Cuelio Studio Basketball Playout

User guide and template field reference

Version 0.1.0 · 14 October 2026

CasparCG playout control client for live basketball broadcasts

Contents

1. Getting started
2. The panel at a glance
3. Before tip-off: Event Info, Teams and Tables
4. During the game: score, clocks, fouls and graphics
5. The playout grid and keyboard
6. Settings and safety nets
7. For template designers: how graphics receive data
8. Template field reference (every graphic, every field ID)
9. Troubleshooting

1. Getting started

Cuelio Studio Basketball Playout drives a CasparCG server over AMCP and keeps the game itself: score and line score, game clock and shot clock, period, team fouls and bonus, timeouts and possession. Pressing **+3** both changes the score and refreshes any graphic on air that shows it.

Starting the app

- **Desktop app:** start Cuelio Studio Basketball 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>:7210`. LAN screens can score, run the clocks and edit Event Info, Teams and Tables, but get no **SETTINGS** tab: the CasparCG server, licence, autosave, 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. After the trial, or once a licence has passed its end date, graphics still go to air but carry a watermark: a "Cuelio Studio · Unlicensed" badge in the corner and "UNLICENSED" across the picture. The status bar shows the days left in the trial, or that the watermark is on; click it to open the licence settings.

1. Open **Settings** → **Licence**.
2. Paste the licence key from your purchase email and press **Activate**. 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.

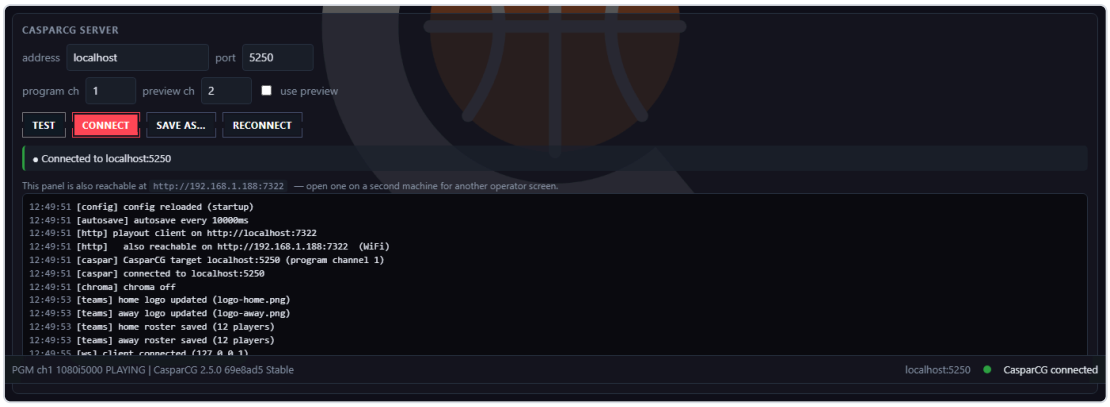
Each key works on **two computers**. To move it to a new computer, press **Deactivate** on the old one first.



Settings → Licence during the trial: this computer's ID, the key box 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 **Connect**. The light in the bottom status bar turns green, and the bar 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.



Connected: the green light, the server, and the channel and server version from CasparCG.

Installing the graphics

The graphics are HTML templates in the `BASKETBALL` folder. CasparCG 2.5 can load them straight from the panel over http, or you can copy the `BASKETBALL` folder (including `_shared`) into the CasparCG server's `template` folder. They use the Saira Condensed fonts from Google Fonts; install them on a playout machine with no internet. **Settings → Template health** lists any configuration problems, and **Template preview** opens every graphic with sample data in your browser, without sending anything to CasparCG.

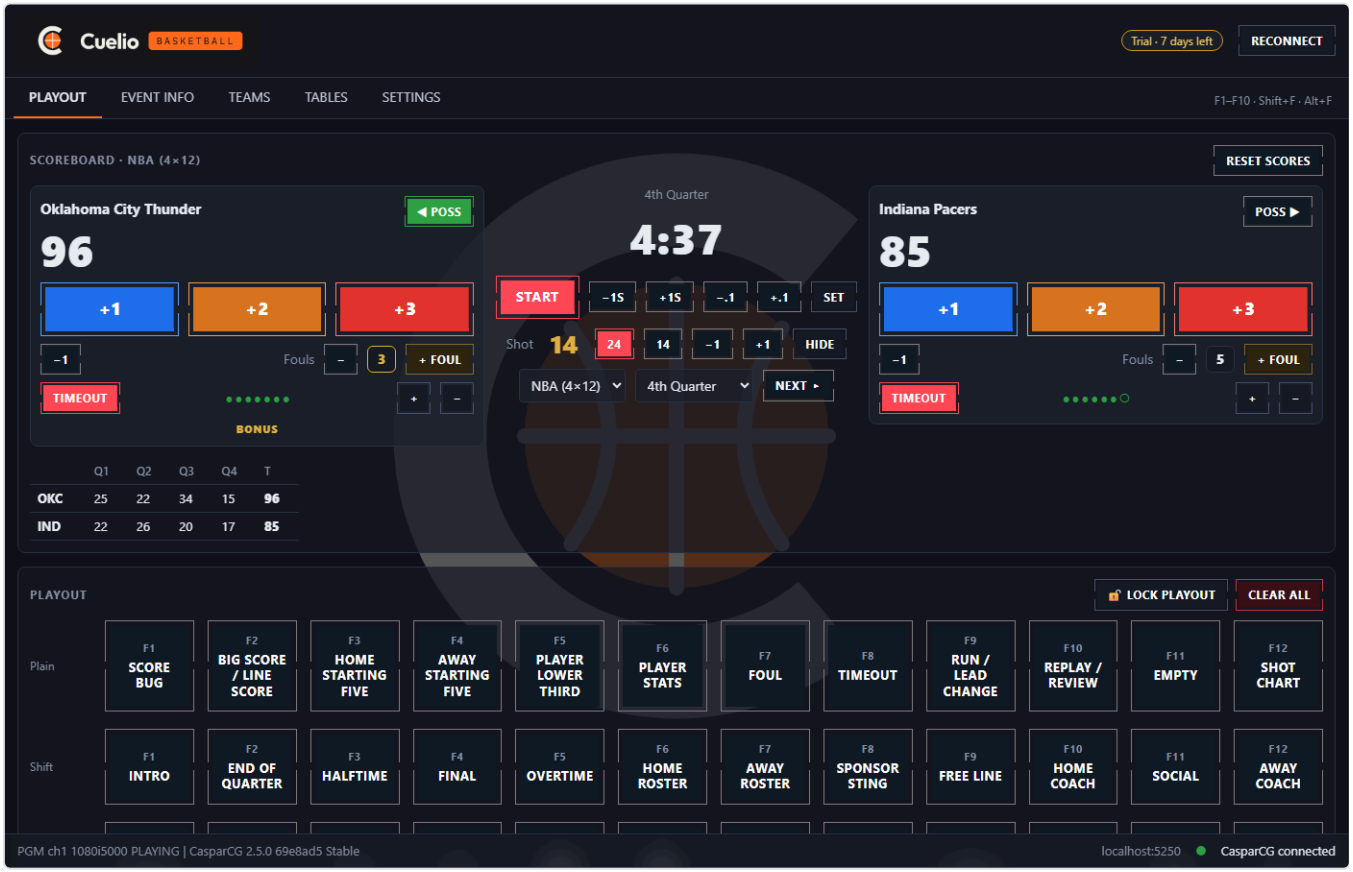


Settings → Template health, with the Template preview button.

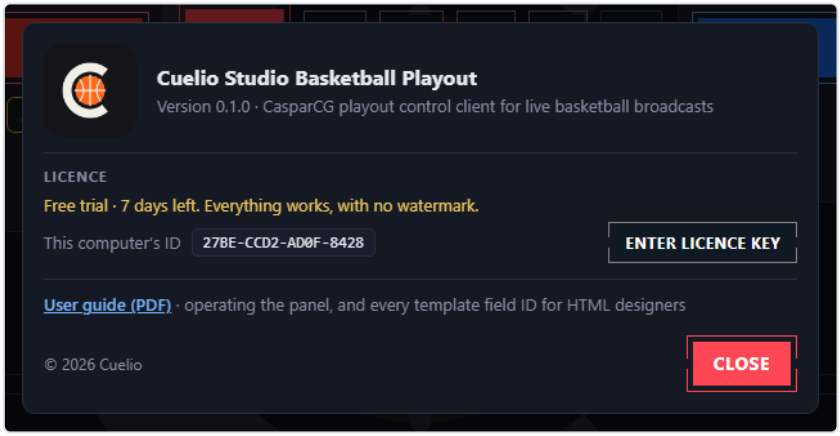
2. The panel at a glance

- **Status bar**: the Cuelio logo (click it for About and this guide), the CasparCG connection light, the server and channel, and **Reconnect**.
- **PLAYOUT**: the scoreboard with both clocks and the line score, the playout grid and the game log.
- **EVENT INFO**: teams and fixture (names, short names, records, colours, logos) and officials and on-air text.
- **TEAMS**: the two rosters with player media, the player picked for the player graphics, and the box score.
- **TABLES**: the standings and the team stats.
- **SETTINGS**: the licence, the CasparCG server, autosave and backups, template health and sponsors.

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 late in the fourth quarter: scoreboard, clocks and line score above, the playout grid below.

