



Live Event Grafix

User Manual

Version 1.0.12

Professional Live Event Graphics Suite
for macOS and Windows

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CHAPTER 1

Getting Started

> System Requirements

- macOS 14.0 (Sonoma) or later
- Apple Silicon Mac (M1 or newer)
- 8 GB RAM minimum (16 GB recommended for complex productions)
- 2 GB free disk space
- Display resolution: 1440x900 or higher recommended
- Internet connection required for activation and cloud features

> Installation

Always download the current release from the official Phanda Studios page:
<https://www.phandastudios.com/downloads/live-event-grafix/>

macOS - Using the DMG

The DMG disk image is the recommended installation method for macOS.

1. Double-click LiveEventGrafix-macOS-1.0.12.dmg to mount the disk image.
2. Drag the Live Event Grafix icon to the Applications folder shortcut.
3. Eject the disk image when the copy is complete.
4. Open Live Event Grafix from Applications, Launchpad, or Spotlight.

macOS - Using the PKG Installer

1. Double-click LiveEventGrafix-macOS-1.0.12-Installer.pkg.
2. Follow the on-screen wizard: Welcome -> License -> Install.
3. Enter your password when prompted to authorize the installation.
4. Click Close when installation is complete.

Windows - Using the Installer

1. Double-click the current LiveEventGrafix Windows Setup executable.
2. If Windows SmartScreen appears, click 'More info' then 'Run anyway'.
3. Follow the setup wizard: choose install location and start menu options.
4. Click Install and wait for the process to complete.
5. Launch Live Event Grafix from the Start Menu or Desktop shortcut.

Windows - Portable ZIP

A portable ZIP archive is also available. Extract it to any folder and run LiveEventGrafix.exe directly. No installation is

required.

> First Launch & Activation

When you first open Live Event Grafix, you will be presented with the sign-in window. You can sign in with an existing account or create a new one. The application supports email/password authentication as well as Google Sign-In.

After signing in, your license will be verified automatically. A valid license is required to access all features. You can manage your license from the Help menu.

TIP macOS: If a security warning appears, go to System Settings -> Privacy & Security and click 'Open Anyway'. The app is signed and notarized by Apple.
Windows: If SmartScreen blocks the app, click 'More info' then 'Run anyway'.

