



# Castboard Designer

## Reference Guide

01/30/2022

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## Welcome to Castboard

Thanks for downloading Castboard Designer and if you have decided to purchase the Pro Edition, Thankyou from the bottom of my heart.

I am Charlie, the developer of Castboard. I will start off by saying, I am not a Stage Manager, I am in fact a Lighting Technician, however I have many friends who are incredibly gifted Stage Managers. When one of them asked if I could develop an app to make maintaining a digital cast board easier, the idea piqued my interest. I hurriedly put together a prototype in 2 weeks and gave a rough and extremely nervous demonstration to the Stage management team of the show I was touring with. They loved it.

Then came 2020 and we all watched as our beloved industry was shut down overnight. To pass the time during those years I began slowly developing this version of Castboard, once again built from the group up. Now, nearing the end of 2022 and with it looking like those years are now behind us, I have a fully featured app ready to go.

My deepest thanks go out to the following people, each of whom have made contributions to the final shape of Castboard.

*Bonnie Walsh*

*Frank Harlow*

*Margaret Burrows*

*Kirsten Marr*

*Joshua Broadbent*

*Ellie Garnett*

## What is Castboard?

In the simplest terms, Castboard is like Microsoft PowerPoint or Apple Keynote except with the ability to provide metadata behind the text and images that you place onto the slides. Castboard then uses this metadata to determine which text and images should be displayed for each cast change.

Has the understudy covered your lead Actor? Just swap them over on the Cast Change list and their name and headshot will be automatically swapped on the slides. Has a member of the ensemble called in sick and their Track has been cut? Just assign them to the Track Cut option and Castboard will remove them from the slide and respace other ensemble members to fill the gap.

## Typical Workflow

1. Utilize Castboard Designer to build your show.
  - a. Enter Artists and optionally, their headshots.
  - b. Enter all the Tracks in the show, Tracks can be thought of as Roles i.e., Ensemble 3, Elphaba, Velma Kelly, Keys 1, Conductor etc.
  - c. Create your initial "Full Company Performing" cast change.
  - d. Design your Slides.
2. Either upload your show to a device running Castboard Performer and control the current cast change live, and remotely from Castboard Showcaller

Or

Export the slides to JPEG image files for use with your own Media Player / Signage system.

## System Requirements

### Castboard Designer

MacOS 10.14 High Sierra (or newer) or Windows 10 (or newer)

Dual Core Processor (Intel/AMD X86 or Apple Silicon)

8gb memory

200mb Storage

Internet Connection required for initial Pro Edition Product Activation.

Network Connection required for interacting with Castboard Performer

### Castboard Performer

MacOS 10.14 High Sierra (or newer) or Windows 10 (or newer)

Dual Core Processor (Intel/AMD X86 or Apple Silicon)

4gb memory

200mb Storage

Local network connection required for hosting Castboard Showcaller and Castboard Understudy.

## Pro Edition and Basic/Viewer Edition

Purchasing the Pro Edition of Castboard Designer allows you to create your own shows from scratch, however, if you already have a team member of your department that owns the Pro edition, you may not need to purchase it yourself.

### Basic Edition Limitations

Broadly speaking, the Basic edition cannot create a new show, nor can it save an existing show. It can however still open and temporarily modify existing shows created by the Pro Edition. But how do these limitations translate to real life?

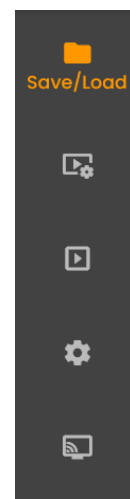
Imagine you have a Stage Management team of four people. The Head of the department can purchase the Pro Edition and create the show file and upload it onto the file sharing platform of your choice. The remaining three members of the team will only need the Basic edition, with the basic edition they can open the show file, modify the cast change data, and export slides as per the requirements of each performance. Should the Head Stage Manager take a day off, then the Cast Board can still be updated with that performance's changes.

## Main Screens

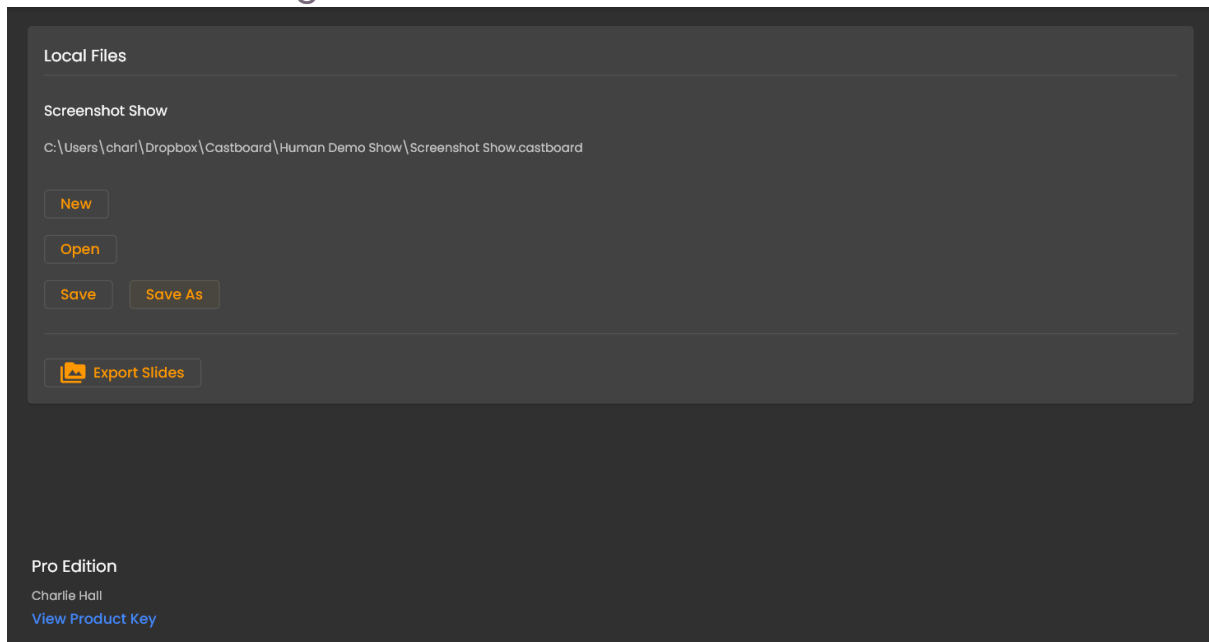
### Navigation

Application wide navigation can be accessed from the persistent toolbar on the left side of the window. Here you can access the main screens of Designer, those are:

- Show File Manager
- Show Setup
- Slide Editor
- Settings
- Manage Performers (*Remotely connect to instances of Castboard Performer running on your local network*)