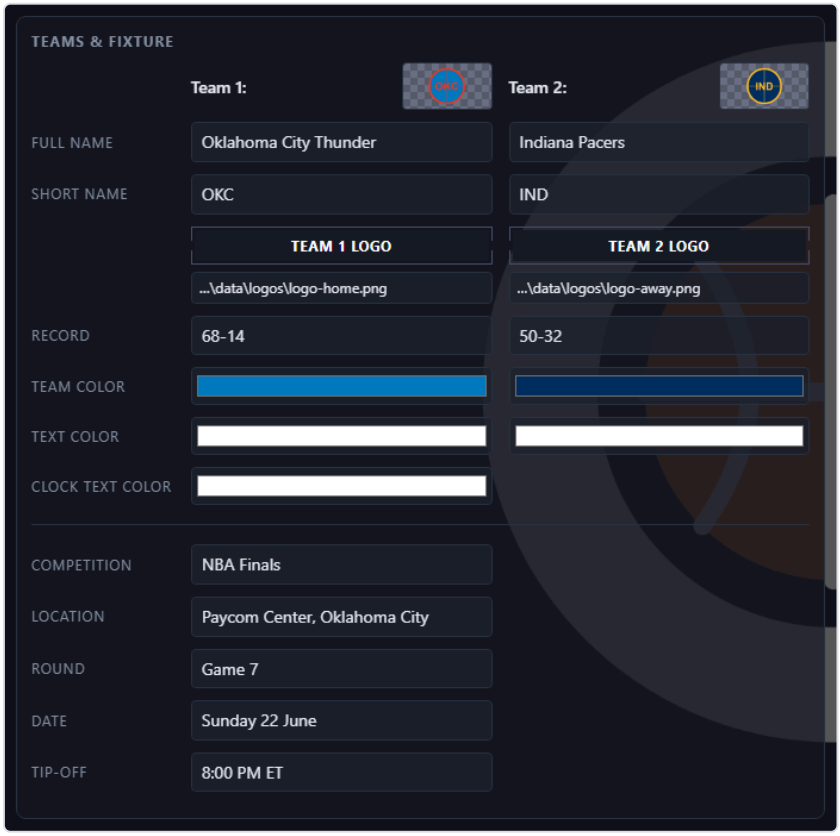


Click the Cuelio logo for About, with the link to this guide.

3. Before tip-off

Event Info → Teams & fixture

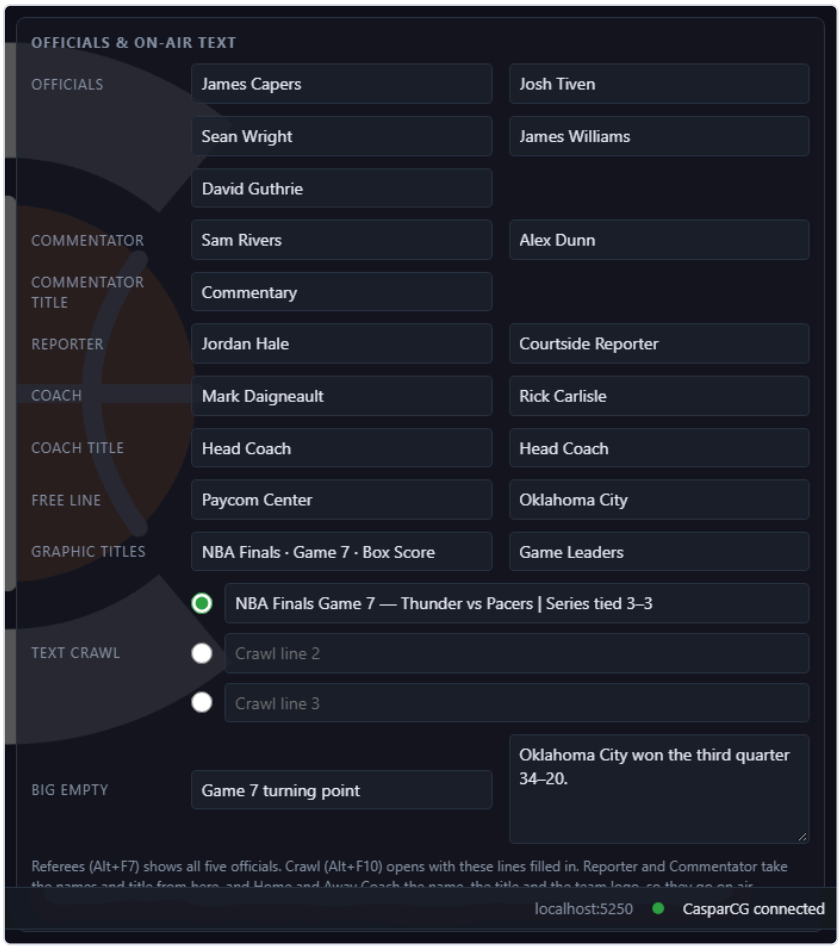
- **Full name** and **Short name** (three letters, for the score bug) for each side, and the team **logo** (upload, or a path the CasparCG server can see).
- **Record**: the win-loss record or series line under the name on the Big Score, Starters and Roster.
- **Team color** and **Text color** for each side, and the **Clock text color** of the score bug.
- **Competition**, **Location**, **Round**, **Date** and **Tip-off**, used by the Intro and Big Empty.



Event Info → Teams & fixture: names, logos, records, colours and the fixture.

Event Info → Officials & on-air text

- The five **Officials** (Crew Chief, Referee, Umpire, Commissioner, Replay Official) for the Officials graphic.
- **Commentator** names and title, **Reporter** name and title, and each side's **Coach** and coach title. These graphics take everything from here and go on air without a form.
- Two **Free lines**, three **Crawl** lines (the radio button picks the active one), the **Big Empty** title and text, and the headings of the Box Score and Game Leaders graphics.



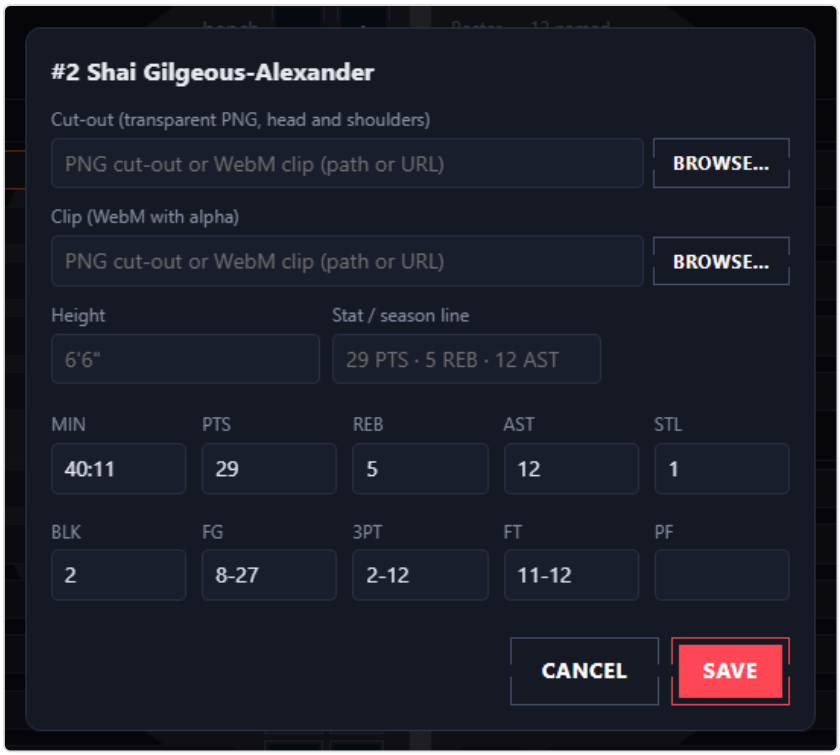
Event Info → Officials & on-air text.

Teams

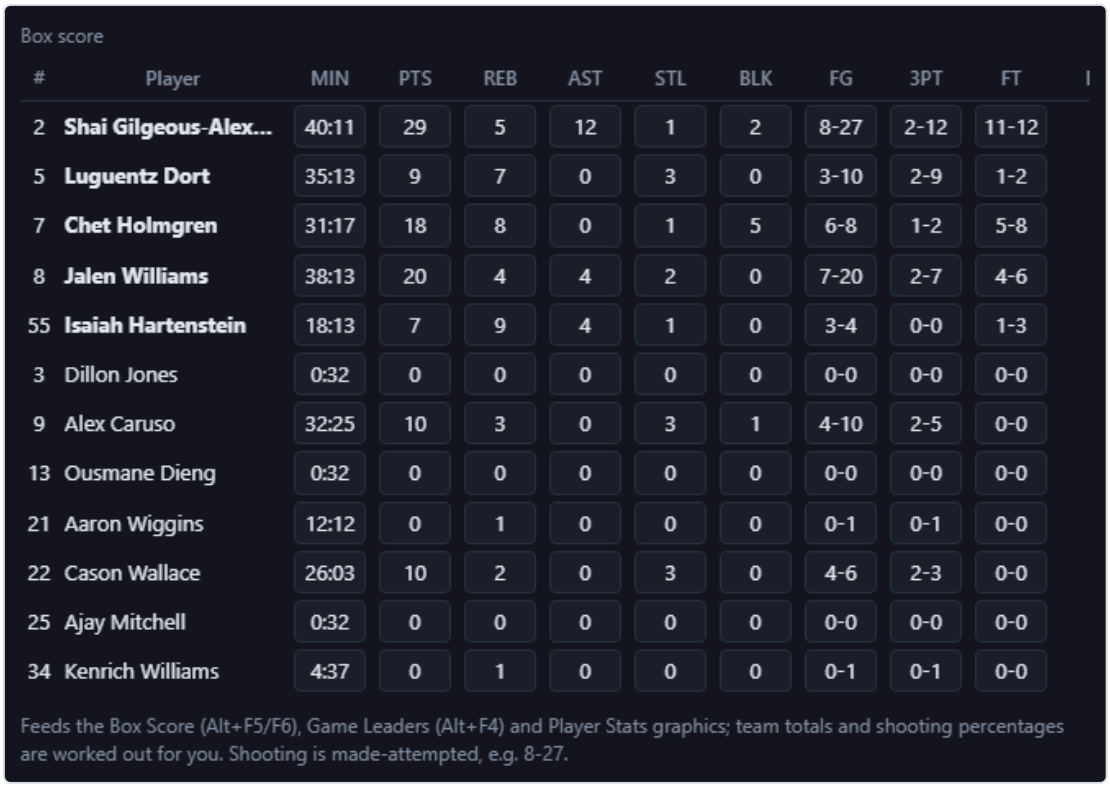
- Type each **roster**: the starting five and the bench, with shirt number, name and position. Add "(c)" after the captain's name for a captain badge. Use **Import roster CSV** to load a roster, box score and media paths in one go.
- ✎ on a row opens the player's details: the **cut-out** (transparent PNG) and **clip** (WebM with alpha) for the Starters spotlight and player graphics, height, a stat line, and their box score line. **Browse…** uploads a file to the panel.
- ☆ on a row picks that player for the **Player**, **Player Stats** and **Shot Chart** graphics; their name, number, cut-out, team logo and colours all follow.
- The **Box score** below the roster takes minutes, points, rebounds, assists, steals, blocks, shooting (made-attempted, e.g. `8-27`) and personal fouls. It feeds the Box Score, Game Leaders and Player Stats graphics; team totals and leaders are worked out for you.



