

Swift CG Trial Instructions

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UPDATE	

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1. Introduction

Welcome to your trial of RT Software's Swift CG graphics template and overlay editor. This document will show you how to download, install and license your Swift CG software.

These instructions are related to the Free Trial option available on our website. If you need to quickly refer back to that page here's the link again...

<https://rtsw.co.uk/software-downloads/#tab-3>

Your trial will use a software code, so there's no need for USB dongles to be sent out.

2. Pre-Requisites

2.1. Suitable Hardware and PC Environment

Step 1. Before we get into setting up the software it is important to check that you have a suitable PC. You can check the hardware requirements on our website in the Recommended Hardware section.

<https://rtsw.co.uk/support/recommended-hardware/>

This will show the recommended processor, memory, GPU and (optional) video card you will need to run Swift CG successfully.

The Windows and PC environment should conform to the following:

- The user account name MUST have Administrator permissions.
- The user account name must NOT contain spaces or any non-English characters. If your current user account does have a space, it may be easier to just add a new user than modifying your current user account.
- The software is installed for a single user and this cannot be changed without re-installing.
- The screen resolution must be 1920 x 1080 (or 1920 x 1200)
- The option to use Video I/O may require an AJA video card. Please refer to separate Video Option instructions below.

To check the latest Windows versions we support please refer to the OS tab (Operating System) here...

<https://rtsw.co.uk/support/recommended-hardware/#tab-6>

2.2. Contact Us – Request the Licence

You will probably have already filled out the form on our website, but if not, please go ahead and do that now by clicking on this link.

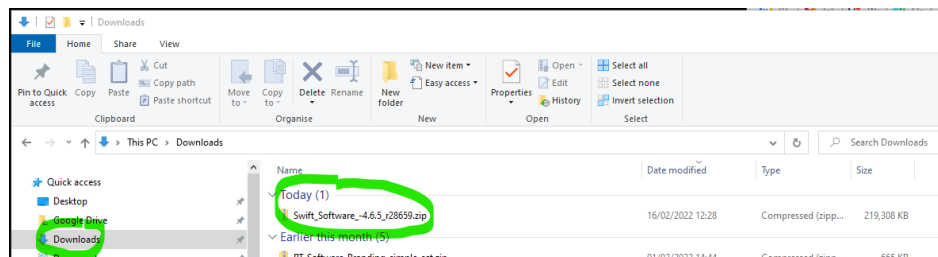
<https://rtsw.co.uk/software-downloads/#tab-1>

We will send you the licence code that you will need to run the Swift CG software. The form will also allow us to better support you in your trial. The licence file will need to be saved to your PC once you receive it.

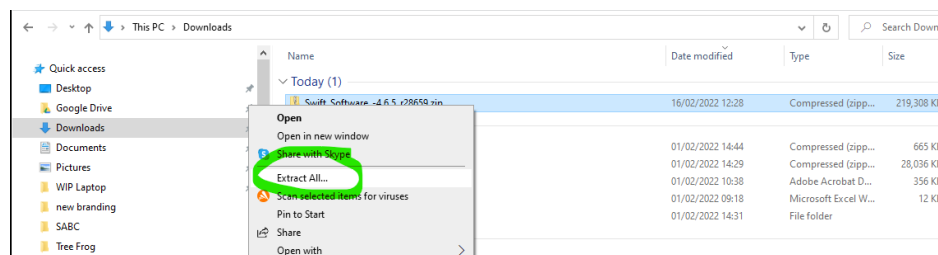
2.3. Downloading the Software

Back on our website you will see a link to download the Swift CG software and a sample project. Download the software first.

