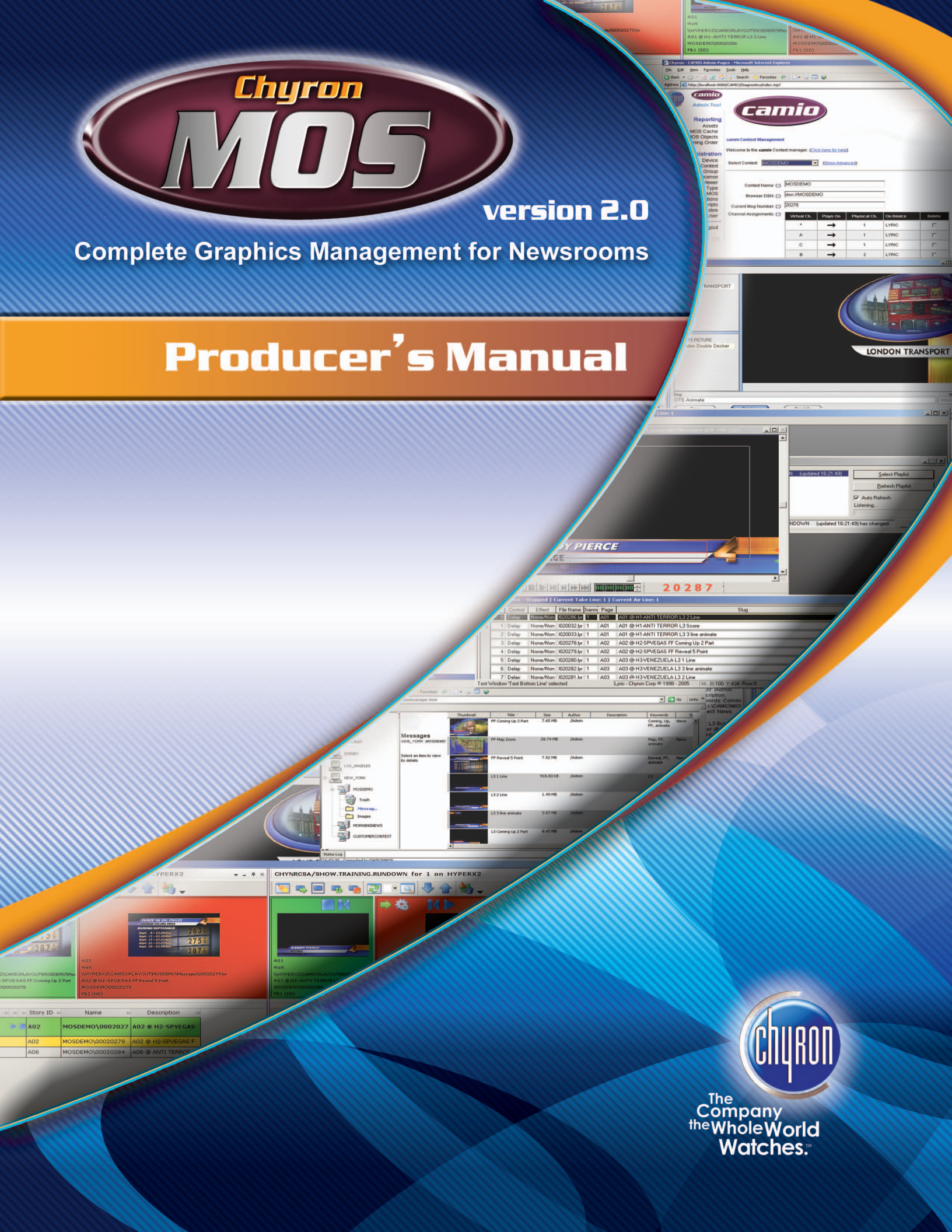
Chyron

MOS

version 2.0

Complete Graphics Management for Newsrooms

Producer's Manual



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PRODUCER'S Manual

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Title	Publication No.	Rev
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INTRODUCTION

Purpose of this Manual

This manual provides a guide for producers and newsroom staff to the operation and use of the Lyric Universal Control Interface (LUCI) in both the iNews and ENPS environments.

Manual Organization

Here is a quick overview of the chapters in the manual.

- **CHAPTER 1 INTRODUCTION** - gives the purpose of this manual, its organization, and customer support information.
- **CHAPTER 2 OVERVIEW** - provides a brief description of LUCI's capabilities.
- **CHAPTER 3 WORKING IN LUCI—iNews Environment** - the information provided here allows the user to work effectively in LUCI, while in the iNews environment.
- **CHAPTER 4 WORKING IN LUCI—ENPS Environment** - the information provided here allows the user to work effectively in LUCI, while in the ENPS environment.
- **CHAPTER 5 The LUCI INTERFACE** - introduces the user to the LUCI Interface.
- **APPENDIX A KEYBOARD SHORTCUTS** - lists the keyboard shortcuts available to the user.
- **APPENDIX B Glossary** - contains terms LUCI users need to understand LUCI and its operation.

Customer Support

For customer support, call *1-888-4-CHYRON (1-888-424-9766)*.

Visit the Chyron Website at **www.chyron.com**, for immediate access to our forums and knowledge base, and an array of documentation downloads and other information to assist you.

NOTES:

2

OVERVIEW

The LYRIC UNIVERSAL CONTROL INTERFACE

The Lyric Universal Control Interface (LUCI) is a graphical user interface for Chyron MOS. LUCI enables newsroom staff to build and preview graphics for their stories with a WYSIWYG interface and true preview of the content created.

From LUCI, it is possible to access databases containing Lyric Messages, which can then be edited, previewed, and assigned to stories.

LUCI includes template text replacement and simple drag and drop replacement of graphic assets from Chyron's own image library or Proximity's Xenostore. Using Proximity Xenotrack, orders for new graphics can be completed from within the NCS client and incorporated into LUCI CG messages. Chyron's LUCI Interface works within iNews, ENPS, Dalet and Samsung newsroom systems.

Refer to "APPENDIX B: Glossary" on page 43, for terms LUCI users need to understand to work effectively with LUCI.

You can use keyboard shortcuts, when working in LUCI. For a list of these shortcuts, see "APPENDIX A: Keyboard Shortcuts" on page 42.

3

WORKING in LUCI—iNews Environment

GETTING STARTED

Start iNEWS and open LUCI. See “ACCESSING LUCI” on page 29.

You should first acquaint yourself with the LUCI interface, before working in LUCI. Refer to Chapter 5, “THE LUCI INTERFACE” on page 28, for a detailed description of the LUCI interface, including information on setting LUCI preferences and performing asset searches.

WORKING in LUCI

Figure 1 depicts the Chyron MOS System Information flow.

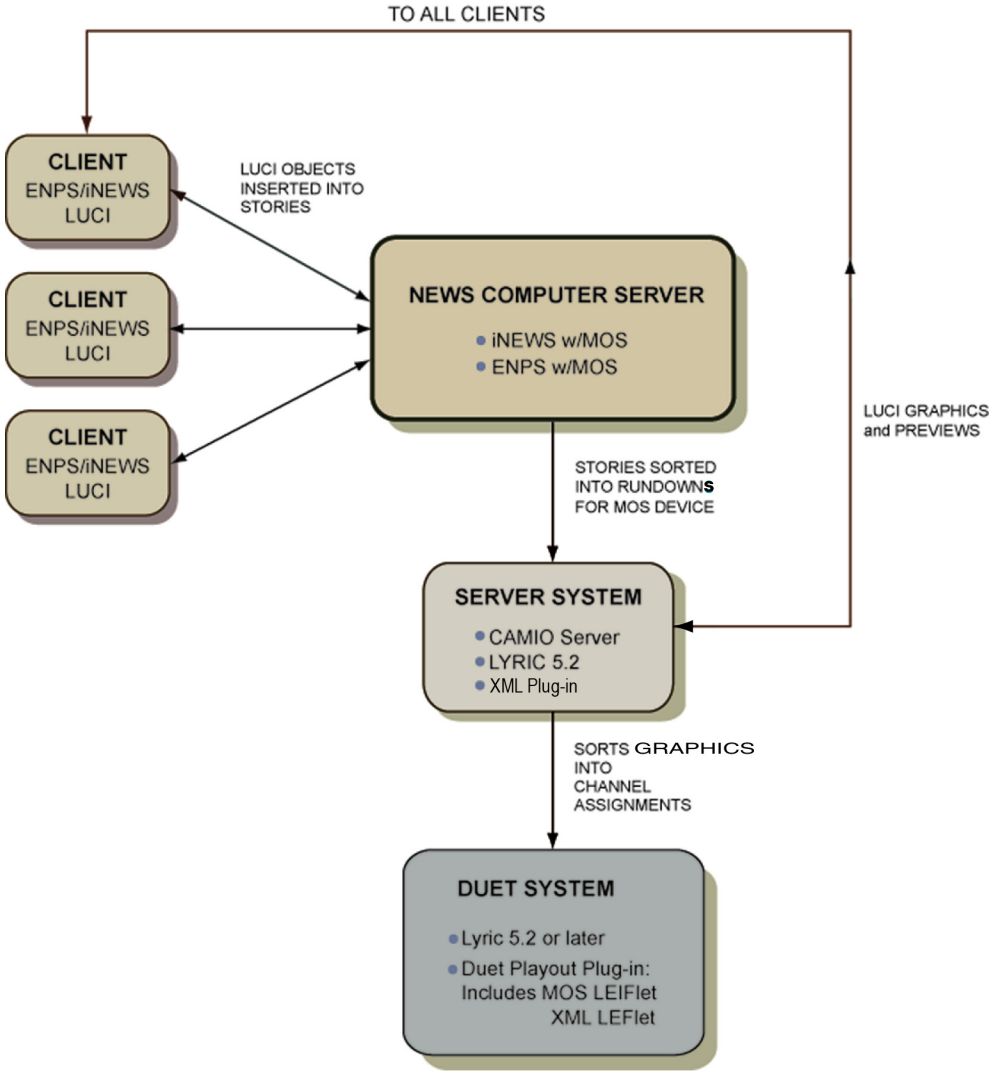


Figure 1 Chyron MOS System Information Flow

MOS OBJECTS

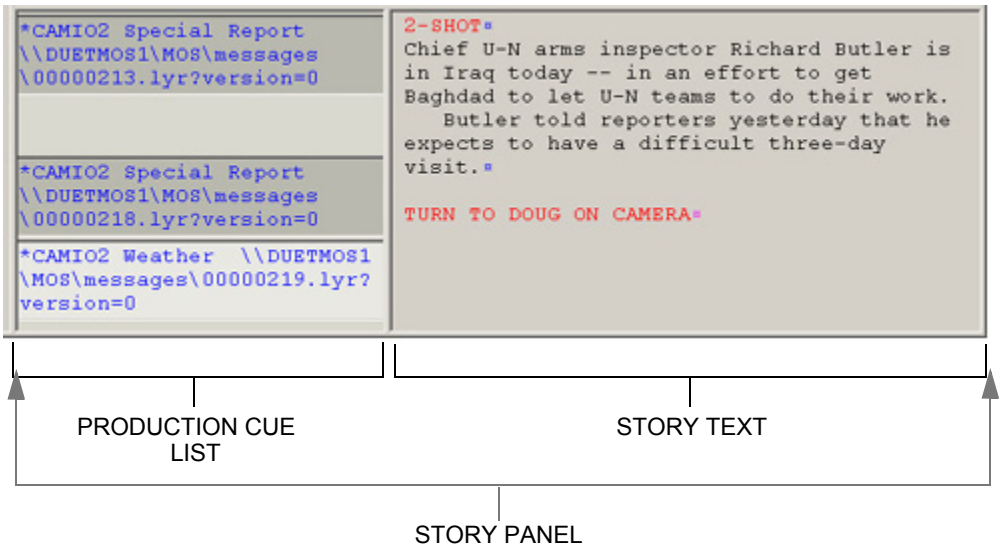
DESCRIPTION

A **MOS Object** consists of a **Template Data Message** and **Metadata**. The **Template Data Message** is based on a Lyric **Template**, and specifies the text that is to populate the **2D Text Template** fields of the **Template**. The **Template Data Message** also specifies the image(s) that are to populate the **2D Object Template** field(s).

INSERT FUNCTION

When the **Insert** function is implemented by clicking **Insert** or by pressing **Ctrl + Alt + I**:

- A **MOS Object** is created.
- The CAMIO ObjID (Production Cue) is assigned the **MOS Object**, and is inserted in the iNews text **Script** (story) and is added to the list of Production Cues. Figure 2 shows the iNews **Production Cues** list and Story text panels. An asterisk (*) is displayed at the position in the Story Text in which Production Cues were inserted.
- The **Template Data Message** is saved to the Default Message Directory on the Duet on which the **Template Data Message** is to be played. A unique **Msg Number** is assigned to this new **Template Data Message**.



NOTE: An * indicates where a Production Cue is inserted

Figure 2 iNEWS Interface—Inserting Production Cues

CREATING a NEW MOS OBJECT

The following steps illustrate how to create a new **MOS Object** and **Template Data Message**, and insert a new **Production Cue** into a text **Script**.

Refer to Chapter 5, "The LUCI INTERFACE, as needed.

1. The **Message Browser** window (Figure 3) displays the available groups of assets known as Context. Note that upon entry to LUCI, the previous state of the interface and all field data are maintained.

To see more of the Metadata, drag the vertical divider to the right.

2. If the desired Context is not displayed in the **Context Selection** field, select a Context from the drop-down list box.

3. If necessary, use the arrow keys or the scroll bar to find the desired **Template**. Choose a **Template** that contains at least one 2D Text Template and one 2D Object Template.

