



SDP Generator

Instructions

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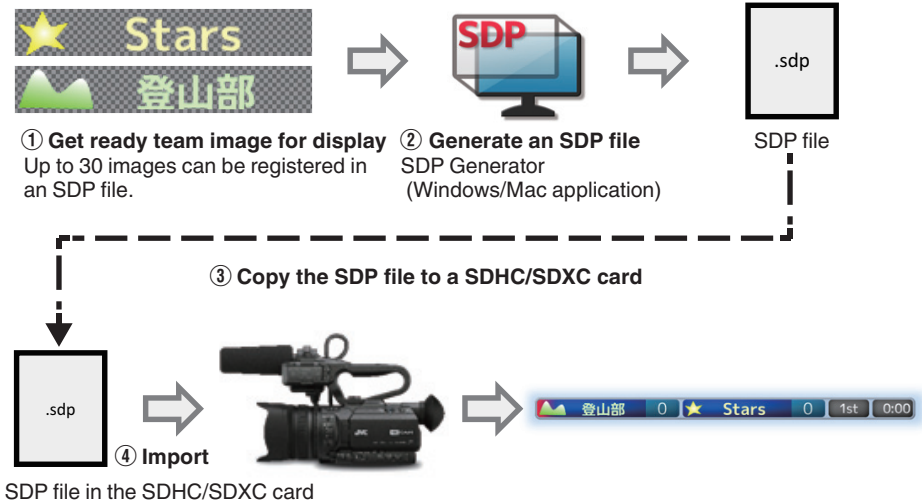
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SB mark indicates functions available on GY-HM200ESB only.

Introduction

SDP Generator is an application to generate a data file (SDP file) for importing images to a JVC camera that supports overlaying of images. This application allows you to overlay team logos and multilingual characters in images as team names on the scoreboard. The image formats supported include PNG, JPG and BMP. (PNG is recommended.)

Workflow



Requirements

Windows

OS	Microsoft Windows 7 Home/Professional (32/64bit) Microsoft Windows 8.1 Home/Professional (32/64bit) Microsoft Windows 10 (32/64bit)
CPU	Recommended hardware for above OSes
RAM	Recommended hardware for above OSes
Hard disk space	100 MB minimum
Software	Microsoft .NET Framework 4.6
Others	Internet connection (for downloading Microsoft .NET Framework)

Mac

OS	Mac OS X El Capitan 10.11 macOS Sierra 10.12
CPU	64bit Intel processor
RAM	Recommended hardware for above OSes
Hard disk space	100 MB minimum
Software	-
Others	-

Installation

Windows

Log in as administrator. Double-click on the .msi file and follow the instructions of the installation wizard to install the SDP Generator for Windows. If Microsoft .NET Framework is not installed in your PC, another wizard for installing Microsoft .NET Framework may appear. In this case, you need to install .NET Framework first. After that, double-click on the .msi file again to install the SDP Generator.

Mac

Mount the .dmg file by double-clicking the file, and then copy the SDPGenerator file in the mounted volume to any folder.

Uninstallation

Windows

Execute [Start Menu] > [All Programs] > [JVCKENWOOD] > [SDP Generator] > [Uninstall SDP Generator].

Mac

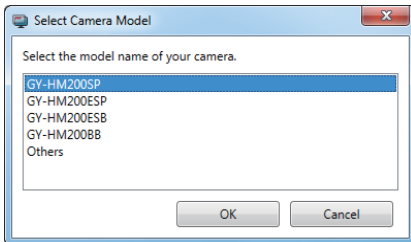
Delete the SDPGenerator file.

Initial Startup After Installation

At the initial startup, a screen to select your camera model appears. Once it is configured, the screen will not be displayed at subsequent startups. You can change your selection later.

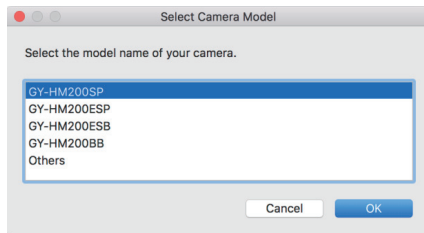
Windows

[Settings] → [Select Camera Model]



Mac

[SDP Generator] → [Preferences] → [Select Camera Model]

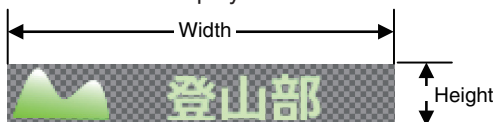


Preparing Images (for Score)

TYPE1, TYPE2, Football (American Football), Basketball, Baseball

Specify an image containing the team logo and team name for each team.

