

Cuelio Studio Boxing Playout

User guide and template field reference

Version 0.1.2 · 3 November 2026

CasparCG playout control client for live boxing broadcasts

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The screenshots show Tyson Fury vs Oleksandr Usyk (Riyadh, 18 May 2024) paused in round 10, the same fight the template preview uses.

1. Getting started

Cuelio Studio Boxing Playout drives a CasparCG server over AMCP and keeps the fight itself: the round clock and the rest between rounds, knockdowns and point deductions, the judges' scorecards and the punch stats. Pressing **DOWN** under a fighter both counts the knockdown and refreshes any graphic on air that shows it, so the round bug tags it at once.

Installing

There are two ways to put Cuelio Studio Boxing Playout on a computer:

- **The installer** (`Cuelio-Studio-Boxing-Playout-Setup-0.1.2.exe`) installs for the current Windows user, so it needs no administrator rights. On its **CasparCG templates** page, choose CasparCG's template folder (for example `C:\CasparCG\template`; it is filled in for you when CasparCG is found in its usual place) and the installer copies the `BOXARENA` graphics into it, replacing an older copy. Leave the box empty to skip, for instance when CasparCG runs on another computer. The folder is remembered, so an update copies the new graphics there too.
- **The .zip** needs no installing: unzip it anywhere, a USB stick included, and run `Cuelio Studio Boxing Playout.exe`.

The app keeps its settings, fight data, sponsors and backups in a **playout folder**. With the installer that is `%APPDATA%\cuelio-boxing\playout`, where an update never deletes it; with the .zip it is a `playout` folder beside the exe, so the whole setup for a truck is one folder you can copy. Updating never overwrites a file you have changed. **Ctrl+Shift+O** opens the folder.

Starting the app

- **Desktop app:** start Cuelio Studio Boxing Playout from its shortcut. Only one copy runs at a time; starting it again brings the open window forward.
- **Second screen:** while the app runs, any computer on the same network can open the panel in a browser at `http://<this computer>:7220` (Settings → CasparCG server lists the addresses). LAN screens can run the fight and fire graphics, and edit Event Info, Fighters and Fight Data, but get no **SETTINGS** tab: the CasparCG server, licence, autosave, chroma key, sponsors, reset and backups are changed only on the server's own screen.

Licence

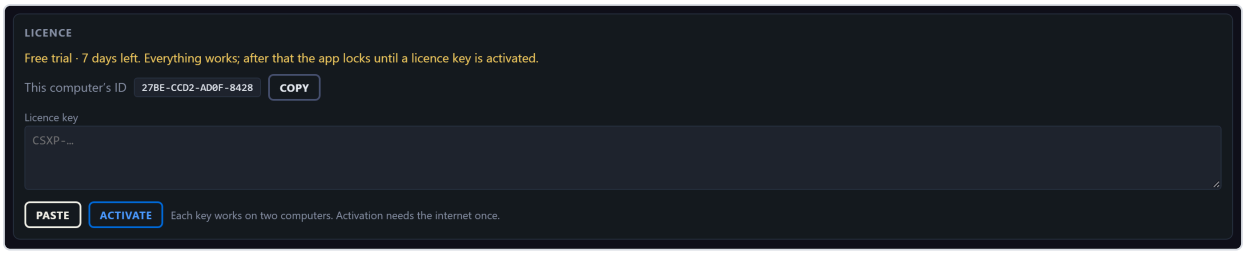
A new installation runs a **7-day free trial** with everything working and no watermark. The bottom status bar counts the days down (**Trial · 5 days left**); click it to open the licence settings. Once licensed, the tag disappears.

When the trial is over, or a licence has passed its end date, **the app locks**. The whole panel is replaced by an **Activate Cuelio Boxing Arena** screen, and every change — firing graphics, running the clock, editing the fight — is refused until a key is activated. A graphic that was already on air stays there carrying an "UNLICENSED" watermark; the lock screen says so and has a **Take off air** button. Taking graphics off air always works, so nothing is left stuck on air behind the lock.

1. Open **Settings** → **Licence** (or use the lock screen, which has the same key box).
2. Copy the licence key from your purchase email, press **Paste** (or click in the box and press Ctrl+V) and press **Activate**. A Cuelio Boxing Arena key starts with `CSXP-`; a key for another Cuelio product is refused. The computer needs the internet once, while it activates.
3. The panel then shows who the app is licensed to, the package and the date it is valid until, with the days left. The key is shown with its middle hidden, so nobody on the network can read it off the screen.

Each key works on **2 computers**. To move it to a new computer, press **Deactivate** on the old one first: that frees its seat, and the old computer locks again once its trial is over. **This computer's ID** (with a **Copy** button) is what Cuelio asks for when freeing the seat of a computer you no longer have. No key yet? The lock screen links to **cuelio.studio**.

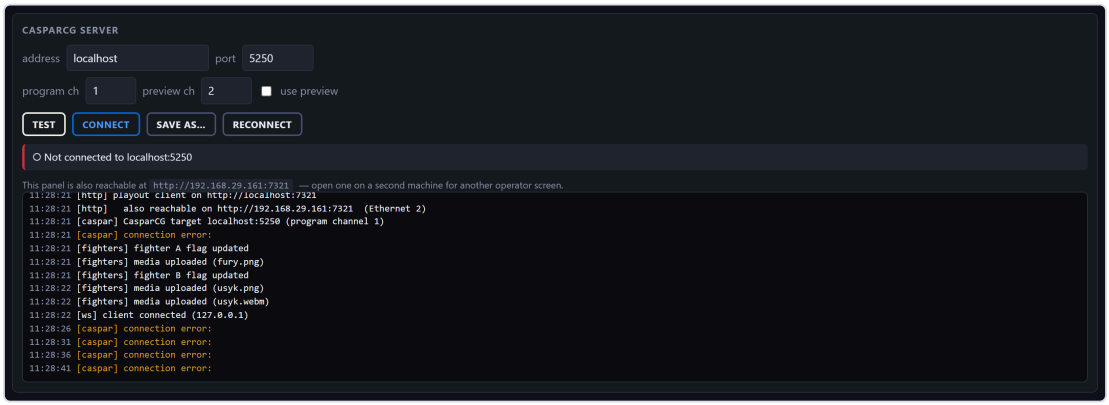
The licence is managed on the server's own screen only. A LAN screen shows the same lock, but tells you to activate on the computer running the app; it unlocks by itself as soon as that is done.



Settings → Licence during the trial: the days left, this computer's ID, the key box, Paste and Activate.

Connecting to CasparCG

1. Open **Settings** → **CasparCG server**.
2. Enter the server's address and port (normally `5250`), and the program channel (normally `1`). Optionally tick **use preview** and give a preview channel.
3. Press **Test** to check the server answers, then **Connect**. The light in the bottom status bar turns green and shows the channel and server version.
4. Use **Save as…** to keep the server in the saved list for next time.



Settings → CasparCG server: address, port and channels, with the connection log below.

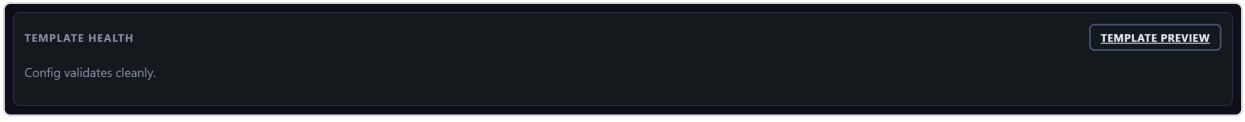


The bottom status bar when connected: the green light, the server, the channel and server version, and the licence.

Installing the graphics

The graphics are HTML templates in the `BOXARENA` folder; the panel fires them by name (`BOXARENA/SCOREBUG` and so on). The installer copies them into CasparCG for you when you give it the template folder. Otherwise — the .zip, or CasparCG on another computer — copy the whole folder, including `_shared`, from `resources\app\templates` in the app's folder into the CasparCG server's `template` folder, and copy it again after each update. They use Google Fonts (Teko, Chakra Petch, Oswald and Archivo Narrow); install those on a playout machine with no internet. Flags, cut-outs, clips and sponsors uploaded in the panel are fetched by the graphics from the panel over http, so the CasparCG machine must be able to reach this one on port 7220.

Settings → **Template health** lists any configuration problems, and **Template preview** opens every graphic with sample data in your browser, without sending anything to CasparCG.