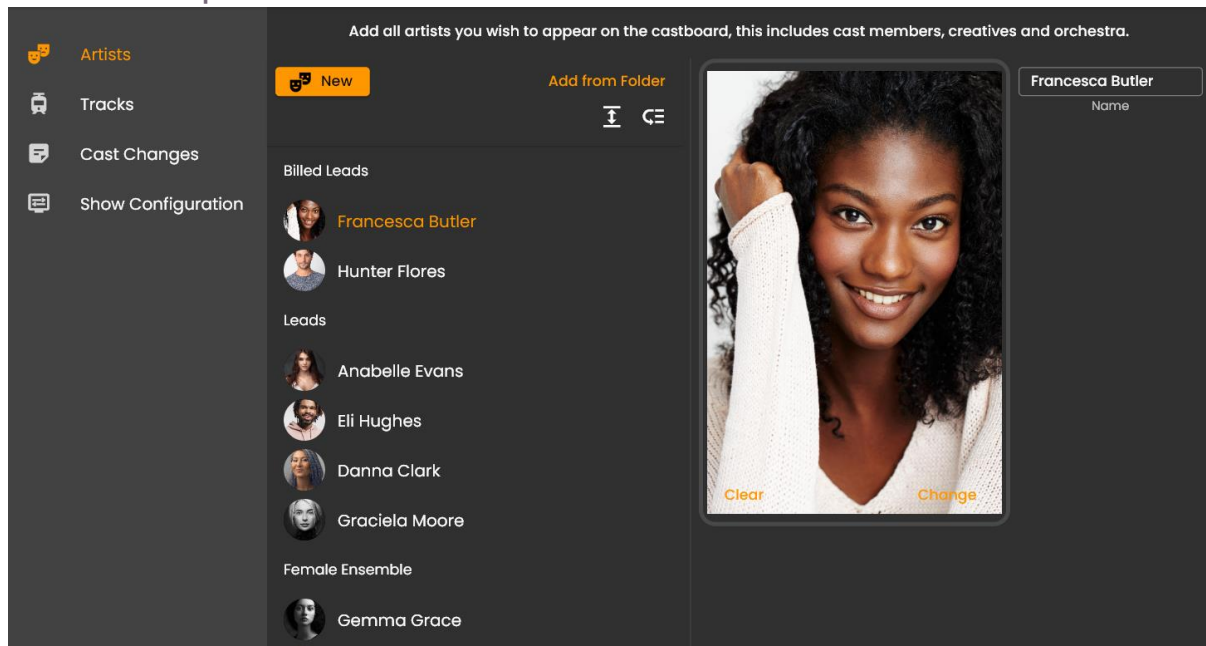
## Show File Manager



The Show File Manager allows you to Create new shows (Pro Edition), open existing shows and save your current show (Pro Edition). It also allows you to Export your slides to Image files.

Your current Product License information will be displayed in the bottom right corner.

## Show Setup



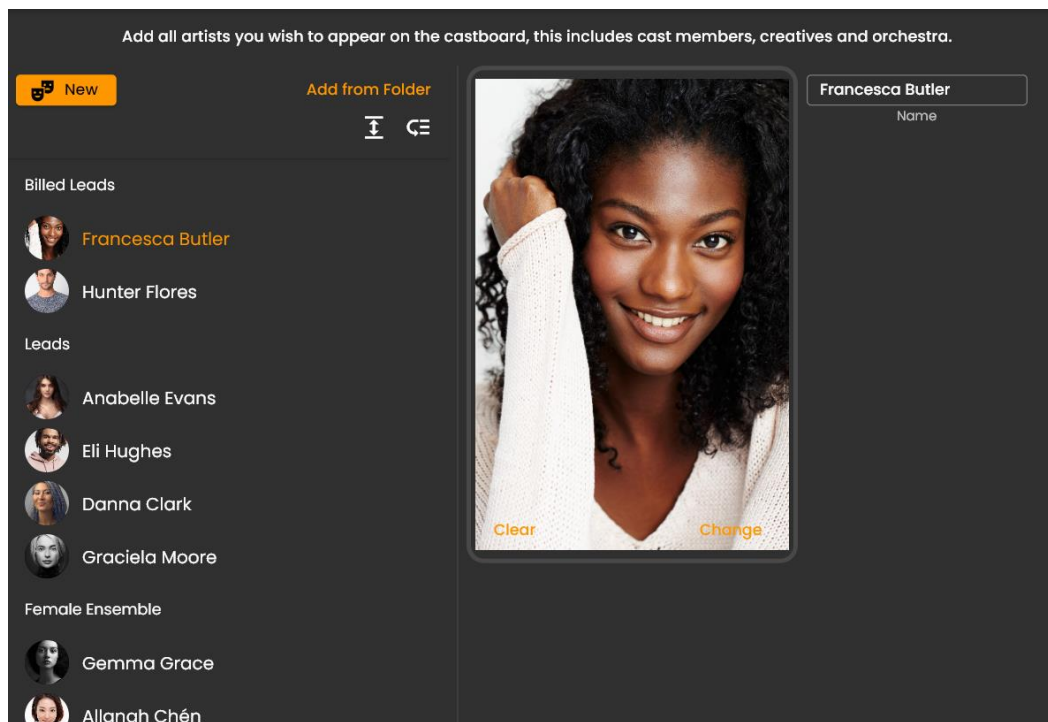
The Show setup screen allows you to enter the required Metadata and configure show specific options. The Show setup screen has 4 Tabs:

- Artists
- Tracks
- Cast Changes
- Show Configuration



## Artists Tab

The Artists Tab allows you to enter the details of each of the Artists you wish to appear on the Castboard, Artists include Cast Members, Orchestra, Musical Directors etc.



## Adding Artists

Pressing the **New** button allows you to create a new Artist. You can enter their Name and optionally provide a Headshot.

Pressing the **Add from Folder** button will reveal a dialog where you can choose the folder that contains the Headshots of your Artists. Castboard will automatically import all image files it detects in this folder and implies the Artist's name from the file name of the headshot.

## Editing Artists

Clicking on an Artist name in the list will bring up the Artists name and headshot (if any) on the right panel. Here you can Edit the name or add/clear/change the assigned headshot.

Hovering over an Artist in the list will reveal additional editing controls, pictured below:




From left to right:

- Duplicate Artist
- Delete Artist
- Reorder Artist (Click and drag to place the Artist in a different position within the list)

## Creating Artist Separators

To help you in organising your artists, you can include Separators to break your Artists down into different groups, for example, Leads, Ensemble, Swings, Orchestra etc.

To create an Artist Separator, press the  button. Once you have entered a name for the separator it will be inserted into the List above the currently selected Artist.

## Editing Artist Separators


Hovering over a separator in the list will reveal editing controls. Pictured below:

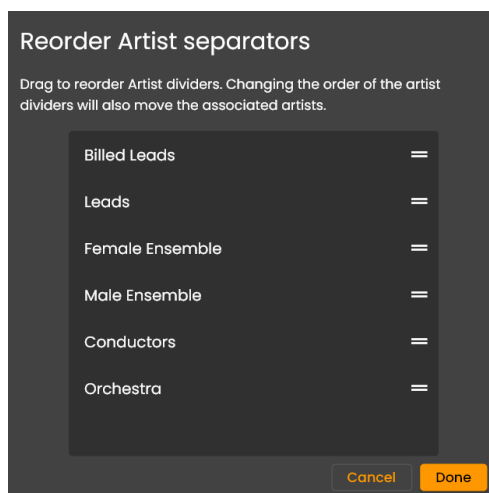



From left to right:

- Edit Separator name
- Delete Separator
- Reorder Separator (Click and drag to place the Separator in a different position within the list)

## Moving Entire Separator Groups

If you would like to reorder an entire group of Artists that are denoted by a Separator, you can press the  button. This will reveal the following dialog.