Get ready a recording format to be used for the shoot and a team image with a size that suits the type of sports. The maximum size is as follows. Parts that exceed the maximum size will not be displayed.



Recording Format	1920x1080		1280x720	
Sports Type	TYPE1, TYPE2, Football (American Football) Basketball	Baseball	TYPE1, TYPE2, Football (American Football) Basketball	Baseball
Size (Width x Height)	188x30	91x30	125x20	62x20
Recommended File Name	<team name>1080.png (example: Mountains1080.png)		<team name>720.png (example: Mountains720.png)	

Caution:

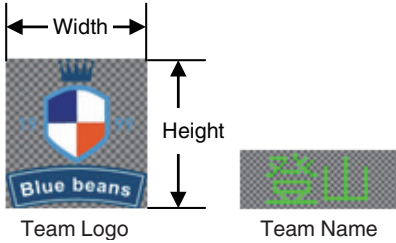
- A red possession indicator appears at the left side of the team image. Therefore please secure a transparent background at this area.



Hockey (Ice Hockey)

A separate image can be specified for the team logo and the team name.

Get ready a recording format to be used for the shoot and a team image with a size that suits the type of sports. The maximum size is as follows. Parts that exceed the maximum size will not be displayed.



	Recording Format	
	1920x1080	1280x720
Team Logo	30x30	20x20
Team Name	50x30	33x20

Memo: _____

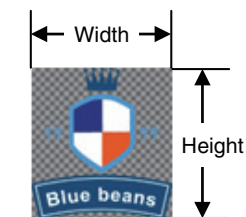
- The color profile inside the PNG file will not be referred to.

Football (Soccer)

A separate image can be specified for the team logo and the team name and you can specify the size (large or small) of each image. A large size image is used for large display and penalty shoot-out display while a small size image is used for small display during a match. And texts such as the name of the match as well as images can be displayed in a large display.

You do not have to specify an image if you do not want to display the team logo image or team name image. If the team name image or text image is not specified, enter the team name or text in Overlay Control of the Web Screen.

The maximum size is as follows. Parts that exceed the maximum size will not be displayed.



Team Logo (Large)



Team Logo (Small)



Team Name (Large)



Team Name (Small)





Text Image





	Recording Format	
	1920x1080	1280x720
Team Logo (Large)	66x66	44x44
Team Logo (Small)	9x18	6x12
Team Name (Large)	240x36	160x24
Team Name (Small)	48x18	32x12
Text Image	504x24	336x16

The background design displayed varies as follows depending on the specification status of the team logo image.



Small display:

Team Logo (Small)	Display
One or more teams, specified	 45:00 GHP 1:1 BLB 1:03 +3
Not specified	 45:00 GHP 1:1 BLB 1:03 +3

Large display:

Team Logo (Large)	Text Display Specified in Overlay Control of the Web Screen	Display
One or more teams, specified	ON	 SPRING CUP 2017 GRASSHOPPERS 1:1 BLUE BEANS
	OFF	 GRASSHOPPERS 1:1 BLUE BEANS
Not specified	ON	 SPRING CUP 2017 GRASSHOPPERS 1:1 BLUE BEANS
	OFF	 GRASSHOPPERS 1:1 BLUE BEANS

Penalty Shootout display:

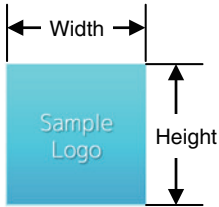
Team Logo (Large)	Display
One or more teams, specified	 GRASSHOPPERS 2:1 BLUE BEANS
Not specified	 GRASSHOPPERS 2:1 BLUE BEANS

Memo: _____

- The color profile inside the PNG file will not be referred to.

Preparing Images (for Broadcast) SB

Get ready a team image with a size that suits the recording format to be used for the shoot. The maximum size is as follows. Parts that exceed the maximum size will not be displayed.



	Recording Format	
	1920x1080	1280x720
Watermark	192x192	128x128
Live Mark	192x96	128x64
Logo	192x192	128x128
Text 1	702x42	468x28
Text 2	702x42	468x28
Text 3	90x27	60x18
Time	90x27	60x18

Memo: _____

- The color profile inside the PNG file will not be referred to.

