AGUACEROWX IN-DEPTH GUIDE

Scenes, viewpoints and tours

Viewpoints save where the map is looking. Tours fly the camera through a list of viewpoints. Scenes go further: each step can load a bundle or workflow, pin a model run or radar site, set its own loop and pauses, show a full-screen image or video, and hand off to the next step with a fade, wipe or video stinger. Run a scene live with the function keys or export it as an MP4 or GIF.

01 Quick start: a two-step scene
02 Save, edit and delete viewpoints
03 Build a viewpoint tour
04 Play a tour live
05 How a scene works
06 Fill a map step
07 Pin a model run, radar sites or satellite
08 Set a step's time range
09 Pause the loop and move the camera mid-step
10 Show an image or video (Media steps)
11 Global settings: advance, timing and looping
12 Transitions and video stingers
13 Scene-wide view and overlays
14 Play a scene live
15 Export a scene or tour as video
16 Recipe: a 60-second severe weather segment
17 Recipe: a hands-free loop for a stream or lobby screen
18 Where scenes, tours and viewpoints are saved
19 Common questions

October 2026 · AguaceroWx 6.10 · aguacerowx.com/guide/scenes

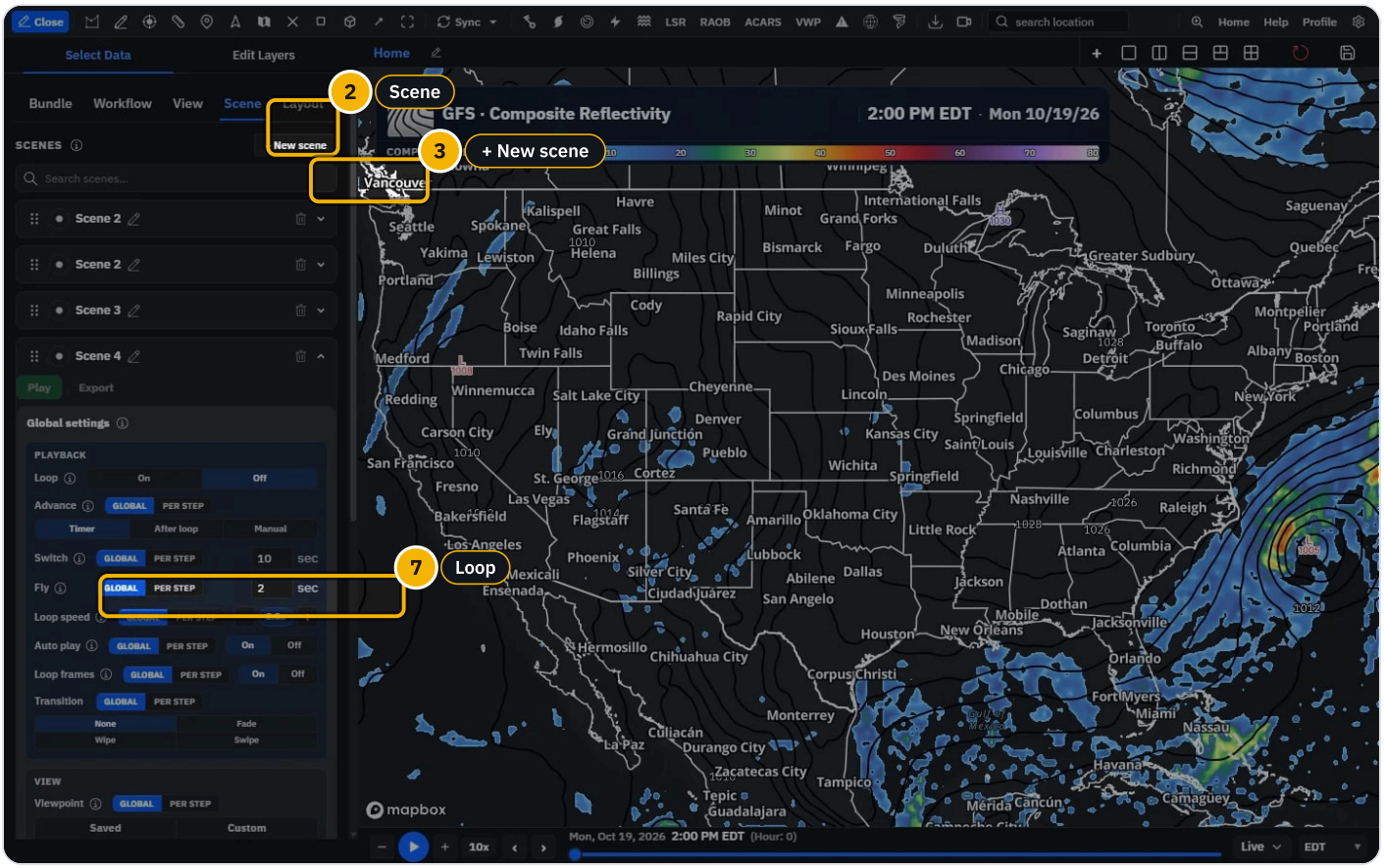
BEFORE YOU START

- Viewpoints, tours and scenes live in the sidebar. Open it with **Edit bundle** or `F1`, stay on **Select Data**, and use the **View** tab (viewpoints and tours) or the **Scene** tab.
- Saving viewpoints needs a signed-in account on any plan. Creating tours and scenes needs Creator (Commercial includes it).
- Tours, scenes and uploaded scene media save to your account and follow you to every device you sign in on.
- On a computer keyboard, `F5` to `F7` step through and play a tour or scene once you select it with its dot (●). `F8` and `F9` switch between them.