CHAPTER 2

Interface Overview

> Main Window Layout

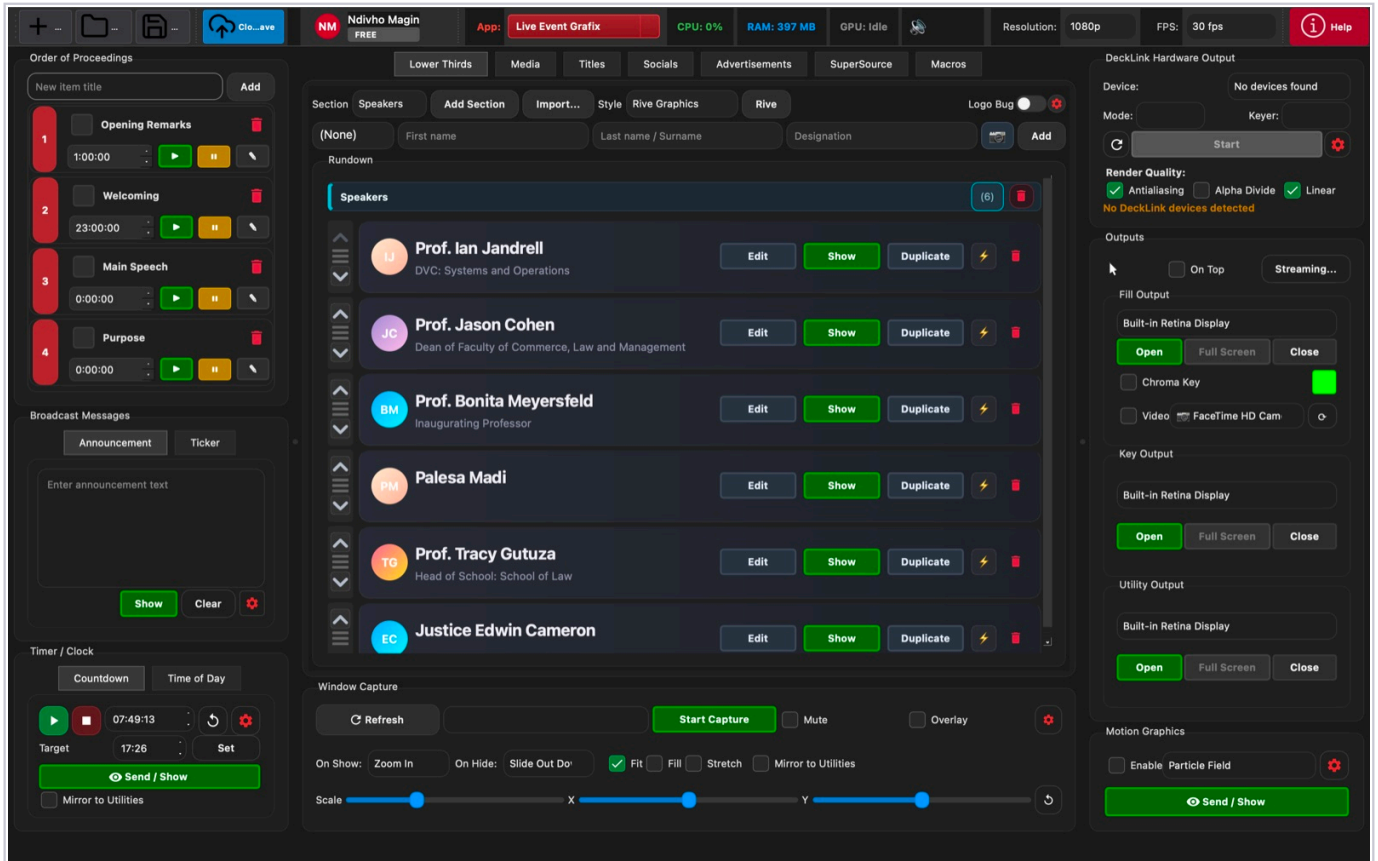


Figure 1: Lower-third controls in Live Event Grafix

The main window is divided into several key areas that provide quick access to all production tools.

- Menu Bar -- File, Edit, View, Overlays, Hardware, Tools, Window, Help menus
- Toolbar - Quick-access buttons for common actions
- Tab Bar - Switch between different overlay and feature panels
- Preview Panel - Live preview of your output composition
- Properties Panel - Configure settings for the selected overlay/element
- Status Bar - Shows connection status, FPS, and system info

> App Modes

Live Event Grafix supports multiple modes to optimize the interface for your workflow:

- Standard Mode - Full-featured mode with all panels visible
- Compact Mode - Streamlined interface for smaller screens
-

Sports Mode - Specialized layout for live sporting events

> Dockable Panels

Most panels can be docked, undocked, or rearranged to suit your workspace. Drag any panel's title bar to reposition it. Double-click a panel title to undock it into a floating window.

CHAPTER 3

Lower Thirds

> Overview

Lower thirds are the animated name/title graphics that appear at the bottom third of the screen during broadcasts. Live Event Grafix provides a powerful lower third system with over 112 animation styles powered by the Rive animation engine.

> Creating a Lower Third

1. Navigate to the Lower Thirds tab in the main interface.
2. Click 'Add' or use the quick-add button to create a new lower third.
3. Enter the name/title text in the primary text field.
4. Enter the subtitle/role in the secondary text field.
5. Choose an animation style from the style selector.
6. Customize colors, fonts, and timing as needed.
7. Click 'Show' to display it on the output, or 'Hide' to animate it off.

> Animation Styles

Lower third animations are powered by Rive (.riv) files, providing smooth, hardware-accelerated vector animations. Styles include slide-ins, fades, wipes, reveals, and complex multi-element animations. Each style supports customizable colors, text, and timing.

> Text Inputs & Data Binding

Lower thirds support dynamic data binding through Rive's text run system. The primary fields are:

- Name / Title - The main identity text (bound to 'Name' text run)
- Subtitle / Role - Secondary description (bound to 'Title' text run)
- Additional Fields - Some styles support extra data bindings

> Settings

Open Lower Third Settings from the Overlays menu or the gear icon to configure:

- Default animation style and duration
- Font family and sizes
- Color scheme (primary, secondary, accent, background)
- Auto-hide timer and loop behavior
- Output resolution and positioning

TIP You can import custom .riv files to add your own lower third designs. Place them in the application's Rive resources directory.