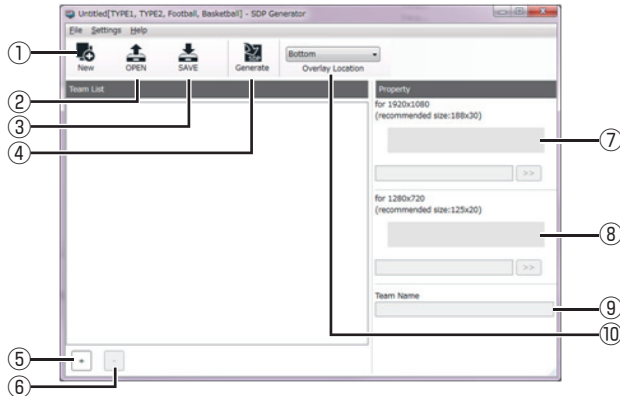
Generating an SDP File (for Score)

Basic Operations

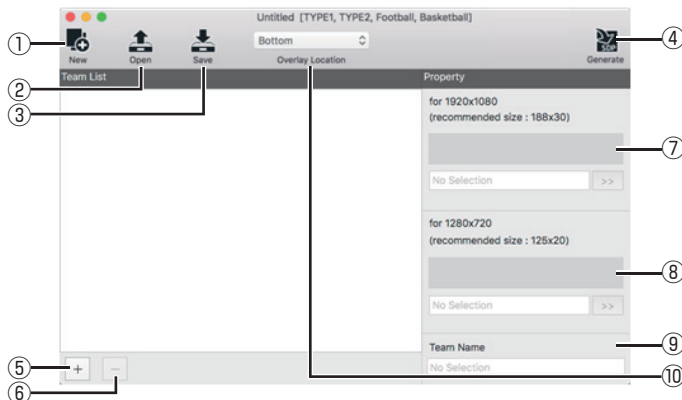
TYPE1, TYPE2, Football (American Football), Basketball, Baseball

1 Launch the SDP Generator and press the New button. (For the initial launch after installing this application, it is not necessary to click the New button.)

Windows

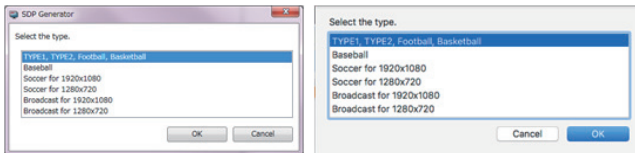


Mac



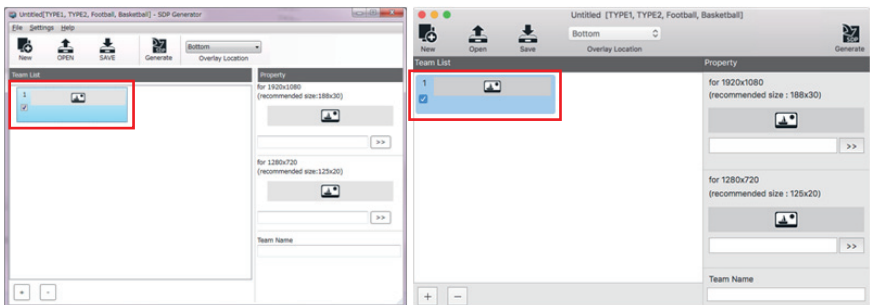
- ① New: Creates a new project file and opens the type selection window.
- ② Open: Opens a project file.
- ③ Save: Saves the current team registration status as a project file.
- ④ Generate: Generates an SDP file from the registered team.
- ⑤ + : Adds a new team to the team list.
- ⑥ - : Deletes the selected team from the team list.
- ⑦ for 1920x1080: Registers the 1920x1080 image of the team that is selected in the team list.
- ⑧ for 1280x720: Registers the 1280x720 image of the team that is selected in the team list.
- ⑨ Team Name: Registers the name of the team that is selected in the team list.
- ⑩ Overlay Location: Sets the overlay position on the screen.