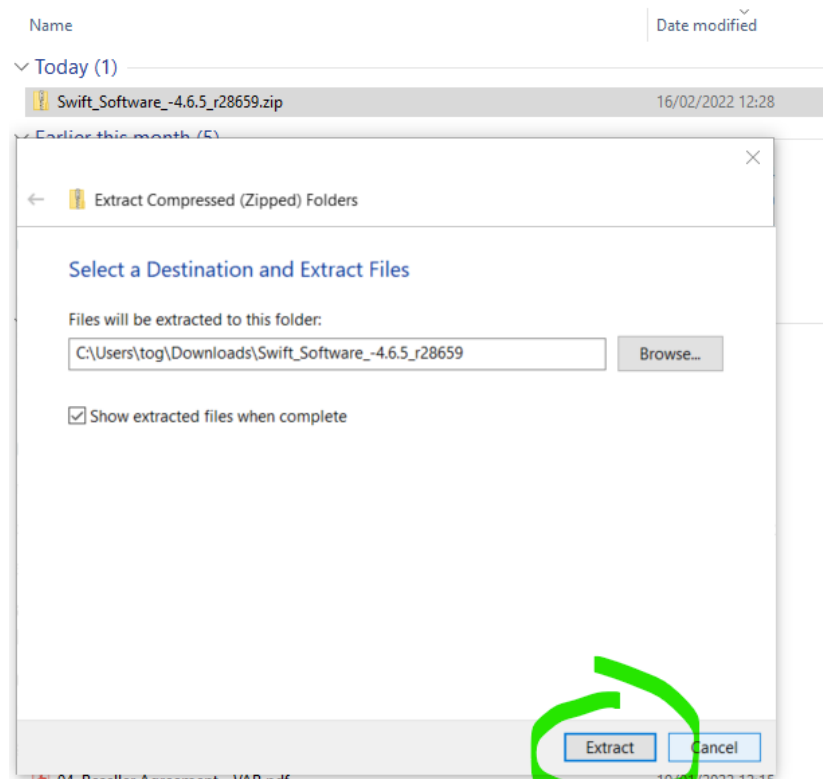
Once it has finished go to your PC's Download's folder. You will find your software downloaded as a .zip file as shown below.



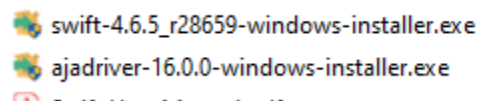
Right click this downloaded zip file and select Extract All...



Accept the default location and select Extract.



When the zipped file has finished being extracted to a folder, open it and you will find 2 installers and the Release Notes for this version.



3. Setting Up

3.1. Installation

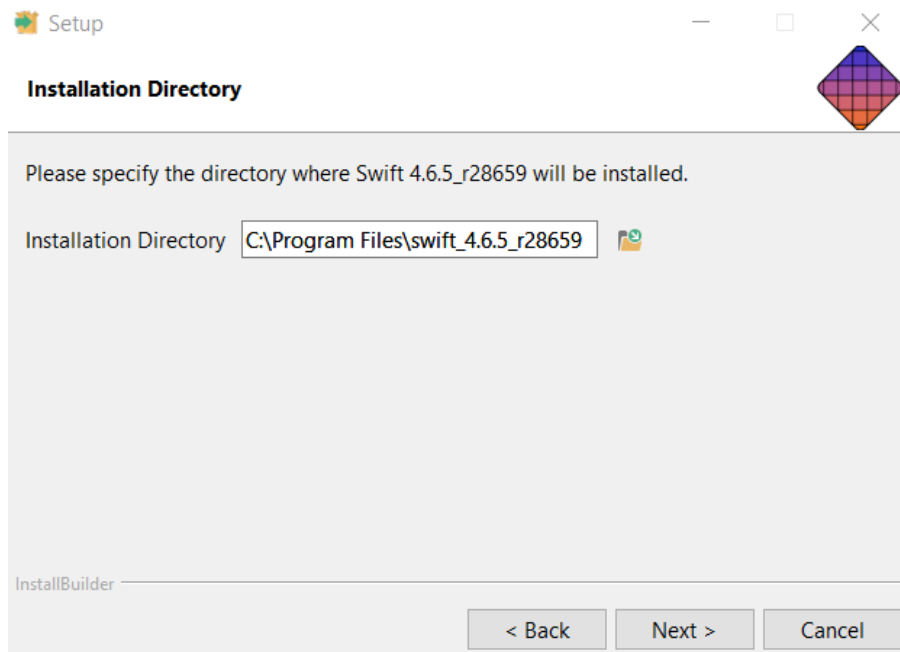
Run the installer with the name 'swift-x.x.x_rxxxxx-windows-installer.exe' by double clicking.

You may need to overrule or ignore any warnings from your anti-virus about the software being unknown before you can go ahead with the installation.

Then you will see the Setup Wizard as below. Click Next and then tick the Accept Agreement option.



Then accept the default installation directory.



The installation will not be completed until you reboot, but please read the next section first.