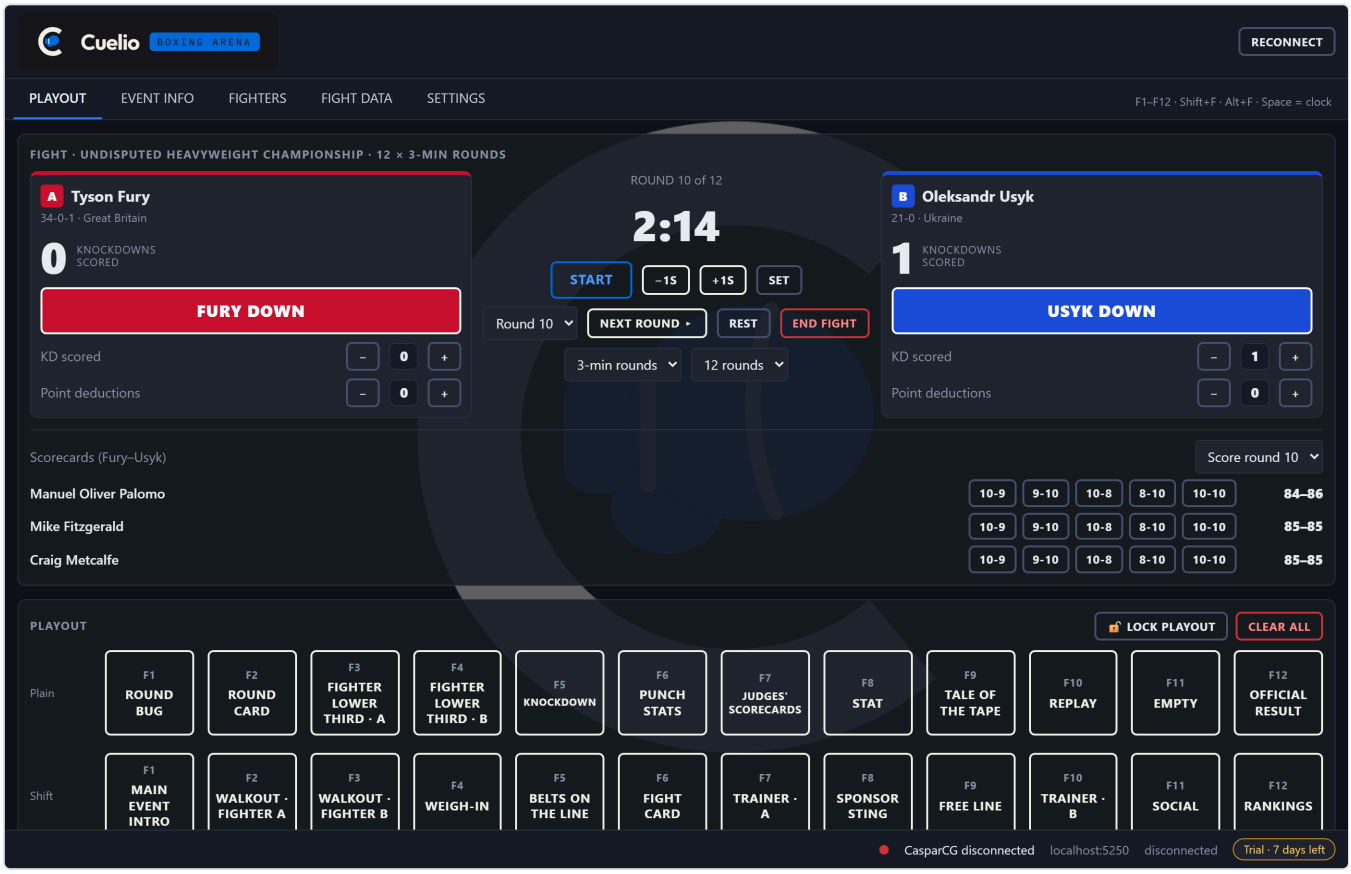


Settings → Template health, with the Template preview button.

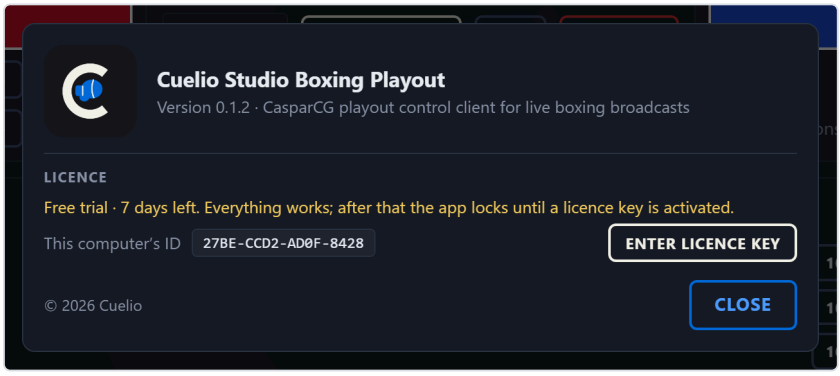
2. The panel at a glance

- **Top bar**: the Cuelio logo (click it for About and the licence) and **Reconnect**. It stays at the top, with the tabs under it, as the page scrolls.
- **PLAYOUT**: the fight (both fighters, the round clock and the judges' quick scoring), the playout grid and the fight log.
- **EVENT INFO**: the event and the bout (division, weight limit, belts) and the officials and on-air text.
- **FIGHTERS**: both fighters as the graphics show them, with the tale of the tape.
- **FIGHT DATA**: the judges' scorecards, the punch stats, the fight card and the rankings.
- **SETTINGS**: the licence, the CasparCG server, autosave and backups, chroma key, template health and sponsors.
- **Bottom status bar**: the CasparCG connection light, the server and channel, any config problems, a **Chroma** tag while chroma mode is on, and the licence. It stays at the bottom of the window.

Everything saves as you leave a field, and the server is the single source of truth: a second screen sees every change at once.



The PLAYOUT tab in round 10: the fighters, the round clock and the judges' quick scoring above, the playout grid below.



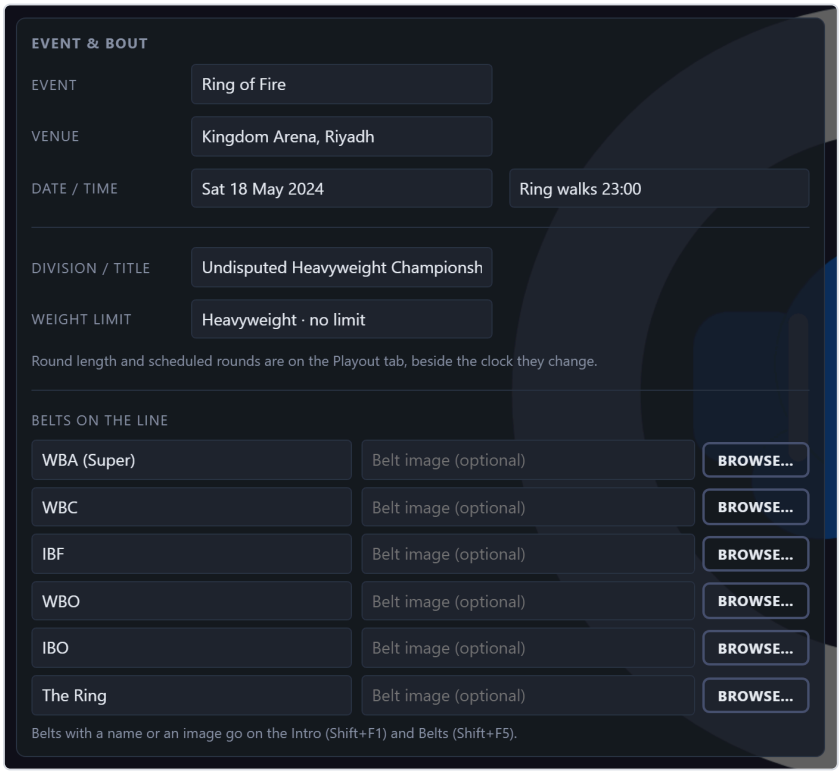
Click the Cuelio logo for About, with the licence.

3. Before the first bell

Event Info → Event & bout

- **Event**, **Venue** and **Date / time**, used by the Main Event Intro, Fight Card and Big Empty. They are free text: what you type is what goes on air.
- **Division / title**: the label on the round bug, the Intro, Belts on the Line and Tale of the Tape, e.g. “Undisputed Heavyweight Championship”.
- **Weight limit**: the division limit on the Weigh-In.
- **Belts on the line**: up to 6 belts, each a name and an optional image. Belts with a name or an image go on **Main Event Intro** (Shift+F1) and **Belts on the Line** (Shift+F5).

Round length and scheduled rounds are on the PLAYOUT tab, beside the clock they change.



Event Info → Event & bout: the event, the division and the belts on the line.

Event Info → Officials & on-air text

- The five **officials** (Referee, Judge, Judge, Judge, Supervisor) for **Officials** (Alt+F1). Judges 1–3 are also the judges on the scorecards and the Official Result.
- **Commentators** and their title, and the **Reporter** and their title. **Commentator** (Alt+F3) and **Reporter** (Alt+F2) take everything from here and go on air without a form.
- The two **Free line** lines for **Free Line** (Shift+F9), three **Text crawl** lines (the radio button picks the one **Crawl** (Alt+F4) opens with), and the **Big Empty** title and text for **Big Empty** (Alt+F6).

