AGUACEROWX IN-DEPTH GUIDE

Custom headers

Custom headers are your own graphics on the map: station logos, lower thirds, upper-third banners and animated stingers. Upload PNG, JPEG, WebP, GIF, WebM or MP4 files to your library once, then place them as bundle layers, in layouts or in scene steps, put live text on them and anchor the valid time or legend inside them. Headers show up in screenshots and in GIF and MP4 exports.

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BEFORE YOU START

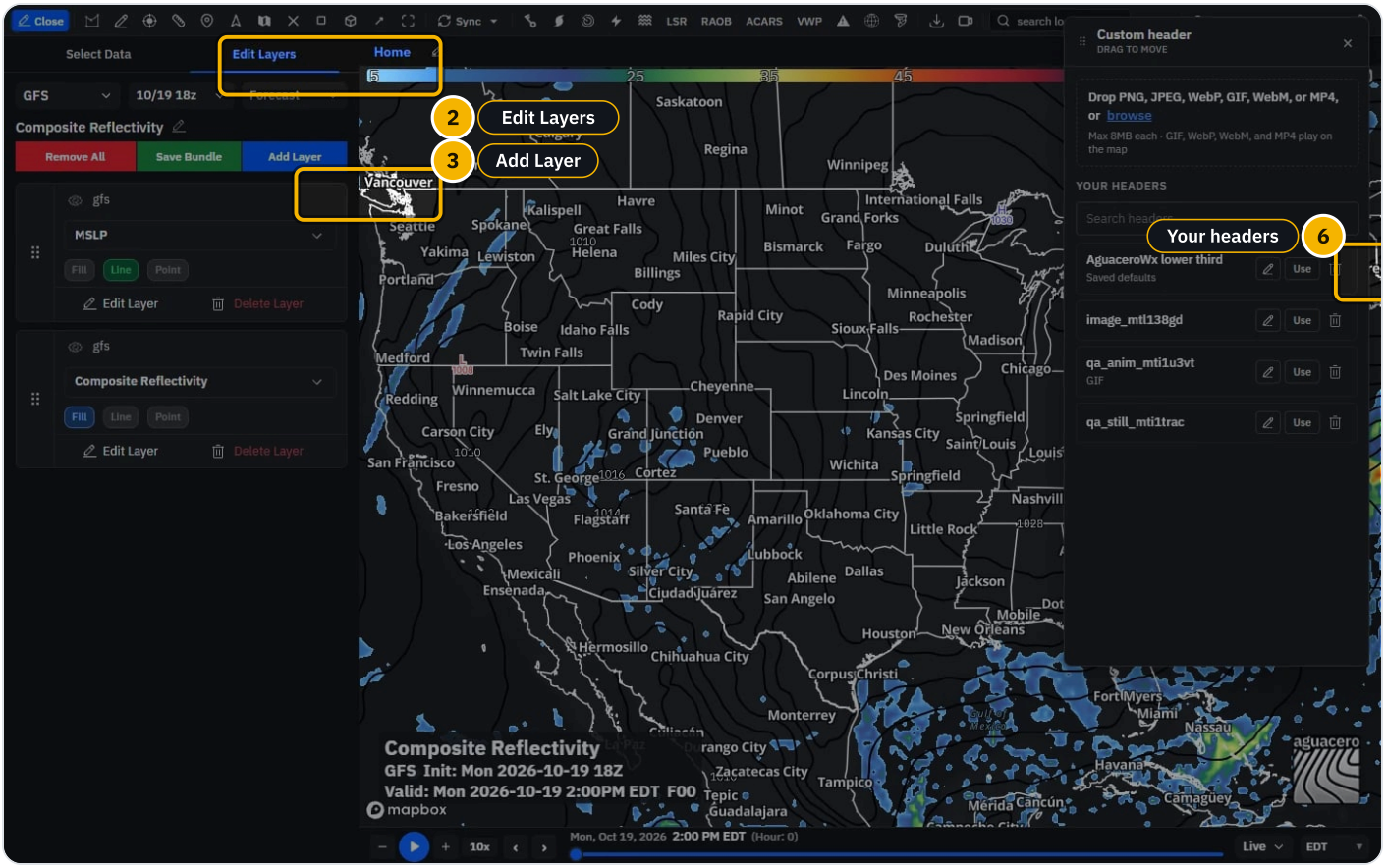
- Custom headers need Creator or Commercial and a signed-in account. On other plans, the header buttons open an upgrade window.
- A header that arrives in a bundle or layout shared with you is drawn only on an account with Creator. Without it, the header stays in the bundle but doesn't show on the map or in exports.
- Your library is in **Settings** → **Custom headers**. The same library opens as a picker from **Add Layer** → **Custom Header**, the **Layout** tab and scene steps.
- A header can live in three places: as a layer in one panel's bundle, in a layout (every panel on the board) or in a scene step.
- Headers are hidden while the banner is in Broadcast mode, and they aren't drawn in the mobile layout.
- Uploads, names and saved defaults are stored in your account, so they follow you to other browsers and the desktop app.

01 Put your first header on the map CREATOR

Upload a graphic, add it to the map as a layer and drag it into place.

1. Sign in with a Creator or Commercial account.
2. Open the sidebar with the **Edit** button on the toolbar (it reads **Edit:** and the bundle's name) or `F1`, then click **Edit Layers**.
3. Click **Add Layer** and choose **Custom Header**. The **Custom header** picker opens at the top right of the window.
4. Drop a PNG, JPEG, WebP, GIF, WebM or MP4 file on the drop area, or click **browse**. Each file can be up to 8 MB.
5. Check the name under **Name this header** and click **Save to library**.
6. Click **Use** next to the header. It appears at the top center of the map at 90% of the panel width, and the picker closes.
7. In the layer list, click **Edit Layer** on the header's row. A dashed frame with handles appears around the header.
8. Drag the header to move it, or drag a handle to resize it. Click **Back to Bundle Editing** when it sits where you want it.