CHAPTER 4

Overlays & Graphics

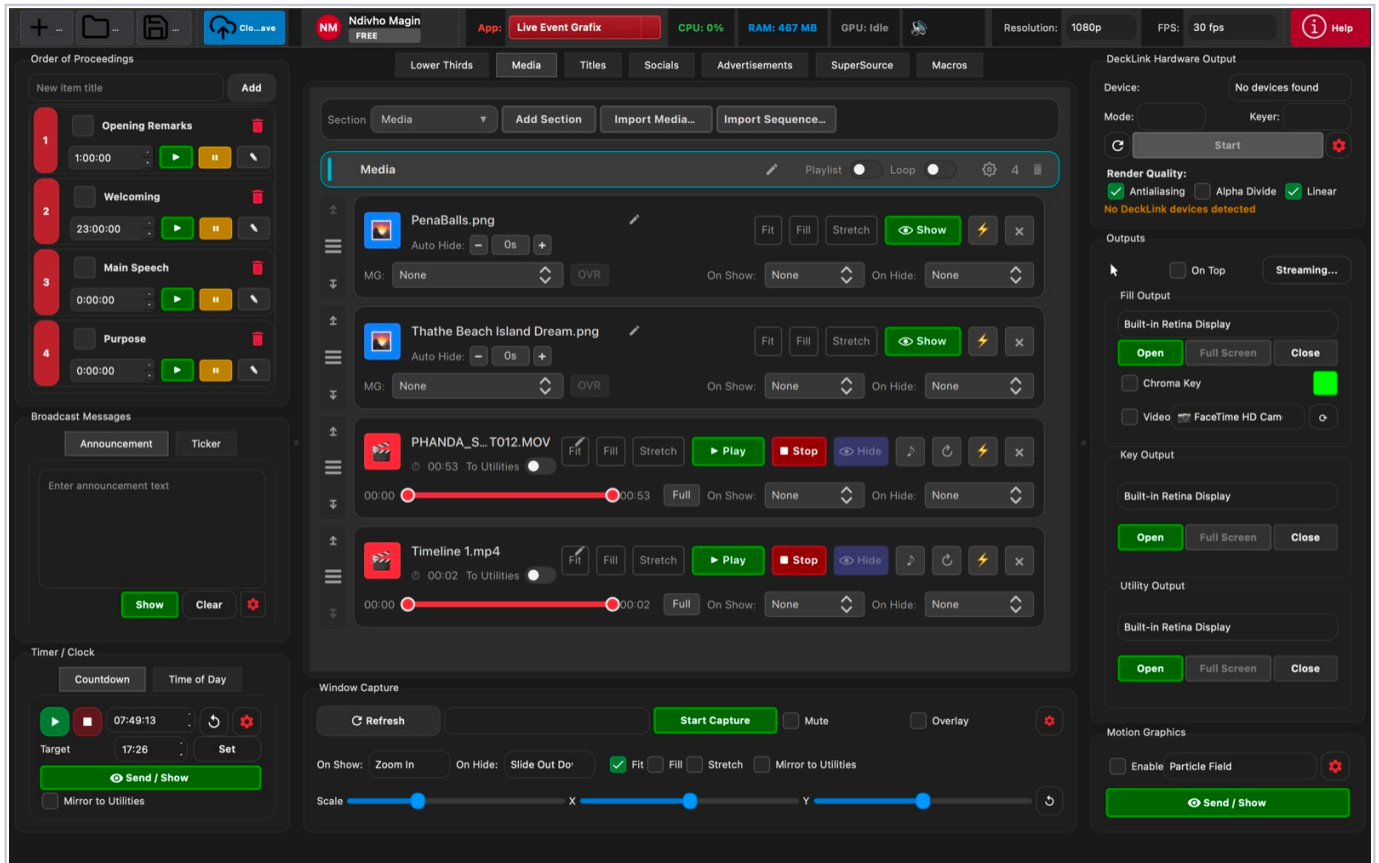


Figure 2: Media workflow in Live Event Grafix

> Countdown Timer

The countdown timer overlay displays a configurable countdown on your output. It supports 12 built-in visual styles plus over 50 motion graphics backgrounds.

- Set hours, minutes, and seconds for the countdown duration
- Choose from 12 timer display styles
- Add a custom message that appears when the timer reaches zero
- Configure pre-roll and post-roll behavior
- Optional chime/audio alert on completion
- Motion graphics background support with 50+ animated designs

> Time of Day

Displays the current time on your output. Supports 12-hour and 24-hour formats with customizable fonts, colors, and positioning. Useful for event lobbies and pre-show holding slides.

> Logo Bug

The logo bug overlay places a persistent logo or watermark on your output. It features 30 animation styles for show/hide transitions.

- Load any PNG, JPG, or SVG image as your logo
- Position in any corner or custom coordinates
- Adjustable size, opacity, and padding
- 30 animated show/hide transition styles
- Auto-show on program output option

> Ticker / Crawl

A scrolling text ticker that crawls across the bottom of the screen. Supports 20 visual styles with configurable speed, direction, and content.

- Enter multiple messages that scroll in sequence
- Configurable scroll speed and direction (left-to-right or right-to-left)
- 20 visual styles including solid bars, glass effects, and gradient designs
- Separator character customization between messages
- Loop or single-pass modes

> Announcements

Display static or animated announcement cards on your output. Choose from 22 animation styles for attention-grabbing messages. Ideal for schedule changes, sponsor messages, or event updates.

> Credits Roll

Create end-of-show rolling credits with customizable sections, roles, and names. Configure scroll speed, font sizes, and section styling. Supports both simple text lists and structured role/name pairs.

> QR Code Overlay

Generate and display QR codes on your output for audience engagement. Enter any URL or text content and the QR code is generated in real-time. Customize size, position, and add an optional label.

> Utility Messages

Quick pop-up messages for production communication. Display brief text messages on the output with auto-hide timers. Useful for floor director cues and stage manager notifications.

CHAPTER 5

Song Lyrics & Scripture

> Song Lyrics Library

The built-in song lyrics library allows you to manage, search, and present song lyrics for worship services and musical events.

Adding Songs

1. Open the Lyrics panel from the main tab bar.
2. Click 'Add Song' to create a new song entry.
3. Enter the song title, artist, and lyrics text.
4. Use blank lines to separate verses/sections.
5. Optionally import LRC (synchronized lyrics) files for timed display.

Presenting Lyrics

1. Select a song from the library.
2. Verses and sections are displayed as selectable blocks.
3. Click a verse to send it to the output.
4. Use Next/Previous controls to navigate between sections.
5. The current verse is highlighted in the library view.

LRC Sync & Audio

For automated lyric display, import LRC files that contain timestamped lyrics. When paired with audio playback, lyrics will automatically advance to match the music timing. The built-in audio player supports MP3, WAV, and M4A formats.

> Bible Verse Provider

Display Bible verses on your output with the built-in Bible provider. Supports both offline and online verse lookup.

- Search by book, chapter, and verse reference
- Multiple Bible translations available
- Offline mode with bundled verse database
- Online mode for additional translations via API
- Formatted display with book name, chapter:verse, and text
- Quick-send to output with one click

CHAPTER 6

Graphics Designer

> Overview

The built-in Graphics Designer provides a visual editor for creating custom graphic overlays without leaving the application. Design title cards, bumpers, social media frames, and more using the layer-based composition system.