3.2. Optional Video I/O Installation

If you plan to use a video card in your trial, and you've checked you have a suitable card as described earlier, you can now run the AJA Driver.exe

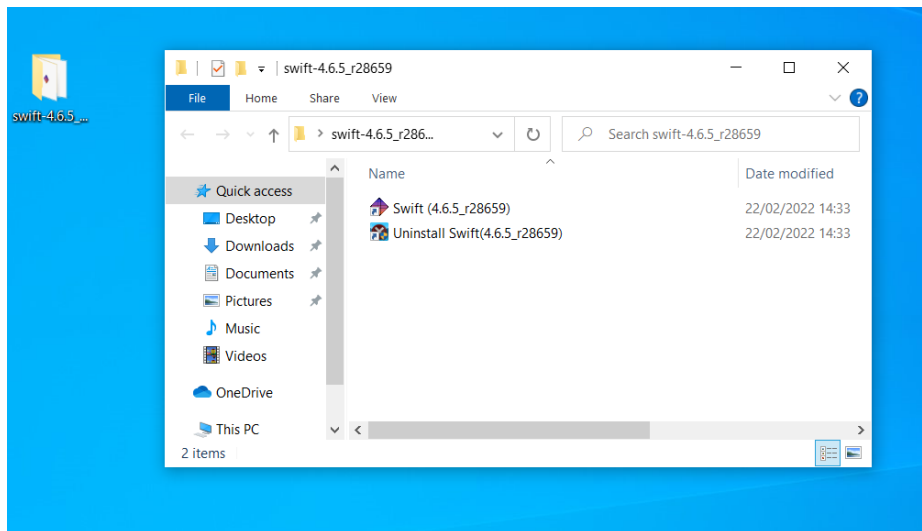
Note: A video card is not needed when using Swift CG for an off-line evaluation of the product. For example, exploring the user interface, or creating templates that can be used later on a live 'Swift Engine' rendering system.

3.3. Completion

When the installation is completed please **REBOOT THE PC**.

After your PC has rebooted you will find a new folder on your desktop which contains the launch shortcut to run the Swift CG software.

If you do not see this, double check that your Windows username does not contain a space (refer back to the pre-requisites if it does).



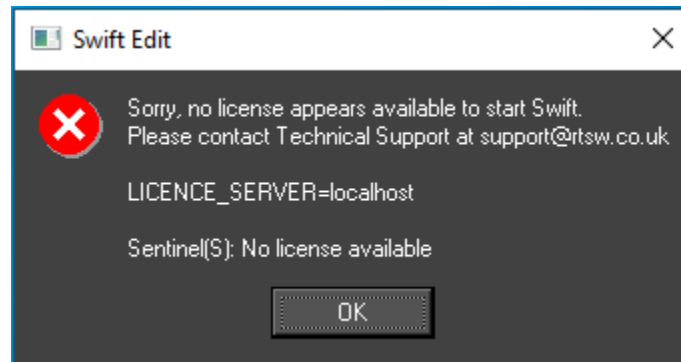
When you try to launch Swift CG from this shortcut you will find it will fail because it is not yet licenced. We cover this in the next section...

3.4. Installing the Licence

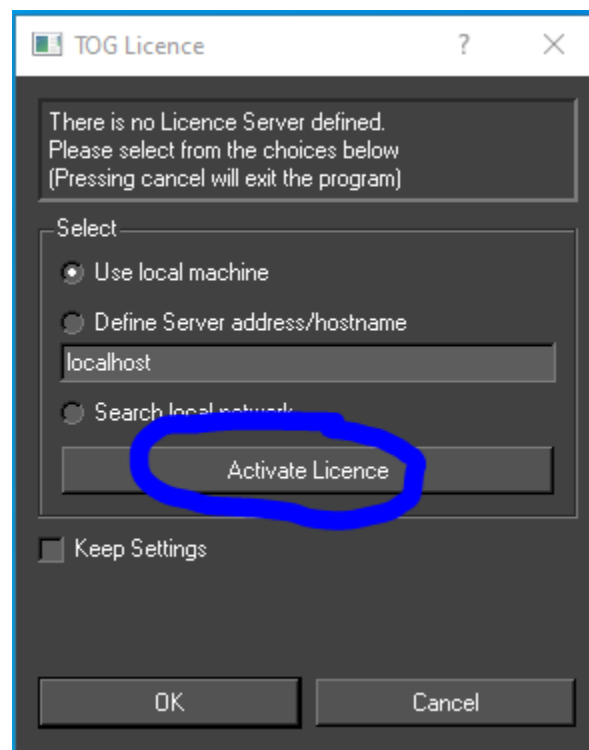
Launch Swift CG using the desktop shortcut. You should expect that this will fail until we have installed a licence.