01 Quick start: a two-step scene CREATOR

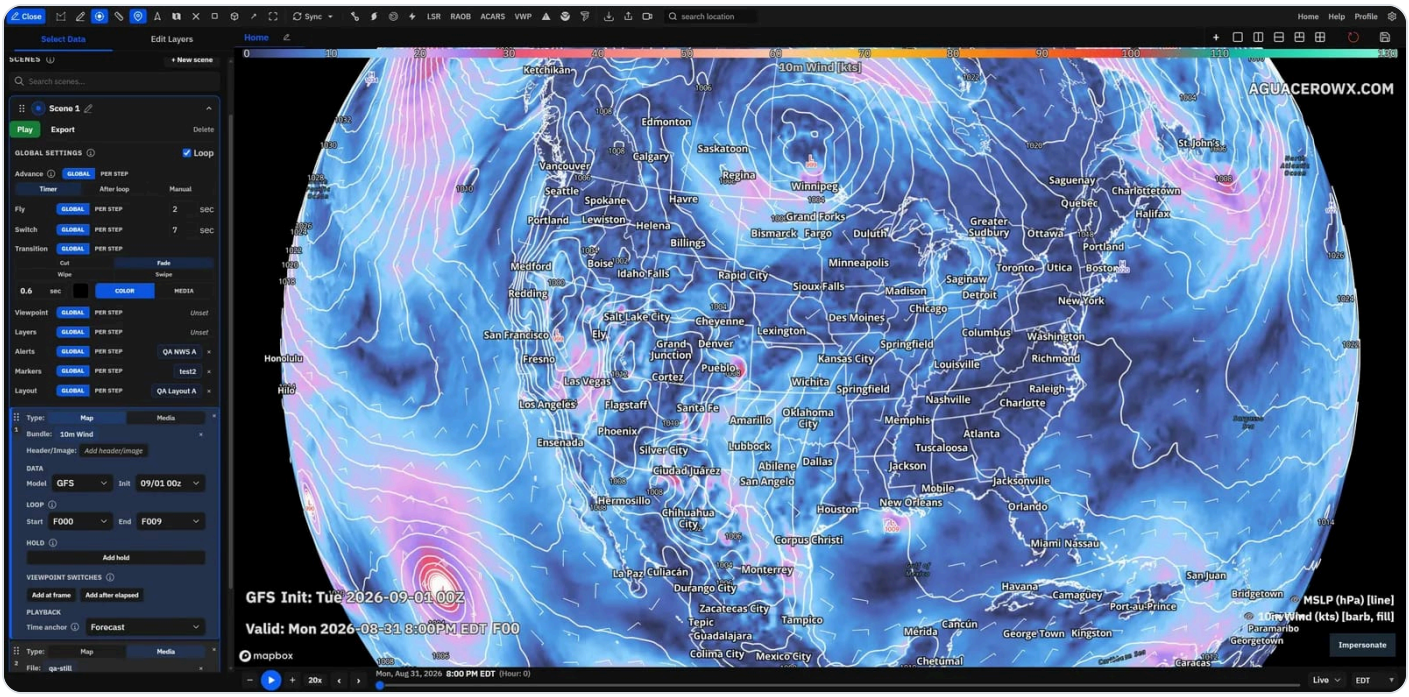
Go from nothing to a scene that plays two maps in a row. The rest of this guide covers every option.

1. Click **Edit bundle** on the toolbar, or press `F1`, to open the sidebar.
2. Click the **Scene** tab at the top of the sidebar.
3. Click **+ New scene**. A scene named **Scene 1** appears with **Step 1** open.
4. In **Step 1**, click **Add bundle** and pick a radar bundle, such as a reflectivity loop.
5. Click **+ Add step**. In **Step 2**, click **Add bundle** and pick a model bundle, such as a simulated radar forecast.
6. Click **Play**. The scene loads Step 1, waits 10 seconds and loads Step 2. Ten seconds later playback stops with Step 2 still on the board.
7. To run it as a loop instead, set **Loop** to **On** under **Global settings**.



The Scene tab with a new scene open: the scene card, its Global settings and the first step.

Viewpoints, tours and scenes build on each other. A **viewpoint** is one saved camera: center, zoom, pitch and bearing. A **tour** flies through a list of viewpoints and changes nothing else. A **scene** is a full rundown: each step can change the data, the camera, the graphics and the timing.

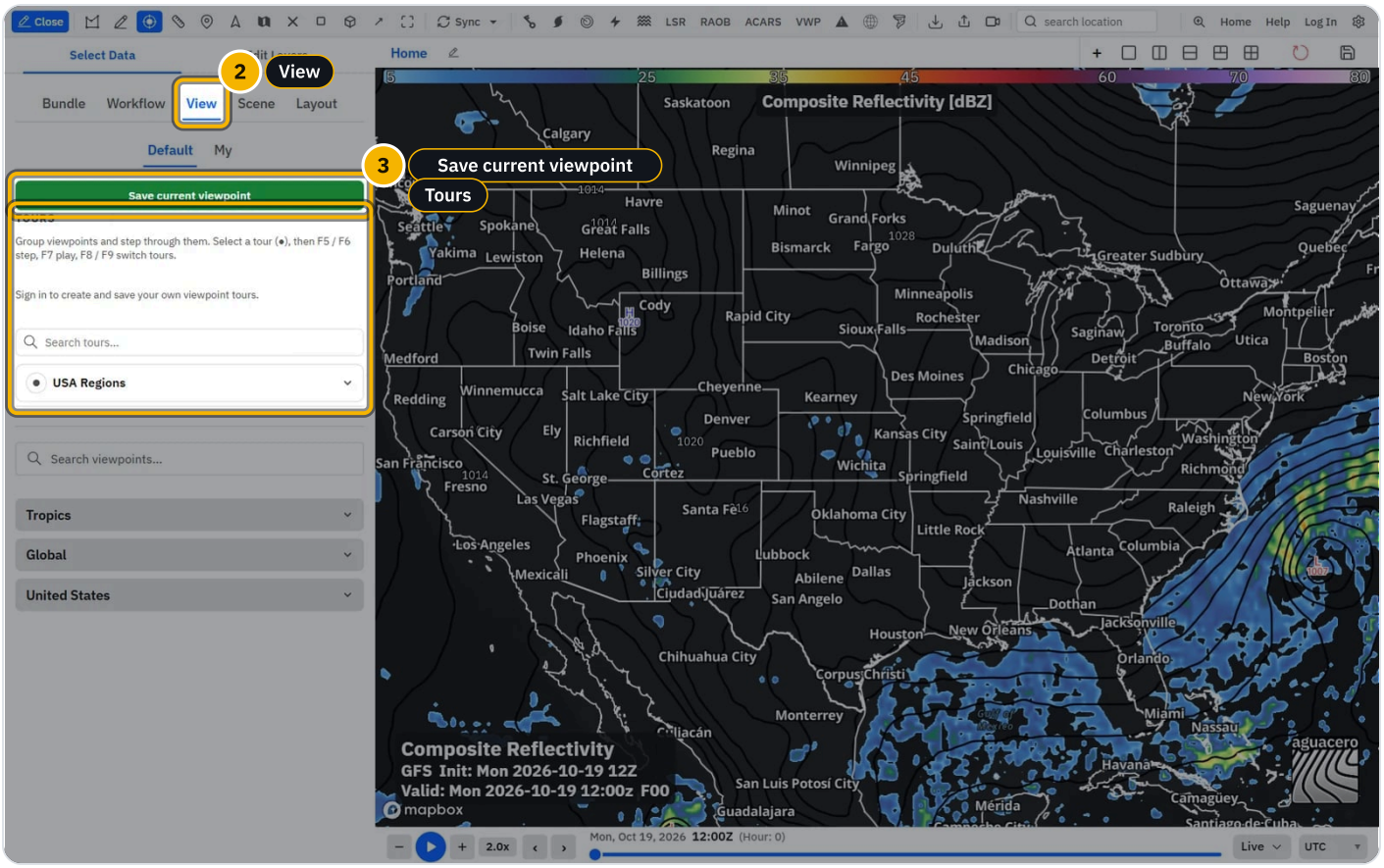


The scene editor next to a GFS globe view.

