# Cuelio Studio Football Playout

User guide and template field reference

Version 1.3.0 · 1 November 2026

CasparCG playout control client for live football broadcasts

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# 1. Getting started

Cuelio Studio Football Playout drives a CasparCG server over AMCP and keeps the match itself: score and scorers, clock, period, added time, cards, substitutions and the penalty shoot-out. Pressing **Goal** both changes the score and refreshes any graphic on air that shows it.

## Starting the app

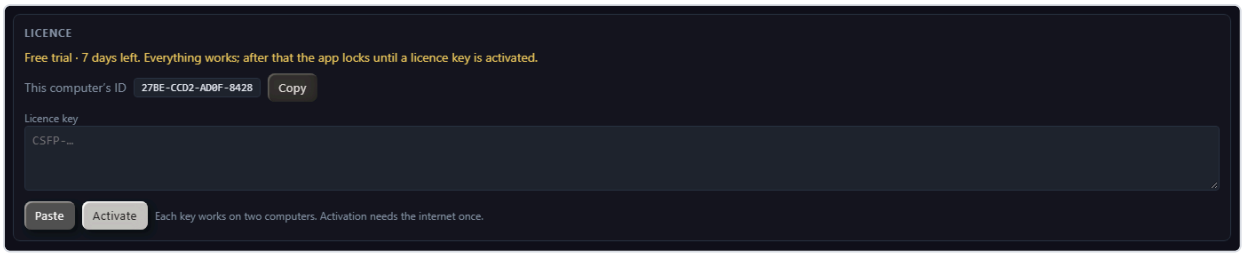
- **Desktop app:** start Cuelio Studio Football Playout from its shortcut. Only one copy runs at a time; starting it again brings the open window forward.
- **Second screen:** while the app runs, any computer on the same network can open the panel in a browser at `http://<this computer>:7200`.

## 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 (it starts with `CSFP-`) 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.

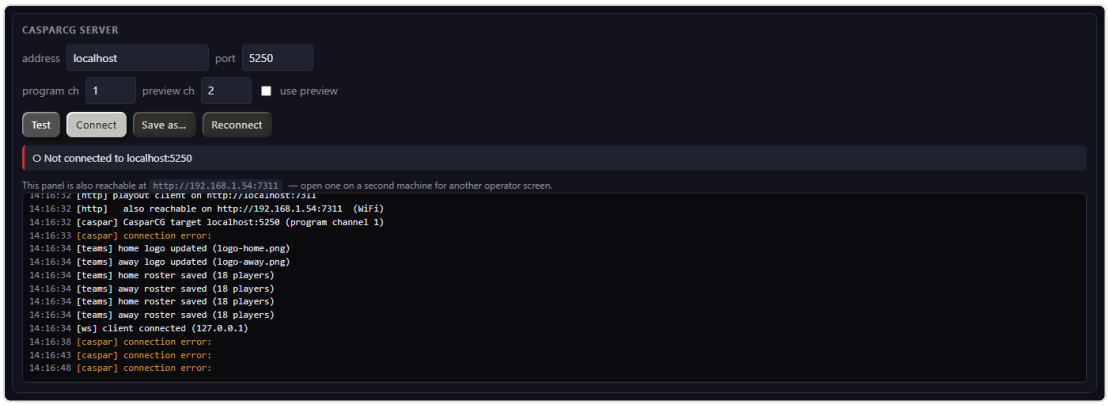
Each key works on **two computers**. To move it to a new computer, press **Deactivate** on the old one first. Licences run for 3 months, 6 months, 1, 2 or 3 years, or a lifetime.




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-right corner of the bar along the foot of the window turns green and shows the server, channel and server version.
4. Use **Save as…** to keep the server in the saved list for next time.



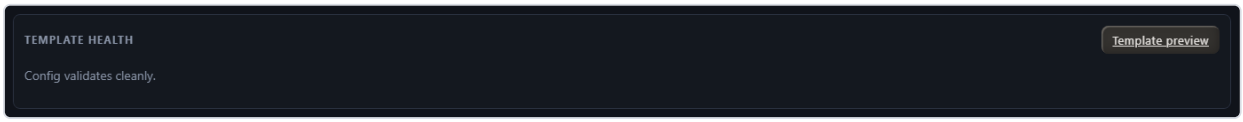

Settings → CasparCG server: address, port and channels, with the connection log below.




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

## Installing the graphics

The graphics are HTML templates in the `Soccer` folder. CasparCG 2.5 can load them straight from the panel over http, or you can copy the `Soccer` folder (including `_shared`) into the CasparCG server's `template` folder. The Windows installer offers to do that copy for you. **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.

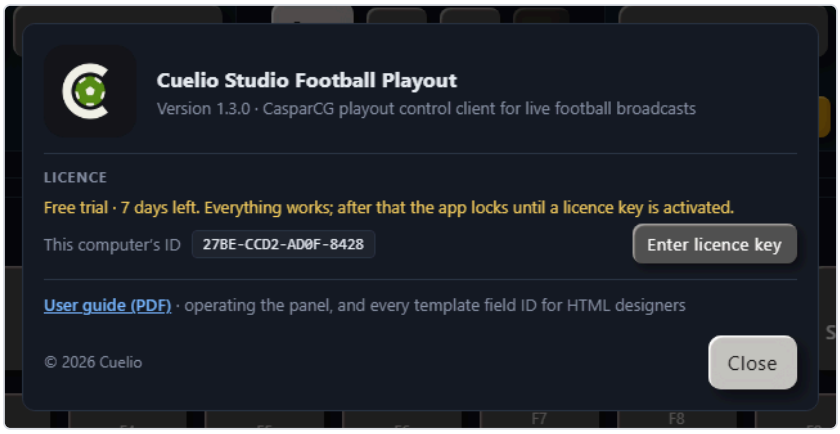
# 2. The panel at a glance

- **Status bar** (pinned along the top with the tabs): the Cuelio logo (click it for About and this guide), the trial or licence tag, and **Reconnect**.
- **Bottom bar** (pinned along the foot): the CasparCG connection light, the server, and the channel and server version, in the right-hand corner.
- **PLAYOUT**: the scoreboard, the match clock and added time, the penalty shoot-out (when it is reached), the playout grid and the cards and events list.
- **Event Info**: teams and fixture (names, colours, logos, kits, finishes, formations, managers) and officials and on-air text.
- **Teams**: the two team sheets, the player picked for the Player lower third, and substitution pairs.
- **Tables**: the league table, the match stats, fixtures and results, and the knockout bracket.
- **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 during a match: scoreboard and clock above, the playout grid below.

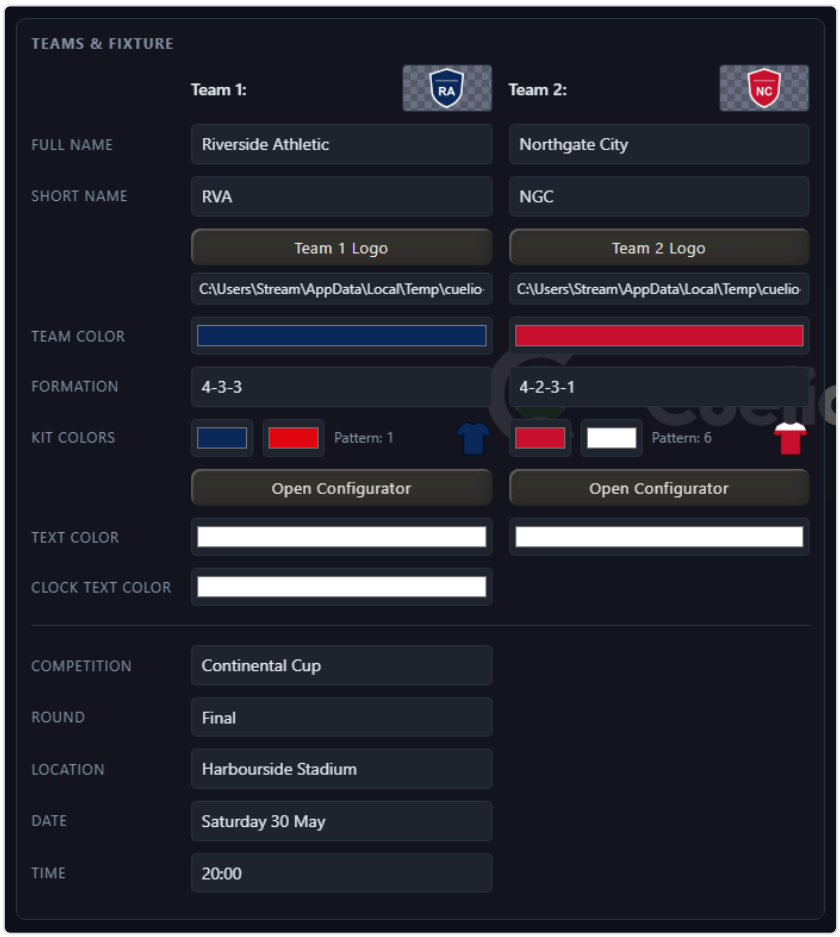


Click the Cuelio logo for About, with the link to this guide.

