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Integrated Sports Systems (ISS) Inc.

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## ISS and vMix

vMix like many other graphics packages understand live data presented in the form of an XML file.

The ISS MMS produces an XML file anytime a routine is selected in the scoring window of the software.

The file (STANDINGS.XML) is located in the data folder of the software. The same folder that contains main.txt used with the ISS Viewer.



vMix will watch the XML file as frequently as you like and if the timestamp changes, the file will be read and your graphics will be reloaded with the current data.

An XML file is made up of

- A header `<?xml version="1.0" encoding="windows-1252" ?>`
- An opening tag `<data>`
- Data  
`<Synchro_CompetitionTitle1>2021 US Junior Olympic Championship</Synchro_CompetitionTitle1>`
- A closing tag `</data>`

Not all XML files look the same but they are similar.

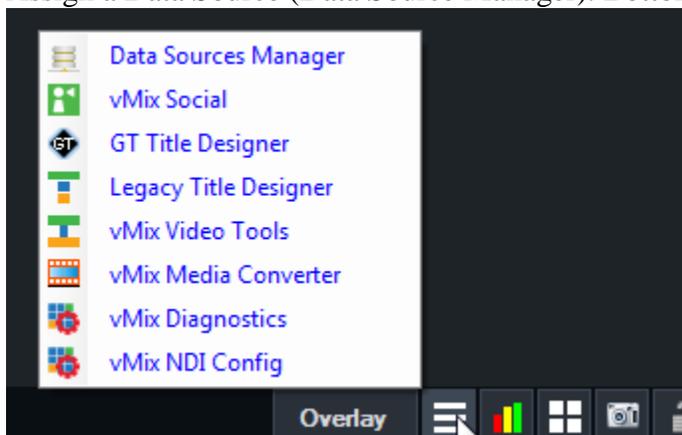
XML files can be viewed in any internet browser. Just drag it into the browser for easy viewing.

### vMix Designer

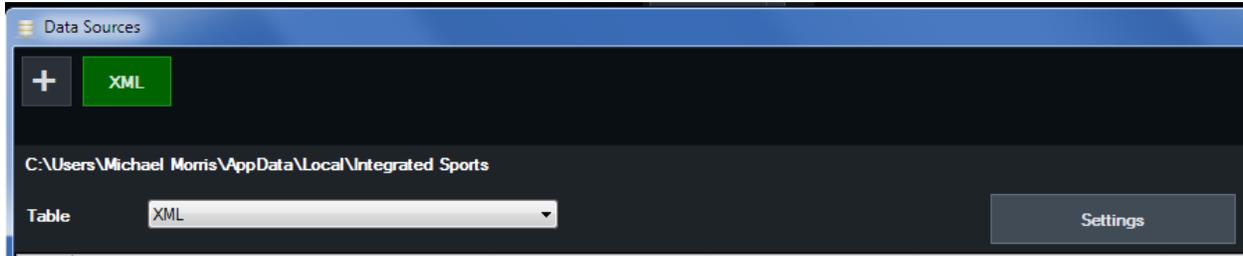
Create an overlay in the designer. Start with a PNG graphic and add generic text to the overlay. Give each item in the overlay a unique name making them easy to identify later.

