

Cuelio Studio Netball Playout

User guide and template field reference

Version 0.1.2 · 2 November 2026

CasparCG playout control client for live netball broadcasts

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> The screenshots use the template pack's sample match, the Netball Super League 2026 Grand Final between Manchester Thunder and London Pulse. The final score, venue, date, squads, coaches and ladder are from that match; the line-ups, quarter scores, shooting, player stats and officials are illustrative.

1. Getting started

Cuelio Studio Netball Playout drives a CasparCG server over AMCP and keeps the match itself: the score and line score, every shooter's goals and attempts, the game clock, the quarter, the Super Shot window, the centre pass and the tactical timeouts. Pressing **+1** both changes the score and refreshes any graphic on air that shows it.

Starting the app

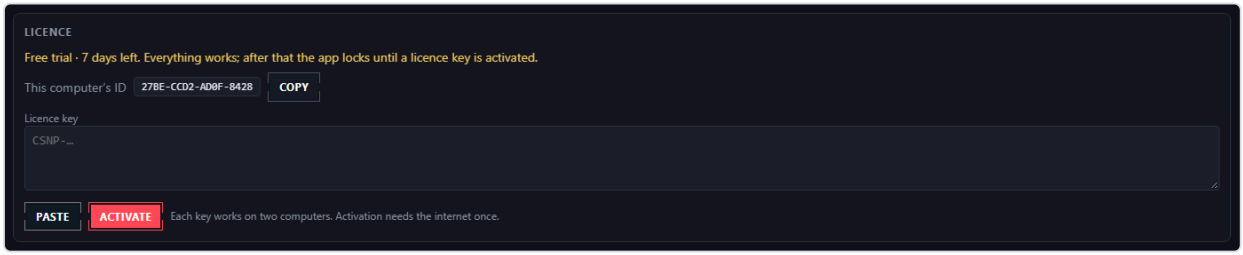
- **Desktop app:** start Cuelio Studio Netball Playout from its shortcut. Only one copy runs at a time; starting it again brings the open window forward.
- **Second screen:** while the app runs, any computer on the same network can open the panel in a browser at `http://<this computer>:7240`. LAN screens can score, run the clock 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.

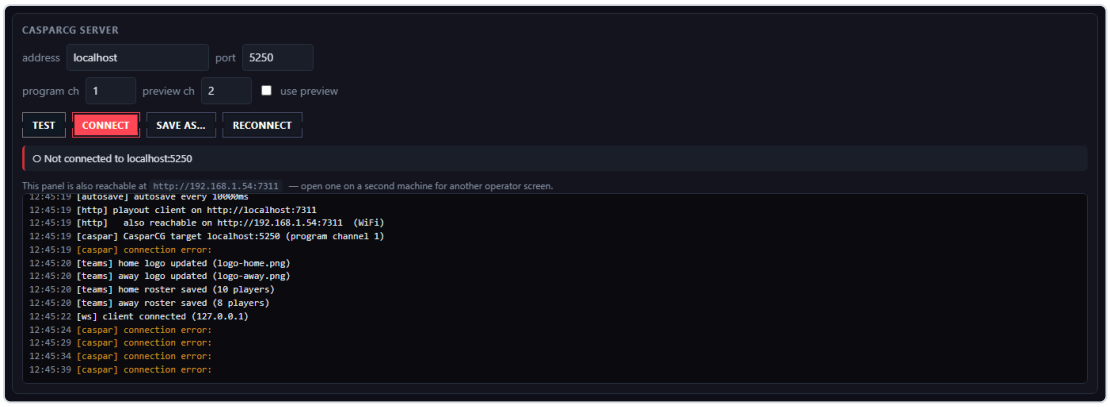
Each key works on **two computers**. To move it to a new computer, press **Deactivate** on the old one first.



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 **Test** to check the address without touching the connection you are on air with, then **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 the next match at that venue.



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 the Cuelio netball pack, HTML templates in the `NETBALL` folder. CasparCG 2.5 can load them straight from the panel over http, or you can copy the `NETBALL` folder (including `_shared`) into the CasparCG server's `template` folder (`node scripts/install-templates.mjs` does it for you). They use the **Outfit** font from Google Fonts; install it 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.

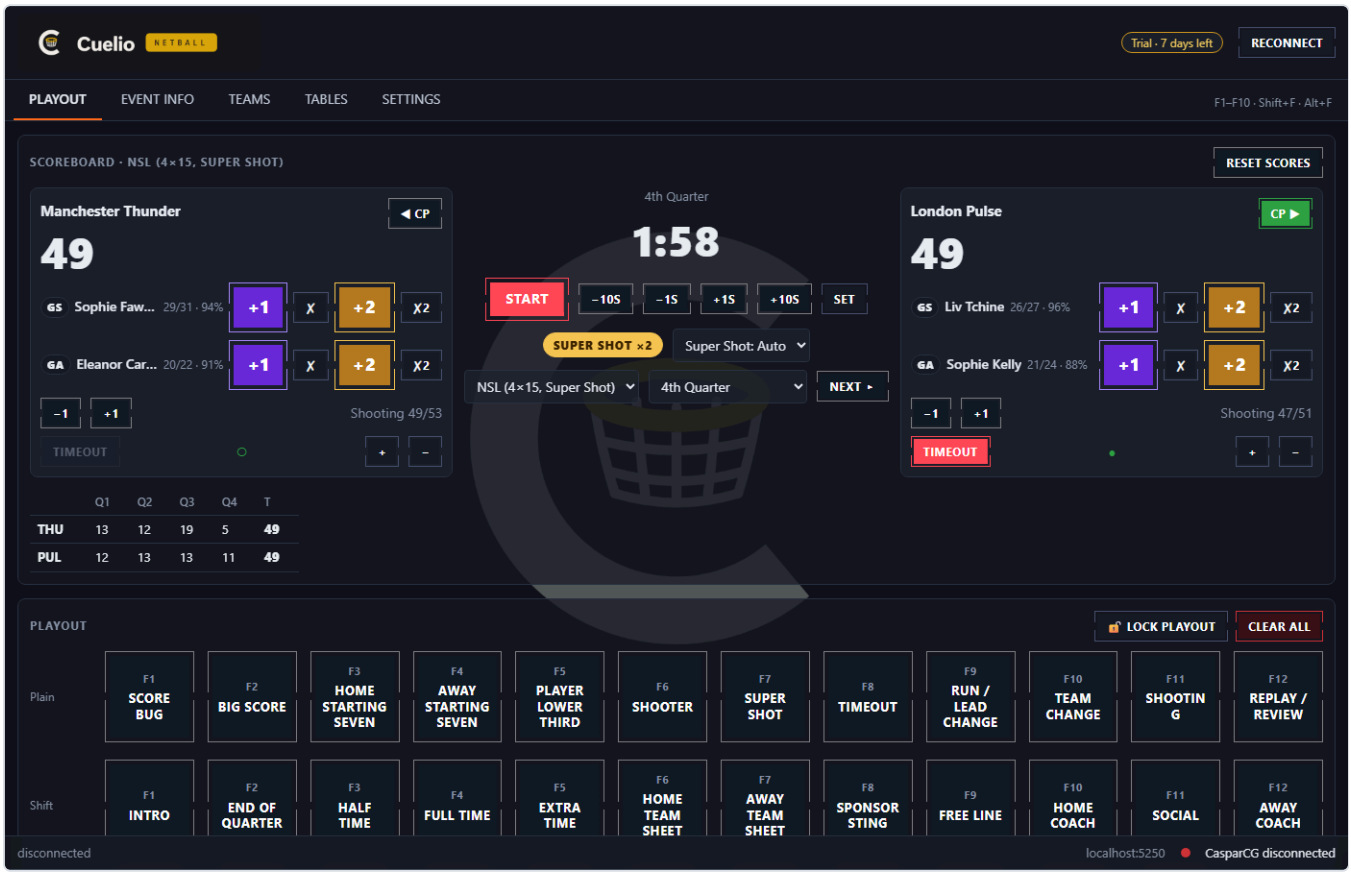


Settings → Template health, with the Template preview button.