> Design Tools

The following tools are available in the designer toolbar:

- Select Tool - Select, move, and resize elements on the canvas
- Rectangle Tool - Draw filled or outlined rectangles and squares
- Ellipse Tool - Draw circles and ellipses
- Text Tool - Add and edit text elements with font customization
- Image Tool - Import and place images (PNG, JPG, SVG)
- Line Tool - Draw straight lines with adjustable weight and color
- Pen Tool - Freeform drawing for custom shapes
- Shape Tool - Pre-built shapes (stars, arrows, badges, etc.)
- Gradient Tool - Apply linear and radial gradients to elements

> Layer System

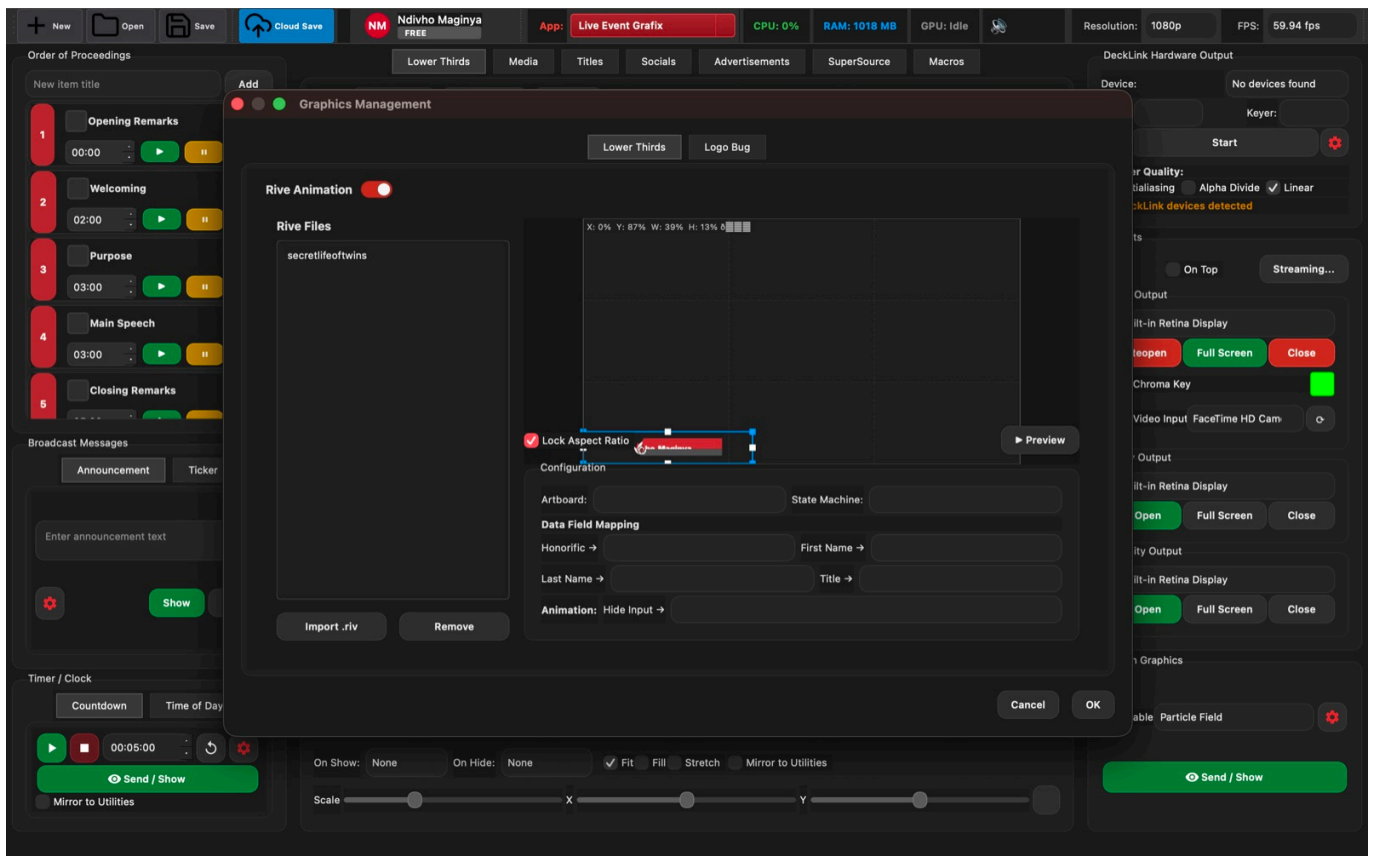


Figure 3: Graphics Management window

Every element exists on its own layer. Layers can be reordered, locked, hidden, and grouped. The layer panel shows the complete stack and supports drag-and-drop reordering.

> Properties Panel

Select any element to edit its properties: position (X/Y), size (W/H), rotation, opacity, fill color, stroke color and width, corner radius, drop shadow, and text formatting (font, size, alignment, color).

TIP Use the Graphics Designer to create custom lower third backgrounds, title cards, and sponsor slides that match your event's branding.

CHAPTER 7

Motion Graphics

> Rive Animations

Live Event Grafix uses the Rive animation engine to render high-quality, interactive 2D animations. Rive files (.riv) are vector-based and render at any resolution without quality loss.