02 Save, edit and delete viewpoints

A viewpoint stores the map's center, zoom, pitch and bearing under a name. Click it later to fly back, use it in tours and scenes, or open it when you sign in.

1. Move the map to the view you want, including tilt and rotation.
2. Open the sidebar and click the **View** tab.
3. Click **Save current viewpoint**. The **Viewpoint properties** dialog opens with the current camera filled in.
4. Type a **Name**, a **Category** and a **Subcategory**. All three are required.
5. Fine-tune the camera with the sliders under **Camera** if you like. The map moves as you drag.
6. Click **Save Viewpoint**. The button shows **Saved** ✓ and the dialog closes.



The View tab: Save current viewpoint, the Tours list, and the viewpoint library below.

VIEWPOINT PROPERTIES DIALOG	
Name	The name shown in the viewpoint list, tour steps and scene pickers. Required. Names with profanity are rejected.
Category	The top-level group in the viewpoint list, such as “Texas”. Required. Type any text.
Subcategory	The group under the category, such as “Panhandle”. Required.
Latitude	Map center latitude. −85 to 85, in steps of 0.01. Drag the slider or type a number and press `Enter`.
Longitude	Map center longitude. −180 to 180, in steps of 0.01.
Zoom	Map zoom level. 0 to 22, in steps of 0.1.
Pitch	Camera tilt. 0° (straight down) to 85°.

Bearing	Map rotation. 0° (north up) to 360°.
Use current map	Replaces the camera values with wherever the map is now.
Overwrite existing viewpoint?	Shows only when the viewpoint you last opened from the list is one of yours. On: the save updates that viewpoint and the button reads **Update Viewpoint**. Off (default): the save creates a new viewpoint.
Open this viewpoint automatically when I sign in	Makes this viewpoint your start view. The map flies here each time you sign in. Off by default.

THE VIEWPOINT LIST	
Default	Built-in views: CONUS and U.S. regions, Alaska, and tropical basins such as the Western Atlantic, Eastern Pacific and Indian Ocean.
My	The viewpoints you saved, grouped by category and subcategory.
Search viewpoints...	Filters the list by name.
Edit	The pencil on your own viewpoints. Opens **Edit Viewpoint** to change the name, category, subcategory and the sign-in option. It doesn't change the camera.
Delete	The trash can on your own viewpoints. Asks to confirm. `Shift` + click deletes without asking.
Set as default start view	Right-click a viewpoint to make it the view that opens when you sign in.

TIPS

- To move an existing viewpoint, click it in the **My** list so the map flies there, adjust the map, click **Save current viewpoint**, turn on **Overwrite existing viewpoint?** and click **Update Viewpoint**.
- Click any viewpoint in the list to fly the map to it.
- Scenes can also hold a camera of their own (**Custom**) without saving a viewpoint. See “Scene-wide view and overlays” below.

Saving a viewpoint needs a signed-in account on any plan. If you’re signed out, **Save current viewpoint** opens the sign-in window.

03 Build a viewpoint tour CREATOR

A tour flies the map from one saved viewpoint to the next on a timer. It changes only the camera, so the data on the map keeps playing underneath.

1. Save the viewpoints you want to visit first (see above).
2. On the **View** tab, under **Tours**, click **+ New tour**. A tour named **Tour 1** (or the next number) opens in edit mode.
3. Click the pencil next to the name to rename it. Press `Enter` to keep the name or `Esc` to cancel.
4. With the tour in **Add steps** mode, click **+** (**Add to tour**) on each viewpoint in the list below, in the order you want to visit them.
5. Click **Done adding**.
6. Set **Fly duration** and **Switch to next step after**, then click **Play**.

TOUR CARD	
•	Selects the tour for keyboard control and flies to its first step. Click again to deselect.
Fly duration	How long the camera takes to fly to each viewpoint. 0.5–30 s in 0.5 s steps; default 2 s. It can’t be longer than **Switch to next step after**.

Switch to next step after	Time from the start of one fly to the start of the next. 0.5–120 s in 0.5 s steps; default 10 s.
Play	Starts the tour from step 1. It loops back to the first step after the last and keeps going until you click **Stop**. Needs at least two viewpoints.
Export	Records the tour as an MP4 or GIF. Needs at least two viewpoints. See “Export a scene or tour as video”.
Add steps	Turns on edit mode so each viewpoint in the list shows **+**. The button changes to **Done adding**. Only on your own tours.
Delete tour	The trash can. Asks to confirm. `Shift` + click deletes without asking.
Search tours…	Filters the tour list by name.

TIPS

- Click a step in the tour to fly straight to that viewpoint. The current step is highlighted.
- Hold and drag a step, or its dotted handle, to change the order.
- Click × (**Remove**) to take a viewpoint out of the tour. The viewpoint stays in your library.
- The built-in **USA Regions** tour visits CONUS, the U.S. regions and Alaska, switching every 8 seconds. Anyone can play it, even signed out, but it can’t be edited or deleted.
- A viewpoint can appear only once in a tour. Clicking **+** on a viewpoint that’s already in the tour does nothing.
- Hold and drag a tour card by its handle to reorder tours. Reordering needs you to be signed in, with the search box empty.

+ New tour and **Add steps** need Creator; without it they open **Upgrade to Creator**. Tours save to your account.

04 Play a tour live CREATOR

Run a tour on its timer, or step through it by hand with the function keys while you talk.

1. Click the dot (●) on the tour. The map flies to step 1 and the tour is selected for the keyboard.
2. Press F6 to fly to the next viewpoint and F5 to go back. Both wrap around at the ends.
3. Press F7 to start or stop timed playback.
4. Press F8 or F9 to jump to the previous or next tour. If a tour was playing, the new one starts playing.

SHORTCUTS

F5	Previous step
F6	Next step
F7	Play or pause the selected tour
F8 / F9	Previous or next tour

TIPS

- Changing **Switch to next step after** while a tour plays restarts the timer with the new value.
- Change these keys in **Settings** → **Keyboard shortcuts** under **Viewpoint tours & scenes**.

05 How a scene works CREATOR

A scene is an ordered list of steps with one set of Global settings. Each step is either a map or a full-panel image or video.

Every scene has a card in the **Scene** tab. Expand it to see **Play**, **Export**, **Global settings** and the steps. Each step has a **Type**: **Map** loads data, a camera and graphics on the board; **Media** covers the panel with an image or video you upload.

Each row in **Global settings** has a **Global** / **Per step** switch. **Global** applies one value to the whole scene. **Per step** hides the row from Global settings and adds it to every step, so each step can have its own value. A step that leaves a Per step value empty uses the scene value.

