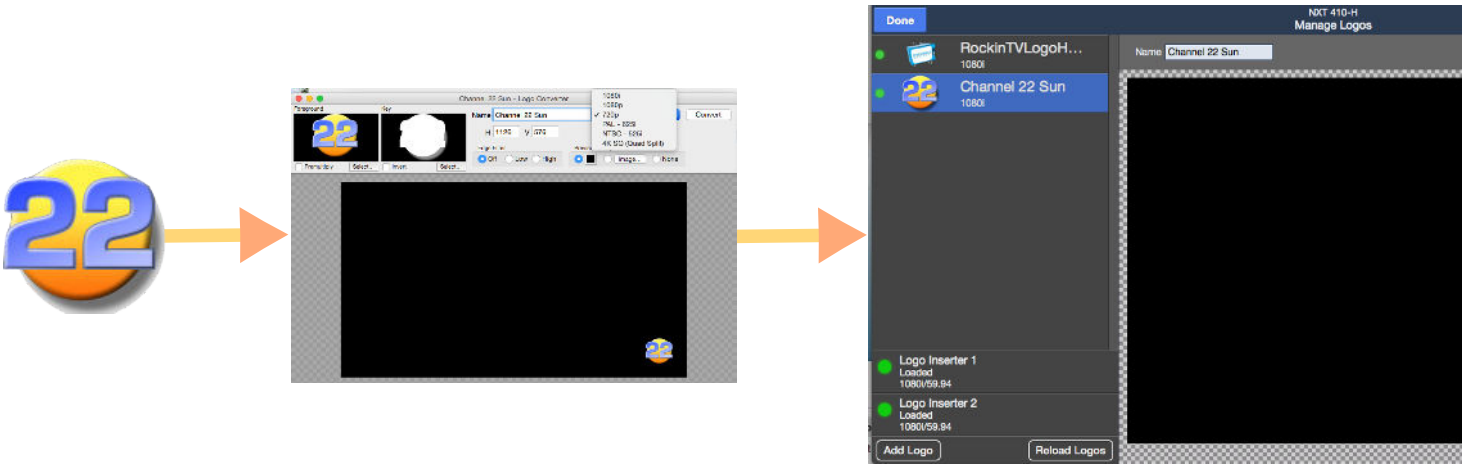
BrightEye NXT Logo Inserter
Quick Start Guide

Let's get your Logo Inserter set up

The 4 basic steps:

1. Create your logo (still or animated) and export it as a .png, .tga, or other accepted file format
2. Use Ensemble's Logo Converter software (Mac or PC) to convert the logo to a .logo file
3. Bring the .logo file into the NXT Router using the NXT's web user interface
4. Use the web interface to use the logo inserter on clean switched outputs



The Logo Inserter function is part of the Clean Switch feature included in these BrightEye NXT models:

BrightEye NXT 450	Clean Streaming Router
BrightEye NXT 445	Streaming Encoder (445-K license required)
BrightEye NXT 430-X	Clean Compact Router with U/D/C
BrightEye NXT 410-H	Clean HDMI Router with HDCP and U/D/C

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Now the details:

Create your Logo (Step 1)

Create your still or animated logo in an authoring environment such as Photoshop, Illustrator, Motion, or Logo Design Studio. Save the file as one of the following: .png, .tga, .tiff, .bmp, .gif, .jpg.

Preferred file formats, in this order, are; .png, .tga, .tiff. These file formats are lossless and can include the foreground and the alpha or key channel. Be sure when you export the file that you include the foreground and the key.

Note: The authoring environment is where you change the size of a logo, and where you change the speed of an animation. For animations, in the authoring environment build in as many frames as you will need, based on the frame rate, for the length of time you want the animation to run.