- Hardware-accelerated rendering via WebEngine
- State machine support for interactive animations
- Data binding for dynamic text and color updates
- Smooth 60fps playback

> Lottie Animations

Lottie (After Effects exported) animations are also supported. Import .json Lottie files for additional animated elements like loading indicators, transitions, and decorative motion graphics.

> Motion Graphics Backgrounds

Apply animated backgrounds to your overlays with 50+ bundled motion graphics designs. These loop seamlessly and are rendered behind your text and graphic overlays. Categories include abstract patterns, particles, waves, geometric designs, and gradient flows.

> Image Sequences

For custom animations exported as frame sequences, the Image Sequence Player supports loading numbered PNG/JPG frame sequences and playing them back at configurable frame rates. This is ideal for animated transitions and custom intro sequences.

CHAPTER 8

Output & Preview

> Output Windows

Live Event Grafix provides multiple output window types for different production workflows:

- Key Output - The main graphics output with alpha transparency for keying
- Fill Output - The fill signal for use with hardware keyers
- Utility Output - Additional output for confidence monitors or stage displays
- Preview - Internal preview showing the composited result

> OpenGL Rendering

All output rendering is performed using OpenGL for hardware-accelerated compositing. The renderer supports alpha blending, anti-aliasing, and real-time composition of multiple overlay layers.

> Resolution & Format

Output resolution is configurable from the settings. Common broadcast resolutions are supported including 1920x1080 (Full HD), 3840x2160 (4K UHD), and custom resolutions for specialized LED wall configurations.

> Fullscreen Output

Output windows can be set to fullscreen mode and sent to any connected display. Use this for direct output to projectors, LED walls, or capture devices. The output window can be positioned on any connected monitor from the Window menu.

CHAPTER 9

Hardware Integration

> ATEM Switcher Control

Live Event Grafix integrates directly with Blackmagic ATEM switchers, allowing you to control your production switcher from within the application.

Connection

1. Open Hardware -> ATEM Switcher from the menu bar.
2. Enter the IP address of your ATEM switcher.
3. Click Connect. The status indicator will turn green when connected.
4. Program and Preview sources will be displayed automatically.

Features

- Switch program and preview sources
- Trigger transitions (Cut, Mix, Dip, Wipe, DVE, Stinger)
- Control Downstream Keyers (DSK) for overlay compositing
- SuperSource layout control with animated presets
- Upstream keyer control
- Macro triggering on the ATEM
- Transition style and rate configuration

SuperSource Presets

Create and save SuperSource layout presets with the built-in preset editor. Each preset defines the position, size, and crop of up to 4 PiP boxes. Animated transitions between presets provide smooth layout changes during live production.

> DeckLink Hardware Keying

For broadcast-quality output, Live Event Grafix supports Blackmagic DeckLink cards for hardware keying.

- Internal Key - Uses the DeckLink card's built-in keyer for downstream keying
- External Key - Outputs separate Key and Fill signals for external keyer hardware
- Supports DeckLink Mini Monitor, DeckLink 4K, and other compatible cards
- Real-time output at up to 4K resolution

> NDI Output

Network Device Interface (NDI) output allows you to send your graphics as a network video source to any NDI-compatible receiver on your LAN.



Zero-configuration network discovery

- RGBA output with alpha channel transparency
- Low-latency delivery over standard Ethernet
- Compatible with vMix, OBS, Wirecast, TriCaster, and any NDI receiver
- Configurable source name and output resolution

> Syphon Output (macOS Only)

On macOS, Live Event Grafix can output via Syphon, a framework for sharing video frames between applications in real time. This is commonly used with OBS, Resolume, VDMX, and other Syphon-compatible software.

NOTE Windows users: Syphon is not available on Windows. Use NDI or DeckLink output for integration with other Windows production software. Spout support may be added in a future release.

> Syphon (macOS)

Syphon output enables frame sharing with other applications on the same Mac. This is useful for routing graphics into OBS Studio, Resolume, MadMapper, or other Syphon-compatible applications for further compositing.

CHAPTER 10

Streaming

> Overview

Live Event Grafix includes a built-in streaming engine that can stream your production directly to popular platforms without additional software.

> Supported Platforms

Pre-configured platform presets are available for:

- YouTube Live
- Facebook Live
- Twitch
- Instagram Live
- Twitter/X Live
- Custom RTMP server
- Custom SRT endpoint
- Generic RTMP/SRT (any platform)

> Quality Settings

Five quality tiers are provided:

- Low (480p) - 1500 kbps, suitable for bandwidth-limited situations
- Medium (720p) - 3000 kbps, good balance for most streams
- High (1080p) - 5000 kbps, recommended for most productions
- Ultra (1080p60) - 8000 kbps, high quality with 60fps
- Custom - Define your own bitrate, resolution, and frame rate

> Setup

1. Open Tools -> Streaming from the menu bar.
2. Select your platform from the dropdown.
3. Enter your stream key (obtained from the platform's dashboard).
4. Choose a quality preset or configure custom settings.
5. Click 'Start Streaming' to go live.
6. Monitor the stream status indicator and bitrate in the status bar.

NOTE Streaming requires a stable internet connection. Upload bandwidth should be at least 1.5x your selected bitrate for reliable delivery.

CHAPTER 11

Macro Automation

> Overview

The macro system allows you to automate repetitive tasks by recording sequences of actions that can be triggered with a single click or keyboard shortcut. Over 60 action types are available.