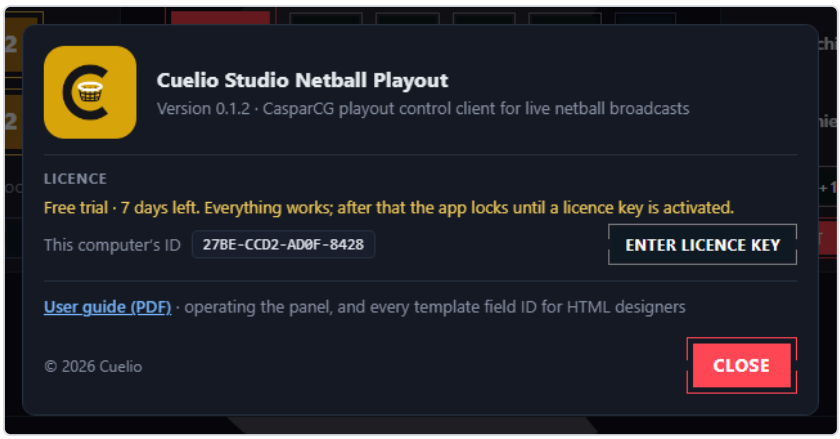
2. The panel at a glance

- **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 the shooter buttons, clock and line score, the playout grid and the game log.
- **EVENT INFO**: teams and fixture (names, short names, colours, logos) and officials and on-air text.
- **TEAMS**: the two team sheets with bibs and player media, the player picked for the player graphics, and the player stats.
- **TABLES**: the ladder and the team stats.
- **SETTINGS**: the licence, the CasparCG server, chroma key, 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 with two minutes left in the fourth quarter: scoreboard, clock and line score above, the playout grid below.

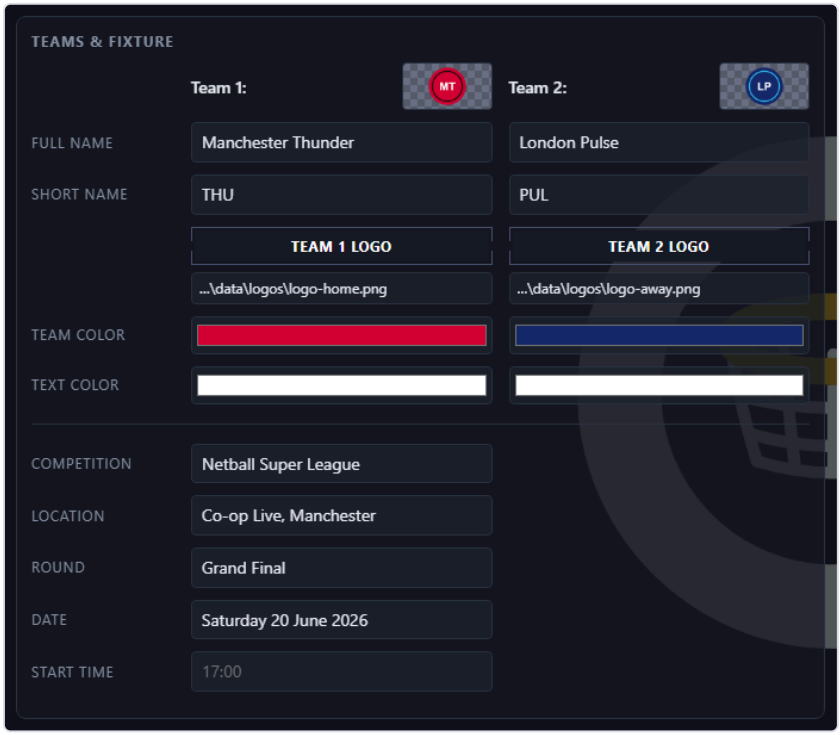


Click the Cuelio logo for About, with the link to this guide.

3. Before the first centre pass

Event Info → Teams & fixture

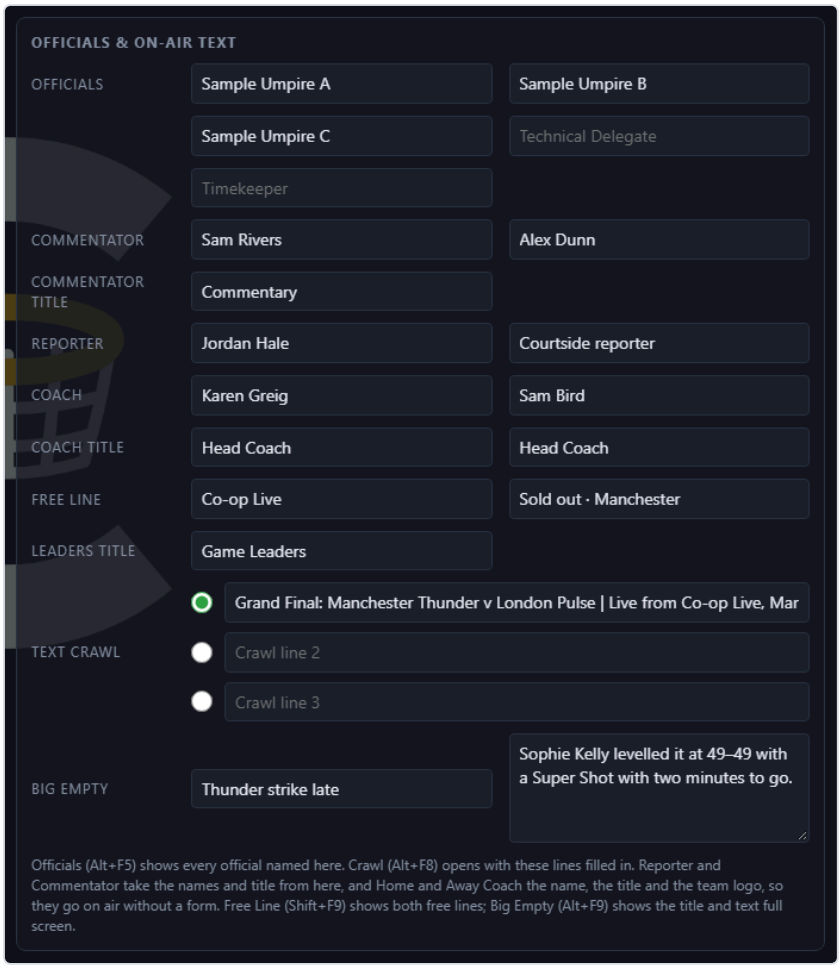
- **Full name** and **Short name** (three letters, for the score bug) for each side, and the team **logo** (upload, or a path the CasparCG server can see).
- **Team color** and **Text color** for each side. Club colours come from here; the pack itself carries no club marks.
- **Competition**, **Location**, **Round**, **Date** and **Start time**, used by the Intro and Big Empty.



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

Event Info → Officials & on-air text

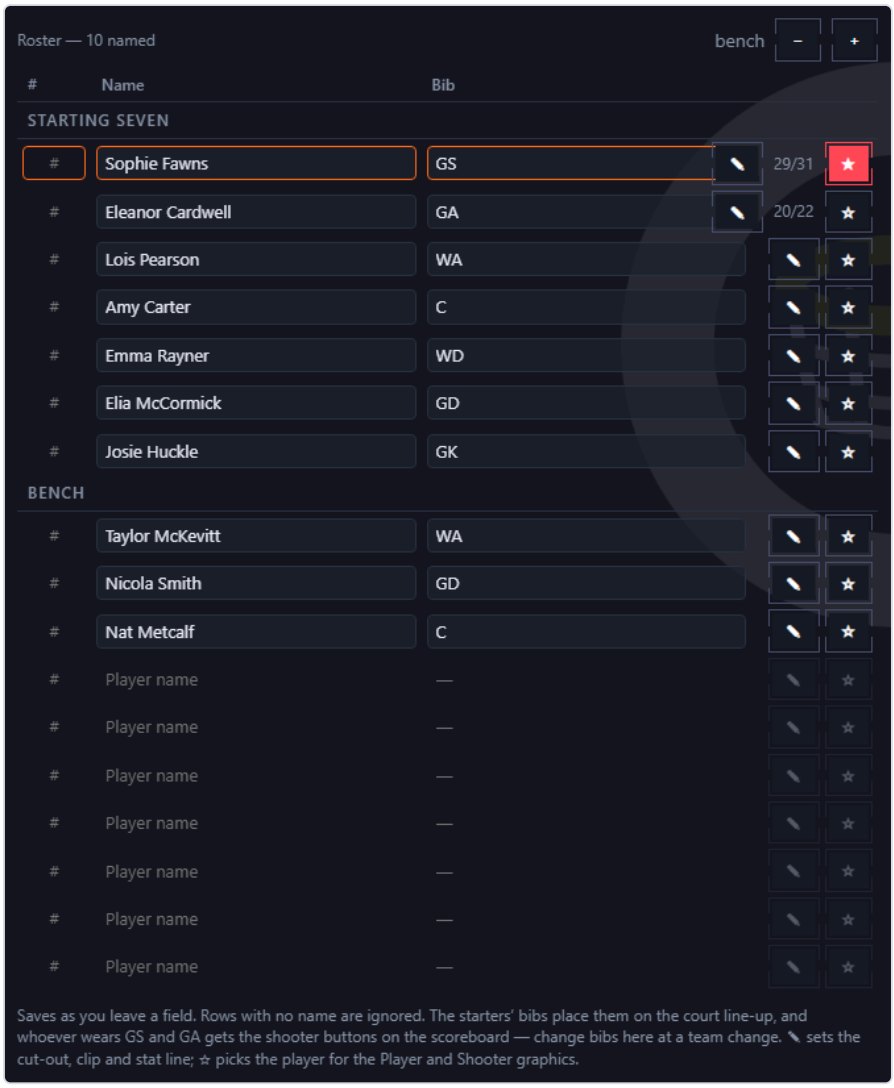
- Five **Officials** (Umpire, Umpire, Reserve Umpire, Technical Delegate, Timekeeper) for the Officials graphic. A box left empty is left off the graphic.
- **Commentator** names and title, **Reporter** name and title, and each side's **Coach** and coach title. These graphics take everything from here and go on air without a form.
- Two **Free lines**, three **Crawl** lines (the radio button picks the active one; separate items with `|`), the **Big Empty** title and text, and the heading of the Game Leaders graphic.