A roster: the starting five and the bench. ★ marks the player picked for the player graphics; ✎ opens the player's media and details.



A player's details: cut-out and clip, height, stat line and box score line.



Box score

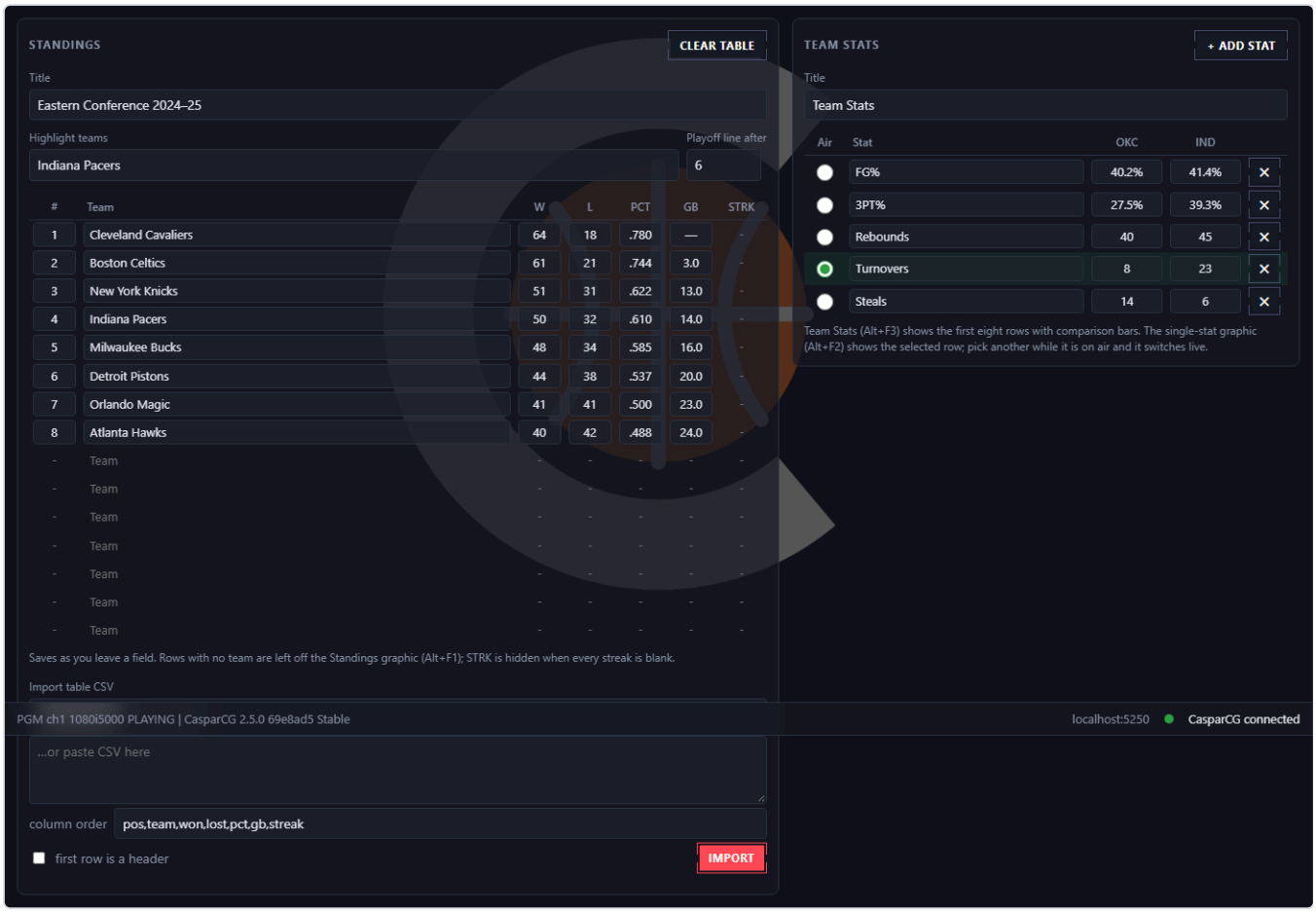
#	Player	MIN	PTS	REB	AST	STL	BLK	FG	3PT	FT	I
2	**Shai Gilgeous-Alex...**	40:11	29	5	12	1	2	8-27	2-12	11-12	
5	**Luguentz Dort**	35:13	9	7	0	3	0	3-10	2-9	1-2	
7	**Chet Holmgren**	31:17	18	8	0	1	5	6-8	1-2	5-8	
8	**Jalen Williams**	38:13	20	4	4	2	0	7-20	2-7	4-6	
55	**Isaiah Hartenstein**	18:13	7	9	4	1	0	3-4	0-0	1-3	
3	Dillon Jones	0:32	0	0	0	0	0	0-0	0-0	0-0	
9	Alex Caruso	32:25	10	3	0	3	1	4-10	2-5	0-0	
13	Ousmane Dieng	0:32	0	0	0	0	0	0-0	0-0	0-0	
21	Aaron Wiggins	12:12	0	1	0	0	0	0-1	0-1	0-0	
22	Cason Wallace	26:03	10	2	0	3	0	4-6	2-3	0-0	
25	Ajay Mitchell	0:32	0	0	0	0	0	0-0	0-0	0-0	
34	Kenrich Williams	4:37	0	1	0	0	0	0-1	0-1	0-0	

Feeds the Box Score (Alt+F5/F6), Game Leaders (Alt+F4) and Player Stats graphics; team totals and shooting percentages are worked out for you. Shooting is made-attempted, e.g. 8-27.

The box score, typed as the stats crew calls it or imported by CSV.

Tables

- **Standings**: a title, up to 15 rows (Position, Team, Won, Lost, Win percentage, Games behind, Streak), the teams to highlight and the position after which the playoff line is drawn. Typed or imported from CSV.
- **Team stats**: a title and stat rows with a home and an away value. The Team Stats graphic shows the first eight; the radio button picks the one the single-stat graphic shows.



The Tables tab: the standings on the left, team stats on the right.

4. During the game

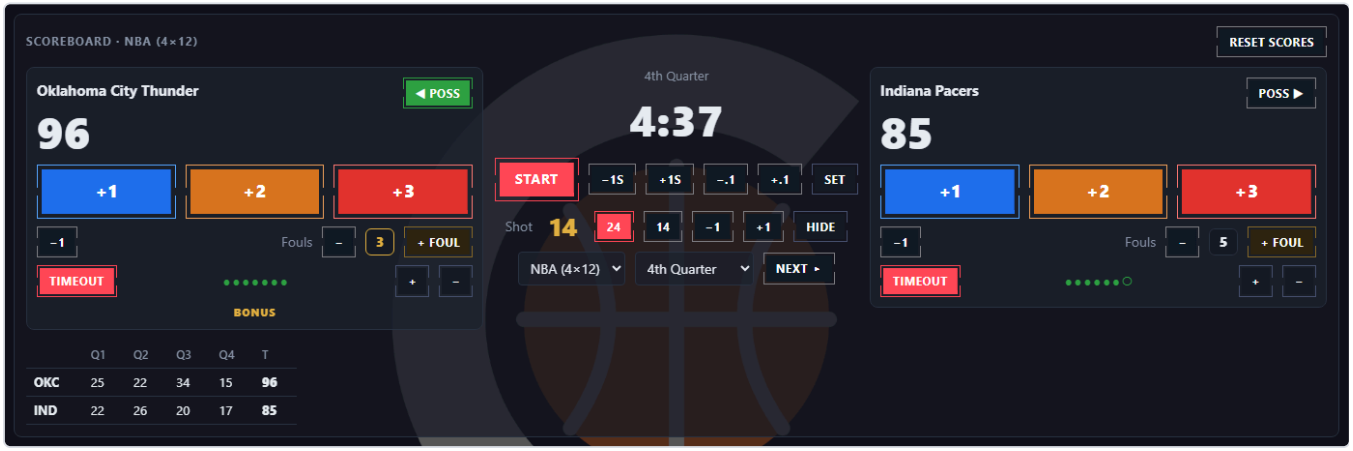
Score, fouls and timeouts

- **+1**, **+2** and **+3** for each side, and **−1** to take a point off. Points go into the line score for the quarter being played (all overtimes share one column). Graphics on air that show the score update straight away.
- **+ Foul** and **−** count team fouls for the quarter. When a side reaches the limit, **BONUS** lights under the other team, on the panel and on the score bug.
- **Timeout** takes one off that team's allowance and stops both clocks; **+** / **−** correct the count. The dots show what is left.
- **◀ Poss** / **Poss ▶** sets the possession arrow on the score bug.