### vMix.....the basics

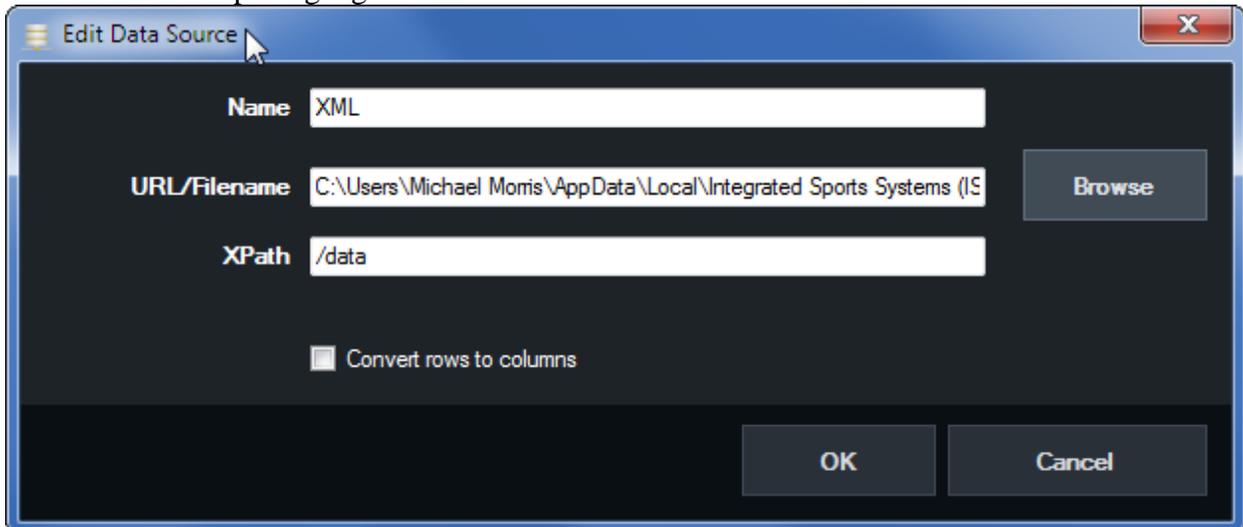
Assign a Data Source (Data Source Manager). Bottom right of the software.



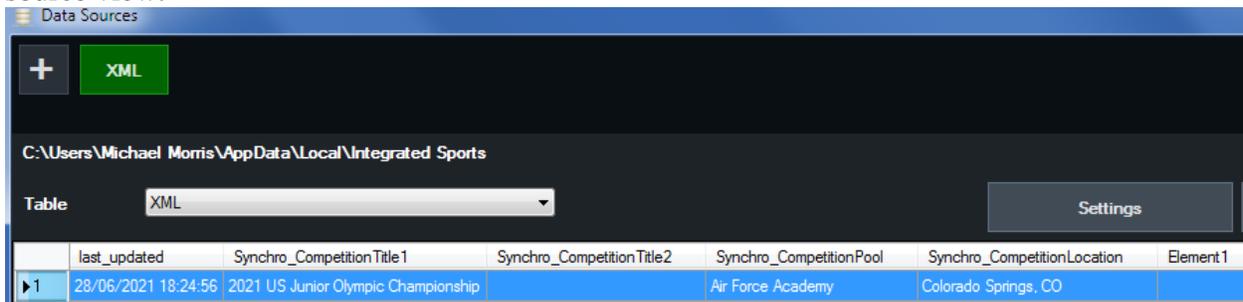
Add a data source and select XML.



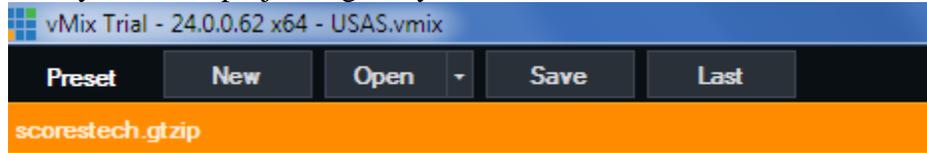
From the Settings, give it a special name if you don't want it to be called XML. Include the path to the STANDINGS.XML file. (URL/File name). In XPath, specify **/data**. That part was not obvious and will not be the same for other XML files. It references the opening tag in the XML file.



If you have set the data source correctly, you will see a table containing all the data in the data source view.