The licence you require will be sent to the email address you used in the form on our website. If you have not received anything from us after 24 hours, please follow up with a direct email to sales@rtsw.co.uk

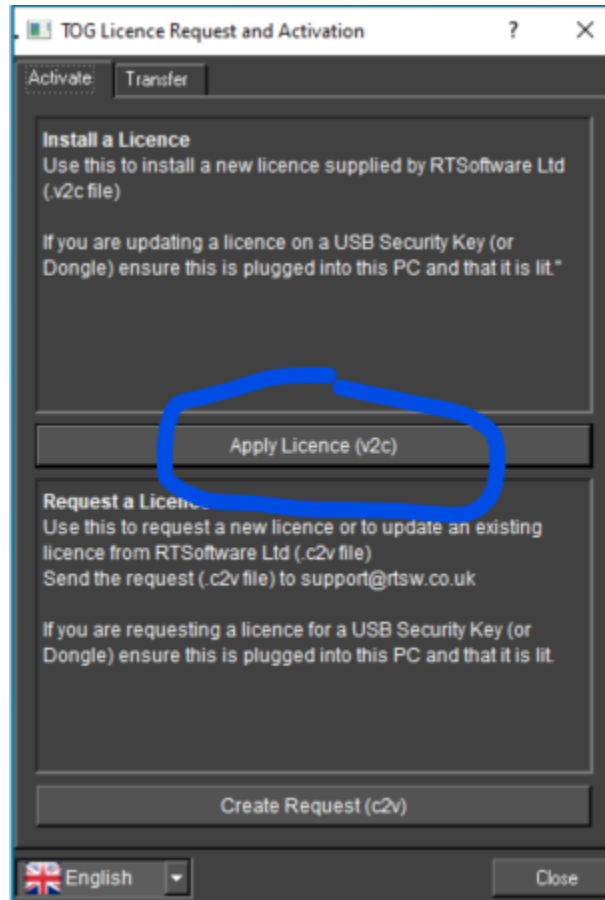
Click OK on this warning.



On the following screen, click Activate Licence.

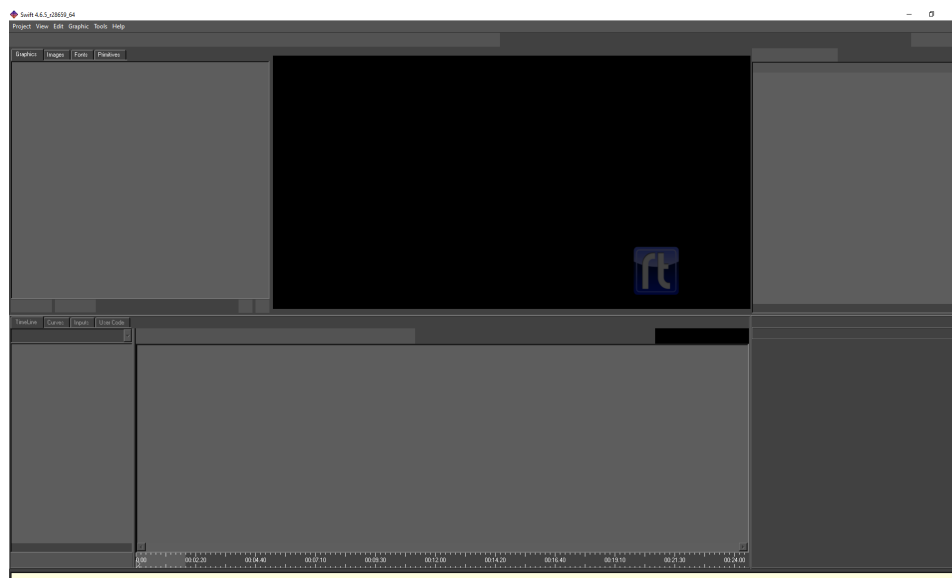


From the following screen select Apply Licence.



Then navigate to the SwiftTrial.v2c file we sent to you and select it.

Swift CG will now finish loading and will show you the interface ready to start your trial.