4. Highlight the desired **Template**, then press **Enter** or double-click the message. The message's thumbnail image, **Template** field text, and accompanying identifying data are loaded into the Thumbnail Display, Template Edit Panes, and **Slug** field. The **Msg Number** is auto-generated, and so **[AUTO]** is displayed.

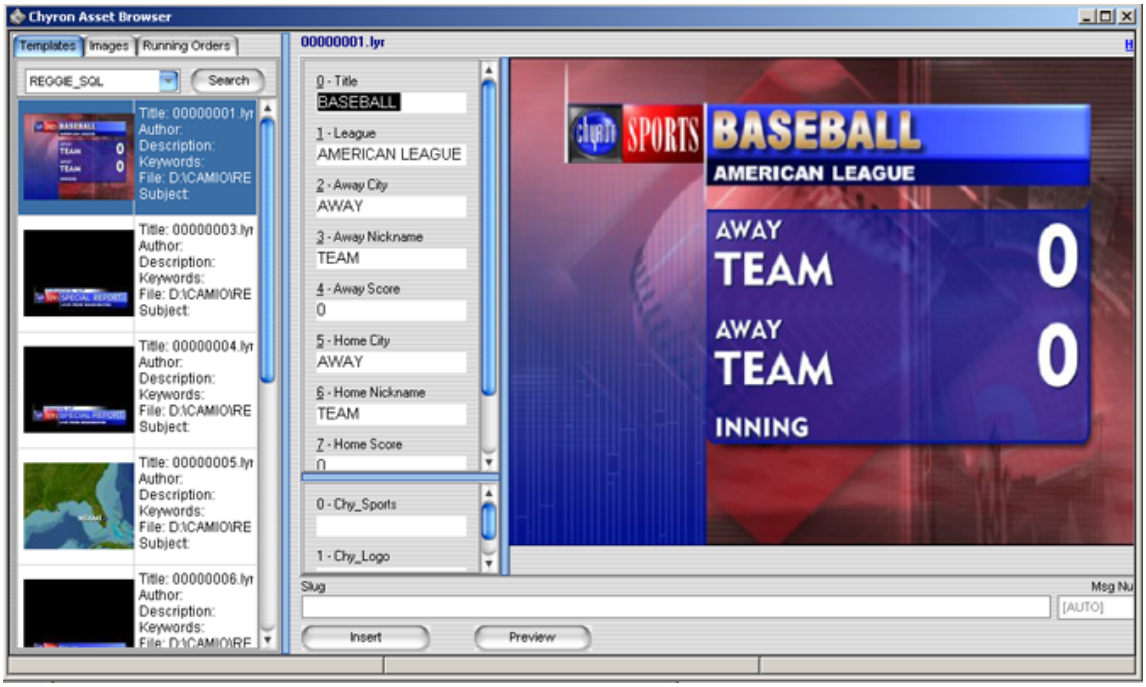


Figure 3 LUCI

*The Template Edit Fields are identified by names that were set when the message was created in Lyric. They are listed in the template number order as assigned when the message was created in Lyric. If a 2D Text Template or 2D Object Template does not have a name, it is labeled as "**<empty>**." Refer to 2D Text Templates and 2D Object Templates in Lyric's On-Line Help, for detailed information on Template creation.*

5. Enter new text into the **2D Text Template Edit Text** field(s). Note that the thumbnail image shown in the Thumbnail Display does not reflect the change.

6. Click the **Images** tab. The available images in the selected Context are displayed. If the desired Context is not displayed in the **Context Selection** field, select a Context from the drop-down list box. Scroll to the image that is to replace the default image in the 2D Object Template.

7. Highlight the desired image in the **Images** tab (Figure 4), and then drag it to the **2D Object Template** field in the **2D Object Template** Edit Pane.

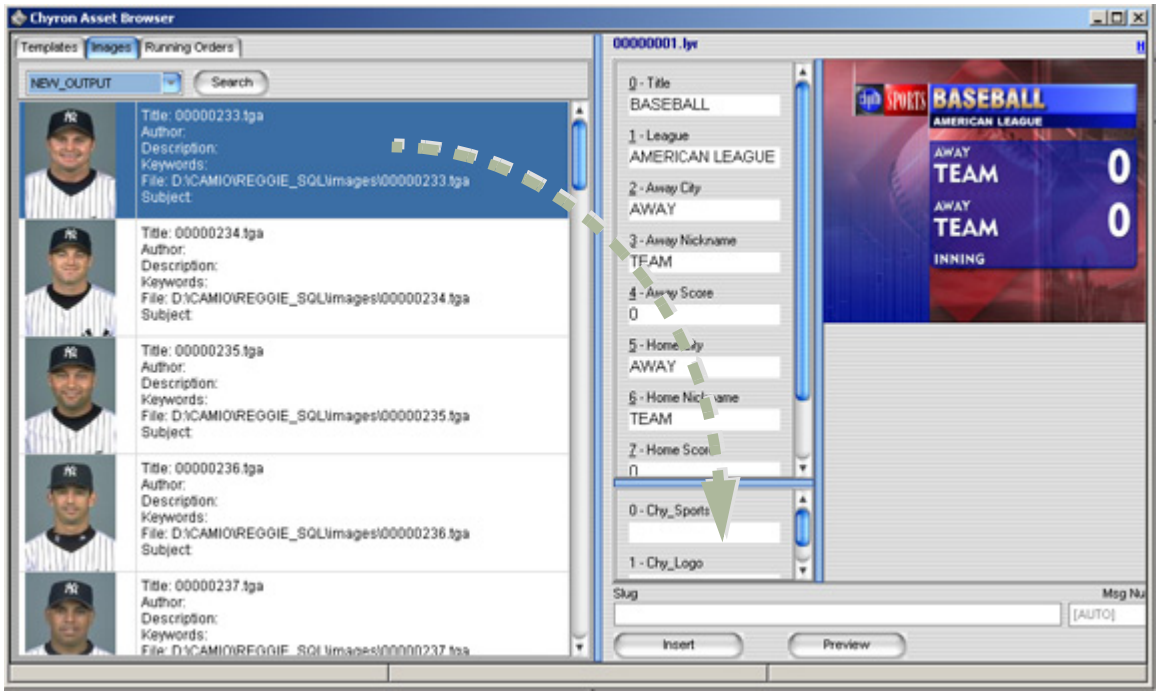


Figure 4 Images Tab

8. Enter a name into the **Slug** field. If none is entered, one will automatically be generated.

9. To preview the message, click the **Preview** button or press **Ctrl + Alt + P**. The Message Preview window opens, displaying the message containing the new text. Click the **Close** icon to exit the window.

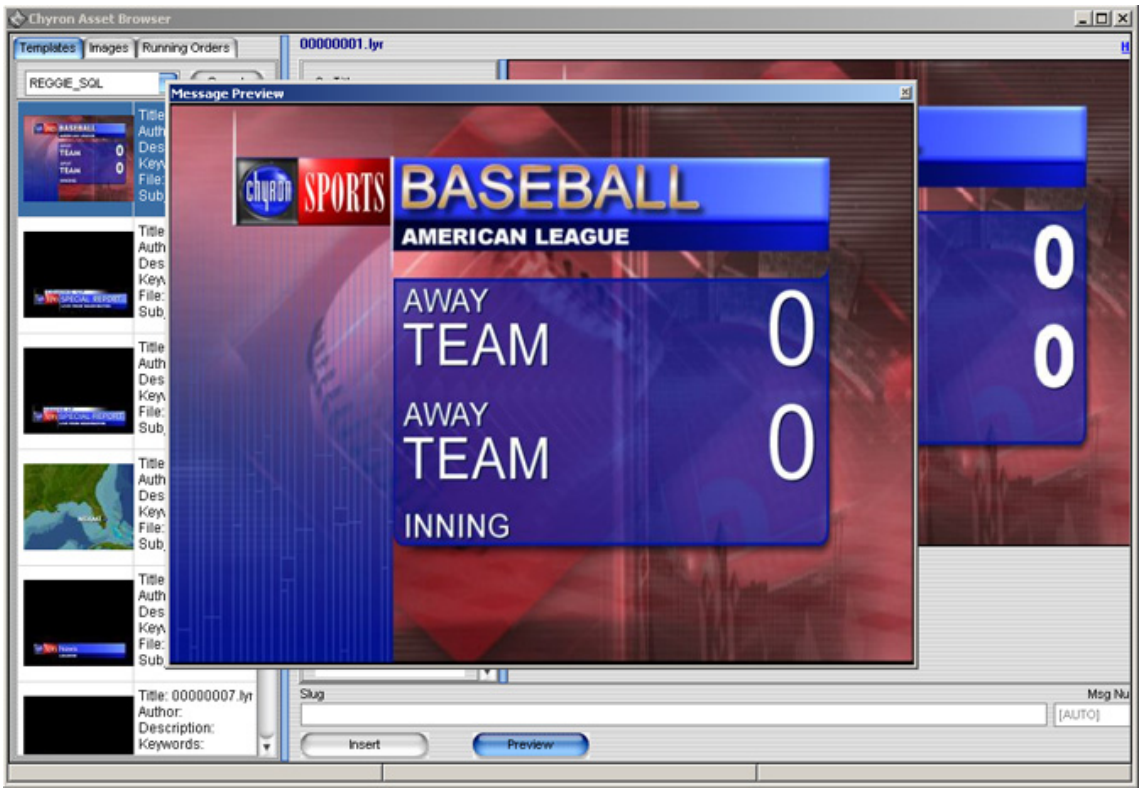


Figure 5 MOS Object (Template Data Message) Preview

If font characters from Template text do not display correctly in Preview, it could be that the font used when the Lyric message was created is not available on the CAMIO Server that is rendering the messages. If this occurs, the font must be copied to the CAMIO Server, as only characters already in the message will display correctly. Contact your Chyron MOS Administrator, for assistance.

10. Place the cursor in the Story Text panel (Figure 6) where the new **MOS Object** is to be placed.

11. The selected **MOS Object** can be added to the story in several ways:

- Click **Insert** or press **Ctrl + Alt + I**.

or

- Drag a thumbnail image to the script.

:

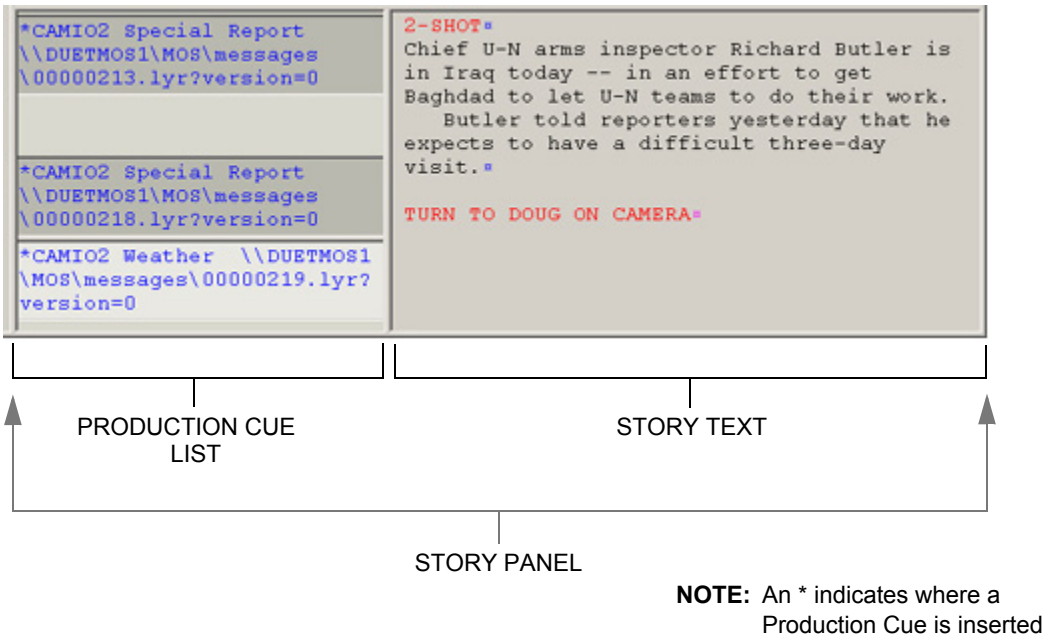


Figure 6 MOS Object Inserted as Production Cue and in Story Text

12. Click **OK** if the existing **MOS Object** is to be replaced, or **Cancel** to retain the existing **MOS Object** as the Production Cue. The warning closes. The new **MOS Object** information is displayed as a Production Cue (Figure 6). An asterisk (*) is displayed at the position in the Story Text in which the **MOS Object** was inserted.

The code displayed as the Production Cue is an abbreviated version of the code describing the **MOS Object**. This abbreviated code is known as a MOS Abstract.

The display format of the MOS Abstract is determined by MOS Abstract configuration in CAMIO MOS Administration. The syntax of the example show in the previous figure is:

<Chyron MOS Gateway>Slug yyyyyyyy(xxxxxxxx)

Where

- **Chyron MOS Gateway** is configured through iNews.
- **Slug** is the name specified in the **Slug** field.
- **yyyyyyyy** is the Message ID of the **Template Data Message** that is created.
- **xxxxxxxx** is the Message ID of the **Template** (selected from the **Templates** tab) on which the T**emplate Data Message** is built. If the Message ID is less than eight digits long, the leading zeroes are not displayed in the **MOS Object**.

To change the MOS Abstract format, contact your System Administrator for assistance,

PREVIEWING the MOS OBJECT

After insertion into Story Text, the **MOS Object** can be previewed.

