

Interfacing your DASDEC™ with a Cayman Graphics® Power CG™



The Emergency Alert CG
Automatically Crawl CAP/EAS alerts over your Video Channel.

Works with the [Digital Alert Systems DASDEC decoder](#).

Introduction

The Cayman Graphics Power CG is a powerful character generator with a lot of customization options so you can have your crawls look exactly how they want. However, the majority of the customization that can be done with it is done through the Power CG Live and EAS CG software that are installed on the Power CG. This app-note is a simple guide to configuring your DASDEC to communicate with a Power CG that is on the same network.

Preliminary Requirements

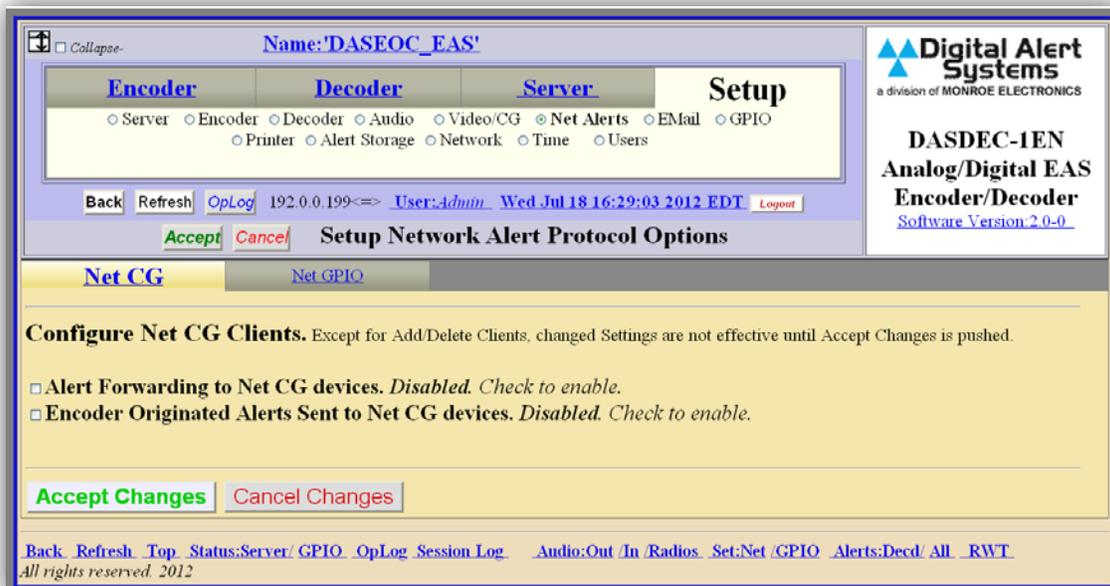
Before you can send crawls over your video broadcast with the Power CG, there are a few things that are required. They are:

- A valid *TV Features* license code (this can be checked by going to **Setup > Server > Main/License** on the DASDEC browser interface)
- A valid *Plus Package* license code
- The Power CG needs to be set to have a static IP address that is on the same network as the DASDEC you will be using to Encode/Decode Alerts.

Configuration

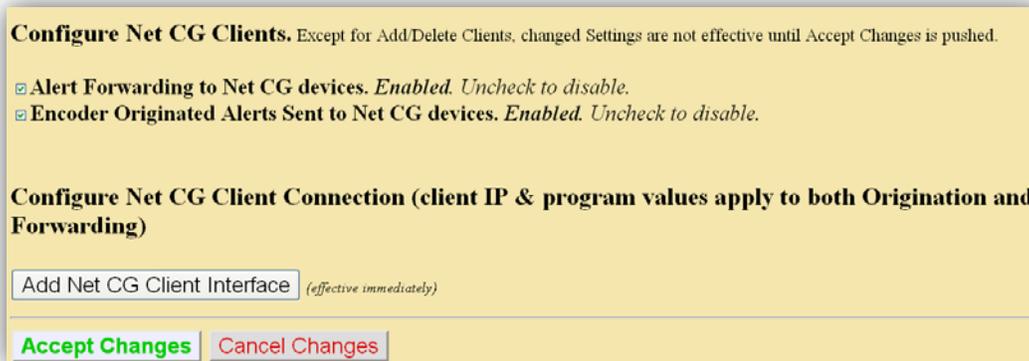
To begin configuring the Power CG with the DASDEC, log on to the DASDEC browser interface. From there, go to the **Setup > Net Alerts > Net CG** page.

Note: The tabs you will see in the screen shot below (Only Net CG and Net GPIO) may be different from your configuration because this app-note is only using the minimum requirements to operate the Power CG.



Setup > Net Alerts > Net CG

The first thing that you need to do, is *Enable* the **Alert Forwarding to Net CG devices** and **Encoder Originated Alerts Sent to Net CG devices** by clicking the check boxes. By checking both of those boxes, it means that any alert that you forward over your broadcast and any alert that you originate from your DASDEC will be sent to the Power CG and the appropriate crawl will be displayed.

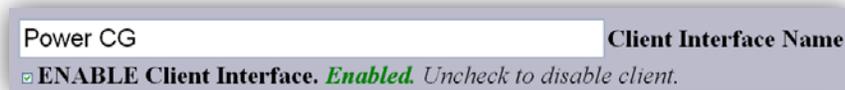


The next step is to create a Net CG Client Interface. To do this, click on the **Add Net CG Client Interface** button. If there is already a stock client configured (something like Client 0) you can begin by using that as well. After clicking that button, the screen will open up to a page that looks similar to this:



Once that opens up, the first thing you can do is change the **Client Name**. Because this is a Cayman Graphics Power CG that we are interfacing with, you can put something like *Power CG* in this text field.