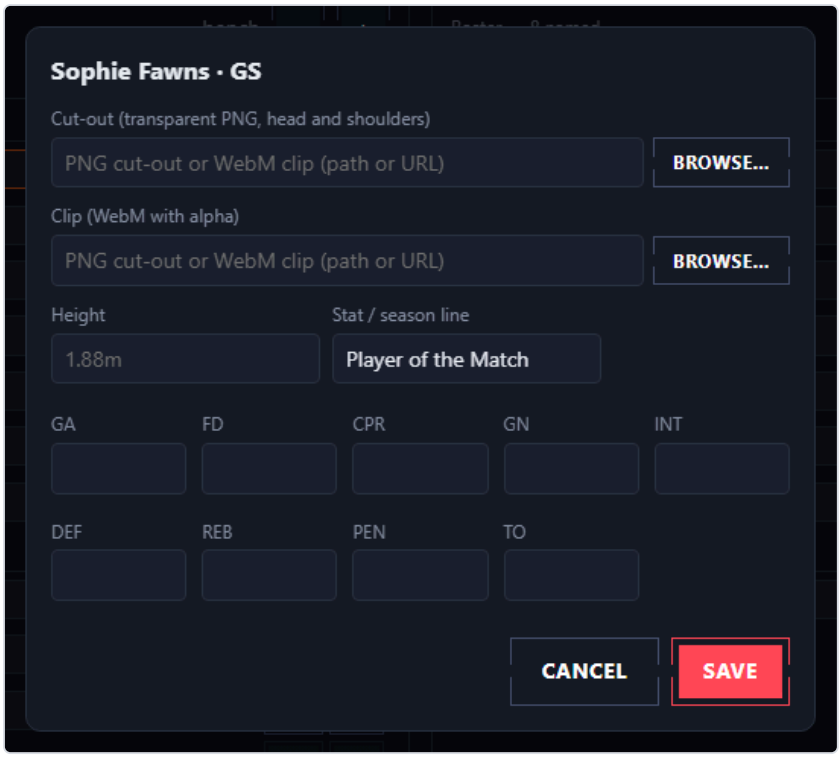
Event Info → Officials & on-air text.

Teams

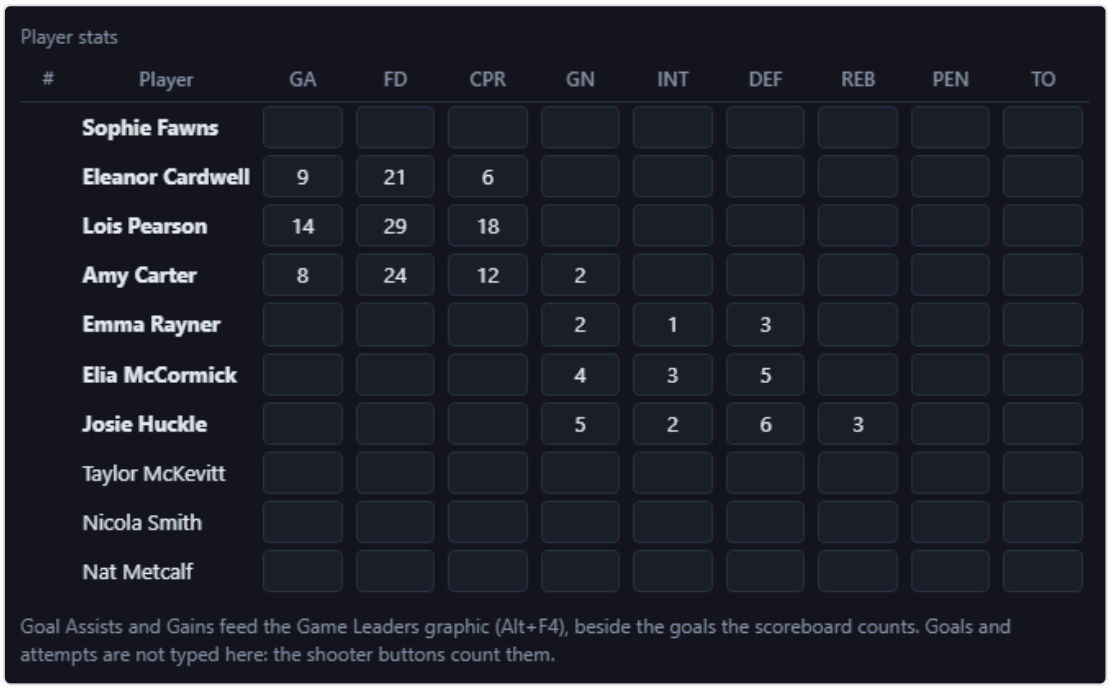
- Type each **team sheet**: the **starting seven** and the bench, each with a name and a **bib** (GS, GA, WA, C, WD, GD or GK). A shirt number is optional. Use **Import roster CSV** to load a squad, bibs, player stats and media paths in one go.
- The starters' bibs do two jobs. They place each player on the **court line-up** graphic, and whoever wears **GS** and **GA** gets the **shooter buttons** on the scoreboard. At a team change, change the bibs here and the buttons follow.
- ✎ on a row opens the player's details: the **cut-out** (transparent PNG) and **clip** (WebM with alpha) for the line-up spotlight and player graphics, height, a stat line, and their player stats. **Browse…** uploads a file to the panel.
- ☆ on a row picks that player for the **Player** and **Shooter** graphics; their name, bib, cut-out, team logo, colours and shooting all follow.
- Beside a shooter, the panel shows what the scoreboard has counted for them, e.g. `29/31`.
- The **Player stats** below the sheet take goal assists, feeds, centre pass receives, gains, intercepts, deflections, rebounds, penalties and turnovers, as the stats crew calls them. Goal Assists and Gains feed the Game Leaders graphic beside the goals the scoreboard counts. Goals and attempts are not typed here: the shooter buttons count them.



A team sheet: the starting seven by bib and the bench. The shooters show their goals from attempts; ★ marks the player picked for the player graphics; ✎ opens the player's media and details.