To preview the **MOS Object**:

- Double-click the Production Cue for the **MOS Object**. It is loaded into LUCI. If not open when the **MOS Object** was loaded, the **Templates Tab** is displayed. Additionally, the **Thumbnail** and **Template** fields are that of the **MOS Object**, and the **Msg Number** field reflects the Message ID of the **Template Data Message** that was created when the **MOS Object** was created.

When the story is saved, the objects become a part of the show Rundown..

REPLACING/EDITING EXISTING MOS OBJECTS

To replace a **MOS Object** (Figure 7):

1. Double-click on an existing MOS Object in the production cue to load LUCI with the existing MOS Object.
2. Edit the content or template type.
3. Click **Save**.

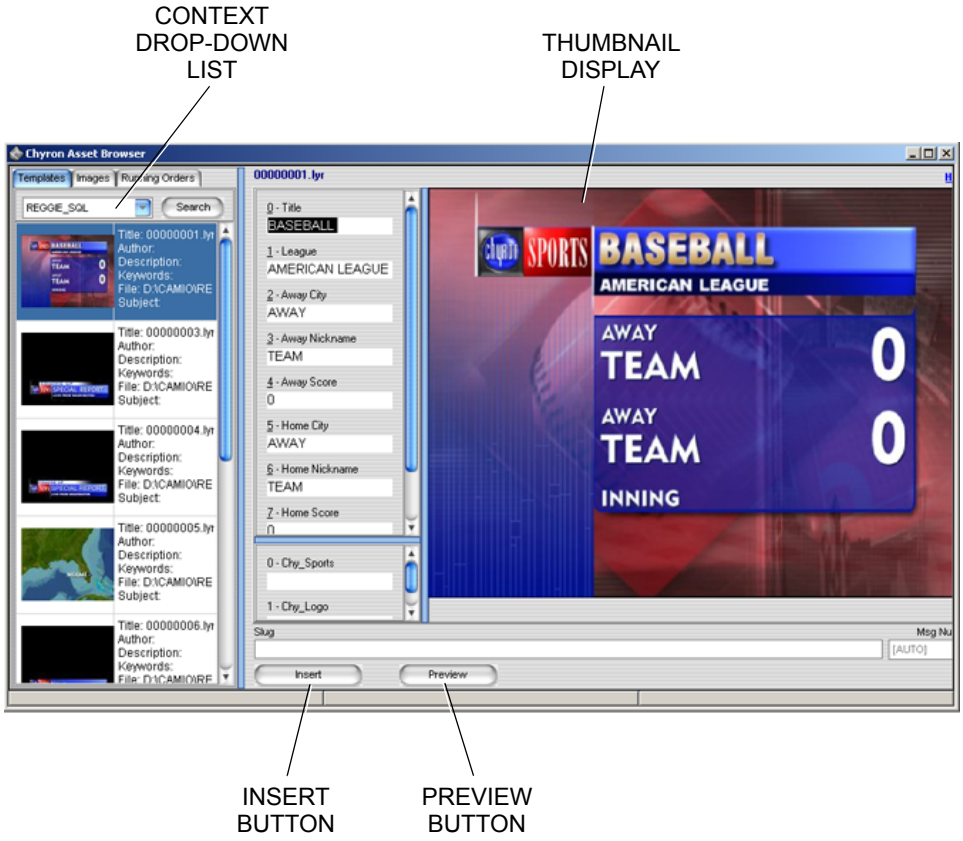


Figure 7 LUCI

RUNNING ORDERS and the LYRIC PLAYLIST

RUNNING ORDER

In order for the **Running Order** to be updated, the story must be saved in the newsroom client, then execute a **Monitor Load**. Refer to Establishing the iNEWS Gateway Connection for details of **Monitor Load**.

This prompts the NCS Server to send the **Running Order** update to the CAMIO Server, which then communicates the update both to the Lyric **Playlist** on the playout system and directly back to the **Running Order** in LUCI. The results of the update can be viewed in the **Running Orders Browser** within LUCI (see “RUNNING ORDERS BROWSER” on page 34) and in the Lyric **Playlist** on the playout system.

To display the **Running Order** for a show:

1. Open LUCI.

2. Click the **Running Orders** tab (Figure 8). If the correct Rundown name is not displayed in the Rundown List field select it from the **Running Orders Selection** list box. A list of all of the **Template Data Messages,** generated for the selected Rundown, should be displayed.

If the update does not occur, then the Save Story and Monitor Load procedures, described previously, must be performed.

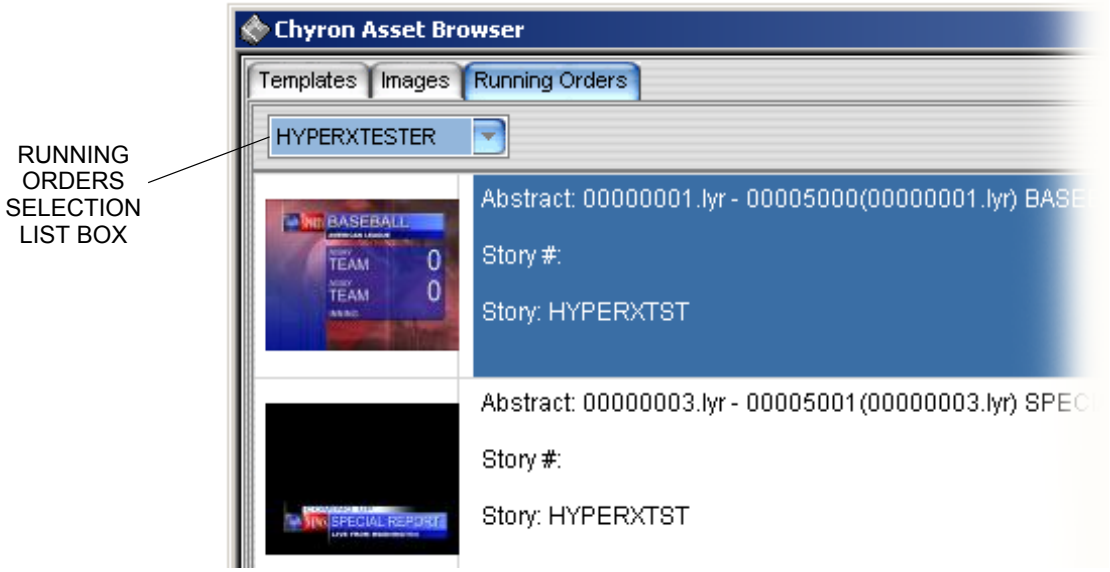


Figure 8 LUCI Running Orders Browser

3. Right-click on the **Running Orders Browser**, and select **Refresh** from the Context menu to ensure that the **Running Order** reflects the latest updates.

MOS Objects associated with stories in the rundown can be searched and viewed from the **Running Orders Browser** in a similar manner as from the **Templates Browser**. They also can be edited from the **Running Orders Browser**.

To edit MOS Objects from the Running Orders Browser:

1. Highlight the desired message, then press **Enter** or double-click the message.
2. Edit the 2D Text Template fields, 2D Object Template fields, and/or the Slug.
3. Click the **Save** button. The **Confirm** prompt is displayed.
4. Click **Yes** to save the edited message.

The MOS Abstract reflects the changes made to the object in the Running order view only for the actual object edited. If a copy of this object exists in another story or Rundown, the MOS Object will not reflect the change.

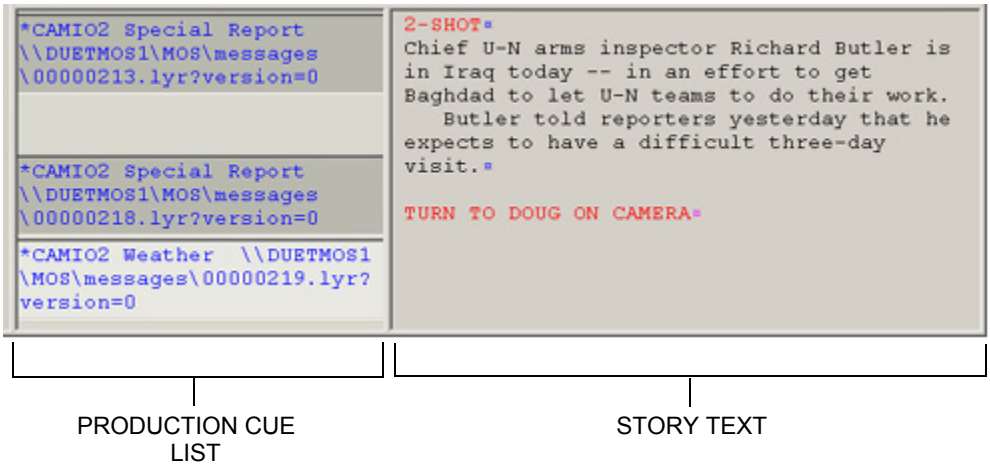
The Administrator can configure for the edit feature to be displayed in the Running Order View.

EDITING a TEMPLATE DATA MESSAGE

After a **Template Data Message (MOS Object)** is created, it can be edited. For example, to correct a misspelling.

To edit a **MOS Object**:

1. In the iNEWS **Production Cue Lis**t (Figure 9), highlight the Production Cue that is to be edited.



NOTE: An * indicates where a Production Cue is inserted

Figure 9 iNews Production Cue List

2. Double-click or right-click on the Production Cue and select **Edit Production Cue** from the Context menu. The Quick Edit interface is displayed (Figure 10).

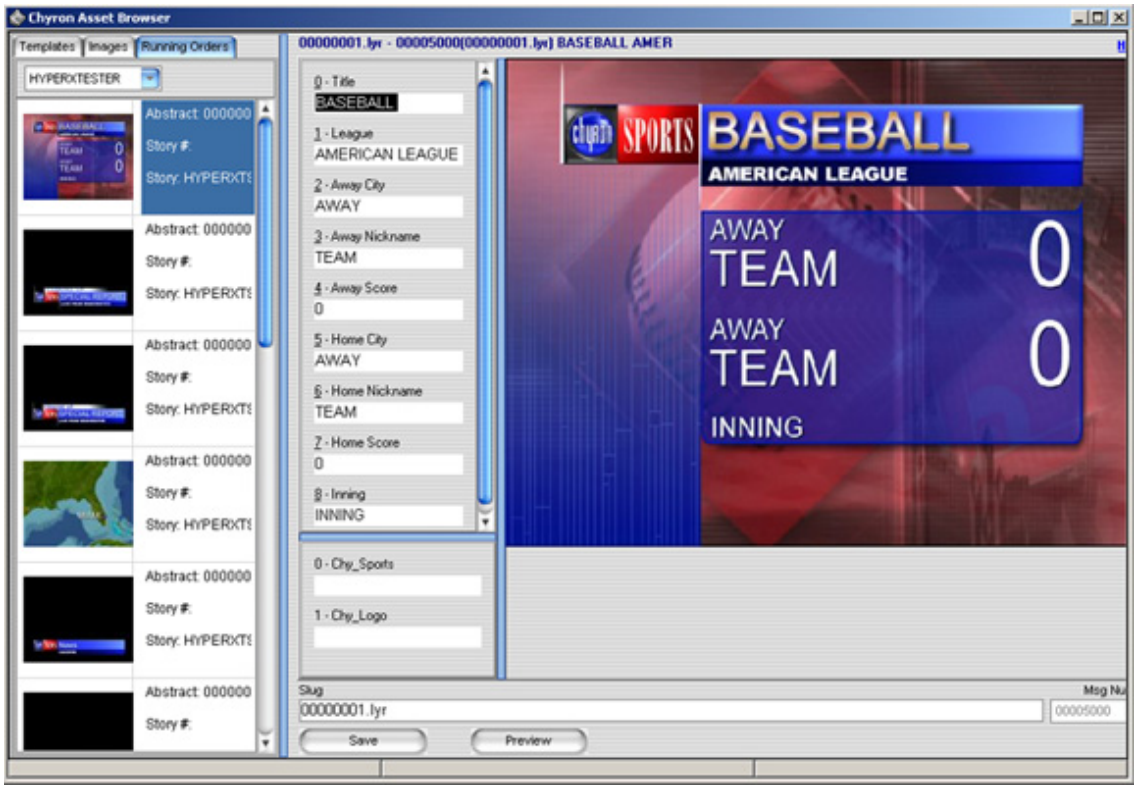


Figure 10 Quick Edit Interface

3. Edit the **Template** fields and/or the Slug.

4. When done, click **Save**.

Each time a message is edited, the **Template Description Message Number** remains the same, but the **Template Data Version Number** increments. When an update is performed (Save Story, then Monitor Queue Load), the **Playlist** is updated with the newest version. See “RUNNING ORDERS and the LYRIC PLAYLIST” on page 13.

To view and edit (as opposed to replace) the message associated with the **MOS Object**, it is necessary to do so from the **Running Orders** tab. *Refer to “RUNNING ORDERS and the LYRIC PLAYLIST” on page 13.*

Access Using a Macro

In addition, an iNEWS macro can be used to invoke **LUCI**. Note that any additional keystrokes in the macro will persist and will be executed within the context of **LUCI**.

Contact your iNews Administrator for help in creating an iNews macro.

4

WORKING in LUCI—ENPS Environment

GETTING STARTED

Start ENPS and open LUCI. See “ACCESSING LUCI” on page 29.

You should first acquaint yourself with the LUCI interface, before working in LUCI. Refer to Chapter 5, “THE LUCI INTERFACE” on page 28, for a detailed description of the LUCI interface, including information on setting LUCI preferences and performing searches within LUCI.

MOS SYSTEM INFORMATION FLOW

Figure 11 depicts the Chyron MOS System information flow.