# 3. Before the match

## Event Info → Teams & fixture

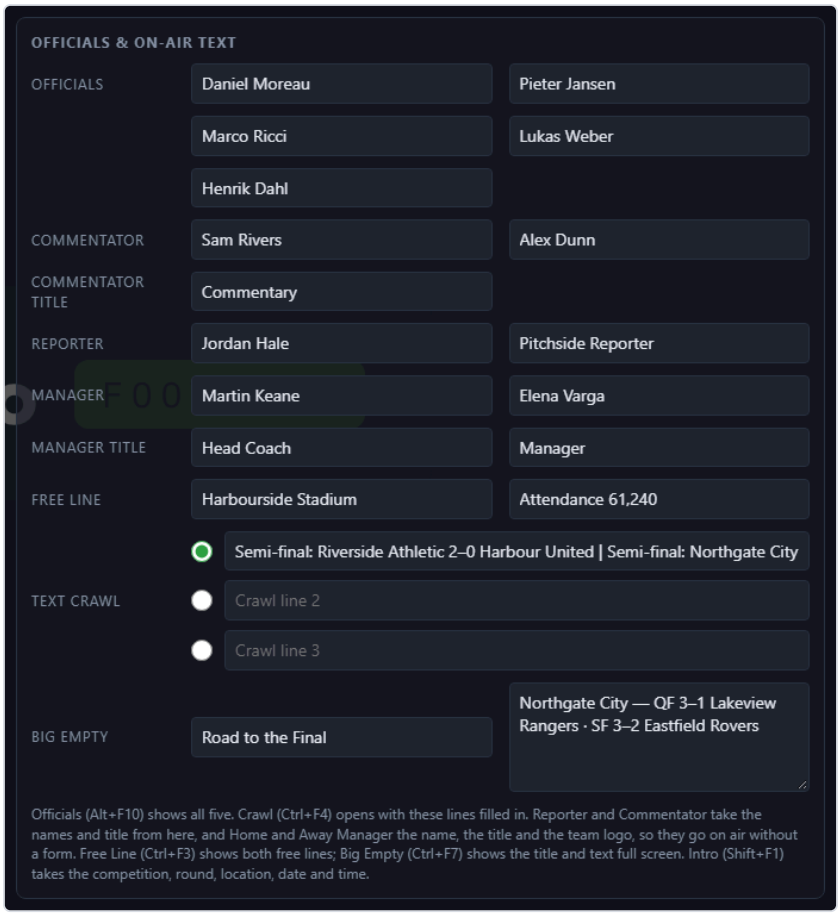
- **Full name** and **Short name** (three letters, for the score bug) for each side, and the team **logo** (upload, or a path the CasparCG server can see).
- **Scorebug color** and **Score box color**: a colour, an uploaded texture image, or none (the template's own colour). In colour mode a **Finish** can be laid over it: None, Gloss, Gradient, Carbon, Mesh, Stripes, Diagonal, Hoops, Pinstripe.
- **Jersey colors** and the **Configurator**: primary and secondary colour and the pattern (1 Plain, 2 Hoops, 3 Stripes, 4 Halves, 5 Sash, 6 Band, 7 Quarters, 8 Chevron, 9 Sleeves).
- **Text color**, **Score text color** and the **Clock text color**.
- **Formation** for each side (4-3-3, 4-4-2, 4-2-3-1, 4-1-4-1, 3-5-2, 3-4-3, 5-3-2, 3-4-2-1, 4-3-2-1, 5-4-1, or any rows adding up to ten outfield players), used by the Lineup graphics.
- **Competition**, **Round**, **Location**, **Date** and **Time**, used by the Intro and Big Empty.




Event Info → Teams & fixture: names, logos, score bug colours and finishes, kits and the fixture.

## Event Info → Officials & on-air text

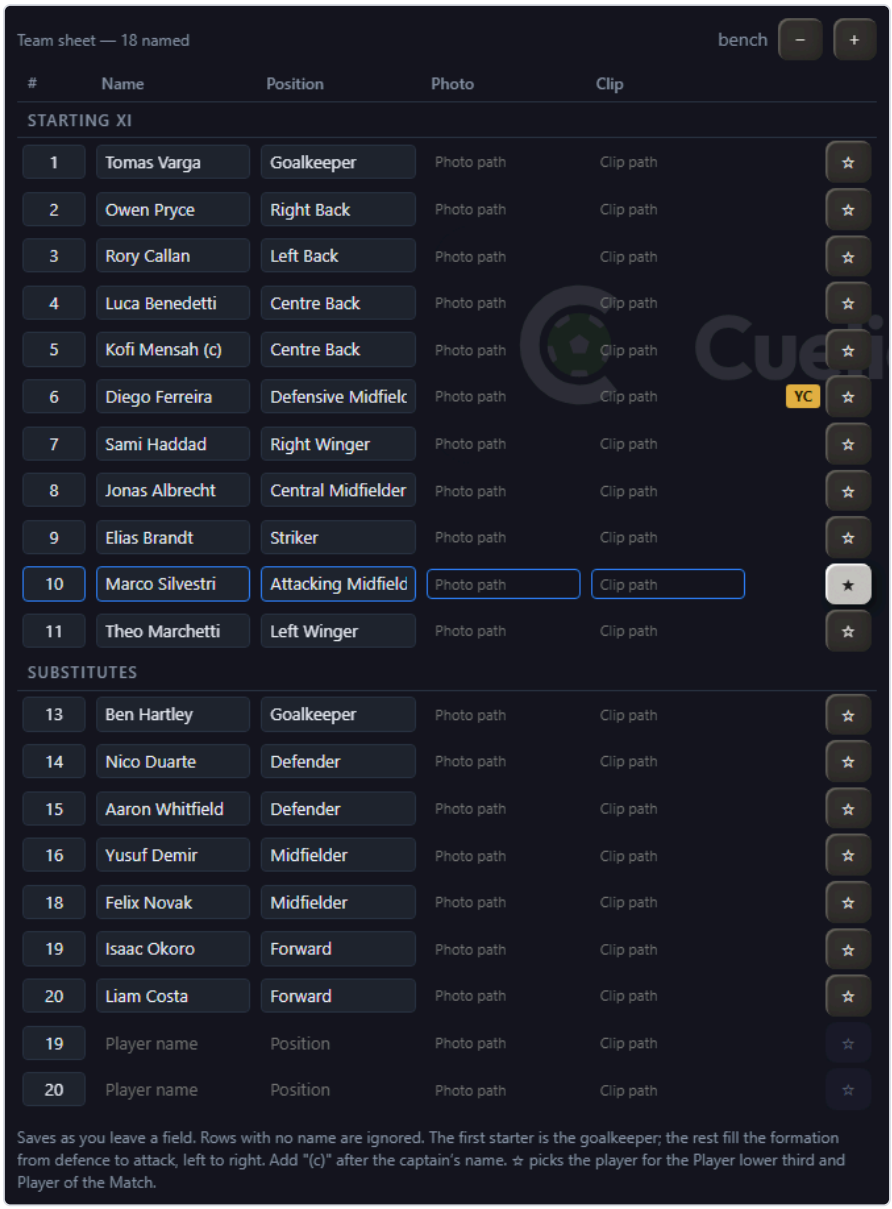
- The five **Officials** (Referee, Assistant Referee 1, Assistant Referee 2, Fourth Official, VAR) for the Officials graphic.
- **Commentator** names and title, **Reporter** name and title, and each side's **Manager** and manager title. These graphics take everything from here and go on air without a form.
- Two **Free lines**, three **Crawl** lines (the radio button picks the active one) and the **Big Empty** title and text.



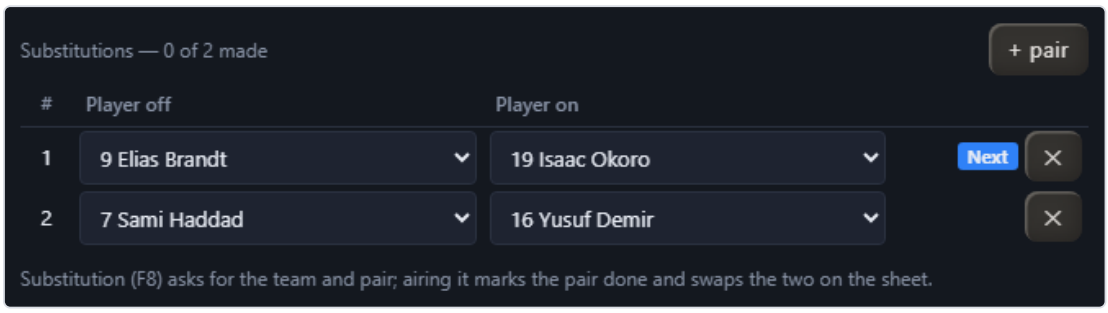
Event Info → Officials & on-air text.

## Teams

- Type each **team sheet**: the **Starting XI** and the **Substitutes**, with shirt number, name and position, and optionally a photo and a clip for each player. Add "(c)" after the captain's name for a captain badge. **bench − / +** changes the number of substitute rows. Use **Import roster CSV** to load a sheet in one go.
- ☆ on a row picks that player for the **Player lower third**; their name, number, position, photo, team name, logo and colour all follow.
- **Substitutions**: add numbered pairs (Player off from the Starting XI, Player on from the substitutes). The next pair to make is marked **Next**.




A team sheet. ★ marks the player picked for the Player lower third; YC and RC show the cards booked against a player.




Substitution pairs: Player off from the Starting XI, Player on from the substitutes; the next to make is marked Next.