Clicking and dragging the  icon will reorder the Separators. Upon reordering, each separator will bring its own Artists along with it to the new position.

## Tracks Tab

The tracks Tabs allow you to enter the details of track that exists with your show. A Track can be thought of as a 'Role', i.e., you would have a number of Ensemble tracks as well as Lead tracks and perhaps Orchestra tracks such as Keys 1, Clarinet etc

### Title vs Internal Title

The Title of the track is what is displayed to the General Public on the Castboard Slides, whereas the Internal Title is what is displayed to you during editing. Often times these titles will be identical, however there are times where it is recommended to use different titles, for example with Ensemble members, each members Title would be 'Ensemble', but their Internal Titles could be 'Male Ensemble 5'.

Add and manage the tracks you wish to appear on the Castboard, These include roles, conductors, musical directors and orchestra.

New

I ≡

### Titles

Internal Title will only be shown to users who are administrating the castboard, They will never be displayed directly on the Castboard, the value of Title will be displayed instead.

Same as Internal

Title

Billed Leads

Polly

Alfred

Leads

Cameilia

Sandra

Tristan

Whitney

Female Ensemble

Female Ensemble 1  
Ensemble

Female Ensemble 2  
Ensemble

## Adding Tracks

Pressing the New button allows you to create a new Track. Enter your desired Internal Title and Title (see Section [Title vs Internal Title](#)).

## Editing Tracks

Clicking on a Track name in the list will bring up the Track names on the right panel. Here you can edit the Title and Internal Title of the track.

Hovering over a Track in the list will reveal additional editing controls, pictured below:




From left to right:

- Duplicate Track
- Delete Track
- Reorder Track (Click and drag to place the Track in a different position within the list)

### Creating Track Separators

To help you in organising your Tracks, you can include Separators to break your Tracks down into distinct groups, for example, Leads, Ensemble, Swings, Orchestra etc.

To create a Track Separator, press the  button. Once you have entered a name for the separator it will be inserted into the List above the currently selected Track.

### Editing Track Separators

Hovering over a separator in the list will reveal editing controls. Pictured below:




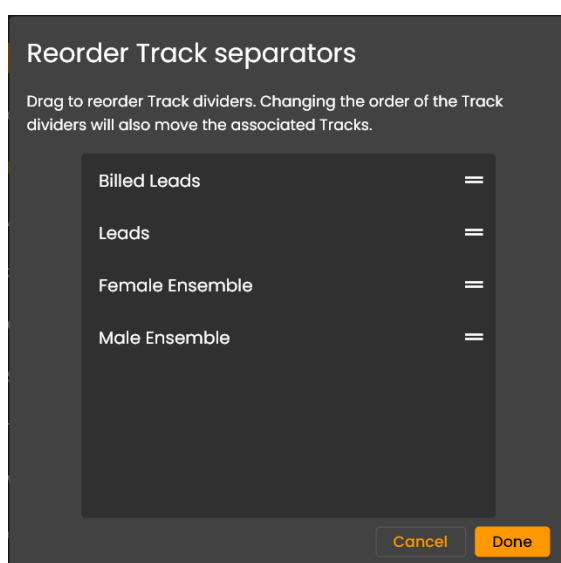
From left to right:


- Edit Separator name.
- Delete Separator
- Reorder Separator (Click and drag to place the Separator in a different position within the list)

### Moving Entire Separator Groups

If you would like to reorder a group of tracks that reside between separators, you can press

the  button. This will reveal the following dialog.

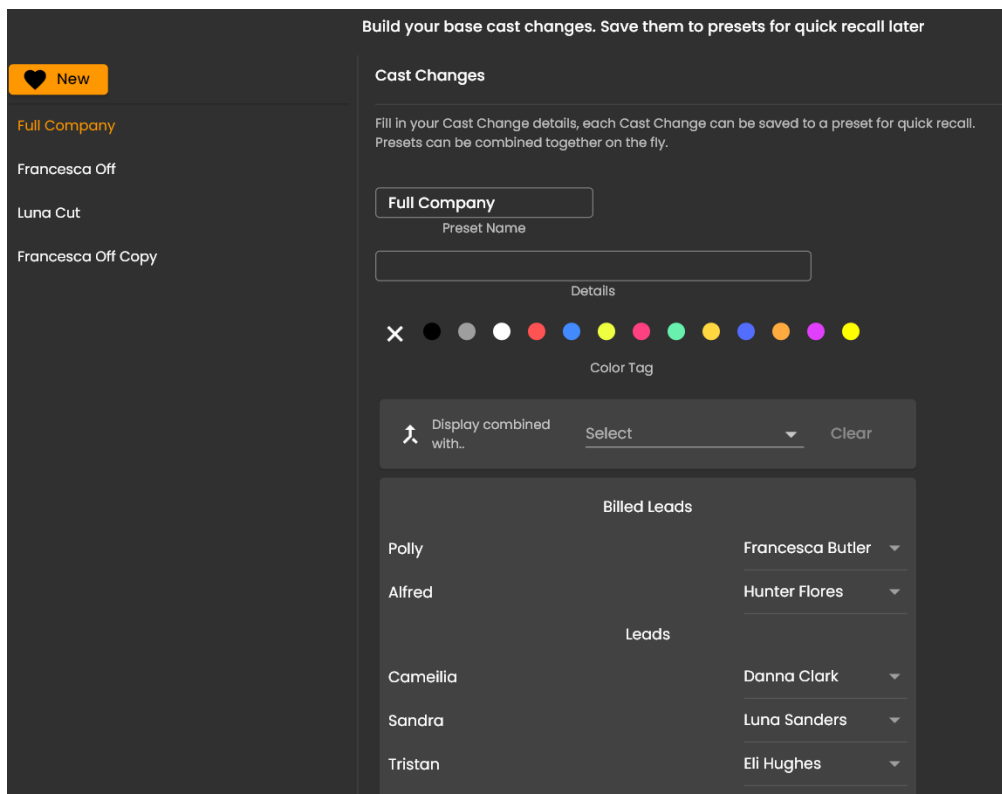


Clicking and dragging the  icon will reorder the Separators. Upon reordering, each separator will bring its Tracks along with it to the new position.

## Cast Changes Tab

The Cast Changes tab is where you build, modify, and maintain the Cast Change variations for your show. Broadly speaking a Cast Change assigns each Artist to a Track.

Cast changes can be saved as a preset.




## Assigning Artists to Tracks

Once you have created Artists and Tracks, each Artist can be assigned either to a Track, or the 'Track Cut' or 'Unassigned' special values.

To assign an Artist, simply click on the drop-down menu to the right of the Track title. The resulting popup menu allows you to scroll and select your Artist or search for them. Changes in Artist assignment are applied to the show immediately and automatically saved to the currently selected Preset.

## Track Cut Special Value


Assigning a Track to the  special value will make Castboard hide any references to that Track within the Slides. This is commonly combined with the use of Auto



Layout Containers so that Castboard knows how to respace the other Artists that appear on the slide, when one, or multiple Artists are cut.