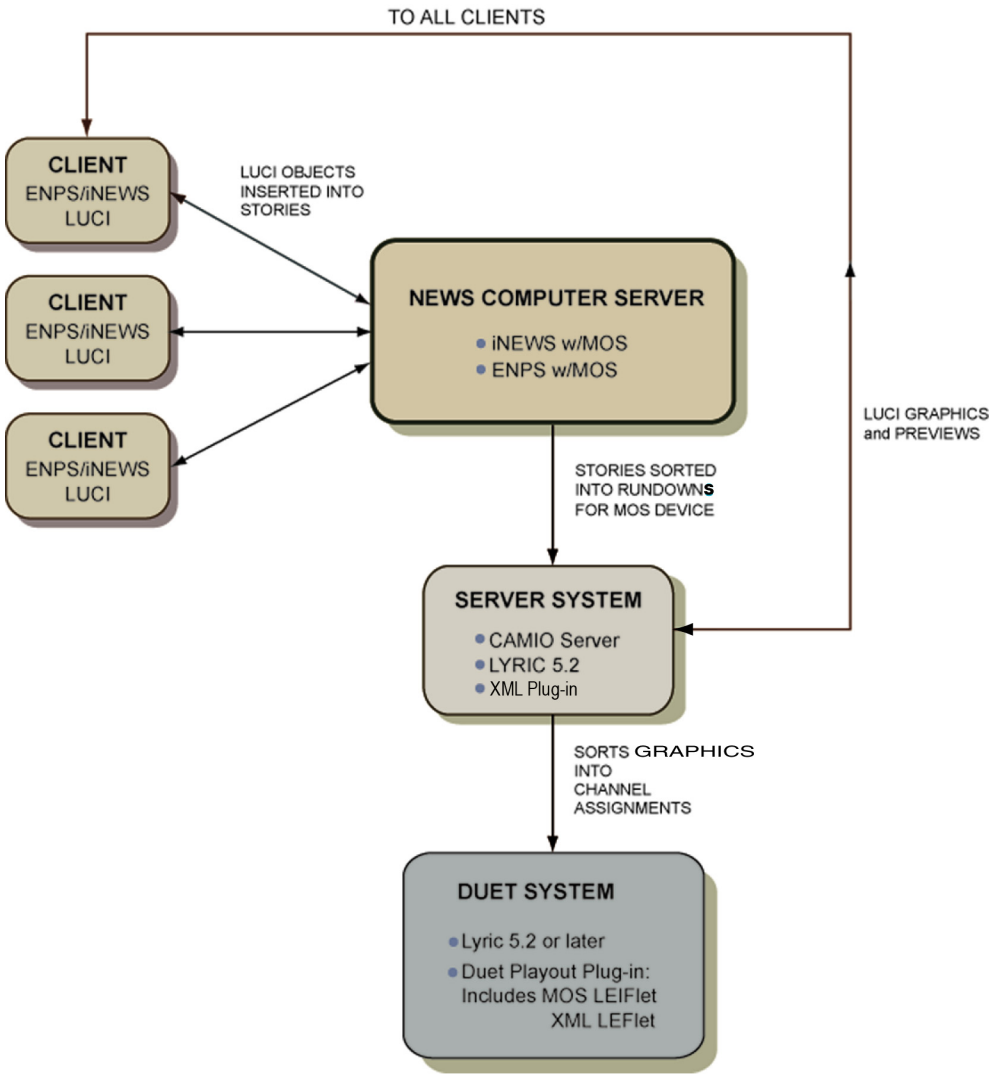


Figure 11 Chyron MOS System Information Flow

MOS OBJECTS

A **MOS Object** consists of a **Template Data Message** and **Metadata**. The **Template Data Message** is based on a Lyric **Template**, and specifies the text that is to populate the **2D Text Template** fields of the **Template**. The **Template Data Message** also specifies the image(s) that are to populate the **2D Object Template** field(s).

INSERT FUNCTION

When the **Insert** function is implemented by clicking **Insert** or by pressing **Ctrl + Alt + I**:

- A **MOS Object** is created.
- The CAMIO ObjID (Production Cue) is assigned the **MOS Object**, and is inserted in the ENPS **Script**
- The **Template Data Message** is saved to the Default Message Directory on the Duet on which the **Template Data Message** is to be played. A unique **Msg Number** is assigned to this new **Template Data Message**.

CREATING a NEW MOS OBJECT

The following steps illustrate how to create a new **MOS Object** and **Template Data Message**, and insert a new Production Cue into a text **Script**.

1. Open LUCI.

2. The **Message Browser** window (Figure 12) displays the available assets in the selected Context. Note that upon entry to LUCI, the previous state of the interface and all field data are maintained.

To see more of the Metadata, drag the vertical divider to the right.

3. If the desired Context is not displayed in the **Context Selection** field, select a Context from the drop-down list box.

4. If necessary, use the arrow keys or the scroll bar to find the desired **Template**. Choose a **Template** that contains at least one 2D Text Template and one 2D Object Template.

5. Highlight the desired **Template**, then press **Enter** or double-click the message. The message's thumbnail image, **Template** field text, and accompanying identifying data are

loaded into the Thumbnail Display, Template Edit Panes, and Slug field. The **Msg Number** is auto-generated, and so [AUTO] is displayed.

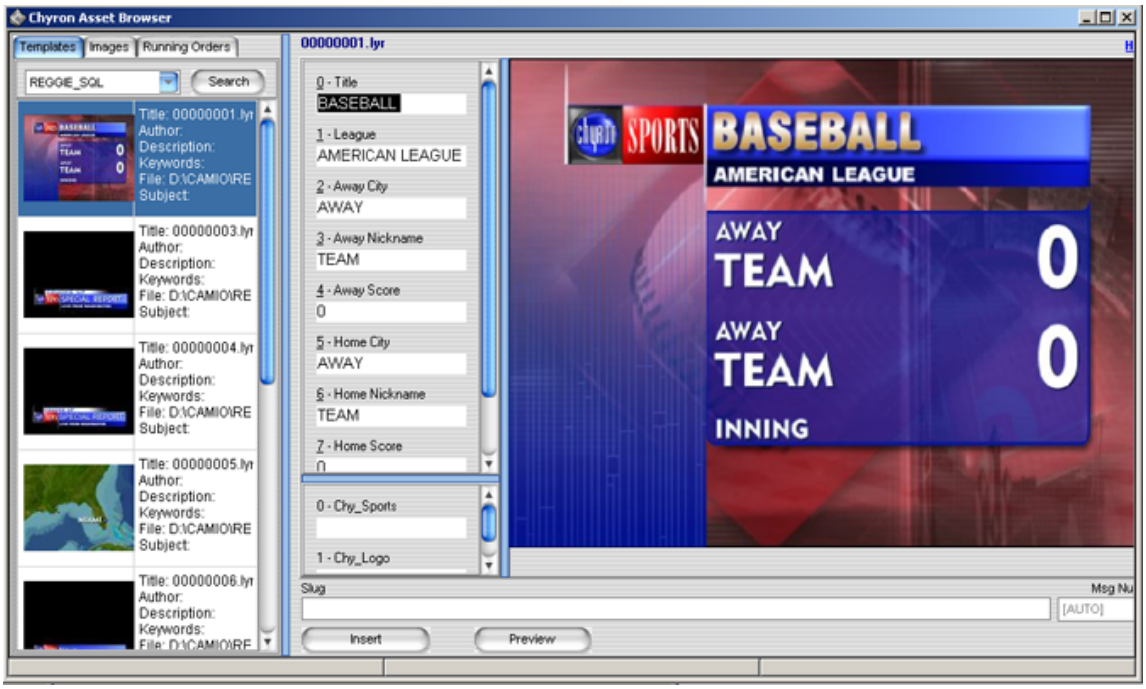


Figure 12 LUCI

*The Template Edit Fields are identified by names that were set when the message was created in Lyric. They are listed in the template number order as assigned when the message was created in Lyric. If a 2D Text Template or 2D Object Template does not have a name, it is labeled as "**<empty>**." Refer to 2D Text Templates and 2D Object Templates in Lyric's On-Line Help, for detailed information on Template creation.*

6. Enter new text into the 2D Text Template Edit Text field(s). Note that the thumbnail image shown in the **Thumbnail Display** does not reflect the change.

7. Click the Images tab. The available images in the selected Context are displayed. If the desired Context is not displayed in the Context Selection field, select a Context from the drop-down list box. Scroll to the image that is to replace the default image in the 2D Object Template.

8. Highlight the desired image in the **Images** tab (Figure 13), and then drag it to the **2D Object Template** field in the **2D Object Template** Edit Pane.

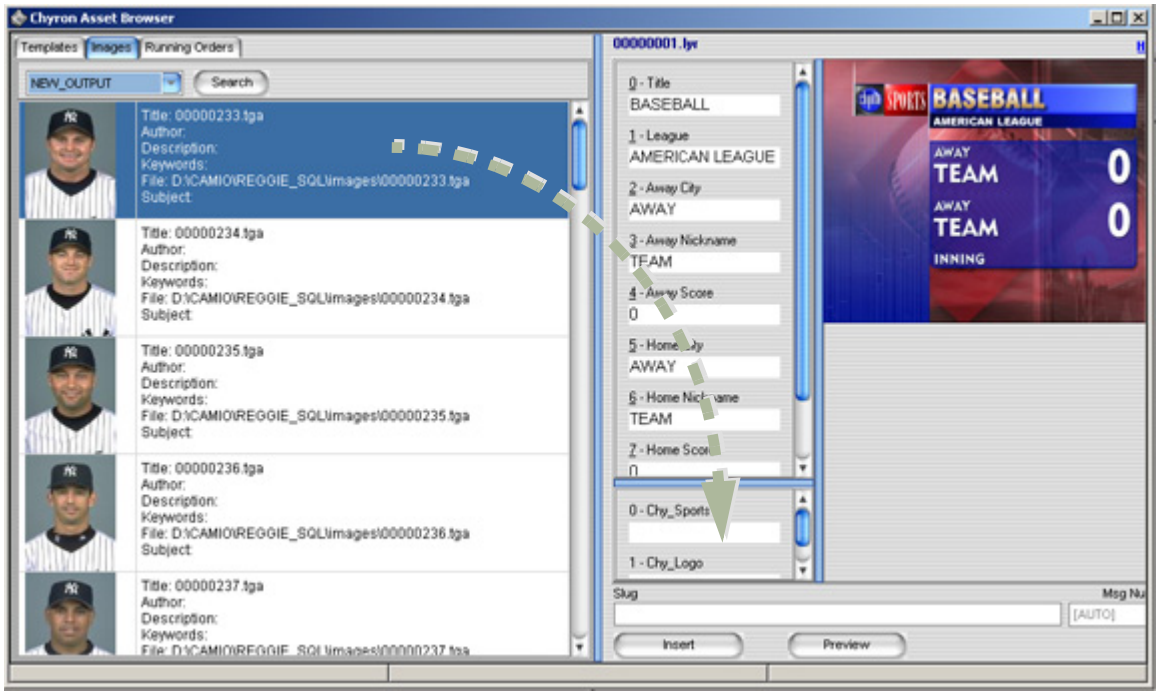


Figure 13 Images Tab

9. Enter a name into the **Slug** field. If none is entered, one will automatically be generated.

10. To preview the message, click the **Preview** button or press **Ctrl + Alt + P**. The Message Preview window opens, displaying the message containing the new text (Figure 14). Click the **Close** icon or the **Esc** key, to exit the window.

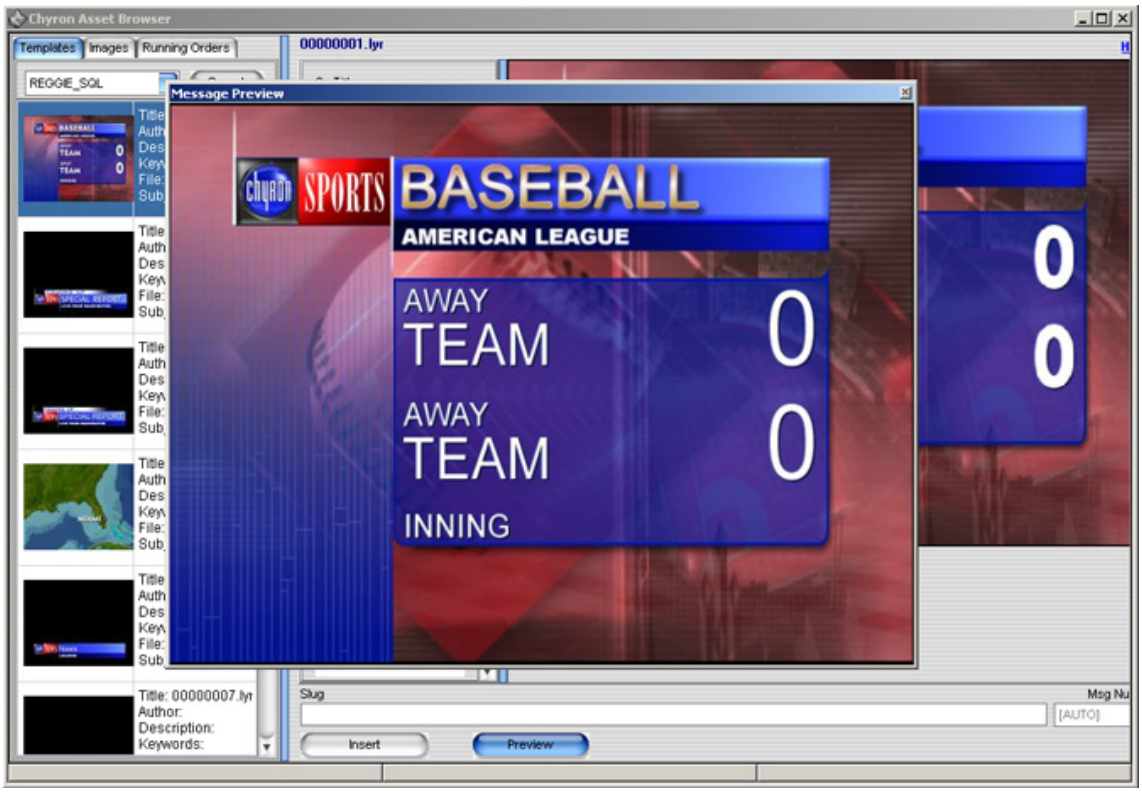


Figure 14 MOS Object (Template Data Message) Preview

If font characters from Template text do not display correctly in Preview, it could be that the font used when the Lyric message was created is not available on the CAMIO Server that is rendering the messages. If this occurs, the font must be copied to the CAMIO Server, as only characters already in the message will display correctly. Contact your LUCI Administrator, to have correct fonts loaded for accurate previews.