2 Select the type of sports for generating SDP.



3 Press the “+” button to add a new team.

4 Select the new team and display its properties.

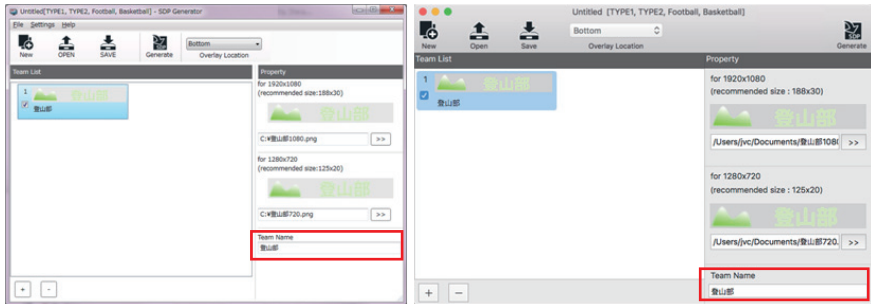


5 Specify the images you have prepared in Property.

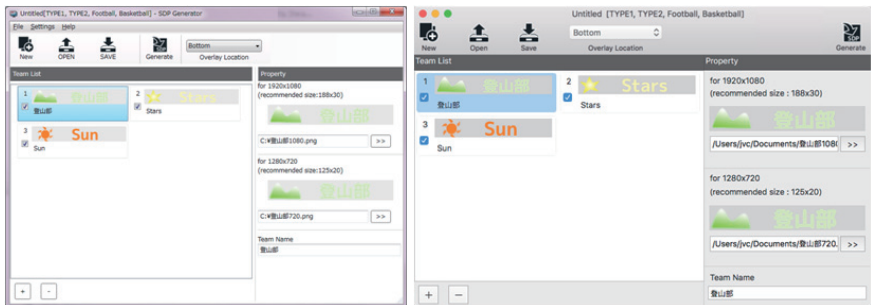
To specify a file, use drag and drop or the “>>” button. Specify at least one image to the Property. For example, if you specify the team image for 1920x1080 only, the image is not overlaid when a record format of the camera is 1280x720.

6 Enter the team name.

The team name entered here will be displayed on the menu of the camera recorder during team selection. Input of characters in languages including English and Japanese is supported.



7 Repeat steps 3 to 6 for the teams you want to register (maximum 30 teams).



Memo: _____

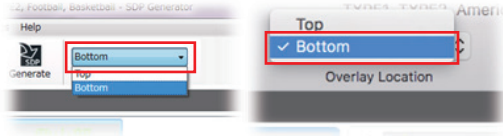
Assuming that the name of the image file prepared to be as follows:

- <team name>1080.png (for 1920x1080. E.g.: stars1080.png)
- <team name>720.png (for 1280x720. E.g.: stars720.png)

Selecting these files and dragging and dropping them into the team list automatically registers the image and team name.

8 Select the position for the overlay on the screen.

You can select “Top Right”, “Bottom Right”, “Top Left”, or “Bottom Left” for Baseball and “Top” or “Bottom” for others.

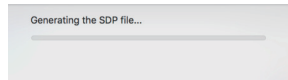
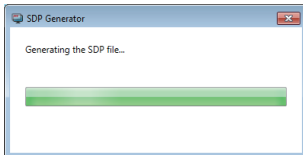


9 Press the “Generate” button to generate the SDP file.

Specify a name for the SDP file to save that is not longer than 63 alphanumeric characters. A “.sdp” extension is automatically appended to the file. The default file name is “project file name.sdp” or “overlay1.sdp”(*).

* If the project file name contains characters other than those below, the default file name becomes “overlay1.sdp”.

```
!#$%&'()+,-.0123456789;=@ABCDEFGHIJKLMN O PQRSTUVWXYZ[]^_`abcdefghijklmnop  
pqrstuvwxyz{ }~
```

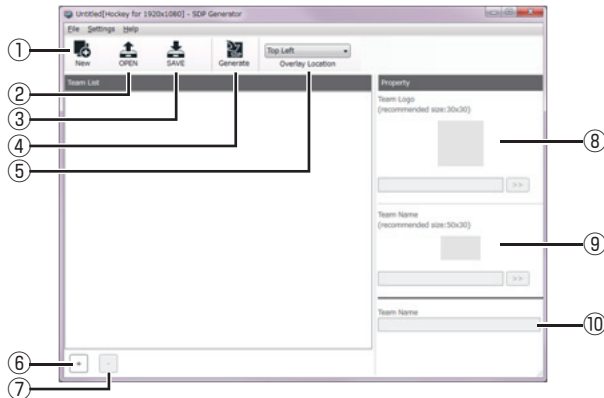


Generation is complete after the “Generating the SDP file...” screen disappears.

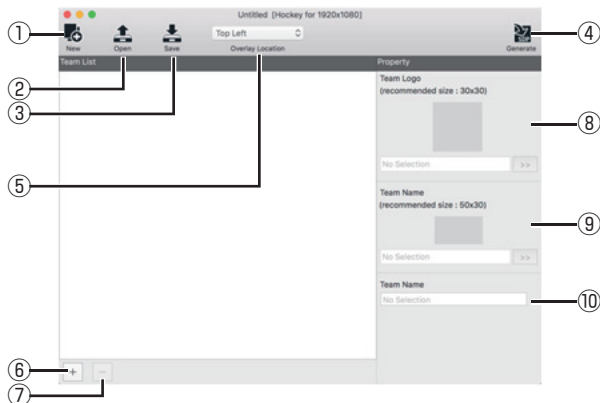
Hockey (Ice Hockey)

1 Launch the SDP Generator and press the New button. (For the initial launch after installing this application, it is not necessary to click the New button.)