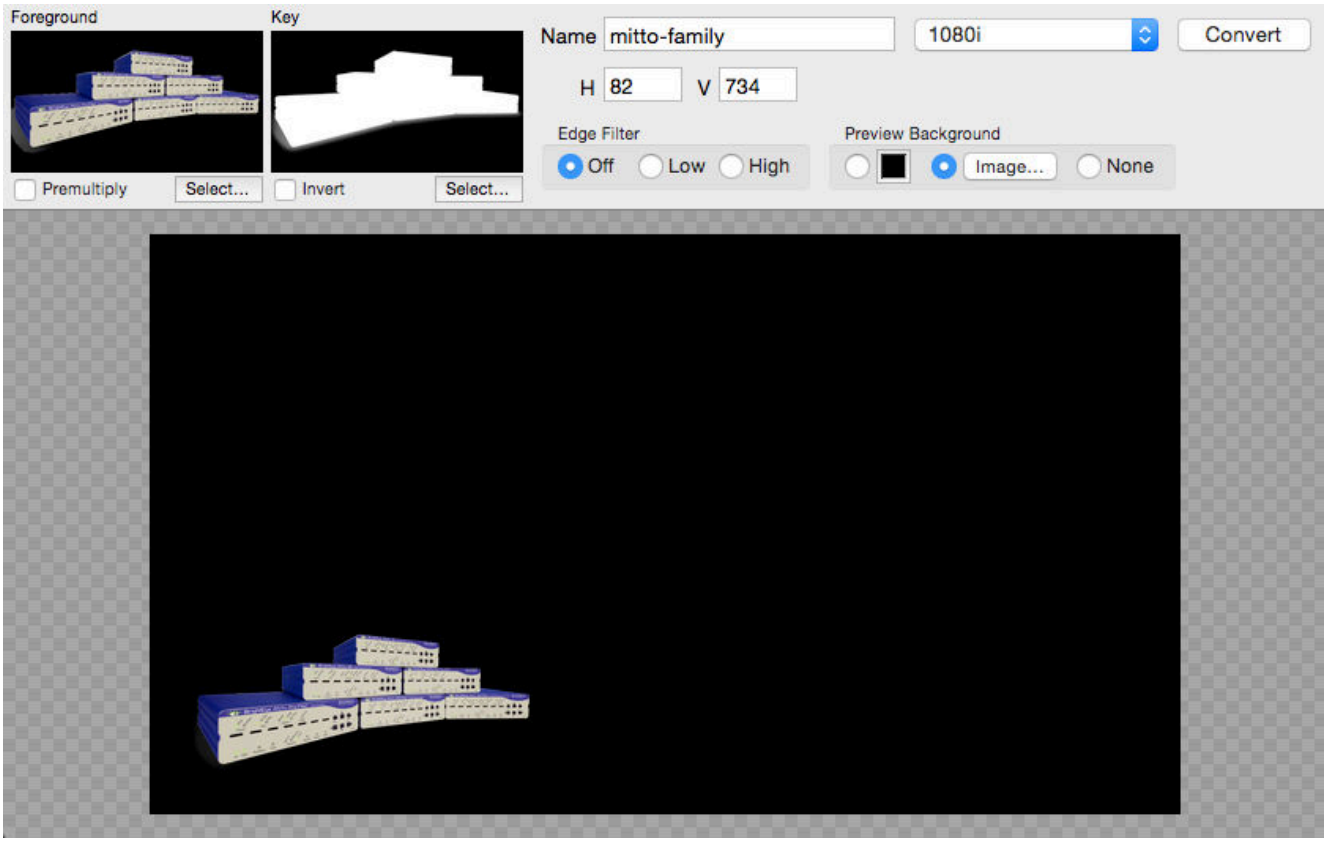
Convert your Logo file (Step 2)

Ensemble's Logo Converter software for Mac or PC is a stand alone, free software program.

Download it here:
https://www.ensembledesigns.com/products/logo-converter

Use Logo Converter to:

- Copy your still or animated logo to Logo Converter
- Select the appropriate format (i.e. 720p)
- Rename the file
- Convert the file to a .logo file