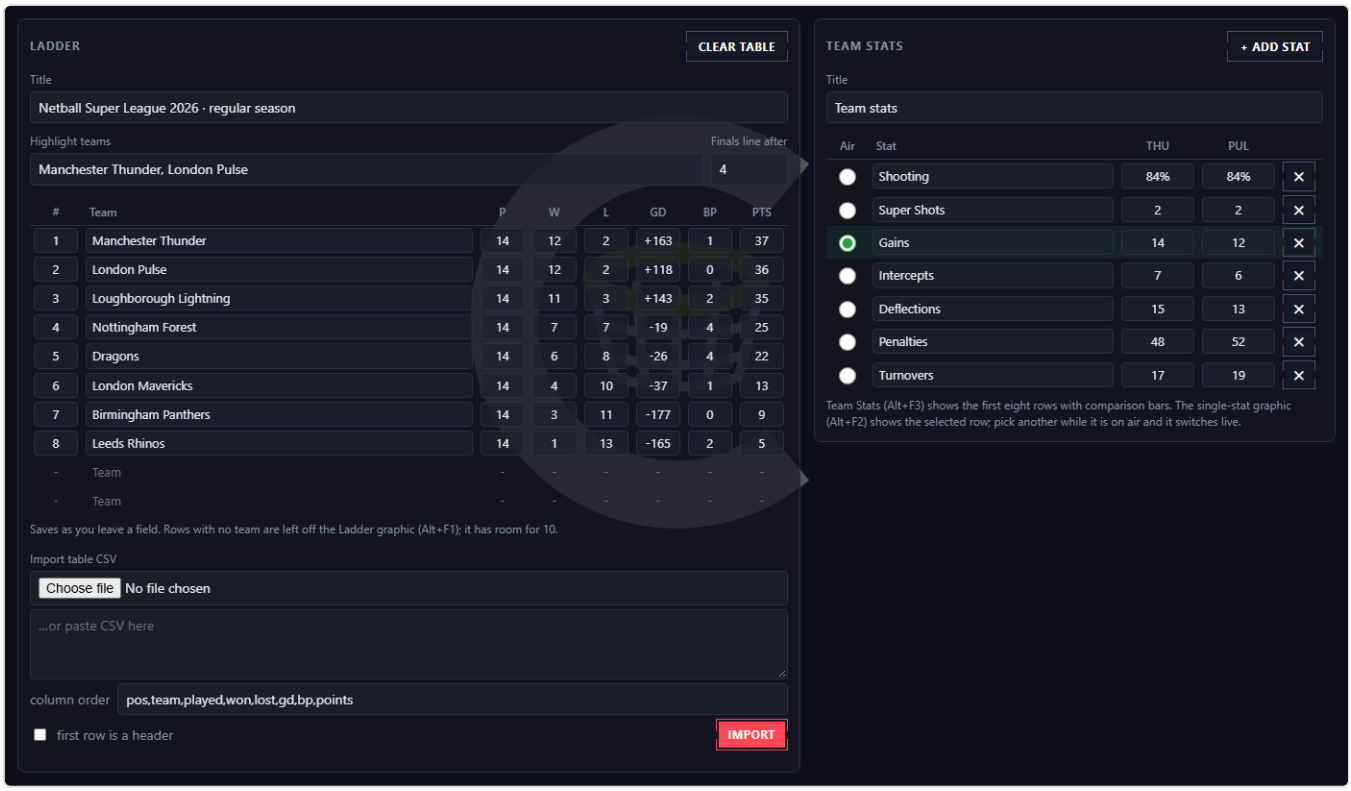
A player's details: cut-out and clip, height, stat line and player stats.



The player stats, typed as the stats crew calls them or imported by CSV.

Tables

- **Ladder**: a title, up to 10 rows (Position, Team, Played, Won, Lost, Goal difference, Bonus points, Points), the teams to highlight and the position after which the finals cut line is drawn (blank draws it after 4th). 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 ladder on the left, team stats on the right.

4. During the match

Goals and Super Shots

Each team has a row of buttons for the player wearing **GS** and one for the player wearing **GA**, named from the team sheet. Every press counts for that shooter, so the Shooting, Shooter and Game Leaders graphics fill themselves.

Button	What it does
+1	A goal: one on the score, one goal from one attempt for the shooter.
✗	A missed shot: one more attempt for the shooter, nothing on the score.
+2	A Super Shot from the outer circle zone: two on the score, and one goal and one Super Shot for the shooter.
✗**2**	A missed Super Shot attempt.
−1 / **+1** (small)	Correct the score by hand, e.g. a goal ruled out. The shooting lines are left alone.

Goals go into the line score for the quarter being played (both halves of extra time share one column). If no one wears GS or GA on the team sheet, one row of buttons scores for the team without a shooter. Under each team, **Shooting** shows the team's goals from attempts.

The Super Shot window

- Under NSL rules the **+2** buttons only light while the window is open: the **last 5 minutes of every quarter** and **all of extra time**. A gold **SUPER SHOT ×2** tag under the clock shows it, and the score bug opens its own SUPER SHOT tab at the same moment.
- **Super Shot: Auto** follows the clock. Pick **On** or **Off** to override it, for instance when the venue clock and this one disagree. Outside the window the server refuses a Super Shot, so a stray click cannot hand a team two goals.
- Under World Netball rules there is no Super Shot, and the +2 buttons are not shown.

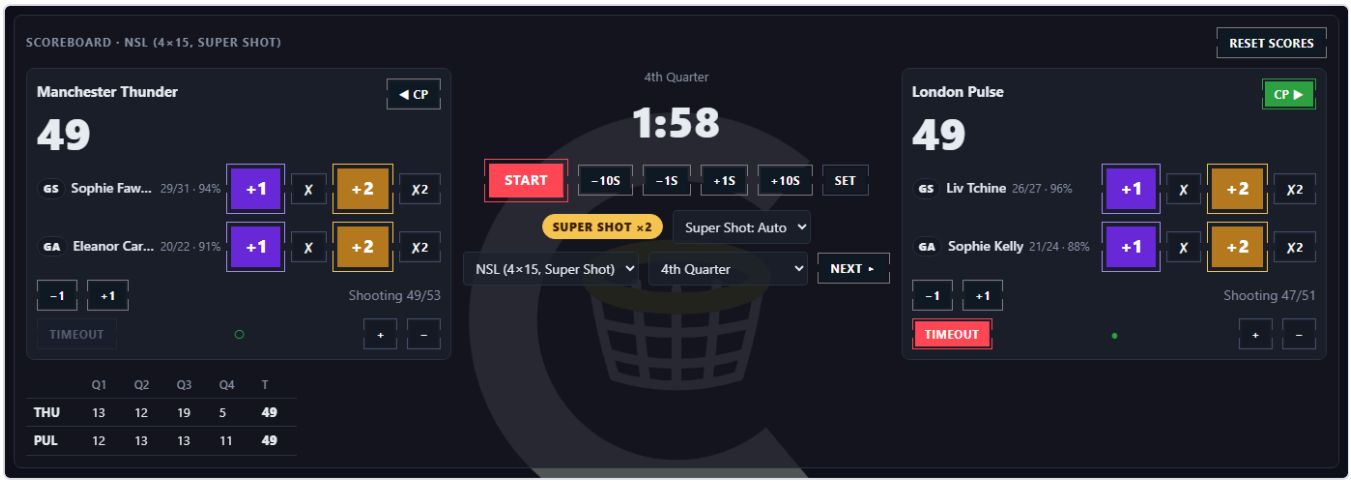
Centre pass

◀ CP / **CP ▶** marks the team taking the next centre pass, on the panel and on the score bug. It swaps by itself after every goal, whoever scored, and each quarter starts with the team that did not take the previous quarter's first centre pass. Set it by hand before the first centre pass of the match; a second press on the lit one clears it.

Game clock, quarters and timeouts

- **Start / Stop** runs the game clock (also the **Space** bar). It counts down in m:ss and stops at the buzzer by itself.
- **−10s / −1s / +1s / +10s** and **Set** correct it (type `4:37`).
- Pick the rule set and the period, or press **Next ▸**: Q1, Q2, Half Time, Q3, Q4, the two halves of extra time, and Full Time. A new quarter resets the clock and alternates the centre pass.
- **Timeout** takes the team's tactical timeout off its allowance and stops the clock; **+** / **−** correct the count. The dot shows whether it is still there, on the panel and on the score bug.

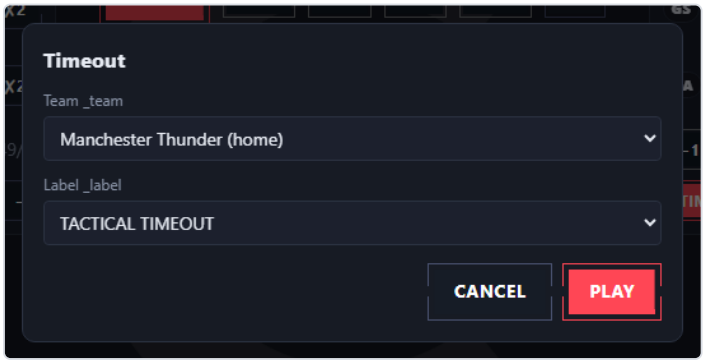
Rule set	Quarters	Super Shot	Timeouts	Extra time
NSL (default)	4 × 15 min	Worth 2, last 5 min of each quarter and all of extra time	1 per team per match	2 × 5 min
World Netball	4 × 15 min	—	None	2 × 7 min



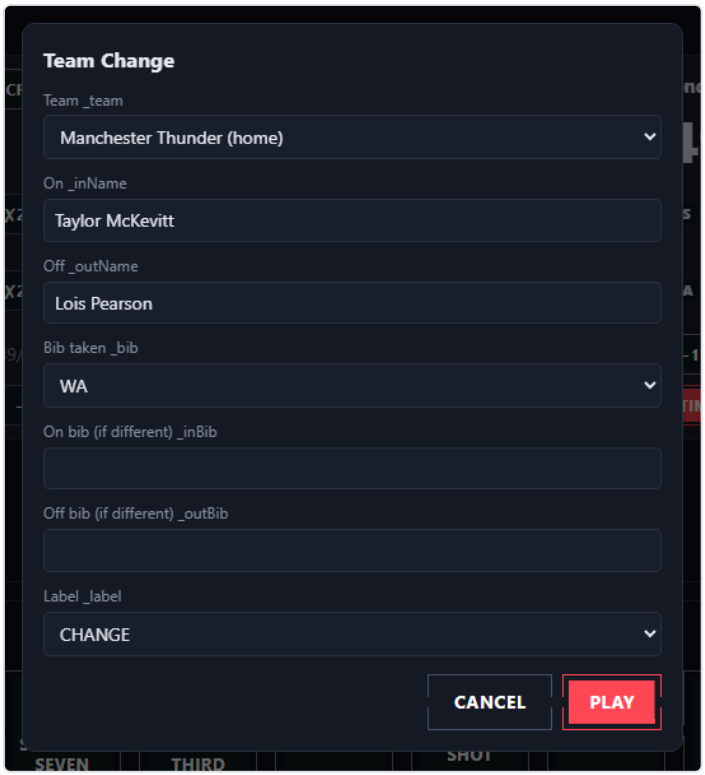
The scoreboard with the Super Shot window open: GS and GA buttons and timeouts for each side; the clock, Super Shot mode, rule set and period in the middle; the line score below.