When a step doesn’t set something, it falls back in this order: the step’s own value, then the scene’s, then what’s saved in the step’s bundle or workflow. The step shows where a value comes from, for example **Using bundle viewpoint** or **Using scene · My layout**.

SCENE LIST	
+ New scene	Adds **Scene N** with one empty step, opened and ready to fill. If you last applied a saved layout, the new scene uses it.
●	Selects the scene for `F5`–`F9` and loads its first step that has content. Click again to deselect.
Rename	The pencil next to the name. `Enter` saves, `Esc` cancels. A blank name becomes “Scene name”.
Delete scene	The trash can. Asks to confirm. `Shift` + click deletes without asking.
Search scenes…	Filters the list by name.
Hold and drag to reorder scenes	The handle on each scene card. Works when the search box is empty and there are two or more scenes.
Play	Plays the steps in order from the first one with content. Needs at least two steps with content. Changes to **Stop** while playing.
Export	Opens the export dialog. Needs at least two steps with content.
+ Add step	Adds an empty step at the end and opens it.

STEP HEADER	
Step 1	Click the step’s header to open or close it. Next to the number: **Map**, **Map ·** and the bundle or workflow name, or **Media ·** and the file name.
Load	Loads this step on the board now, without playing the scene. Shows **Loaded** on the step that’s on the board.

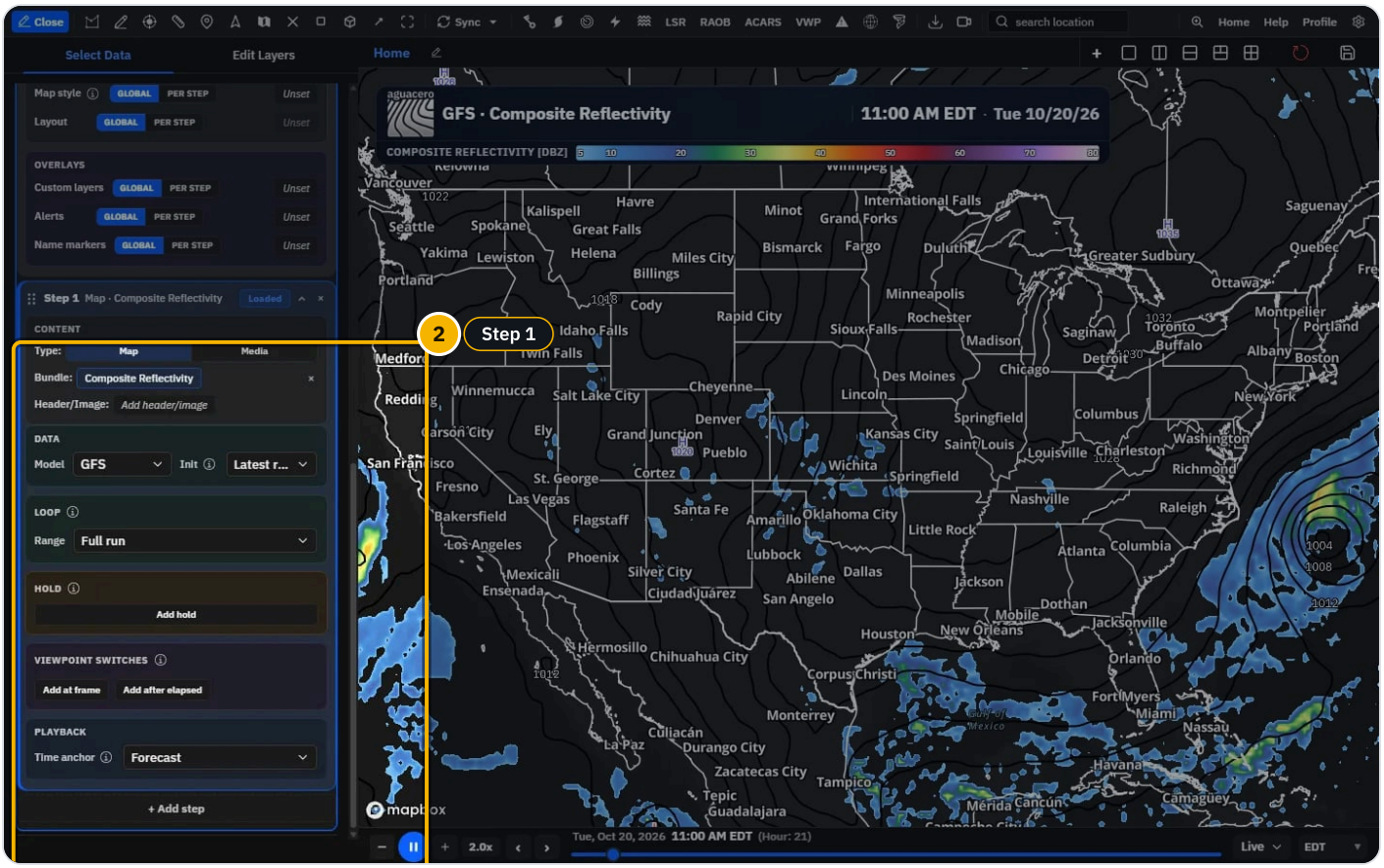
Remove step	The × at the end of the header. Removes the step at once, with no confirmation.
Hold and drag to reorder	The dotted handle at the start of the header. Drag it to move the step.

The **Scene** tab needs Creator; without it the tab shows a lock and opens **Upgrade to Creator**. Scenes also need a signed-in account.

06 Fill a map step CREATOR

A map step loads a bundle or workflow, adds headers and images on top, and can override the camera, map style, alerts, name markers, layout and custom layers.

1. Open the step and check that **Type:** is **Map**.
2. Click **Add bundle** to pick a saved bundle, or **Add workflow** to load a saved multi-panel workflow. A step holds one or the other.
3. Click **Add header/image** to put a custom header, logo or upper third on the map for this step. Click **Add another** for more.
4. To give this step its own camera, map style, alerts, name markers, layout or custom layers, switch that row to **Per step** under **Global settings**. The row then appears in each step.
5. Click **Load** to check the step on the board.



An open map step: content rows on top, then Data, Loop, Hold, Viewpoint switches and Playback.

CONTENT ROWS	
Type:	**Map** (default) or **Media**. Switching to **Media** opens the media picker if the step has no file yet.
Bundle:	Opens **Choose a bundle** with the **Default**, **My**, **Favorite** and **Advanced** lists and type filters. Click the name to change it or × to clear it.
Workflow:	Opens **Choose a workflow**. Loads every panel of the saved workflow.
Header/Image:	Opens your custom header library. Pick a header, logo or image to draw on the map for this step. Headers saved in the step's bundle are added automatically.
Viewpoint:	Only when **Viewpoint** is **Per step**. **Saved** picks a viewpoint from your library; **Custom** captures the current map as this step's camera. × clears it.