Game clock and shot clock

- **Start / Stop** runs the game clock (also the **Space** bar), and the shot clock with it. It counts down, showing tenths in the last minute, and stops at the buzzer by itself.
- **−1s / +1s**, **−.1 / +.1** and **Set** correct the game clock (type `4:37` or `12.4`).
- **24** and **14** reset the shot clock, which keeps running if the game clock is. **Hide** takes it off the score bug (e.g. for free throws); it also hides itself when less game time is left than shot clock.
- Pick the rule set and the period, or press **Next ▸**. A new quarter resets the clock, the shot clock and the team fouls, and hands out timeouts as the rule set says.

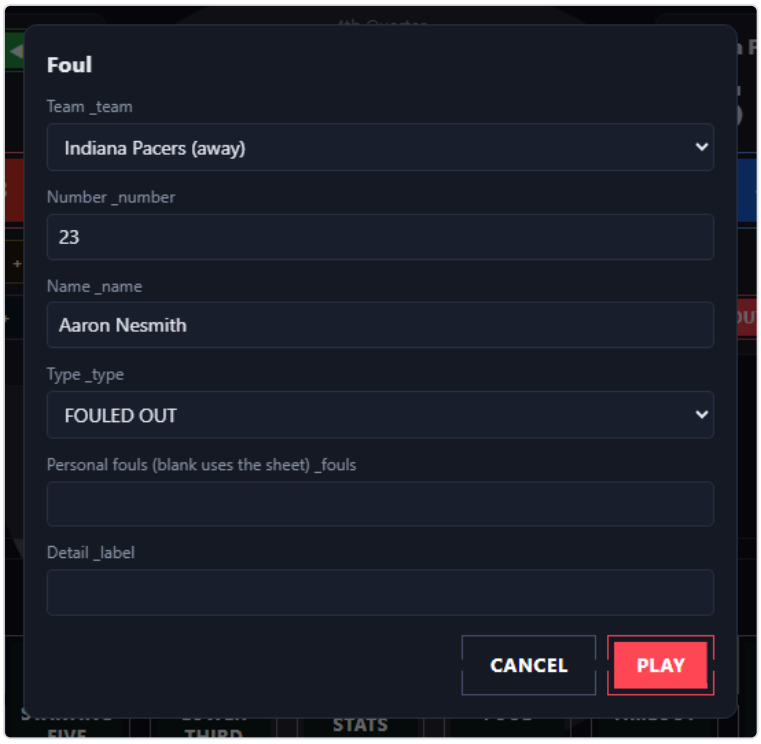
Rule set	Quarters	Overtime	Timeouts	Bonus	Foul-out
FIBA (default)	4 × 10 min	5 min; team fouls carry on from Q4	2 in the first half, 3 in the second, 1 per overtime	5th team foul	5
NBA	4 × 12 min	5 min; team fouls reset, bonus from the 4th	7 per game, 2 per overtime	5th team foul	6



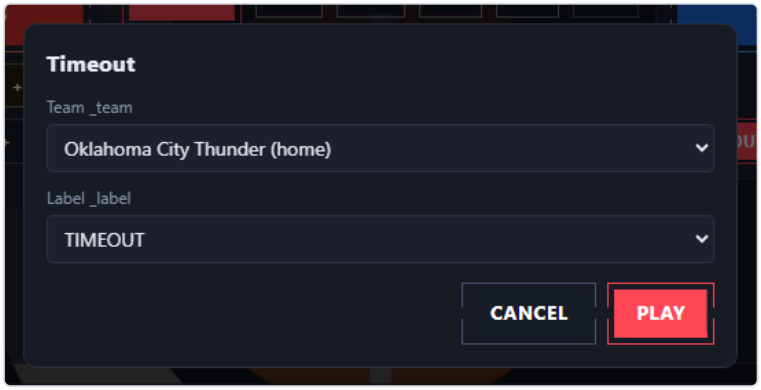
The scoreboard: score, fouls and timeouts for each side; the game clock, shot clock, rule set and period in the middle; the line score below.

Fouls, timeouts and runs on air

Foul asks for the team, then a shirt number or a name: the other fills in from that team's roster, with the player's cut-out and, unless you type one, their personal fouls from the box score, drawn as dots out of the foul-out limit. **Timeout** and **Run / Lead Change** ask for the team; its name, logo and colours follow the pick, and Timeout shows the timeouts left from the scoreboard (so call the timeout on the scoreboard first).



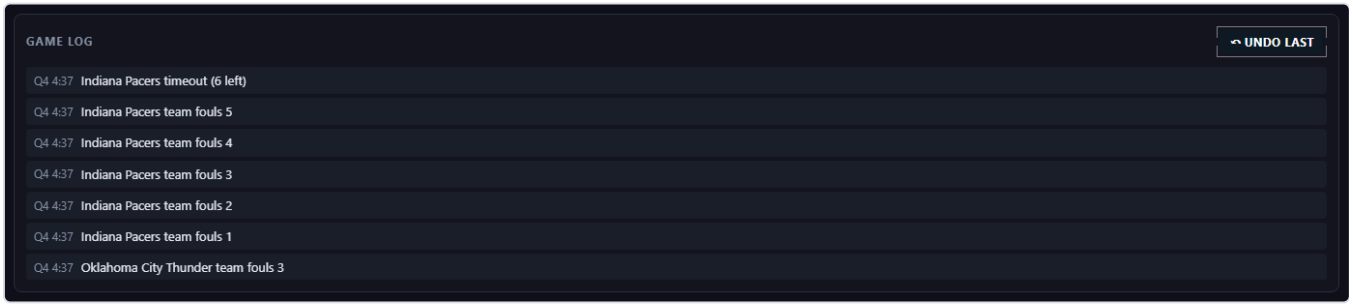
The Foul form: Indiana picked and shirt 23 typed, so the name filled itself in from the roster.



The Timeout form.

Undo and reset

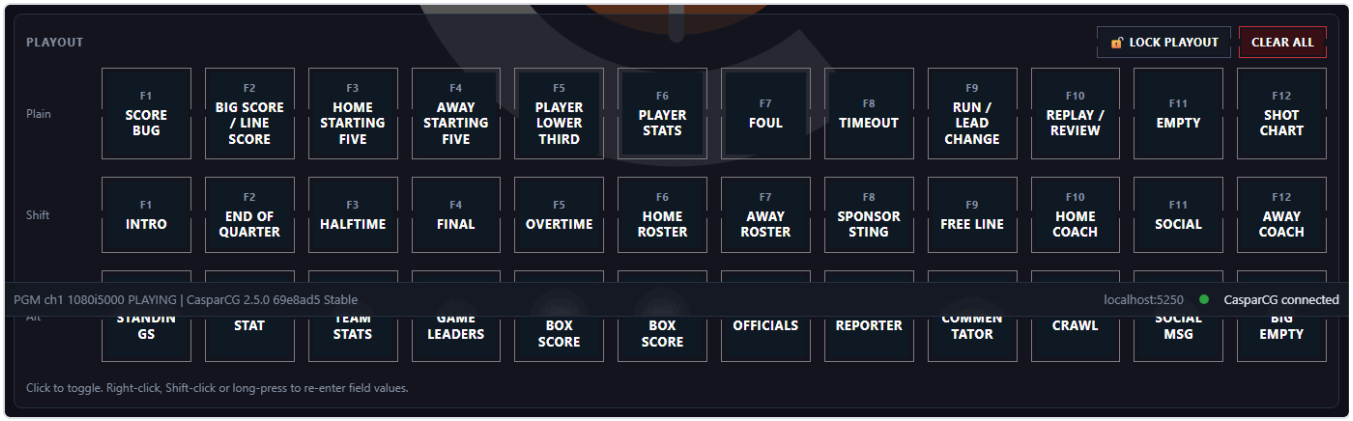
↶ **Undo last** on the game log reverses the last score, foul or timeout. **Reset scores** zeroes both scores and the line score and leaves the clock, fouls and timeouts alone.



The game log: every score, foul, timeout and period change with the time on the clock.

5. The playout grid and keyboard

Each button puts its graphic on air; pressing it again 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 Big Score and the score bug). 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** Score Bug	**F2** Big Score / Line Score	**F3** Home Starting Five	**F4** Away Starting Five	**F5** Player Lower Third	**F6** Player Stats	**F7** Foul	**F8** Timeout	**F9** Run / Lead Change	**F10** Replay / Review	**F11** Empty	**F12** Shot Chart
Shift	**Shift+F1** Intro	**Shift+F2** End of Quarter	**Shift+F3** Halftime	**Shift+F4** Final	**Shift+F5** Overtime	**Shift+F6** Home Roster	**Shift+F7** Away Roster	**Shift+F8** Sponsor Sting	**Shift+F9** Free Line	**Shift+F10** Home Coach	**Shift+F11** Social	**Shift+F12** Away Coach
Alt	**Alt+F1** Standings	**Alt+F2** Stat	**Alt+F3** Team Stats	**Alt+F4** Game Leaders	**Alt+F5** Home Box Score	**Alt+F6** Away Box Score	**Alt+F7** Officials	**Alt+F8** Reporter	**Alt+F9** Commentator	**Alt+F10** Crawl	**Alt+F11** Social Msg	**Alt+F12** Big Empty

Keyboard

- **F1–F12**, **Shift+F-key** and **Alt+F-key** fire the three rows of the grid. In the desktop app F11 toggles full screen, so the F11 buttons are clicked.
- **Space** starts and stops the game clock (not while typing in a field).
- **Esc** closes a form or window.
- **Clear all** takes every graphic off air in one press.
- 🔐 **Lock playout**, on the server's own screen only, makes the playout buttons, their F-keys, Clear all and Next 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 scoreboard stays usable everywhere. Click 🔒 **Playout locked** to give them back. The lock starts off each time the app starts.

> Starting Five plays the team card and the court; while it is on air a **Next** ▸ button appears above the grid to spotlight each starter in turn (CG NEXT), or type seconds in its **Auto spotlight** field to let it step through on its own.