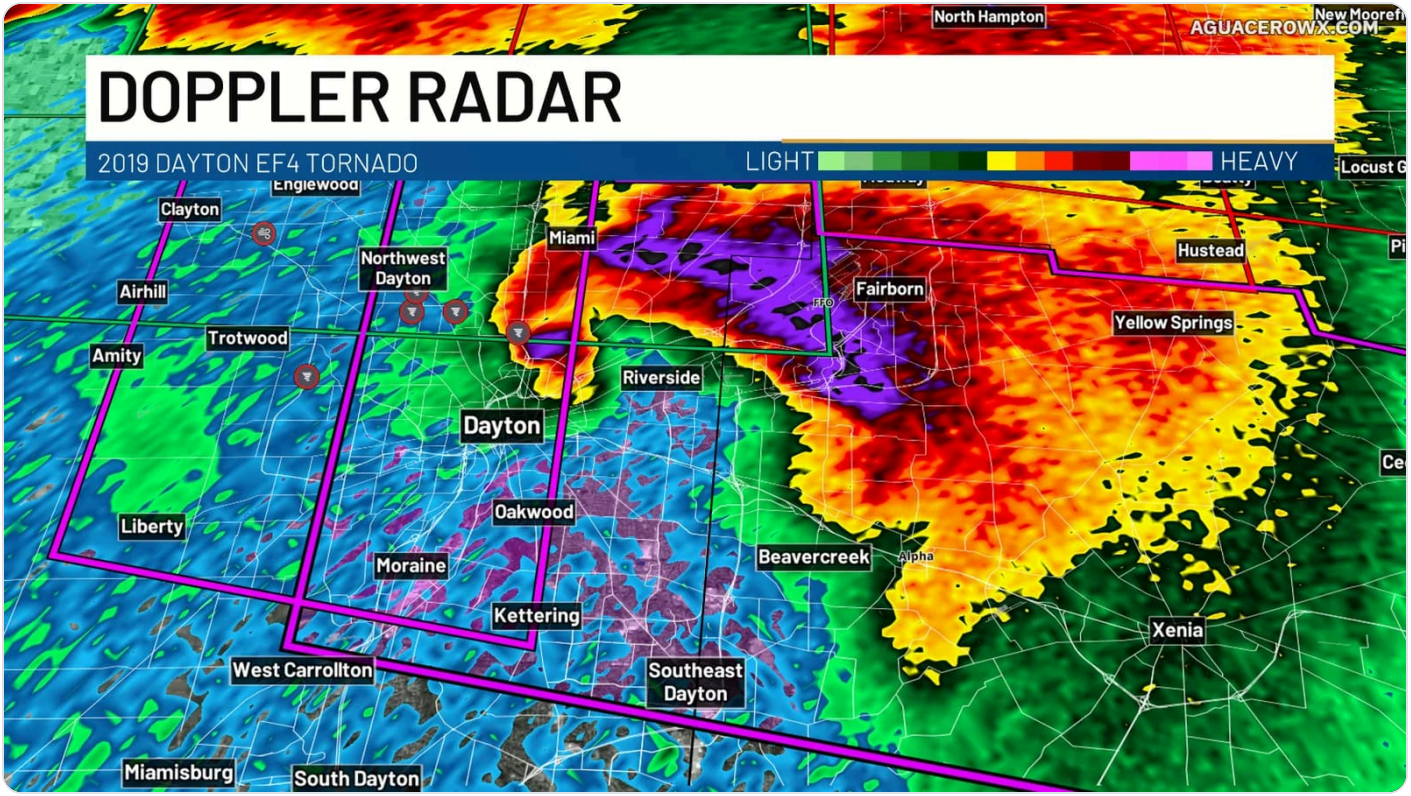
9 Save the bundle to keep the header with it.



The Custom header picker, opened from Add Layer → Custom Header, next to the Edit Layers tab.

TIPS

- The **Custom Header** entry is in the **Add Layer** menu only when you are signed in.
- The picker is a floating window. Drag its title bar to move it, and click **×** to close it.
- Want the same header on every bundle you load? Put it in a layout instead of a bundle (see **Headers in layouts**).



A custom DOPPLER RADAR header over the 2019 Dayton tornado.

02 Upload headers to your library CREATOR

Your header library holds every graphic you upload. Add files from Settings or from any header picker.

1. Click **Settings** on the toolbar, then **Custom headers**. Any header picker on the map works too.
2. Drop one file on the area that reads **Drop PNG, JPEG, WebP, GIF, WebM, or MP4, or browse**, or click **browse** and pick it. A preview appears.
3. Type a name under **Name this header**. It starts as the file name without its extension.
4. Click **Save to library**. The button reads **Uploading…** until the file is stored, then the header appears under **Your headers**.

