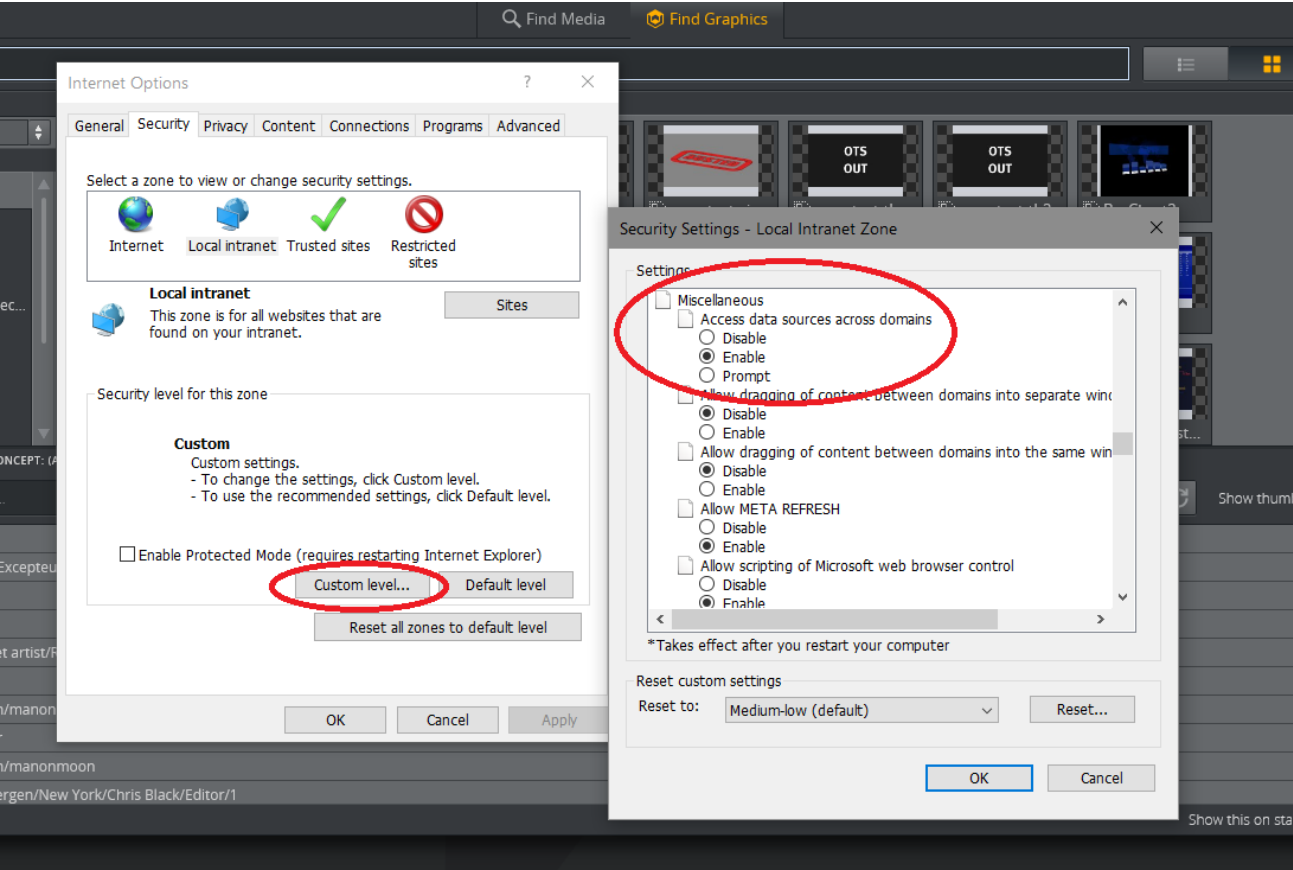
 **Note:** To access help in the command window, run: `ShowEdge.exe help`

2.5 Connecting To Viz One Using Internet Explorer

In order to use Viz One as a search provider in Pilot Edge when running in Internet Explorer, you may need to change the setting below to enter the Viz One credentials:

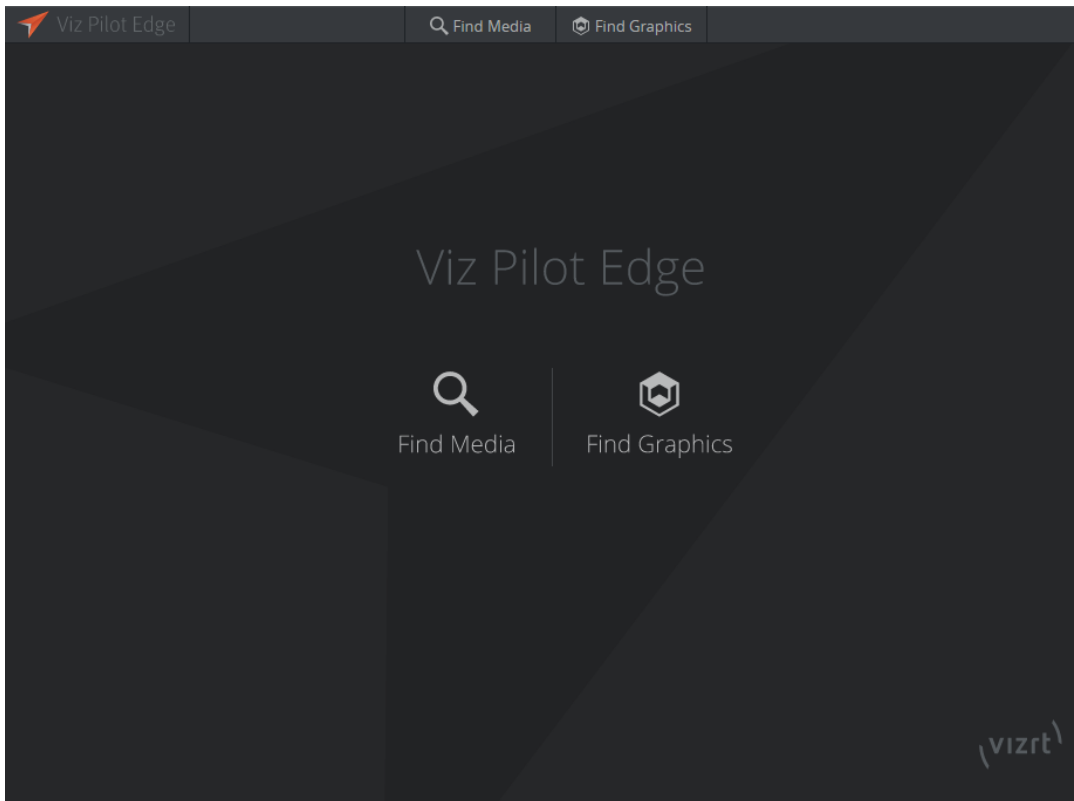
In Internet Explorer: Go to **Tools > Internet Options > Security > Custom level ...**

Go to **Access data sources across domains** under **Miscellaneous** and click **Enable**. Press **OK** and reload Pilot Edge.



3 Workflows

Search for templates and media using [Find Graphics](#) and [Find Media](#)



Selecting [Find Media](#) opens a panel where you can search for available videos and images.

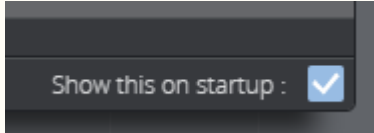
Selecting [Find Graphics](#) opens a panel where you can search for available templates and previously saved data elements and library elements.