6. Settings and safety nets

- **Autosave** keeps the game every few seconds. After an unexpected stop the app offers to restore it; **Restore last backup** does the same on demand.
- **Reset match** clears scores, line score, clock, fouls, timeouts and the game log but keeps the teams.
- **Sponsors**: upload sponsor images into numbered slots for the Sponsor sting.
- If CasparCG drops and comes back, graphics that were on air are brought back up to date automatically.



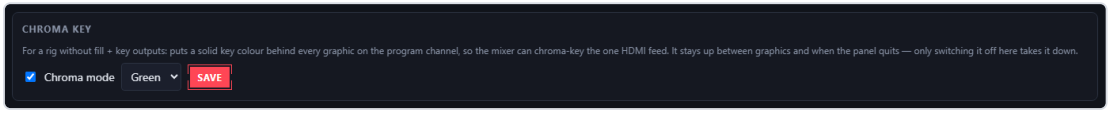
Settings → General: autosave, restoring the last backup and resetting the match.

Chroma key (one HDMI output)

A CasparCG server with fill and key outputs gives the vision mixer the graphics and their transparency on two feeds. A laptop with a single HDMI port cannot: an empty channel is black, and the mixer has nothing to key against. **Chroma mode** puts a solid key colour behind every graphic on the program channel, so the one feed is always "colour + graphics" and the mixer can chroma-key it.

1. Open **Settings** → **Chroma key**.
2. Tick **Chroma mode**, choose **Green** (the default) or **Blue**, and press **Save**.
3. The program feed turns solid green or blue straight away, and the bottom status bar shows **Chroma green** or **Chroma blue**.
4. Set the mixer's chroma keyer to that colour.

The colour sits on its own layer (10) beneath every graphic and the watermark, and nothing that takes graphics off air touches it: it stays up between graphics, through **Clear all**, and even after the panel is closed, so the key never drops out mid-show. It is put back by itself if CasparCG restarts. Only switching chroma mode off takes it down. Choose blue when the graphics use a lot of green (a team in green, say), so the keyer does not cut holes in them.



Settings → Chroma key: chroma mode ticked, with the key colour.

> Leave chroma mode off on a rig with fill and key outputs: the colour would fill the whole fill output and the key would be solid.

7. For template designers

Every graphic is an HTML page, 1920×1080 with a transparent background, in `templates/BASKETBALL/`. CasparCG loads it from the panel at `http://<panel>:7210/templates/BASKETBALL/<NAME>` (no `.html`), or from a copy of the folder on the server. 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 game clock and shot clock are pushed up to ten times a second in the last minute.
- `play()`: animate in. `stop()`: animate out. `next()`: step (Starters uses it for the spotlight). `remove()` should exist, even if it does nothing.

What the data looks like

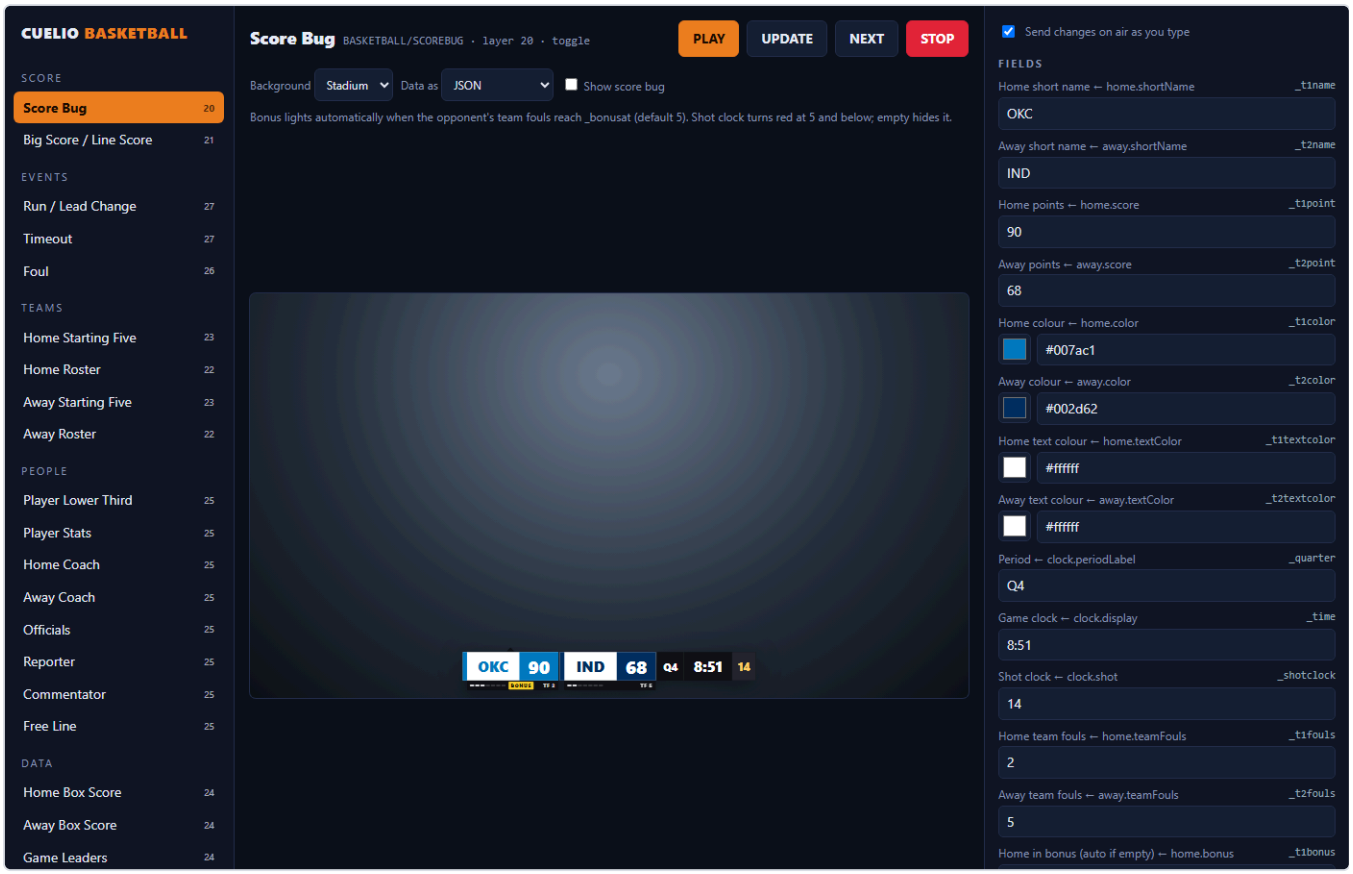
- Every value is a string. A blank string means "nothing to show": hide the element rather than draw it empty.
- Images and clips that live on the panel (logos, sponsors, uploaded cut-outs) arrive as `http://` URLs it serves.
- Colours are `#rrggbb`. The game clock is `m:ss`, then `ss.t` in the last minute; the shot clock is whole seconds, or blank when hidden.
- Possession is `home`, `away` or blank; bonus is `1` or `0`; team pickers send `home` or `away`; the period is `Q1` … `Q4`, `OT`, `2OT` …, `HALF` or `FINAL`.
- Fields whose source is a form are whatever the operator typed; automatic fields follow the game and update on air.

```
CG 1-25 ADD 1 "BASKETBALL/PLAYER" 1 "{\"_name\":\"Shai Gilgeous-
Alexander\",\"_number\":\"2\",\"_position\":\"PG\",
  \"_label\":\"29 PTS · 5 REB · 12 AST\",\"_image\":\"http://10.0.0.20:7210/logos/logo-
home.png\",\"_color\":\"#007ac1\"}"
```

The shared runtime (_shared/cuelio.js and bball.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.
- `_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.
- Give `<body>` a `data-template="NAME"`, and keep everything inside title safe (96 px in from the sides, 54 px from top and bottom).

> Test a template without CasparCG at `http://<panel>:7210/templates/preview/`: it lists every graphic, fills it with sample data from the 2025 NBA Finals Game 7, 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 (35 graphics on 29 template files). "Automatic" fields are filled by the app from the path shown and follow the game 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
`home.` / `away.`	The team on Event Info (name, short name, record, colours, logo, coach) and its live game state on the PLAYOUT tab: score, line score (`periods.0` … `4`), team fouls, bonus, timeouts left.
`clock.` , `possession`	The live game on the PLAYOUT tab: game clock, shot clock, period.
`rules.`	The rule set picked on the PLAYOUT tab: timeouts allowed, bonus and foul-out limits.
`event.`	Event Info: round, date, tip-off, officials, reporter, commentators, free lines, crawl, Big Empty, graphic titles, clock text colour.
`competition` , `venue`	Event Info: Competition and Location.
`selectedPlayer.`	The player picked with ☆ on the Teams tab: details, media and box score line, with their team's name, logo and colours.
`formTeam.` , `formPlayer.`	The team picked in the button's form, and the player named in it, looked up on that team's roster.
`table.` , `stats.` , `leaders`	The Tables tab (standings, team stats) and the game leaders worked out from the box scores.

Score

Score Bug `scoreBug`

Button: **Score Bug** · **F1**
Template: `BASKETBALL/SCOREBUG` · layer 20
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score, Home Box Score, Away Box Score, Standings

Clock, shot clock, period, team fouls, bonus, timeouts and possession all follow the scoreboard. Bonus lights when the opponent reaches the foul limit.