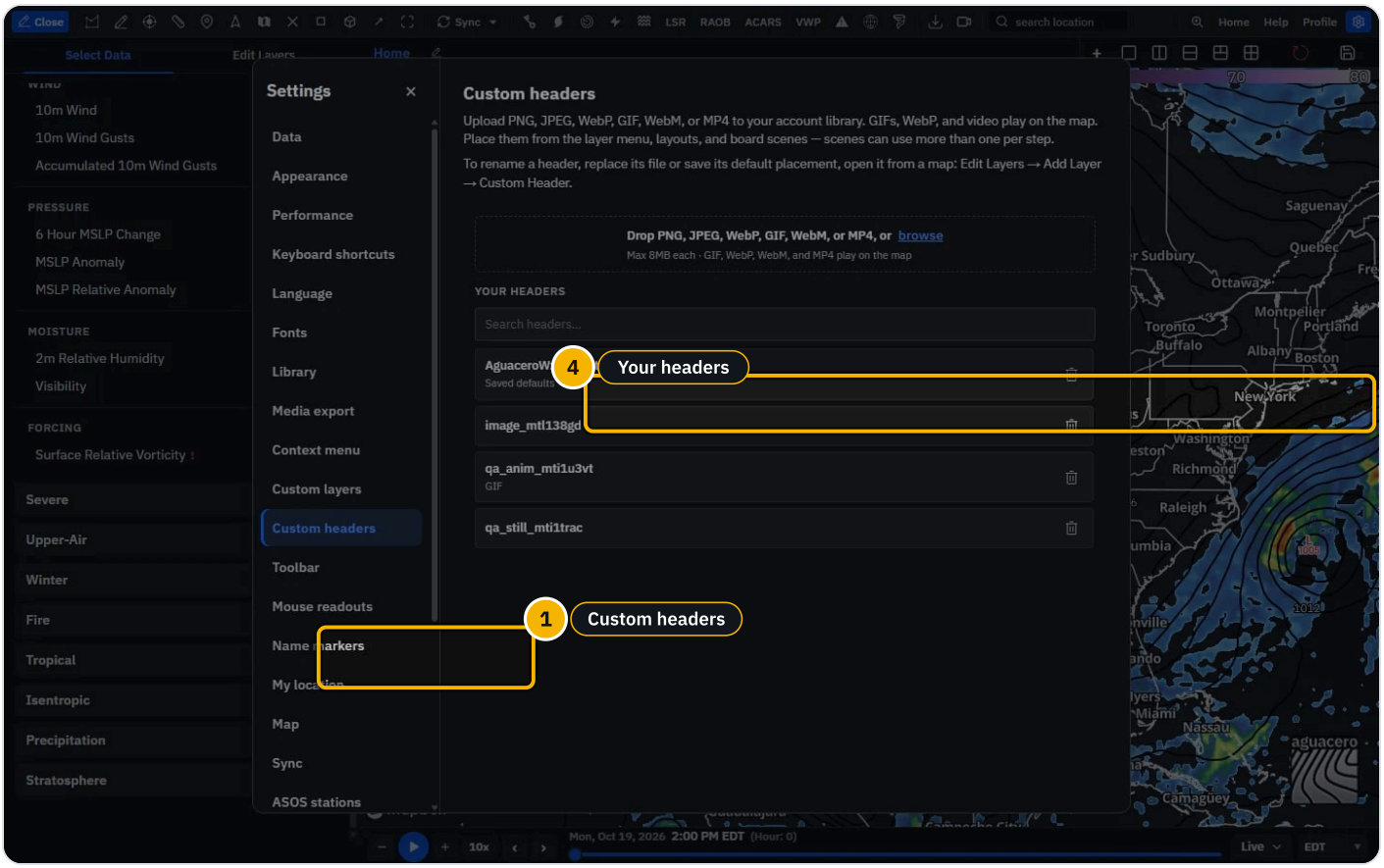
Drop or pick several files at once to upload them in one go. Each one is named after its file, with no naming step, and the window shows **Uploading 1 of 3…** and so on. Files that break the rules are skipped and listed after **Skipped:**.

FILE RULES	
File types	PNG, JPEG (.jpg or .jpeg), WebP, GIF, WebM and MP4. Anything else shows “Only PNG, JPEG, WebP, GIF, WebM, or MP4 files are supported”.
File size	Up to 8 MB per file. A bigger file shows “File must be under 8MB”.
Animation	Animated GIF and WebP files, and WebM and MP4 videos, play on the map. Videos play muted and loop.
Shape	Any width and height. A header always keeps its file’s aspect ratio: you set the width and the height follows.
Transparency	Transparent areas of PNG, WebP and GIF files let the map show through.

TIPS

- Make a lower third at the width you’ll show it, for example 1920 px wide for a 1080p frame, with a transparent background.
- For long animations, WebM and MP4 are usually far smaller than a GIF of the same length.

In **Settings** → **Custom headers** you can upload, search and delete headers. To rename a header, give it defaults or replace its file, open the picker from the map (**Add Layer** → **Custom Header**, the **Layout** tab or a scene step).



Settings → Custom headers: the drop area and your header library.

03 Find, rename, replace and delete headers CREATOR

Your headers lists your library by name. Each row has buttons to set its defaults, place it or delete it.

HEADER LIBRARY	
Search headers...	Filters the list by name as you type.
Badges	**GIF**, **WebP**, **WebM** or **MP4** marks an animated or video header. **Saved defaults** marks a header with a saved position and text.
Edit defaults	The pencil button. Opens the header's name, file, position, size and text beside the list. Only in pickers opened from the map.
Use	Places the header as a layer, in the layout or on the scene step, depending on where you opened the picker. Not shown in Settings.
Delete	The trash button. Asks **Delete header?** first, then removes the header from your library.

1. To rename a header, open a picker from the map and click its pencil (**Edit defaults**).
2. Change **Header name** (up to 120 characters) and press `Enter` or click away. The library name changes at once.
3. To swap the graphic but keep the name and defaults, click **Change file** next to **Header file** and pick the new file. The same type and size rules apply.

Change file replaces the file everywhere the header is used: maps, layouts and scenes all show the new graphic. Renaming a header from its layer or layout controls renames it in the library too.

Deleting a header can't be undone. It is removed from your library, from maps that are open and from your board scenes. Saved bundles and workflows that still use it drop the image the next time they load, and layouts that used it no longer show it.

TIPS

- Headers have no folders or categories, and the list is sorted by name. Use names that sort together, for example "WXYZ – Lower third" and "WXYZ – Corner bug".

04 Save a header's default position and text CREATOR

Defaults are the position, size, opacity and text a header gets each time you place it. Set them once and every new copy lands in the same spot.

1. Open a picker from the map: **Add Layer** → **Custom Header**, **Add custom header** in the **Layout** tab, or **Add header/image** on a scene step.
2. Click the pencil (**Edit defaults**) on the header. A panel titled **Defaults for** and the header's name opens beside the list.
3. Set the position, size, opacity and text. These are the same controls a placed header has, described in the next sections.
4. Click **Save defaults**. The row now shows **Saved defaults**.
5. Click **Use** to place the header with these settings.

When you stage a single new file in a map picker, a **Defaults for new header** panel opens with the same controls, so the header is saved with defaults on its first upload.