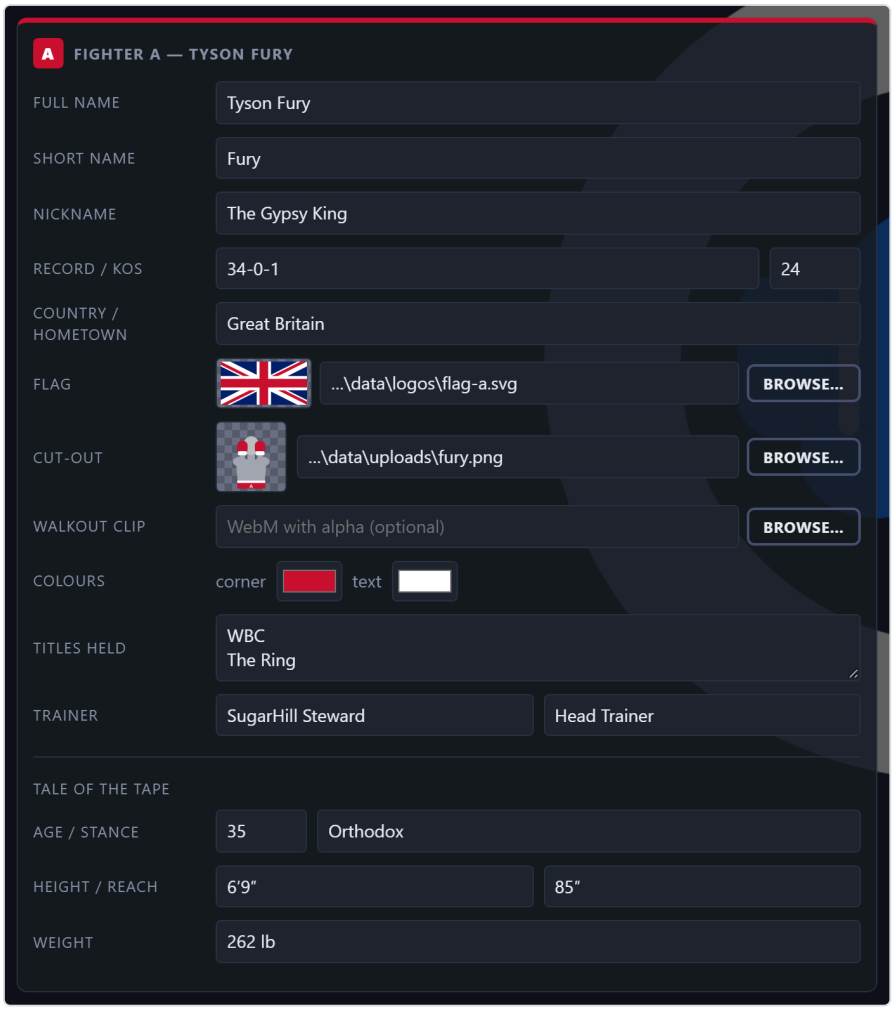


Event Info → Officials & on-air text.

Fighters

Fighter A is `_t1` on every graphic and Fighter B is `_t2`. Fighter A is the red corner by default and Fighter B the blue; ⇄ **Swap corners** swaps them, with their knockdowns, deductions, scorecards and punch stats.

- **Full name**, **Short name** (the one-word name on the round bug, Round Card and scorecards; blank uses the surname), **Nickname**, **Record** and **KOs**, and **Country / hometown**.
- **Flag**: PNG, JPEG or SVG. **Browse…** uploads it to the panel, which serves it to CasparCG.
- **Cut-out** (a PNG with transparency) and **Walkout clip** (a WebM with alpha, optional) for the Intro, Walkout, lower thirds, Tale of the Tape and the result.
- **Colours**: the corner colour and the text colour on it.
- **Titles held**, one per line, for the Walkout; and the **Trainer** and their role for **Trainer · A** (Shift+F7) and **Trainer · B** (Shift+F10).
- **Tale of the tape**: Age, Record, KOs, Height, Reach, Weight, Stance. A row neither fighter has a value for is left off the graphic. The weight is also the weight on the Weigh-In.



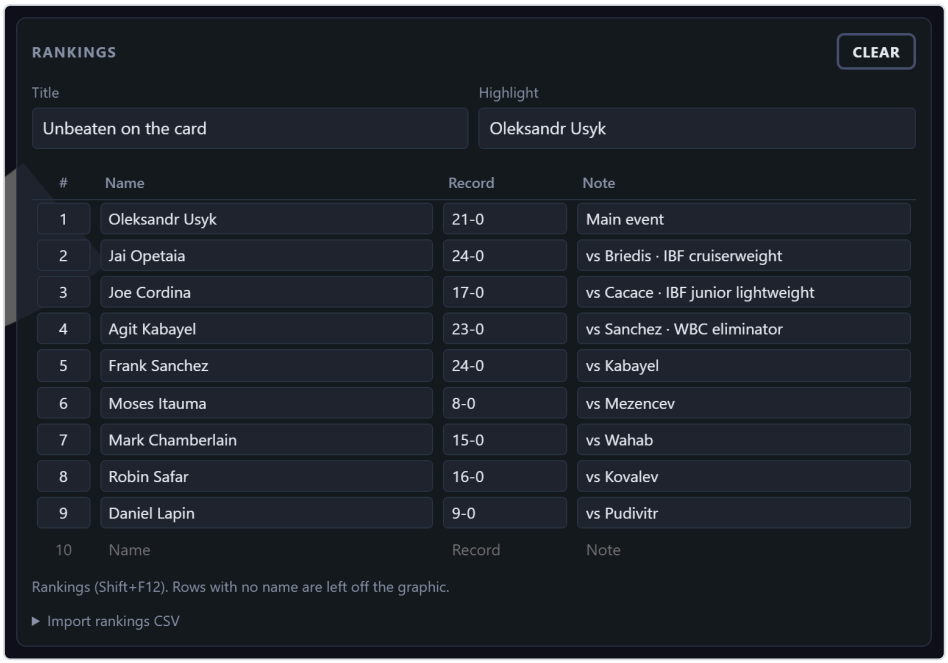
Fighter A on the Fighters tab: names, flag, cut-out and clip, colours, titles, trainer and the tale of the tape.

Fight Data → Fight card and Rankings

- **Fight card**: up to 8 bouts, each with Fighter A, Fighter A record, Fighter B, Fighter B record, Division, Scheduled rounds, Title on the line, Result. Bout 1 is the main event, shown largest on **Fight Card** (Shift+F6). Fill in **Result** as bouts finish. On a narrow screen the table scrolls sideways.
- **Rankings**: a title, up to 10 rows (Position, Fighter or bout, Record or result, Note) and the names to **highlight**, for **Rankings** (Shift+F12). Typed in, or imported from CSV with **Import rankings CSV**.



The fight card: bout 1 is the main event.

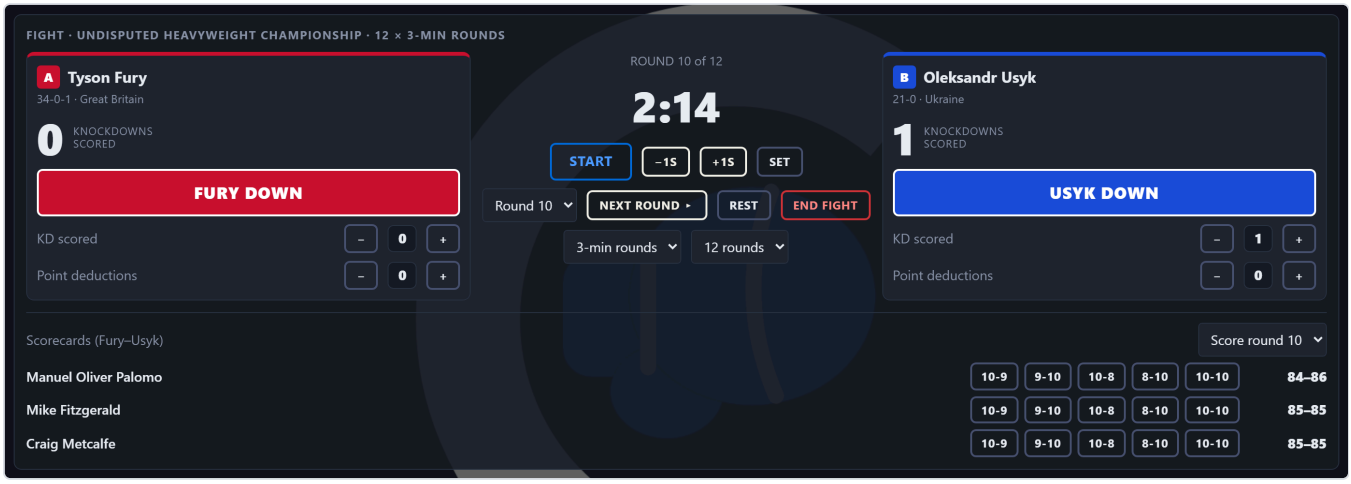


The rankings, with Usyk highlighted.

4. During the fight

The round clock

- **Start** / **Stop** runs the round clock (also the **Space** bar). It counts down; at the bell it starts the rest by itself, and when the rest runs out the next round is parked at full length, waiting for the bell. After the last round it goes to the cards.
- **−1s**, **+1s** and **Set** correct the clock (type `2:14`).
- The round list parks any round at full length; **Next round ▸** parks the next one. **Rest** starts the rest now; while the rest clock is stopped, Start reads **Run rest**.
- The two lists under the clock set the round length (3-min rounds, 2-min rounds, each with a 60-second rest) and the scheduled rounds (1 to 12). Changing the length re-parks the clock only while it is still sitting at the old full length, so a mis-click mid-round never loses fight time.

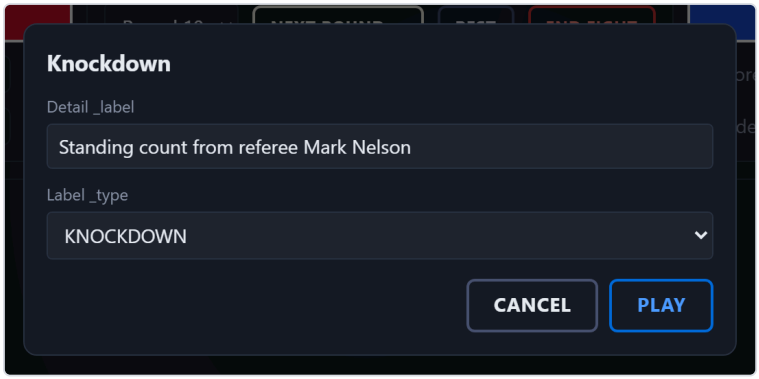


The fight: Fighter A and B either side, the round clock in the middle, and the judges' quick scoring below.