Field ID	Label	Where the value comes from
`_t1name`	Home short name	Automatic, from `home.shortName`
`_t2name`	Away short name	Automatic, from `away.shortName`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_quarter`	Period	Automatic, from `clock.periodLabel`
`_time`	Game clock	Automatic, from `clock.display`
`_shotclock`	Shot clock	Automatic, from `clock.shot`
`_t1fouls`	Home team fouls	Automatic, from `home.teamFouls`

Field ID	Label	Where the value comes from
`_t2fouls`	Away team fouls	Automatic, from `away.teamFouls`
`_t1bonus`	Home in bonus (auto if empty)	Automatic, from `home.bonus`
`_t2bonus`	Away in bonus (auto if empty)	Automatic, from `away.bonus`
`_t1timeouts`	Home timeouts left	Automatic, from `home.timeouts`
`_t2timeouts`	Away timeouts left	Automatic, from `away.timeouts`
`_possession`	Possession (home/away)	Automatic, from `possession`
`_maxtimeouts`	Timeouts per game	Automatic, from `rules.timeouts`
`_bonusat`	Team fouls for bonus	Automatic, from `rules.bonusAt`
`_clocktextcolor`	Clock text colour	Automatic, from `event.clockTextColor`

Big Score / Line Score `bigScore`

Button: **Big Score / Line Score** · **F2**
Template: `BASKETBALL/BIGSCORE` · layer 21
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Player Stats, Foul, Home Coach, Away Coach, Officials, Reporter, Commentator, Free Line

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_quarter`	Period	Automatic, from `clock.periodLabel`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_t1q1`	Home Q1	Automatic, from `home.periods.0`
`_t1q2`	Home Q2	Automatic, from `home.periods.1`
`_t1q3`	Home Q3	Automatic, from `home.periods.2`
`_t1q4`	Home Q4	Automatic, from `home.periods.3`
`_t1q5`	Home OT	Automatic, from `home.periods.4`
`_t2q1`	Away Q1	Automatic, from `away.periods.0`
`_t2q2`	Away Q2	Automatic, from `away.periods.1`
`_t2q3`	Away Q3	Automatic, from `away.periods.2`
`_t2q4`	Away Q4	Automatic, from `away.periods.3`
`_t2q5`	Away OT	Automatic, from `away.periods.4`

Field ID	Label	Where the value comes from
`_t1record`	Home record / series	Automatic, from `home.record`
`_t2record`	Away record / series	Automatic, from `away.record`

Teams

Home Starting Five `homeStarters`

Button: **Home Starting Five** · **F3**
Template: `BASKETBALL/STARTERS` · layer 23
Toggle: first press plays it in, second press plays it out

PLAY shows the five on the court. NEXT spotlights each starter (video if _p{n}video, else _p{n}image); NEXT after the fifth returns to the court. Slots 1–5 = PG, SG, SF, PF, C court spots.

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `home.name`
`_teamlogo`	Logo	Automatic, from `home.logo`
`_color`	Team colour	Automatic, from `home.color`
`_textcolor`	Team text colour	Automatic, from `home.textColor`
`_coach`	Head coach	Automatic, from `home.coach`
`_record`	Record	Automatic, from `home.record`
`_autospot`	Auto spotlight (seconds)	Typed in the button's form
Roster rows, n = 1 to 5, from the home team on the Teams tab: starters first, then the bench, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p5number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p5name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p5position`	position	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p5image`	image	Automatic, from the roster (may be blank)
`_p{n}video` `_p1video … _p5video`	video	Automatic, from the roster (may be blank)
`_p{n}height` `_p1height … _p5height`	height	Automatic, from the roster (may be blank)
`_p{n}stat` `_p1stat … _p5stat`	stat	Automatic, from the roster (may be blank)

Home Roster `homeRoster`

Button: **Home Roster** · **Shift+F6**
Template: `BASKETBALL/ROSTER` · layer 22
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `home.name`
`_teamlogo`	Logo	Automatic, from `home.logo`
`_color`	Team colour	Automatic, from `home.color`
`_textcolor`	Team text colour	Automatic, from `home.textColor`
`_coach`	Head coach	Automatic, from `home.coach`

Field ID	Label	Where the value comes from
`_record`	Record	Automatic, from `home.record`
Roster rows, n = 1 to 15, from the home team on the Teams tab: slots 1–5 the starters (blank where fewer are marked), the bench from slot 6, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p15number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p15name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p15position`	position	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p15image`	image	Automatic, from the roster (may be blank)

Away Starting Five `awayStarters`

Button: **Away Starting Five** · **F4**
Template: `BASKETBALL/STARTERS` · layer 23
Toggle: first press plays it in, second press plays it out

PLAY shows the five on the court. NEXT spotlights each starter (video if _p{n}video, else _p{n}image); NEXT after the fifth returns to the court. Slots 1–5 = PG, SG, SF, PF, C court spots.

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `away.name`
`_teamlogo`	Logo	Automatic, from `away.logo`
`_color`	Team colour	Automatic, from `away.color`
`_textcolor`	Team text colour	Automatic, from `away.textColor`
`_coach`	Head coach	Automatic, from `away.coach`
`_record`	Record	Automatic, from `away.record`
`_autospot`	Auto spotlight (seconds)	Typed in the button's form
Roster rows, n = 1 to 5, from the away team on the Teams tab: starters first, then the bench, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p5number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p5name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p5position`	position	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p5image`	image	Automatic, from the roster (may be blank)
`_p{n}video` `_p1video … _p5video`	video	Automatic, from the roster (may be blank)
`_p{n}height` `_p1height … _p5height`	height	Automatic, from the roster (may be blank)
`_p{n}stat` `_p1stat … _p5stat`	stat	Automatic, from the roster (may be blank)

Away Roster `awayRoster`

Button: **Away Roster** · **Shift+F7**
Template: `BASKETBALL/ROSTER` · layer 22
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `away.name`
`_teamlogo`	Logo	Automatic, from `away.logo`
`_color`	Team colour	Automatic, from `away.color`
`_textcolor`	Team text colour	Automatic, from `away.textColor`
`_coach`	Head coach	Automatic, from `away.coach`
`_record`	Record	Automatic, from `away.record`
Roster rows, n = 1 to 15, from the away team on the Teams tab: slots 1–5 the starters (blank where fewer are marked), the bench from slot 6, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p15number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p15name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p15position`	position	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p15image`	image	Automatic, from the roster (may be blank)

People

Player Lower Third `player`

Button: **Player Lower Third** · **F5**
Template: `BASKETBALL/PLAYER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

Follows the player picked (★) on the Teams tab, on air too. The strap starts from their stat line.

Field ID	Label	Where the value comes from
`_image`	Team logo	Automatic, from `selectedPlayer.logo`
`_photo`	Player cut-out	Automatic, from `selectedPlayer.image`
`_video`	Player video	Automatic, from `selectedPlayer.video`
`_name`	Name	Automatic, from `selectedPlayer.name`
`_number`	Number	Automatic, from `selectedPlayer.number`
`_position`	Position	Automatic, from `selectedPlayer.position`
`_color`	Team colour	Automatic, from `selectedPlayer.color`
`_textcolor`	Team text colour	Automatic, from `selectedPlayer.textColor`
`_label`	Stat line / strap	Typed in the button's form; starts from `selectedPlayer.stat`

Player Stats `playerStats`

Button: **Player Stats** · **F6**
Template: `BASKETBALL/PLAYERSTATS` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score, Score Bug

The player picked (★) on the Teams tab, with tiles from their box score line.

Field ID	Label	Where the value comes from
`_image`	Team logo	Automatic, from `selectedPlayer.logo`
`_photo`	Player cut-out	Automatic, from `selectedPlayer.image`
`_video`	Player video	Automatic, from `selectedPlayer.video`
`_name`	Name	Automatic, from `selectedPlayer.name`
`_number`	Number	Automatic, from `selectedPlayer.number`
`_position`	Position	Automatic, from `selectedPlayer.position`
`_color`	Team colour	Automatic, from `selectedPlayer.color`
`_textcolor`	Team text colour	Automatic, from `selectedPlayer.textColor`
`_title`	Title	Typed in the button's form; default `GAME STATS`
Rows, n = 1 to 6, from `selectedPlayer.stats`. Missing rows are sent as blanks.		
`_s{n}label` `_s1label … _s6label`	label	Automatic
`_s{n}value` `_s1value … _s6value`	value	Automatic

Home Coach `homeCoach`

Button: **Home Coach** · **Shift+F10**
Template: `BASKETBALL/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `home.coach`
`_teamname`	Team	Automatic, from `home.name`
`_color`	Team colour	Automatic, from `home.color`
`_textcolor`	Team text colour	Automatic, from `home.textColor`
`_label`	Title	Automatic, from `home.coachTitle`
`_image`	Image	Automatic, from `home.logo`

Away Coach `awayCoach`

Button: **Away Coach** · **Shift+F12**
Template: `BASKETBALL/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `away.coach`
`_teamname`	Team	Automatic, from `away.name`
`_color`	Team colour	Automatic, from `away.color`
`_textcolor`	Team text colour	Automatic, from `away.textColor`
`_label`	Title	Automatic, from `away.coachTitle`
`_image`	Image	Automatic, from `away.logo`

Officials `referees`

Button: **Officials** · **Alt+F7**
Template: `BASKETBALL/REFEREES` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

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

Field ID	Label	Where the value comes from
`_ref1role`	Crew chief role	Automatic, from `event.officials.0.role`
`_ref1name`	Crew chief	Automatic, from `event.officials.0.name`
`_ref2role`	Referee role	Automatic, from `event.officials.1.role`
`_ref2name`	Referee	Automatic, from `event.officials.1.name`
`_ref3role`	Umpire role	Automatic, from `event.officials.2.role`
`_ref3name`	Umpire	Automatic, from `event.officials.2.name`
`_ref4role`	Alternate role	Automatic, from `event.officials.3.role`
`_ref4name`	Alternate	Automatic, from `event.officials.3.name`
`_ref5role`	Replay center role	Automatic, from `event.officials.4.role`

Field ID	Label	Where the value comes from
`_ref5name`	Replay center	Automatic, from `event.officials.4.name`

Reporter `reporter`

Button: **Reporter** · **Alt+F8**
Template: `BASKETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

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+F9**
Template: `BASKETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

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: `BASKETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

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

Game events

Run / Lead Change `momentum`

Button: **Run / Lead Change** · **F9**
Template: `BASKETBALL/MOMENTUM` · layer 27
Toggle: first press plays it in, second press plays it out

Pick the team on the run; its name, logo and colours follow the pick.