> Macro Banks

Macros are organized into 4 banks, each containing multiple macro slots. Banks can be switched quickly to access different sets of macros for different show segments or productions.

> Creating a Macro

1. Open the Macro panel from the Tools menu.
2. Select an empty slot in the desired bank.
3. Click 'Edit' to open the Macro Editor.
4. Give the macro a descriptive name.
5. Add actions from the action catalog (60+ types available).
6. Configure each action's parameters.
7. Optionally assign a keyboard shortcut.
8. Save the macro.

> Action Types

Available macro actions include:

- Show/Hide Lower Thirds - Display or remove a specific lower third
- Trigger Overlay - Show/hide any overlay (timer, ticker, logo, etc.)
- ATEM Control - Switch sources, trigger transitions, control DSKs
- Set Text - Update text fields on overlays dynamically
- Wait/Delay - Pause between actions for timing control
- Play Audio - Trigger sound effects or music cues
- Navigate Lyrics - Advance to next/previous verse
- Start/Stop Timer - Control countdown and stopwatch overlays
- SuperSource Preset - Switch SuperSource layouts on ATEM
- Custom Script - Execute custom action sequences

TIP Assign frequently-used macros to keyboard shortcuts for instant access during live production. Use the F-keys (F1-F12) for common actions.

CHAPTER 12

Remote Control

> WebSocket Server

Live Event Grafix includes a built-in WebSocket server that allows remote control from web browsers, tablets, phones, or custom applications on the same network.

1. Enable Remote Control from Tools -> Remote Control.
2. Note the IP address and port displayed in the dialog.
3. Open a web browser on any device and navigate to the displayed URL.
4. The web interface provides controls for all major features.

> REST API

An HTTP REST API is also available for programmatic control and integration with custom tools, companion apps, or show automation systems. API endpoints cover lower thirds, overlays, ATEM control, macros, and more.

NOTE Remote control requires all devices to be on the same local network. The default port is 8080 but can be changed in settings.