TIPS

- Defaults apply to new placements only. Headers already on a map, in a layout or in a scene keep their own settings.
- **Use** places the header with what the panel shows now, even if you didn't click **Save defaults**. Save them when you want the same setup next time.
- Without saved defaults, a header lands at the top center at 90% of the panel width, fully opaque, with no text.

05 Add a header to a bundle as a layer CREATOR

A header layer belongs to one map panel's bundle. It saves and loads with that bundle, with its position, size and text.

1. Click the map panel you want, open the sidebar and click **Edit Layers**.
2. Click **Add Layer** → **Custom Header**.
3. Click **Use** on a header. Repeat to add more; each header is its own layer.

HEADER LAYER ROW	
Header name	Click it to open the picker and swap in a different header. The position, size and text stay.
Hide layer on map	The eye button. Hides the header without removing it. Click again (**Show layer on map**) to bring it back.
Edit Layer	Opens the header's controls and lets you drag and resize it on the map.
Delete Layer	Removes the header from this bundle. It stays in your library.

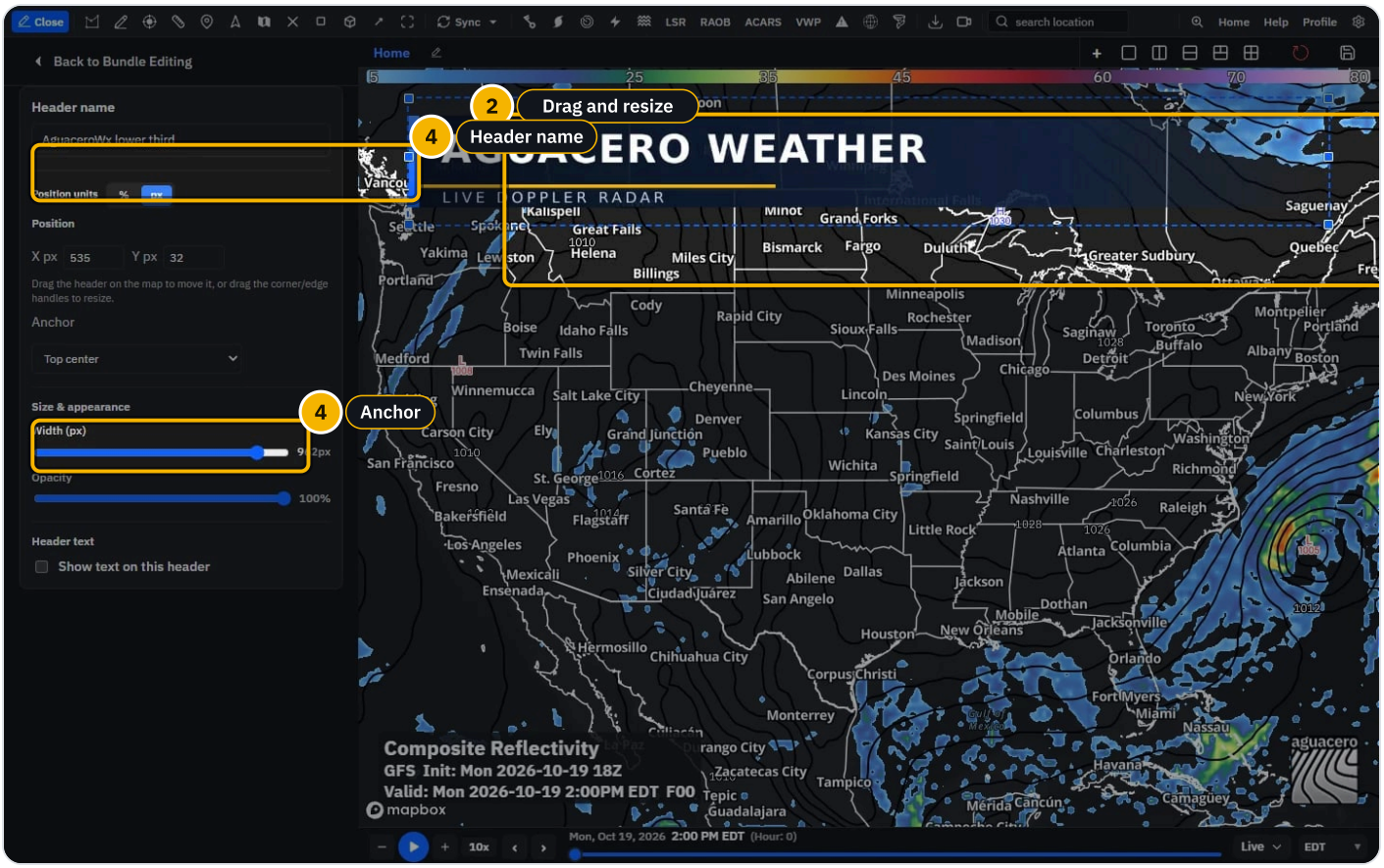
TIPS

- Header layers have no drag handle in the layer list. When headers overlap, the one added later draws on top.
- Headers work in archive mode too. There, the **Add Layer** button's tooltip reads "Add a custom layer or custom header".
- A layout with headers of its own hides the bundle's header layers. See **Headers in layouts**.

06 Move, resize and anchor a header CREATOR

Drag on the map for quick placement, or type exact numbers. Either way the header keeps its image's aspect ratio.

1. Click **Edit Layer** on the header's row (or **Edit** on a layout header). The header gets a dashed frame with handles on its four corners and its left and right sides.
2. Drag inside the frame to move the header.
3. Drag a handle to change the width. The height follows the image.
4. For exact placement, type **X** and **Y**, pick an **Anchor** and set the width.
5. Click **Back to Bundle Editing** (or **Done** in the Layout tab) when you're finished.



A header layer open in Edit Layer: the dashed frame on the map and its controls in the sidebar.

While a header's controls are open, you can't pan or zoom that map panel, so drags land on the header. Close the controls to move the map again.

