



LiveTicket.Tv
your Ticket to the Game!

HOT KEYS

The HOT KEYS are the backbone of the PRODUCTION FLOW, simplifying the production of your LIVESTREAM. HOT KEY and PRODUCTION FLOW have developed over eight (8) years and ensure the SPONSOR receive their EXPECTATION OF PERFORMANCE.

- **HOT KEY LOCATION**

- RIGHT CLICK on any TILE
- DROP and HIGHLIGHT on the KEYBOARD SHORTCUT, also known as "HOT KEYS"

1) RIGHT CLICK on any TILE

DROP and HIGHLIGHT on the KEYBOARD SHORTCUT, also known as "HOTKEYS"

System CPU: 11%



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- **HOT KEY MANAGEMENT**

- DROP and HIGHLIGHT on the "MANAGE..." and LEFT CLICK to enter HOT KEY MANAGEMENT

The screenshot displays the WLive software interface. The main window shows a video preview of a football field with the 'Winner Warriors' logo. The 'Shot Layers' panel on the left shows a 'CLEAR MUSIC' layer. The 'Main Shot List' at the bottom contains various shot types like 'BLANK', 'SONGS', 'AD SPONSOR', 'CLEAR SCR', 'FULL', 'Scroller', 'AUDIO ADS', 'VIDEO ADS', 'THIRDS', 'TICKER', 'SCOREBOARD', 'FaceTime', and 'New Shot'. A context menu is open over the 'MANAGE...' option in the 'Main Shot List', listing actions such as 'Change Source', 'Change Audio', 'Change Template', 'Keyboard Shortcut', 'Replay+ISO', 'Edit Shot', 'Rename Shot...', 'Duplicate Shot', 'Duplicate Shot Options...', 'Delete Shot', 'Move to Playlist', 'Unmap All Keys', and 'Manage...'. A yellow box highlights the 'MANAGE...' option, and a red arrow points to it with the text: 'DROP and HIGHLIGHT on the "MANAGE..." and LEFT CLICK to pull up "HOTKEY" MANAGEMENT'. The system CPU usage is shown as 13% in the bottom right corner.



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- **HOT KEY MAPPING**

- Upon entering “HOT KEY MANAGEMENT” create your HOT KEY MAP
 - First, LEFT CLICK on the “+” tab in the LOWER LEFT corner
 - Second, TYPE in the name of the HOT KEY
 - Last, TYPE in the NUMBER of the HOT KEY
- Every SCHOOL has the same HOT KEY MAP with the same HOT KEY NAME and KEY BINDING:
 - LIVE 2
 - AUDIO AD 3
 - VIDEO AD 4
 - CLEAR THIRDS 5
 - SCOREBOARD 6
 - CAM1 7
 - CAM2 8

WLive

Stream: 00:00:00 Record: 00:00:00 ISO: 00:00:00

Shot Layers

Name: CLEAR MUSIC

WINNERS

Preferences

General Canvas Shot Display Licenses Software Update Keyboard Shortcuts Controllers Advanced

Name	Key Binding	Global
LIVE	2	<input type="checkbox"/>
AUDIO AD	3	<input type="checkbox"/>
VIDEO AD	4	<input type="checkbox"/>
CLEAR THIRDS	5	<input type="checkbox"/>
SCOREBOARD	6	<input type="checkbox"/>
CAM1	7	<input type="checkbox"/>
CAM2	8	<input type="checkbox"/>

+ Name: CAM2 < 32 >

1) CLICK the + TAB 2) TYPE in the name of the HOTKEY 3) TYPE in the NUMBER of the HOTKEY

System CPU: 11%



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• HOT KEY TAGGING

- Every TILE in every LAYER is TAGGED with a HOTKEY, except the LOGO (LAYER 2 TILE 1)
- TAGGING A TILE:
 - RIGHT CLICK on the TILE you want to TAG
 - DROP and HIGHLIGHT on the KEYBOARD SHORTCUT
 - Then, HOVER and HIGHLIGHT on the corresponding HOTKEY for the LAYER and TILE
 - LEFT CLICK to assign a TAG to the TILE

The screenshot shows the WLive software interface. On the left, the 'Shot Layers' panel is visible with a 'Name: CLEAR MUSIC' field and several layer tiles. A context menu is open over the 'CLEAR' tile, showing options like 'Change Source', 'Change Audio', 'Change Template', 'Keyboard Shortcut', 'Replay+ISO', 'Edit Shot', 'Rename Shot...', 'Duplicate Shot', 'Duplicate Shot Options...', 'Delete Shot', and 'Move to Playlist'. The 'Keyboard Shortcut' option is highlighted with a green box, and a sub-menu is open showing a list of hotkeys: LIVE (2), AUDIO AD (3), VIDEO AD (4), CLEAR THIRDS (5), SCOREBOARD (6), CAM1 (7), CAM2 (8), CAM3 (9), CAM4 (0), FOCUS (/), OPEN (1), and Untitled Shortcut. A yellow arrow points from the 'CLEAR THIRDS' hotkey to a text box on the right. The text box contains the following instructions:

Every TILE in every LAYER is TAGGED with a HOTKEY, except LAYER 2 TILE 1
 RIGHT CLICK on the TILE you want to TAG
 DROP and HIGHLIGHT on the KEYBOARD SHORTCUT
 Then, HOVER and HIGHLIGHT on the corresponding HOTKEY for the LAYER and TILE
 LEFT CLICK to assign a TAG to the TILE

• HOT KEY MAP

- LAYER 1
 - TILE 1 = HOT KEY "2" TILE 2 = HOT KEY "3" TILE 3 = HOT KEY "4" TILE 4 = HOT KEY "5"
- LAYER 2
 - TILE 1 = BLANK TILE 2 = HOT KEY "2" TILE 3 = HOT KEY "3" TILE 4 = HOT KEY "4"
- LAYER 3
 - TILE 1 = HOT KEY "2" TILE 2 = HOT KEY "5"
- LAYER 4
 - TILE 1 = HOT KEY "6"
- LAYER 5
 - TILE 1 = HOT KEY "7" TILE 2 = HOT KEY "8"