Timeouts, team changes and runs on air

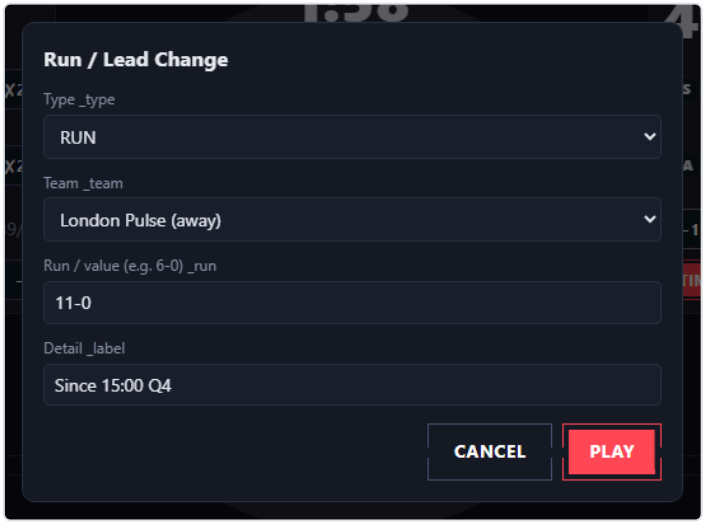
Timeout, **Team Change** and **Run / Lead Change** ask for the team every time; its name, logo and colours follow the pick. Timeout also stops the clock as it goes on air (call the timeout on the scoreboard as well, so its dot goes). Team Change takes who comes on, who goes off and the bib, with the quarter and the time from the clock. Run / Lead Change fills in the run, the lead change count or the tie from the scoring log when you pick its type; edit any of it before playing.



The Timeout form.



The Team Change form: Thunder bring Taylor McKevitt on for Lois Pearson at WA. Change the bibs on the Teams tab too.



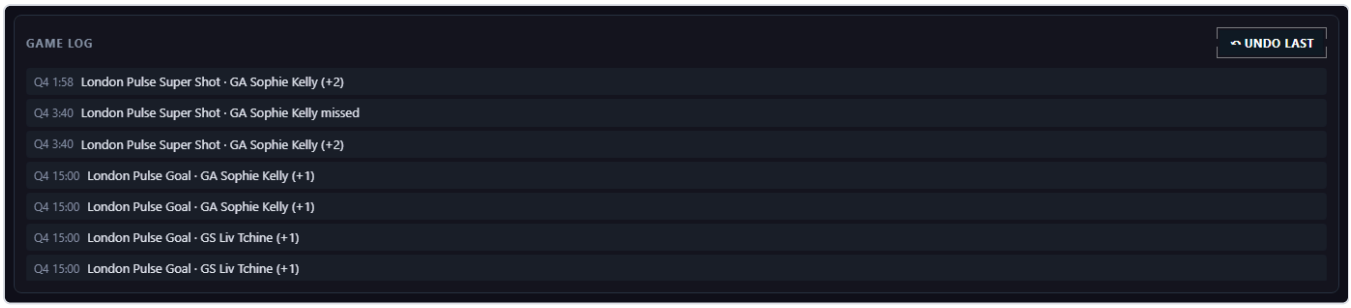
The Run / Lead Change form, filled in from the scoring log.

The Super Shot graphic

Fire **Super Shot** straight after a +2: it shows the last Super Shot scored, with the shooter, bib, team, the score after it, and the quarter and time as its sub line. It plays for five seconds.

Undo and reset

↶ **Undo last** on the game log reverses the last goal, miss or timeout, the shooter's line and the centre pass with it. **Reset scores** zeroes both scores, the line score and the shooting, and leaves the clock, period and timeouts alone.



The game log: every goal, miss, timeout and period change, with the shooter and 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 the 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	**F3** Home Starting Seven	**F4** Away Starting Seven	**F5** Player Lower Third	**F6** Shooter	**F7** Super Shot	**F8** Timeout	**F9** Run / Lead Change	**F10** Team Change	**F11** Shooting	**F12** Replay / Review
Shift	**Shift+F1** Intro	**Shift+F2** End of Quarter	**Shift+F3** Half Time	**Shift+F4** Full Time	**Shift+F5** Extra Time	**Shift+F6** Home Team Sheet	**Shift+F7** Away Team Sheet	**Shift+F8** Sponsor Sting	**Shift+F9** Free Line	**Shift+F10** Home Coach	**Shift+F11** Social	**Shift+F12** Away Coach
Alt	**Alt+F1** Ladder	**Alt+F2** Stat	**Alt+F3** Team Stats	**Alt+F4** Game Leaders	**Alt+F5** Officials	**Alt+F6** Reporter	**Alt+F7** Commentator	**Alt+F8** Crawl	**Alt+F9** Big Empty	**Alt+F10** Clear Straps	**Alt+F11** Social Msg	**Alt+F12**

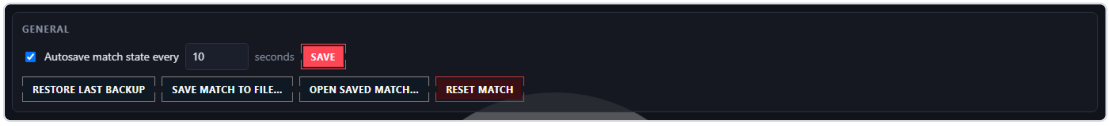
Keyboard

- **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; **Clear Straps** on the grid wipes only the lower thirds and event graphics.
- 🔐 **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.

> A Starting Seven plays the team card and the court with each player in their area. While it is on air a **Next ▸** button appears above the grid to spotlight each player in turn (CG NEXT), with their clip or cut-out, full position name and stat line; or type seconds in its **Auto spotlight** field to let it step through on its own.

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.
- **Save match to file…** saves the whole match — score, line score, shooting, clock, timeouts, Event Info, game log, both team sheets, player stats and the ladder — to a file in a folder you choose. **Open saved match…** puts it all back, replacing the match in progress. The clock comes back stopped. Team logos, player cut-outs and clips are packed inside the file, so it opens complete on another computer.
- **Reset match** clears scores, line score, shooting, clock, 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, match files 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), **Blue** or **Custom**, and press **Save**. If the graphics or a club's colours use green or blue, choose **Custom** and pick a colour they never contain (magenta is a common choice).
3. The program feed turns that solid colour straight away, and the bottom status bar shows which colour is on.
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.



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/NETBALL/`. CasparCG loads it from the panel at `http://<panel>:7240/templates/NETBALL/<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 is pushed once a second while it runs.
- `play()`: animate in. `stop()`: animate out. `next()`: step (the Starting Seven uses it for the spotlight). `remove()` should exist, even if it does nothing.