Knockdowns and deductions

- **FURY DOWN** (the button under each fighter carries their short name) records that this fighter went down: a knockdown *scored by the opponent*, logged with the round and time. The round bug tags it straight away, and it becomes the knockdown **Knockdown** (F5) shows.
- **KD scored** − / + corrects how many knockdowns a fighter has scored, without touching the Knockdown graphic.
- **Point deductions** − / + counts points the referee has taken off a fighter.

Knockdown (F5) then asks only for the detail line and the label (KNOCKDOWN, STANDING COUNT, SLIP RULED, POINT DEDUCTION); the fighter, round, time and count follow the last DOWN pressed.



The Knockdown form: the fighter, round and time come from the last DOWN, so only the label and detail are asked for.

Scoring the rounds

The **Scorecards** strip under the clock scores the round just fought: one row per judge, with quick buttons (10-9, 9-10, 10-8, 8-10, 10-10), Fighter A's points first. Click a lit score again to clear it. The list on the right picks another round to score. The running total is on the right of each judge.

The full cards are on **Fight Data → Judges' scorecards**: type any round (e.g. `10-9`, Fighter A first), and an **Announced** total, which overrides the sum on the graphics. With only totals read out, leave the rounds blank and fill Announced. **Judges' Scorecards** (F7) shows the rounds; **Official Result** (F12) shows each judge's total, winning score first.



Fight Data → Judges' scorecards after nine rounds: all three judges have round 9 10-8 to Usyk.

Punch stats

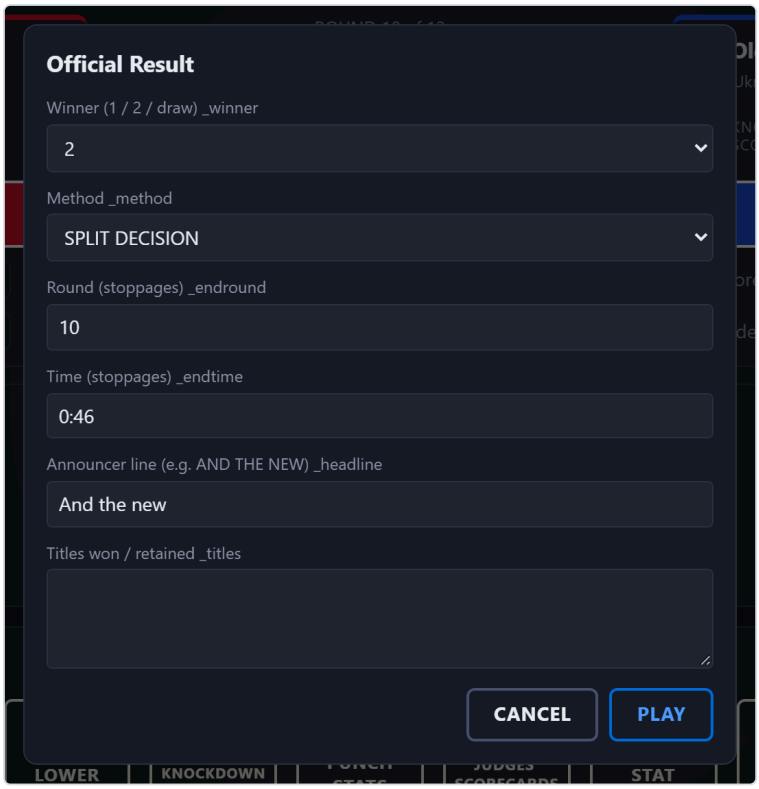
Up to 4 rows (Total, Jabs, Power to start with) of landed and thrown for each fighter; the percentage is worked out for you. **Punch Stats** (F6) shows them and updates while on air. **Stat** (F8) shows any single stat, typed in its form.



Fight Data → Punch stats.

The result

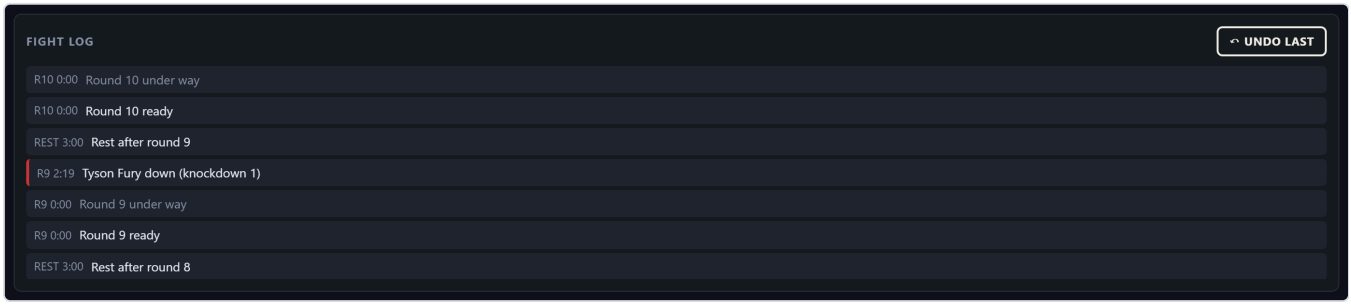
End fight is for a stoppage: it stops the clock and logs the round and time (undo brings the fight back). A decision ends by itself at the final bell. **Official Result** (F12) opens its form on every press: pick the **winner** (`1` Fighter A, `2` Fighter B, `draw` or `nc`) and the **method** (UNANIMOUS DECISION, SPLIT DECISION, MAJORITY DECISION, KO, TKO, RTD, DQ, DRAW, NO CONTEST). The round and time start from where the clock stopped, for a stoppage; the judges' cards come from the scorecards.



The Official Result form: Usyk by split decision.

Fight log and undo

Every round, bell, rest, knockdown, deduction and correction is logged with the round and time. ↶ **Undo last** reverses the last knockdown, deduction, correction or fight end.



The fight log: Fury down in round 9, then the rest and round 10.

5. The playout grid and keyboard

Each button puts its graphic on air, and it stays there until the button is pressed again, which plays it out. A lit button is on air. Some graphics take others off when they go up, so two never sit on top of each other: for example Tale of the Tape, Punch Stats and the scorecards take the round bug off. A button with a form opens it the first time; **Shift-click** or **right-click** opens the form again to change what it shows.



The playout grid: three rows of buttons, fired by F-keys, Shift+F-keys and Alt+F-keys. A lit button is on air.

Plain	**F1** Round Bug	**F2** Round Card	**F3** Fighter Lower Third · A	**F4** Fighter Lower Third · B	**F5** Knockdown	**F6** Punch Stats	**F7** Judges' Scorecards	**F8** Stat	**F9** Tale of the Tape	**F10** Replay	**F11** Empty	**F12** Official Result
Shift	**Shift+F1** Main Event Intro	**Shift+F2** Walkout · Fighter A	**Shift+F3** Walkout · Fighter B	**Shift+F4** Weigh-In	**Shift+F5** Belts on the Line	**Shift+F6** Fight Card	**Shift+F7** Trainer · A	**Shift+F8** Sponsor Sting	**Shift+F9** Free Line	**Shift+F10** Trainer · B	**Shift+F11** Social	**Shift+F12** Rankings
Alt	**Alt+F1** Officials	**Alt+F2** Reporter	**Alt+F3** Commentator	**Alt+F4** Crawl	**Alt+F5** Social Msg	**Alt+F6** Big Empty	**Alt+F7** Trainer / Corner (free)	**Alt+F8**	**Alt+F9**	**Alt+F10**	**Alt+F11**	**Alt+F12**

Keyboard

- **F1–F12**, **Shift+F-key** and **Alt+F-key** fire the three rows of the grid. The button flashes red as it is pressed. In the desktop app F11 toggles full screen, so the F11 buttons are clicked.
- **Space** starts and stops the round clock (not while typing in a field).
- **Esc** closes a form or window.

Desktop app shortcuts

The desktop app has no menu bar, so the panel gets the whole window. Its own commands are on Ctrl keys, which never clash with the grid:

Ctrl+L	Show the addresses a second operator screen can open on the LAN
Ctrl+Shift+O	Open the playout folder (settings, fight data, sponsors, backups)
Ctrl+R	Reload the panel (the fight and the CasparCG connection carry on)
F11	Full screen on or off
Ctrl+Q	Quit

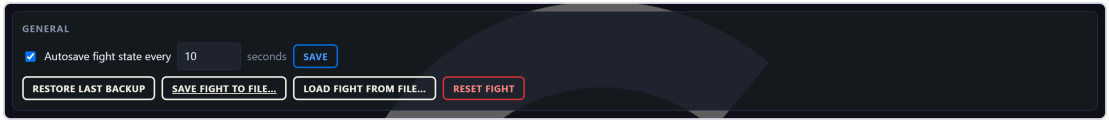
Zoom (Ctrl+scroll, Ctrl+plus/minus) is switched off, so the grid cannot be reflowed by accident mid-fight. If the panel ever crashes, it reloads by itself.

