

# NBA League Pass Game Mix

## NBA Game Mix

### 1 CHANNEL

- 1.1. ???-1 HD Mix
- 1.2. ??? SD Mix

### 2 SCHEDULE

- 2.1. Available to League Pass subscribers 24/7, schedule TBD
- 2.2. No minimum number of games required for a Mix layout. Even if there is only one live and eligible game, it will be included in the Mix
- 2.3. Special 'Free-Preview week (TBD)

### 3 Four VIDEO CELLS

#### 3.1. Game Prioritization and Layout

- 3.1.1. All eligible **League Pass** games (up to and including maximum number of four simultaneous games) will be included in Mix, including national cable network games - ESPN, TBS, TNT.
- 3.1.2. The greatest possible number of live games will always be shown.
- 3.1.3. Games will be placed in cells manually by Operator
- 3.1.4. NBA Network will be placed in the Mix, when fewer than four games available (TBD)
- 3.1.5. All games not shown in the Mix cells will appear in the ticker (upcoming, live, final)
- 3.1.6. Each day's first layout will be set for start of b'cast day (3 am PT)
- 3.1.7. Final layout of each day will remain until end of b'cast day (3am PT)

#### 3.2. Video State of Mix Cells

- 3.2.1. Video state of all cells in Mix manually controlled by Operator by observing broadcast feed
- 3.2.2. Occupied Video Cells will show one of the following:
  - 3.2.2.1. Matchup Slide with team records
  - 3.2.2.2. Live Video
  - 3.2.2.3. Final Slide with team "Wins!"
  - 3.2.2.4. Trouble Slide
- 3.2.3. Channel Number Labels appear in upper left corner of cell
- 3.2.4. Channel Number Labels disappear when Cell Label goes to final state

#### 3.3. Cell Labels

- 3.3.1. See "VIZ State Permutations" (separate document) for details of what Cell Label content is shown with each separate Cell Label state
- 3.3.2. Possible Cell Label states include:
  - 3.3.2.1. Pre Game
  - 3.3.2.2. Live
  - 3.3.2.3. Live-No Video
  - 3.3.2.4. Final
  - 3.3.2.5. Manual
- 3.3.3. Team Tri-Codes
  - 3.3.3.1. Visiting Team appears above Home Team
  - 3.3.3.2. After game concludes, winning team's tricode is bolded
- 3.3.4. Game Score
  - 3.3.4.1. Up to "XXX" (widest numbers)
  - 3.3.4.2. Before tip-off, no score appears
  - 3.3.4.3. After tip-off (when Cell Label taken to 'Live' state), "00" appears for each team
  - 3.3.4.4. After game concludes, winning team's score is bolded
- 3.3.5. Game Time
  - 3.3.5.1. Running clock
  - 3.3.5.2. Before tip-off display Game Time ET ("XX:XX [a or p]")
  - 3.3.5.3. After tip-off, display one of the following quarters:
    - 3.3.5.3.1. 1ST, 2ND, 3RD, 4TH, HALF,
  - 3.3.5.4. When game concludes for any reason, display one of the following:
    - 3.3.5.4.1. FINAL

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- 3.3.5.5. Final – gray background when game concludes for any reason
- 3.4. Audio/Highlight Defaults
  - 3.4.1. If tuning to Mix via channel number entry or channel up/down buttons and it's the first tuning to Mix that day:
    - 3.4.1.1. Default audio/highlight for interactive STB is Cell 1
    - 3.4.1.2. If no live game in Cell 1, then next cell with a live game
    - 3.4.1.3. If no cell has live game, then default audio and highlight cell 1
    - 3.4.1.4. Default audio for non-interactive STB is always Cell 1
  - 3.4.2. If tuning to Mix via channel number entry or channel up/down buttons and it's not the first tuning to Mix that day, the last cell highlighted on MIX previously is highlighted on return, provided that the previous cell #/TV-URI combination matches current configuration for that cell; if the cell's #/TV-URI combination does not match current configuration for that cell:
    - 3.4.2.1. Default audio/highlight for interactive STB is Cell 1
    - 3.4.2.2. If no live game in Cell 1, then next cell with a live game
    - 3.4.2.3. If no cell has live game, then default audio and highlight cell 1
    - 3.4.2.4. Default audio for non-interactive STB is always Cell 1
    - 3.4.2.5. If tuning to Mix from League Pass Game Channel
      - 3.4.2.5.1. Default audio/highlight for interactive STB is Cell 1
      - 3.4.2.5.2. If no live game in Cell 1, then next cell with a live game
      - 3.4.2.5.3. If no cell has live game, then default audio and highlight cell 1
      - 3.4.2.5.4. Default audio for non-interactive STB is always Cell 1
  - 3.4.3. A "dim screen" overlay appears over the Mix after 15 minutes of no viewer interaction, dimming all screen areas but the video area of each cell. Any button press resets the 15-minute clock, or if the overlay is present, removes it
- 3.5. Tuning
  - 3.5.1. Support navigation of the highlight to each of the cells
  - 3.5.2. The highlight navigation will not wrap-around
  - 3.5.3. Pressing SELECT on any highlighted cell that does not have a cell label in a final state results in a blue "on-press" treatment that is visible before the channel is changed
  - 3.5.4. Pressing SELECT on any highlighted cell that has a label in a final state has no effect
  - 3.5.5. Audio corresponding to the currently highlighted video cell is heard
  - 3.5.6. If no live video is available, XM audio (tbd) will be heard
  - 3.5.7. See chart below for detailed smart tuning and other special tuning rules