Map style:	Only when **Map style** is **Per step**. Picks a saved map style for this step.
Alerts:	Only when **Alerts** is **Per step**. Picks a saved alert bundle (NWS alert colors and filters) for this step.
Name markers:	Only when **Name markers** is **Per step**. Picks a saved name marker bundle for this step.
Layout:	Only when **Layout** is **Per step**. Picks **Unset**, **Default** or a saved layout for this step's legend and on-map text.
Custom layers:	Only when **Custom layers** is **Per step**. Adds custom layers or highlight areas from your custom layer library. Click **Add another** for more.

TIPS

- A gray **Using bundle …** or **Using scene …** label means the step inherits that value. Pick a value on the step to override it.
- A step counts as having content once it has a bundle, workflow, viewpoint, header, media file, layout, map style, alerts, name markers or custom layer. Timing and transitions alone don't count.

07 Pin a model run, radar sites or satellite CREATOR

The Data section of a map step decides which run, radar sites and satellite sector load, so the step shows the same thing every time, or always the newest.

The **Data** section appears once the step's bundle has model, radar or satellite layers. Each control shows only for the kind of data the bundle has.

DATA SECTION

Model	The model this step loads. Defaults to the bundle's model. Changing it clears the step's loop range.

Init	Which run loads. **Latest run** uses the newest cycle even if hours are still coming in. **Latest fully completed run** uses the newest cycle that has every forecast hour. Both check again every time the step plays, including on each pass of a looping scene. Pick a dated run to pin that exact run. The default follows your app-wide model run setting.
NDFD	Replaces **Model** and **Init** for NDFD bundles, with the same **Latest run** and **Latest fully completed run** choices for the NDFD issuance.
Radar sites	The NEXRAD sites loaded with the step's radar layers. Click **Choose sites**, search, and pick up to five. Adding a sixth turns off the oldest. Click a selected site to remove it.
Satellite	Pins the satellite for the step's satellite layers: **GOES East**, **GOES West**, **Himawari** or **EUMETSAT**.
Sector	Pins the sector. The list depends on the satellite: **Full** or **Full Disk**, **CONUS**, **Pacific**, **Meso 1**, **Meso 2**, **Japan**, **Target** or **Europe**.
Time anchor	In the **Playback** section. Lists the bundle's time anchors, the data that drives the time bar. The one selected is what loads when the step plays; pick another to switch.

08 Set a step's time range CREATOR

The Loop section sets which frames a map step plays: a whole model run, a few forecast hours, a time of day, or the last hour of radar.

The choices depend on the step's data. Model steps count in forecast hours. Radar, satellite and other observed data count back from the newest frame.

LOOP: MODEL STEPS	
Full run	Default. Plays every forecast hour of the run, and grows as more hours arrive.
One time	Shows a single frame. Pick it under **Time**: a forecast hour such as **F012**, or a time of day such as **Today 8:00 PM**.

Custom hours	Plays from **Start** to **End**. Each can be a forecast hour or a time of day.
Today 8:00 PM	Time-of-day choices (Today, Tomorrow, Yesterday or a weekday, then a clock time in your time zone) stay on that clock time when a new run comes in. Forecast hours stay on the same hour of the new run.

LOOP: RADAR, SATELLITE AND OBSERVED STEPS

1 hour	Default. Plays the last hour up to the newest frame, and slides forward as new data arrives. Also **30 minutes**, **2 hours**, **4 hours**, **12 hours** and **24 hours**.
One time	Shows one frame. **Time** defaults to **Latest**, so the newest frame shows each time the scene comes back to this step. Pick a clock time to pin one frame.
Custom times	Pins a **Start** and **End** clock time. The times listed are the ones loaded for the step, so they show after the step's data loads.

TIPS

- If **Forecast hours appear once this model run is listed** or **Available times show after this step's data is loaded** appears, click **Load** on the step, wait for the data, and open the menu again.
- Long observed ranges are limited by how much history your plan loads.

09 Pause the loop and move the camera mid-step CREATOR

Holds pause the loop on a frame for a few seconds or until you click. Viewpoint switches fly the camera somewhere else partway through a step without stopping the data.

1. Open a map step whose **Range** plays more than one frame.
2. Under **Hold**, click **Add hold**.
3. Set **At** to the frame to stop on, choose **Duration** or **Until click** under **Wait**, and optionally pick a viewpoint under **Fly to**.

4 Under **Viewpoint switches**, click **Add at frame** or **Add after elapsed**, then click **Choose viewpoint**.

HOLD	
At	The frame to pause on: a forecast hour or time of day on model steps, a clock time on observed steps. Defaults to the start of the loop.
Duration	Pauses for a set time, then keeps looping. 0–120 s in 0.5 s steps; default 2 s.
Until click	Pauses until you click the map, press `Space` or press `Enter`. A pill reads **Paused — click or press Space to continue**. It keeps looping the same step; it doesn't move to the next step. Once you continue, that hold doesn't stop the loop again on later passes of the step.
Fly to	Optional. **Choose viewpoint** flies the camera to a saved viewpoint when the hold starts. **Clear** removes it.
Remove	Deletes the hold.

VIEWPOINT SWITCHES	
Viewpoint	The saved viewpoint to fly to. **Choose viewpoint** opens the picker.
At frame	Flies when the loop reaches a frame you set under **At**. Only for ranges with more than one frame.
After elapsed	Flies a set time after the step starts playing. **After**: 0.5–600 s in 0.5 s steps; default 5 s.
Remove	Deletes the switch.

Holds and **At frame** switches need a range of more than one frame. If you set **Range** to **One time**, the step's holds and At frame switches are cleared when the step loads.

10 Show an image or video (Media steps) CREATOR

A Media step covers the map panel with a graphic you upload: a title card, a forecast graphic, a sponsor spot or a video clip.

1. Open a step and set **Type:** to **Media**. The **Step media** dialog opens.
2. Drop files on the dialog or click to browse. One upload is selected for the step right away; with several, click the one you want under **Uploaded**.
3. Or pick a file you already uploaded as a custom header under **From headers**.
4. Set **Fit**, **Play**, **Speed**, **Audio** and **Hold** under **Media**.

MEDIA SECTION	
File:	The uploaded file. Click to pick another. × clears it.
Fit	**Contain** (default) shows the whole graphic with bars if needed. **Cover** fills the panel and may crop the edges.
Play	GIF, animated WebP, WebM and MP4 only. **Once** plays through and holds the last frame. **Loop** repeats until the step ends. Default: **Loop** for GIF and WebP, **Once** for video.
Speed	Video only. Playback speed from 0.25× to 3× in 0.25 steps; default 1×.
Audio	Video only. **Mute** (default) or **Sound**.
Hold	Animated files only. After a play-once file finishes, waits this long on the last frame before the scene moves on, when Advance is **After playback**. 0–120 s; default 0.