### Unassigned Special Value

The Unassigned Special value is used most when combining Cast Change Presets. Setting a Track as Unassigned tells Castboard that the Track is available to be overridden (if available) by a combined Preset.

### Creating a new Preset


Pressing the  button reveals the New Preset Dialog. A new Preset will be created with all Tracks set to 'Unassigned'.

| Billed Leads      |  |
|-------------------|--|
| Polly             | Luisa Etto ▾   |
| Alfred            | Hunter Flores ▾  |
| Leads             |  |
| Cameilia          | Julie Bell ▾   |
| Sandra            | Luna Sanders ▾   |
| Tristan           | Eli Hughes ▾   |
| Whitney           | Anabelle Evans ▾   |
| Female Ensemble   |  |
| Female Ensemble 1 |  Track Cut ▾  |
| Female Ensemble 2 |  Unassigned ▾ |


### Colour Tags

A preset can be assigned a Colour Tag to help you organise them. These Colour Tags will carry over from Designer to Showcaller.

### Copying a Preset

Hover over the name of the Preset within the list until the additional editing controls are revealed. Then press the  duplicate button. The new Preset will appear at the bottom of the List, appended with a 'copy' suffix.

### Deleting a Preset

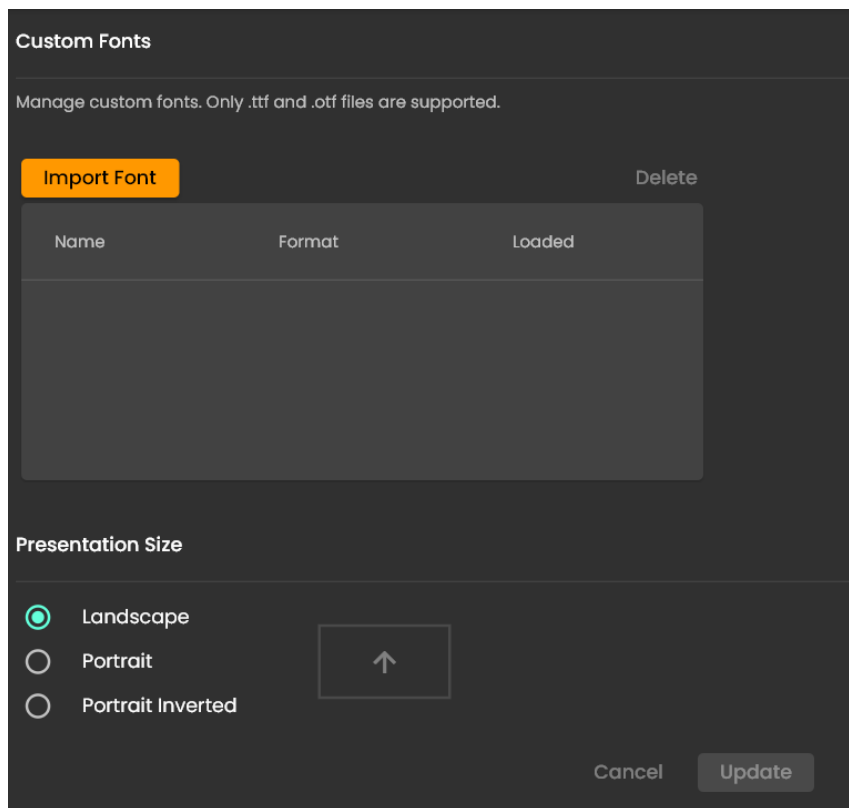
Hover over the name of the Preset within the list until the additional editing controls are revealed. Press the  delete button to remove the Preset.

### Combining Presets

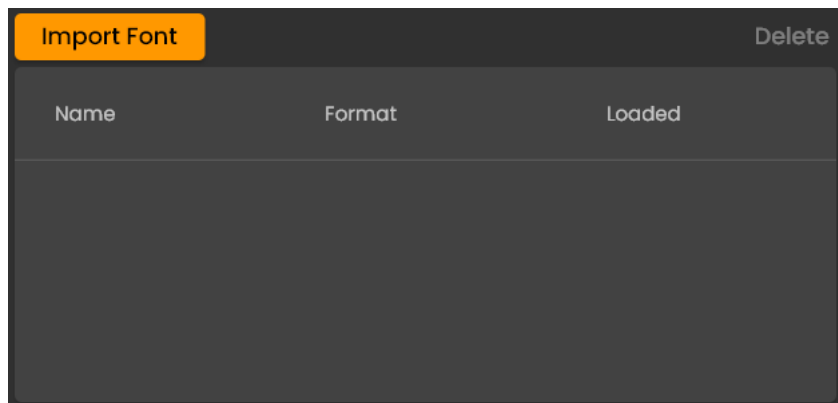
Presets can be selectively combined. This is useful when shows have 'groups' of artists, i.e., children's groups. For more information see the [Combining Presets](#) section.

## Show Configuration Tab

The show configuration Tab allows you to modify settings applicable to the currently loaded show file.



## Importing Fonts



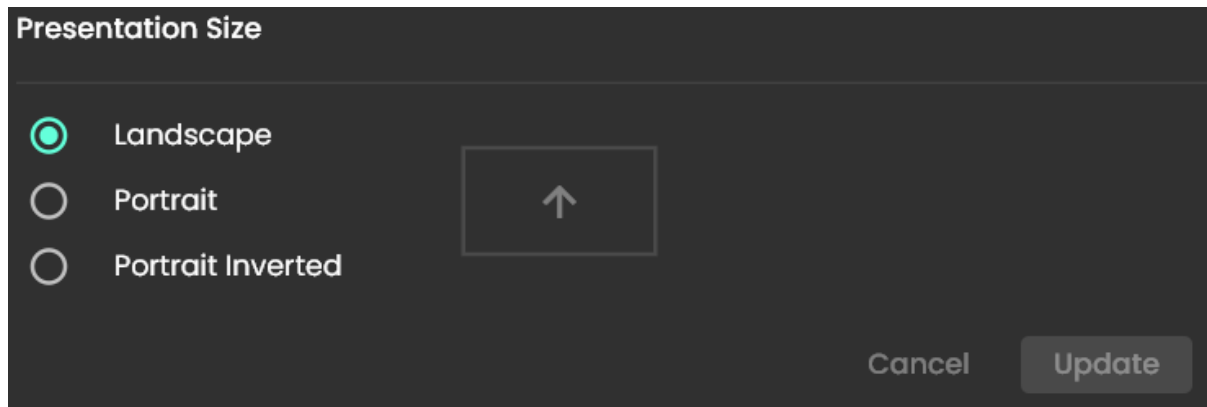
Castboard offers a range of inbuilt Fonts, however, if you would like to use your own custom Font, it can be imported here. Castboard only allows you to use the inbuilt Fonts or Custom fonts that you import, this ensures that the Fonts are embedded within the show file and guaranteed to be available not only on your device, but any other devices that load the show file, ensuring that your Slide show will look the same no matter what device it is running on.

Both True Type Fonts (.ttf) and Open Type Fonts (.otf) are supported.