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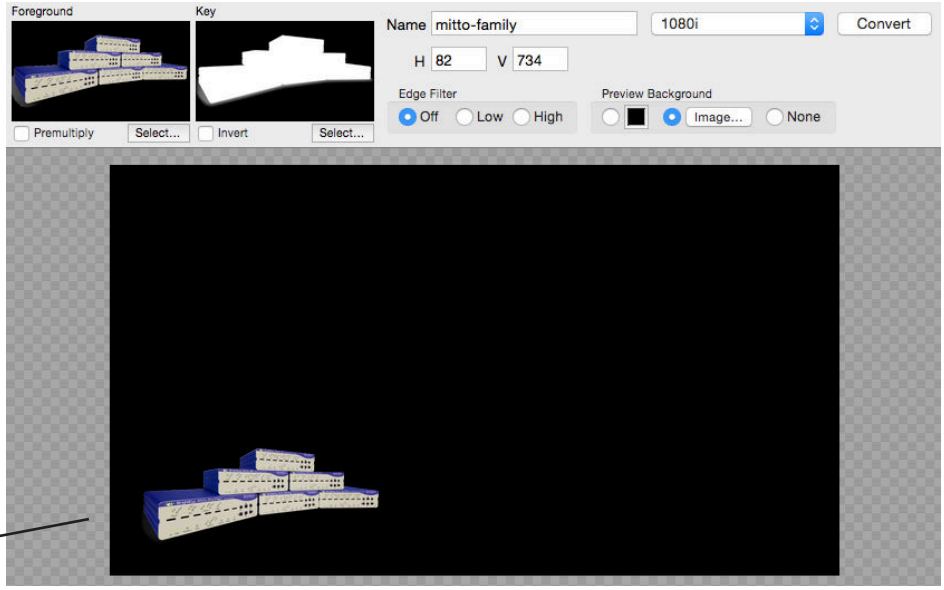
Drag & drop your logo onto the main window of Logo Converter, or navigate to it using the Select button

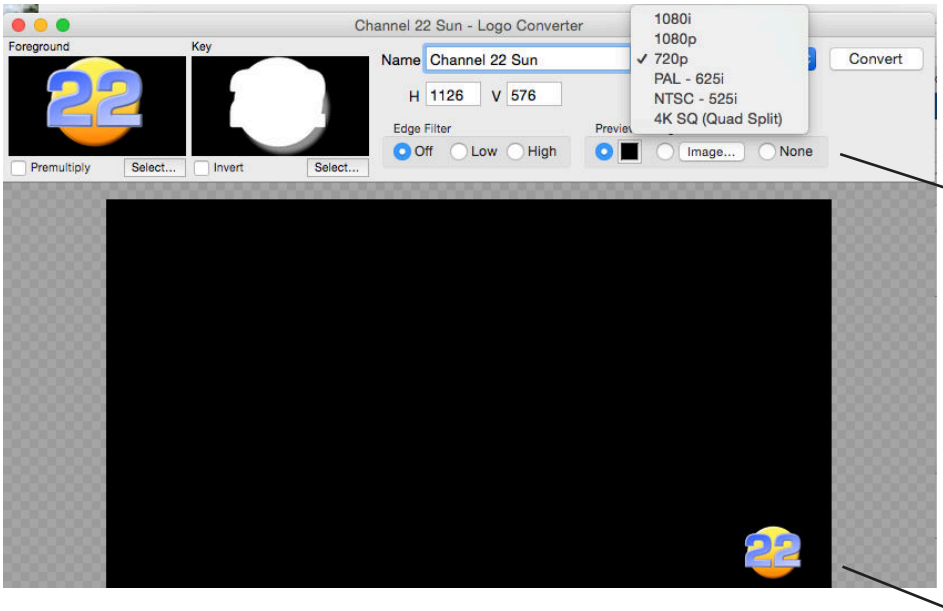


The foreground and key elements will display. If the original file was generated with a key signal, that will carry through and show in the key window.

If you drag a new image onto the canvas it will replace the previous image.

Use the Name field to rename the file if desired. Logo files cannot be renamed inside the NXT user interface.

Select the raster format based on how you are going to use the logo. The logo raster format must match the output format of the NXT's Clean Switch.



A background image may be brought in as a positioning template. In the Preview Background menu, click on Image and navigate to the desired background image. Nothing in the Preview Background will show in the generated file.

Use your mouse to reposition the logo in the main window. Logos my be repositioned in Logo Converter and in the NXT's user interface.