## 4 TICKER

- 4.1. Game Score, Tri Codes, Clock – same as cell label
- 4.2. Channel Number and start time
  - 4.2.1. Channel Number
    - 4.2.1.1. SD Mix Ticker: SD Channel Number shown (XXX format)
    - 4.2.1.2. HD Mix Ticker
      - 4.2.1.2.1. If HD broadcast available: HD Ch. # shown)
      - 4.2.1.2.2. In no HD broadcast available: SD Ch. # shown
- 4.3. Start time: shown as "XX:XX ET"
- 4.4. Color-Coded Game Situation
  - 4.4.1. No color-coding on ticker
- 4.5. Game States
  - 4.5.1. Same as cell label states
- 4.6. Game Scores
  - 4.6.1. Scores or tip-off times for ALL games that day not CURRENTLY displayed in cells. As feasible, games displayed in ticker will follow the same business rules stipulated for the Cell Labels
  - 4.6.2. All games not shown in the Mix will be shown in the ticker (duration configurable), with the following priority:
    - 4.6.2.1. Games that are final, in chronological order of finish time
    - 4.6.2.2. Games that are in progress on an E.I. channel, in order of start time
    - 4.6.2.3. Games that are in progress and not on a L.P channel (this includes cable network games and no-coverage games), in order of start time
    - 4.6.2.4. Games whose start times are in the future, in order of start time

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## 4.7. Messages

- 4.7.1. Manually-entered ticker messages will trigger disappearance of Game Scores for text crawl
- 4.7.2. If a text message has been sent, it should appear as a crawl after the current item times out, and will reappear as frequently and as long as it is configured to do so in the Admin Tool

## 5 CLOCK

- 5.1. Time of day (ET) appears at bottom of screen at left

## 6 SPONSOR

- 6.1. A sponsor logo will be present on the Mix screen.
- 6.2. Install TBD

## 7 COLOR BUTTON FUNCTIONALITY

- 7.1. Press [RED]: brings up ScoreGuide
- 7.2. When RED is pressed, cell highlight disappears from screen and SG launches (audio remains)
- 7.3. While SG is onscreen, when RED is pressed, SG disappears from screen and cell highlight returns

## 8 REMOTE CONTROL BUTTONS THAT WILL EXIT THE APPLICATION

- 8.1. Press Power:
  - 8.1.1. Power off IRD and TV
- 8.2. Press Guide:
  - 8.2.1. Launch EPG
- 8.3. Press List:
  - 8.3.1. Launch DVR List/To-Do List
- 8.4. Press Exit:
  - 8.4.1. Exit to last-tuned channel
- 8.5. Press Menu:
  - 8.5.1. Launch Quick-Menu
- 8.6. Press PREV button:
  - 8.6.1. Tune to last channel tuned
- 8.7. Press Channel UP/DOWN:
  - 8.7.1. Changes the channel

## 9 REMOTE CONTROL BUTTONS THAT HAVE NO EFFECT ON THE IRD

- 9.1. Press "TV Input" button:
  - 9.1.1. Change video input on TV
- 9.2. Press "TV power ON" button:
  - 9.2.1. Power on TV
- 9.3. Press "TV power OFF" button:
  - 9.3.1. Power off TV
- 9.4. Press "Volume up-down" button:
  - 9.4.1. Change TV volume
- 9.5. Press "Mute" button:
  - 9.5.1. Mute volume on TV