POSITION	
Position units	**%** or **px**. Switching converts this header's numbers and becomes your default unit for new headers and layouts.
X / Y	Where the anchor point sits, measured from the panel's top-left corner. In % the range is −50 to 150, so a header can hang partly off the map; in px it is −50% to 150% of the panel's size. Type a value and press `Enter`, or click away.
Anchor	Which point of the header sits at X and Y: **Top left**, **Top center**, **Top right**, **Center left**, **Center**, **Center right**, **Bottom left**, **Bottom center** or **Bottom right**. Default **Top center**.

SIZE & APPEARANCE	
Width (% of panel)	In % mode, 10–100% of the panel width. Default 90%.
Width (px)	In px mode, from 40 px up to the panel's width.
Opacity	0–100% in steps of 5. Default 100%.

Both units keep a header in proportion on other screens. In px mode the header remembers the size of the panel it was placed on and scales from it, so a bar across the bottom fifth of a laptop panel covers the bottom fifth of a 4K monitor too. Use px when you think in pixels of a fixed frame, such as a 1920 × 1080 OBS scene.

TIPS

- Lower thirds: anchor **Bottom center**, **X** 50 and **Y** 100 put the header's bottom edge on the bottom of the map.
- Full-width bars: set **Width (% of panel)** to 100 and **X** to 50 with a center anchor.
- Corner bugs: anchor **Top right** at **X** 98, **Y** 2 keeps a small logo tucked into the corner at any width.

SHORTCUTS

Drag	Move the header (controls open)
Drag a handle	Resize from a corner or side
`Enter`	Apply a typed X, Y or name

07 Put text on a header CREATOR

Each header can carry one text box: your own words or the loaded bundle's name. The text is part of the header, so it moves and scales with it.

1. Open the header's controls: **Edit Layer** on its row, **Edit** in the Layout tab, or the pencil in a picker.
2. Under **Header text**, tick **Show text on this header**.
3. Choose **Custom text** and type in **Text**, or choose **Bundle name**.
4. Drag the text on the map to place it, or set **Text position** and **Text anchor**.

5 Style it with the font, size, color, outline and background controls (next section).

HEADER TEXT	
Show text on this header	Turns the text box on or off. Off by default.
Custom text	Your own words, up to 240 characters. Press `Enter` in the **Text** box for a new line. If the box is empty when you switch to **Custom text**, it fills in with the bundle's name.
Bundle name	Shows the name of the bundle loaded in the panel. It updates when you rename the bundle or load another one. With no name it shows "Untitled bundle".
Text position	X and Y as % of the header box, from −50 to 150. Default 50 and 50, the middle of the header.
Text anchor	Which point of the text box sits at that position. It also aligns the lines left, center or right. Default **Center**.

You can edit custom text right on the map: double-click it, type, and press `Enter`. This works whenever the text is showing. While the controls are open and the text is empty, the header shows **Double-click to edit** where the text will go, and you can drag the text around inside the header.

SHORTCUTS	
Double-click	Edit custom text on the map
`Enter`	Save the text you typed on the map
`Shift` + `Enter`	New line while editing on the map
`Esc`	Cancel editing on the map

TIPS

- Header text can’t hold live values such as the valid time. Put those on the header by anchoring the layout’s text items to it (see **Attach the valid time, legend and watermark to a header**).
- Need two lines in different sizes? Use one header for the bar and anchor layout text items for the second line, or add a second header with its own text.

08 Style the header text CREATOR

Header text has its own font, size, spacing, color or gradient, outline and background plate.

FONT	
Font family	Any font in the app’s list. Fonts you upload in **Settings** → **Fonts** (Professional and up) appear at the top. Default IBM Plex Sans.
Font size	4–96 px, default 24 px. Sizes are set for an 800 × 600 map and scale with the panel, so text keeps its size relative to the header.
Letter spacing	−0.15 to 0.40 em, default 0. Raise it for wide, all-caps titles.
Line height	0.80 to 2.50, default 1.15. Spacing between lines of multi-line text.

COLOR, OUTLINE AND BACKGROUND	
Text color	Click the swatch or type a hex code. Default #e0e0e0.
Gradient	Turns the color into a two-color gradient with **Color 1**, **Color 2**, **Angle** (0–360°, default 90°, left to right) and **Strength** (0–100%, where **Color 2** takes over). Click **Solid** to go back to one color.
Bold	On by default.
Italic	Off by default.

Outline	A thin line around each letter. On by default. **Outline color** defaults to #222222; **Outline thickness (px)** goes from 0 to 8 in steps of 0.5, default 1.
Background	A plate behind the text. Off by default. **Background color** can be solid or a gradient (default black).
Background opacity	0–100% in steps of 5. Default 75%.
Background size	The padding around the text, 0.5× to 3.0×. Default 1.0×.
Corner radius	0–24 px. Default 8 px.
Background outline	A border around the plate, on as soon as **Background** is on. **Background outline color** defaults to white; **Background outline width** goes from 0 to 4 px in steps of 0.25, default 1 px.

TIPS

- On a graphic that already has a colored bar, turn **Background** off and keep a light **Outline** so the text stays sharp.
- Outline colors are solid only; the text and background colors can be gradients.

09 Attach the valid time, legend and watermark to a header

Layout items can ride on a header: their position and size are measured from the header box instead of the panel. This is how you put a live valid time or the legend inside a lower third.

1. Place the header, as a bundle layer or in the layout.
2. Open the sidebar's **Layout** tab and expand **On-map text**, then the item you want, for example **Valid time**.
3. Tick **Anchor position and size to custom header**.
4. Set **X** and **Y**. They now measure from the header's top-left corner, as % (or px) of the header. Pick an **Anchor**.
5. Adjust **Font size**. Anchored items scale with the header, so they stay in proportion when you resize it.

The checkbox is on the legend, the watermark and every on-map text item: bundle name, valid time, forecast hour, model name, init time, layer labels, viewport min/max and the lightning counter. When no header is showing, anchored items fall back to the panel.