## Tables

- **League table**: a title and up to 36 rows (position, team, played, won, drawn, lost, goal difference, points), typed or imported from CSV. **Highlight** picks out your clubs. The Table graphic shows the first 20 rows; the League Phase graphic shows them all.
- **Match stats**: up to 8 stat rows with a home and an away value, for the Match Stats graphic; the radio button picks the single stat the Stat graphic shows.

- **Fixtures & results**: up to 8 matches. Leave the score empty for a match not played yet, and put its kick-off time in Info.
- **Knockout bracket**: the 15 ties from the round of 16 to the final, with the score and which side went through.

## LEAGUE TABLE

Clear table

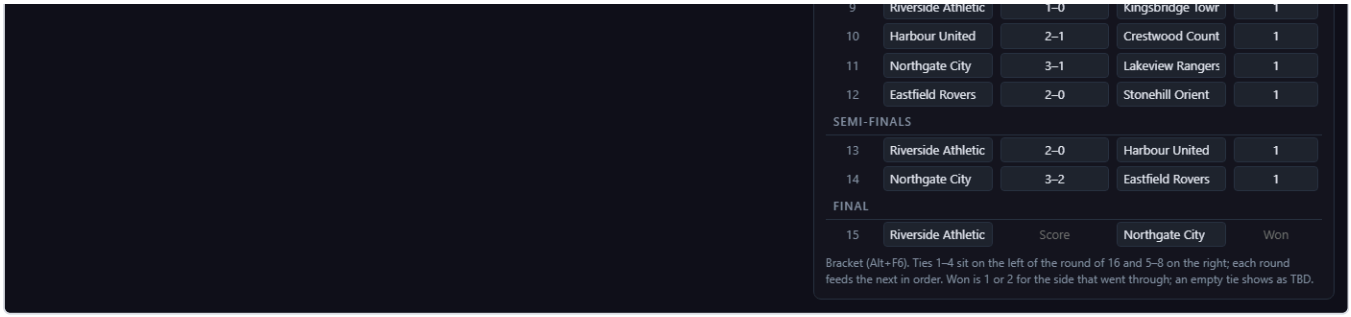
Title

Group stage · final table

Highlight

Riverside Athletic, Northgate City

| # | Team | P | W | D | L | GD | Pts |
|---|---|---|---|---|---|---|---|
| 1 | Riverside Athletic | 8 | 6 | 1 | 1 | +11 | 19 |
| 2 | Harbour United | 8 | 5 | 2 | 1 | +8 | 17 |
| 3 | Northgate City | 8 | 5 | 1 | 2 | +6 | 16 |
| 4 | Eastfield Rovers | 8 | 4 | 2 | 2 | +4 | 14 |
| 5 | Kingsbridge Town | 8 | 3 | 3 | 2 | +2 | 12 |
| 6 | Westmoor FC | 8 | 3 | 1 | 4 | -1 | 10 |
| 7 | Ashford Wanderers | 8 | 2 | 2 | 4 | -5 | 8 |
| 8 | Millbrook Albion | 8 | 2 | 1 | 5 | -7 | 7 |
| 9 | Stonehill Orient | 8 | 1 | 3 | 4 | -8 | 6 |
| 10 | Crestwood County | 8 | 1 | 2 | 5 | -10 | 5 |
| - | Team | - | - | - | - | - | - |
| - | Team | - | - | - | - | - | - |
| - | Team | - | - | - | - | - | -



The Tables tab: the league table, match stats, fixtures and the knockout bracket.

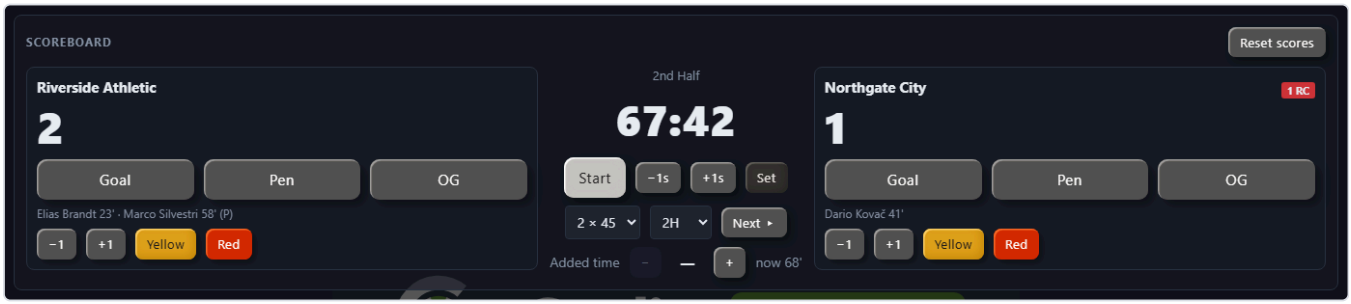
# 4. During the match

## Goals

- **Goal**, **Pen** (a penalty in open play) and **OG** (own goal) for each side. Each opens a short form for the **scorer**, **number**, **assist** and **minute**; the minute is already filled in from the clock, and a number or a name fills in the other from the team sheet. For an own goal, the scorer is picked from the other side's sheet. Press **Enter** on an empty form and the goal still counts.
- The scorers line under each team's score (for example *Elias Brandt 23′ · Marco Silvestri 58′ (P)*) feeds the Big Score and the bumpers, and the latest goal feeds the **Goal** graphic.
- **−1 / +1** correct a score without logging a goal. Graphics on air that show the score update straight away.

## Clock, periods and added time

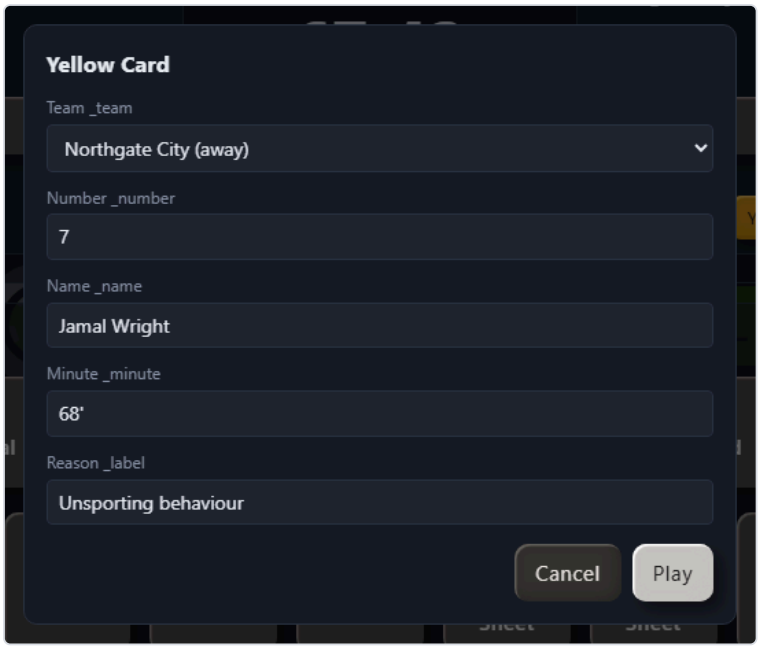
- **Start / Stop** runs the match clock (also the **Space** bar); **−1s / +1s** and **Set** correct it.
- Pick the match length (2 × 45, 2 × 40, 2 × 35, 2 × 30) and the period (1st Half, Half Time, 2nd Half, Full Time, Extra Time 1, Extra Time 2, Penalties), or press **Next ▸**. The clock counts up and carries on through the match: in a 2 × 45 the second half starts at 45:00 and extra time at 90:00.
- **Added time − / +** sets the minutes the fourth official shows; the score bug and the Added Time board pick it up. **now 68′** shows the minute a goal or card given now goes down as, with added time written as 45+2′.



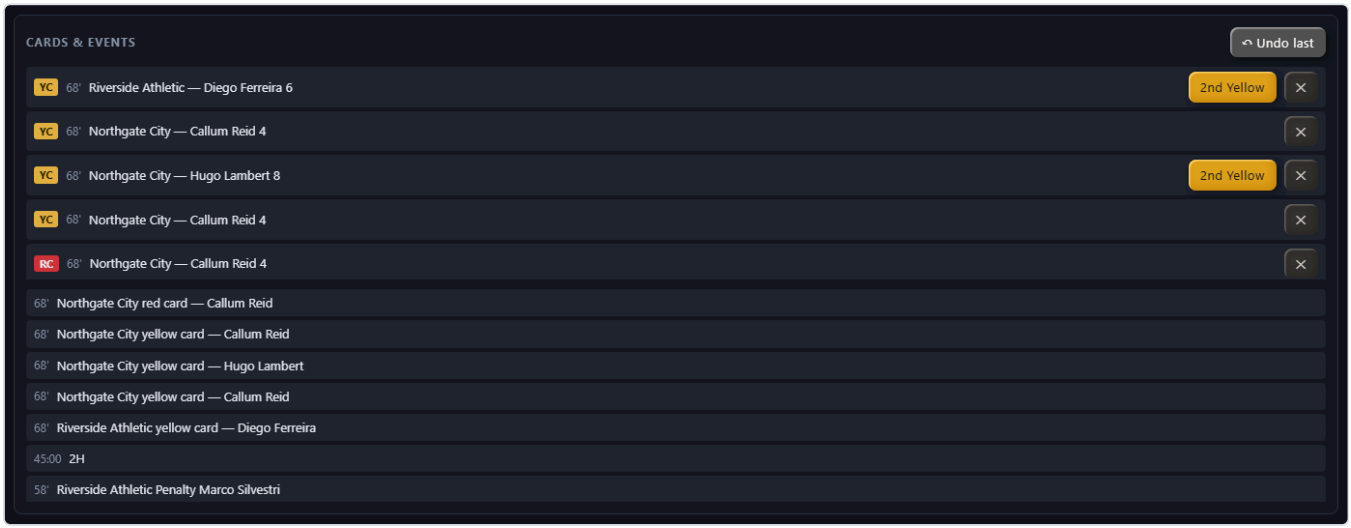

The scoreboard: Goal, Pen and OG for each side with the scorers below, the clock, match length, period and added time in the middle, and Yellow and Red cards.