CHAPTER 13

Sports Mode

> Soccer Match Controller

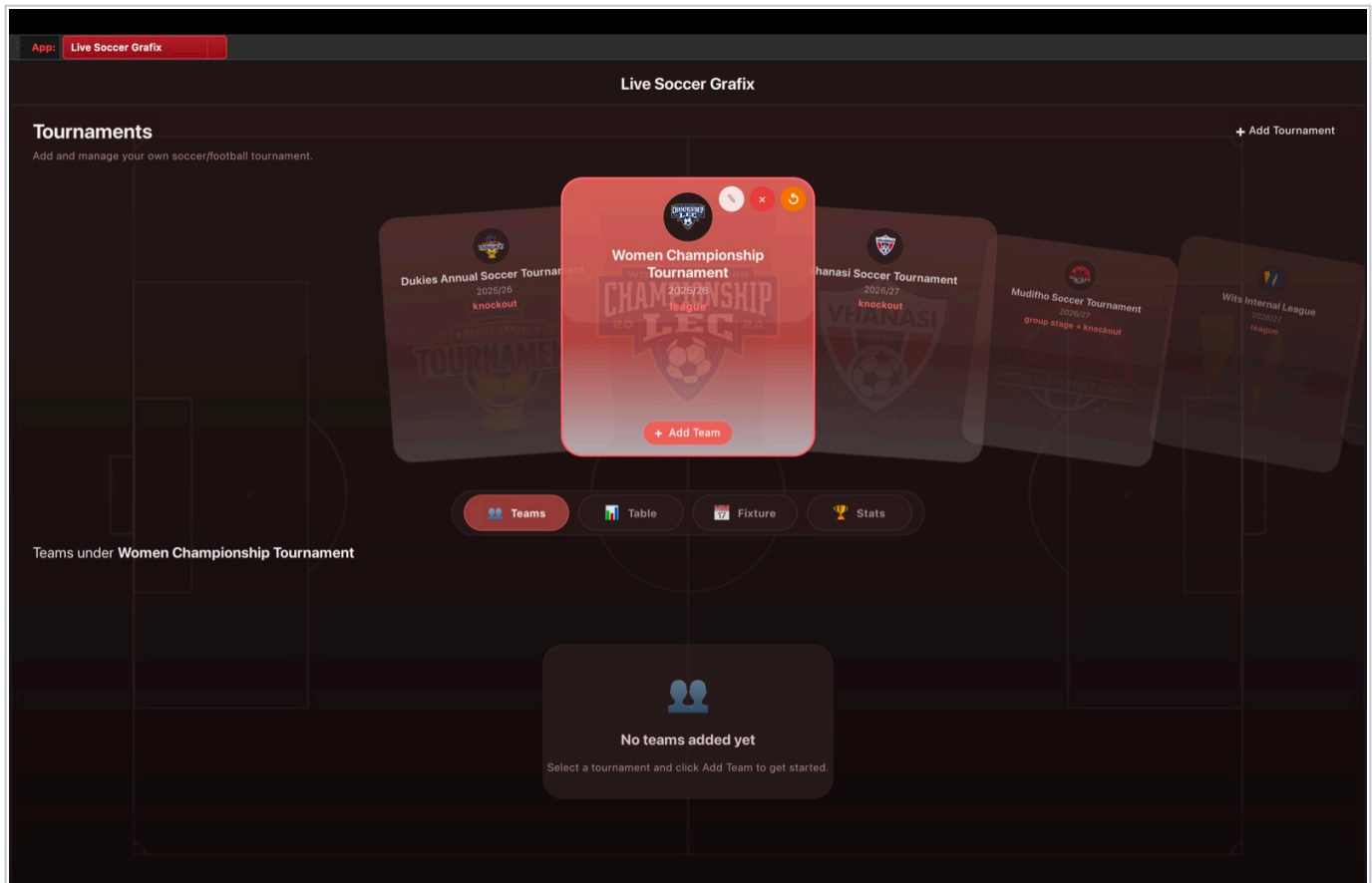


Figure 4: Soccer production dashboard

The Soccer Match Controller provides specialized graphics for live football (soccer) broadcasts. It manages team names, scores, match time, and events with dedicated overlay templates.

- Team setup - Names, logos, jersey colors, lineup
- Score tracking - Goals, own goals, penalties
- Match clock - Running time with stoppage time support
- Event logging - Goals, cards, substitutions
- Player name graphics - Quick player lower thirds
- Firebase sync - Real-time data sync for multi-device setups

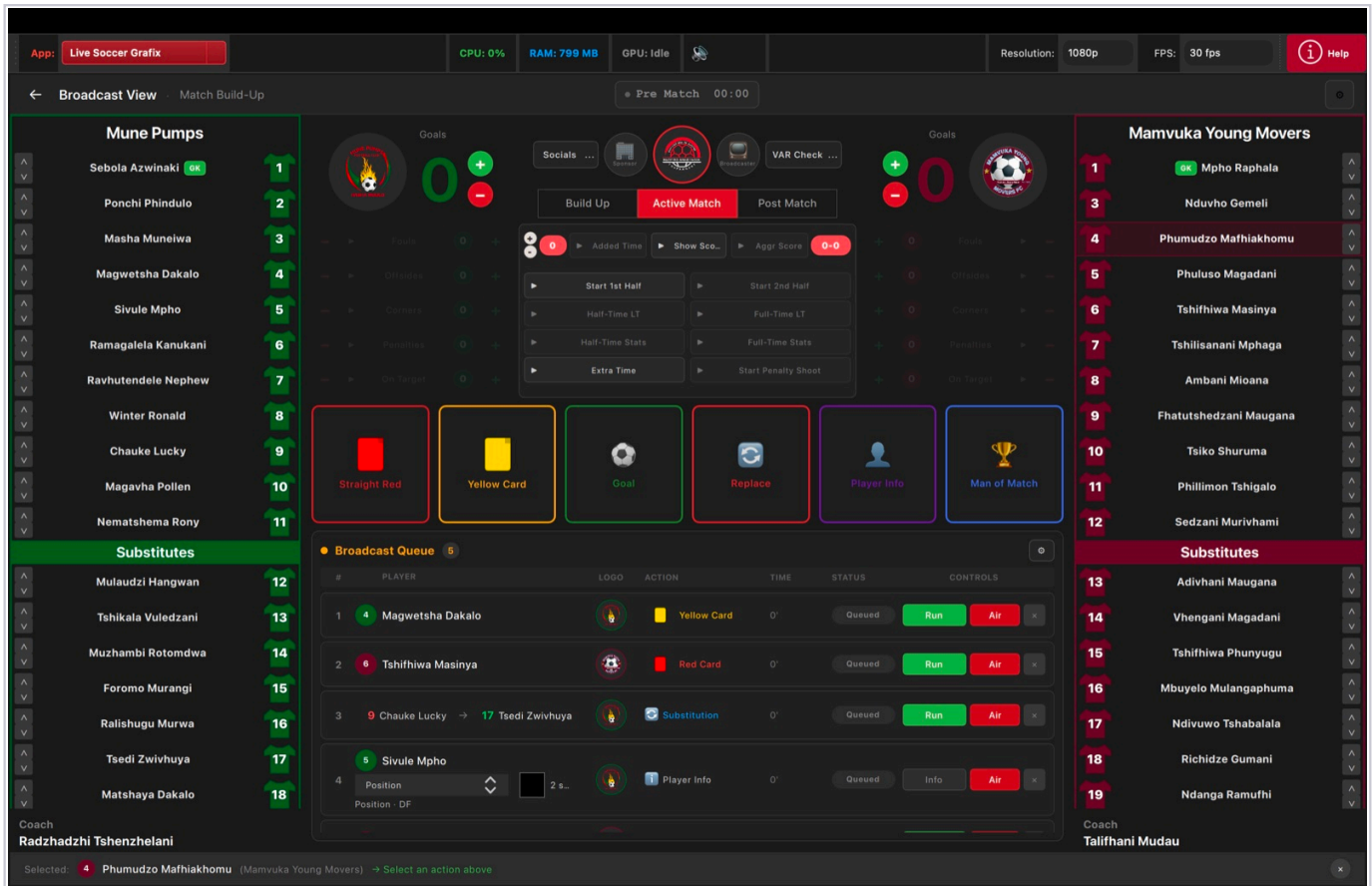


Figure 5: Active-match soccer controls

> Firebase Integration

Match data can be synced across multiple instances using Firebase Firestore. This enables a one-operator-controls, many-displays architecture where score updates from one device are instantly reflected on all connected outputs.

