

# 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

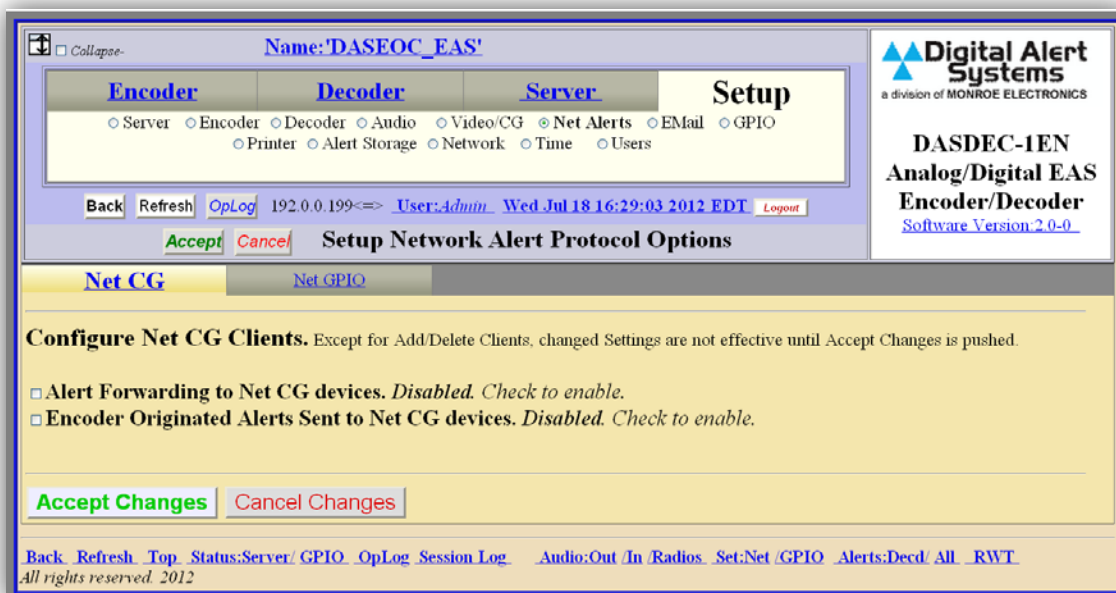
Before you can send crawls over your video broadcast with the Power CG, there are a few things that are required. They are:

- 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

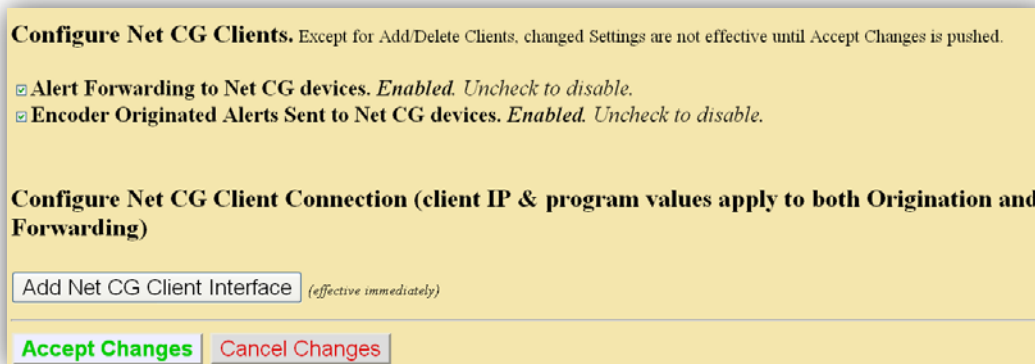
To begin configuring the Power CG with the DASDEC, log on to the DASDEC browser interface. From there, go to the **Setup > Net Alerts > Net CG** page.

*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.



**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.