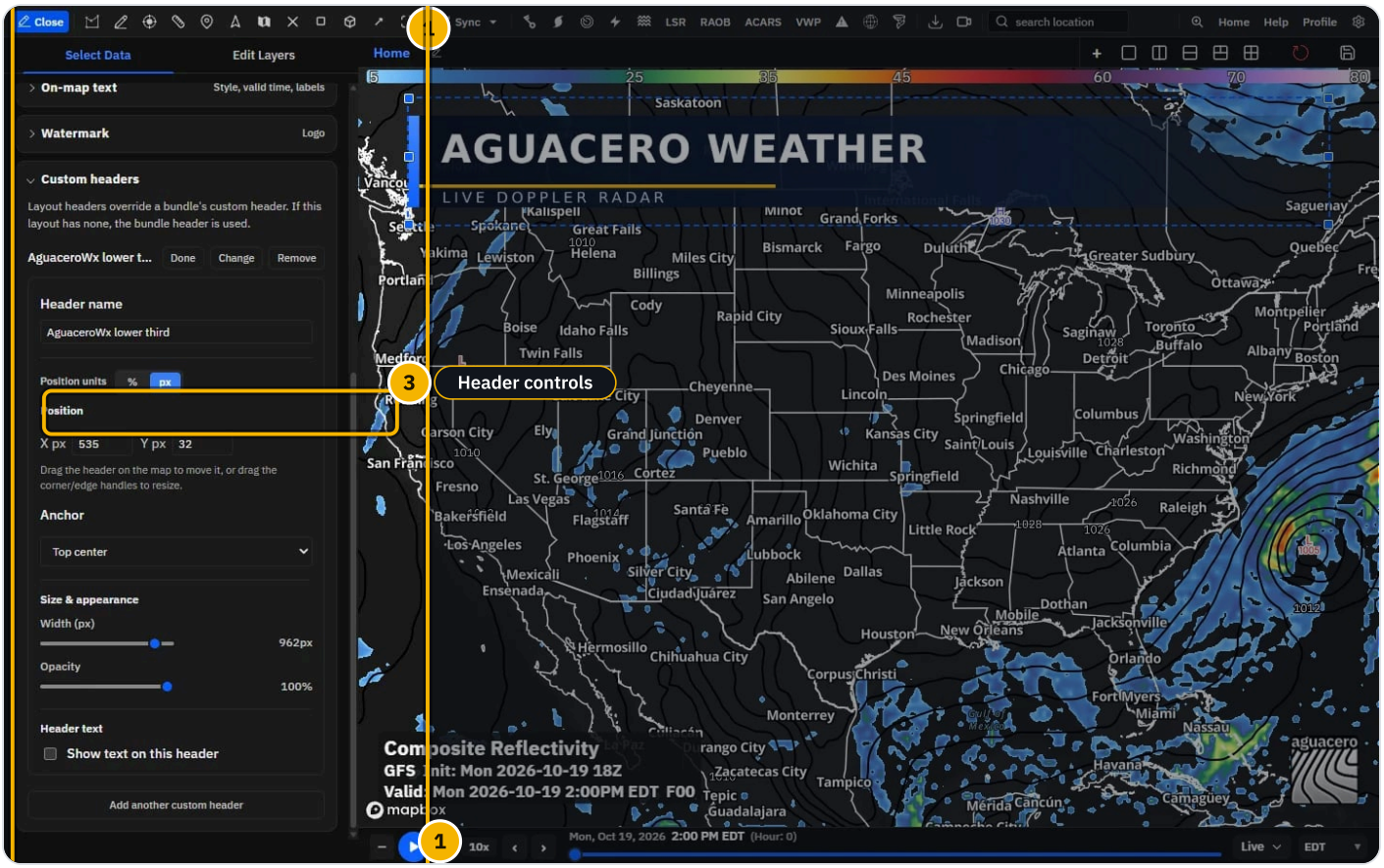
TIPS

- With several headers, anchored items use the first visible one: the first header in the layout, or, when the layout has none, the first header layer in the bundle.
- Anchored items keep their own style. Turn off their background plate (**Custom color, outline & background** → **Background**) so they sit cleanly on your graphic.

10 Headers in layouts CREATOR

A layout can carry its own headers. They show on every panel of the board, stay put when you load other bundles, and travel with the layout.

1. Open the sidebar, click the **Layout** tab and expand **Custom headers** under **Customization**.
2. Click **Add custom header** (it reads **Add another custom header** once there is one) and click **Use** on a header in the picker.
3. The new header's controls open below its row, and you can drag and resize it on the map. Click **Done** to close them, and **Edit** to open them again.
4. Save the layout with **Save layout**, or **Update active layout with current settings** if you are editing a saved one.



The Layout tab with the Custom headers section open under Customization.

LAYOUT HEADER ROWS	
Edit	Opens the header's controls (name, position, size, opacity and text) and turns on dragging on the map. The button changes to **Done**.
Change	Opens the picker to swap the graphic. Position, size and text stay.
Remove	Takes the header out of this layout. It stays in your library.

Layout headers override bundle headers. When the layout has any, the bundle's own header layers (and scene-step headers) are hidden. When it has none, the bundle's headers show. The section's hint, **Layout first, then bundle**, is the reminder.

TIPS

- A layout holds each header once. Adding a header that is already in the layout replaces the earlier copy.
- **Reset to defaults** in the Layout tab clears the working layout's headers along with everything else.
- Without Creator, **Add custom header** opens an upgrade window.

11 Headers in scene steps CREATOR

Each scene step can add one or more headers on top of its map, so a show can change graphics from step to step.

1. Open the sidebar's **Scene** tab and expand a step.
2. On the **Header/Image:** row, click **Add header/image**.
3. In the picker, click the pencil to set the header's position and text if you like, then click **Use**. The step plays right away so you can see it.
4. Click **Add another** on the next **Header/Image:** row for more headers on the same step.
5. Click a header's name to swap it, or **×** (**Remove header/image**) to take it off the step.

The step keeps the position and text the header had when you clicked **Use**: its saved defaults, or what you set in the picker. A step with headers but no bundle or workflow shows them over a map with no data layers.