Windows



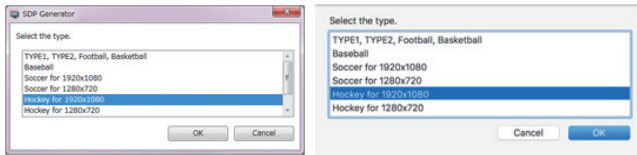
Mac



- ① New: Creates a new project file and opens the type selection window.
- ② Open: Opens a project file.
- ③ Save: Saves the current team registration status as a project file.
- ④ Generate: Generates an SDP file from the registered team.
- ⑤ Overlay Location: Sets the overlay position on the screen.
- ⑥ + : Adds a new team to the team list.
- ⑦ - : Deletes the selected team from the team list.
- ⑧ Team Logo Image: Registers the logo image for the team that is selected in the team list.
- ⑨ Team Name Image: Registers the image of the team name for the team that is selected in the team list.

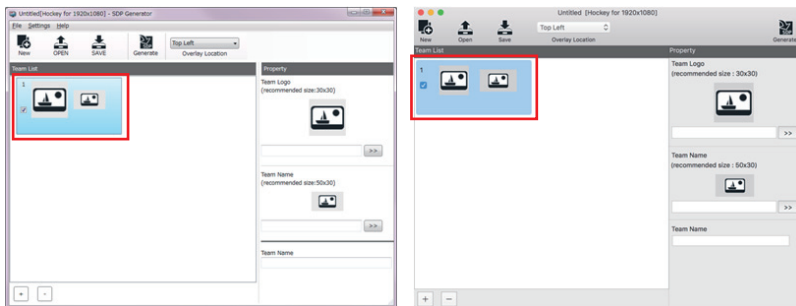
⑩ Team Name: Registers the name of the team that is selected in the team list.

2 Select the type of sports for generating SDP.



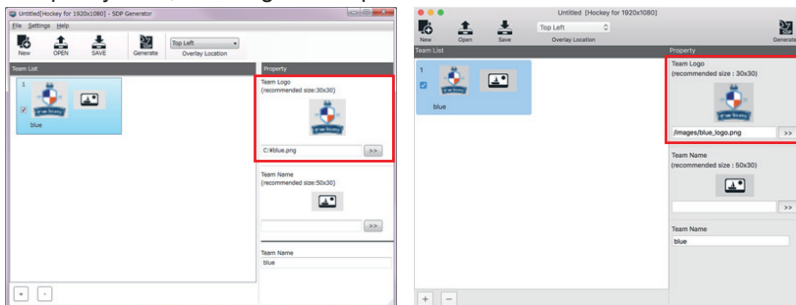
3 Press the “+” button to add a new team.

4 Select the new team and display its properties.



5 Specify the images you have prepared in Property.

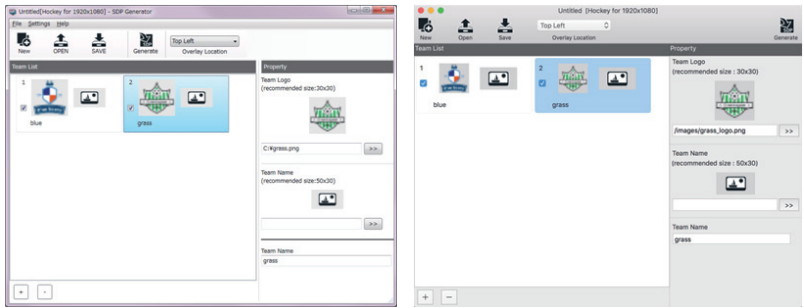
To specify a file, use drag and drop or the “>>” button.



6 Enter the team name.

The team name entered here will be displayed on the menu of the camera recorder during team selection. Input of characters in languages including English and Japanese is supported.

7 Repeat steps 3 to 6 for the teams you want to register (maximum 30 teams).



Memo: _____

Assuming that the name of the image file prepared to be as follows:

- <Team Name>_logo.png (For the team logo. E.g.: blue_logo.png)
- <Team Name>_name.png (For the team name. E.g.: blue_name.png)

Selecting these files and dragging and dropping them into the team list automatically registers the image and team name.

8 Select the position for the overlay on the screen.

Select “Top Right”, “Bottom Right”, “Top Left” or “Bottom Left”.

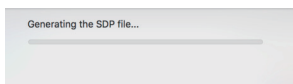
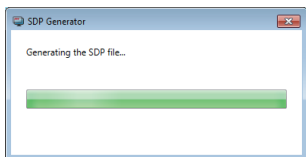


9 Press the “Generate” button to generate the SDP file.

Specify a name for the SDP file to save that is not longer than 63 alphanumeric characters. A “.sdp” extension is automatically appended to the file. The default file name is “project file name.sdp” or “overlay1.sdp”(*).