What the data looks like

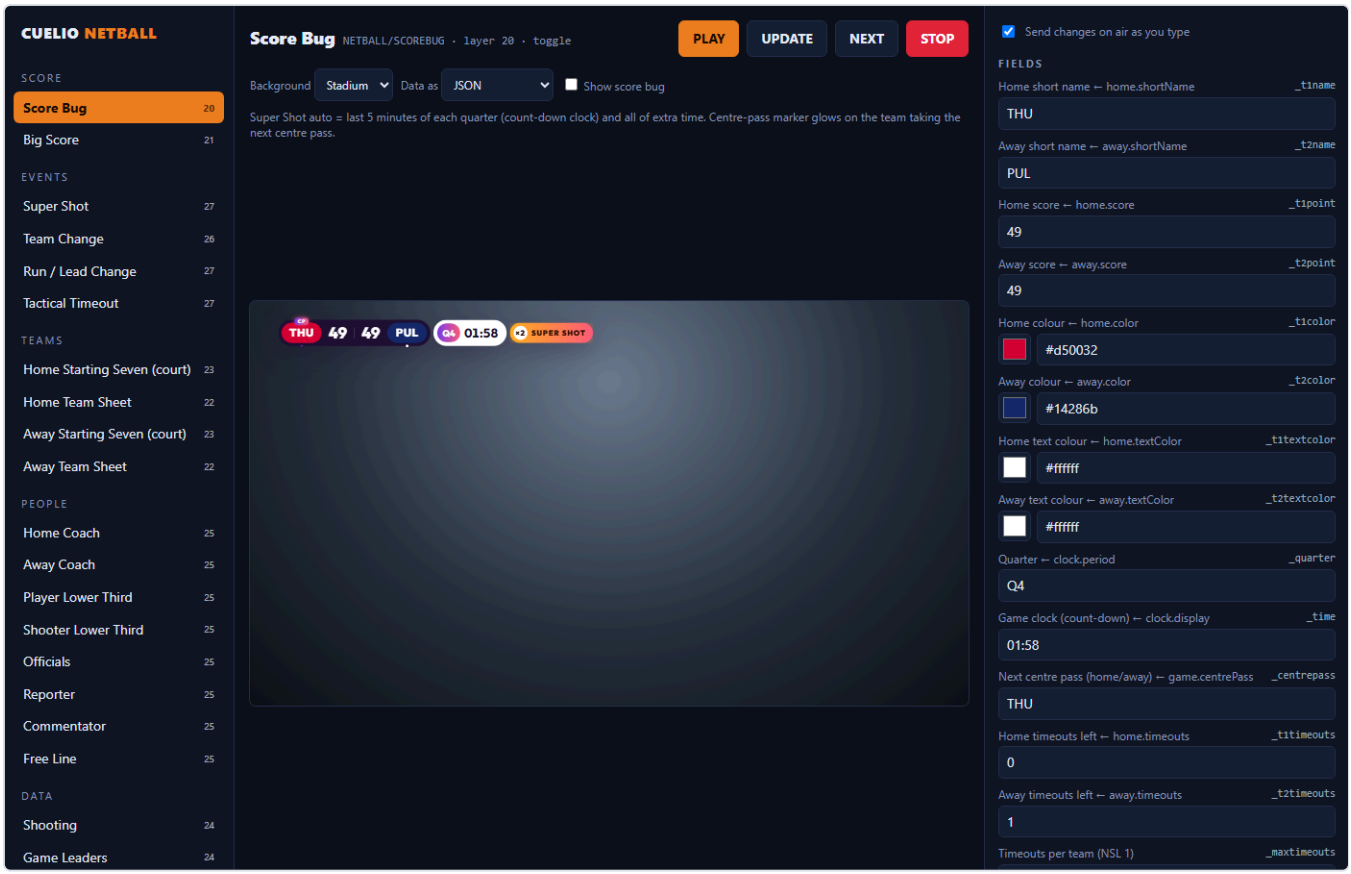
- Every value is a string. A blank string means "nothing to show": hide the element rather than draw it empty.
- Images and clips that live on the panel (logos, sponsors, uploaded cut-outs) arrive as `http://` URLs it serves.
- Colours are `#rrggbb`. The game clock is a count-down `m:ss` all the way to `0:00`.
- The quarter (`_quarter`) is `Q1` … `Q4`, `HT`, `ET1`, `ET2` or `FT`. The centre pass is `home`, `away` or blank; team pickers send `home` or `away`.
- `_supershot` is `auto`, `on` or `off`. On `auto` the page works the window out itself from `_time` and `_supershotmins`, and treats any quarter starting "ET" as extra time.
- Bibs are `GS`, `GA`, `WA`, `C`, `WD`, `GD`, `GK`. A blank bib on the line-up takes its slot's default, GS for slot 1 through GK for slot 7.
- 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 "NETBALL/SHOOTER" 1 "{\"_name\":\"Sophie Fawns\",\"_position\":\"GS\",\"_goals\":\"29\",
  \"_attempts\":\"31\",\"_super\":\"1\",\"_superatt\":\"2\",\"_image\":\"http://10.0.0.20:7240/logos/logo-
home.png\",\"_color\":\"#d50032\"}"
```

The shared runtime (_shared/cuelio.js, netball.js and court.css)

- `data-f="_field"` fills an element's text; `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`.
- `Netball.superOn()` says whether the Super Shot window is open; `Netball.side()` reads a team value; `Netball.line()` draws the quarter-by-quarter line score; `Netball.BIBS` lists the default bibs.
- `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.
- To rebrand, edit `:root` in `_shared/court.css`: `--violet`, `--coral` and `--super` hold the accents.
- 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>:7240/templates/preview/`: it lists every graphic, fills it with sample data from the NSL 2026 Grand Final, 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 (34 graphics on 29 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, colours, logo, coach) and its live state on the PLAYOUT tab: score, line score (`periods.0` … `3` the quarters, `periods.4` extra time), timeouts left, and team shooting (`stats.goals`, `stats.attempts`).
`clock.`	The game clock and the quarter on the PLAYOUT tab.
`game.`	The next centre pass and the Super Shot mode.
`rules.`	The rule set picked on the PLAYOUT tab: timeouts allowed and the Super Shot window.
`shooting`, `lastSuper.`	The shooting lines counted by the shooter buttons, most attempts first, and the last Super Shot scored.
`event.`	Event Info: round, date, start time, officials, reporter, commentators, free lines, crawl, Big Empty and the Game Leaders title.
`competition`, `venue`	Event Info: Competition and Location.
`selectedPlayer.`	The player picked with ☆ on the Teams tab: details, media, shooting (`shooting.goals` …) and player stats, with their team's name, logo and colours.
`formTeam.`	The team picked in the button's form.
`table.`, `stats.`, `leaders`	The Tables tab (ladder, team stats) and the game leaders worked out from the shooting and the player stats.

Score

Score Bug `scoreBug`

Button: **Score Bug** · **F1**
Template: `NETBALL/SCOREBUG` · layer 20
Toggle: first press plays it in, second press plays it out
Takes off: Big Score, Home Starting Seven, Away Starting Seven, Home Team Sheet, Away Team Sheet, Shooting, Game Leaders, Team Stats, Ladder

Score, quarter, clock, timeouts and the centre-pass marker all follow the scoreboard. The SUPER SHOT tab opens by itself for the last 5 minutes of each quarter and all of extra time (NSL), or is forced on or off from the scoreboard.

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

Field ID	Label	Where the value comes from
`_t2textcolor`	Away text colour	Automatic, from `away.textColor`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_time`	Game clock (count-down)	Automatic, from `clock.display`
`_centrepass`	Next centre pass	Automatic, from `game.centrePass`
`_t1timeouts`	Home timeouts left	Automatic, from `home.timeouts`
`_t2timeouts`	Away timeouts left	Automatic, from `away.timeouts`
`_maxtimeouts`	Timeouts per team	Automatic, from `rules.timeouts`
`_supershot`	Super Shot (auto/on/off)	Automatic, from `game.superShot`
`_supershotmins`	Super Shot window, minutes	Automatic, from `rules.superShotMinutes`

Big Score `bigScore`

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

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`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_label`	Tab text (blank = quarter)	Typed in the button's form
`_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 extra time	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`

Field ID	Label	Where the value comes from
`_t2q5`	Away extra time	Automatic, from `away.periods.4`

Teams

Home Starting Seven `homeLineup`

Button: **Home Starting Seven** · **F3**
Template: `NETBALL/LINEUP` · layer 23
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

The starting seven on a court diagram, placed by bib (GS…GK; a blank bib takes the slot order). PLAY shows the court; NEXT spotlights each player with their clip or cut-out and stat line, and NEXT after the seventh returns to the court.

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`
`_autospot`	Auto spotlight (seconds per player, blank = by hand)	Typed in the button's form
Roster rows, n = 1 to 7, from the home team on the Teams tab: slots 1–7 the starters (blank where fewer are marked), the bench from slot 8; the starters in bib order GS to GK, the bench by shirt number. An empty slot is sent as blanks.		
`_p{n}name` `_p1name … _p7name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p7position`	position	Automatic, from the roster (may be blank)
`_p{n}number` `_p1number … _p7number`	number	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p7image`	image	Automatic, from the roster (may be blank)
`_p{n}video` `_p1video … _p7video`	video	Automatic, from the roster (may be blank)
`_p{n}stat` `_p1stat … _p7stat`	stat	Automatic, from the roster (may be blank)

Away Starting Seven `awayLineup`

Button: **Away Starting Seven** · **F4**
Template: `NETBALL/LINEUP` · layer 23
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

The starting seven on a court diagram, placed by bib (GS…GK; a blank bib takes the slot order). PLAY shows the court; NEXT spotlights each player with their clip or cut-out and stat line, and NEXT after the seventh returns to the court.

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`

Field ID	Label	Where the value comes from
`_textcolor`	Team text colour	Automatic, from `away.textColor`
`_coach`	Head coach	Automatic, from `away.coach`
`_autospot`	Auto spotlight (seconds per player, blank = by hand)	Typed in the button's form
Roster rows, n = 1 to 7, from the away team on the Teams tab: slots 1–7 the starters (blank where fewer are marked), the bench from slot 8; the starters in bib order GS to GK, the bench by shirt number. An empty slot is sent as blanks.		
`_p{n}name` `_p1name … _p7name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p7position`	position	Automatic, from the roster (may be blank)
`_p{n}number` `_p1number … _p7number`	number	Automatic, from the roster (may be blank)
`_p{n}image` `_p1image … _p7image`	image	Automatic, from the roster (may be blank)
`_p{n}video` `_p1video … _p7video`	video	Automatic, from the roster (may be blank)
`_p{n}stat` `_p1stat … _p7stat`	stat	Automatic, from the roster (may be blank)

Home Team Sheet `homeRoster`

Button: **Home Team Sheet** · **Shift+F6**
Template: `NETBALL/ROSTER` · layer 22
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

Slots 1–7 are the starting seven (by bib), 8–12 the bench.

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`
Roster rows, n = 1 to 12, from the home team on the Teams tab: slots 1–7 the starters (blank where fewer are marked), the bench from slot 8; the starters in bib order GS to GK, the bench by shirt number. An empty slot is sent as blanks.		
`_p{n}name` `_p1name … _p12name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p12position`	position	Automatic, from the roster (may be blank)
`_p{n}number` `_p1number … _p12number`	number	Automatic, from the roster (may be blank)