## Presentation Size

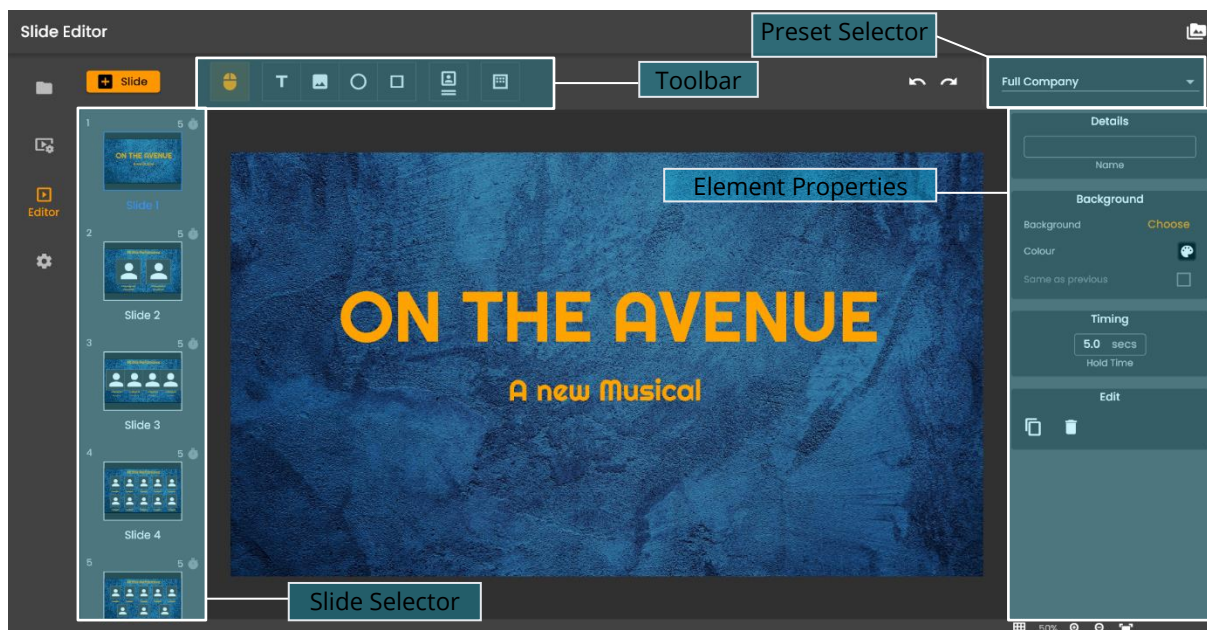
Currently, Castboard presentations are locked to 1080 x 1920 resolution. This is suitable for many Digital Signage systems.

You can adjust the orientation of the Presentation should you wish to use a Portrait mode TV or display system.



## Slide Editor

The Slide Editor is where you will be designing a building the slides for your show.



## Create a new Slide

Press the  button to create a new slide.



## Edit Slide Properties


Selecting a slide by clicking on the thumbnail will reveal the Slide properties in the Properties Pane on the right-hand side.

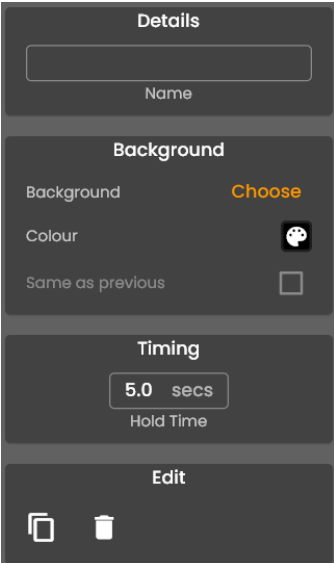
### Renaming a Slide

A slide can be given an optional name, if none is provided then the slide will be given a 'Slide x' style name.

### Setting Slide Backgrounds

#### Background Colour

To choose a background colour for the slide, first click on the slide thumbnail in the Slide selector to reveal the Slide properties on the right-hand drawer, then press the  button to choose a background colour. Alternatively, if you would like the slide to use the same background as the previous slide, you can check the "Same as previous" box.



The screenshot shows the 'Slide Properties' pane on the right side of the interface. It is divided into four sections: 'Details' with a text input field for 'Name'; 'Background' with a 'Background' label, a 'Choose' button, a 'Colour' label with a color picker icon, and a 'Same as previous' checkbox; 'Timing' with a '5.0 secs' input field and a 'Hold Time' label; and 'Edit' with 'Duplicate' and 'Delete' icons.


#### Background Image

To choose a background image for the slide, first click on the slide thumbnail in the Slide selector to reveal the Slide properties on the right-hand drawer, then press the **Choose** button to select an image file from your local files. It is recommended that the image is 16:9 aspect ratio if in Landscape mode, or 9:16 if in portrait mode. Alternatively, if you would like the slide to use the same background as the previous slide, you can check the "Same as previous" box. When using Castboard Performer to drive your Castboard displays it is recommended to use this option where possible, as it greatly reduces the rendering overhead required to display each slide, especially with Large highly detailed background images.


### Setting the Slide Hold Time

While the show is being displayed by Castboard Performer each slide will default to a 5 second hold time. This can be adjusted for each slide by setting the desired number of seconds in the 'Timing' field. To access the timing field, click on the slide on the left-hand slide selector, this will reveal the slide properties in the right-hand drawer.


### Duplicating a Slide

To duplicate a slide, first click on the slide thumbnail in the Slide selector to reveal the Slide properties on the right-hand drawer, then press the  button to duplicate the slide. The new slide will be created at the end of the slideshow.

### *Deleting a Slide*

To delete a slide, first click on the slide thumbnail in the Slide selector to reveal the Slide properties on the right-hand drawer, then press the  button to remove the slide.

### *Changing the order of Slides*

Hover the mouse over a slide in the Slide drawer, then click and drag on the  icon that appears. Drag the slide to the desired location.

## Managing Elements on Slides

### Placing Elements

Placing elements is as simple as selecting the desired element from the Tool Selection Panel then clicking on the slide canvas to place that element. Each tool/element type will be covered in detail later.



### THE TOOL SELECTION PANEL

### Selecting Elements

To select an element, simply click on it within the Slide Canvas. For multiple selections, you can click and drag or hold down shift and click on the individual items.

### Editing Elements

Elements can be edited by double clicking on them. Depending on the element type a context sensitive popup will be revealed giving you access to the most common editing options. The element properties side by on the right will also reveal further editing controls.

### Editing Groups and Containers

Some elements, such as Groups and Auto Layout Containers, can themselves contain other elements, when this is the case, double clicking on the element will allow you to edit its nested items. Right clicking on the element and selecting “Edit Group” or “Edit Items” will also allow you to edit the nested items.


### Copying and Pasting Elements

All elements on slides can be copy and pasted using the Command/Ctrl + C and Command/Ctrl + V keyboard shortcuts or by right clicking on the element and selecting from the context menu.


### Deleting Elements

Pressing the Backspace or Delete keys on your keyboards will immediately delete any selected elements on the slide, you can also right click on the element and press ‘Delete’.

## Undo Changes


Changes made to slides can be undone using the Command/Ctrl + Z shortcut or by pressing the  button on the Toolbar.

