

# PACKCAST QUICK SET-UP GUIDE



**WIDE CAM**  
Composite  
output to  
Canopus



**ZOOM CAM**  
Firewire  
output to  
Canopus



**SCOREBOARD  
CAM**  
Composite  
output to USB  
Converter



## CANOPUS

- Firewire in from Zoom Cam
- Composite in from Wide Cam
- Firewire out to MacBook



## USB CONVERTER

- Composite in from Scoreboard Cam
- USB out to MacBook



## MACBOOK

- USB in from USB Converter
- Firewire in from Canopus
- Y cable in from Audio Mixer



## AUDIO MIXER

- XLR in from Radio Crew
- Y cable out to MacBook

XLR in from Radio Crew

# PACKCAST PRODUCTION

*Ensure all equipment is set-up properly before beginning any PackCast Production.*

- Turn the MacBook on and test your internet connection by launching Safari
- Go to the website [www.PackNetwork.com/packcast](http://www.PackNetwork.com/packcast) and log in to download pertinent files
- Download the corresponding wirecast file for the game you are about to produce
- Download the appropriate graphics files (home, away and conference)  
*Remember to save the files as home.png, away.png and conference.png*
- Go to the desktop and drag the downloaded graphics into the “Graphics” folder
- Double-click the production file (.wcst) that you just downloaded  
*Remember that you must drag graphics into the graphics folder BEFORE launching the production file  
For detailed instructions on setting up the graphics, see page 2*
- Check the Normal layer to ensure that all cameras are working properly
- Check the scoreboard (Title layer) and note graphics (Foreground layer) to ensure that the ones you download are installed correctly
- Set up the game clock  
*For more detailed instructions on setting up the game clock, see page 2*
- Go to the Audio layer and select “Built-in Input”
- Go to the Normal layer and turn off the audio on each camera  
*To turn the audio off, double-click the camera in the Normal layer, click on Channel A, click the Playback tab and be sure that the speaker is muted.*
- Click “Go”
- Click “Broadcast”
- Go to [www.BUbearcats.tv/webcastmanager](http://www.BUbearcats.tv/webcastmanager) to test the stream and make it live
- Click “Record” just before the beginning of the start to start the archive

## HELPFUL HINTS

- Save and save often
- Smooth transition is used only during pre/post game and halftime/intermission, use the Cut transition during live action
- Remind the radio/TV broadcasters that their mics are “live” during breaks
- Command + G can be used instead of clicking “GO”
- Command + R can be used to rename a shot
- Command + D can be used to duplicate a shot
- Remember all cameras on all layers must be muted (Channel A or B, Playback, Mute)

## SETTING UP THE GAME CLOCK

- Click on the Title layer
- Double-click the shot that contains the scoreboard graphic
- Click on the Effects tab of the title layer
- Move the slider of the Right Cropping tool to the right until you see the bar of the scoreboard move in about 1/4 of the way
- Click on the Scene layer
- Click on the scoreboard camera shots in the “A” window
- Resize the scoreboard to by holding down the Command key and click and dragging to the desired size
- To crop the scoreboard, click on the “Channel A” layer
- Select the Effect tab
- Adjust the cropping fields to get the desired look
- Click on the Scene layer
- Click on the Filter tab
- Click on the “+” button
- Move the contrast slide all the way to the left
- Move the brightness tab to the right until the clock looks black & white
- Close out the editing window