Away Team Sheet `awayRoster`

Button: **Away Team Sheet** · **Shift+F7**
Template: `NETBALL/ROSTER` · layer 22

Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

Slots 1–7 are the starting seven (by bib), 8–12 the bench.

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`
Roster rows, n = 1 to 12, from the away team on the Teams tab: slots 1–7 the starters (blank where fewer are marked), the bench from slot 8; the starters in bib order GS to GK, the bench by shirt number. An empty slot is sent as blanks.		
`_p{n}name` `_p1name … _p12name`	name	Automatic, from the roster (may be blank)
`_p{n}position` `_p1position … _p12position`	position	Automatic, from the roster (may be blank)
`_p{n}number` `_p1number … _p12number`	number	Automatic, from the roster (may be blank)

People

Player Lower Third `player`

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

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
`_name`	Name	Automatic, from `selectedPlayer.name`
`_number`	Number	Automatic, from `selectedPlayer.number`
`_position`	Bib	Automatic, from `selectedPlayer.position`
`_image`	Team logo	Automatic, from `selectedPlayer.logo`
`_photo`	Player cut-out	Automatic, from `selectedPlayer.image`
`_video`	Player video	Automatic, from `selectedPlayer.video`
`_color`	Team colour	Automatic, from `selectedPlayer.color`
`_textcolor`	Team text colour	Automatic, from `selectedPlayer.textColor`
`_label`	Strap	Typed in the button's form; starts from `selectedPlayer.stat`

Shooter `shooter`

Button: **Shooter** · **F6**
Template: `NETBALL/SHOOTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score, Player Lower Third

The player picked (★) on the Teams tab, with the goals, attempts and Super Shots the scoreboard has counted for them. Updates on air as they shoot.

Field ID	Label	Where the value comes from
`_name`	Name	Automatic, from `selectedPlayer.name`
`_position`	Bib	Automatic, from `selectedPlayer.position`
`_image`	Team logo	Automatic, from `selectedPlayer.logo`
`_photo`	Player cut-out	Automatic, from `selectedPlayer.image`
`_video`	Player video	Automatic, from `selectedPlayer.video`
`_color`	Team colour	Automatic, from `selectedPlayer.color`
`_textcolor`	Team text colour	Automatic, from `selectedPlayer.textColor`
`_goals`	Goals	Automatic, from `selectedPlayer.shooting.goals`
`_attempts`	Attempts	Automatic, from `selectedPlayer.shooting.attempts`
`_super`	Super Shots made	Automatic, from `selectedPlayer.shooting.superShots`
`_superatt`	Super Shot attempts	Automatic, from `selectedPlayer.shooting.superAttempts`
`_shooting`	Override goals/attempts, e.g. 27/31 (blank = counted)	Typed in the button's form
`_label`	Strap	Typed in the button's form

Home Coach `homeCoach`

Button: **Home Coach** · **Shift+F10**
Template: `NETBALL/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big 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`	Logo	Automatic, from `home.logo`

Away Coach `awayCoach`

Button: **Away Coach** · **Shift+F12**
Template: `NETBALL/COACH` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big 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`	Logo	Automatic, from `away.logo`

Officials `umpires`

Button: **Officials** · **Alt+F5**
Template: `NETBALL/UMPIRES` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

Five slots 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`

Field ID	Label	Where the value comes from
`_ref5name`	Official 5	Automatic, from `event.officials.4.name`

Reporter `reporter`

Button: **Reporter** · **Alt+F6**
Template: `NETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big 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+F7**
Template: `NETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big 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: `NETBALL/REPORTER` · layer 25
Toggle: first press plays it in, second press plays it out
Takes off: Big 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`

Match events

Super Shot `superShot`

Button: **Super Shot** · **F7**
Template: `NETBALL/SUPERSHOT` · layer 27
Momentary: first press plays it in, second press plays it out

The last Super Shot scored on the scoreboard: shooter, bib, team and the score after it. Fire it straight after the +2.

Field ID	Label	Where the value comes from
`_name`	Shooter	Automatic, from `lastSuper.name`
`_position`	Bib	Automatic, from `lastSuper.position`
`_teamname`	Team	Automatic, from `lastSuper.teamName`
`_image`	Team logo	Automatic, from `lastSuper.logo`
`_color`	Team colour	Automatic, from `lastSuper.color`
`_textcolor`	Team text colour	Automatic, from `lastSuper.textColor`
`_label`	Sub line	Typed in the button's form; starts from `lastSuper.label`
`_t1name`	Home short name	Automatic, from `home.shortName`
`_t2name`	Away short name	Automatic, from `away.shortName`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`

Team Change `substitution`

Button: **Team Change** · **F10**
Template: `NETBALL/SUBSTITUTION` · layer 26
Toggle: first press plays it in, second press plays it out
Takes off: Big Score

Pick the team, who comes on and who goes off, and the bib taken. Change the bibs on the Teams tab too, so the shooter buttons follow.

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`
`_inName`	On	Typed in the button's form, with player names suggested
`_outName`	Off	Typed in the button's form, with player names suggested
`_bib`	Bib taken	Picked from a list in the button's form; options: , `GS`, `GA`, `WA`, `C`, `WD`, `GD`, `GK`
`_inBib`	On bib (if different)	Typed in the button's form
`_outBib`	Off bib (if different)	Typed in the button's form
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_time`	Clock	Automatic, from `clock.display`
`_label`	Label	Picked from a list in the button's form; options: `CHANGE`, `INJURY CHANGE`, `TACTICAL CHANGE`, `BLOOD CHANGE`
`_image`	Team logo	Automatic, from `formTeam.logo`
`_color`	Team colour	Automatic, from `formTeam.color`

Field ID	Label	Where the value comes from
`_textcolor`	Team text colour	Automatic, from `formTeam.textColor`

Run / Lead Change `run`

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

Pick the Type: the team, run and detail fill in from the scoring log (edit them if needed). The team's name, logo and colours follow the team.

Field ID	Label	Where the value comes from
`_type`	Type	Picked from a list in the button's form; options: `RUN`, `LEAD`, `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. 6-0)	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 score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`

Timeout `timeout`

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

Pick the team that called it (call the timeout on the scoreboard too, so its dot goes). Stops the game clock.

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`
`_label`	Label	Picked from a list in the button's form; options: `TACTICAL TIMEOUT`, `INJURY TIME`, `BLOOD TIME`, `UMPIRES' TIMEOUT`
`_t1name`	Home short name	Automatic, from `home.shortName`
`_t2name`	Away short name	Automatic, from `away.shortName`
`_t1point`	Home score	Automatic, from `home.score`

Field ID	Label	Where the value comes from
`_t2point`	Away score	Automatic, from `away.score`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_time`	Clock	Automatic, from `clock.display`

Openers, bumpers and stings

End of Quarter `quarterBumper`

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

Stays on air until its own button is pressed again.

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`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_label`	Tab text (blank = automatic)	Typed in the button's form
`_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 extra time	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 extra time	Automatic, from `away.periods.4`

Half Time `halfTimeBumper`

Button: **Half Time** · **Shift+F3**
Template: `NETBALL/BUMPER_HT` · layer 30
Toggle: first press plays it in, second press plays it out

Stays on air until its own button is pressed again.

Field ID	Label	Where the value comes from
`_t1name`	Home name	Automatic, from `home.name`
`_t2name`	Away name	Automatic, from `away.name`

Field ID	Label	Where the value comes from