Field ID	Label	Where the value comes from
`_type`	Type	Picked from a list in the button's form; options: `RUN`, `LEAD CHANGE`, `TIED`, `LARGEST LEAD`
`_team`	Team	Home or Away, picked in the button's form; sent as "home" / "away"; default `home`
`_teamname`	Team name	Automatic, from `formTeam.name`
`_image`	Team logo	Automatic, from `formTeam.logo`
`_color`	Team colour	Automatic, from `formTeam.color`
`_textcolor`	Team text colour	Automatic, from `formTeam.textColor`
`_run`	Run / value (e.g. 9-0)	Typed in the button's form
`_label`	Detail	Typed in the button's form
`_t1name`	Home short name	Automatic, from `home.shortName`
`_t2name`	Away short name	Automatic, from `away.shortName`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`

Timeout `timeout`

Button: **Timeout** · **F8**
Template: `BASKETBALL/TIMEOUT` · layer 27
Toggle: first press plays it in, second press plays it out

Pick the team that called it; its timeouts left come from the scoreboard (call the timeout there first).

Field ID	Label	Where the value comes from
`_team`	Team	Home or Away, picked in the button's form; sent as "home" / "away"; default `home`
`_teamname`	Team name	Automatic, from `formTeam.name`
`_image`	Team logo	Automatic, from `formTeam.logo`
`_color`	Team colour	Automatic, from `formTeam.color`
`_textcolor`	Team text colour	Automatic, from `formTeam.textColor`
`_timeouts`	Timeouts left	Automatic, from `formTeam.timeouts`
`_maxtimeouts`	Timeouts allowed	Automatic, from `rules.timeouts`
`_label`	Label	Picked from a list in the button's form; options: `TIMEOUT`, `FULL TIMEOUT`, `COACH'S CHALLENGE`
`_t1name`	Home short name	Automatic, from `home.shortName`
`_t2name`	Away short name	Automatic, from `away.shortName`

Field ID	Label	Where the value comes from
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_quarter`	Period	Automatic, from `clock.periodLabel`
`_time`	Game clock	Automatic, from `clock.display`

Foul `foul`

Button: **Foul** · **F7**
Template: `BASKETBALL/FOUL` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score / Line Score

Pick the team, then a shirt number or a name: the other fills in from that team's sheet, with the cut-out and personal fouls from the sheet.

Field ID	Label	Where the value comes from
`_team`	Team	Home or Away, picked in the button's form; sent as "home" / "away"; default `home`
`_number`	Number	Typed in the button's form; fills from the `_team` team's sheet when the name is entered
`_name`	Name	Typed in the button's form; fills from the `_team` team's sheet when the shirt number is entered
`_image`	Team logo	Automatic, from `formTeam.logo`
`_color`	Team colour	Automatic, from `formTeam.color`
`_textcolor`	Team text colour	Automatic, from `formTeam.textColor`
`_photo`	Player cut-out	Automatic, from `formPlayer.image`
`_video`	Player video	Automatic, from `formPlayer.video`
`_type`	Type	Picked from a list in the button's form; options: `FOUL`, `TECHNICAL FOUL`, `FLAGRANT 1`, `FLAGRANT 2`, `FOUL TROUBLE`, `FOULED OUT`
`_fouls`	Personal fouls (blank uses the sheet)	Typed in the button's form; starts from `formPlayer.pf`
`_maxfouls`	Foul-out limit	Automatic, from `rules.foulOut`
`_label`	Detail	Typed in the button's form

Openers, bumpers and stings

End of Quarter `quarterBumper`

Button: **End of Quarter** · **Shift+F2**
Template: `BASKETBALL/BUMPER_Q` · layer 30
Momentary: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_t1q1`	Home Q1	Automatic, from `home.periods.0`
`_t1q2`	Home Q2	Automatic, from `home.periods.1`
`_t1q3`	Home Q3	Automatic, from `home.periods.2`
`_t1q4`	Home Q4	Automatic, from `home.periods.3`
`_t1q5`	Home OT	Automatic, from `home.periods.4`
`_t2q1`	Away Q1	Automatic, from `away.periods.0`
`_t2q2`	Away Q2	Automatic, from `away.periods.1`
`_t2q3`	Away Q3	Automatic, from `away.periods.2`
`_t2q4`	Away Q4	Automatic, from `away.periods.3`
`_t2q5`	Away OT	Automatic, from `away.periods.4`
`_quarter`	Quarter label	Automatic, from `clock.periodLabel`

Halftime `halfTimeBumper`

Button: **Halftime** · **Shift+F3**
Template: `BASKETBALL/BUMPER_HT` · layer 30
Momentary: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`

Field ID	Label	Where the value comes from
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_t1q1`	Home Q1	Automatic, from `home.periods.0`
`_t1q2`	Home Q2	Automatic, from `home.periods.1`
`_t1q3`	Home Q3	Automatic, from `home.periods.2`
`_t1q4`	Home Q4	Automatic, from `home.periods.3`
`_t1q5`	Home OT	Automatic, from `home.periods.4`
`_t2q1`	Away Q1	Automatic, from `away.periods.0`
`_t2q2`	Away Q2	Automatic, from `away.periods.1`
`_t2q3`	Away Q3	Automatic, from `away.periods.2`
`_t2q4`	Away Q4	Automatic, from `away.periods.3`
`_t2q5`	Away OT	Automatic, from `away.periods.4`

Final `fullTimeBumper`

Button: **Final** · **Shift+F4**
Template: `BASKETBALL/BUMPER_FT` · layer 30
Momentary: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_t1q1`	Home Q1	Automatic, from `home.periods.0`
`_t1q2`	Home Q2	Automatic, from `home.periods.1`
`_t1q3`	Home Q3	Automatic, from `home.periods.2`
`_t1q4`	Home Q4	Automatic, from `home.periods.3`
`_t1q5`	Home OT	Automatic, from `home.periods.4`
`_t2q1`	Away Q1	Automatic, from `away.periods.0`
`_t2q2`	Away Q2	Automatic, from `away.periods.1`
`_t2q3`	Away Q3	Automatic, from `away.periods.2`

Field ID	Label	Where the value comes from
`_t2q4`	Away Q4	Automatic, from `away.periods.3`
`_t2q5`	Away OT	Automatic, from `away.periods.4`

Overtime `overtimeBumper`

Button: **Overtime** · **Shift+F5**
Template: `BASKETBALL/BUMPER_OT` · layer 30
Momentary: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1point`	Home points	Automatic, from `home.score`
`_t2point`	Away points	Automatic, from `away.score`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_t1q1`	Home Q1	Automatic, from `home.periods.0`
`_t1q2`	Home Q2	Automatic, from `home.periods.1`
`_t1q3`	Home Q3	Automatic, from `home.periods.2`
`_t1q4`	Home Q4	Automatic, from `home.periods.3`
`_t1q5`	Home OT	Automatic, from `home.periods.4`
`_t2q1`	Away Q1	Automatic, from `away.periods.0`
`_t2q2`	Away Q2	Automatic, from `away.periods.1`
`_t2q3`	Away Q3	Automatic, from `away.periods.2`
`_t2q4`	Away Q4	Automatic, from `away.periods.3`
`_t2q5`	Away OT	Automatic, from `away.periods.4`

Intro `intro`

Button: **Intro** · **Shift+F1**
Template: `BASKETBALL/INTRO` · layer 30
Momentary: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_competition`	Competition	Automatic, from `competition`

Field ID	Label	Where the value comes from
`_round`	Round / game	Automatic, from `event.round`
`_venue`	Venue	Automatic, from `venue`
`_date`	Date	Automatic, from `event.date`
`_kickoff`	Tip-off time	Automatic, from `event.time`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`

Replay / Review `replayLabel`

Button: **Replay / Review** · **F10**
Template: `BASKETBALL/REPLAY` · layer 31
Toggle: first press plays it in, second press plays it out

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

Sponsor Sting `sponsorSting`

Button: **Sponsor Sting** · **Shift+F8**
Template: `BASKETBALL/SPONSOR` · layer 32
Momentary: first press plays it in, second press plays it out

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

Data and text

Home Box Score `homeBoxScore`

Button: **Home Box Score** · **Alt+F5**
Template: `BASKETBALL/BOXSCORE` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

Slots 1–5 are starters, 6–13 bench. Stat fields per slot: min, pts, reb, ast, stl, blk, fg ("8-27"), tp ("2-12"), ft ("11-12"). Team totals in _tot fields.*

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `home.name`
`_teamlogo`	Logo	Automatic, from `home.logo`
`_color`	Team colour	Automatic, from `home.color`
`_textcolor`	Team text colour	Automatic, from `home.textColor`
`_coach`	Head coach	Automatic, from `home.coach`
`_record`	Record	Automatic, from `home.record`
`_title`	Title	Automatic, from `event.boxTitle`
Roster rows, n = 1 to 13, from the home team on the Teams tab: slots 1–5 the starters (blank where fewer are marked), the bench from slot 6, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p13number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p13name`	name	Automatic, from the roster (may be blank)
`_p{n}min` `_p1min … _p13min`	min	Automatic, from the roster (may be blank)
`_p{n}pts` `_p1pts … _p13pts`	pts	Automatic, from the roster (may be blank)
`_p{n}reb` `_p1reb … _p13reb`	reb	Automatic, from the roster (may be blank)
`_p{n}ast` `_p1ast … _p13ast`	ast	Automatic, from the roster (may be blank)
`_p{n}stl` `_p1stl … _p13stl`	stl	Automatic, from the roster (may be blank)
`_p{n}blk` `_p1blk … _p13blk`	blk	Automatic, from the roster (may be blank)
`_p{n}fg` `_p1fg … _p13fg`	fg	Automatic, from the roster (may be blank)
`_p{n}tp` `_p1tp … _p13tp`	tp	Automatic, from the roster (may be blank)
`_p{n}ft` `_p1ft … _p13ft`	ft	Automatic, from the roster (may be blank)
`_p{n}pf` `_p1pf … _p13pf`	pf	Automatic, from the roster (may be blank)
Team totals, summed from the roster's box score (shooting summed either side of the dash).		