3.1 Basic Workflow

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

- Search for and open templates, data elements or media assets.
- Search for resources using a variety of filter criteria.
- 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 data elements; they can also be saved in the library. Elements are stored in the Pilot Data Server.
- Drag elements to a newsroom rundown where they will be available to Director for monitoring and play-out.

Note: At startup, the graphics panel or the media search panel can be shown rather than the welcome page. Select **Show this on startup** at the bottom right corner of the desired panel:



The most recent setting is saved in the browser's local storage.

3.1.1 About

Click the Viz Pilot Edge logo  at the top left corner for information on the software version, and links to local documentation and third-party licenses.

3.1.2 Log Window

Use the shortcut **ALT + 1** to display a log window that shows messages, warnings and errors.

3.2 Find Graphics

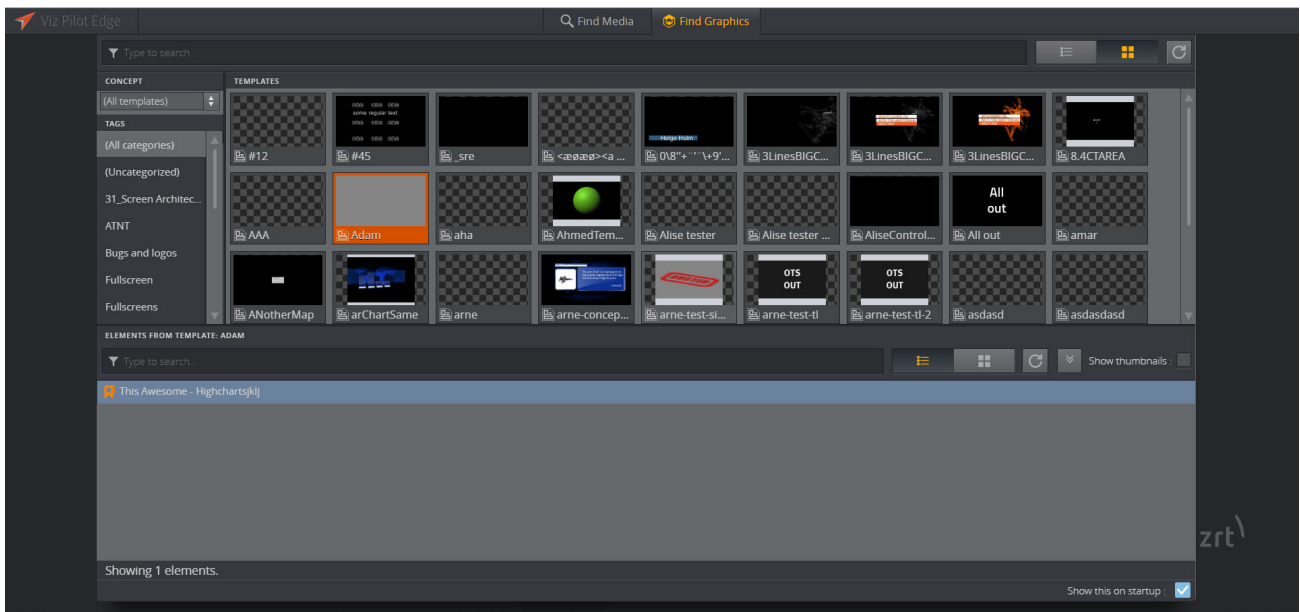
Click **Find Graphics** on the welcome page to open a dialog where you can search for available templates and saved data elements.

The **TEMPLATES** pane in the top half of the dialog shows available templates based on the **CONCEPT**, **TAGS** selected and/or search terms entered.

Data elements are previously saved templates available in the Pilot Data Server. Data elements are located at the bottom of the dialog and are based on the **CONCEPT**, **TAG** and **TEMPLATE** selected and/or search terms entered.

Data elements in the **library** are marked with an orange tag, as shown in the screenshot below.

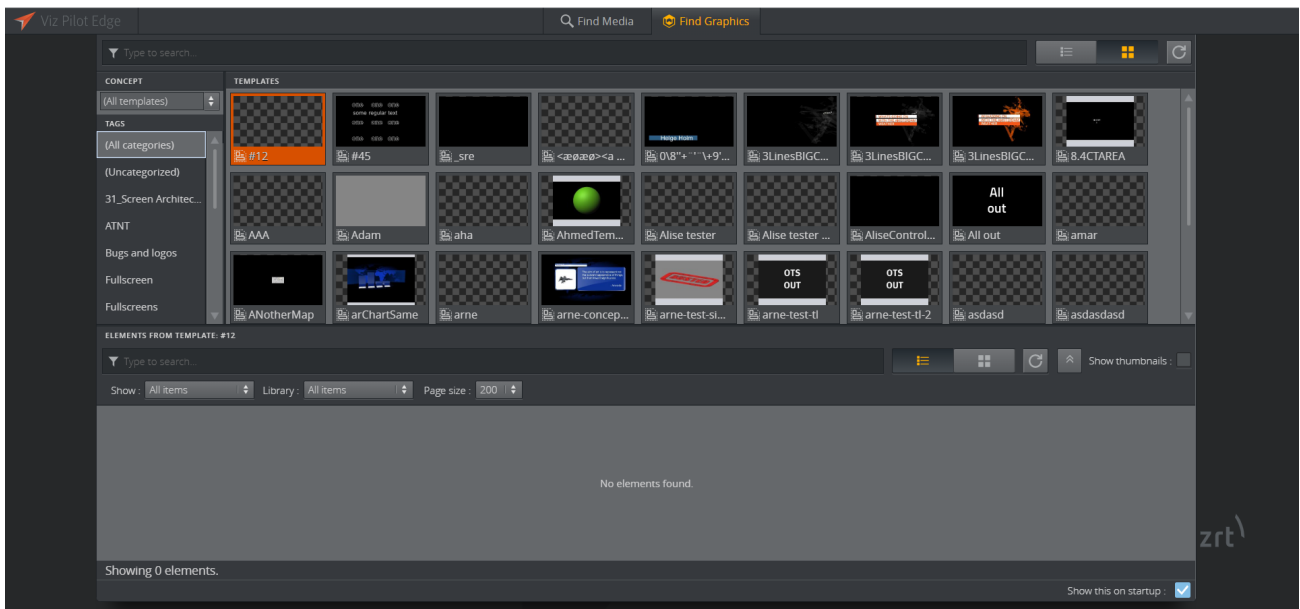
Double-click a template or data element to open it in a new window, where you can add or edit content, or use the content as is.