TIPS

- A step holds each header once. Picking a header that is already on the step replaces it.
- For a full-screen picture or video between map steps, set the step's **Type:** to **Media** and pick the file under **File:**. That picker lists your headers under **From headers**.
- Step headers are added to the step's map as header layers, so a layout with its own headers hides them. Give the scene a layout without headers.

Scenes need Creator. Deleting a header from your library also removes it from your scenes.

12 Headers in screenshots and exports

Copying, saving and downloading the board, and GIF and MP4 exports, include your headers and their text.

Exports draw each header where it sits on the map, at its opacity, with its text. Layout items anchored to a header, such as a valid time or the legend, land in the same places they show live. A still image captures an animated header at the frame it shows at that moment.

TIPS

- Lock the map to your output frame before you place headers: **Settings** → **Media export** → **Map canvas**, or **Canvas aspect** in the Layout tab. The live map then shows the same frame the export uses.
- Format, resolution, quality and file size come from **Settings** → **Media export**.
- On a board with several panels, each panel's headers are drawn on that panel in the export.

In Broadcast mode, exports carry the broadcast banner and no custom headers.

13 Custom headers and Broadcast mode

Custom headers and the broadcast banner don't mix. While the banner is in Broadcast mode, headers are hidden and can't be added.

TIPS

- The **Custom Header** entry in **Add Layer** is greyed out, with the tooltip "Custom headers are unavailable in Broadcast mode".
- Header layers already in a bundle stay in the bundle but aren't drawn.
- For signed-in users the **Layout** tab, where layout headers live, is unavailable.
- To bring headers back, open **Settings** → **Appearance**, and on the **Banner** tab switch from **Broadcast** to **Default**.

14 Where headers are saved

The files live in your account. Each placement is saved with the bundle, layout or scene that holds it.

SETTINGS	
Header library	Files, names and saved defaults are stored in your account and show on every device you sign in on.
Header layers	Saved with the bundle when you save it, with position, size, opacity and text. Workflows that include the bundle keep them too.
Layout headers	Saved with the layout. Your working layout is also kept in your account, so it comes back after a reload.
Scene headers	Saved with the scene step, with the position and text they had when you added them.
Position units	The **%** or **px** choice is an account setting and becomes the default for new headers and layouts.

15 Recipe: a lower third with your logo and a live valid time CREATOR

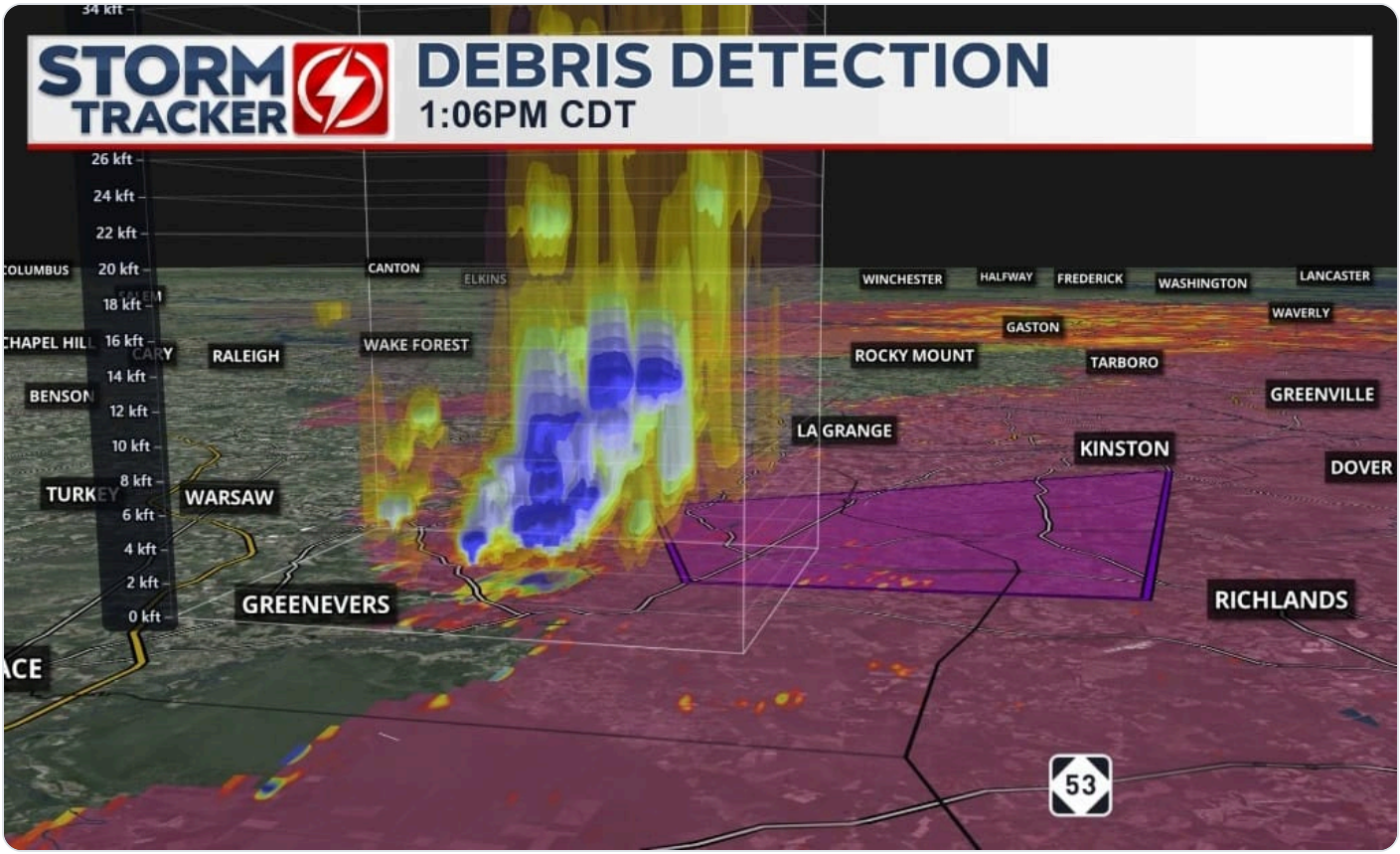
A station-style bar along the bottom of a 16:9 frame, with your logo, a title and a valid time that ticks along with the loop.