Clearing and locking

- **Clear all** takes every graphic off air in one press (layers 20–32). **Empty** (F11) clears layers 25–28 only: the lower thirds, walkouts, result, knockdown and social graphics.
- 🔓 **Lock playout**, on the server's own screen only, makes the playout buttons, their F-keys and Clear all inactive on every screen that opens the panel over the LAN, which shows a "Playout locked" banner. The server's screen keeps working, and the fight controls stay usable everywhere. Click 🔒 **Playout locked** to give them back. The lock starts off each time the app starts.

6. Settings and safety nets

- **Autosave** keeps the fight every few seconds. After an unexpected stop the app offers to restore it; **Restore last backup** does the same on demand.
- **Save fight to file…** saves the whole fight (fighters, event, round, clock, scorecards, punch stats and the log) as a `.json` file wherever you choose, such as a USB stick. The sponsor slots go with it, and the fighters' flags, cut-outs and walkout clips, the belt images and the sponsor images are stored inside the file, so with clips it can run to a few hundred megabytes. A clip over 100 MB, or an image over 20 MB, is saved as its path only. **Load fight from file…** puts a saved fight and its sponsors back, replacing the ones on the panel, even on another computer.
- **Reset fight** clears the round, clock, knockdowns, deductions, scorecards, punch stats and the fight log, and keeps the fighters and the event.
- **Sponsors**: upload sponsor images into numbered slots for **Sponsor Sting** (Shift+F8).
- If CasparCG drops and comes back, graphics that were on air are brought back up to date automatically.



Settings → General: autosave, restoring the last backup and resetting the fight.

Chroma key

For a rig with no fill + key outputs: a laptop runs CasparCG and its one HDMI out feeds the vision mixer, which chroma-keys the graphics. The graphics are transparent, and an empty CasparCG channel outputs black, so there is nothing for the mixer to key against. Chroma mode puts a solid key colour behind every graphic on the program channel.

1. Open **Settings** → **Chroma key**.
2. Tick the box, choose **Green** (the default), **Blue** or **Custom**, and press **Save**. **Custom** shows a colour picker (magenta, `#FF00FF`, to start): use it when the graphics have green or blue in them.
3. Set the vision mixer's chroma keyer to the same colour: green is `#00B140`, blue is `#0047BB`, and a custom colour is the hex code shown in the status bar tag.



Settings → Chroma key, ticked with green.

- The colour plays on layer 10 of the program channel, under the graphics (layers 20–32) and the watermark (90).
- It stays up between graphics, with nothing playing and after the panel quits: **Clear all** and **Empty** leave it alone. It comes down only when chroma mode is switched off.
- If CasparCG restarts, or the program channel changes, the colour is put back by itself.
- A **Chroma** tag in the key colour in the bottom status bar shows it is on.

> Keep the key colour out of the graphics themselves: anything in the templates close to the key colour is keyed out with it. Use blue if the artwork or a fighter's corner colour is green, and **Custom** (magenta works well) if it has both.

7. For template designers

Every graphic is an HTML page, 1920×1080 with a transparent background, in `templates/BOXARENA/`. CasparCG loads it from its own template folder by name (`BOXARENA/<NAME>`); the panel also serves the folder at `http://<panel>:7220/templates/BOXARENA/<NAME>` (no `.html`) for the preview. The field IDs your page must read are listed for every graphic in chapter 8.

What the page must provide

- `update(data)`: receives the fields as a JSON string (CasparCG XML `<templateData>` is also accepted by the shared runtime). Called on the first ADD and again whenever a bound value changes while on air. The round clock is pushed every second while it runs.
- `play()`: animate in. `stop()`: animate out. `next()`: step, for a graphic that has steps. `remove()` should exist, even if it does nothing.
- A graphic stays on air until it is stopped. Do not take it off by itself: the panel would still show it as live.

What the data looks like

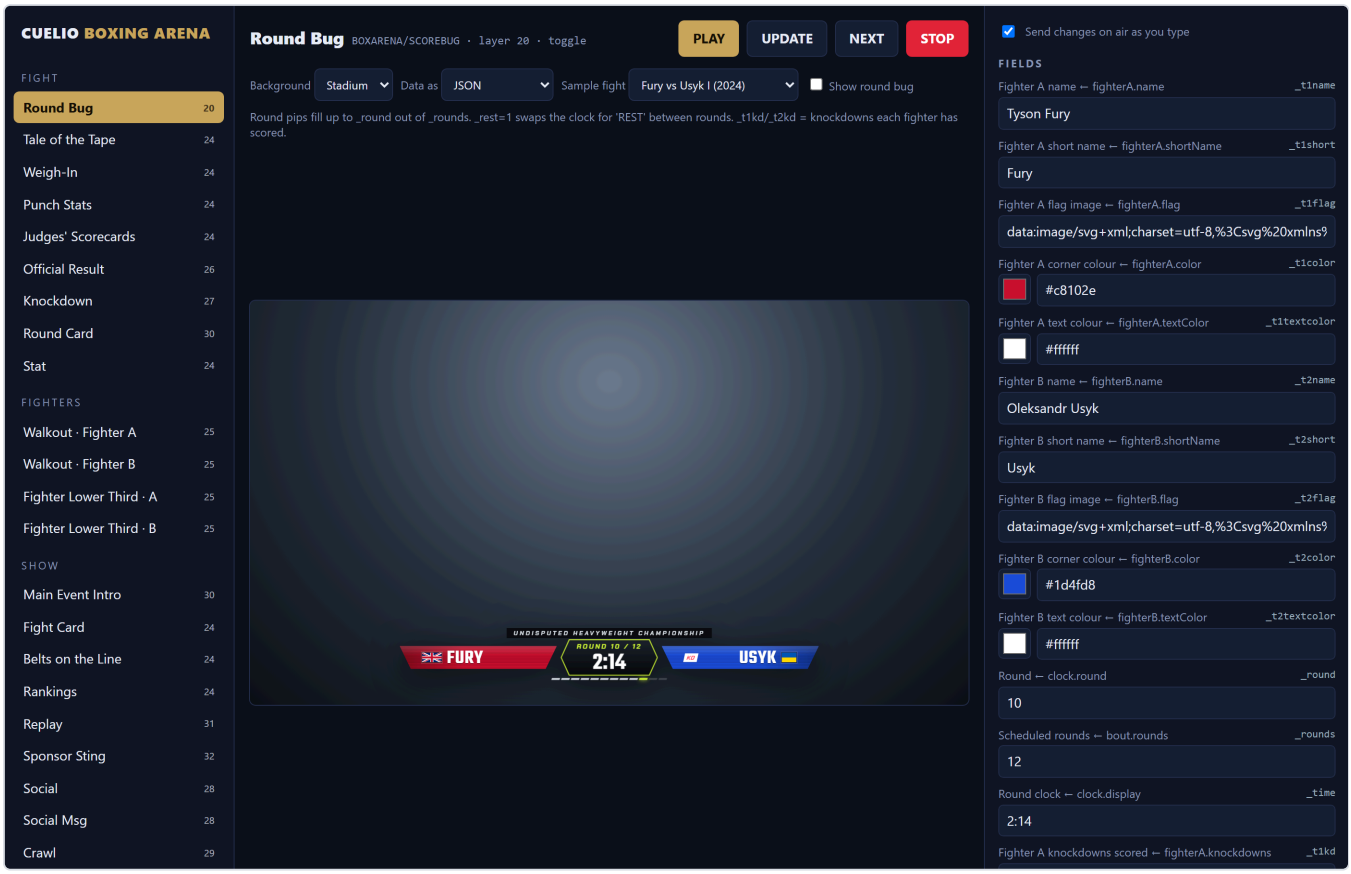
- Every value is a string. A blank string means "nothing to show": hide the element rather than draw it empty.
- Images and clips that live on the panel (flags, cut-outs, clips, sponsors) arrive as `http://` URLs it serves.
- Colours are `#rrggbb`. The round clock (`_time`) is `m:ss` counting down; elapsed times such as a knockdown's or a stoppage's are `m:ss` into the round.
- `_rest` is `1` during the rest between rounds; `_t1kd` / `_t2kd` are the knockdowns each fighter has scored; `_winner` is `1`, `2`, `draw` or `nc`; `_score{n}for` is `1` or `2` for the fighter a judge's card favours, or blank for a level card; `_j{n}rounds` is the judge's rounds, Fighter A first, space-separated, with `-` for a round not yet scored.
- Fields whose source is a form are whatever the operator typed; automatic fields follow the fight and update on air.

```
CG 1-25 ADD 1 "BOXARENA/FIGHTER" 1 "{\"_name\":\"Oleksandr Usyk\",\"_record\":\"21-0\",\"_kos\":\"14\",
  \"_flag\":\"http://10.0.0.20:7220/logos/flag-b.svg\",\"_color\":\"#1d4fd8\",\"_textcolor\":\"#ffffff\",
  \"_label\":\"WBA, IBF, WBO & IBO heavyweight champion\"}"
```

The shared runtime (_shared/cuelio.js, boxing.css and arena.css)

- `data-f="_field"` fills an element's text; `data-case="upper"` upper-cases it; `data-pop` pulses it when it changes.
- `data-img="_field"` sets an image; `data-empty="_a _b"` hides an element while all those fields are blank; `data-fit` shrinks text to fit its box.
- `_t1color` / `_t2color` / `_color` and their text colours become the CSS variables `--t1`, `--t1-ink`, `--t2`, `--t2-ink`, `--c`, `--c-ink`.
- `Cuelio.media(box, image, video)` plays a muted, looping WebM with alpha over its poster image, and falls back to the image if the clip fails. `Cuelio.on('update' | 'play' | 'stop' | 'next', fn)` hooks your own code in.
- Give `<body>` a `data-template="NAME"` as its first attribute, and keep everything inside title safe (96 px in from the sides, 54 px from top and bottom). `class="safe80"` on the body draws a full-frame graphic at 80% around the centre of the frame, which lands it inside title safe.