STEP MEDIA DIALOG	
Drop files or browse	Uploads PNG, JPEG, WebP, GIF, WebM or MP4, up to 8 MB each. Files that are too big or the wrong type are skipped and listed.

Uploaded	Your scene media library. Click a file to use it. The trash can deletes it from your account and from every step that used it; those steps go back to **Map**.
From headers	Files from your custom header library, ready to use as full-panel media.

TIPS

- To wait for a GIF or video to finish, set the scene's **Advance** to **After loop**, or the step's own **Advance** to **After playback**. See "Global settings: advance, timing and looping".
- A Media step sits on a black background. Transparent areas of the file and the bars from **Contain** show black, not the map.

11 Global settings: advance, timing and looping CREATOR

The Playback rows decide when the scene moves to the next step, how fast the camera flies and how the time bar plays on map steps.

GLOBAL SETTINGS → PLAYBACK

Loop	**On**: after the last step, Play goes back to the first and keeps going. **Off** (default): playback stops after the last step.
Advance	When to go to the next step. **Timer** (default) waits the **Switch** time. **After loop** waits until the step's range has played once. **Manual** waits until you click the map or press `Space`.
Switch	How long each step stays up when Advance is **Timer**, counting the fly time. 0.5–120 s; default 10 s. Hidden when Advance is set globally to **After loop** or **Manual**.
Fly	How long the camera takes to fly to a step's viewpoint. 0.5–30 s; default 2 s. With **Timer**, it can't be longer than **Switch**.
Loop speed	How fast the time bar animates on map steps, like the – and + on the time bar. Nine speeds from 0.3x to 20x; default 2.0x (half a second per frame).

Auto play	**On** (default): the time bar starts as soon as a map step loads, including when you click **Load**. **Off**: the map holds one frame until you press play on the time bar; recent ranges such as 1 hour show the newest frame, others the first.
Loop frames	**On** (default): the range wraps and keeps playing while the step is up. **Off**: it plays once and holds the last frame. With **After loop**, the range always plays once.
Transition	How one step hands off to the next. See “Transitions and video stingers”.

THE SAME SETTINGS PER STEP

Global / Per step	The switch on each row. **Per step** moves the setting into each step’s **Playback** section.
Advance	Per step choices: **Switch timer**, **After loop** (map steps with a time bar), **After playback** (animated media steps) and **Manual**. With **Manual**, `F6` still skips ahead.
Switch to next step after	Per step Switch time, shown when the step’s Advance is **Switch timer**. 0.5–120 s.
Fly duration	Per step Fly time. 0.5–30 s.
Loop speed	Per step time bar speed.
Auto play	Per step **On** / **Off**.
Loop frames	Per step **On** / **Off**. Hidden when the step advances **After loop**.

TIPS

- A still image step can only use **Switch timer** or **Manual**; there’s nothing to play through.
- As a safety net, a **Manual**, **After loop** or **After playback** step moves on by itself after 30 minutes.

12 Transitions and video stingers CREATOR

A transition covers the outgoing step, swaps in the next one underneath, then reveals it. Cover with a color, an image, or a video stinger that plays start to finish.

1. Under **Global settings**, find **Transition**. Switch it to **Per step** to give each step its own exit.
2. Pick **Fade**, **Wipe** or **Swipe**.
3. For a wipe or swipe, pick the direction with the arrows.
4. Set the duration in seconds, then choose **Color** and click the swatch, or choose **Media** and click **Upload overlay**.

TRANSITION	
None	Default. Cuts straight to the next step.
Fade	Dissolves through the overlay.
Wipe	Reveals with a moving edge.
Swipe	Slides a panel across the map.
← → ↑ ↓	Wipe and Swipe only. **From left** (default), **From right**, **From top** or **From bottom**.
Transition duration in seconds	The number box marked “sec”. 0.2–5 s in 0.1 s steps; default 0.6 s. Hidden for a video stinger, which runs as long as the clip.
Color	Covers with a solid color. Click the swatch to pick it; default black.
Media	Covers with one uploaded file: PNG, JPEG, WebP, GIF, WebM or MP4, up to 8 MB. **Upload overlay** adds it; **Replace** and **Remove** change it.

A WebM or MP4 under **Media** becomes a stinger. It plays once, start to finish, as the whole transition. The step switches once the video covers the map, and transparent areas of a WebM show the map underneath. Direction and duration don’t apply to a stinger.

TIPS

- With **Per step**, each step's transition plays when leaving that step, and the next step is revealed with the same animation.
- Export a stinger as WebM with an alpha channel (VP9) if you want the map to show around your logo.

13 Scene-wide view and overlays CREATOR

The View and Overlays sections of Global settings set the camera, map style, layout, custom layers, alerts and name markers for the whole scene, or per step.

GLOBAL SETTINGS → VIEW	
Viewpoint	**Saved** uses a viewpoint from your library. **Custom** captures the current map and shows **Latitude**, **Longitude**, **Zoom**, **Pitch** and **Bearing** sliders; that camera is stored on the scene. **Use current map** recaptures it, and **Save to library** also saves it as a viewpoint. × clears it. Global by default.
Map style	Applies a saved map style without saving a new bundle. A scene or step map style wins over a map saved in a bundle or workflow. **Unset** keeps the style in use.
Layout	**Unset** keeps the board's layout, **Default** uses the built-in legend and text positions, or pick a saved layout. Greyed out in Broadcast appearance mode.

GLOBAL SETTINGS → OVERLAYS	
Custom layers	Adds custom layers or highlight areas from your custom layer library. Shows how many are set, such as **2 layers**.
Alerts	A saved alert bundle (save one from the **Alerts** menu). **Unset** keeps the alerts in use.
Name markers	A saved name marker bundle (save one from the Name markers menu). **Unset** keeps the markers in use.

TIPS

- Leave a row on **Global** and empty to let each step's bundle or workflow bring its own saved viewpoint, alerts, map or layout.
- A new scene starts with the saved layout you applied last, if any.

14 Play a scene live CREATOR

Select a scene, then drive it from the keyboard: step, play, pause, continue past holds and jump between scenes without touching the sidebar.

1. Click the dot (●) on the scene. Its first step with content loads, and the scene starts preloading the data for its steps.
2. Press `F7` or click **Play** to run it on its Advance settings.
3. When a pill reads **Waiting — click or press Space for next step**, click the map or press `Space` or `Enter` to go on.
4. Press `F6` or `F5` to step forward or back at any time, playing or not.
5. Press `F8` or `F9` to switch to the previous or next scene.