1. Make a 1920 × 216 px PNG with a transparent background: your logo at the left and a colored bar to its right.
2. Lock the frame: **Settings** → **Media export** → **Map canvas**, click **16:9**, and under **Resolution lock** pick **1080p** if you capture with OBS.
3. Open the sidebar's **Layout** tab, expand **Custom headers**, click **Add custom header**, drop the PNG in the picker, click **Save to library**, then **Use**.
4. The header's controls open in the Layout tab (click **Edit** if they don't). Set **Position units** to **%**, **Anchor** to **Bottom center**, **X** to 50, **Y** to 100 and **Width (% of panel)** to 100.
5. Under **Header text**, tick **Show text on this header**, choose **Custom text** and type a title such as "FUTURE RADAR". Set **Text anchor** to **Center left**, **Text position** X 22 and Y 35, **Font size** 28 and **Letter spacing** 0.05. Click **Done**.
6. Expand **On-map text** → **Valid time**. Tick **Anchor position and size to custom header**, set **Anchor** to **Center left**, **X** 22, **Y** 72 and **Font size** 18.

7. Pick your **Time zone** and a **Date format** such as **Month name**. Tick **Custom color, outline & background** and clear **Background** so the time sits on your bar.
8. Clear **Show bundle name**, **Model name** and **Show init time** if you don't want them, and keep the legend at the top of the map (the default, **Y** 0) so it stays clear of the bar.
9. Optional: under **Watermark**, tick **Anchor position and size to custom header**, set **Anchor** to **Center right**, **X** 98 and **Y** 50 to tuck the mark into the bar.
10. Click **Save layout** and name it, for example "Lower third 16:9" in category "TV", subcategory "Radar". Leave **Switch map canvas to 16:9 when loaded** on.

TIPS

- Because the header lives in the layout, it stays on screen as you load other bundles on the board. Load another layout to change looks between segments.
- Want the title to follow the bundle? Choose **Bundle name** instead of **Custom text**, and name your bundles the way they should read on air.



A station-branded graphic over a thunderstorm.

16 Recipe: an animated intro graphic in a scene CREATOR

Open a show with an animated title card over the first map, then move on to the data.

1. Export your intro as a short WebM or MP4 (8 MB or less) at 16:9, and upload it in **Settings** → **Custom headers**.
2. Open the sidebar's **Scene** tab, click **+ New scene** and expand the first step.
3. Click **Add bundle** and pick the bundle for your opening map. Skip this for a map with no data under the intro.
4. On **Header/Image:**, click **Add header/image**. In the picker, click the pencil on your intro and set **Anchor** to **Center**, **X** 50, **Y** 50 and **Width (% of panel)** 100. Click **Use**.
5. Click **+ Add step** and add the bundle for the next part of the show, with no header.
6. Under **Global settings**, set **Advance** to **Timer**, set **Switch** to the intro's length (0.5–120 seconds) and pick a **Transition**.
7. Select the scene with its dot (●) and click **Play**, or press F7. Click **Export** to record the scene as a GIF or MP4.

SHORTCUTS

F5 / F6	Previous or next step
F7	Play or pause the selected scene

If the board's layout has custom headers of its own, they hide step headers. Set the scene's **Layout** to one without headers, or remove them from the layout.

17 Common questions

Answers to the questions we hear most about custom headers.

Why isn't Custom Header in my Add Layer menu?

It shows only when you are signed in. It is greyed out while the banner is in Broadcast mode. On plans below Creator it is there, but opens an upgrade window.

Why can’t I drag my header?

Dragging and resizing work only while the header’s controls are open: click **Edit Layer** on its row, or **Edit** in the Layout tab. The dashed frame shows when it is ready to move.

Why can’t I pan or zoom the map?

A header’s controls are open on that panel. Map gestures pause so drags move the header. Click **Back to Bundle Editing** or **Done** to get them back.

My header disappeared when I loaded a layout. Where did it go?

Layout headers override bundle headers. If the layout you loaded has headers, the bundle’s header layers (and scene-step headers) are hidden. Load a layout without headers, or add your header to the layout.

Why was my file rejected?

Headers must be PNG, JPEG, WebP, GIF, WebM or MP4, and 8 MB or less. Convert other formats, or shorten and compress animations, before you upload.

How do I rename a header or replace its file?

Open a picker from the map (**Add Layer** → **Custom Header**), click the pencil on the header, then change **Header name** or click **Change file**. Settings → Custom headers only uploads, searches and deletes.

Can header text show the valid time or forecast hour?

Not inside the header’s own text, which is either custom text or the bundle name. Instead, turn on the layout’s **Valid time** or **Forecast hour** and tick **Anchor position and size to custom header** so it sits on the header.

Does a header show on every panel?

A header layer shows only on the panel whose bundle holds it. Headers in a layout show on every panel of that board.

Why does my header look different on another screen?

Headers scale with the panel, so they keep their share of the map but the map's shape can differ. Lock the canvas to a fixed aspect, such as 16:9, in **Settings** → **Media export** or the Layout tab to get the same frame everywhere.

Why don't I see headers on my phone?

The mobile layout doesn't draw custom headers or layout text. Use a desktop-sized window or the desktop app.

What happens to bundles and scenes when I delete a header?

It is removed from your library, open maps and board scenes at once. Saved bundles and workflows that use it drop the image the next time they load. This can't be undone.

Do headers appear in exports?

Yes. Copy, save and download, and GIF and MP4 exports, all include headers and their text. In Broadcast mode the export carries the banner instead.

Can I use the same header in more than one place?

Yes. Place it in as many bundles, layouts and scenes as you like. Each placement keeps its own position and text, and **Change file** in the picker updates the graphic in all of them at once.