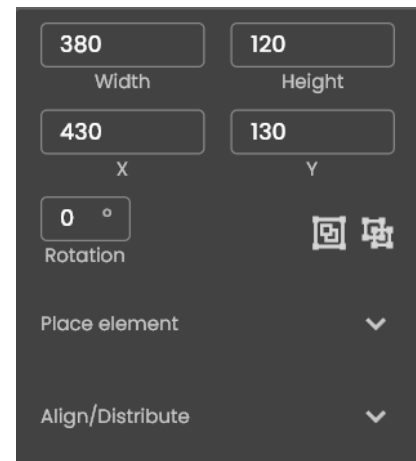
## Redo Changes

When you have undone elements, they can be redone using the Command/Ctrl + Y shortcut or by pressing the  button on the Toolbar.

## General Element Controls

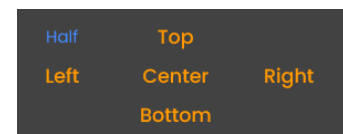
Elements on the Slide can be dragged to resize, move, and rotate. If you require more finite control, you can select the element which will reveal the geometry controls in the Properties Pane. Here you manually adjust the Height, Width, X and Y position, Rotation as well Group or

Ungroup elements using the  buttons, or Ctrl/Command + G and Ctrl/Command + U keyboard commands.



## Place Element Controls

Clicking on the "Place Element" title in the Properties Pane will reveal additional controls, shown here.

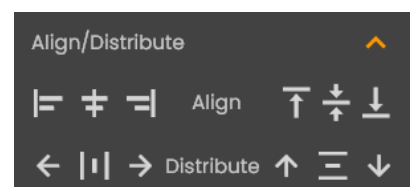


Pressing the Half/Full button toggles which mode the control is in, in Full, elements will be aligned the edge of the slides, in half elements will be aligned halfway to the edge of the slides. Pressing the Center button will align all selected elements to the dead center of the Slide *(or if editing a Group, the center of the group)*. Similarly, pressing the Right button will align all selected elements towards the right side of the Slide *(or group)*, or all the way to the right if "Full" mode is engaged.

## Align/Distribute

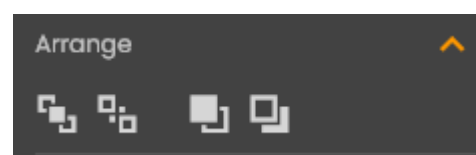
Clicking on the 'Align/Distribute' title in the Properties Pane will display additional controls.

Like other drawing applications, these controls allow you to Align and distribute multiple elements with reference to each other.




## Arrange

The standard 'Send to Back', 'Send Backward', 'Bring to Front' and 'Bring Forward' controls are provided under the 'Arrange' tab.



## Using Text Elements

### Inserting Text

Press the  button on the Toolbar, then press anywhere on the slide to place the text element.

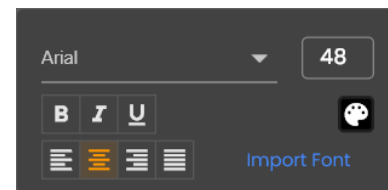
### Editing Text


Double clicking on a Text element will open it up for editing. Simply type your desired text, click away from the element or press 'Escape' when you are done editing.

### Styling Text

When you have a Text element selected, the Properties Pane will reveal text styling controls.

With these controls you can modify the Font, Size, Bold, Italics, Underline and Alignment of the selected Text.




Press the  button to set the colour of your Text.

Fonts can also be imported by pressing the "Import Font" button. See [Importing Fonts](#) for more information.

Custom imported Fonts will always be displayed at the top of the Font list.

## Using Image Elements

### Inserting an Image

Press the  button on the Toolbar, then select an Image from your local files, now press anywhere on the slide to insert the image.


If you wish to insert a Headshot, see section [Inserting Headshots](#)

## Using Shape Elements

### Inserting a Circle

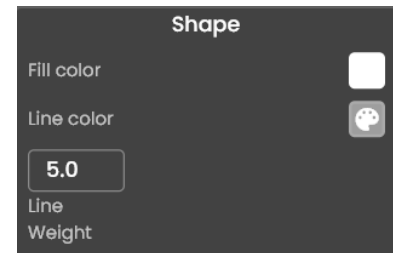
Press the  button on the Toolbar, then press anywhere on the slide to insert a circle.

## Inserting a Rectangle

Press the  button on the Toolbar, then press anywhere on the slide to insert a rectangle/square.


## Styling Shapes

With a shape element selected, the Properties Pane will reveal the Shape Styling controls, here you can set the fill colour, line colour and line weight (Thickness).



## Using the Trio Tool

The Trio tool combines the three Artist/Track related tools (*Headshot*, *Track Title*, *Artist Name*) into one. Commonly on cast boards, a headshot is placed above an artist's name followed by the track name. The Trio tool by default will place Headshots, Artist names and Tracks names and automatically group them together, However, you can choose to place single elements only, or ungroup existing Trio elements to customize the styling.

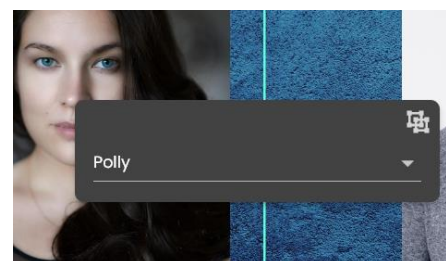
You can select the Trio Tool by pressing the  button on the toolbar. Clicking anywhere on the slide canvas will place the Trio element. When the Trio tool is selected, another toolbar will be revealed, you can toggle which elements you want the Trio tool to place with the options being:

- Headshot Element
- Artist's name Element
- Track name element.



## Assigning Tracks to Trio Elements


Double clicking on a Trio Element that is placed on the canvas (Or any Headshot, Artist name or Track name) element will reveal the Track selector, with this you can assign which Track that element should display. The track will be assigned to all elements within the Trio.

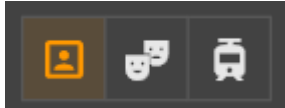


Correct grouping of Trio elements affects how Castboard determines which elements should be displayed / modified when Cast Change modifications are made. See Section [Element Grouping](#) for more information

Trio elements are just groups under the hood, they can be edited just like groups or ungrouped if desired. See [Editing Groups and Containers](#).

### Inserting Headshots

First press the Trio button  on the toolbar, this will reveal another toolbar underneath, use this tool to select the headshot option (as shown below).




Then click anywhere on the Canvas to place the headshot.

### Assigning a Track to a Headshot

Double click on any Headshot element on the Canvas to reveal the Track selection popup, you can now pick your desired Track from the dropdown list.

### Inserting an Artist Name

First press the Trio button  on the toolbar, this will reveal another toolbar underneath, use this tool to select the Artist name option (as shown below).




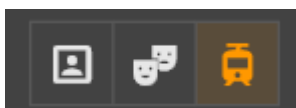
Then click anywhere on the Canvas to place the Artist name.

### Assigning a Track to an Artist Name

Double click on any Artist name element on the Canvas to reveal the Track selection popup, you can now pick your desired Track from the dropdown list.

### Inserting a Track Name

First press the Trio button  on the toolbar, this will reveal another toolbar underneath, use this tool to select the Track name option (as shown below).



Then click anywhere on the Canvas to place the Track name.

### Assigning a Track to a Track Name

Double click on any Track name element on the Canvas to reveal the Track selection popup, you can now pick your desired Track from the dropdown list.