SHORTCUTS

`F5`	Previous step (stops at the first step)
`F6`	Next step (wraps to the first only when Loop is On)
`F7`	Play or pause the selected scene
`F8` / `F9`	Previous or next scene; keeps playing if one was playing
`Space` / `Enter` / click	Continue past an Until click hold, or go on from a Manual step

TIPS

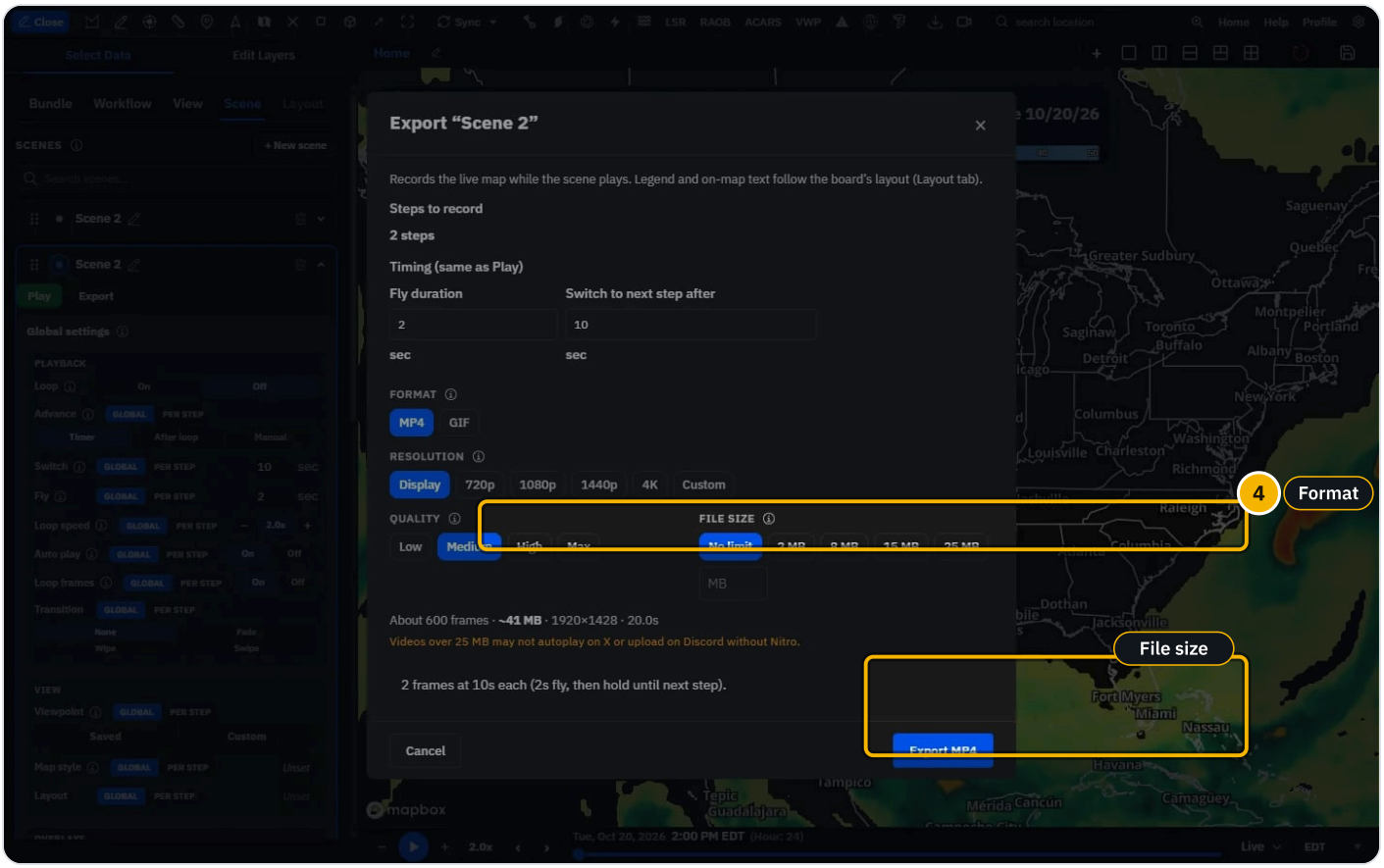
- Steps with no content are skipped by Play and the function keys.
- Selecting a scene can change the time bar's loop length and time anchor to fit each step. Deselect the scene (click its dot again) to put them back.
- Steps set to **Latest run** check for a newer run each time they play, so a scene left looping picks up new runs on its own.
- With nothing selected, `F8` and `F9` still pick a scene or tour, but `F5` to `F7` do nothing in the app.

The F-key shortcuts are for computer keyboards and can be changed in **Settings** → **Keyboard shortcuts**.

15 Export a scene or tour as video CREATOR

Export records the live board while the scene or tour plays, with its transitions, headers, legend and on-map text, and saves an MP4 or GIF.

1. Set the board up the way you want the video to look: panel size, layout and canvas aspect.
2. Expand the scene or tour and click **Export**. If it was playing, it stops.
3. Check **Timing (same as Play)**: **Fly duration** and **Switch to next step after**. Changes here are saved to the scene or tour.
4. Pick the **Format** (**MP4** or **GIF**), **Resolution**, **Quality** and **File size**.
5. Click **Export MP4** (or **Export GIF**). Keep the board visible and the window open while it records.
6. When it finishes, the file downloads; the desktop app asks where to save it. It's named after the scene or tour.



The scene export dialog: steps to record, timing and output settings.

EXPORT DIALOG	
Steps to record	How many steps with content (or tour viewpoints) will be recorded.
Fly duration	Camera fly time for each step. 0.5–30 s.
Switch to next step after	How long each step is recorded on Timer advance. 0.5–120 s.
Format	**MP4** or **GIF**. This also changes the default in **Settings** → **Media export**.
Resolution	Output width: **Display**, **720p**, **1080p** (default), **1440p**, **4K** or **Custom**.
Quality	**Low**, **Medium**, **High** (default) or **Max**.

File size	An optional cap: **No limit** (default), **2 MB**, **8 MB**, **15 MB**, **25 MB** or a number of MB.
Cancel export	Stops recording after you confirm **Cancel export?**.

TIPS

- The export runs in real time, so a scene of six 10-second steps takes about a minute to record.
- Steps on **After loop** or **After playback** are recorded until the loop or clip finishes. **Manual** steps can't wait for a click in a recording, so they're recorded for their Switch time.
- MP4 records at 30 frames per second. GIF records 20 frames per second, so GIFs of long scenes get big fast. Use MP4 where you can.
- Exports have no sound, even when a video step is set to **Sound**.

16 Recipe: a 60-second severe weather segment CREATOR

Five steps that go from a branded open to the outlook, the warned storm and the forecast, with a pause you control on air.