## 10 REMOTE CONTROL BUTTONS

- 10.1. Press Trick play keys
  - 10.1.1. Active
- 10.2. Press Active:
  - 10.2.1. Tunes to "DIRECTV Active" channel #9999
- 10.3. Press Back:
  - 10.3.1. Active
- 10.4. Press Info:
  - 10.4.1. Active
- 10.5. Press Number Keys:
  - 10.5.1. Active

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- 10.6. Press Enter:
  - 10.6.1. Active
- 10.7. Press Dash:
  - 10.7.1. Active

## 11 OTHER

- 11.1. Page load target < 5 s
- 11.2. Enable iVG hooks
- 11.3. Trick play keypresses on R-15 will kill app and send control to UI
- 11.4. Channel Flag in APG must be set so app cannot be recorded

## Admin Tool

### 1 SCHEDULING/LAYOUT

- 1.1. Ability to create and schedule one or more layouts for each day, at least one day in advance
- 1.2. Ability to dynamically move individual games in and out of Mixes via a live interface (with confirmation dialogue boxes)

### 2 GAME OBJECT VARIABLES

- 2.1. Tool allows operator to define the following for each game, whether in Mix or not:
  - 2.1.1. In-cell Graphics/video State
  - 2.1.2. BOC source for both SD and HD Mixes [Allows Mix server to determine the router source for each game, as BOCs will remain routed to the same input throughout the season]
  - 2.1.3. In the event an HD broadcast of a game is not available, one of two sources will be provided to the HD Mix for that game:
    - 2.1.3.1. The SD broadcast (native)
    - 2.1.3.2. The SD broadcast, upconverted
  - 2.1.4. Viewer Channel for each game, from among the following options:
    - 2.1.4.1. League Pass P. Viewer Channel
    - 2.1.4.2. ESPN
    - 2.1.4.3. ESN2
    - 2.1.4.4. TNT
    - 2.1.4.5. TBS
    - 2.1.4.6. NBA Network?

### 3 tv:URI

- 3.1. All tv:URIs, including all HD tv:URIs will automatically populate the tool from pre-defined tv:URI data table, based on operator input of SD and HD Viewer Channel. In the event of errors, values should be able to be manually overwritten.
- 3.2. Admin Tool will allow for the following tvURI entries:
  - 3.2.1. League Pass SD Channel Number
  - 3.2.2. League Pass HD Channel Number
  - 3.2.3. Cable network tvURI
  - 3.2.4. Default Local Channel code
  - 3.2.5. If the default Local Channel code is in the field, following message will display: "May be available locally. Check your listings." (For games that are only available on local channels)

### 4 CELL LABEL DATA MANUAL OVERRIDE FOR GAME STATES

- 4.1. For each game that hasn't reached scheduled start time, operator can manually override start time
- 4.2. For each game the start of which has been delayed, operator can manually set:
- 4.3. For each game that has started, the operator can manually enter text:

### ~~5 SPONSORSHIP ASSETS CONTROL~~

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- ~~5.1. If SAU sponsorship will be offered, Tool allows operator to periodically change out Sponsor Graphics, including:~~
- ~~5.2. "Presented by" [+ logo] message in NBA Game Mix video BG~~
- ~~5.3. "Presented by" [+ logo] message in interactive application frameset~~
- ~~5.4. Selectable Sponsor Item in Interactive Application Menu, if instituted~~
- ~~5.5. Full Screen Ad~~

## **6 TICKER MESSAGES**

- 6.1. Operator must be able to manually enter multiple text strings, with each allowing the operator to set a frequency of appearance, and set a ""stop after"" time (in minutes)"

## **7 DATA FEED MONITORING/DATA FAILURE**

- 7.1. For each game, Operator must be able to see current data feed values side-by-side with manually-input values, and to easily change the source for the display from one to the other.
- 7.2. Admin Tool needs to allow for Operator to determine when data is down (audio alert) for an individual game and/or for all games and allow for Operator to switch over to message: ""NO GAME DATA. PLEASE STAND BY"".
- 7.3. Admin Tool must deal with NBA Scores (if data goes stale) throughout app for individual game and/or for all games (TBD)

## **8 CELL LABEL DATA MANUAL OVERRIDE, ONGOING GAMES**

- 8.1. For each game that has begun, the operator can manually override all game cell label data, including:
  - 8.1.1. Team names or tricolors
  - 8.1.2. Game score
  - 8.1.3. Quarter/half/final indicator
  - 8.1.4. Clock