Field ID	Label	Where the value comes from
`_totpts`	Total	Automatic, from the box score
`_totreb`	Total	Automatic, from the box score
`_totast`	Total	Automatic, from the box score
`_totstl`	Total	Automatic, from the box score
`_totblk`	Total	Automatic, from the box score
`_totfg`	Total	Automatic, from the box score
`_tottp`	Total	Automatic, from the box score
`_totft`	Total	Automatic, from the box score

Away Box Score `awayBoxScore`

Button: **Away Box Score** · **Alt+F6**
Template: `BASKETBALL/BOXSCORE` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

Slots 1–5 are starters, 6–13 bench. Stat fields per slot: min, pts, reb, ast, stl, blk, fg ("8-27"), tp ("2-12"), ft ("11-12"). Team totals in _tot fields.*

Field ID	Label	Where the value comes from
`_teamname`	Team	Automatic, from `away.name`
`_teamlogo`	Logo	Automatic, from `away.logo`
`_color`	Team colour	Automatic, from `away.color`
`_textcolor`	Team text colour	Automatic, from `away.textColor`
`_coach`	Head coach	Automatic, from `away.coach`
`_record`	Record	Automatic, from `away.record`
`_title`	Title	Automatic, from `event.boxTitle`
Roster rows, n = 1 to 13, from the away team on the Teams tab: slots 1–5 the starters (blank where fewer are marked), the bench from slot 6, each in shirt-number order. An empty slot is sent as blanks.		
`_p{n}number` `_p1number … _p13number`	number	Automatic, from the roster (may be blank)
`_p{n}name` `_p1name … _p13name`	name	Automatic, from the roster (may be blank)
`_p{n}min` `_p1min … _p13min`	min	Automatic, from the roster (may be blank)
`_p{n}pts` `_p1pts … _p13pts`	pts	Automatic, from the roster (may be blank)
`_p{n}reb` `_p1reb … _p13reb`	reb	Automatic, from the roster (may be blank)
`_p{n}ast` `_p1ast … _p13ast`	ast	Automatic, from the roster (may be blank)
`_p{n}stl` `_p1stl … _p13stl`	stl	Automatic, from the roster (may be blank)
`_p{n}blk` `_p1blk … _p13blk`	blk	Automatic, from the roster (may be blank)

Field ID	Label	Where the value comes from
`_p{n}fg` `_p1fg … _p13fg`	fg	Automatic, from the roster (may be blank)
`_p{n}tp` `_p1tp … _p13tp`	tp	Automatic, from the roster (may be blank)
`_p{n}ft` `_p1ft … _p13ft`	ft	Automatic, from the roster (may be blank)
`_p{n}pf` `_p1pf … _p13pf`	pf	Automatic, from the roster (may be blank)
Team totals, summed from the roster's box score (shooting summed either side of the dash).		
`_totpts`	Total	Automatic, from the box score
`_totreb`	Total	Automatic, from the box score
`_totast`	Total	Automatic, from the box score
`_totstl`	Total	Automatic, from the box score
`_totblk`	Total	Automatic, from the box score
`_totfg`	Total	Automatic, from the box score
`_tottp`	Total	Automatic, from the box score
`_totft`	Total	Automatic, from the box score

Game Leaders `leaders`

Button: **Game Leaders** · **Alt+F4**
Template: `BASKETBALL/LEADERS` · layer 24
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
`_title`	Title	Automatic, from `event.leadersTitle`
Rows, n = 1 to 3, from `leaders`. Missing rows are sent as blanks.		
`_l{n}label` `_l1label … _l3label`	label	Automatic
`_l{n}t1name` `_l1t1name … _l3t1name`	t1name	Automatic
`_l{n}t1value` `_l1t1value … _l3t1value`	t1value	Automatic

Field ID	Label	Where the value comes from
`_l{n}t1image` `_l1t1image … _l3t1image`	t1image	Automatic
`_l{n}t2name` `_l1t2name … _l3t2name`	t2name	Automatic
`_l{n}t2value` `_l1t2value … _l3t2value`	t2value	Automatic
`_l{n}t2image` `_l1t2image … _l3t2image`	t2image	Automatic

Shot Chart `shotChart`

Button: **Shot Chart** · **F12**
Template: `BASKETBALL/SHOTCHART` · layer 24
Toggle: first press plays it in, second press plays it out

The player picked (★) on the Teams tab. Shots are one per line as x,y,made in feet (x −25…25, y 0…47 from the baseline).

Field ID	Label	Where the value comes from
`_image`	Team logo	Automatic, from `selectedPlayer.logo`
`_photo`	Player cut-out	Automatic, from `selectedPlayer.image`
`_video`	Player video	Automatic, from `selectedPlayer.video`
`_name`	Name	Automatic, from `selectedPlayer.name`
`_number`	Number	Automatic, from `selectedPlayer.number`
`_color`	Team colour	Automatic, from `selectedPlayer.color`
`_textcolor`	Team text colour	Automatic, from `selectedPlayer.textColor`
`_title`	Title	Typed in the button's form; default `SHOT CHART`
`_shots`	Shots (x,y,made per line)	Typed in the button's form (several lines)
`_fg`	FG (blank counts the shots)	Typed in the button's form; starts from `selectedPlayer.fg`
`_tp`	3PT (blank counts the shots)	Typed in the button's form; starts from `selectedPlayer.tp`
`_label`	Footnote	Typed in the button's form

Team Stats `matchStats`

Button: **Team Stats** · **Alt+F3**
Template: `BASKETBALL/MATCHSTATS` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

Field ID	Label	Where the value comes from
`_title`	Title	Automatic, from `stats.title`
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`

Field ID	Label	Where the value comes from
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_t1logo`	Home logo	Automatic, from `home.logo`
`_t2logo`	Away logo	Automatic, from `away.logo`
Rows, n = 1 to 8, from `stats.rows`. Missing rows are sent as blanks.		
`_s{n}label` `_s1label … _s8label`	label	Automatic
`_s{n}home` `_s1home … _s8home`	home	Automatic
`_s{n}away` `_s1away … _s8away`	away	Automatic

Stat `stats`

Button: **Stat** · **Alt+F2**
Template: `BASKETBALL/STATS` · layer 24
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_title`	Stat	Automatic, from `stats.current.label`
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`
`_t1value`	Home value	Automatic, from `stats.current.home`
`_t2value`	Away value	Automatic, from `stats.current.away`
`_t1color`	Home colour	Automatic, from `home.color`
`_t2color`	Away colour	Automatic, from `away.color`
`_t1textcolor`	Home text colour	Automatic, from `home.textColor`
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`

Standings `table`

Button: **Standings** · **Alt+F1**
Template: `BASKETBALL/TABLE` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

Field ID	Label	Where the value comes from
`_title`	Title	Automatic, from `table.title`
`_highlight`	Highlight teams (comma list)	Automatic, from `table.highlight`
`_cutline`	Draw a line after position	Automatic, from `table.cutline`
Rows, n = 1 to 15, from `table`. Missing rows are sent as blanks.		
`_r{n}pos` `_r1pos … _r15pos`	pos	Automatic

Field ID	Label	Where the value comes from
`_r{n}team` `_r1team … _r15team`	team	Automatic
`_r{n}won` `_r1won … _r15won`	won	Automatic
`_r{n}lost` `_r1lost … _r15lost`	lost	Automatic
`_r{n}pct` `_r1pct … _r15pct`	pct	Automatic
`_r{n}gb` `_r1gb … _r15gb`	gb	Automatic
`_r{n}streak` `_r1streak … _r15streak`	streak	Automatic

Social `twitter`

Button: **Social** · **Shift+F11**
Template: `BASKETBALL/TWITTER` · layer 28
Toggle: first press plays it in, second press plays it out

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 (path or URL)	A picture or clip path or URL, typed or uploaded in the button's form

Social Msg `twitterMessage`

Button: **Social Msg** · **Alt+F11**
Template: `BASKETBALL/TWITTERMSG` · layer 28
Toggle: first press plays it in, second press plays it out

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

Crawl `crawl`

Button: **Crawl** · **Alt+F10**
Template: `BASKETBALL/CRAWL` · layer 29
Toggle: first press plays it in, second press plays it out

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+F12**
Template: `BASKETBALL/BIGEMPTY` · layer 24
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_competition`	Competition	Automatic, from `competition`
`_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 comes up blank	Open it in the Template preview. Check that the template is installed and that its field IDs match chapter 8.
A logo or sponsor is missing	Upload it in the panel so it is served over http; a `C:\…` path on another computer cannot be loaded by a remote CasparCG.
A button stays lit after the graphic has gone	Press it once more: that plays it out and resets the button.
Graphics are cut off on a TV	Keep anchors inside title safe; see chapter 7.
The mixer keys out parts of a graphic	The graphic uses colours close to the key colour: switch **Settings** → **Chroma key** to the other colour, and set the keyer to match.
Green or blue on air after the show	Chroma mode keeps the colour up after the panel closes, on purpose. Untick **Chroma mode** in Settings and save to take it down.
"UNLICENSED" on air	The trial has ended or the licence has run out: activate a key in **Settings** → **Licence**. The watermark goes as soon as it is activated.
"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 score went wrong	↶ **Undo last**, or **−1** and the score buttons. A crash is covered by autosave: restore from Settings.
The shot clock is missing from the score bug	It is hidden (press **Show**), or less game time is left than shot clock, when it hides by design.
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.

© 2026 Cuelio · Cuelio Studio Basketball Playout 0.1.0