3.2.1 Searching for Elements

To find an element, enter a term in the search bar at the middle of the page. Click the **expand button** at the right of the panel to filter results by:

- **Show:** time and date created
- **Library:** library, non-library or all items
- **Page size:** select how many element search results are shown

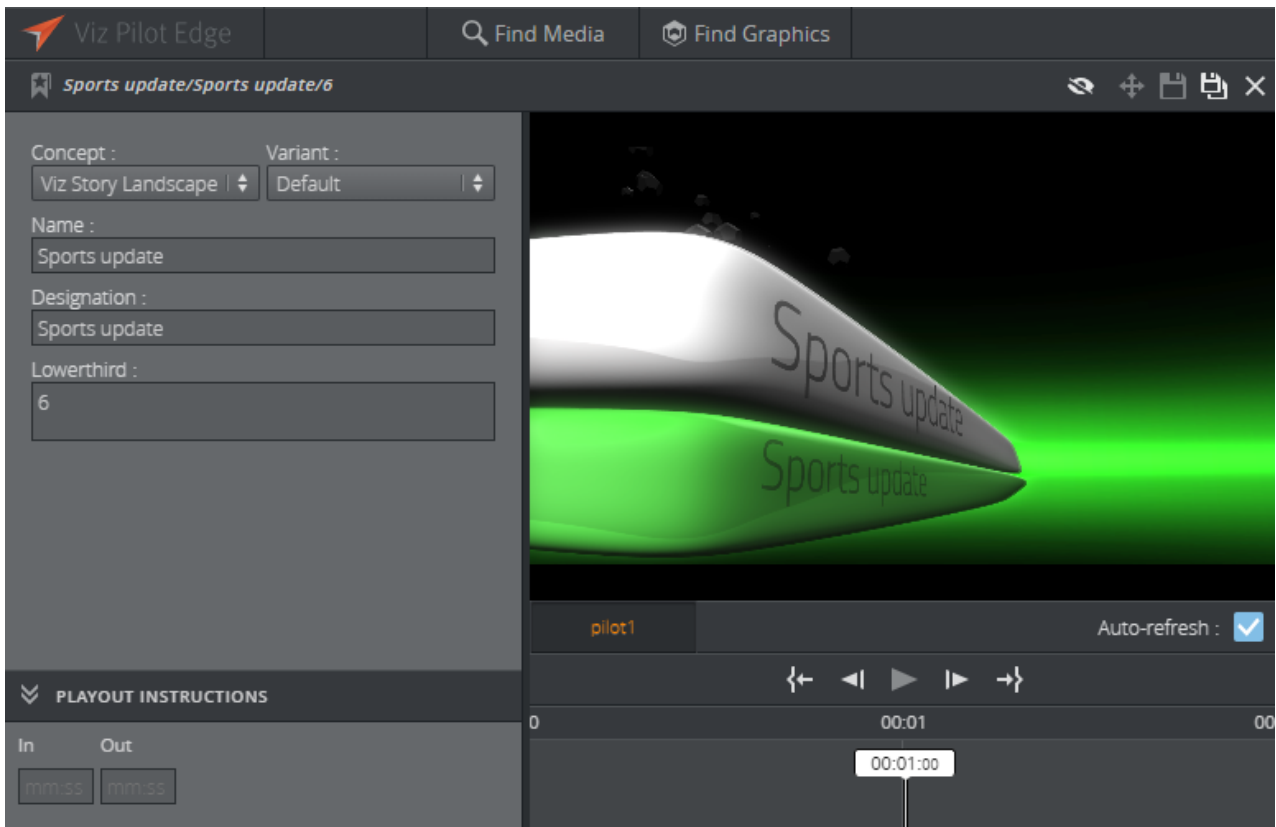


Click **Show more** to load more search results when you get to the end of the list.

Note: It's not possible to see whether an element is in its original saved state. For example, if you edit an element and change it back to its original saved state, the save button will remain active even though no new changes have been made to the element.

3.2.2 Adding Content to Templates and Elements

Double-clicking a template or data element will open it in a new window consisting of two main parts - the **Fill In Form** (left) and the **Preview Window** (right), see the screenshot below. Content can be added and edited on the left, while a preview will load on the right every time the user makes a change.




Fill In Form



The window to the left is a Fill In Form for the graphics. The Fill In Form displays fields that are exposed by the designer in Viz Artist where the user can add content to the graphic. Content may include text, options in a drop-down list or media placeholders for media assets found in the **Find Media** tab. If **Auto-refresh** is enabled, the Preview Window will instantly display changes made in the Fill In Form.


Playout Instructions

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

Save

Click the **Save as** button  to save a template as a data element. Type in the name of the new data element in the dialog that appears. Once the template is saved as a data element, its name will appear at the top of the Fill In Form.

Use the **Save** button  to save any changes to an existing data element that is currently open. A template must be saved as a data element before you can drag-and-drop it to the newsroom system using the **Drag item to Newsroom** button . This button is grayed out if the template is not saved.

 **WARNING** If the data element title is too long, it will be reduced to 128 characters in the MOS XML file, which will in turn affect the element title in the newsroom system.

Library Elements

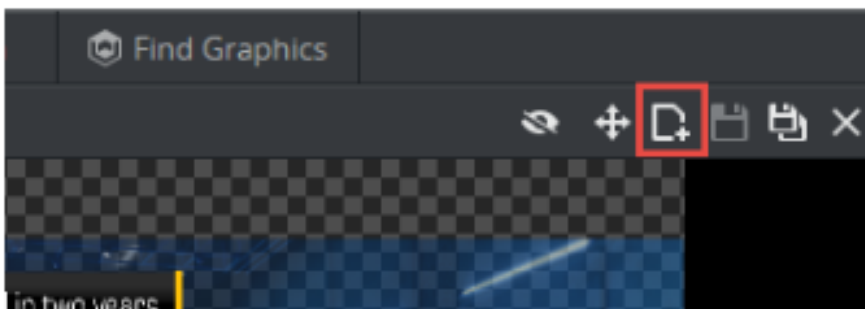
The **Save As** dialog contains an **Add to library** option. Enable this option if a data element is frequently used and you want to prevent it from being changed or deleted by adding it to the library.

To overwrite a library element, select the **Overwrite** checkbox (only available for library elements), and click **Save**.



Send Item Button

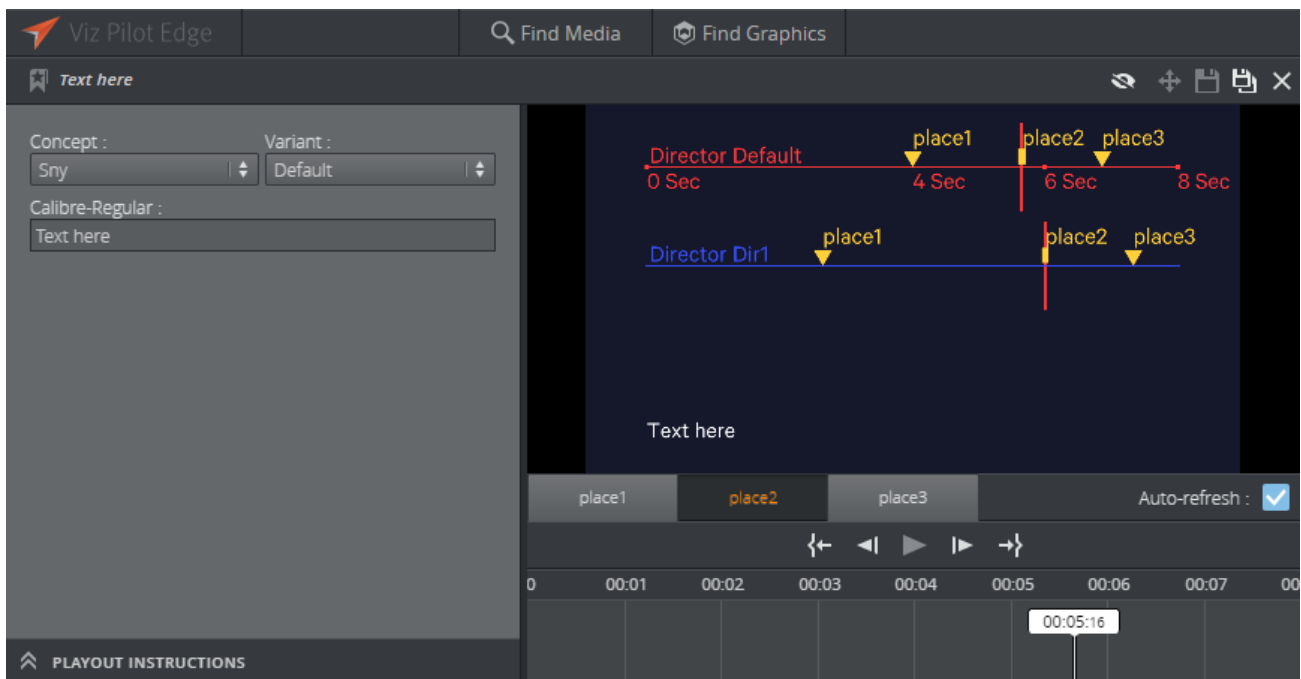
Clicking the **Send Item** button will send an item back to the newsroom rundown.