CHAPTER 14

Project Management

> Saving & Loading Projects

All your settings, overlays, lower thirds, lyrics, and configurations can be saved as a project file. Use File -> Save Project to save your current state, and File -> Open Project to load a previously saved project.

> Project Contents

A project file stores:

- All overlay configurations (lower thirds, timers, tickers, etc.)
- Song lyrics library entries
- Macro definitions and bank assignments
- ATEM connection and SuperSource presets
- Output window positions and settings
- Graphics designer layouts
- Color schemes and font preferences

> Import & Export

Lower third lists can be imported from Excel (.xlsx) files for bulk setup. This is particularly useful when you have a pre-prepared list of speakers or participants for an event.

TIP Create a template project for each recurring event type (worship service, conference, sports broadcast) to speed up setup time.

CHAPTER 15

Settings & Preferences

> General Settings

- Output resolution (1080p, 4K, custom)
- Frame rate (30fps, 60fps)
- Color profile and gamma settings
- Auto-save interval
- Startup behavior (last project, blank, specific project)

> Overlay Default Settings

Each overlay type has its own settings dialog accessible from Overlays menu. Configure default fonts, colors, animations, and behaviors for each overlay type independently.

> Hardware Settings

- ATEM Switcher - IP address, auto-connect, default transition
- DeckLink - Card selection, output format, keyer mode
- NDI - Source name, quality, discovery scope
- Syphon - Server name and format

> Capture Overlay Settings

The Window Capture overlay can capture and display other application windows within your production. Configure the target window, crop region, and refresh rate from the capture overlay settings.

CHAPTER 16

Keyboard Shortcuts

> General

Shortcut	Action
Cmd + N	New Project
Cmd + O	Open Project
Cmd + S	Save Project
Cmd + Shift + S	Save Project As
Cmd + Q	Quit Application
Cmd + ,	Open Preferences

> Output Control

Shortcut	Action
Space	Toggle selected overlay on/off
Escape	Hide all overlays
Cmd + F	Toggle fullscreen output
Cmd + 1	Show Output Window 1
Cmd + 2	Show Output Window 2

> Lower Thirds

Shortcut	Action
Enter / Return	Show selected lower third
Escape	Hide active lower third
Up Arrow	Select previous lower third
Down Arrow	Select next lower third

> Lyrics & Media

Shortcut	Action
Right Arrow	Next verse / slide
Left Arrow	Previous verse / slide
Cmd + L	Open Lyrics Library

> Macros

Shortcut	Action
F1 - F12	Trigger macro slots 1-12
Shift + F1-F12	Trigger macro slots 13-24
Cmd + M	Open Macro Editor

NOTE Keyboard shortcuts can be customized from the macro editor by assigning macros to specific key combinations.

TIP Windows users: Replace Cmd with Ctrl in all shortcuts above. For example, Ctrl+N for New Project, Ctrl+S for Save, etc.

CHAPTER 17

Troubleshooting

> Application Won't Open

macOS

- Ensure you are running macOS 14.0 (Sonoma) or later.
- If macOS blocks the app, go to System Settings -> Privacy & Security -> click 'Open Anyway'.
- Try deleting the app and reinstalling from the DMG or PKG installer.

Windows

- Ensure you are running Windows 10 version 1809 or later.
- If SmartScreen blocks the app, click 'More info' then 'Run anyway'.
- Try running the application as Administrator.
- Ensure Visual C++ Redistributable 2019 or later is installed.
- Try reinstalling using the Setup installer.

> Rive Animations Not Rendering

- Rive animations require the QtWebEngine component. Verify it was installed correctly.
- Check that .riv files exist in the application bundle under Resources/rive/.
- Try restarting the application - WebEngine may need a cold start.
- If running from DMG, ensure the app was copied to Applications (not run from the mounted image).

> ATEM Connection Issues

- Verify the ATEM switcher IP address is correct.
- Ensure your Mac is on the same network/subnet as the ATEM.
- Check that no firewall is blocking the connection (port 9910).
- Try power-cycling the ATEM switcher if connection persists in failing.

> NDI Not Detected by Receivers

- Ensure all devices are on the same network and subnet.
- Check that mDNS/Bonjour is not blocked by your network configuration.
- Verify the NDI output is enabled in the hardware settings.
- Try restarting the NDI output from the Hardware menu.

> Performance Issues



Close unnecessary overlays and output windows.

- Reduce output resolution if system is struggling.
- macOS: Ensure your Mac is plugged into power (battery mode may throttle GPU).
- macOS: Check Activity Monitor for CPU/GPU/Memory usage.
- Windows: Check Task Manager for CPU/GPU/Memory usage.
- Windows: Update your GPU drivers to the latest version.
- Consider disabling motion graphics backgrounds for better performance.

> Streaming Problems

- Verify your stream key is correct and hasn't expired.
- Test your upload bandwidth (should be 1.5x your streaming bitrate).
- Try a lower quality preset if you experience buffering.
- Ensure your RTMP/SRT URL includes the correct protocol prefix.
- Check that port 1935 (RTMP) or your SRT port is not blocked by firewall.

> Getting Help

If you encounter an issue not covered here, you can:

1. Use Help -> Report a Bug from within the application to submit a bug report.
2. Contact support via the Phanda Studios website.
3. Check for app updates from Help -> Check for Updates.



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