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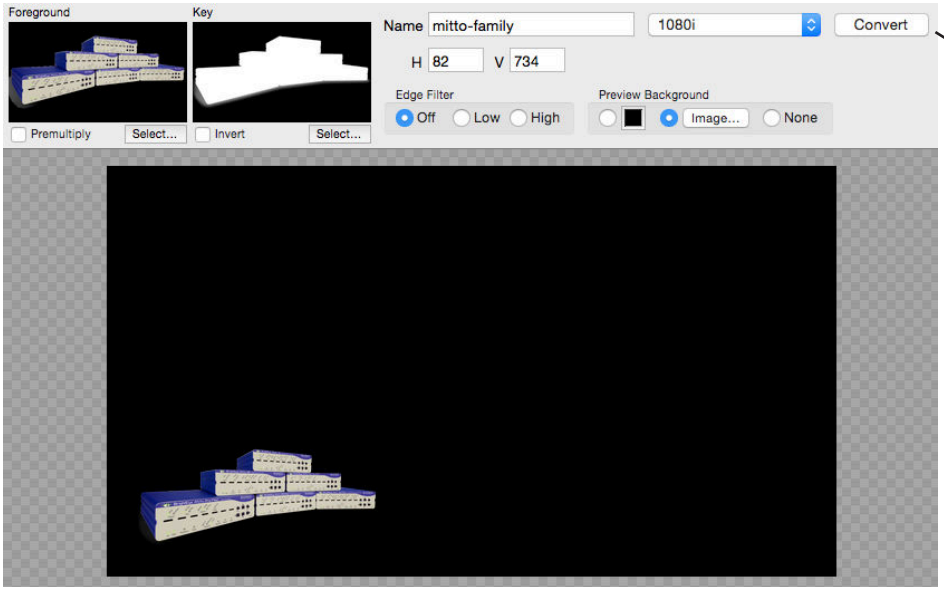


To generate a .logo file, click the Convert button, then save to desired location.

Before you convert, be sure the logo is named, positioned, and that the format is selected.

Each .logo file includes the foreground, key, thumbnail, and display name.

Mac and Windows .logo output files are equivalent and interchangeable.

Note: Logo converter software does not need to be running on the same computer as the NXT user interface. Logos may be created on another computer, Mac or PC, and then ported to the computer running the NXT user interface software.

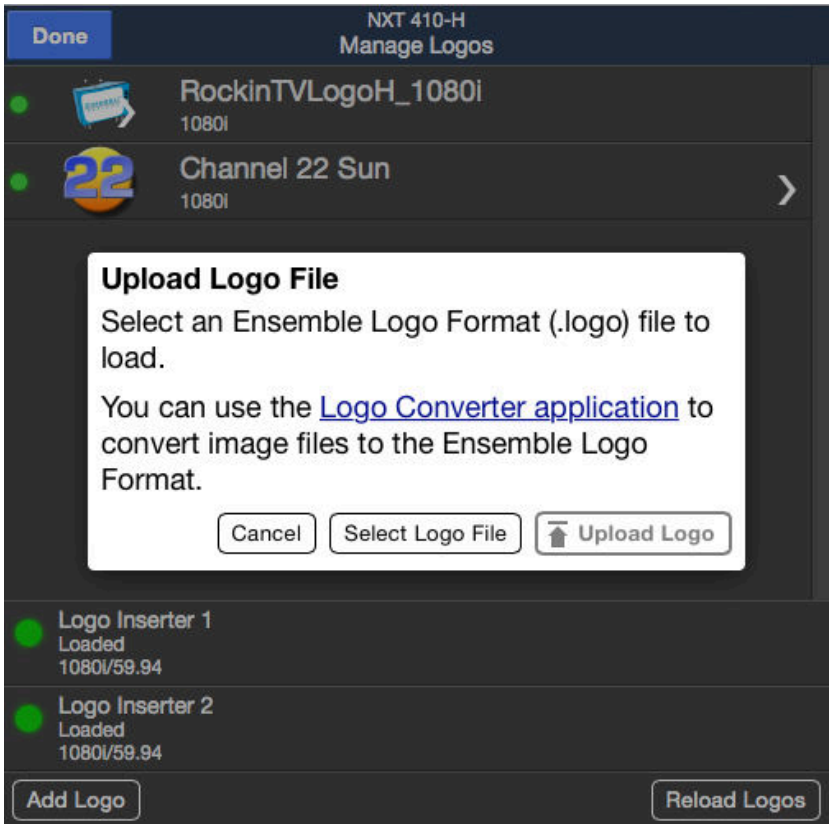
Bring the .logo file into the NXT (Step 3)

Navigate to the NXT's web user interface by entering the units IP address in the URL window of your browser. Using the pulldown menu in the upper left, go to Settings.