### Using Auto Layout Containers

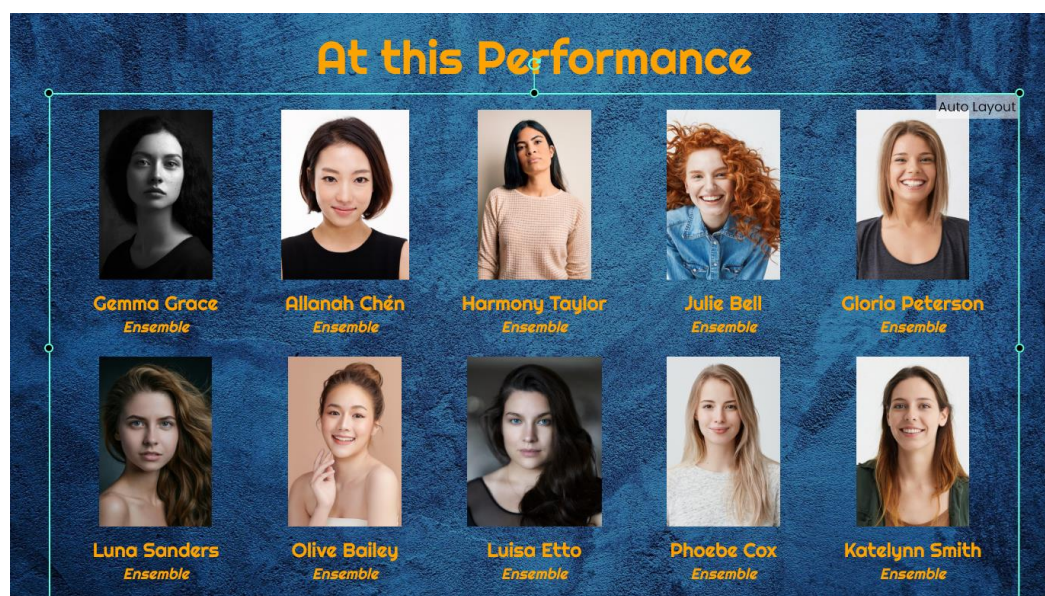
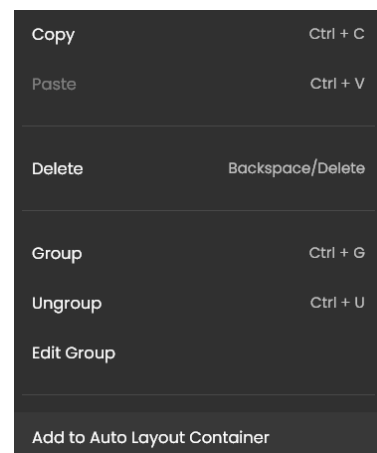
Auto Layout Containers provide a way for you to describe to Castboard how you want it to Layout elements on a slide when a Track is set to 'Track Cut' and thus hidden on the slide, Otherwise, when you cut a track, Castboard will remove the elements leaving behind a gap.

Auto Layout Containers are most useful on 'Ensemble' style slides. It would be quite uncommon to use one on your 'Leads' slide as if a Lead is on a Cut track, the show is likely not going ahead.

### Inserting an Auto Layout Container

As with other elements, you can insert an Auto Layout

Container by pressing the  on the toolbar then clicking on the slide to place the container. However, you may find it quicker to simply select the elements on the slide you wish to be added into the Container, right clicking on them, and selecting "Add to Auto Layout Container". If a container does not already exist on the Slide, one will be created automatically.



### Adding additional Elements to an Auto Layout Container

To add additional elements to an Auto Layout Container, you can either right click those elements and select "Add to Auto Layout Container" or double click on the container itself,



press “Add Items” then select the items you wish to be added to the container, press “Finish” when you are done.

### Editing Items in an Auto Layout Container

Double Click on a container then press “Edit Items”. You can no Click and Drag items to reorder them, Copy and Paste them, modify their size with the Properties Pane or edit them by double clicking on them.

### Removing (Evicting) items from a Container


When editing container items, you can right click them and select “Evict Item” to ‘boot’ the element out of the container.

### Modifying the Layout Strategy.

In the case of a Track, or multiple Tracks being cut, there are numerous different “strategies” a container can take to fill in the blank space, these can be adjusted using the Properties Pane, to begin, select a container to reveal the ‘Container’ controls.

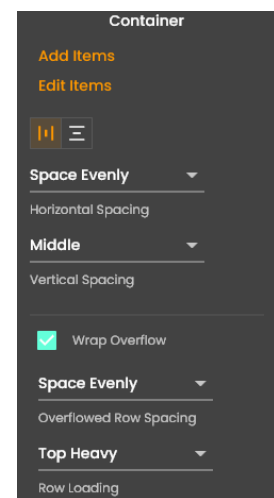
Most of the time, you will not need to worry about the Layout strategy as Castboard will pick the most suitable defaults for your requirements. However, each option is described in detail below.

### Setting the Layout Axis

Pressing the  buttons will toggle the container from Horizontal to Vertical Axis.

Horizontal Axis lays the elements out from left to Right, top to bottom.

Vertical Axis lays the elements out from top to bottom, left to right,





### *Setting the Layout Spacing*

For the purposes of brevity, all examples will assume the container is in 'Horizontal Axis' mode.

#### Horizontal Spacing

The Horizontal Spacing option determines how any available horizontal space is divided up between each of the elements. The available options are:

##### **Left**

All elements will be tightly packed to the left of the container with all available free space appearing at the right side of the container.



##### **Center**

All elements will be tightly packed into the center of their row with any available space placed either side of the elements.



##### **Right**

All elements will be tightly packed to the right of the container with all available free space appearing at the left side of the container.



##### **Space Evenly**

Elements will be spaced evenly across the width of the row based off each elements center line.



##### **Space Between**

The outer elements will be pushed to the very outer edges of the row, and any available free space will be divided equally between the remaining elements.



### Space Around

Any available space will be equally divided up between each of the elements with some of it being placed outside the outer most elements. Visually, this looks similar to 'Space Evenly', the differences tend to only be apparent when you have items with varied sizes.



### Vertical Spacing

Vertical spacing determines how each element places itself vertically, within its row.

#### Top

Elements are pushed to the very top of the row (if space is available).



#### Middle

Elements stick to the middle of their row.



#### Bottom

Elements are pushed to the very bottom of the row (if space is available).



### Wrap Overflow

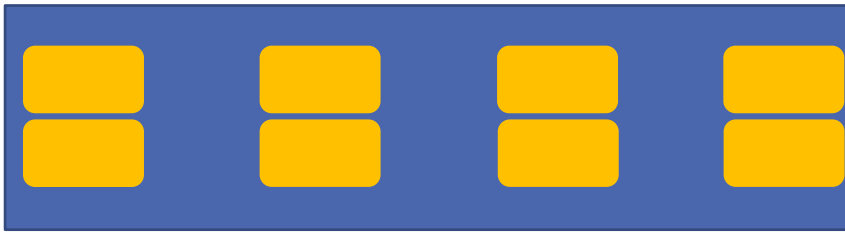
With this option enabled, any elements that 'overflow' off the end of the container will be wrapped to form another row below.