* If the project file name contains characters other than those below, the default file name becomes “overlay1.sdp”.

!#\$%&'()+,-.0123456789;=@ABCDEFGHIJKLMNQRSTUUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz~

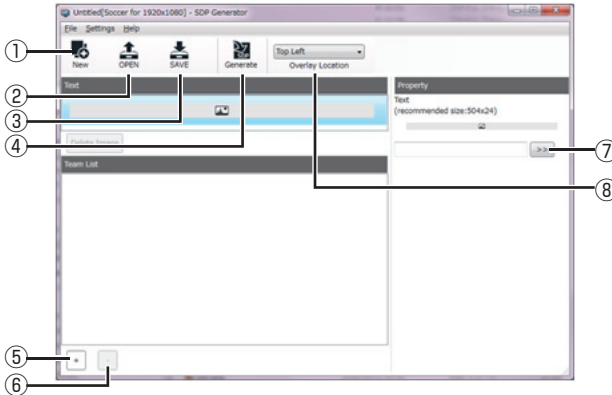


Generation is complete after the “Generating the SDP file...” screen disappears.

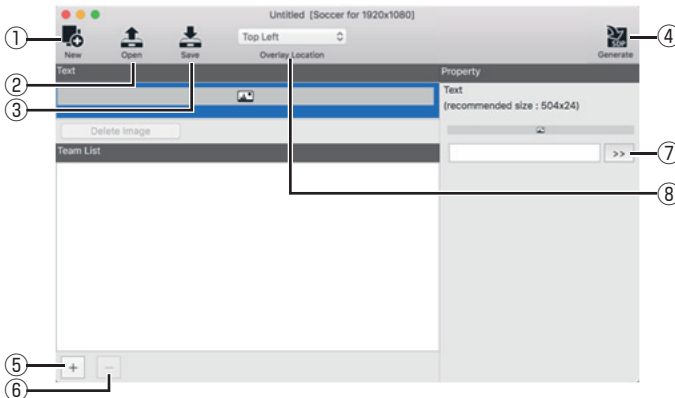
Football (Soccer)

1 Launch the SDP Generator and press the New button. (For the initial launch after installing this application, it is not necessary to click the New button.)

Windows

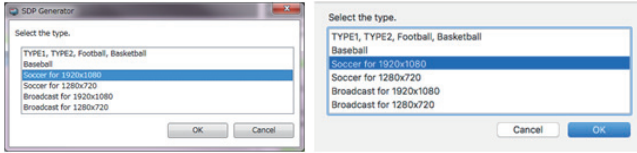


Mac



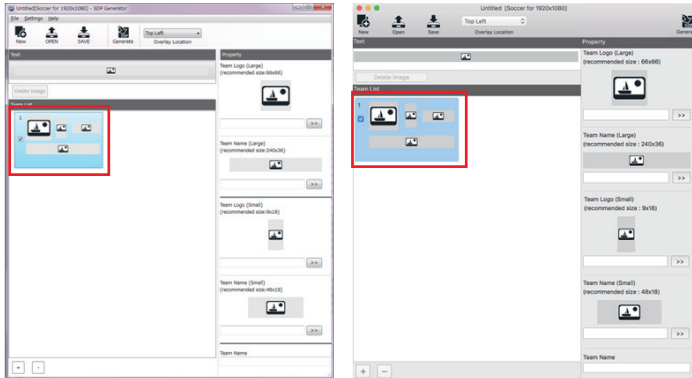
- ① New: Creates a new project file and opens the type selection window.
- ② Open: Opens a project file.
- ③ Save: Saves the current team registration status as a project file.
- ④ Generate: Generates an SDP file from the registered team.
- ⑤ + : Adds a new team to the team list.
- ⑥ - : Deletes the selected team from the team list.
- ⑦ Text: For registering the image of the text area to be displayed during Large display.
- ⑧ Overlay Location: Sets the overlay position on the screen.

2 Select the type of sports for generating SDP.



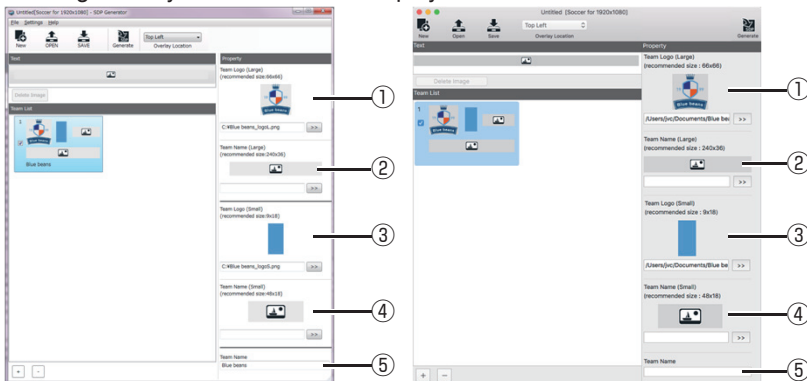
3 Press the “+” button to add a new team.