`_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`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_label`	Tab text (blank = automatic)	Typed in the button's form
`_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 extra time	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 extra time	Automatic, from `away.periods.4`

Full Time `fullTimeBumper`

Button: **Full Time** · **Shift+F4**
Template: `NETBALL/BUMPER_FT` · layer 30
Toggle: first press plays it in, second press plays it out

Stays on air until its own button is pressed again.

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`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`

Field ID	Label	Where the value comes from
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_label`	Tab text (blank = automatic)	Typed in the button's form
`_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 extra time	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 extra time	Automatic, from `away.periods.4`

Extra Time `extraTimeBumper`

Button: **Extra Time** · **Shift+F5**
Template: `NETBALL/BUMPER_ET` · layer 30
Toggle: first press plays it in, second press plays it out

Stays on air until its own button is pressed again.

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`
`_t1point`	Home score	Automatic, from `home.score`
`_t2point`	Away score	Automatic, from `away.score`
`_quarter`	Quarter	Automatic, from `clock.periodLabel`
`_label`	Tab text (blank = automatic)	Typed in the button's form
`_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 extra time	Automatic, from `home.periods.4`

Field ID	Label	Where the value comes from
`_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 extra time	Automatic, from `away.periods.4`

Intro `intro`

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

Stays on air until its own button is pressed again.

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`	Start time	Automatic, from `event.time`

Replay / Review `replayLabel`

Button: **Replay / Review** · **F12**
Template: `NETBALL/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`, `SUPER SHOT REPLAY`, `UNDER REVIEW`, `SLOW MOTION`, `HIGHLIGHTS`

Sponsor Sting `sponsorSting`

Button: **Sponsor Sting** · **Shift+F8**
Template: `NETBALL/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

Shooting `shooting`

Button: **Shooting** · **F11**
Template: `NETBALL/SHOOTING` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

Up to four shooters a side, most attempts first, counted live by the scoreboard's shooter buttons. Team totals include goals scored without a shooter picked.

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	Typed in the button's form; default `SHOOTING`
`_t1goals`	Home goals	Automatic, from `home.stats.goals`
`_t1attempts`	Home attempts	Automatic, from `home.stats.attempts`
`_t2goals`	Away goals	Automatic, from `away.stats.goals`
`_t2attempts`	Away attempts	Automatic, from `away.stats.attempts`
Rows, n = 1 to 4, from `shooting`. Missing rows are sent as blanks.		
`_t1sh{n}name` `_t1sh1name … _t1sh4name`	t1shname	Automatic
`_t1sh{n}position` `_t1sh1position … _t1sh4position`	t1shposition	Automatic
`_t1sh{n}goals` `_t1sh1goals … _t1sh4goals`	t1shgoals	Automatic
`_t1sh{n}attempts` `_t1sh1attempts … _t1sh4attempts`	t1shattempts	Automatic
`_t1sh{n}super` `_t1sh1super … _t1sh4super`	t1shsuper	Automatic
`_t1sh{n}superatt` `_t1sh1superatt … _t1sh4superatt`	t1shsuperatt	Automatic
`_t2sh{n}name` `_t2sh1name … _t2sh4name`	t2shname	Automatic
`_t2sh{n}position` `_t2sh1position … _t2sh4position`	t2shposition	Automatic
`_t2sh{n}goals` `_t2sh1goals … _t2sh4goals`	t2shgoals	Automatic

Field ID	Label	Where the value comes from
`_t2sh{n}attempts` `_t2sh1attempts … _t2sh4attempts`	t2shattempts	Automatic
`_t2sh{n}super` `_t2sh1super … _t2sh4super`	t2shsuper	Automatic
`_t2sh{n}superatt` `_t2sh1superatt … _t2sh4superatt`	t2shsuperatt	Automatic

Game Leaders `leaders`

Button: **Game Leaders** · **Alt+F4**
Template: `NETBALL/LEADERS` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

Goals from the scoreboard's shooter buttons; Goal Assists and Gains from the player stats on the Teams tab.

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`	llabel	Automatic
`_l{n}t1name` `_l1t1name … _l3t1name`	lt1name	Automatic
`_l{n}t1value` `_l1t1value … _l3t1value`	lt1value	Automatic
`_l{n}t1image` `_l1t1image … _l3t1image`	lt1image	Automatic
`_l{n}t2name` `_l1t2name … _l3t2name`	lt2name	Automatic
`_l{n}t2value` `_l1t2value … _l3t2value`	lt2value	Automatic
`_l{n}t2image` `_l1t2image … _l3t2image`	lt2image	Automatic

Team Stats `matchStats`

Button: **Team Stats** · **Alt+F3**
Template: `NETBALL/MATCHSTATS` · layer 24

Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

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 `stats.rows`. Missing rows are sent as blanks.		
`_s{n}label` `_s1label … _s8label`	slabel	Automatic
`_s{n}home` `_s1home … _s8home`	shome	Automatic
`_s{n}away` `_s1away … _s8away`	saway	Automatic

Stat `stats`

Button: **Stat** · **Alt+F2**
Template: `NETBALL/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`

Ladder `table`

Button: **Ladder** · **Alt+F1**
Template: `NETBALL/TABLE` · layer 24
Toggle: first press plays it in, second press plays it out
Takes off: Score Bug, Player Lower Third, Shooter, Home Coach, Away Coach, Reporter, Commentator, Free Line, Officials

Field ID	Label	Where the value comes from
`_title`	Title	Automatic, from `table.title`

Field ID	Label	Where the value comes from
`_highlight`	Highlight teams (comma list)	Automatic, from `table.highlight`
`_cutline`	Finals cut line after position	Automatic, from `table.cutline`
Rows, n = 1 to 10, from `table`. Missing rows are sent as blanks.		
`_r{n}pos` `_r1pos … _r10pos`	pos	Automatic
`_r{n}team` `_r1team … _r10team`	team	Automatic
`_r{n}played` `_r1played … _r10played`	played	Automatic
`_r{n}won` `_r1won … _r10won`	won	Automatic
`_r{n}lost` `_r1lost … _r10lost`	lost	Automatic
`_r{n}gd` `_r1gd … _r10gd`	gd	Automatic
`_r{n}bp` `_r1bp … _r10bp`	bp	Automatic
`_r{n}points` `_r1points … _r10points`	points	Automatic

Social `twitter`

Button: **Social** · **Shift+F11**
Template: `NETBALL/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: `NETBALL/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+F8**
Template: `NETBALL/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 (| between items)	Typed in the button's form (several lines); starts from `event.crawlText`

Big Empty `bigEmpty`

Button: **Big Empty** · **Alt+F9**
Template: `NETBALL/BIGEMPTY` · layer 24
Toggle: first press plays it in, second press plays it out

Field ID	Label	Where the value comes from
`_competition`	Kicker	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.
The shooter buttons show the wrong players, or none	The buttons follow the starters wearing **GS** and **GA** on the Teams tab. Fix the bibs there; with neither marked, one row scores for the team.
The +2 buttons are dim	The Super Shot window is closed: it opens for the last 5 minutes of each quarter and all of extra time, from the clock. If the clock is not being run, set **Super Shot** to **On** while it is open in the venue and back to **Off** or **Auto** after. Under World Netball rules there is no Super Shot.
The SUPER SHOT tab on the score bug opens at the wrong time	The score bug reads the game clock. Check the clock matches the venue's (**Set**), or force the tab with **Super Shot: On** / **Off**.
The centre pass marker is on the wrong team	Press the other team's **CP** button. It swaps after every goal, so it only needs setting once, before the first centre pass.
A goal went to the wrong shooter or team	↶ **Undo last** and score it again; undo takes it off the shooter and puts the centre pass back too.
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 text on air uses the wrong font	Install the Outfit font on the CasparCG machine, which may have no internet to fetch it.
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, or to **Custom** with a colour the graphics never use, 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.
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.

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