4. Using Swift CG

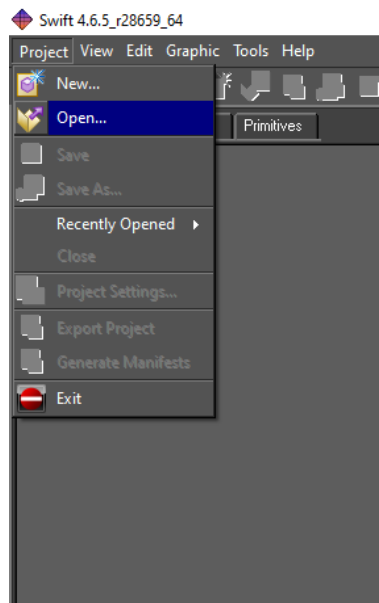
4.1. Sample Project

You may find it easiest to start by using the sample project we provide on our website. If you have not already downloaded it you can do that now by going to the 'Example Graphics Project' button on this page...

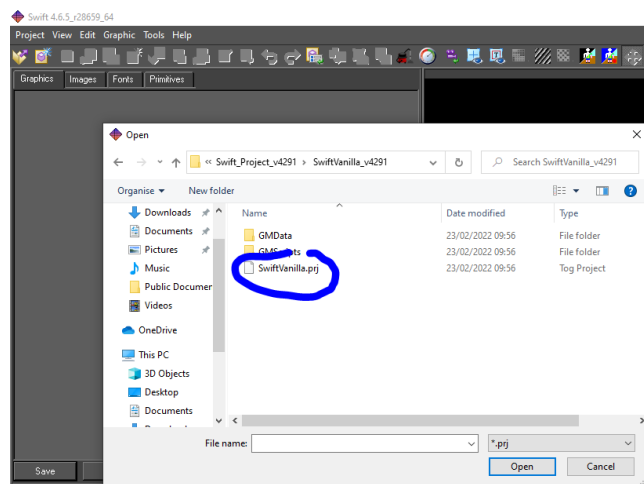
<https://rtsw.co.uk/software-downloads/#tab-3>

As it is quite large you may want to allow some time to download this if you are using a lower bandwidth connection.

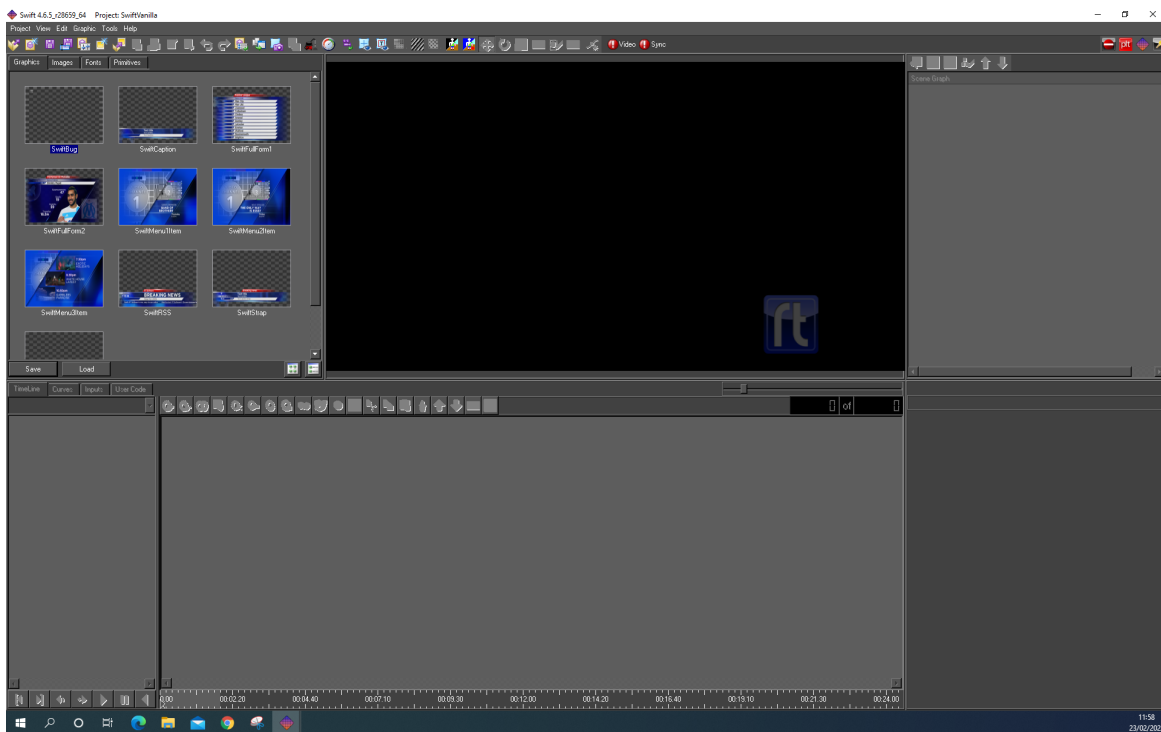
To open the project, go to the Project menu and select Open.