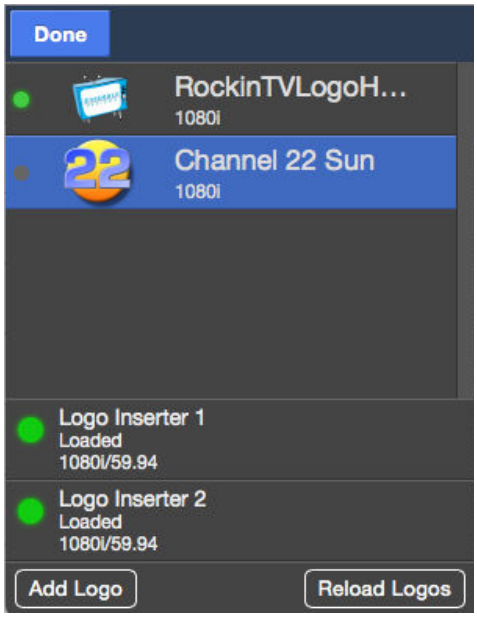
Select Logo Inserter from the sidebar menus.

Click the Manage Logos button.

In the Manage Logos window click Add Logo. Navigate to the .logo file.



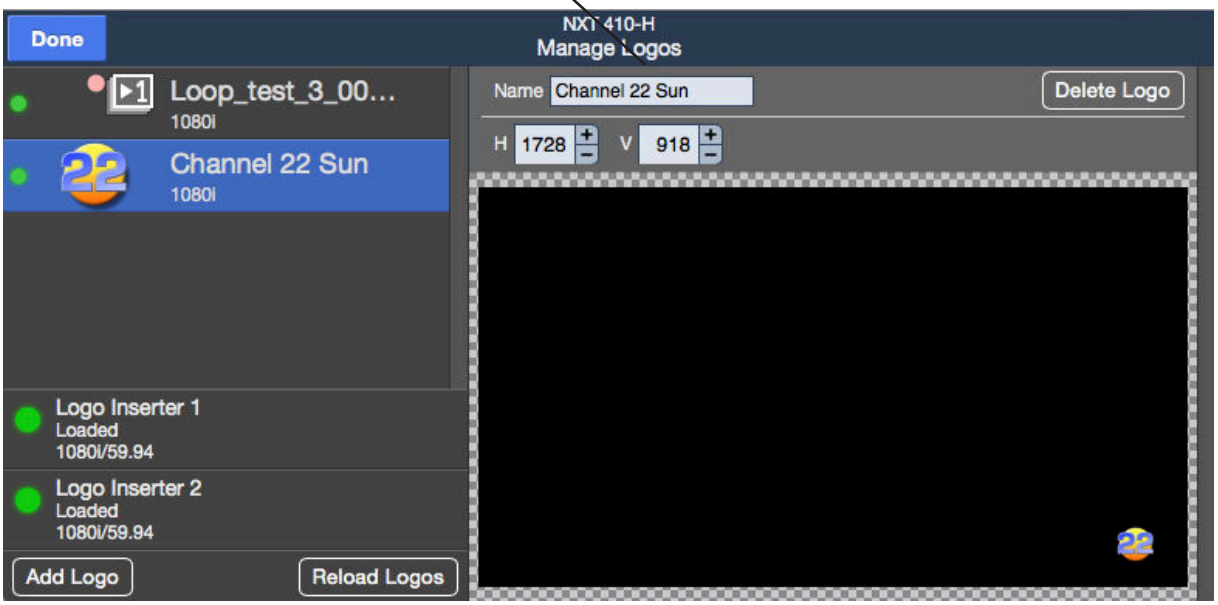
The logo now shows in the logo selections list, but is not yet active.