11. Click or press **Ctrl + Alt + I**. The **Insert Confirm** dialog is displayed.
12. The **MOS Object** is inserted at the cursor position in the **Script** (Figure 15).

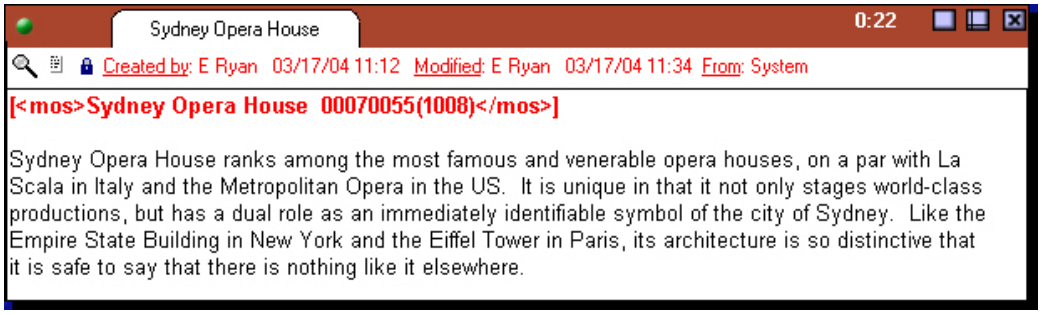


Figure 15 MOS Object Inserted as Production Cue and in Story Text

The code inserted in the **Script** is an abbreviated version of the code describing the **MOS Object**. This abbreviated code is known as a **MOS Abstract**. The display format of the **MOS Abstract** is determined by MOS Abstract configuration in CAMIO MOS Administration. The syntax of the example show in the previous figure is:

[<mos>Slug yyyyyyyy(xxxxxxxx)</mos>]

Where

- **Slug** is the name specified in the Slug field.
- **yyyyyyyy** is the **Message ID** of the **Template Data Message** that is created.
- **xxxxxxxx** is the **Message ID** of the **Template** (selected from the Templates tab) on which the **Template Data Message** is built. If the **Message ID** is less than eight digits long, the leading zeroes are not displayed in the **MOS Object**.

PREVIEWING the MOS OBJECT

After insertion into the **Script**, the **MOS Object** can be previewed.

To preview the **MOS Object**:

- In the **Script**, double-click on the **MOS Object**. It is loaded into LUCI. If not open when the **MOS Object** was loaded, the Templates Tab is displayed. Additionally, the Thumbnail and Template fields are that of the **MOS Object**, and the **Msg Number** field reflects the **Message ID** of the **Template Data Message** that was created when the **MOS Object** was created

The **MOS Object** can now be added to the **Running Order** by saving the story. See “RUNNING ORDERS and the LYRIC PLAYLIST” on page 24.

RUNNING ORDERS and the LYRIC PLAYLIST

OVERVIEW

This section describes how **MOS Objects** are added to the **Running Order** within LUCI, to the **Rundown** in ENPS, and to a **Playlist** on the playout system.

A Lyric **Running Order** is a list of **Template Data Messages** that are to be played back during a particular production. The order in which they are displayed is determined by their order within a **Script**, and the order of the **Script** within a **Rundown**.

A **Rundown** is a list of **Scripts**, in order of broadcast. **ENPS Help** provides detailed information on creating **Scripts** and Rundowns, but in brief, here is how it works:

After a **Script** is created in ENPS, the user adds **MOS Objects** to the **Script**, as described in “MOS OBJECTS” on page 19. The user (or multiple users) then adds **Scripts** to the **Rundown** in ENPS. For example, a **Rundown** can contain all of the **Scripts** for the 11pm News. After the **Script** is added to a **Rundown**, the **CAMIO Server** also passes the **MOS Object** data to the playout system(s) that is to play out the messages created within the ENPS-LUCI environment. A Playlist is automatically created and updated as new **MOS Object** data is transmitted from the CAMIO Server to the playout system. The messages in the Playlist are reflected in the **Running Orders** tab in LUCI.

Once a Rundown (Figure 16) contains a **Script** containing a **MOS Object**, the **Rundown** appears in the **Running Orders** drop-down list box in the **Running Orders** tab in LUCI. Additionally, the information about the **MOS Objects** in the **Running Order** automatically drives the creation and update of an open **Playlist** on a playout system, which can then be played to air.

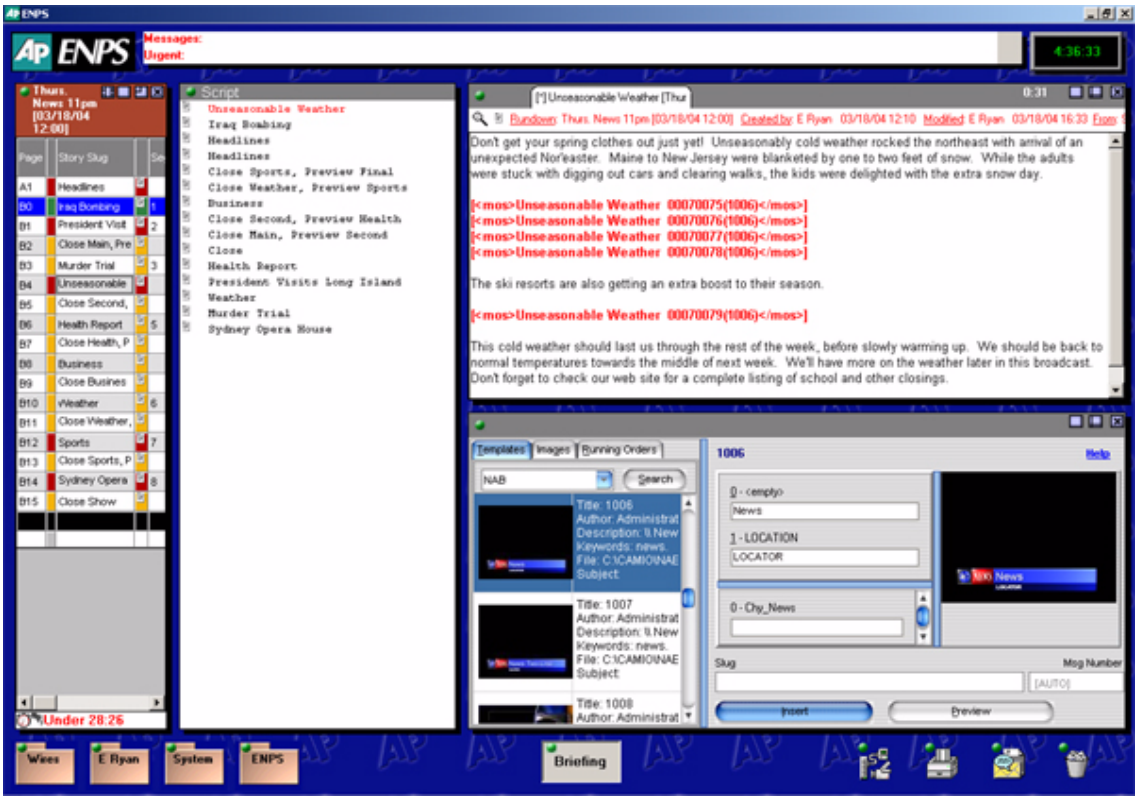


Figure 16 ENPS Interface Showing Script, Script List and Rundown

MOS READY TO AIR

*In order for Running Orders to be displayed, **MOS Ready to Air** must be selected.*

To select **MOS Ready to Air** (Figure 17):

1. Click the rover for the **Rundown**.

2. Select **MOS Ready to Air** in drop-down menu (Figure 17). When **Ready to Air** is active, there is a checkmark next to its listing in the menu.

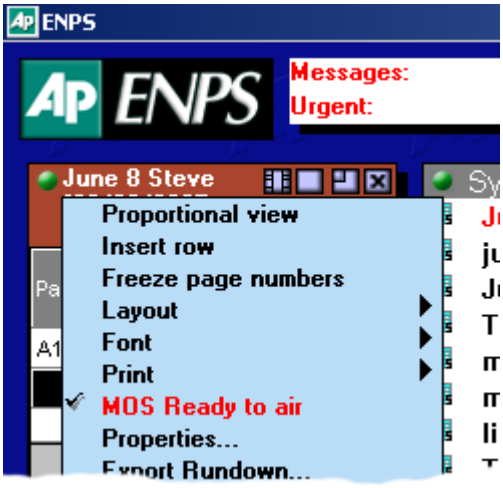


Figure 17 MOS Ready to Air

In the instance where messages from Contexts residing on different systems are contained in one **Running Order**, the **Running Order** is automatically sent to the system from which the first message originated.

RUNNING ORDER

To display the **Running Order** for a show:

1. Open LUCI.

2. Click the **Running Orders** tab (Figure 18). If the correct Rundown name is not displayed in the Rundown List field select it from the **Running Orders Selection** list box. A list of all of the **Template Data Messages,** generated for the selected Rundown, should be displayed.

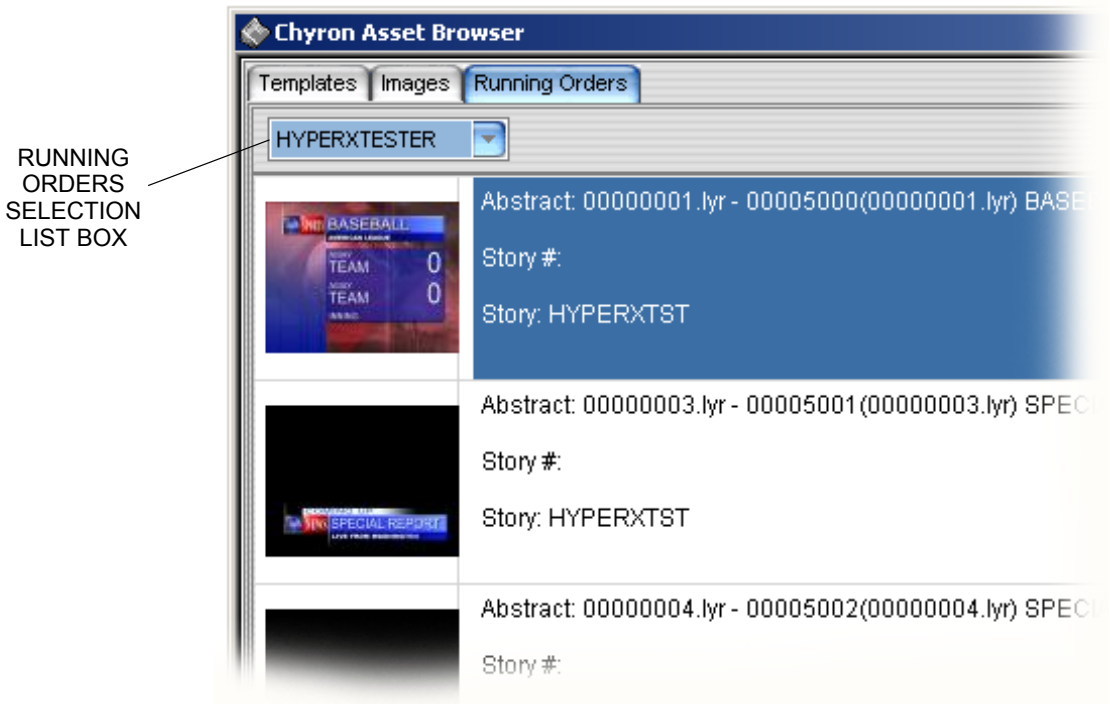


Figure 18 LUCI Running Orders Browser

3. Right-click on the **Running Orders Browser**, and select **Refresh** from the Context menu to ensure that the Running Order reflects the latest updates.

Templates can be searched and viewed from the **Running Orders Browser** in a similar manner as from the **Templates Browser**. They also can be edited from the **Running Orders Browser**.

To Edit a **Template**:

1. Highlight the desired message, then press **Enter** or double-click the message.
2. Edit the 2D Text Template fields, 2D Object Template fields, and/or the Slug.
3. Click the **Save** button. The **Confirm** prompt is displayed.
4. Click **Yes** to save the edited message.

The MOS Abstract reflects the changes made to the object in the Running order view only for the actual object edited. If a copy of this object exists in another story or Rundown, the MOS Object will not reflect the change.

Reinitializing the Rundown

Occasionally, it is necessary to reinitialize an existing Rundown in order for the **Running Order** to display.

To reinitialize a Rundown:

1. Click on the rover for the **Rundown**, then select **Properties** from the drop-down menu. The **Rundown Properties** dialog box is displayed.
2. Click the **MOS Control Active** parameter to deactivate it. The "+" should disappear.
3. Click **Apply**.
4. Click the MOS Control Active parameter to reactivate it. The "+" should reappear.
5. Click **Apply** , then click **Yes** in the popup window.
6. Click **Go** to close the **Rundown Properties** dialog box.