Next, make sure that the client is **Enabled**. If the client is **Disabled**, you will not be able to interface with the Power CG.



Power CG Client Interface Name
 ENABLE Client Interface. **Enabled.** Uncheck to disable client.

The next step is to **Select a protocol option**. Because this is a Cayman Graphics Power CG, the protocol that you should choose is the **Cayman Graphics** option. You can select this by clicking on the radio button to the left of the name.



Select a protocol option.
 COMPIX NewsScroll COMPIX Autocast Simple Chyron Intelligent IF Raw Chyron IntellIF & ChyTV Simple ChyTV IF
 CODI Net CG **Cayman Graphics** Fox Splicer/DCM Inovonics RDS730

Once the protocol option is selected, the screen should change a bit (unless that was the protocol that was selected when you started). There should be two text field options to configure; The **Remote CG Net Host IP** and the **Remote CG Net Host Port**.

Assuming that you have your Power CG connected to your network via an Ethernet cable and that you have set it to a static IP address that is compatible with your internal network (as listed in the *Preliminary Requirements*), you can put that static IP address in the **Remote CG Net Host IP** text field. In the example below, the IP address is set to *192.0.0.143*.

The **Remote CG Net Host Port** is defaulted to be 2002 on the Power CG. This can be changed on the Power CG interface, but it is recommended that it be left alone. Put *2002* in the **Remote CG Net Host Port** text field. Below the field it has a list of port numbers for different protocols, it lists *Cayman: 2002* in case you forget.



A simple network interface that supports sending EAS video alert crawl text to the Cayman Graphics CG.

192.0.0.143 Remote CG Net Host IP
 Address
 2002 Remote CG Net Host Port
 ComplexChyII:5221,NS:8888;ChyTV:2002;Cayman:2002;DCM:80;RDS730:10001

After the text fields are the **All FIPS code**, **All EAS code** and **All Station IDs** trigger options. It is recommended that all of these options stay as **Enabled**. This means that all of the alerts that are Encoded or Forwarded by your device will be sent to the Power CG. If you have already configured your Encoder and Decoder FIPS and EAS codes in the DASDEC, then they do not need to be configured here.

Note: If you only want your Power CG to send a crawl on very specific emergency alerts, then disable the option that you want to adjust and configure it accordingly.

For the **GPI Trigger** pull down menu, it can be left as 'Do not use GPI triggers' unless you want to link your Net CG to respond on the opening or closing of a specific GPI.

Below is a screen shot that should look similar to your configuration after you are done.

The screenshot shows a web-based configuration interface for 'Net CG'. At the top, there are tabs for 'Net CG', 'Net Switch', and 'Net GPIO'. The main content area is titled 'Configure Net CG Clients. Except for Add/Delete Clients, changed Settings are not effective until Accept Changes is pushed.'

Under 'Configure Net CG Clients', there are two checked options: 'Alert Forwarding to Net CG devices. Enabled. Uncheck to disable.' and 'Encoder Originated Alerts Sent to Net CG devices. Enabled. Uncheck to disable.'

The next section is 'Configure Net CG Client Connection (client IP & program values apply to both Origination and Forwarding)'. It features a dropdown menu for '*Power CG' and a 'Select Net CG client' button. Below this, it states 'There is 1 defined client interface (max is 5)'. There are three buttons: 'Add Net CG Client Interface (effective immediately)', 'Duplicate Net CG Client Interface (effective immediately)', and 'Delete this Net CG interface (effective immediately)'.

The 'Power CG' field is populated with 'Power CG' and the 'Client Interface Name' field is empty. There is a checked option 'ENABLE Client Interface. Enabled. Uncheck to disable client.'

Under 'Select a protocol option.', there are several radio buttons: 'COMPIX NewsScroll', 'COMPIX Autocast', 'Simple Chyron Intelligent IF', 'Raw Chyron IntellIF & ChyTV', 'Simple ChyTV IF', 'CODI Net CG', 'Cayman Graphics' (which is selected), 'Fox Splicer/DCM', and 'Inovonics RDS730'.

A note states: 'A simple network interface that supports sending EAS video alert crawl text to the Cayman Graphics CG.'

The 'Remote CG Net Host IP Address' field contains '192.0.0.143' and the 'Remote CG Net Host Port' field contains '2002'. A small note below the port field reads: 'Compix ChyTV:5221,NS:8888,ChyTV:2002,Cayman:2002,DCM:80,RDS730:10001'.

There are three checked triggering options: 'All FIPS codes trigger. Enabled. Alerts with any FIPS locations will trigger Net CG device. Uncheck to choose specific triggering FIPS.', 'All EAS codes trigger. Enabled. Alerts with any EAS code will trigger Net CG device. Uncheck to choose specific triggering EAS Codes.', and 'All incoming alert Station IDs trigger. Enabled. Alerts with any Station ID will trigger Net CG device. Uncheck to configure specific triggering Station IDs.'

The 'GPI Trigger' dropdown menu is set to 'Do not use GPI triggers'. A note below it says: 'GPI Trigger - Optionally designate GPI inputs/states required to use this net interface.'

At the bottom, there are two buttons: 'Accept Changes' (highlighted in green) and 'Cancel Changes'.

Important: When you are done, be sure to click the **Accept Changes** button. This will save your options and establish a connection with the Power CG.

Configuring the interface between your DASDEC and the Cayman Graphics Power CG is now complete. Using the software on the Power CG, you can further customize these options and create your desired crawls.