To activate, click the Reload Logos button.

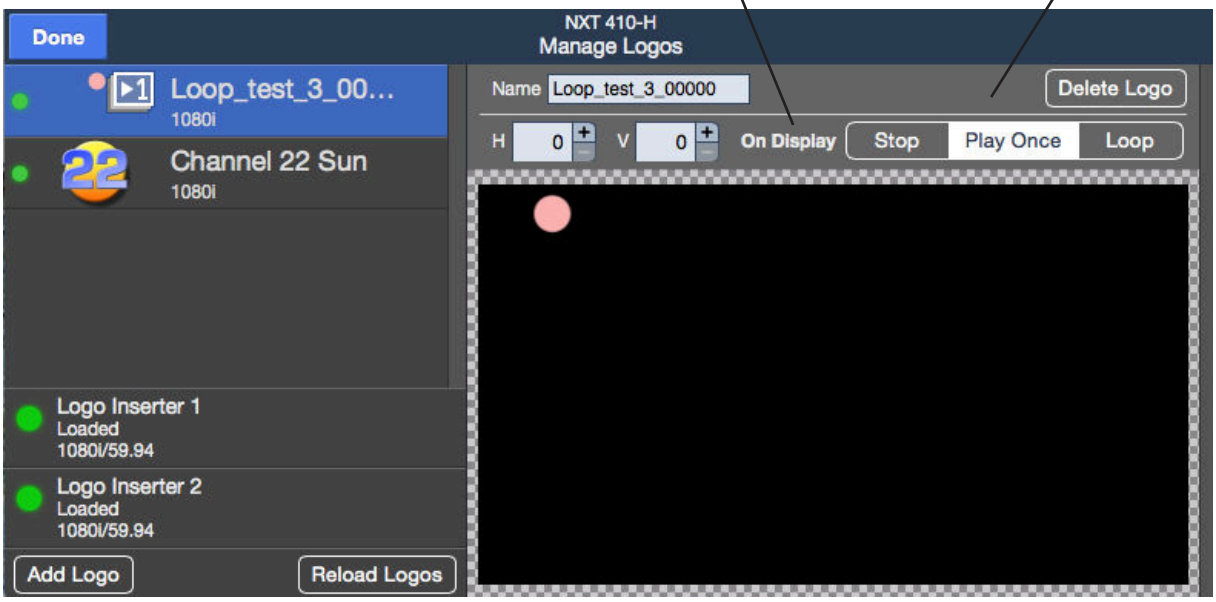
This transfers the logo from the non-volatile storage in the NXT into the video buffer.

Still logos display the logo name, and the horizontal and vertical position of the logo.



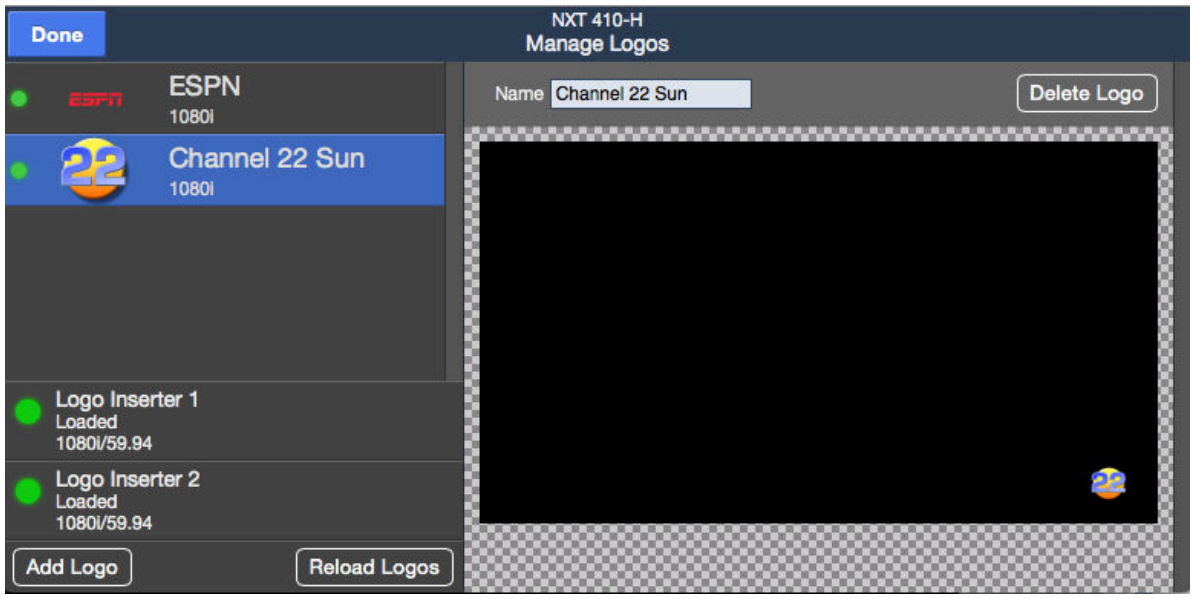
For animated logos, the On Display menu comes up automatically. This feature lets you determine what the behavior of the logo will be when you bring it on air.