> Test a template without CasparCG at `http://<panel>:7220/templates/preview/`: it lists every graphic, fills it with sample data from Fury vs Usyk or Canelo vs Crawford, and has Play, Update, Next and Stop buttons.



The template preview: pick a graphic on the left, edit its fields on the right, and Play, Update, Next or Stop it on the stage.

8. Template field reference

Generated from the app's template configuration (30 graphics on 24 template files). "Automatic" fields are filled by the app from the path shown and follow the fight while on air; the other fields come from the button's form. Field IDs are case-sensitive.

Where automatic values come from

Path starts with	Meaning
`fighterA.` / `fighterB.`	The fighter on the Fighters tab (names, record, flag, media, colours, titles, trainer, tale of the tape) and their live bout state on the PLAYOUT tab: knockdowns scored and point deductions.
`clock.`	The live fight on the PLAYOUT tab: the round, the round clock, the rest, and the time gone in the round.
`bout.`	The scheduled rounds (PLAYOUT tab), and the division, weight limit, belts and officials (Event Info).
`event.`	Event Info: the event name, venue, date, reporter, commentators, free lines, crawl and Big Empty.
`lastKnockdown.`	The last DOWN pressed: the fighter who went down, the round, the time and the knockdown count.
`tape`, `punches`, `judges`, `result.cards`	The tale of the tape (Fighters tab), and the punch stats and judges' scorecards (Fight Data tab).
`card`, `rankings`	The fight card and the rankings on the Fight Data tab.

The fight

Round Bug `scoreBug`

Button: **Round Bug** · **F1**
Template: `BOXARENA/SCOREBUG` · layer 20
First press plays it in; it stays on air until it is pressed again
Takes off: Official Result, Tale of the Tape, Punch Stats, Judges' Scorecards

Round pips fill up to _round out of _rounds. _rest=1 swaps the clock for 'REST' between rounds. _t1kd/_t2kd = knockdowns each fighter has scored.

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1short`	Fighter A short name	Automatic, from `fighterA.shortName`
`_t1flag`	Fighter A flag image	Automatic, from `fighterA.flag`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2short`	Fighter B short name	Automatic, from `fighterB.shortName`
`_t2flag`	Fighter B flag image	Automatic, from `fighterB.flag`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_round`	Round	Automatic, from `clock.round`

Field ID	Label	Where the value comes from
`_rounds`	Scheduled rounds	Automatic, from `bout.rounds`
`_time`	Round clock	Automatic, from `clock.display`
`_t1kd`	Fighter A knockdowns scored	Automatic, from `fighterA.knockdowns`
`_t2kd`	Fighter B knockdowns scored	Automatic, from `fighterB.knockdowns`
`_label`	Bout label (e.g. UNDISPUTED HEAVYWEIGHT)	Automatic, from `bout.division`
`_rest`	Between rounds (1 = show REST)	Automatic, from `clock.rest`

Tale of the Tape `taleOfTape`

Button: **Tale of the Tape** · **F9**
Template: `BOXARENA/TALEOFTAPE` · layer 24
First press plays it in; it stays on air until it is pressed again
Takes off: Round Bug

Rows e.g. AGE, RECORD, KOs, HEIGHT, REACH, WEIGHT, STANCE. A row with a label but empty values is hidden.

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1nick`	Fighter A nickname	Automatic, from `fighterA.nickname`
`_t1flag`	Fighter A flag image	Automatic, from `fighterA.flag`
`_t1photo`	Fighter A cut-out	Automatic, from `fighterA.photo`
`_t1video`	Fighter A video	Automatic, from `fighterA.video`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2nick`	Fighter B nickname	Automatic, from `fighterB.nickname`
`_t2flag`	Fighter B flag image	Automatic, from `fighterB.flag`
`_t2photo`	Fighter B cut-out	Automatic, from `fighterB.photo`
`_t2video`	Fighter B video	Automatic, from `fighterB.video`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_title`	Title	Typed in the button's form; starts from `bout.division`
Rows, n = 1 to 9, from the tale of the tape on the Fighters tab (label, Fighter A, Fighter B) (`tape`). Missing rows are sent as blanks.		
`_r{n}label` `_r1label … _r9label`	label	Automatic
`_r{n}t1` `_r1t1 … _r9t1`	t1	Automatic
`_r{n}t2` `_r1t2 … _r9t2`	t2	Automatic

Weigh-In `weighIn`

Button: **Weigh-In** · **Shift+F4**
Template: `BOXARENA/WEIGHIN` · layer 24
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1flag`	Fighter A flag image	Automatic, from `fighterA.flag`
`_t1photo`	Fighter A cut-out	Automatic, from `fighterA.photo`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2flag`	Fighter B flag image	Automatic, from `fighterB.flag`
`_t2photo`	Fighter B cut-out	Automatic, from `fighterB.photo`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_t1weight`	Fighter A weight	Automatic, from `fighterA.weight`
`_t2weight`	Fighter B weight	Automatic, from `fighterB.weight`
`_limit`	Division limit	Automatic, from `bout.weightLimit`
`_title`	Title	Typed in the button's form; default `Official`
`_label`	Footnote	Typed in the button's form

Punch Stats `punchStats`

Button: **Punch Stats** · **F6**
Template: `BOXARENA/PUNCHSTATS` · layer 24
First press plays it in; it stays on air until it is pressed again
Takes off: Round Bug

Rows e.g. TOTAL, JABS, POWER. Percentages are worked out from landed/thrown.

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1short`	Fighter A short name	Automatic, from `fighterA.shortName`
`_t1photo`	Fighter A cut-out	Automatic, from `fighterA.photo`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2short`	Fighter B short name	Automatic, from `fighterB.shortName`
`_t2photo`	Fighter B cut-out	Automatic, from `fighterB.photo`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_title`	Title (e.g. ROUND 9 · or FINAL)	Typed in the button's form
`_label`	Source / footnote	Typed in the button's form

Field ID	Label	Where the value comes from
Rows, n = 1 to 4, from the punch stats on the Fight Data tab (`punches`). Missing rows are sent as blanks.		
`_s{n}label` `_s1label … _s4label`	label	Automatic
`_s{n}t1landed` `_s1t1landed … _s4t1landed`	t1landed	Automatic
`_s{n}t1thrown` `_s1t1thrown … _s4t1thrown`	t1thrown	Automatic
`_s{n}t2landed` `_s1t2landed … _s4t2landed`	t2landed	Automatic
`_s{n}t2thrown` `_s1t2thrown … _s4t2thrown`	t2thrown	Automatic

Judges' Scorecards `scorecards`

Button: **Judges' Scorecards** · **F7**
Template: `BOXARENA/SCORECARDS` · layer 24
First press plays it in; it stays on air until it is pressed again
Takes off: Round Bug

Judges' names are officials 2-4 on Event Info; their rounds come from the scorecard on the Fight Data tab. Totals are added up unless one is entered.

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1short`	Fighter A short name	Automatic, from `fighterA.shortName`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2short`	Fighter B short name	Automatic, from `fighterB.shortName`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_title`	Title	Typed in the button's form
`_round`	Rounds to show (blank = all scored)	Typed in the button's form
Rows, n = 1 to 3, from the judges' scorecards on the Fight Data tab (`judges`). Missing rows are sent as blanks.		
`_j{n}name` `_j1name … _j3name`	name	Automatic
`_j{n}rounds` `_j1rounds … _j3rounds`	rounds	Automatic
`_j{n}total` `_j1total … _j3total`	total	Automatic

Official Result `result`

Button: **Official Result** · **F12**
Template: `BOXARENA/RESULT` · layer 26
First press plays it in; it stays on air until it is pressed again
Opens its form on every press

The judges' cards come from the scorecard (winning score first). Round and time start from where the clock stopped.