Preview Window

The Preview Window displays snapshots of the graphics in an ongoing preview process, providing an indication of how they will look when played out in high resolution on a Viz Engine. The Viz Engine generates snapshots requested by the Preview Server.

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



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

- **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 enabled by default. This means that the Preview Window updates once there are any changes in the Fill In Form. Disable **Auto-refresh** to turn this functionality off. To refresh the Preview Window in this mode click the Refresh button  or click inside the Preview Window.

3.2.3 Using Maps

Note: 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, you can select from a list of maps available in Viz World. A local Viz World installation is required to edit these maps. Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

Note: It's not possible to set navigation mode, relative longitude and relative latitude, zoom, geometry mode, pan and tilt when working with maps in Viz Pilot Edge.

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 (see Database Parameters under Configuration in the [Viz Pilot user guide](#)) and add a hostname in the value column

In the value column, use either:

- host name or IP

mapshostname

or,

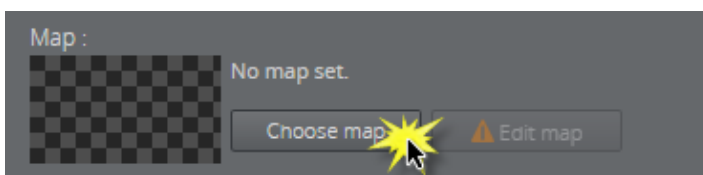
- full URL. Here, the port must be defined

`http://mapshostname:10301`

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

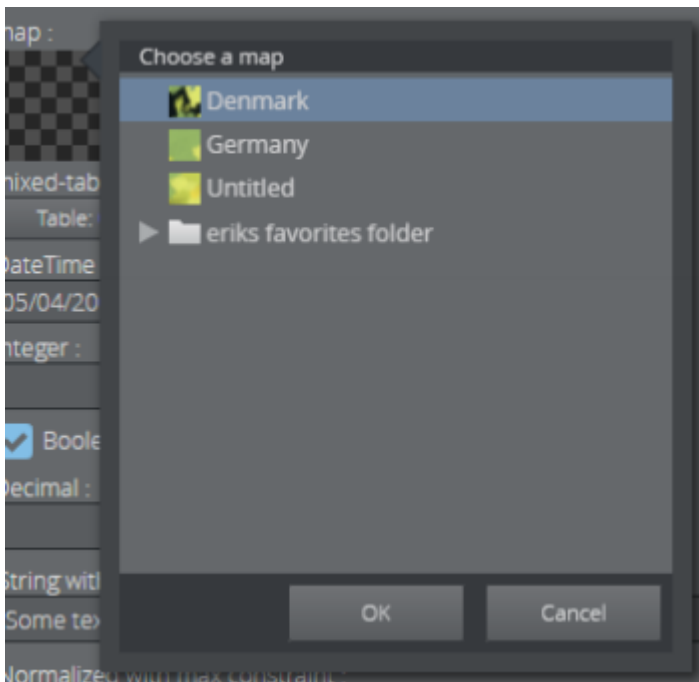
Choosing Maps

Click **Choose map** in the Fill In Form.



A dialog appears that contains 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.

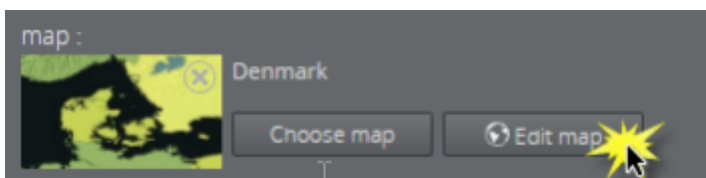
Note: Choosing a map only requires communication with a Viz World server. However, a local Viz World installation is required to [edit maps](#).

Info

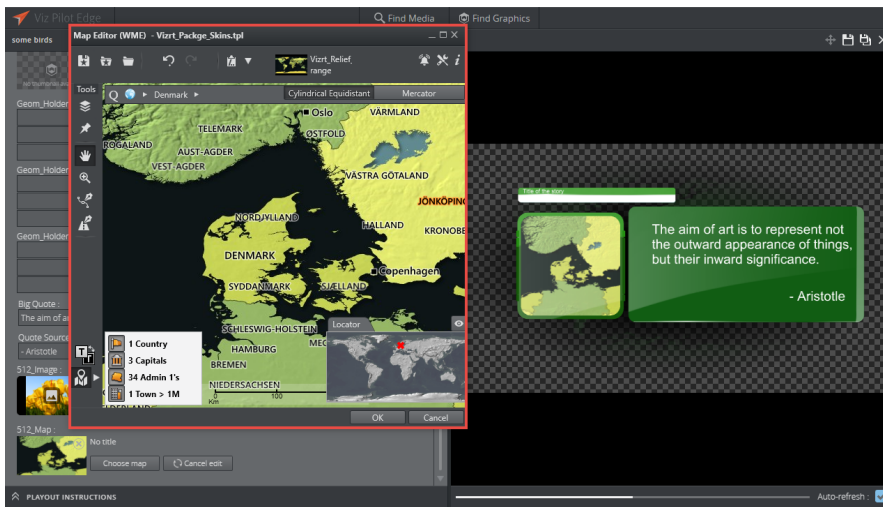
Info: Since Viz World only runs on Windows, the Map Editor is only available through Viz Pilot Edge when running on Windows machines.

Editing Maps

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

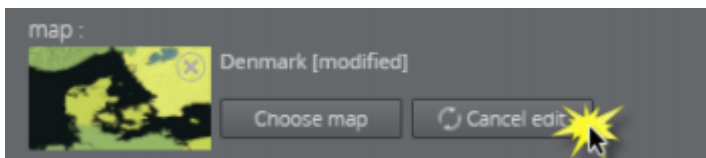


This opens up the Viz World Map Editor. All edits are performed inside this client, which means that Viz Pilot Edge has no control over your actions here.



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**.



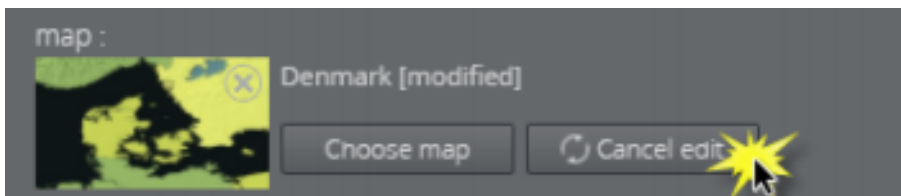
WARNING: Clicking outside the Viz World Map Editor while it is open hides the window behind the Viz Pilot Edge window. Viz Pilot Edge will keep listening for data coming from Viz World until the window is closed. Recover the Map Editor from the taskbar and close it, or click **Cancel edit** from Viz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

The map thumbnail view is not 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.