Editing a MOS Object from the Running Orders Tab

After a **MOS Object** is created and has been added to the **Running Order**, it can be edited. For example, a misspelling in a Template field can be corrected.

To edit a **MOS Object**:

1. In the **Running Order**, double-click the **Template Data Message** that is to be edited. The **Template Data Message** is loaded into LUCI.
2. Edit the **Template** fields and/or the Slug.
3. When complete, press **Alt + E** or click **Save**. Each time a message is edited, the **Template Data Message Number** remains the same.

5

THE LUCI INTERFACE

ACCESSING LUCI

PRIOR to USING LUCI

Some setup and configuration tasks must first be performed, before LUCI can be accessed. This document assumes that these tasks have already been accomplished. If LUCI does not start or work properly, contact your technical support staff or Chyron Customer service.

OPENING LUCI

To open LUCI in iNEWS

- Start iNEWS
- In the iNEWS **Tools** menu, select **Plugins > Chyron Asset Browser**. The Chyron Asset Browser (LUCI) opens.

To open LUCI ENPS

- Click the **Media Control** icon at the bottom of the ENPS interface (Figure 19). The last-accessed Media Control is automatically displayed in the **ENPS Edit** window. If the last-accessed Media Control was the desired MOS device, LUCI is displayed.

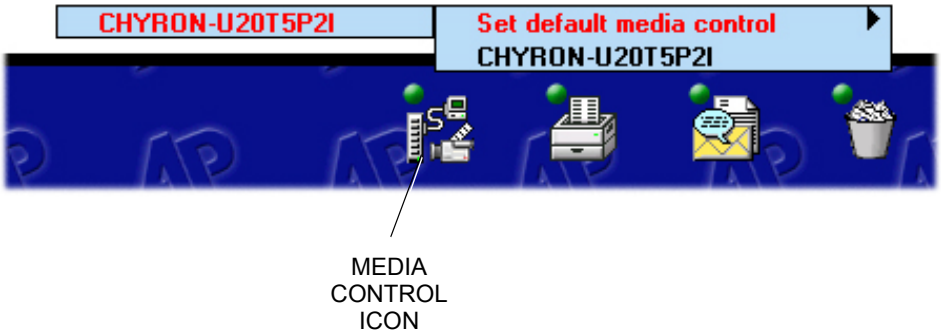


Figure 19 Media Control Rover Menu

THE LUCI INTERFACE

OVERVIEW

The following provides a brief description of the LUCI Interface (Figure 20). A detailed description follows.

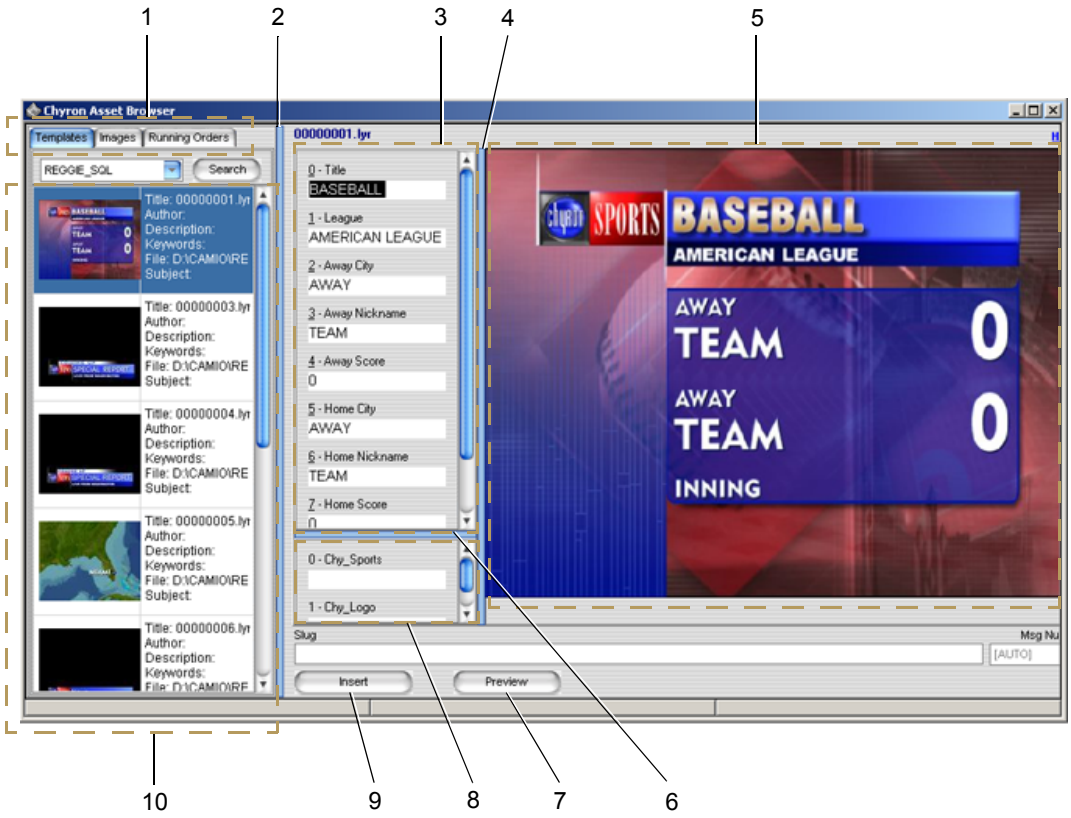


Figure 20 LUCI Interface

Not all interface elements are listed below. Those items not listed are described elsewhere in this manual.

Browser Tabs (1) — Used to select the browsers described below. The **Message Browser** is displayed by default, when LUCI first starts. Clicking on the **Templates** tab also displays the **Message Browser**. Clicking on the **Images** tab displays the **Image Browser**, and clicking on the **Running Orders** tab displays the **Running Orders Browser**.

Browsers (10) — LUCI provides a **Message Browser** for working with **Templates**, an **Image Browser** for working with 2D objects (images), and a **Running Orders Browser** for working with **RUNNING ORDERS**.

Edit Panes (3, 8)	**2D Text Template** (3) and **2D Object Template** (7) edit panes allow the editing of 2D Template text and the replacement of 2D objects (images).
Thumbnail Display (5)	Displays enlarged version of selected thumbnail images.
Dividers (2, 4, 6)	Adjust the width of the browser windows and **Thumbnail Display** as well as the width and height of the edit panes, using these dividers.
Preview (7)	Clicking on **Preview** or by typing **Ctrl + Alt + P** displays the selected **Template Data Message** in the **Message Preview** window with any new template text or image.
Insert (9)	The Insert function is implemented by clicking on the **Insert** button or by typing **Ctrl + Alt + I**. See “MOS OBJECTS” on page 19.

DETAILED DESCRIPTION

MESSAGE BROWSER

To access the **Message Browser** (Figure 21), click on the **Templates** tab.

When LUCI is first opened, the Template that is assigned to the currently selected Instruction or Production Cue is highlighted.

The **Context Selection** drop-down list box (Figure 21) displays a list of available Contexts. When a Context is selected from this list, its **Templates** is displayed in the **Message Browser**.

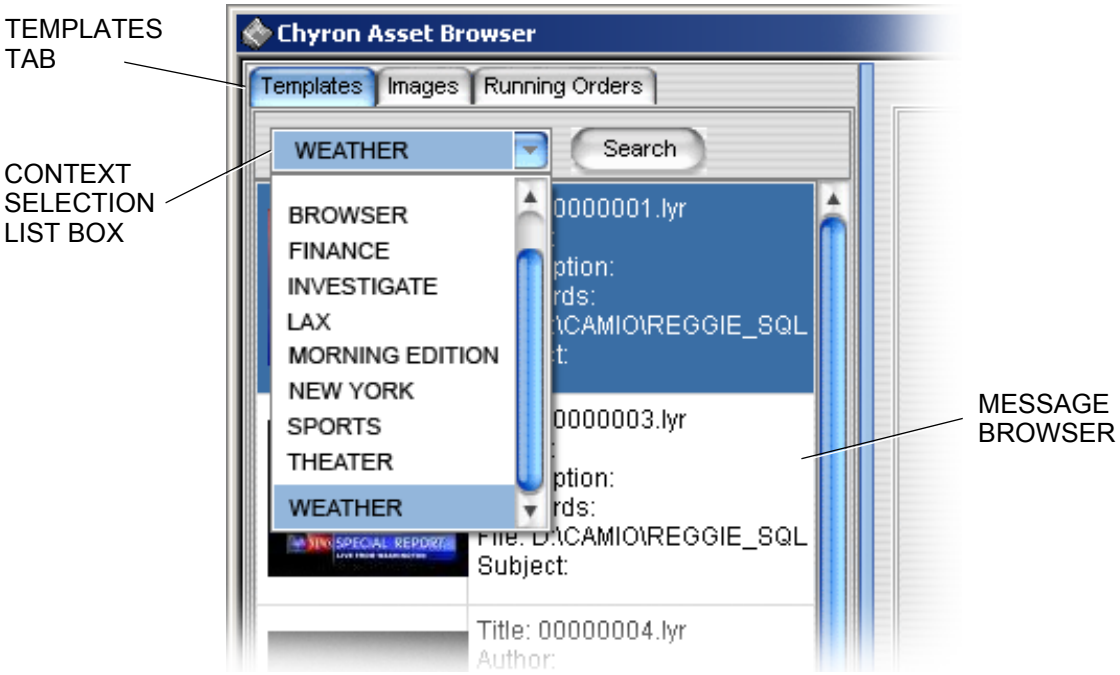


Figure 21 Message Browser—Context Selection

If the **Message Browser** contains a long list of assets, the Search function can be used to pare down the list. See “SEARCH FUNCTION—SEARCHING ASSETS” on page 36.

Double-clicking on a thumbnail image or its Metadata loads the **Template** into the **2D Text Template Edit** pane (Figure 22) and **2D Object Edit** pane (if a graphic is included), and displays a much larger version of the thumbnail image in the **Thumbnail Display**. In addition, the Lyric **Message ID** or name is displayed, the **Slug** is displayed in the **Slug** field, and the message number is displayed in the **Msg Number** field.

TEXT and IMAGE REPLACEMENT

The scrollable **Template Edit** panes display the current text and graphics that are populating the selected templates. It is in these areas that the text and graphics can be changed.

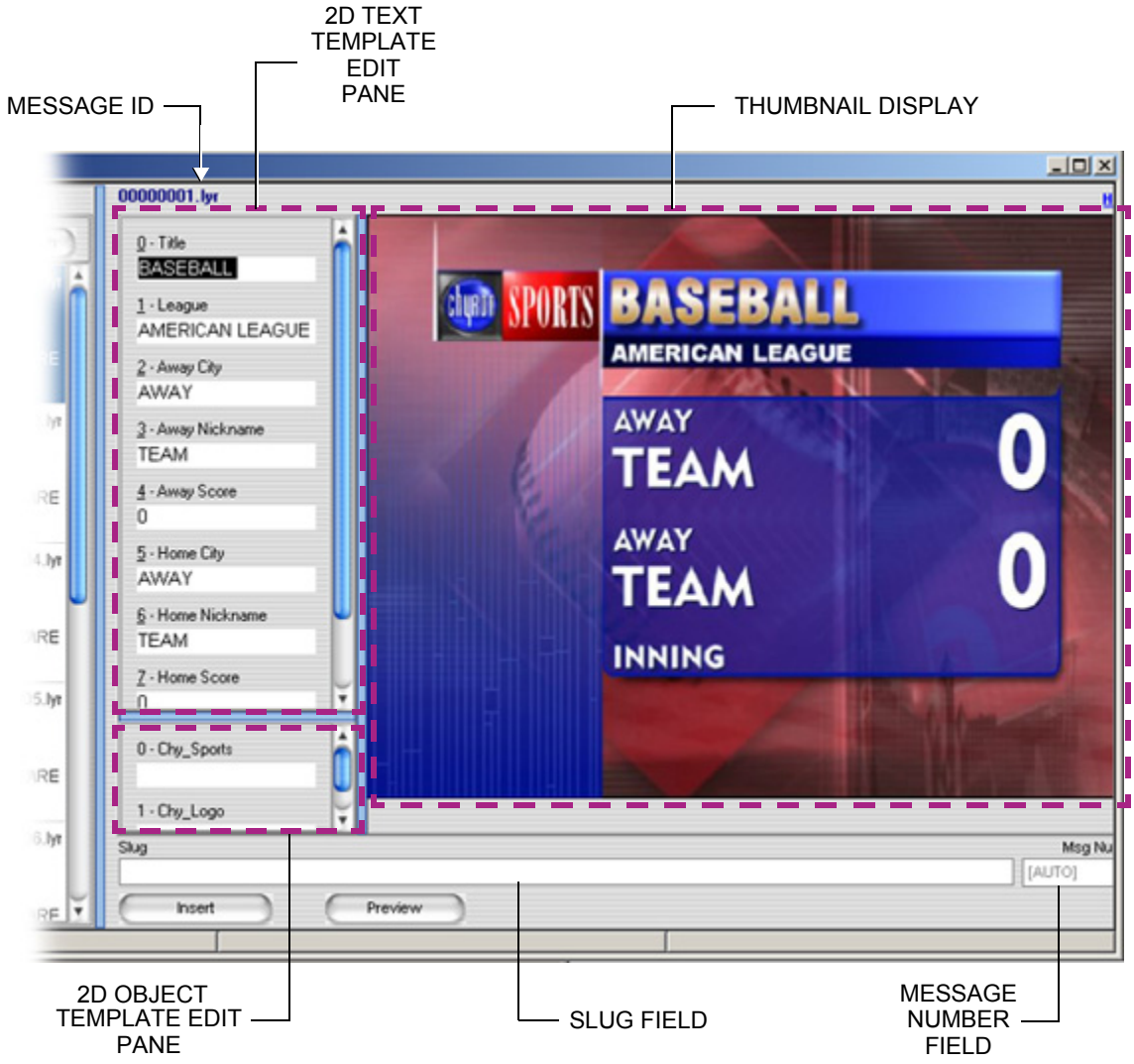


Figure 22 Message Browser—Template Loaded

IMAGE BROWSER

Click on the **Images** tab, to display the **Image Browser** (Figure 23). The **Context Selection** drop-down list box displays a list of available Contexts. When a Context is selected from this list, the **Image Browser** displays a list of the 2D Objects (images) and their Metadata that are stored in the selected Context. A list entry is composed of both a thumbnail image and its accompanying Metadata.