## Cards

**Yellow** and **Red** under each team on the scoreboard book a card straight away (player, number and minute, filled in from the sheet and the clock). The **Yellow Card**, **Second Yellow** and **Red Card** buttons on the grid put the graphic on air: they ask for the team, then a shirt number or a name, and the other fills in from that team's sheet. Putting one on air also **books the card**, and re-airing it never books it twice. Booked cards appear in **Cards & events**, as a red-card count on the scoreboard, and as YC / RC chips on the player's row on the Teams tab. **2nd Yellow** beside a yellow books the player's second yellow and the red that comes with it.



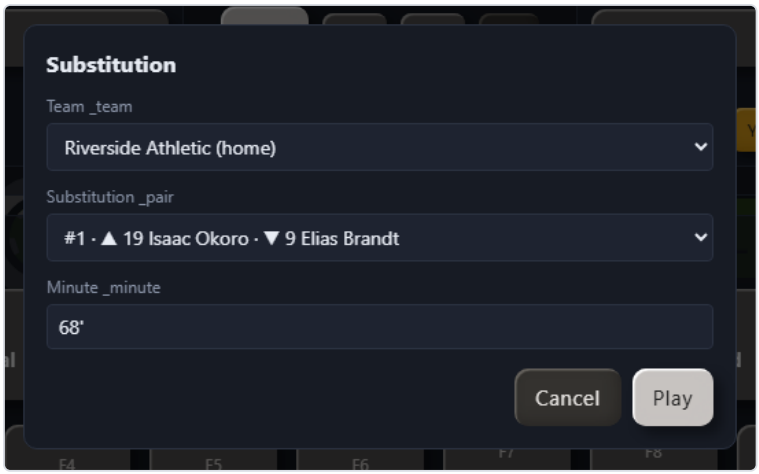

The Yellow Card form: Northgate City picked and shirt 7 typed, so the name filled itself in from the team sheet.




Cards & events: each booked card with its minute, 2nd Yellow to send a player off, ✕ to remove, and the event log.

## Substitutions

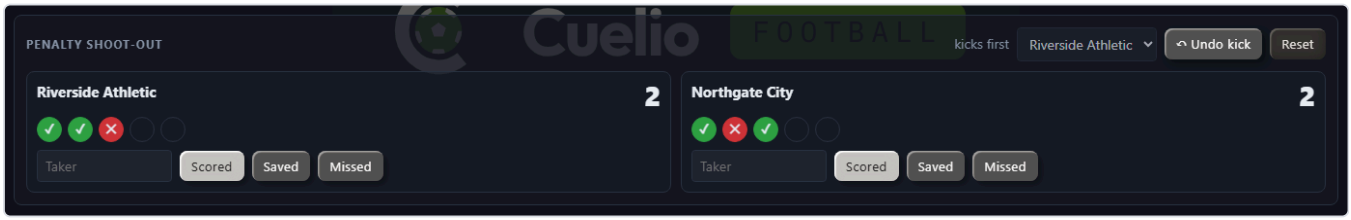
**Substitution** asks for the team and the pair, starting on the next pair not yet made. Airing it marks the pair done and swaps the two players on the team sheet; ↶ beside a done pair undoes it.



The Substitution form, opened on the next pair not yet made.

## Penalty shoot-out

Set the period to **Penalties** and the **Penalty shoot-out** panel appears on the PLAYOUT tab. Pick the side that kicks first, then for each kick type the taker (names are suggested from the sheet) and press **Scored**, **Saved** or **Missed**. The panel follows the order, the running score and sudden death, and stops when the shoot-out is decided. The **Penalty Shootout** graphic (Alt+F7) shows every kick and updates on air. **Reset** clears the kicks.



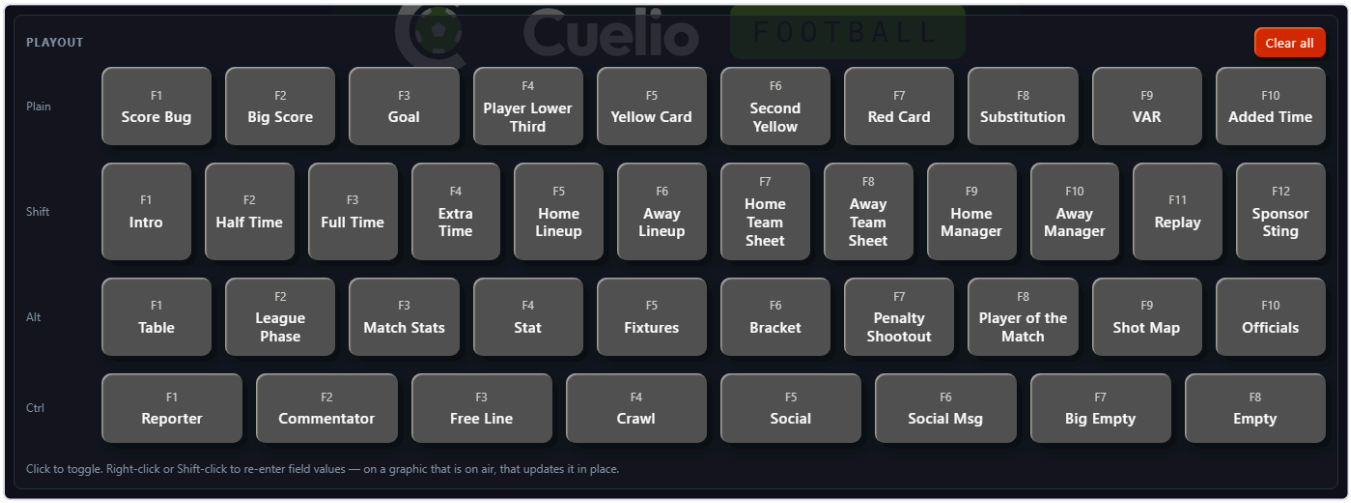
The penalty shoot-out after three kicks each: Scored, Saved and Missed for the side to kick next.

## Undo and reset

↶ **Undo last** under Cards & events reverses the last goal or card. **Reset scores** (in the scoreboard heading) puts both scores back to 0–0 and leaves the clock, period and cards alone.

# 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: four rows of buttons, fired by F-keys, Shift+F-keys, Alt+F-keys and Ctrl+F-keys. A lit button is on air.

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Plain** | **F1** Score Bug | **F2** Big Score | **F3** Goal | **F4** Player Lower Third | **F5** Yellow Card | **F6** Second Yellow | **F7** Red Card | **F8** Substitution | **F9** VAR | **F10** Added Time | | |
| **Shift** | **Shift+F1** Intro | **Shift+F2** Half Time | **Shift+F3** Full Time | **Shift+F4** Extra Time | **Shift+F5** Home Lineup | **Shift+F6** Away Lineup | **Shift+F7** Home Team Sheet | **Shift+F8** Away Team Sheet | **Shift+F9** Home Manager | **Shift+F10** Away Manager | **Shift+F11** Replay | **Shift+F12** Sponsor Sting |
| **Alt** | **Alt+F1** Table | **Alt+F2** League Phase | **Alt+F3** Match Stats | **Alt+F4** Stat | **Alt+F5** Fixtures | **Alt+F6** Bracket | **Alt+F7** Penalty Shootout | **Alt+F8** Player of the Match | **Alt+F9** Shot Map | **Alt+F10** Officials | | |
| **Ctrl** | **Ctrl+F1** Reporter | **Ctrl+F2** Commentator | **Ctrl+F3** Free Line | **Ctrl+F4** Crawl | **Ctrl+F5** Social | **Ctrl+F6** Social Msg | **Ctrl+F7** Big Empty | **Ctrl+F8** Empty | | | | |

## Keyboard

- **F-keys**, **Shift+F-key**, **Alt+F-key** and **Ctrl+F-key** fire the four rows of the grid.
- **Space** starts and stops the match clock (not while typing in a field).
- **Esc** closes a form or window.
- **Clear all** takes every graphic off air in one press.

# 6. Settings and safety nets

- **Autosave** keeps the match 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, clock, cards, the shoot-out and the event 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.

# 7. Chroma mode: playing out from one HDMI port

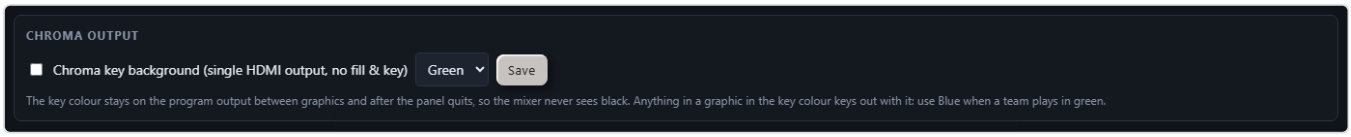
A broadcast playout normally sends the vision mixer two signals, **fill** (the graphics) and **key** (where they are see-through). A laptop usually has a single HDMI port and so no key signal. Chroma mode lets that one feed be keyed instead: the program output always sits on a solid key colour, and the mixer's chroma keyer removes it, leaving the graphics over the pictures.