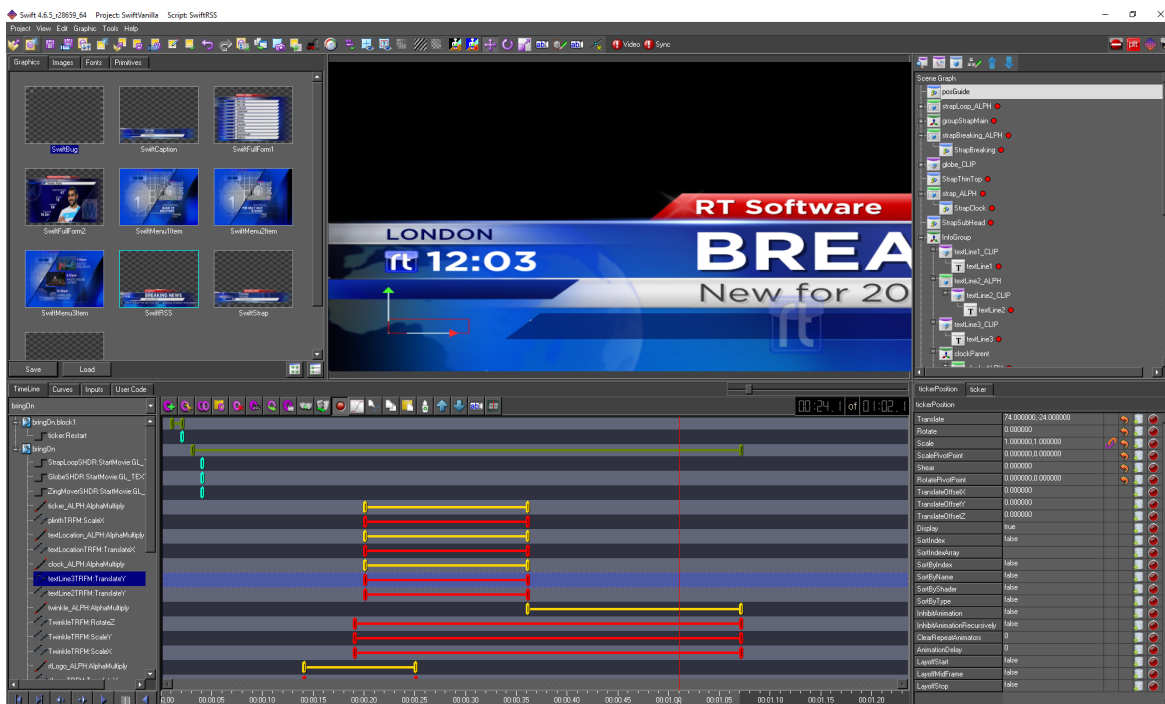
Then navigate to where you previously saved the project folder. From within the folder select SwiftVanilla.prj (the filename may vary from time to time).



You now have a working copy of Swift CG with a functioning demo project to play with.



You can select individual graphics from the area top left by double clicking on any of the thumbnails. Then, click anywhere in the timeline area and press your space bar on the keyboard to see it play.



Further guidance on editing and creating graphics is outside the scope of this document, but did you know we have a great range of supporting documents for you? By using the manual and our User Tip videos, getting started is easy.

4.2. User Tips and Training

You can access many online videos to help you familiarise yourself with Swift CG. These are found in our Training section of our website. This link below will show you just the courses for Swift CG, although courses for many other products are available if you want to take a look around by changing the filter selection at the top of the section.

https://rtsw.co.uk/training-courses/?course_catid=21

Although some courses are paid-for, look for the 'Free' items to get going. Please note that anyone wanting to use these resources will need to register first.

If you are considering a purchase and want to know what formal learning options would be available for your organisation, take a look at our Training Overview page here...

<https://rtsw.co.uk/support/training-overview/>

4.3. Documentation

The full range of documentation is available on our website in the Support/ Document Library section.

<https://rtsw.co.uk/document-library/>

Here's a direct link to the Swift CG product manual you are trialing now...

<https://rtsw.co.uk/document/swift-cg-user-manual/>

4.4. Additional Support

If you have questions about your trial, Swift CG, or how Swift CG fits into a broader range of broadcast graphics solutions, please get in touch.

Sales@rtsw.co.uk

Thank you for taking the time to explore our products. We hope you have fun!