Images can be dragged-and-dropped into an **Image Template** edit field. When a Preview is performed (See “Preview Function” on page 35), the new image replaces the existing one at that 2D Object Template Number, in the selected **Template**.

If the **Image Browser** contains a long list of assets, the Search function can be used to pare down the list. See “SEARCH FUNCTION—SEARCHING ASSETS” on page 36.

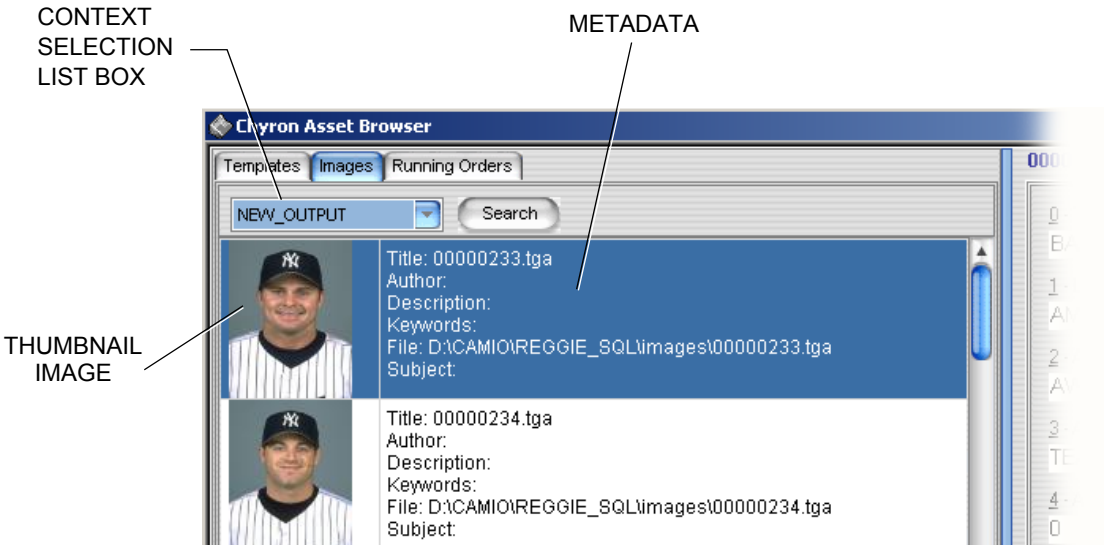


Figure 23 Image Browser

Only templates with images that have been made replaceable when the Template Description Message was built are able to have images.

Make sure that the replacement image is the same size and aspect ratio of the image to be replaced, to avoid possible distortion of the replacement image.

RUNNING ORDERS BROWSER

Click on the **Running Orders** tab, to display the **Running Orders Browser** (Figure 24). The **Running Orders Selection** list box is used to display a list of **Running Orders** that are ready for air.

For Running Orders to be displayed in ENPS, MOS Ready to Air must be selected. See "MOS Ready to Air" on page 25.

When a **Running Order** is selected from this list, all of the messages assigned to the selected **Running Order** are displayed in the **Running Orders Browser**.

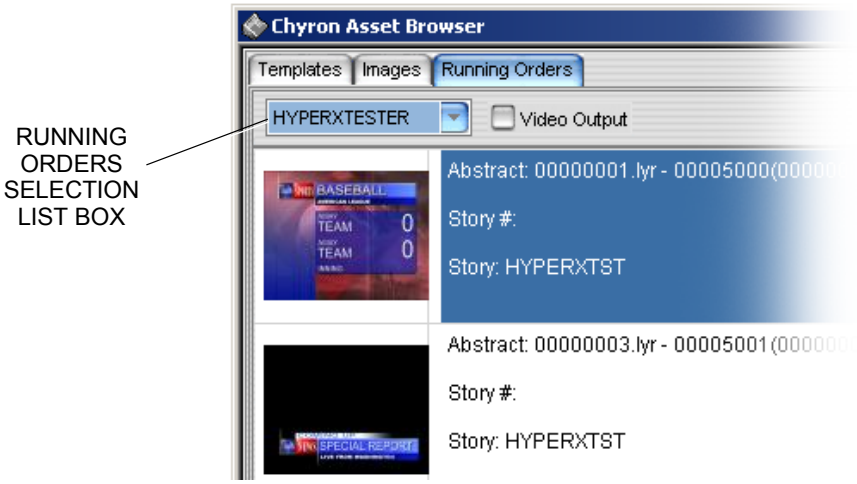


Figure 24 Running Orders Browser

Browsing Messages

Browsing messages in the **Running Orders Browser** is similar to browsing in the **Message Browser**. The difference is that the messages that are displayed in the **Running Orders Browser** are the **Template Data Messages** that have been added to the Duet **Playlist**, not the **Template Description Message,** from which the **Template Data Messages** are created.

THUMBNAIL DISPLAY

The **Thumbnail Display** (Figure 25) provides an enlarged image of the thumbnail image associated with the currently selected message.

The Thumbnail Display does not display any changes that were made to the Template Text fields or images, unless editing or viewing an existing MOS Object.

Use the Preview function (See “Preview Function” on page 35) to view your changes.

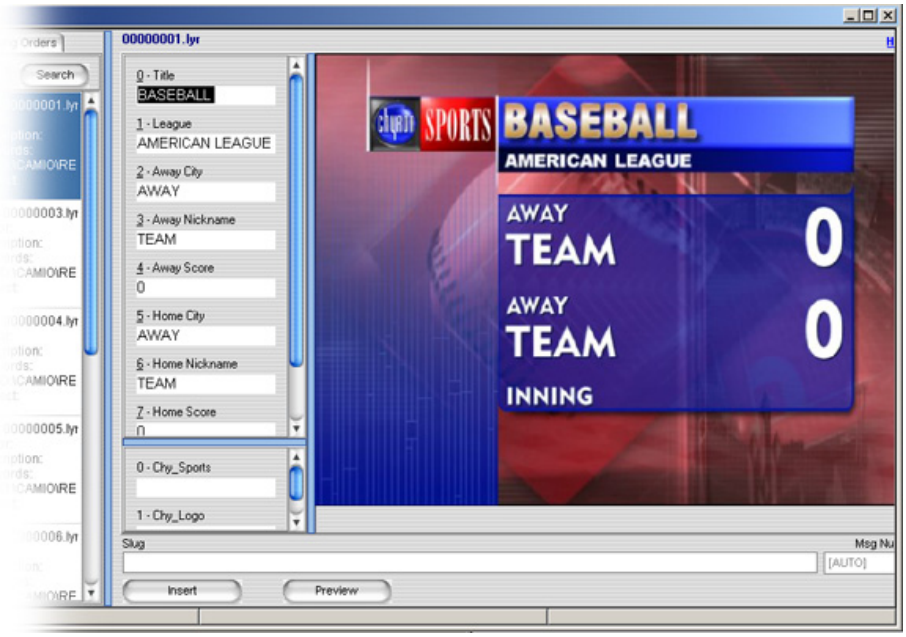


Figure 25 Thumbnail Display

PREVIEW FUNCTION

Clicking on **Preview** or **Ctrl + Alt + P** (Figure 26) displays the selected **Template Data Message** in the **Message Preview** window with any new template text or image.

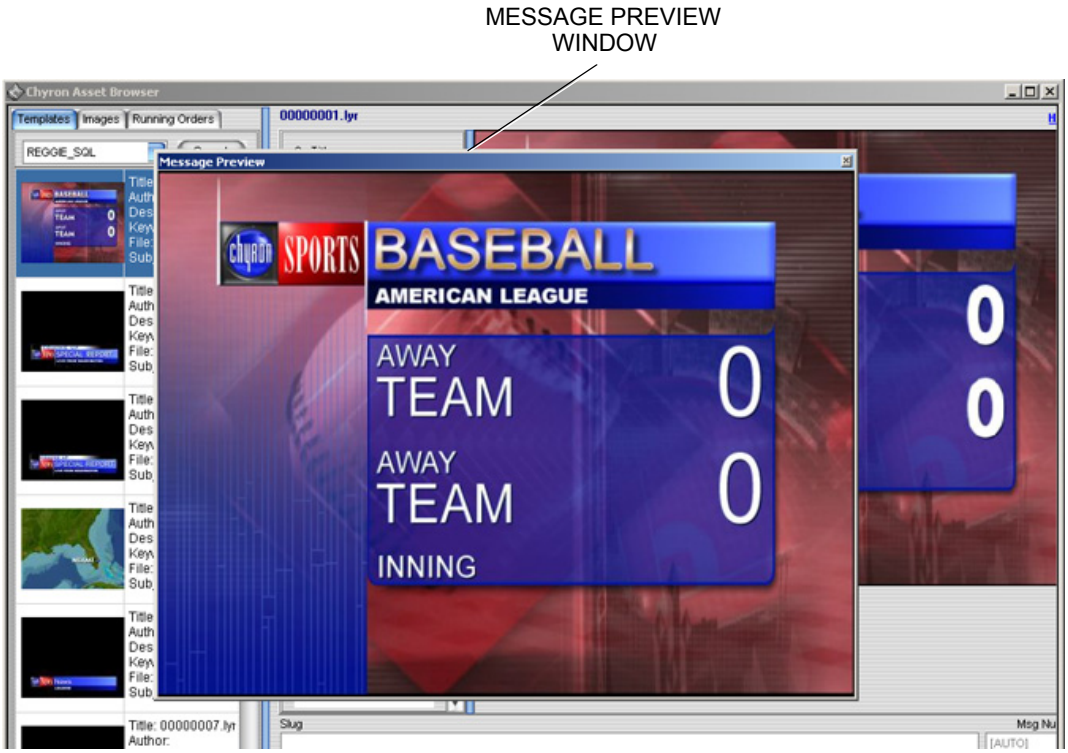


Figure 26 Preview Function

Performing and Refining a Search

When the **Message Browser** or **Running Orders Browser** contains a large number of assets, the Search function can save you time and effort by narrowing the list of available assets to choose from.

The search function is implemented by clicking on the **Search** button (Figure 27), causing the Search dialog to be displayed.

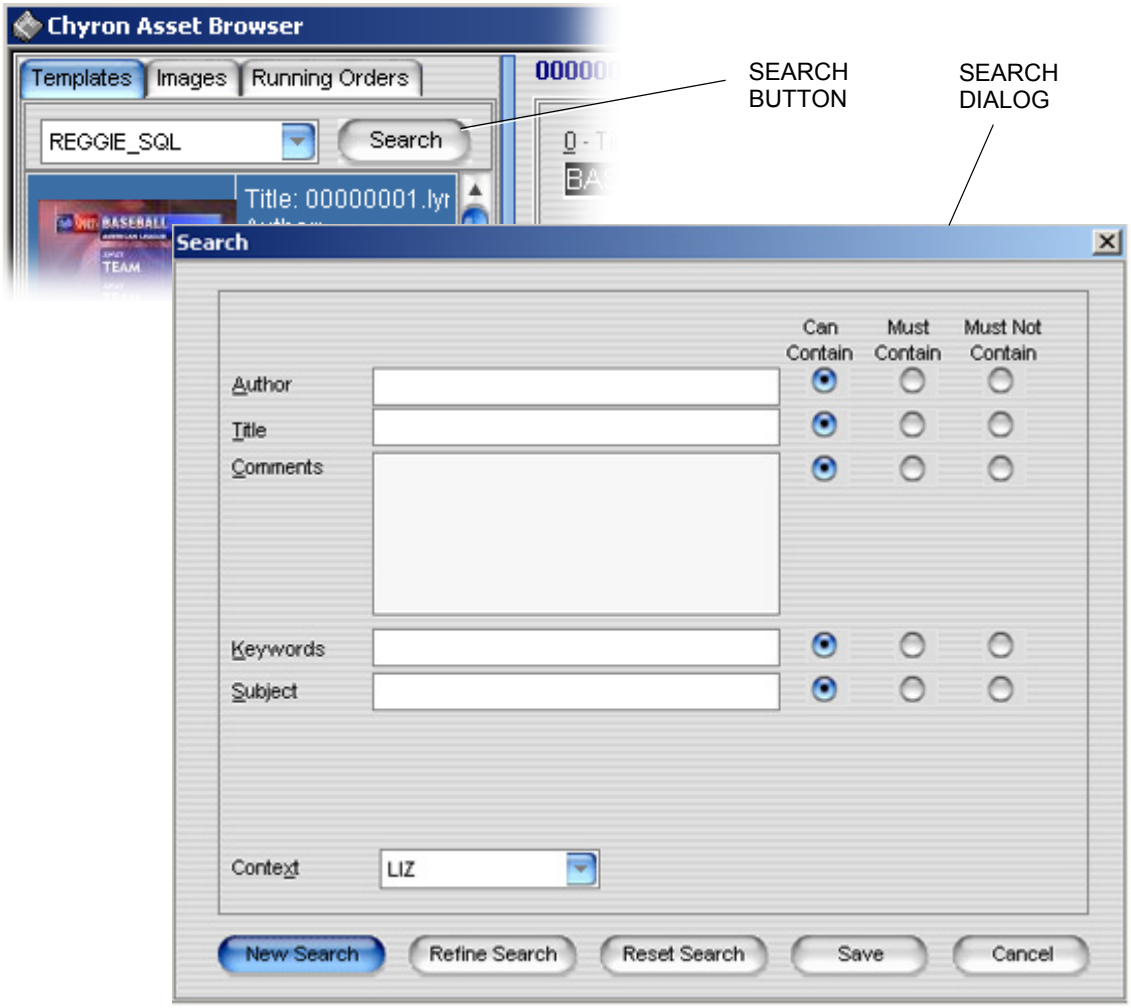


Figure 27 Search Button and Search Dialog

When a search is executed, a listing of any messages or images that contain the keywords in its Metadata is displayed.