## What it does

- The key colour fills the program output **all the time**, not only while a graphic is on air. With nothing playing the output is solid green, never black, so the key never punches a black hole through the pictures.
- Every graphic plays over the colour as usual. Taking one off air, the Empty buttons and **Clear all** leave the colour in place.
- It stays up after the panel quits. Only switching chroma mode off removes it.
- If CasparCG restarts or the link drops, the colour goes back up first when it reconnects, then the graphics that were on air.
- The bottom bar shows **CHROMA · GREEN** (or **CHROMA · BLUE**) while it is on, so nobody mistakes the feed for fill & key.

## Turning it on

1. Open **Settings** → **Chroma output**.
2. Tick **Chroma key background** and choose the key colour.
3. Press **Save**. The output changes straight away; so does switching colour or turning it off.




Settings → Chroma output: the switch and the key colour.

## Choosing the key colour

| Colour | Value | Use it when |
|---|---|---|
| **Green** (default) | `#00B140` | Most matches. Green keys the most cleanly on most mixers. |
| **Blue** | `#0047BB` | A team plays in green. Anything in a graphic that is the key colour is keyed out with the background, so a green team colour, logo or kit would go see-through. |

## Setting up CasparCG for the HDMI port

The panel decides *what* plays; CasparCG decides *where* the picture goes. In the server's `casparcg.config`, give the program channel a `<screen>` consumer that fills the HDMI display. With the laptop screen as display 1 and the HDMI output as display 2 (Windows **Settings** → **Display**, *Extend these displays*):

```
<channel>
  <video-mode>1080i5000</video-mode>
  <consumers>
    <screen>
      <device>2</device>            <!-- the HDMI display -->
      <windowed>false</windowed>
      <borderless>true</borderless>
      <always-on-top>true</always-on-top>
      <stretch>fill</stretch>
      <aspect-ratio>16:9</aspect-ratio>
    </screen>
    <screen>
      <device>1</device>            <!-- optional: a monitor window on the laptop -->
      <windowed>true</windowed>
    </screen>
  </consumers>
</channel>
```

Restart the CasparCG server after editing the file. Set the HDMI display to the same resolution as the channel (1920×1080), and turn off Windows notifications and the screen saver, which would otherwise appear on air.

### Setting up the vision mixer

- Feed the laptop's HDMI into a mixer input and use it as a **chroma key** (not a luma or linear key) over the program pictures.
- Set the keyer to the same colour as the panel, then sample it from the output with nothing on air.
- Fire a graphic and adjust the keyer's clip and gain until the edges are clean. Soft edges and drop shadows blend toward the key colour; that is normal for chroma keying, and a little spill suppression on the mixer tidies it.

# 8. For template designers

Every graphic is an HTML page, 1920×1080 with a transparent background, in `templates/Soccer/`. CasparCG loads it from the panel at `http://<panel>:7200/templates/Soccer/<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 9.

### 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, with the full set of fields each time.
- `play()`: animate in. `stop()`: animate out. Nothing may stay visible after `stop()`: every visible element, backgrounds included, must animate out.
- `next()` and `remove()` should exist, even if they do nothing.

### What the data looks like

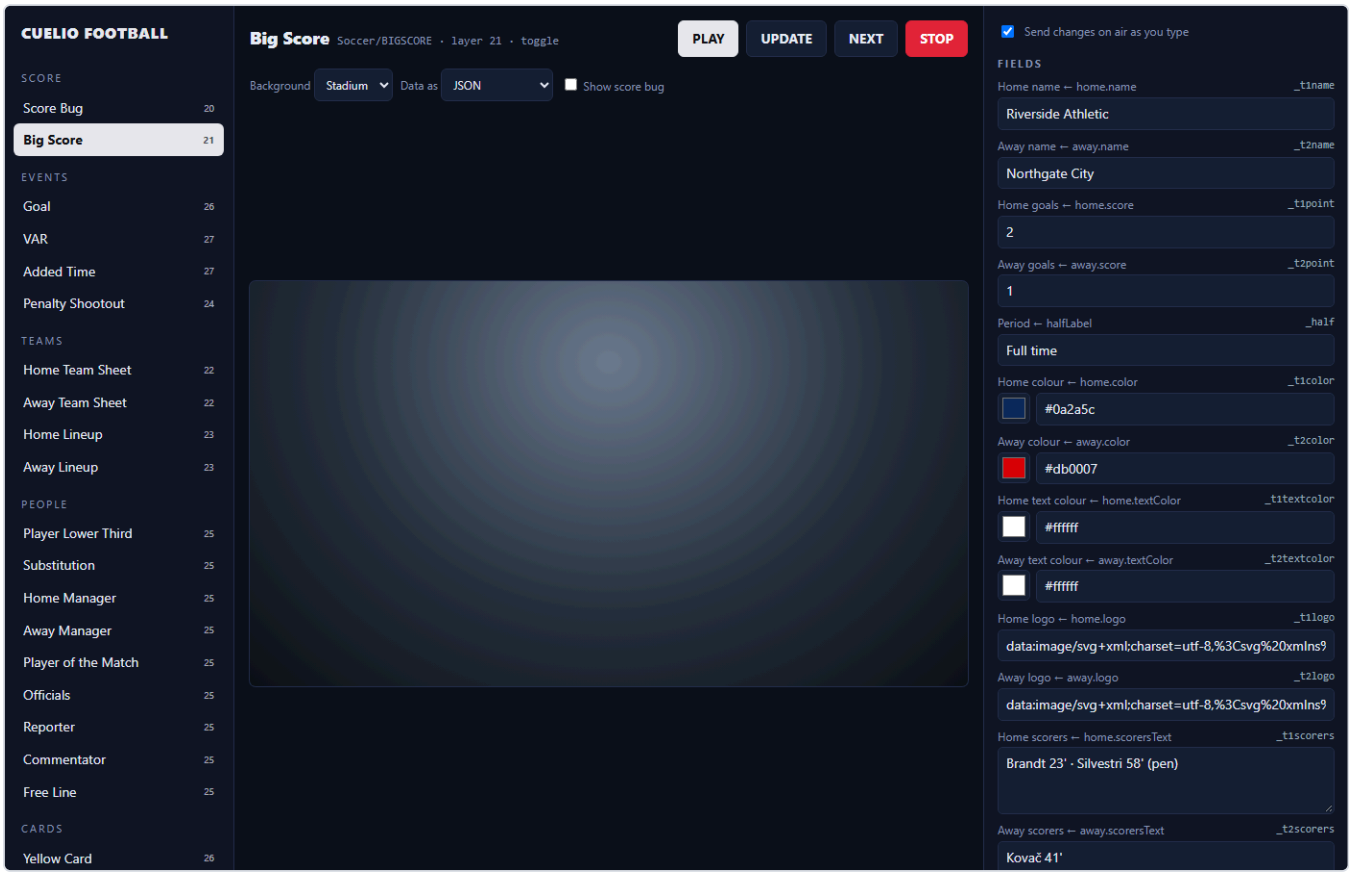
- Every value is a string. A blank string means “nothing to show”: hide the element rather than draw it empty.
- Images (logos, sponsors, uploads) arrive as `http://` URLs served by the panel.
- Colours are `#rrggbb`. Texture fields carry either an image URL or a finish name: `gloss`, `gradient`, `carbon`, `mesh`, `stripes`, `diagonal`, `hoops`, `pinstripe`.
- Jersey patterns arrive as Event Info’s numbers: `1` Plain, `2` Hoops, `3` Stripes, `4` Halves, `5` Sash, `6` Band, `7` Quarters, `8` Chevron, `9` Sleeves.
- Score box modes are `color`, `texture` or `none`; team pickers send `home` or `away`.
- Fields whose source is a form are whatever the operator typed; automatic fields follow the match and update on air.

```
CG 1-25 ADD 1 "Soccer/PLAYER" 1 "{\"_name\":\"Marco Silvestri\",\"_number\":\"10\",\"_position\":\"Attacking
Midfielder\",
  \"_label\":\"Riverside Athletic\",\"_image\":\"http://10.0.0.20:7200/logos/logo-
home.png\",\"_color\":\"#0a2a5c\"}"
```

### The shared runtime (_shared/cuelio.js and cuelio.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="min-px"` 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`.
- Elements with class `anim` plus a direction (`from-left`, `wipe`, `zoom` …) animate in on play and out on stop; `--d` and `--o` set the in and out delays in ms.
- Give `<body>` a `data-template="NAME"`. The whole graphic is drawn at full size and scaled by `--ui-scale` about its anchor `--ui-origin` in `cuelio.css`; keep anchors inside title safe (96 px in from the sides, 54 px from top and bottom).

> Test a template without CasparCG at `http://<panel>:7200/templates/preview/`: it lists every graphic, fills it with sample data, and has Play, Update 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.