Field ID	Label	Where the value comes from
`_winner`	Winner (1 / 2 / draw)	Picked from a list in the button's form; options: `1`, `2`, `draw`, `nc`
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1nick`	Fighter A nickname	Automatic, from `fighterA.nickname`
`_t1record`	Fighter A record (W-L-D)	Automatic, from `fighterA.record`
`_t1flag`	Fighter A flag image	Automatic, from `fighterA.flag`
`_t1photo`	Fighter A cut-out	Automatic, from `fighterA.photo`
`_t1video`	Fighter A video	Automatic, from `fighterA.video`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2nick`	Fighter B nickname	Automatic, from `fighterB.nickname`
`_t2record`	Fighter B record (W-L-D)	Automatic, from `fighterB.record`
`_t2flag`	Fighter B flag image	Automatic, from `fighterB.flag`
`_t2photo`	Fighter B cut-out	Automatic, from `fighterB.photo`
`_t2video`	Fighter B video	Automatic, from `fighterB.video`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_method`	Method	Picked from a list in the button's form; options: `UNANIMOUS DECISION`, `SPLIT DECISION`, `MAJORITY DECISION`, `KO`, `TKO`, `RTD`, `DQ`, `DRAW`, `NO CONTEST`
`_endround`	Round (stoppages)	Typed in the button's form; starts from `clock.round`
`_endtime`	Time (stoppages)	Typed in the button's form; starts from `clock.elapsed`
`_headline`	Announcer line (e.g. AND THE NEW)	Typed in the button's form
`_titles`	Titles won / retained	Typed in the button's form (several lines)
Rows, n = 1 to 3, from each judge's total on the scorecards, winning score first (`result.cards`). Missing rows are sent as blanks.		
`_score{n}judge` `_score1judge … _score3judge`	judge	Automatic
`_score{n}` `_score1 … _score3`	score	Automatic
`_score{n}for` `_score1for … _score3for`	for	Automatic

Knockdown `knockdown`

Button: **Knockdown** · **F5**
Template: `BOXARENA/KNOCKDOWN` · layer 27
First press plays it in; it stays on air until it is pressed again
Takes off: Fighter Lower Third · A, Fighter Lower Third · B

Fighter, round, time and count follow the last DOWN pressed on the Playout tab. Only the label and detail are asked for.

Field ID	Label	Where the value comes from
`_name`	Fighter down	Automatic, from `lastKnockdown.name`

Field ID	Label	Where the value comes from
`_photo`	Cut-out	Automatic, from `lastKnockdown.photo`
`_color`	Corner colour	Automatic, from `lastKnockdown.color`
`_textcolor`	Text colour	Automatic, from `lastKnockdown.textColor`
`_round`	Round	Automatic, from `lastKnockdown.round`
`_time`	Time	Automatic, from `lastKnockdown.time`
`_count`	Knockdown number (e.g. 1)	Automatic, from `lastKnockdown.count`
`_label`	Detail	Typed in the button's form
`_type`	Label	Picked from a list in the button's form; options: `KNOCKDOWN`, `STANDING COUNT`, `SLIP RULED`, `POINT DEDUCTION`

Round Card `roundCard`

Button: **Round Card** · **F2**
Template: `BOXARENA/ROUNDCARD` · layer 30
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_round`	Round	Automatic, from `clock.nextRound`
`_rounds`	Scheduled rounds	Automatic, from `bout.rounds`
`_label`	Label (e.g. CHAMPIONSHIP ROUNDS)	Typed in the button's form
`_t1short`	Fighter A short name	Automatic, from `fighterA.shortName`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t2short`	Fighter B short name	Automatic, from `fighterB.shortName`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`

Stat `stats`

Button: **Stat** · **F8**
Template: `BOXARENA/STATS` · layer 24
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_title`	Stat	Typed in the button's form
`_t1value`	Fighter A value	Typed in the button's form
`_t2value`	Fighter B value	Typed in the button's form

Fighters

Walkout · Fighter A `walkoutA`

Button: **Walkout · Fighter A** · **Shift+F2**
Template: `BOXARENA/WALKOUT` · layer 25
First press plays it in; it stays on air until it is pressed again
Takes off: Round Bug

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterA.name`
`_nick`	Nickname	Automatic, from `fighterA.nickname`
`_record`	Record	Automatic, from `fighterA.record`
`_kos`	KOs	Automatic, from `fighterA.kos`
`_flag`	Flag image	Automatic, from `fighterA.flag`
`_country`	Country / hometown	Automatic, from `fighterA.country`
`_photo`	Cut-out	Automatic, from `fighterA.photo`
`_video`	Walkout video	Automatic, from `fighterA.video`
`_color`	Corner colour	Automatic, from `fighterA.color`
`_textcolor`	Text colour	Automatic, from `fighterA.textColor`
`_titles`	Titles held (one per line)	Automatic, from `fighterA.titles`
`_label`	Top line (e.g. FIGHTING OUT OF)	Typed in the button's form; default `Fighting out of`

Walkout · Fighter B `walkoutB`

Button: **Walkout · Fighter B** · **Shift+F3**
Template: `BOXARENA/WALKOUT` · layer 25
First press plays it in; it stays on air until it is pressed again
Takes off: Round Bug

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterB.name`
`_nick`	Nickname	Automatic, from `fighterB.nickname`
`_record`	Record	Automatic, from `fighterB.record`
`_kos`	KOs	Automatic, from `fighterB.kos`
`_flag`	Flag image	Automatic, from `fighterB.flag`
`_country`	Country / hometown	Automatic, from `fighterB.country`
`_photo`	Cut-out	Automatic, from `fighterB.photo`
`_video`	Walkout video	Automatic, from `fighterB.video`
`_color`	Corner colour	Automatic, from `fighterB.color`
`_textcolor`	Text colour	Automatic, from `fighterB.textColor`
`_titles`	Titles held (one per line)	Automatic, from `fighterB.titles`
`_label`	Top line (e.g. FIGHTING OUT OF)	Typed in the button's form; default `Fighting out of`

Fighter Lower Third · A `fighterA`

Button: **Fighter Lower Third · A** · **F3**
Template: `BOXARENA/FIGHTER` · layer 25
First press plays it in; it stays on air until it is pressed again
Takes off: Official Result

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterA.name`
`_nick`	Nickname	Automatic, from `fighterA.nickname`
`_record`	Record	Automatic, from `fighterA.record`
`_kos`	KOs	Automatic, from `fighterA.kos`
`_flag`	Flag image	Automatic, from `fighterA.flag`
`_photo`	Cut-out	Automatic, from `fighterA.photo`
`_video`	Video	Automatic, from `fighterA.video`
`_color`	Corner colour	Automatic, from `fighterA.color`
`_textcolor`	Text colour	Automatic, from `fighterA.textColor`
`_label`	Strap	Typed in the button's form

Fighter Lower Third · B `fighterB`

Button: **Fighter Lower Third · B** · **F4**
Template: `BOXARENA/FIGHTER` · layer 25
First press plays it in; it stays on air until it is pressed again
Takes off: Official Result

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterB.name`
`_nick`	Nickname	Automatic, from `fighterB.nickname`
`_record`	Record	Automatic, from `fighterB.record`
`_kos`	KOs	Automatic, from `fighterB.kos`
`_flag`	Flag image	Automatic, from `fighterB.flag`
`_photo`	Cut-out	Automatic, from `fighterB.photo`
`_video`	Video	Automatic, from `fighterB.video`
`_color`	Corner colour	Automatic, from `fighterB.color`
`_textcolor`	Text colour	Automatic, from `fighterB.textColor`
`_label`	Strap	Typed in the button's form

People

Trainer / Corner (free) `trainer`

Button: **Trainer / Corner (free)** · **Alt+F7**
Template: `BOXARENA/COACH` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Name	Typed in the button's form
`_label`	Role (e.g. HEAD TRAINER)	Typed in the button's form
`_teamname`	Fighter	Typed in the button's form
`_color`	Corner colour	Typed in the button's form
`_textcolor`	Text colour	Typed in the button's form
`_image`	Image	Typed in the button's form

Trainer · A `trainerA`

Button: **Trainer · A** · **Shift+F7**
Template: `BOXARENA/COACH` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterA.trainer`
`_label`	Role	Automatic, from `fighterA.trainerTitle`
`_teamname`	Fighter	Automatic, from `fighterA.name`
`_color`	Corner colour	Automatic, from `fighterA.color`
`_textcolor`	Text colour	Automatic, from `fighterA.textColor`

Trainer · B `trainerB`

Button: **Trainer · B** · **Shift+F10**
Template: `BOXARENA/COACH` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `fighterB.trainer`
`_label`	Role	Automatic, from `fighterB.trainerTitle`
`_teamname`	Fighter	Automatic, from `fighterB.name`
`_color`	Corner colour	Automatic, from `fighterB.color`
`_textcolor`	Text colour	Automatic, from `fighterB.textColor`

Officials `referees`

Button: **Officials** · **Alt+F1**
Template: `BOXARENA/REFEREES` · layer 25
First press plays it in; it stays on air until it is pressed again

Five slots; a slot with no name is left off.