1. Save three viewpoints first: a regional view, a close-up of the area at risk, and a tight view of the storm.
2. Click **+ New scene** and rename it "Severe 6pm". Under **Global settings**, set **Switch** to **12** sec, **Fly** to **2.5** sec, and **Transition** to **Wipe**, **From left**, with **Color** set to your station color.
3. Switch **Advance** and **Viewpoint** to **Per step**, so each step sets its own advance and camera.
4. Step 1: set **Type:** to **Media** and upload a 3-second title card video. Under **Playback**, set **Advance** to **After playback**.
5. Step 2: click **Add bundle** and pick your SPC outlook bundle. Under **Viewpoint:**, choose **Saved** and pick the regional view. Set **Advance** to **Switch timer**.
6. Step 3: add a radar reflectivity bundle and pick the close-up viewpoint. Set **Range** to **1 hour** and **Advance** to **Manual**. Under **Viewpoint switches**, click **Add after elapsed**, set **After** to **4** sec and choose the storm viewpoint.
7. Step 4: add a radar bundle with your warnings, then **Add header/image** for a lower third. Under **Radar sites**, pick the two nearest sites. Set **Advance** to **Switch timer**.
8. Step 5: add an HRRR simulated radar bundle. Set **Init** to **Latest run**, **Range** to **Custom hours** from **Today 4:00 PM** to **Today 11:00 PM**, and **Advance** to **Switch timer**.

9. Select the scene with its dot (●). On air, press `F7` to start. On step 3, talk through the storm while the camera moves in, then press `Space` to go on. Press `F6` to skip ahead if you run short on time.

TIPS

- Click **Load** on each step once before air so its data is already loaded.
- With **Init** on **Latest run** and a time-of-day range, the same scene works for every newscast without editing.
- A step with no **Advance** of its own shows and plays the scene's **Advance**. Click a choice on the step to give it its own.

17 Recipe: a hands-free loop for a stream or lobby screen CREATOR

A scene that cycles forever and picks up the newest radar scans and model runs on every pass.

1. Create a scene. Under **Global settings**, set **Loop** to **On**, **Switch** to **8** sec, and **Transition** to **Fade** with a duration of **1** sec.
2. Switch **Advance** to **Per step**.
3. Step 1: a national radar mosaic bundle with **Range 2 hours** and **Advance After loop**.
4. Step 2: a regional radar bundle with **Range 1 hour** and **Advance After loop**. Under **Viewpoint switches**, click **Add after elapsed**, set **After** to **6** sec and pick a closer viewpoint.
5. Step 3: a satellite bundle with **Satellite** and **Sector** pinned and **Advance After loop**.
6. Step 4: a model bundle with **Init Latest fully completed run**, **Range Full run** and **Advance After loop**.
7. Step 5: a **Media** step with a sponsor slide, **Fit Cover**, and **Advance Switch timer**, so it shows for the 8-second **Switch** time.
8. Lock the map to 16:9 in **Settings** → **Media export** → **Map canvas**, select the scene and press `F7`.

TIPS

- Radar ranges such as **2 hours** slide forward as new scans arrive, and **Latest** runs check for a new run on every pass, so nothing goes stale.

18 Where scenes, tours and viewpoints are saved

Everything here saves to your account as you edit; there's no separate save button.

TIPS

- Viewpoints save to your account library. They show under **My** on the View tab and in every scene and tour picker, on every device you sign in on.
- Tours save to your account as you edit them, and so does the order of the tour list.
- Scenes save to your account as you edit them, with every step and setting. Steps with nothing assigned stay while you work but aren't saved, so they're gone after a reload.
- Files you upload for Media steps and transition overlays are stored in your account and listed under **Uploaded** in the **Step media** dialog.
- Steps store links to your bundles, workflows, viewpoints, layouts and other saved items. Editing a bundle changes every step that uses it. If you delete it, the step can't load it anymore.
- Scenes and tours can't be shared by link. To show one to someone else, export it as a video.

19 Common questions

Answers to the questions we get most about viewpoints, tours and scenes.

Why does the Scene tab have a lock?

Scenes need Creator (Commercial includes it). Clicking the tab opens **Upgrade to Creator**. On the View tab, saving viewpoints works on any plan, and anyone can play the built-in **USA Regions** tour, but **+ New tour** and **Add steps** need Creator.

Why are Play and Export greyed out?

A scene needs at least two steps with content; empty steps don't count. A tour needs at least two viewpoints. Hover the button to see which is missing.

I pressed F5 and the page reloaded. Why?

F5 to F7 only work while a tour or scene is selected with its dot (●). With nothing selected, the browser's own F5 (reload) runs. Select the scene first, or move these shortcuts to other keys in **Settings → Keyboard shortcuts**.

Space stopped my loop instead of continuing the scene. Why?

`Space` continues the scene only while the **Paused** or **Waiting** pill is on the map. At other times, `Space` plays or pauses the time bar. Use `F6` to go to the next step.

My scene stops after the last step. How do I make it repeat?

Set **Loop** to **On** under **Global settings** → **Playback**. Tours always repeat.

Where's the Viewpoint row on my steps?

Viewpoint, **Map style**, **Layout**, **Custom layers**, **Alerts** and **Name markers** show on steps only when you switch that row to **Per step** under **Global settings**. On **Global**, set them once for the whole scene.

A step says "Using bundle viewpoint". How do I change it?

The step is using the camera saved in its bundle. With **Viewpoint** on **Per step**, choose **Saved** or **Custom** on the step to override it. A scene-wide viewpoint on **Global** also overrides it.

My empty step disappeared after I reloaded. Why?

Steps with nothing assigned aren't saved. Add a bundle, workflow, viewpoint, header or media file to keep the step.

Why did my media upload fail?

Scene media must be PNG, JPEG, WebP, GIF, WebM or MP4 and 8 MB or smaller. The dialog lists skipped files with the reason, such as "over 8MB" or "unsupported type". You also need to be signed in.

Why is the Layout row greyed out?

Layouts don't apply in Broadcast appearance mode, which draws its own banner. Switch **Settings** → **Appearance** back to **Default** to use scene layouts.

Some of my scenes vanished in archive mode. Where did they go?

In archive mode, the list shows only scenes with archived NEXRAD or MRMS bundles or workflows. Scenes that use only live data come back when you leave archive mode.

A tour step shows a long code instead of a name. What happened?

The viewpoint for that step was deleted. Remove the step with × and add a viewpoint again.

Can I share a scene or tour with another account?

Not by link. Scenes and tours are saved to your own account. Export the scene as an MP4 or GIF to share it, or share the bundles it uses.

Why doesn’t the export wait at my Manual step?

A recording can’t wait for a click, so Manual steps are recorded for their Switch time. Set a Switch time that fits what you want on screen.