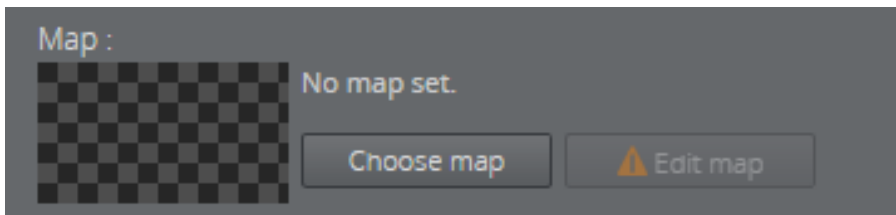
The Preview Window updates according to the selected map and edits performed on it.

Warnings

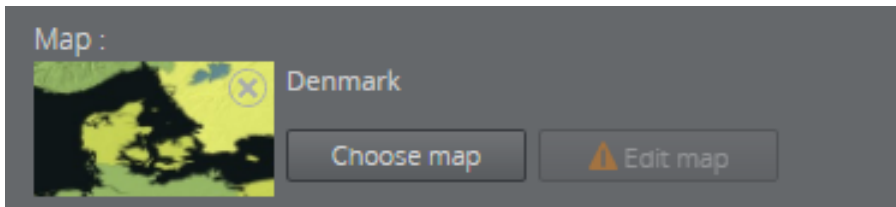
Warning signs and grayed out map buttons indicate that the Viz World service is unavailable or that there is an error from the service.



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.

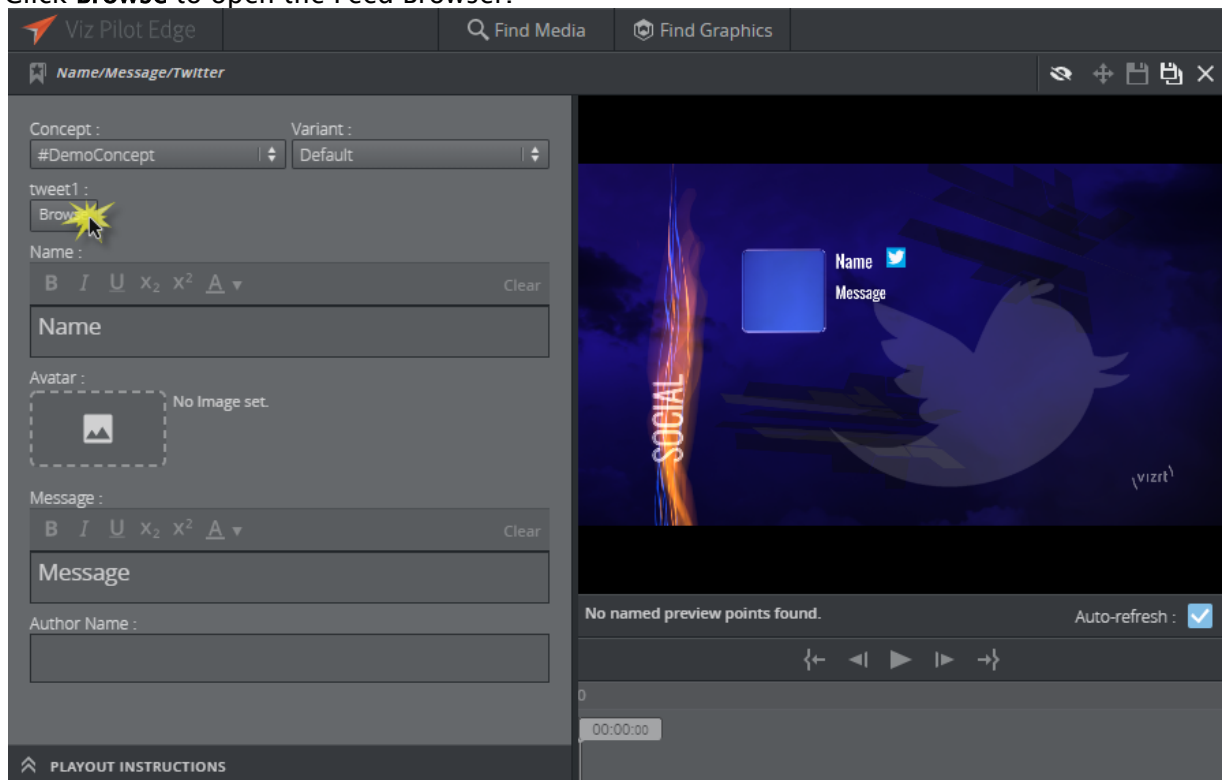


3.2.4 Feed Browser

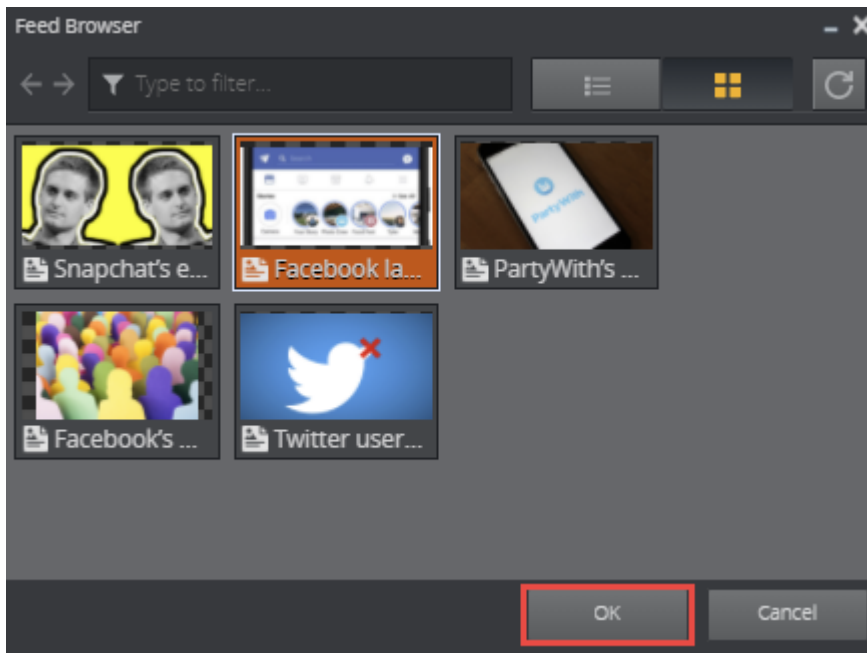
If the **Feed Browser** functionality is available in a template, browse for a feed entry by clicking **Browse** in the Fill In Form. The feed entry URL is pre-set in the template.

The screenshot below shows the Feed Browser being used in the Fill In Form for a graphic:

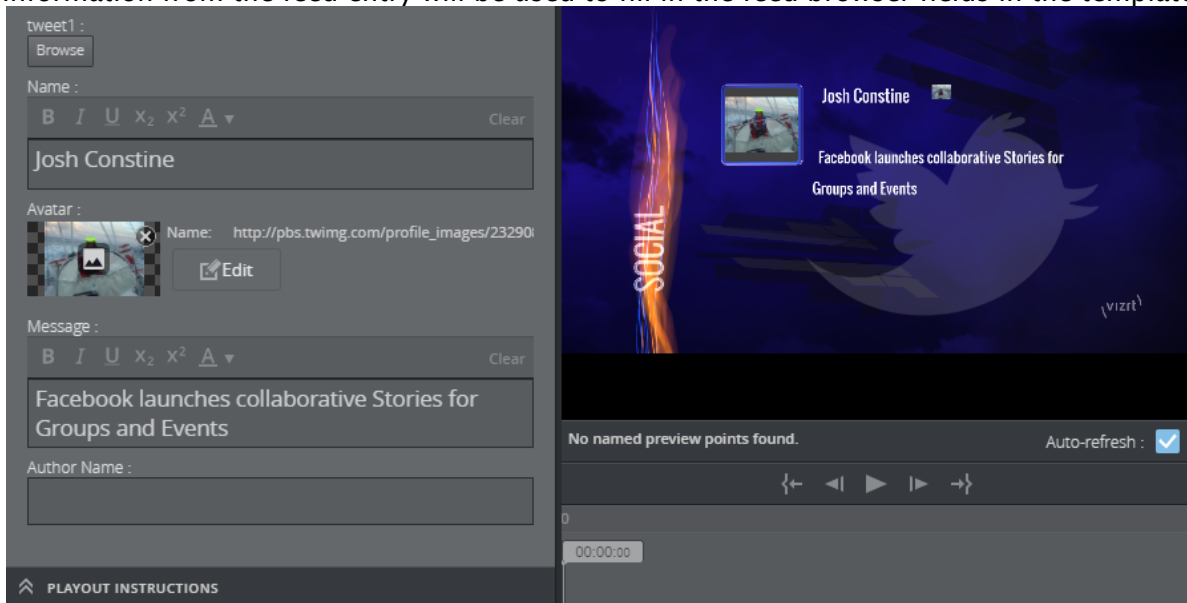
1. Click **Browse** to open the Feed Browser.



2. Any atom entries of the feed will be presented as thumbnails. 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:



3.2.5 Image Editor

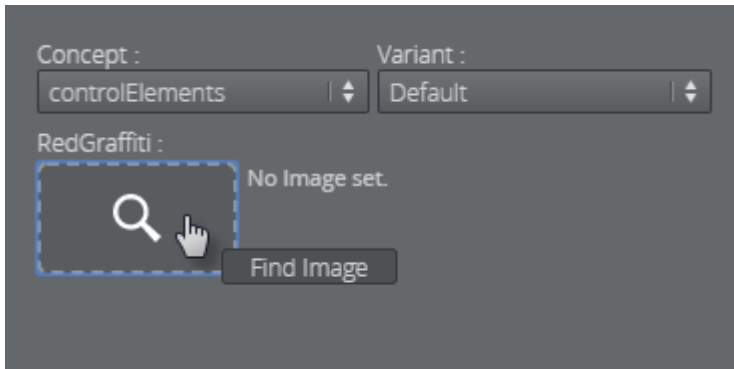
Images can be added to a template or data element that contain an image field, which can be set in [Template Builder](#). The image can be cropped using the Image Editor. If image constraints (Minimum Size of the Image and Aspect Ratio) are added to the image field in Template Builder, a frame is shown in the Image Editor that reflects those constraints.

Using the Image Editor

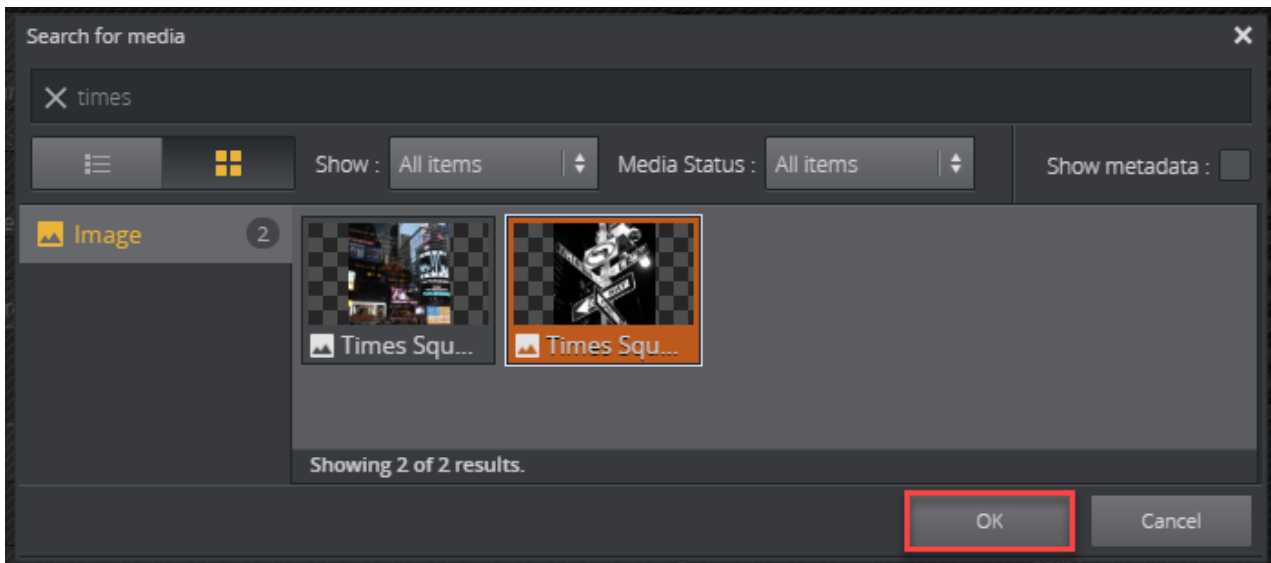
This section shows how to use the Image Editor both with and without image constraints enabled.

Selecting an Image

- If no image is selected, click the image placeholder in the Fill In Form or find the desired image in the **Find Media** tab:



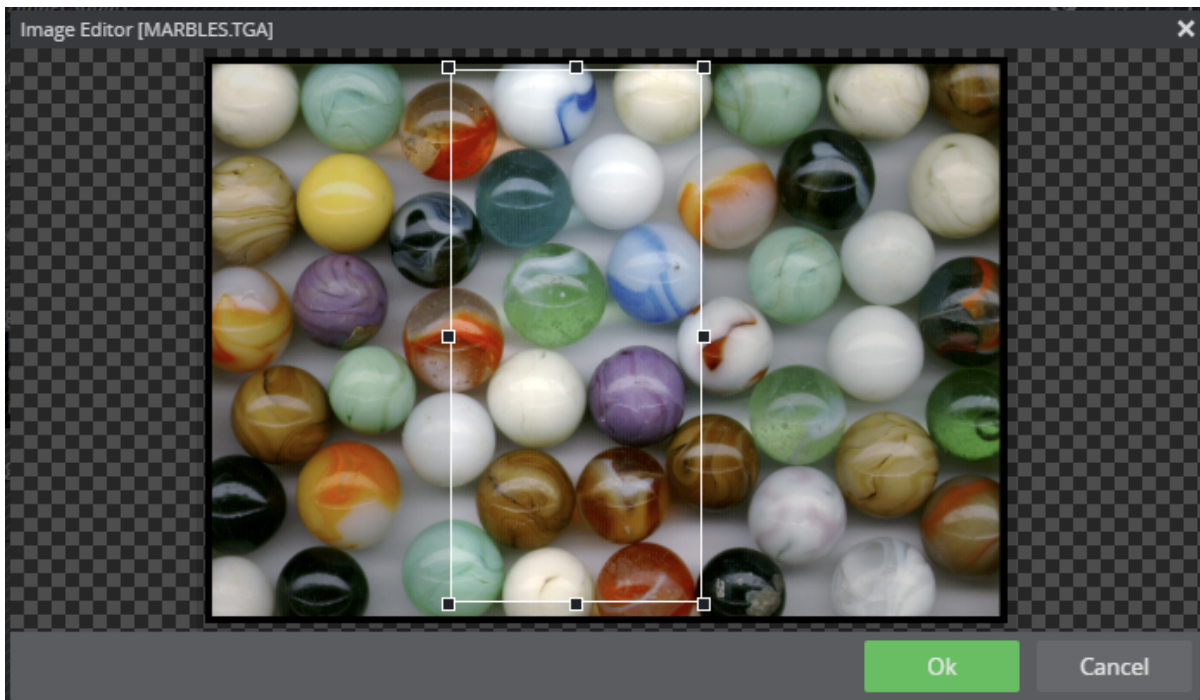
- Select an image by double-clicking it (or by clicking **OK**).