Choose Play Once or Loop for on air behavior. Stop means the animation will not play when brought to air



The green light to the left of the logo thumbnail indicates that the logo is ready for use – which means it's in the buffer and its format matches the Clean Switch output.

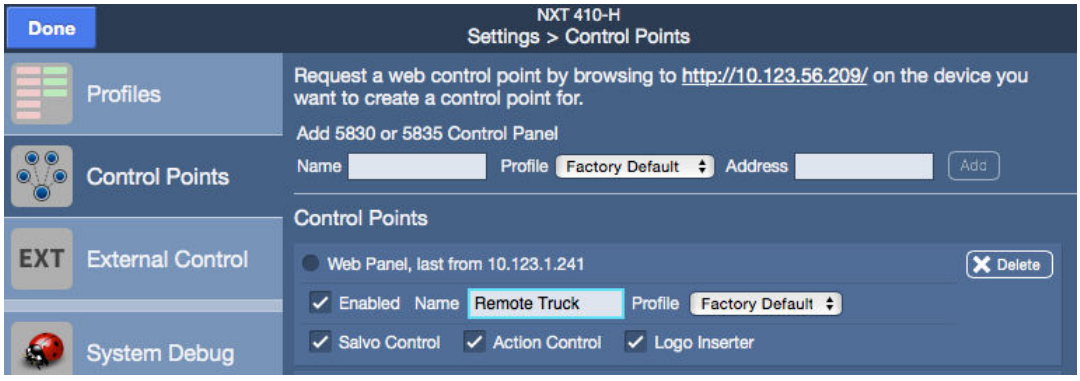
Note: Because multiple logos are in the buffer at the same time, you get instantaneous switching between logos.



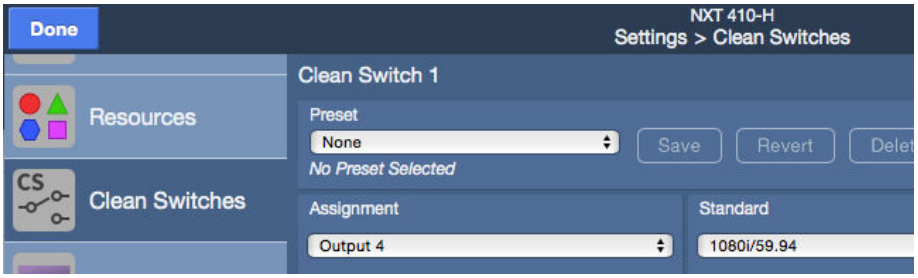
Note: ONLY logos matching the current raster format are loaded into playback memory. Logos that are greyed out are not in the same format and are not loaded.

Running the Logo Inserter (Step 4)

The Logo Inserter is run from the NXT's web user interface. Start by enabling the Logo Inserter for your Control Point. Then assign a Clean Switch to the desired output. The Logo Inserter function is part of the Clean Switch feature.