Field ID	Label	Where the value comes from
`_ref1role`	Referee role	Automatic, from `bout.officials.0.role`
`_ref1name`	Referee	Automatic, from `bout.officials.0.name`

Field ID	Label	Where the value comes from
`_ref2role`	Judge role	Automatic, from `bout.officials.1.role`
`_ref2name`	Judge	Automatic, from `bout.officials.1.name`
`_ref3role`	Judge role	Automatic, from `bout.officials.2.role`
`_ref3name`	Judge	Automatic, from `bout.officials.2.name`
`_ref4role`	Judge role	Automatic, from `bout.officials.3.role`
`_ref4name`	Judge	Automatic, from `bout.officials.3.name`
`_ref5role`	Supervisor role	Automatic, from `bout.officials.4.role`
`_ref5name`	Supervisor	Automatic, from `bout.officials.4.name`

Reporter `reporter`

Button: **Reporter** · **Alt+F2**
Template: `BOXARENA/REPORTER` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `event.reporter`
`_label`	Title	Automatic, from `event.reporterTitle`

Commentator `commentator`

Button: **Commentator** · **Alt+F3**
Template: `BOXARENA/REPORTER` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Names	Automatic, from `event.commentatorsText`
`_label`	Title	Automatic, from `event.commentatorTitle`

Free Line `freeLine`

Button: **Free Line** · **Shift+F9**
Template: `BOXARENA/REPORTER` · layer 25
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_name`	Line 1	Automatic, from `event.freeLines.0`
`_label`	Line 2	Automatic, from `event.freeLines.1`

Show and event

Main Event Intro `intro`

Button: **Main Event Intro** · **Shift+F1**
Template: `BOXARENA/INTRO` · layer 30
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_t1name`	Fighter A name	Automatic, from `fighterA.name`
`_t1nick`	Fighter A nickname	Automatic, from `fighterA.nickname`
`_t1record`	Fighter A record (W-L-D)	Automatic, from `fighterA.record`
`_t1kos`	Fighter A KOs	Automatic, from `fighterA.kos`
`_t1flag`	Fighter A flag image	Automatic, from `fighterA.flag`
`_t1photo`	Fighter A cut-out	Automatic, from `fighterA.photo`
`_t1video`	Fighter A video	Automatic, from `fighterA.video`
`_t1color`	Fighter A corner colour	Automatic, from `fighterA.color`
`_t1textcolor`	Fighter A text colour	Automatic, from `fighterA.textColor`
`_t2name`	Fighter B name	Automatic, from `fighterB.name`
`_t2nick`	Fighter B nickname	Automatic, from `fighterB.nickname`
`_t2record`	Fighter B record (W-L-D)	Automatic, from `fighterB.record`
`_t2kos`	Fighter B KOs	Automatic, from `fighterB.kos`
`_t2flag`	Fighter B flag image	Automatic, from `fighterB.flag`
`_t2photo`	Fighter B cut-out	Automatic, from `fighterB.photo`
`_t2video`	Fighter B video	Automatic, from `fighterB.video`
`_t2color`	Fighter B corner colour	Automatic, from `fighterB.color`
`_t2textcolor`	Fighter B text colour	Automatic, from `fighterB.textColor`
`_event`	Event name	Automatic, from `event.name`
`_division`	Division / title	Automatic, from `bout.division`
`_rounds`	Scheduled rounds	Automatic, from `bout.rounds`
`_venue`	Venue	Automatic, from `event.venue`
`_date`	Date	Automatic, from `event.date`
Rows, n = 1 to 6, from the belts on Event Info (only belts with a name or an image) (`bout.belts`). Missing rows are sent as blanks.		
`_belt{n}image` `_belt1image … _belt6image`	image	Automatic
`_belt{n}name` `_belt1name … _belt6name`	name	Automatic

Fight Card `fightCard`

Button: **Fight Card** · **Shift+F6**
Template: `BOXARENA/FIGHTCARD` · layer 24
First press plays it in; it stays on air until it is pressed again

Bout 1 is the main event (shown largest). _b{n}result fills in as bouts finish, e.g. 'Usyk SD'.

Field ID	Label	Where the value comes from
`_title`	Title	Automatic, from `event.name`
`_label`	Subtitle	Automatic, from `event.venue`
Rows, n = 1 to 8, from the fight card on the Fight Data tab (`card`). Missing rows are sent as blanks.		
`_b{n}t1` `_b1t1 … _b8t1`	t1	Automatic
`_b{n}t1record` `_b1t1record … _b8t1record`	t1record	Automatic
`_b{n}t2` `_b1t2 … _b8t2`	t2	Automatic
`_b{n}t2record` `_b1t2record … _b8t2record`	t2record	Automatic
`_b{n}div` `_b1div … _b8div`	div	Automatic
`_b{n}rounds` `_b1rounds … _b8rounds`	rounds	Automatic
`_b{n}title` `_b1title … _b8title`	title	Automatic
`_b{n}result` `_b1result … _b8result`	result	Automatic

Belts on the Line `belts`

Button: **Belts on the Line** · **Shift+F5**
Template: `BOXARENA/BELTS` · layer 24
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_title`	Title	Typed in the button's form
`_division`	Division	Automatic, from `bout.division`
Rows, n = 1 to 6, from the belts on Event Info (only belts with a name or an image) (`bout.belts`). Missing rows are sent as blanks.		
`_belt{n}image` `_belt1image … _belt6image`	image	Automatic
`_belt{n}name` `_belt1name … _belt6name`	name	Automatic

Rankings `table`

Button: **Rankings** · **Shift+F12**
Template: `BOXARENA/TABLE` · layer 24
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_title`	Title	Automatic, from `rankings.title`
`_highlight`	Highlight names (comma list)	Automatic, from `rankings.highlight`
Rows, n = 1 to 10, from the rankings on the Fight Data tab (`rankings`). Missing rows are sent as blanks.		
`_r{n}pos` `_r1pos … _r10pos`	pos	Automatic

Field ID	Label	Where the value comes from
`_r{n}name` `_r1name … _r10name`	name	Automatic
`_r{n}record` `_r1record … _r10record`	record	Automatic
`_r{n}note` `_r1note … _r10note`	note	Automatic

Replay `replayLabel`

Button: **Replay** · **F10**
Template: `BOXARENA/REPLAY` · layer 31
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_label`	Label	Picked from a list in the button's form; options: `REPLAY`, `SLOW MOTION`, `INSTANT REPLAY REVIEW`, `ROUND HIGHLIGHTS`

Sponsor Sting `sponsorSting`

Button: **Sponsor Sting** · **Shift+F8**
Template: `BOXARENA/SPONSOR` · layer 32
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_image`	Sponsor slot	A sponsor slot picked in the button's form; sent as the image URL

Social `twitter`

Button: **Social** · **Shift+F11**
Template: `BOXARENA/TWITTER` · layer 28
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_handle`	Handle	Typed in the button's form
`_name`	Display name	Typed in the button's form
`_message`	Message	Typed in the button's form (several lines)
`_image`	Avatar	Typed in the button's form

Social Msg `twitterMessage`

Button: **Social Msg** · **Alt+F5**
Template: `BOXARENA/TWITTERMSG` · layer 28
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_message`	Message	Typed in the button's form (several lines)

Crawl `crawl`

Button: **Crawl** · **Alt+F4**
Template: `BOXARENA/CRAWL` · layer 29
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_message`	Crawl text	Typed in the button's form (several lines); starts from `event.crawlText`

Big Empty `bigEmpty`

Button: **Big Empty** · **Alt+F6**
Template: `BOXARENA/BIGEMPTY` · layer 24
First press plays it in; it stays on air until it is pressed again

Field ID	Label	Where the value comes from
`_competition`	Kicker	Automatic, from `event.name`
`_title`	Title	Automatic, from `event.bigEmpty.title`
`_text`	Text	Automatic, from `event.bigEmpty.text`

9. Troubleshooting

Symptom	What to check
Status light is red	The CasparCG address and port in Settings, that the server is running, and any firewall between them. Press **Reconnect**.
A graphic does not appear	That the `BOXARENA` folder, including `_shared`, is in the CasparCG server's template folder, and that the connection log in Settings shows no error. Open it in the Template preview.
A graphic comes up blank	Open it in the Template preview, and check that its field IDs match chapter 8.
A flag, cut-out or sponsor is missing	Upload it in the panel so it is served over http, and check that the CasparCG machine can reach this one on port 7220: a `C:\…` path on another computer cannot be loaded by a remote CasparCG.
A cut-out or clip does not show	Use a transparent PNG and a WebM (VP8/VP9) clip: CasparCG's HTML producer usually cannot play MP4. Upload it with **Browse…** so it is served over http.
A button stays lit after the graphic has gone	Press it once more: that plays it out and resets the button.
The round bug went off by itself	Tale of the Tape, Walkout · Fighter A, Walkout · Fighter B, Punch Stats and Judges' Scorecards take the round bug off when they go up. Press **Round Bug** (F1) to bring it back.
A knockdown is counted for the wrong fighter	↶ **Undo last**, then press DOWN under the fighter who went down: the knockdown is scored by their opponent.
The clock is wrong	**Set** it (`m:ss`), or **−1s** / **+1s**. The round list re-parks a round at full length.
Graphics are cut off on a TV	Keep anchors inside title safe; see chapter 7.
The panel shows only "Activate Cuelio Boxing Arena"	The trial has ended or the licence has run out, and the app is locked. Paste a key and press **Activate** on the computer running the app; LAN screens unlock with it.
"UNLICENSED" on air	A graphic was on air when the app locked. Press **Take off air** on the lock screen, then activate a key.
"This key is for …, not Cuelio Boxing Arena"	The key belongs to another Cuelio product. A Cuelio Boxing Arena key starts with `CSXP-`.
"From an older version of Cuelio licensing"	The key was issued in the old format: ask Cuelio for a new key.
"Could not reach the Cuelio licensing service"	Activating and deactivating need the internet. Connect, or activate from another network, then try again; afterwards the app runs offline.
"Already active on 2 computers"	Deactivate the licence on one of them (**Settings** → **Licence** → **Deactivate**), or ask Cuelio to free the seat of a computer you no longer have.
The mixer keys out nothing, or the whole picture	Chroma mode is on in **Settings** → **Chroma key** (the bottom status bar shows a **Chroma** tag), and the mixer's keyer is set to the same colour.
The program output stays green or blue	That is chroma mode: it stays up between graphics and after the panel quits. Switch it off in **Settings** → **Chroma key**.
The app crashed mid-fight	Start it again and accept the offer to restore, or press **Restore last backup** in Settings → General.

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