A set of Search criteria can also be saved as a Filter, which can later be selected for subsequent searches.

Field/Condition	Description
FIELDS	
Author	Enter a full or partial name of the author of the message
Title	Enter a full or partial title of the message.
Comments	Enter a full or partial comment. Do not enter a string that contains words that would not be contiguous in the comment unless a wild card (*) is inserted.
Keywords	Enter a keyword.
Subject	Enter a full or partial subject name pertaining to the message.
CONDITIONS	
Can Contain	A message listed in the results can, but not necessarily, contain the specified search string.
Must Contain	A message listed in the results must contain the specified search string.
Must Not Contain	A message listed in the results cannot contain the specified search string.

To perform a search using an existing Filter:

Select a Filter Name from the drop-down list of filter names. The results are displayed directly below in the Message Display.

To perform a search using entered search strings:

1. Click **Search**. The Search window is displayed.

2. Enter the search strings and select a condition for each, then click **New Search**. The results are displayed in the **Message Browser** or **Running Orders Browser**.

A search can be performed on the results of a search:

1. Enter/select the parameters as described above.

2. Click **Refine Search**. The results are displayed in the **Message Browser** or **Running Orders Browser**. Refine Search can be performed as multiple times if necessary.

To display the full list of assets after a search is performed:

1. Click **Reset Search**. The search fields are cleared.

2. Click **New Search** or **Refine Search**. The full list of assets is displayed in the **Message Browser** or **Running Orders Browser**.

SAVING a FILTER

Search settings can be saved for future use. After setting search parameters, click **Save**. The **New Filter** dialog box is displayed. Enter a Filter Name, then click **Add**. The Filter Name is added to the drop-down list of filter names.

ASSIGNING a HOTKEY to a FILTER

Hotkeys can be assigned and deleted, using the **Hotkey Editor**.

To assign a hotkey:

1. Right-click on the **Context Selection** list box. A Context menu appears (Figure 28).

Figure 28 Hotkey

2. Select **Hotkey** from the Context menu. The **Hotkey Editor** opens (Figure 29).

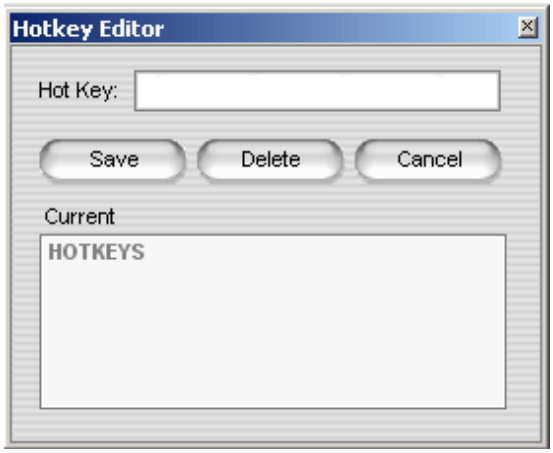


Figure 29 Hotkey Editor

3. Enter the hotkey in the **HotKey** field.
4. Click on **Save**.

To delete a Hotkey:

1. Right-click on the **Context Selection** list box. A Context menu appears (Figure 28).
2. Select **Hotkey** from the Context menu . The **Hotkey Editor** opens (Figure 29).
3. Select the hotkey to delete from the **Current** list of hotkeys (29)
4. Click on **Delete**.

CHANGING CHANNEL ASSIGNMENTS

To change channel assignments:

1. Right-click on the Thumbnail display. A Context menu is displayed (Figure 30).

Figure 30 Channel

2. Select **Channel** from the Context menu . The **Assign Channel** dialog (Figure 31) is displayed.

Figure 31 Assign Channel dialog

3. Select a channel from the **Channel Select** drop-down list box.

4. Click on **OK**.

SETTING LUCI PREFERENCES

A number of LUCI parameters can be configured through LUCI Preference.

1. Start iNEWS or ENPS.

2. Open LUCI. See “ACCESSING LUCI” on page 29.

3. Right-click anywhere in the **LUCI** Browser. A Context popup menu appears (Figure 32).

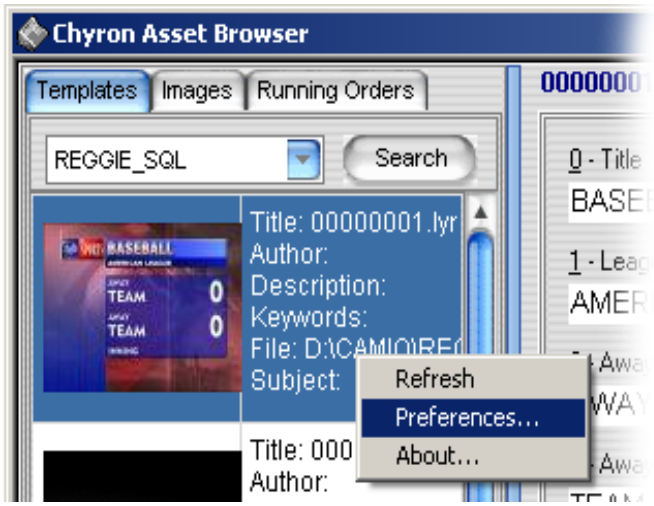


Figure 32 Selecting Preferences

4. Click on **Preferences**.The **LUCI** Configuration window (Figure 33) is displayed.

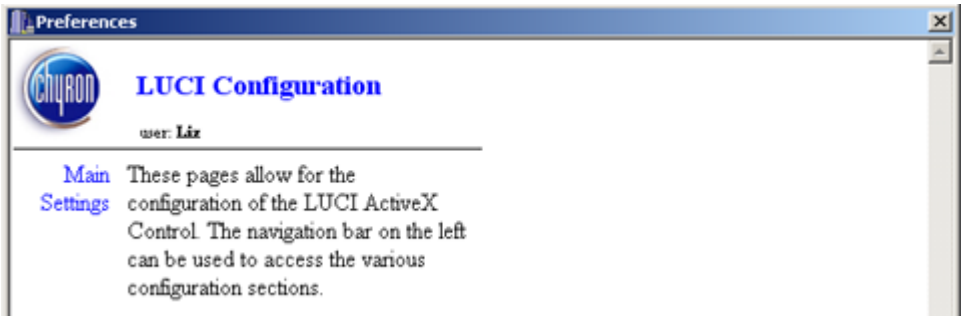


Figure 33 LUCI Configuration Window

5. Click **Settings**. The Preference Settings window is displayed (Figure 34).

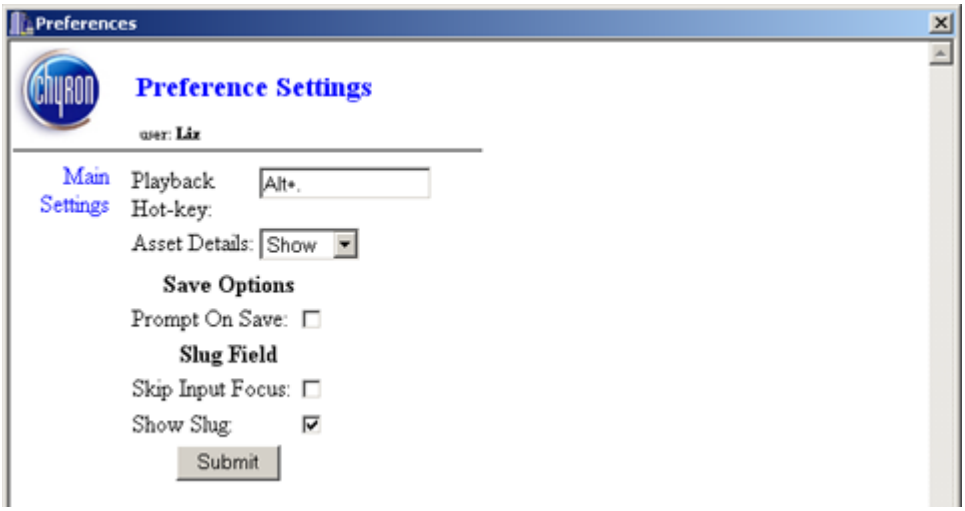


Figure 34 Preference Settings Window

Playback Hot-key - not currently supported.

Asset Details

Default - The User is shown the tab/asset details, as set for the default User named CAMIO, that is set in this page.

Show - The asset Metadata is displayed and accessible to the user.

Hide - The asset Metadata is hidden and inaccessible to the user, and only the title is available with the thumbnail.

Save Options

Prompt on Save - Selecting (checking) **Prompt on Save** causes the system to display a prompt when executing a **Save (Alt + E)** that overwrites the current **MOS Object**. When **Prompt on Save** is not selected (unchecked), the system does not display a prompt before overwriting the **MOS Object**.

Slug Field

Skip Input Focus - When selected (checked), tabbing through data fields in LUCI skips over the **Slug** field. When Skip Input Focus is deselected (unchecked,) tabbing through data fields in LUCI does not skip over the **Slug** field.

Show Slug - Selecting (checking) **Show Slug** displays the Slug and Msg Number in LUCI. When **Show Slug** is not selected (unchecked), the Slug and Msg Number are not displayed

Submit - Click **Submit** and then close the **LUCI Preferences** window to apply above settings.

APPENDIX A: Keyboard Shortcuts

The following keyboard shortcuts are available within LUCI.

Keystrokes	Description
Alt + <Template #> **(ENPS Only)**	Jump into corresponding **Template Edit** Field
Ctrl + Alt + I	Inserts **MOS Object.**
Ctrl + Alt + P	Implements the Preview function.
Alt + e	Save an edit to an existing object.
Alt + S	Search
Ctrl + Enter	Loads the highlighted message in the **Template Edit** pane, but initializes each field with most recently edited field data in each numerically corresponding field.
Ctrl + Alt + F	Launches a dialog that prompts the user for the 8-digit filename of a template message. If a template filename is preceded by zeroes, those zeroes can be truncated. For example, enter 2 into the field to locate template 00000002.lyr. Use with back slash to enter data into text fields. For example, **2\Tom Jones\Singer** would locate the template 00000002.lyr and populate the first two templates with **Tom Jones** and **Singer**.
Ctrl + Mouse click on new template	Keeps the current information in the **Template** input fields and selects a new **Template**.
Ctrl + Alt +T	Searches for assets based on their title. Launches a dialog that prompts the user for the title of a template message. The title must be an exact match. This is not a search.
Enter	When message is highlighted in either the **Messages Browser** or the **Running Orders Browser**, loads the message into **Template Edit** pane (see below) for editing.
Esc	Closes **Preview** window.
Shift + Enter	Loads the highlighted message in the **Template Edit** pane, while keeping the cursor in the **Messages** or **Running Orders Browser**. This enables quick review of assets.
Shift + Tab	Moves edit cursor to previous field or button.
Tab	Moves edit cursor to next field or button.

APPENDIX B: Glossary

Term	Meaning
LUCI	Lyric Universal Control Interface and the ActiveX control used to add graphics to stories in the Rundown.
MOS Abstract	The code displayed as the **Production Cue** is an abbreviated version of the code describing the **MOS Object**. This abbreviated code is known as a **MOS Abstract**.
MOS Object	A **MOS object** consists of a **Template Data Message** and Metadata.
Playlist	A listing of **MOS Objects** assigned to a show.
Production Cues	**Production Cues** specify events that occur within stories, such as the display of a particular graphic or titling. A new **Production Cue** is created each time a **MOS Object** is added to a story.
Rundown	A **Rundown** is a list of Scripts, in order of broadcast
Running Order	A **Running Order** is a list of **Template Data Messages** that are to be played back during a particular production. The order in which they are displayed are determined by their order within a **Script**, and the order of the Scripts within a **Rundown**.
Template	A **Template's** technical name is **Template Description Message**. The **Template Description Message** is a Lyric message that contains **2D Text Template** fields and/or **2D Object** (Image) **Template** fields. **Template Description Messages** act as templates on which customized graphics can be quickly created on remote PCs and sent for playout on a Duet system.
Template Data Message	Created from **Templates** (**Template Description Messages**), a **Template Data Message** is a Lyric message that specifies text that is to populate specified **2D Text Template** fields and/or 2D objects (images) that are to populate specified 2D Object Templates, as well as data specifying an association with a **Template Description Message**. When the **Template Data Message** is recalled (read), the associated **Template Description Message** is displayed. Its **2D Text Template** fields display the text specified in the **Template Data Message**., as well as the 2D objects (images) specified in the **Template Data Message**.

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