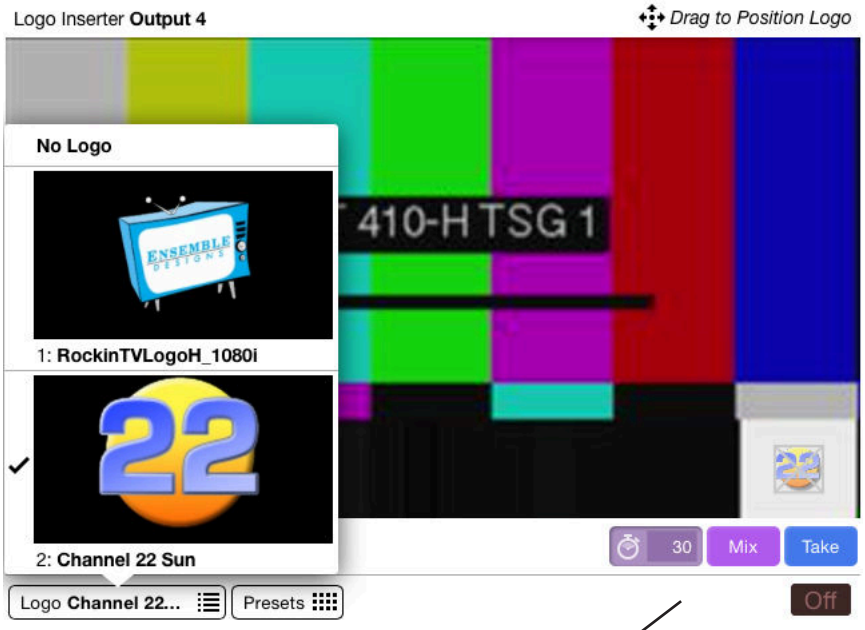
Navigate to the Settings>Control Points page and enable the Logo Inserter at your Control Point.



Navigate to the Settings>Clean Switches page and assign a Clean Switch to the desired output.

Click Done, the Router Control page displays.

In the operator window, any output with logos will have a purple bar at the bottom. Click on the bar to see and manage the available logos.

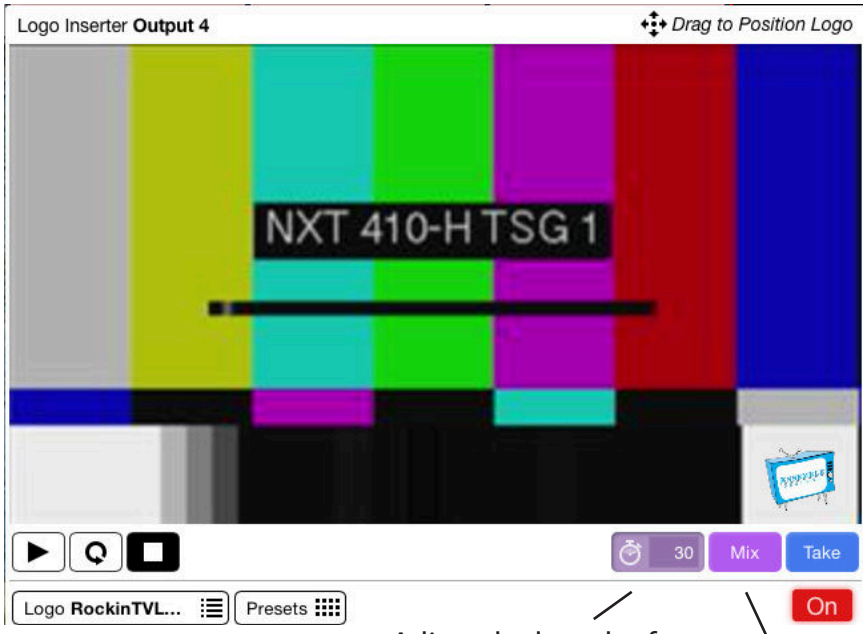


Drag logo to reposition it.

Logos can be On or Off. When they are Off they will be greyed out and have an x over them.

Direct Take or Mix between logos with adjustable delay time.

Click logo bar to see and manage available logos.



Animation controls come up automatically for animated logos.

Animations can play once to their conclusion, or loop.

The Take button brings the logo On and Off air.

Adjust the length of the dissolve here.

The Mix button brings the logo On and Off air with a dissolve.

Use presets for quick recall. Presets hold a specific logo and its location.

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