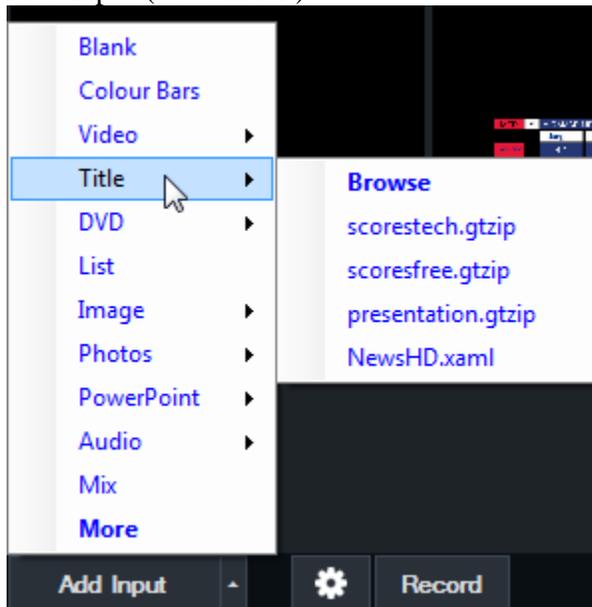


Save your vMix project regularly.



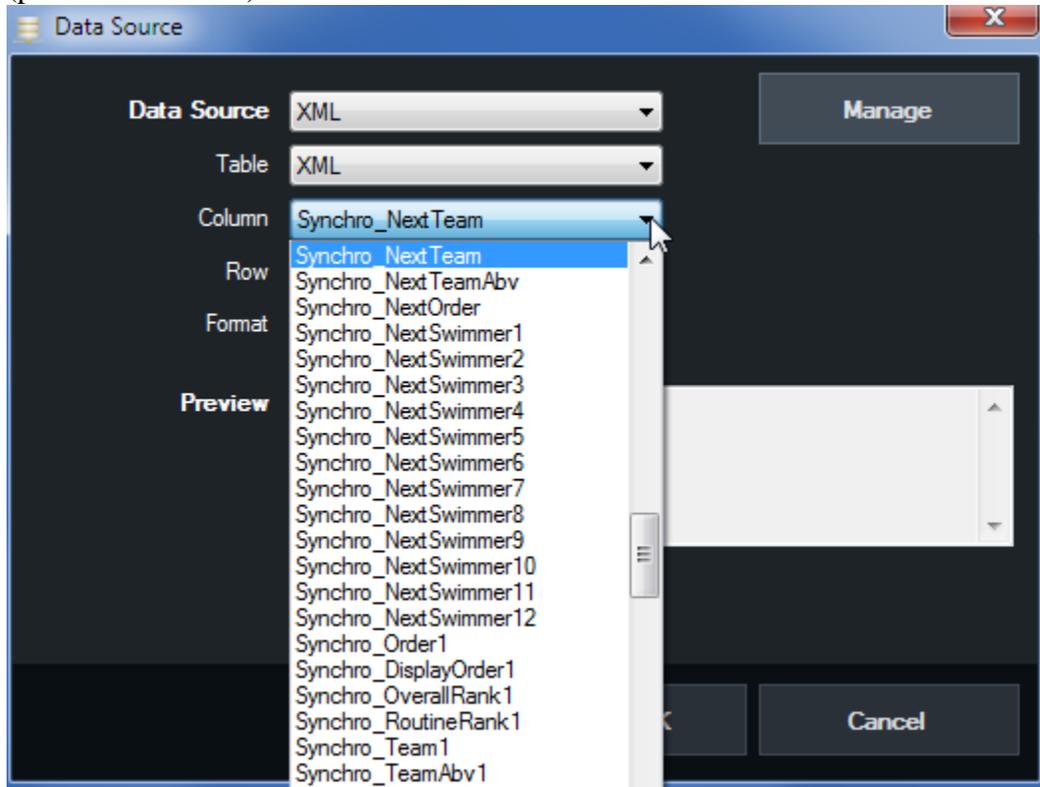
**vMix.....assigning live data to your overlays**

1. Add Input (bottom left).



2. Select Title and either browse for your overlay or select it from the list.
3. Right click on the loaded overlay and select **Title Editor**

4. One at a time, select your data item on the left and assign live data from the XML file (press Data Source).



Hint: As you are assigning data to your overlay, you will probably have the need to modify your overlay in the designer. Go right ahead and make some changes. Save your changes, then right click the loaded overlay and choose **reload**.