# 9. Template field reference

Generated from the app's template configuration (39 graphics on 34 template files). "Automatic" fields are filled by the app from the path shown and follow the match 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, score, colours, logo, kit, formation, manager, scorers. |
| `scoreBug.home.` / `scoreBug.away.` | The score bug look picked on Event Info (colour, texture or finish, score box mode), already resolved for the bug. |
| `event.` | Event Info: officials, reporter, commentators, free lines, crawl, Big Empty, clock text colour. |
| `clock.`, `halfLabel`, `halfShort` | The live match on the PLAYOUT tab: clock, added time and period. |
| `lastGoal.` | The latest goal logged with Goal, Pen or OG: scorer, number, minute, assist, type and the scoring team. |
| `shootout.` | The penalty shoot-out: every kick, the takers and the running score. |
| `competition`, `venue` | Event Info: Competition and Location. |
| `selectedPlayer.` | The player picked with ☆ on the Teams tab, with their team's name, logo and colour. |
| `formTeam.`, `formPlayer.` | The team picked in the button's form (Home or Away), and the player found on its sheet from the number or name typed. |
| `formSub.` | The substitution pair picked in the button's form, looked up on that team's sheet. |
| `table.`, `stats.`, `fixtures.`, `bracket.` | The Tables tab: the league table, match stats, fixtures and results, and the knockout bracket. |

# Score

### Score Bug `scoreBug`

Button: **Score Bug** · **F1**
Template: `Soccer/SCOREBUG` · layer 20
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Red cards show as pips beside the club name; the added-time tab shows while the board on the scoreboard is above zero.*

| 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 goals | Automatic, from `home.score` |
| `_t2point` | Away goals | 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` |

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_t1red` | Home red cards | Automatic, from `home.redCards` |
| `_t2red` | Away red cards | Automatic, from `away.redCards` |
| `_t1jersey1` | Home kit primary | Automatic, from `home.jerseyPrimary` |
| `_t1jersey2` | Home kit secondary | Automatic, from `home.jerseySecondary` |
| `_t1jerseypattern` | Home kit pattern | Automatic, from `home.jerseyPatternName` |
| `_t2jersey1` | Away kit primary | Automatic, from `away.jerseyPrimary` |
| `_t2jersey2` | Away kit secondary | Automatic, from `away.jerseySecondary` |
| `_t2jerseypattern` | Away kit pattern | Automatic, from `away.jerseyPatternName` |
| `_time` | Clock | Automatic, from `clock.display` |
| `_addedtime` | Added time | Automatic, from `clock.addedTime` |
| `_half` | Period | Automatic, from `halfShort` |
| `_clocktextcolor` | Clock text colour | Automatic, from `event.clockTextColor` |

## Big Score `bigScore`

Button: **Big Score** · **F2**
Template: `Soccer/BIGSCORE` · layer 21
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Goal, Substitution, Home Manager, Away Manager, Officials, Reporter, Commentator, Free Line, Yellow Card, Second Yellow, Red Card, VAR, Extra Time, Half Time, Full Time

| 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` |
| `_t1point` | Home goals | Automatic, from `home.score` |
| `_t2point` | Away goals | Automatic, from `away.score` |
| `_half` | Period | Automatic, from `halfLabel` |
| `_t1logo` | Home logo | Automatic, from `home.logo` |
| `_t2logo` | Away logo | Automatic, from `away.logo` |
| `_t1scorers` | Home scorers | Automatic, from `home.scorersText` |
| `_t2scorers` | Away scorers | Automatic, from `away.scorersText` |

# Match events

## Goal `goal`

Button: **Goal** · **F3**
Template: `Soccer/GOAL` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Shows the goal last logged on the scoreboard: scorer, minute, assist and type, the scoring side's colours and crest, and the scorer's photo or clip from the team sheet. Log the goal first, then fire this.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_name` | Scorer | Automatic, from `lastGoal.name` |
| `_number` | Number | Automatic, from `lastGoal.number` |
| `_minute` | Minute | Automatic, from `lastGoal.minute` |
| `_assist` | Assist | Automatic, from `lastGoal.assist` |
| `_type` | Type | Automatic, from `lastGoal.tag` |
| `_teamname` | Team | Automatic, from `lastGoal.teamName` |
| `_color` | Team colour | Automatic, from `lastGoal.color` |
| `_textcolor` | Team text colour | Automatic, from `lastGoal.textColor` |
| `_image` | Team logo | Automatic, from `lastGoal.logo` |
| `_photo` | Scorer photo | Automatic, from `lastGoal.photo` |
| `_video` | Scorer clip | Automatic, from `lastGoal.video` |
| `_t1name` | Home short name | Automatic, from `home.shortName` |
| `_t2name` | Away short name | Automatic, from `away.shortName` |
| `_t1point` | Home goals | Automatic, from `home.score` |
| `_t2point` | Away goals | Automatic, from `away.score` |

## VAR `var`

Button: **VAR** · **F9**
Template: `Soccer/VAR` · layer 27
Toggle: first press plays it in, second press plays it out

*Play with Decision empty while the check runs. Right-click the tile while it is on air to type the decision and update it in place.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_label` | Label | Picked from a list in the button's form; options: `VAR CHECK`, `VAR REVIEW`, `ON-FIELD REVIEW` |
| `_reason` | Checking | Typed in the button's form; default `Possible penalty` |
| `_decision` | Decision | Typed in the button's form |

## Added Time `addedTime`

Button: **Added Time** · **F10**
Template: `Soccer/ADDEDTIME` · layer 27
Toggle: first press plays it in, second press plays it out

*The fourth official's board, from the added-time minutes on the scoreboard.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_addedtime` | Added time | Automatic, from `clock.addedTime` |

## Penalty Shootout `penalties`

Button: **Penalty Shootout** · **Alt+F7**
Template: `Soccer/PENALTIES` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

*Kick by kick from the shoot-out controls on the scoreboard; stays live on air as each kick is logged.*

| 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` |
| `_t1pens` | Home penalties | Automatic, from `shootout.home.score` |
| `_t2pens` | Away penalties | Automatic, from `shootout.away.score` |
| `_first` | Kicks first | Automatic, from `shootout.first` |
| `_label` | Result line | Automatic, from `shootout.label` |
| Rows, n = 1 to 10, from the PLAYOUT tab, one row per kick. Empty rows are sent as blanks. | | |
| `_t1k{n}`<br>`_t1k1 … _t1k10` | t1k | Automatic, from the penalty shoot-out |
| `_t2k{n}`<br>`_t2k1 … _t2k10` | t2k | Automatic, from the penalty shoot-out |

# Teams

## Home Team Sheet `homeTeamSheet`

Button: **Home Team Sheet** · **Shift+F7**
Template: `Soccer/TEAMSHEET` · layer 22
Toggle: first press plays it in, second press plays it out

*Slots 1–11 the starting XI, 12–20 the substitutes, from the Teams tab.*

| 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` |
| `_formation` | Formation | Automatic, from `home.formation` |
| `_coach` | Manager | Automatic, from `home.coach` |
| Team sheet rows, n = 1 to 20, from the home team on the Teams tab: the Starting XI first, then the substitutes, each in shirt-number order. An empty slot is sent as blanks. | | |
| `_p{n}number`<br>`_p1number … _p20number` | Shirt number | Automatic, from the team sheet |
| `_p{n}name`<br>`_p1name … _p20name` | Player name | Automatic, from the team sheet |
| `_p{n}position`<br>`_p1position … _p20position` | Position | Automatic, from the team sheet (may be blank) |
| `_p{n}image`<br>`_p1image … _p20image` | Player image | Automatic, from the team sheet (may be blank) |

## Away Team Sheet `awayTeamSheet`

Button: **Away Team Sheet** · **Shift+F8**
Template: `Soccer/TEAMSHEET` · layer 22
Toggle: first press plays it in, second press plays it out

*As Home Team Sheet, for the away side.*

| 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` |
| `_formation` | Formation | Automatic, from `away.formation` |
| `_coach` | Manager | Automatic, from `away.coach` |
| Team sheet rows, n = 1 to 20, from the away team on the Teams tab: the Starting XI first, then the substitutes, each in shirt-number order. An empty slot is sent as blanks. | | |
| `_p{n}number`<br>`_p1number … _p20number` | Shirt number | Automatic, from the team sheet |
| `_p{n}name`<br>`_p1name … _p20name` | Player name | Automatic, from the team sheet |

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_p{n}position`<br>`_p1position … _p20position` | Position | Automatic, from the team sheet (may be blank) |
| `_p{n}image`<br>`_p1image … _p20image` | Player image | Automatic, from the team sheet (may be blank) |

## Home Lineup `homeLineup`

Button: **Home Lineup** · **Shift+F5**
Template: `Soccer/LINEUP` · layer 23
Toggle: first press plays it in, second press plays it out

*The starting XI on a pitch in the formation from Event Info. Slot 1 is the goalkeeper; 2–11 fill the rows from defence to attack, left to right. Each NEXT spotlights the next player's clip or photo. Autospot is seconds per player to step on its own; empty steps by hand.*

| 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` |
| `_formation` | Formation | Automatic, from `home.formation` |
| `_coach` | Manager | Automatic, from `home.coach` |
| `_autospot` | Autospot (seconds) | Typed in the button's form |
| Team sheet rows, n = 1 to 11, from the home team on the Teams tab: the Starting XI first, then the substitutes, each in shirt-number order. An empty slot is sent as blanks. | | |
| `_p{n}number`<br>`_p1number … _p11number` | Shirt number | Automatic, from the team sheet |
| `_p{n}name`<br>`_p1name … _p11name` | Player name | Automatic, from the team sheet |
| `_p{n}position`<br>`_p1position … _p11position` | Position | Automatic, from the team sheet (may be blank) |
| `_p{n}image`<br>`_p1image … _p11image` | Player image | Automatic, from the team sheet (may be blank) |