Editing with Image Constraints

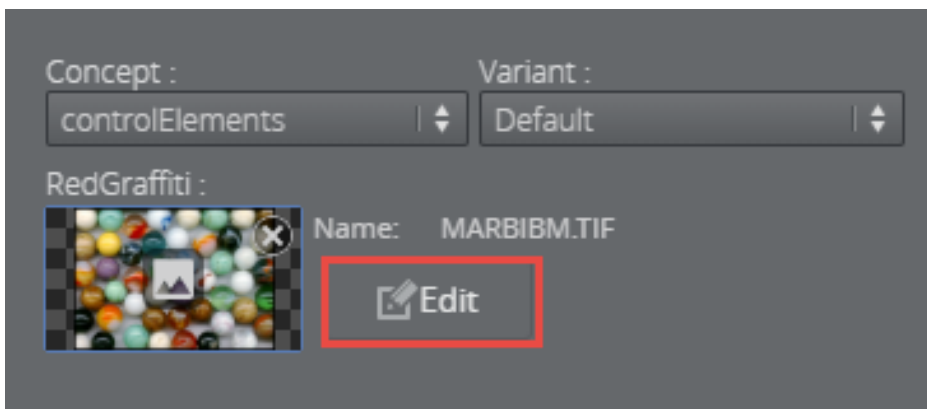
If image constraints are enabled for the image field, the Image Editor will open in a new window.

- Adjust the frame that has a size based on the image constraints to the desired position.
- Click **Ok** to place the cropped image in the Fill In Form.



Editing without Image Constraints

To crop an image without image constraints, click **Edit** and crop the desired area with your cursor:



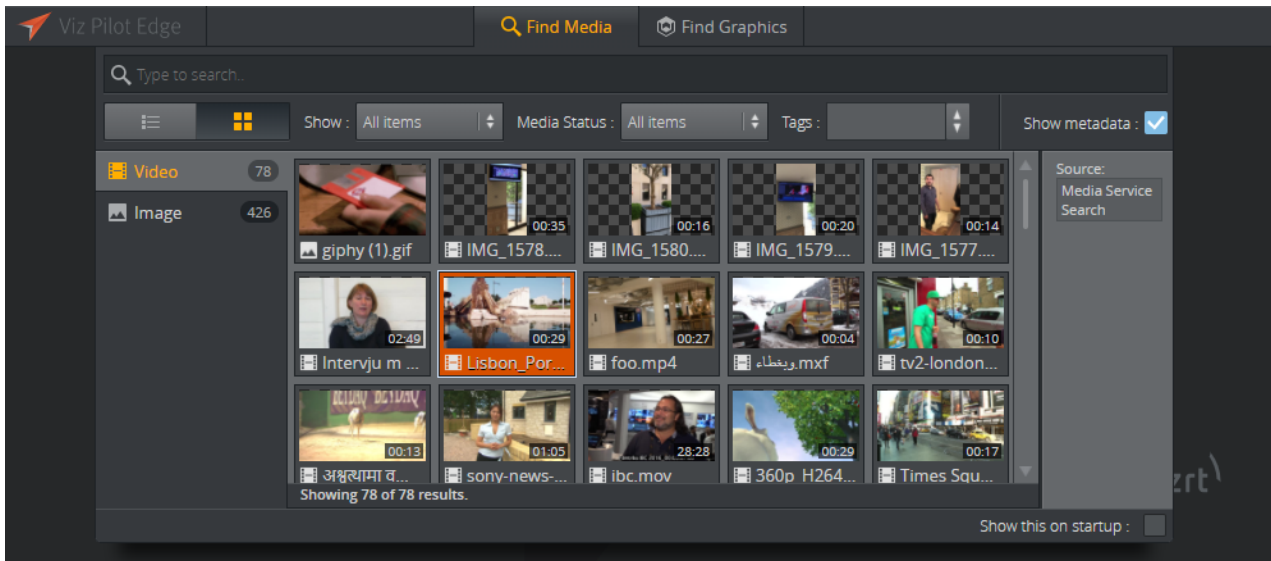
- ✓ **Tip:** Open an image from the **Find Media** tab directly in **Image Editor** by dragging it into the image placeholder and pressing **ALT**.


3.3 Find Media

Select **Find Media** on the welcome page to search for available media assets. Enter search terms and filter searches based on the time of publish, [media status](#) and tags.

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

Double-click a media asset to open it.



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

You can add and edit graphics on the timeline and do basic edits of the video.

3.3.1 Media Status

The media status filter lets you filter out invalid media items. The filter is only available if search providers support this filtering. A warning appears if only one of several search providers supports this filtering.

3.3.2 Adding Graphics to Videos

Double-clicking a video from the **Find Media** tab will open it in a new window consisting of three main parts: the **Fill In Form** on the left, the **Preview Window** on the right and the **Timeline Editor** located below the Preview Window in the application. The Timeline Editor offers basic functionality for video editing and managing graphics.

Note: Clicking on the vertical split-bar that separates the two windows will collapse the Fill In Form to make more space for the timeline and Preview Window. Clicking on the sidebar again restores the view.

Adding a Graphic to the Timeline Editor

- Click the **Find Graphics** tab while keeping the video open.



- Find the desired graphic and drag-and-drop it into the Timeline Editor. Repeat the same procedure to add more items.

⚠ WARNING: If there are no 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.

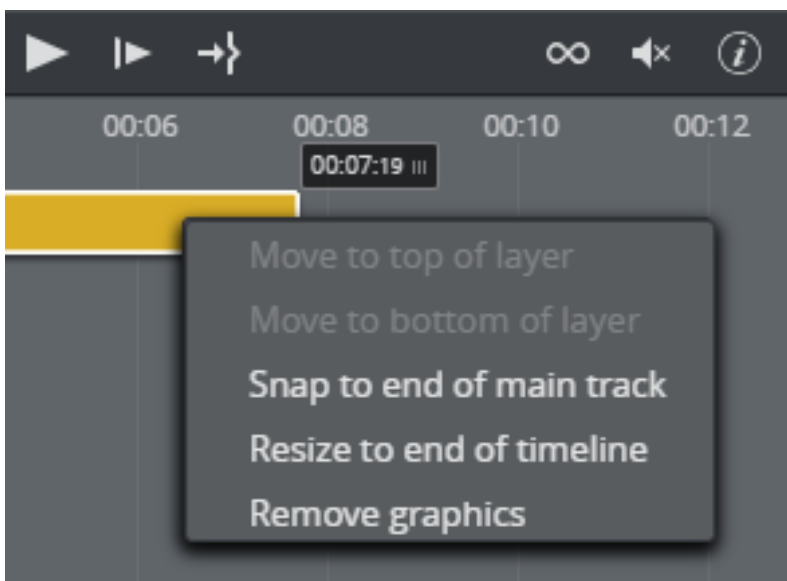
In the example below, a lower third graphic is added to the Timeline Editor from the **Find Graphics** tab. Each of the graphics types has its own graphics track. To edit the content of a specific graphic click it and edit the content in the [Fill In Form](#).