#### Overflowed Row Spacing

Overflow Row Spacing determines how each Row is spaced within the container.

#### Top



**Middle****Bottom****Space Evenly****Space Around****Space Between****Row Loading**

Row Loading determines how the rows are “Filled” as the Elements are laid out into the container. If you have a Total number of items that is an odd number, then Row loading takes effect.

### Top Heavy



Top Heavy row loading ensures that the top row or rows have the most elements in them (when elements cannot be evenly divided between rows). This results in an 'inverted pyramid' when an odd number of elements are in the container.

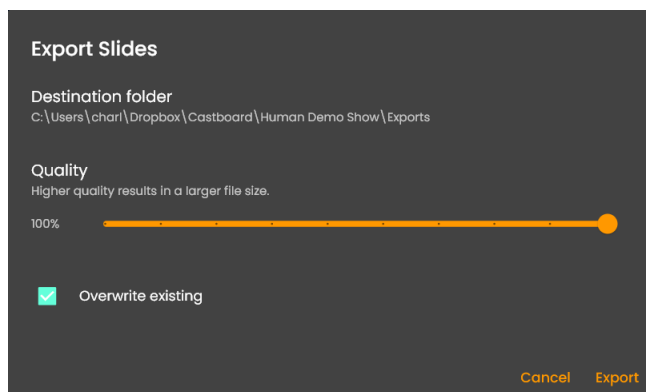
### Bottom Heavy

Bottom Heavy row loading ensures that the bottom row or rows have the most elements in them (when elements cannot be evenly divided between rows). This results in a 'Pyramid' style when an odd number of elements are in the container.

## Exporting Slides

Slides can be exported as Jpeg images directly from Castboard Designer for use with your own Media Player or directly by TV's with 'Photo Mode'.

Pressing the  button in the Show File Manager, or the  button in the top right corner of the Slide Editor will reveal the Export Screen.



Castboard Designer will remember the location of your last export, and by default will overwrite files with the same name found in that location.

### Export Quality

Slides will be exported as 1920 x 1080 for landscape or 1080 x 1920 for portrait. These dimensions are widely compatible with Televisions and Media Players.

If necessary, you can adjust the Export quality using the slider to increase compatibility with existing Televisions and Media players.

## Live Control of Castboard Displays

Castboard Designer enables you to build your show file, and export to image files. However the Castboard suite of Software also encompasses Castboard Performer and Castboard Showcaller. With these additional pieces of software, you can control and modify your Castboard displays instantly and live, no need to export to image files and transfer over to a media player.

### Castboard Performer

Castboard Performer is the presentation module for Castboard. Whereas Designer is responsible for enabling you to create your show file, Performer is responsible for displaying that show file to your audience.

Castboard Performer runs on MacOS or Windows and can be connected to existing TV's/Displays via a standard external monitor output, in addition, Smart TV's or other devices with a Web Browser can connect to Performer over a local network connection and display the show.

### Castboard Showcaller

Showcaller is the companion app to Performer that provides a remote interface for controlling and managing the displayed cast changes. Showcaller runs as a Web interface, so any device with a Web Browser connected via a local network connection can run Showcaller.

Showcaller enables you to quickly modify any cast change, these changes are reflected immediately on Performer. With Showcaller you can also update or create new Presets and merge these on the fly as the requirements of your show evolves.

Showcaller comes bundled with Castboard Performer. When running Castboard Performer, you will be able to view the web address on which Showcaller can be accessed.

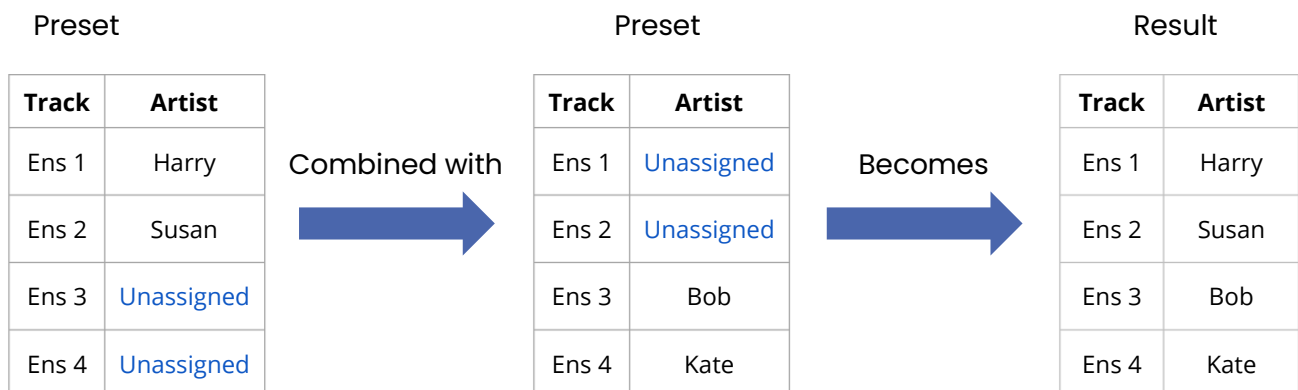
## Advanced Topics

### Combining Presets

Presets can be combined. This allows for Castboard to succinctly manage cases where you may have cast groups, for example on shows with multiple Children's groups or perhaps shows with alternating Orchestras.

Let us say, for example, you have a show that has three Children's Ensemble groups that each rotate through each of the performances, these groups are named, Diamond, Sapphire, and Ruby. Instead of having to make three distinct Presets, a Full Company with Diamond, Full Company with Sapphire and Full Company with Ruby, or alternatively having to change

each individual child track with every performance, having the ability to combine Presets means you can create a single Full Company Preset that has all of the Child tracks set to 'Unassigned', you can then create a Preset for each of the Child groups with only the Child Tracks filled in, all other tracks set to 'unassigned'. Now you can select Full Company and then combine in one of the Children's groups, the Children's group Preset will fill in its values into the Full Company preset, but only when the Track is set to Unassigned in the Full Company Preset. Below is an example Diagram of this.



## Element Grouping

How elements on a Slide are grouped together plays a key role in how Castboard determines If and how each Headshot, Artist name and Track name are displayed.

### Element Grouping and Track Cut Values

When a Track is set to 'Track Cut' effectively removing it from the Presentation, Castboard will remove Elements that directly reference that Track as well as those that are grouped with those elements. You can think of this as Castboard will greedily remove elements when they reference a 'Track cut' value. For example, if you have a Headshot in a group with a Standard text element and a shape element, when the Track that the Headshot refers to is set to 'Track Cut', Castboard will hide the Headshot, and the standard text and shape elements.

### Element Grouping and Auto Container Layout

Auto Containers rely on elements being grouped together so that it knows to treat an Artist Name along with its associated Track Name and headshot as a single unit and apply the Layout algorithm accordingly.

## Track Interpolation

If you wish to add Artist names into standard Text elements and have these Artist names track the current cast change you can use Track Interpolation.

To use Track Interpolation, simply include the Track Internal Title in the text, surrounded by curly brackets. For example, if you have Jimi Hendrix as Guitar 1 in your cast change, you can add a text element with the following:

*Guitar is played by {Guitar 1}*

Castboard will then interpolate that text to be

*Guitar is played by Jimi Hendrix*