## Away Lineup `awayLineup`

Button: **Away Lineup** · **Shift+F6**
Template: `Soccer/LINEUP` · layer 23
Toggle: first press plays it in, second press plays it out

*As Home Lineup, for the away side.*

| 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` |
| `_formation` | Formation | Automatic, from `away.formation` |
| `_coach` | Manager | Automatic, from `away.coach` |
| `_autospot` | Autospot (seconds) | Typed in the button's form |

| Field ID | Label | Where the value comes from |
|---|---|---|
| Team sheet rows, n = 1 to 11, from the away team on the Teams tab: the Starting XI first, then the substitutes, each in shirt-number order. An empty slot is sent as blanks. | | |
| `_p{n}number`<br>`_p1number … _p11number` | Shirt number | Automatic, from the team sheet |
| `_p{n}name`<br>`_p1name … _p11name` | Player name | Automatic, from the team sheet |
| `_p{n}position`<br>`_p1position … _p11position` | Position | Automatic, from the team sheet (may be blank) |
| `_p{n}image`<br>`_p1image … _p11image` | Player image | Automatic, from the team sheet (may be blank) |

# People

## Player Lower Third `player`

Button: **Player Lower Third** · **F4**
Template: `Soccer/PLAYER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Name, number, position, photo, clip and team all follow the player picked on the Teams tab, on air too, so the button takes no form.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_image` | Team logo | Automatic, from `selectedPlayer.logo` |
| `_color` | Team colour | Automatic, from `selectedPlayer.color` |
| `_textcolor` | Team text colour | Automatic, from `selectedPlayer.textColor` |
| `_name` | Name | Automatic, from `selectedPlayer.name` |
| `_number` | Number | Automatic, from `selectedPlayer.number` |
| `_position` | Position | Automatic, from `selectedPlayer.position` |
| `_photo` | Photo | Automatic, from `selectedPlayer.image` |
| `_video` | Clip | Automatic, from `selectedPlayer.video` |
| `_label` | Strap text | Automatic, from `selectedPlayer.teamName` |

## Substitution `substitution`

Button: **Substitution** · **F8**
Template: `Soccer/SUBSTITUTION` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Asks for the team and one of the substitution pairs planned on the Teams tab, starting on the next one not yet made. Airing it marks the pair done and swaps the two players on the team 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` |
| `_pair` | Substitution | A substitution pair number, picked in the button's form |
| `_minute` | Minute | Typed in the button's form; starts from `minute` |
| `_inName` | In name | Automatic, from `formSub.inName` |
| `_inNumber` | In number | Automatic, from `formSub.inNumber` |
| `_inPhoto` | In photo | Automatic, from `formSub.inPhoto` |
| `_outName` | Out name | Automatic, from `formSub.outName` |
| `_outNumber` | Out number | Automatic, from `formSub.outNumber` |
| `_outPhoto` | Out photo | Automatic, from `formSub.outPhoto` |
| `_image` | Team logo | Automatic, from `formTeam.logo` |
| `_color` | Team colour | Automatic, from `formTeam.color` |
| `_textcolor` | Team text colour | Automatic, from `formTeam.textColor` |

## Home Manager `homeCoach`

Button: **Home Manager** · **Shift+F9**
Template: `Soccer/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Name, title, colour and logo all come from the home team on Event Info and refresh on air as they are edited there, so the button takes no form.*

| 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 Manager `awayCoach`

Button: **Away Manager** · **Shift+F10**
Template: `Soccer/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*As Home Manager, for the away side.*

| 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` |

## Player of the Match `potm`

Button: **Player of the Match** · **Alt+F8**
Template: `Soccer/POTM` · layer 25
Toggle: first press plays it in, second press plays it out

*The player picked on the Teams tab, with their clip or photo, and up to four stat tiles typed in the form.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_name` | Name | Automatic, from `selectedPlayer.name` |
| `_number` | Number | Automatic, from `selectedPlayer.number` |
| `_position` | Position | Automatic, from `selectedPlayer.position` |
| `_teamname` | Team | Automatic, from `selectedPlayer.teamName` |
| `_image` | Team logo | Automatic, from `selectedPlayer.logo` |
| `_photo` | Photo | Automatic, from `selectedPlayer.image` |
| `_video` | Clip | Automatic, from `selectedPlayer.video` |
| `_color` | Team colour | Automatic, from `selectedPlayer.color` |

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_textcolor` | Team text colour | Automatic, from `selectedPlayer.textColor` |
| `_title` | Title | Typed in the button's form; default `Player of the Match` |
| `_label` | Strap | Typed in the button's form |
| `_s1label` | Stat 1 | Typed in the button's form |
| `_s1value` | Stat 1 value | Typed in the button's form |
| `_s2label` | Stat 2 | Typed in the button's form |
| `_s2value` | Stat 2 value | Typed in the button's form |
| `_s3label` | Stat 3 | Typed in the button's form |
| `_s3value` | Stat 3 value | Typed in the button's form |
| `_s4label` | Stat 4 | Typed in the button's form |
| `_s4value` | Stat 4 value | Typed in the button's form |

## Officials `referees`

Button: **Officials** · **Alt+F10**
Template: `Soccer/REFEREES` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*All five officials from Event Info; a slot with no name is left off.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_ref1role` | Official 1 role | Automatic, from `event.officials.0.role` |
| `_ref1name` | Official 1 | Automatic, from `event.officials.0.name` |
| `_ref2role` | Official 2 role | Automatic, from `event.officials.1.role` |
| `_ref2name` | Official 2 | Automatic, from `event.officials.1.name` |
| `_ref3role` | Official 3 role | Automatic, from `event.officials.2.role` |
| `_ref3name` | Official 3 | Automatic, from `event.officials.2.name` |
| `_ref4role` | Official 4 role | Automatic, from `event.officials.3.role` |
| `_ref4name` | Official 4 | Automatic, from `event.officials.3.name` |
| `_ref5role` | Official 5 role | Automatic, from `event.officials.4.role` |
| `_ref5name` | Official 5 | Automatic, from `event.officials.4.name` |

## Reporter `reporter`

Button: **Reporter** · **Ctrl+F1**
Template: `Soccer/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Name and title both come from Event Info and refresh on air as they are edited there, so the button takes no form.*

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

## Commentator `commentator`

Button: **Commentator** · **Ctrl+F2**
Template: `Soccer/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Both commentators' names and the title come from Event Info and refresh on air as they are edited there, so the button takes no form.*

| 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** · **Ctrl+F3**
Template: `Soccer/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Rides the Reporter lower third: free line 1 as the name, free line 2 as the strap, both from Event Info.*

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

# Cards

## Yellow Card `yellowCard`

Button: **Yellow Card** · **F5**
Template: `Soccer/YELLOWCARD` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*Pick the team, then a shirt number or a name: the other fills in from that team's sheet, and the photo comes from the sheet too. Going to air books the yellow card against the player.*

| 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 |
| `_minute` | Minute | Typed in the button's form; starts from `minute` |
| `_label` | Reason | Typed in the button's form |
| `_image` | Team logo | Automatic, from `formTeam.logo` |
| `_color` | Team colour | Automatic, from `formTeam.color` |
| `_textcolor` | Team text colour | Automatic, from `formTeam.textColor` |
| `_photo` | Player photo | Automatic, from `formPlayer.image` |

## Second Yellow `secondYellow`

Button: **Second Yellow** · **F6**
Template: `Soccer/SECONDYELLOW` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*As Yellow Card. Going to air books the second yellow and the red it brings, and adds a red-card pip to the score bug.*

| 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 |
| `_minute` | Minute | Typed in the button's form; starts from `minute` |
| `_label` | Reason | Typed in the button's form |
| `_image` | Team logo | Automatic, from `formTeam.logo` |
| `_color` | Team colour | Automatic, from `formTeam.color` |
| `_textcolor` | Team text colour | Automatic, from `formTeam.textColor` |
| `_photo` | Player photo | Automatic, from `formPlayer.image` |

## Red Card `redCard`

Button: **Red Card** · **F7**
Template: `Soccer/REDCARD` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

*A straight red, as Yellow Card. Going to air books the red card and adds a pip to the score bug.*

| 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 |
| `_minute` | Minute | Typed in the button's form; starts from `minute` |
| `_label` | Reason | Typed in the button's form |
| `_image` | Team logo | Automatic, from `formTeam.logo` |
| `_color` | Team colour | Automatic, from `formTeam.color` |
| `_textcolor` | Team text colour | Automatic, from `formTeam.textColor` |
| `_photo` | Player photo | Automatic, from `formPlayer.image` |

# Openers, bumpers and stings

## Intro `intro`

Button: **Intro** · **Shift+F1**
Template: `Soccer/INTRO` · layer 30
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` |
| `_competition` | Competition | Automatic, from `competition` |
| `_round` | Round | Automatic, from `event.round` |
| `_venue` | Venue | Automatic, from `venue` |
| `_date` | Date | Automatic, from `event.date` |
| `_kickoff` | Kick-off time | Automatic, from `event.time` |