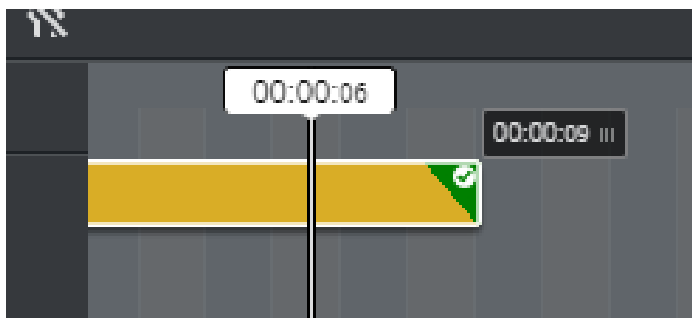
Info: Viz Pilot Edge provides basic support for Transition Logic scenes.

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:** If 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 graphic animations. A green check mark indicates that the animation is loaded:



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

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

Timeline Editor Functions

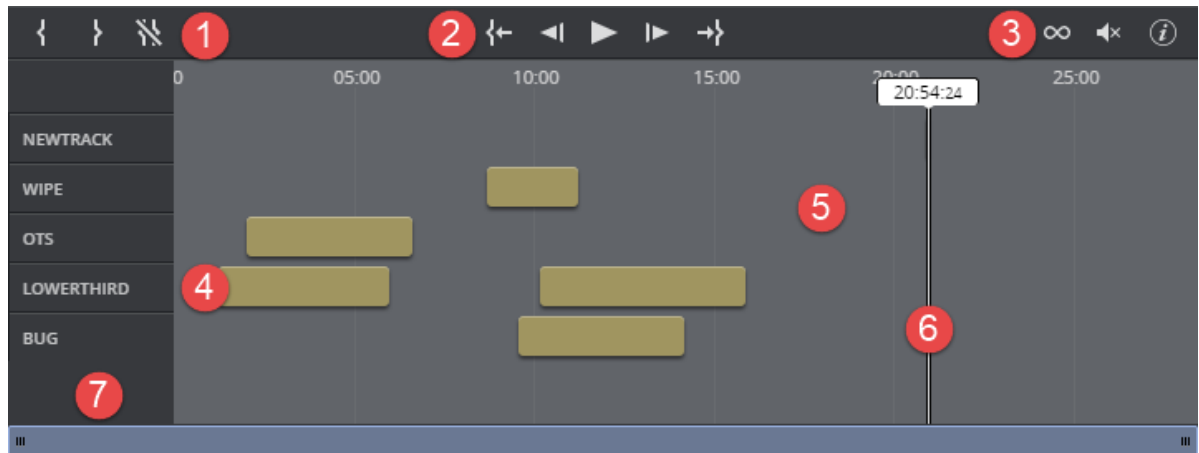
Located below the Preview Window, the Timeline Editor lets you make basic edits and provides an overview of graphics added to a video.

Tip: Hover your cursor over the Timeline Editor buttons to display shortcuts.

The main timeline editor features are listed below:

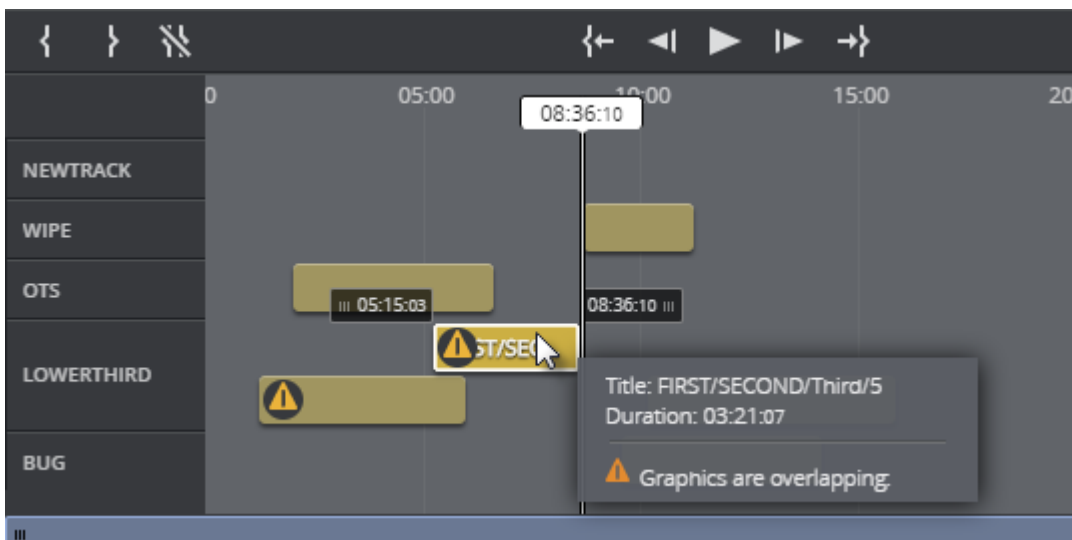
1. Adjust in and out point positions in the timeline.
2. Play/move frames.
3. Loop video, mute and information about keyboard shortcuts.
4. **Graphic track:** Move graphics to the desired position and adjust the timing of the graphic. Click the graphics track to add/edit content in the Fill In Form.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

7. List of 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 layers or the correct layer. The Timeline Editor will indicate a conflict by displaying a warning icon and a message in the graphic track.

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 your cursor over 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 must be saved  before it can be dragged to the newsroom. This saves the video together with the graphics. If the graphics element is a previously 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

Most of the shortcuts below are used in the timeline editor.

Click  in the timeline editor to show a list of keyboard shortcuts available in Viz Pilot Edge:

Action	Shortcut	Button
Keyboard shortcut information	SHIFT + K	
Play/pause	SPACE or CTRL + SPACE	
Loop video	R	
Mute	M	
Delete selected items	BACKSPACE or DELETE	
Select previous item	←	
Select next item	→	
Move 1 frame back	, (comma)	
Move 1 frame forward	. (period)	
Mark In point	I	
Mark Out point	O	
Go to In point	SHIFT + I	
Go to Out point	SHIFT + O	

Action	Shortcut	Button
Clear In/Out points	SHIFT + C	
Play backward - press multiple times to increase speed	J	
Pause	K	
Play forward - press multiple times to increase speed	L	
Play backward at 0.5 x speed	ALT + J	
Play forward at 0.5 x speed	ALT + L	
Move selected item left by 1s	CTRL + LEFT ARROW	
Move selected item right by 1s	CTRL + RIGHT ARROW	
Move selected item left by 10s	CTRL + SHIFT + LEFT ARROW	
Move selected item right by 10s	CTRL + SHIFT + RIGHT ARROW	
Move 10 frames back	SHIFT + J	
Move 10 frames forward	SHIFT + L	
Grow selected item by 1s	CTRL + ALT + RIGHT ARROW	
Shrink selected item by 1s	CTRL + ALT + LEFT ARROW	
Grow selected item by 10s	CTRL + ALT + SHIFT + RIGHT ARROW	
Shrink selected item by 10s	CTRL + ALT + SHIFT + LEFT ARROW	
Zoom timeline	Scroll wheel	
Open an image from Find Media directly in Image Editor	drag (into image placeholder) + ALT	
Open the Log Window displaying Messages, Warnings and Errors	ALT + 1	

5 Other Workflows

Viz Pilot Edge can be used in other workflows in addition to the newsroom workflow, which is the main focus in this user guide.

5.1 NLE

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

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. It's not possible to handle a migration since the technologies differ too much. The suggested approach is to recreate templates one by one over a period of time.

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