4 Select the new team and display its properties.



5 Specify the images you have prepared in Property.

To specify a file, use drag and drop or the “>>” button. Leave the image unspecified for images that you do not want to display.

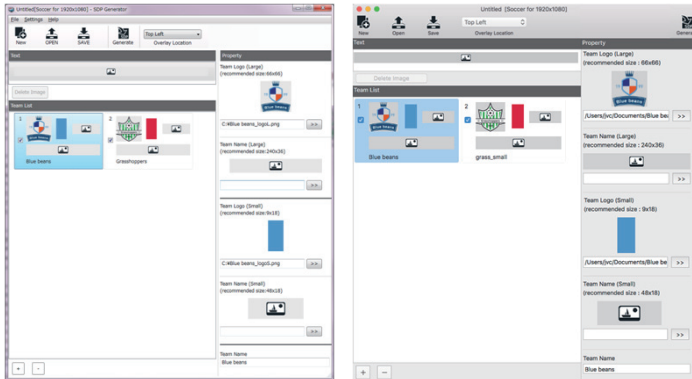


- ① Team Logo (Large): Register the image for Team Logo (Large).
- ② Team Name (Large): Register the image for Team Name (Large).
- ③ Team Logo (Small): Register the image for Team Logo (Small).
- ④ Team Name (Small): Register the image for Team Name (Small).
- ⑤ Team Name: Registers the name of the team that is selected in the team list.

6 Enter the team name.

The team name entered here will be displayed on the menu of the camera recorder during team selection. Input of characters in languages including English and Japanese is supported.

7 Repeat steps 3 to 6 for the teams you want to register (maximum 30 teams).



Memo: _____

Assuming that the name of the image file prepared to be as follows:

- <Team Name>_logoL.png (For Team Logo (Large). E.g.: blue_logoL.png)
- <Team Name>_nameL.png (For Team Name (Large). E.g.: blue_nameL.png)
- <Team Name>_logoS.png (For Team Logo (Small). E.g.: blue_logoS.png)
- <Team Name>_nameS.png (For Team Name (Small). E.g.:blue_nameS.png)

Selecting these files and dragging and dropping them into the team list automatically registers the image and team name.

8 Select the position for the overlay on the screen.

Select “Top Right”, “Bottom Right”, “Top Left” or “Bottom Left”.

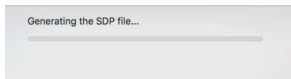
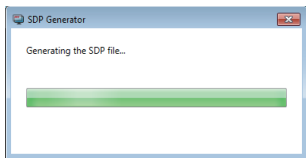


9 Press the “Generate” button to generate the SDP file.

Specify a name for the SDP file to save that is not longer than 63 alphanumeric characters. A “.sdp” extension is automatically appended to the file. The default file name is “project file name.sdp” or “overlay1.sdp”(*).

* If the project file name contains characters other than those below, the default file name becomes “overlay1.sdp”.

!#\$%&'()+,-.0123456789;=@ABCDEFGHIJKLMNQRSTUUVWXYZ[]^_`abcdefghijklmnopqrstuvwxyz{~



Generation is complete after the “Generating the SDP file...” screen disappears.

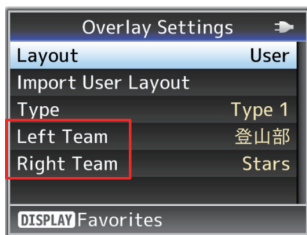
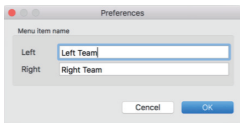
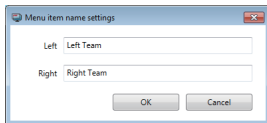
Settings

Menu Item Name Settings

You can change the menu item names for team name selections, which are displayed after importing an SDP file.