## Half Time `halfTimeBumper`

Button: **Half Time** · **Shift+F2**
Template: `Soccer/BUMPER_HT` · layer 30
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

| 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` |
| `_t1point` | Home goals | Automatic, from `home.score` |
| `_t2point` | Away goals | Automatic, from `away.score` |
| `_t1logo` | Home logo | Automatic, from `home.logo` |
| `_t2logo` | Away logo | Automatic, from `away.logo` |
| `_t1scorers` | Home scorers | Automatic, from `home.scorersText` |
| `_t2scorers` | Away scorers | Automatic, from `away.scorersText` |

## Full Time `fullTimeBumper`

Button: **Full Time** · **Shift+F3**
Template: `Soccer/BUMPER_FT` · layer 30
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

| 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` |
| `_t1point` | Home goals | Automatic, from `home.score` |
| `_t2point` | Away goals | Automatic, from `away.score` |
| `_t1logo` | Home logo | Automatic, from `home.logo` |
| `_t2logo` | Away logo | Automatic, from `away.logo` |
| `_t1scorers` | Home scorers | Automatic, from `home.scorersText` |
| `_t2scorers` | Away scorers | Automatic, from `away.scorersText` |

## Extra Time `extraTimeBumper`

Button: **Extra Time** · **Shift+F4**
Template: `Soccer/BUMPER_ET` · layer 30
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

| 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` |
| `_t1point` | Home goals | Automatic, from `home.score` |
| `_t2point` | Away goals | Automatic, from `away.score` |
| `_t1logo` | Home logo | Automatic, from `home.logo` |
| `_t2logo` | Away logo | Automatic, from `away.logo` |
| `_t1scorers` | Home scorers | Automatic, from `home.scorersText` |
| `_t2scorers` | Away scorers | Automatic, from `away.scorersText` |

## Replay `replayLabel`

Button: **Replay** · **Shift+F11**
Template: `Soccer/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`, `VAR REVIEW`, `SLOW MOTION`, `HIGHLIGHTS` |

## Sponsor Sting `sponsorSting`

Button: **Sponsor Sting** · **Shift+F12**
Template: `Soccer/SPONSOR` · layer 32
Toggle: 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

## Match Stats `matchStats`

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

*The first eight rows of the Match stats list on the Tables tab, side by side.*

| 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` |
| `_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 the Tables tab. Empty rows are sent as blanks. | | |
| `_s{n}label`<br>`_s1label … _s8label` | label | Automatic, from the match stats |
| `_s{n}home`<br>`_s1home … _s8home` | home | Automatic, from the match stats |
| `_s{n}away`<br>`_s1away … _s8away` | away | Automatic, from the match stats |

## Stat `stats`

Button: **Stat** · **Alt+F4**
Template: `Soccer/STATS` · layer 24
Toggle: first press plays it in, second press plays it out

*One stat at a time: the row selected on the Tables tab, which switches on air as the selection changes.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_title` | Stat | Automatic, from `stats.current.label` |
| `_t1value` | Home value | Automatic, from `stats.current.home` |
| `_t2value` | Away value | Automatic, from `stats.current.away` |
| `_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` |

## Table `table`

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

*The first 20 rows of the league table on the Tables tab; clubs in Highlight are picked out.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_title` | Title | Automatic, from `table.title` |
| `_highlight` | Highlight | Automatic, from `table.highlight` |
| Rows, n = 1 to 20, from the Tables tab. Empty rows are sent as blanks. | | |
| `_r{n}pos`<br>`_r1pos … _r20pos` | pos | Automatic, from the league table |
| `_r{n}team`<br>`_r1team … _r20team` | team | Automatic, from the league table |
| `_r{n}played`<br>`_r1played … _r20played` | played | Automatic, from the league table |
| `_r{n}won`<br>`_r1won … _r20won` | won | Automatic, from the league table |
| `_r{n}drawn`<br>`_r1drawn … _r20drawn` | drawn | Automatic, from the league table |
| `_r{n}lost`<br>`_r1lost … _r20lost` | lost | Automatic, from the league table |
| `_r{n}gd`<br>`_r1gd … _r20gd` | gd | Automatic, from the league table |
| `_r{n}points`<br>`_r1points … _r20points` | points | Automatic, from the league table |

## League Phase `leagueTable`

Button: **League Phase** · **Alt+F2**
Template: `Soccer/LEAGUETABLE` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

*All 36 rows of the league table, twelve to a page; NEXT turns the page. Zones "8,24" draws the cut lines: top 8 to the round of 16, 9–24 to the play-offs.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_title` | Title | Automatic, from `table.title` |
| `_highlight` | Highlight | Automatic, from `table.highlight` |
| `_zones` | Zones | Typed in the button's form; default `8,24` |
| `_zonelabels` | Zone labels | Typed in the button's form |
| Rows, n = 1 to 36, from the Tables tab. Empty rows are sent as blanks. | | |
| `_r{n}pos`<br>`_r1pos … _r36pos` | pos | Automatic, from the league table |
| `_r{n}team`<br>`_r1team … _r36team` | team | Automatic, from the league table |

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_r{n}played`<br>`_r1played … _r36played` | played | Automatic, from the league table |
| `_r{n}won`<br>`_r1won … _r36won` | won | Automatic, from the league table |
| `_r{n}drawn`<br>`_r1drawn … _r36drawn` | drawn | Automatic, from the league table |
| `_r{n}lost`<br>`_r1lost … _r36lost` | lost | Automatic, from the league table |
| `_r{n}gd`<br>`_r1gd … _r36gd` | gd | Automatic, from the league table |
| `_r{n}points`<br>`_r1points … _r36points` | points | Automatic, from the league table |

## Fixtures `fixtures`

Button: **Fixtures** · **Alt+F5**
Template: `Soccer/FIXTURES` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

*Up to 8 fixtures or results from the Tables tab. A fixture with no score shows its info as the kick-off time.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_title` | Title | Automatic, from `fixtures.title` |
| `_label` | Label | Automatic, from `fixtures.label` |
| Rows, n = 1 to 8, from the Tables tab. Empty rows are sent as blanks. | | |
| `_f{n}home`<br>`_f1home … _f8home` | home | Automatic, from fixtures & results |
| `_f{n}away`<br>`_f1away … _f8away` | away | Automatic, from fixtures & results |
| `_f{n}score`<br>`_f1score … _f8score` | score | Automatic, from fixtures & results |
| `_f{n}info`<br>`_f1info … _f8info` | info | Automatic, from fixtures & results |
| `_f{n}homelogo`<br>`_f1homelogo … _f8homelogo` | homelogo | Automatic, from fixtures & results |
| `_f{n}awaylogo`<br>`_f1awaylogo … _f8awaylogo` | awaylogo | Automatic, from fixtures & results |

## Bracket `bracket`

Button: **Bracket** · **Alt+F6**
Template: `Soccer/BRACKET` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

*The knockout ties from the Tables tab: 1–8 round of 16, 9–12 quarter-finals, 13–14 semi-finals, 15 the final.*

| Field ID | Label | Where the value comes from |
|---|---|---|
| `_title` | Title | Automatic, from `bracket.title` |
| `_highlight` | Highlight | Automatic, from `bracket.highlight` |

| Field ID | Label | Where the value comes from |
|---|---|---|
| Rows, n = 1 to 15, from the Tables tab. Empty rows are sent as blanks. | | |
| `_b{n}t1`<br>`_b1t1 … _b15t1` | t1 | Automatic, from the knockout bracket |
| `_b{n}t2`<br>`_b1t2 … _b15t2` | t2 | Automatic, from the knockout bracket |
| `_b{n}score`<br>`_b1score … _b15score` | score | Automatic, from the knockout bracket |
| `_b{n}winner`<br>`_b1winner … _b15winner` | winner | Automatic, from the knockout bracket |

## Shot Map `shotMap`

Button: **Shot Map** · **Alt+F9**
Template: `Soccer/SHOTMAP` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug

*One team attacking upward. Shots one per line as "x,y,outcome[,label]": x is 0–68 m across, y metres out from the goal line, outcome goal / on / off / blocked. Totals are counted.*

| 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` |
| `_title` | Title | Typed in the button's form; default `Shot Map` |
| `_shots` | Shots | Typed in the button's form (several lines) |
| `_label` | Label | Typed in the button's form |
| `_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` |

## Social `twitter`

Button: **Social** · **Ctrl+F5**
Template: `Soccer/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 | Typed in the button's form |

## Social Msg `twitterMessage`

Button: **Social Msg** · **Ctrl+F6**
Template: `Soccer/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** · **Ctrl+F4**
Template: `Soccer/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** · **Ctrl+F7**
Template: `Soccer/BIGEMPTY` · layer 24
Toggle: first press plays it in, second press plays it out

*Full-frame text card. Title and text come from Event Info and refresh on air as they are edited there.*

| 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` |

# 10. 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 9. |
| 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 8. |
| “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. |
| Chroma mode: the output is black, not green | Chroma mode is off, or CasparCG is not connected; check the CHROMA tag in the bottom bar and the connection light. If the server was restarted the colour returns when it reconnects. |
| Chroma mode: parts of a graphic disappear | They are the key colour. Switch **Settings** → **Chroma output** to the other colour, and set the mixer to match. |
| Chroma mode: nothing on the HDMI screen | The `<screen>` consumer’s `<device>` number in `casparcg.config` does not match the HDMI display, or the displays are mirrored rather than extended. |
| The score went wrong | ↶ **Undo last**, or **−1 / +1**. A crash is covered by autosave: restore from Settings. |

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