Windows: [Settings] ➔ [Menu item name]

Mac: [SDP Generator] ➔ [Preferences]



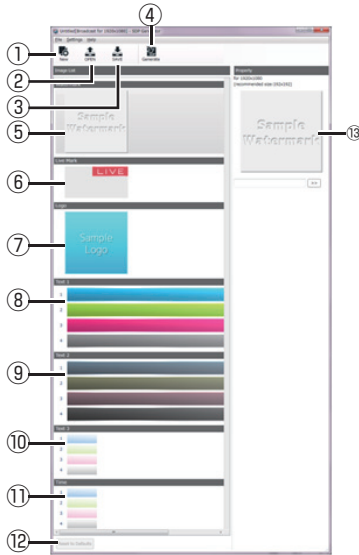
Camera Menu

Generating an SDP File (for Broadcast) SB

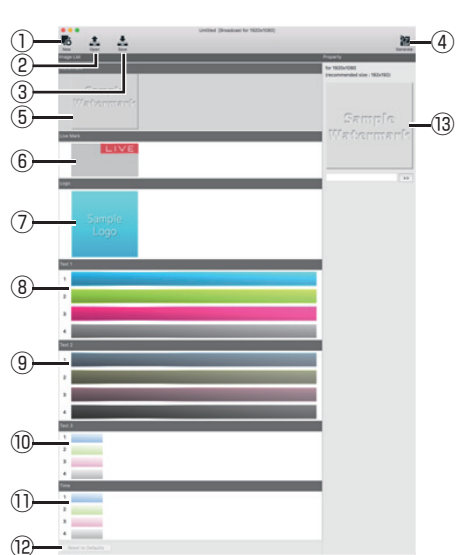
Basic Operations

1 Launch the SDP Generator and press the New button. (For the initial launch after installing this application, it is not necessary to click the New button.)

Windows



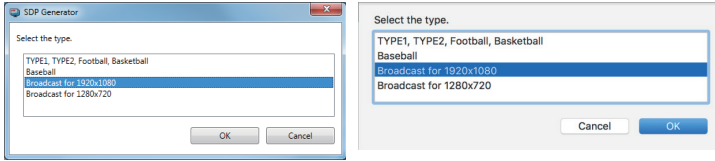
Mac



- ① New: Creates a new project file and opens the type selection window.
- ② Open: Opens a project file.
- ③ Save: Saves the current team registration status as a project file.
- ④ Generate: Generates an SDP file from the registered image.
- ⑤ Watermark
- ⑥ Live Mark
- ⑦ Logo
- ⑧ Text 1 background image: Maximum 4 types of images can be specified.
- ⑨ Text 2 background image: Maximum 4 types of images can be specified.
- ⑩ Text 3 background image: Maximum 4 types of images can be specified.
- ⑪ Time background image: Maximum 4 types of images can be specified.
- ⑫ Reset to Defaults: Restores selected images to default.
- ⑬ Properties of selected image: Specify the image from the path.

2 Select the type of sports for generating SDP.

When the recording resolution is 1920x1080, select “Broadcast for 1920x1080”; when it is 1280x720, select “Broadcast for 1280x720”.



3 Specify an image for ⑤ to ⑪.

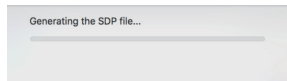
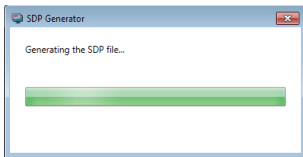
You can drag-and-drop an image, or specify an image using the path at ⑬ after selecting the image in the image list.

4 Press the “Generate” button to generate the SDP file.

Specify a name for the SDP file to save that is not longer than 63 alphanumeric characters. A “.sdp” extension is automatically appended to the file. The default file name is “project file name.sdp” or “overlay1.sdp”(*).

* If the project file name contains characters other than those below, the default file name becomes “overlay1.sdp”.

!#\$%&'()+,.-0123456789;=@ABCDEFGHIJKLMNQRSTUvwxyz[]^_`abcdefghijklmnopqrstuvwxyz~



Generation is complete after the “Generating the SDP file...” screen disappears.

Project File

Information on the type of SDP, registered team image and score overlay location settings can be saved as a project file.

Press the “Save” button, or select [File] > [Save] or [File] > [Save As...] to save the file.

To open a saved project file, press the “Open” button or select [File] > [Open].

Memo: _____

- Information on the location where the team image is saved is registered as a relative path from the project file, and thus referencing of an image file may fail if it has been moved to another location.

Importing SDP File to The Camera

Copy the generated SDP file to the root folder of an SDHC/SDXC card that supports clip recording.

E.g.: When the SDP file name is overlay1.sdp

Windows:	Computer (PC) ➔ Removable Disk ➔ overlay1.sdp
Mac:	Device (SD card) ➔ overlay1.sdp

Use the SDHC/SDXC card in which the SDP file is copied and import the SDP file in accordance with the SDP file import instructions of the JVC camera that supports overlaying.

Memo: _____

- The camera can recognize up to 8 SDP files in an SDHC/SDXC card.

JVC