

ChyronHego - LinX setup

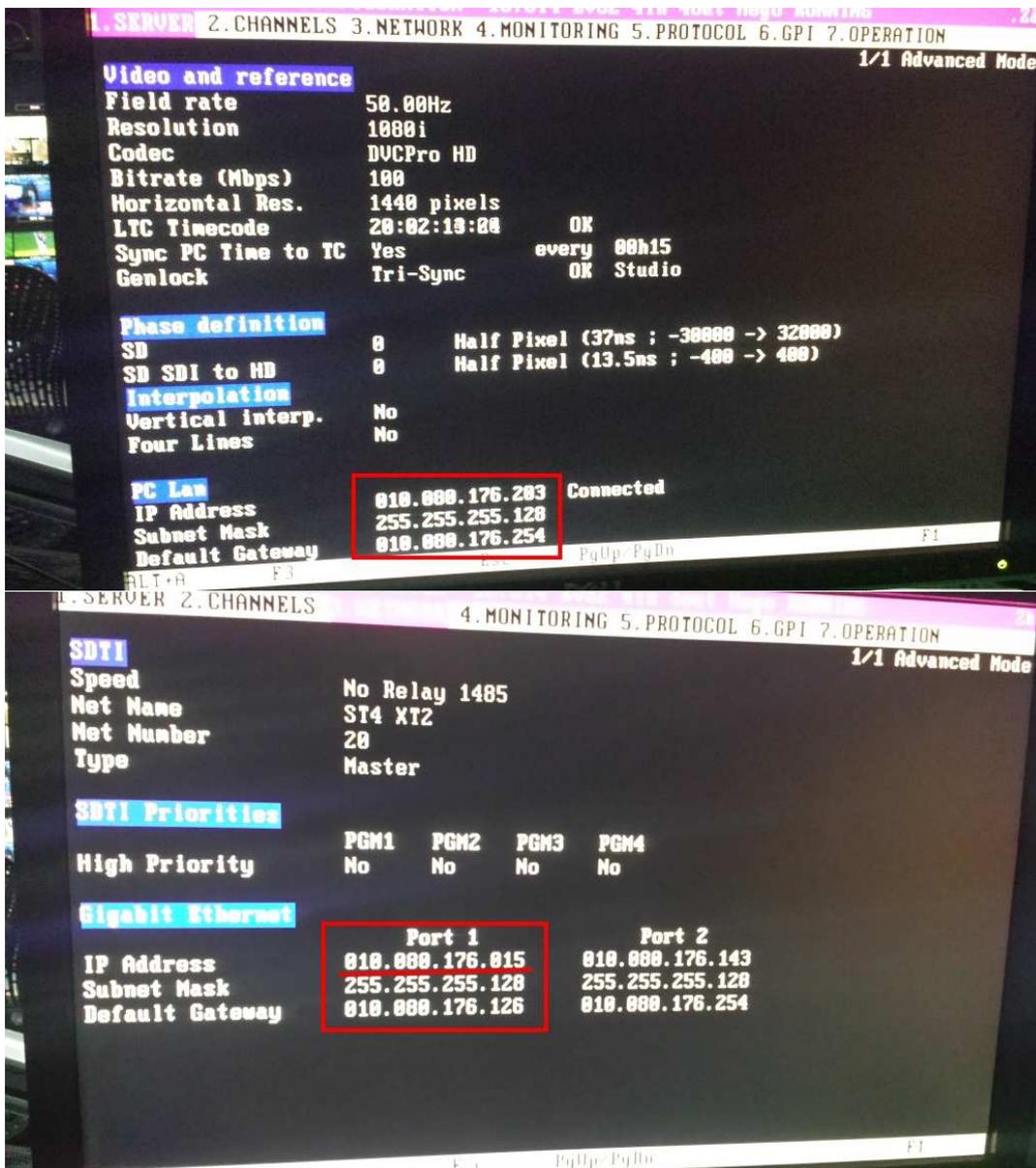
Questions to be answered before arrival on site:

- 1) IP's for PC Lan and GigE ports for EVS
- 2) Has the EVS machine got the licence code for Linx (this is a free plugin from EVS)
- 3) What version of Multicam is running on the EVS

An Ethernet connection in to the back of the EVS is required and one channel assigned for playback.

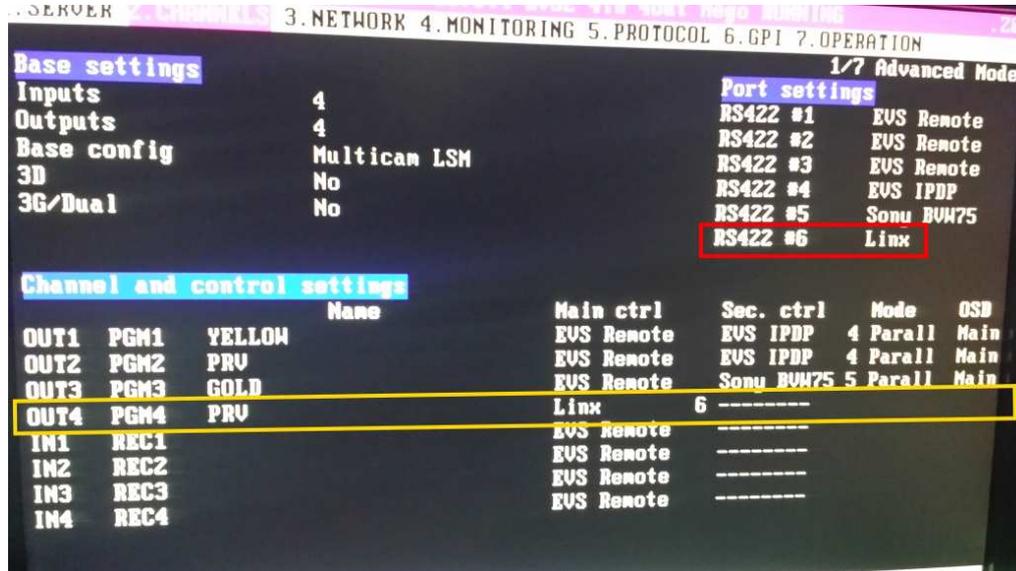
To connect LinX the **PC Lan and GigE port IP's** must be provided and **multicast and broadcast protocols to be open** and on the same network as the ChyronHego rack. Using Linx means only 1 channel on the EVS is required.

In the images below it is shown as PC Lan = 10.80.176.203 and GigE = 10.80.176.15. These IP's are used for the ChyronHego EVS server which is situated in the rack.

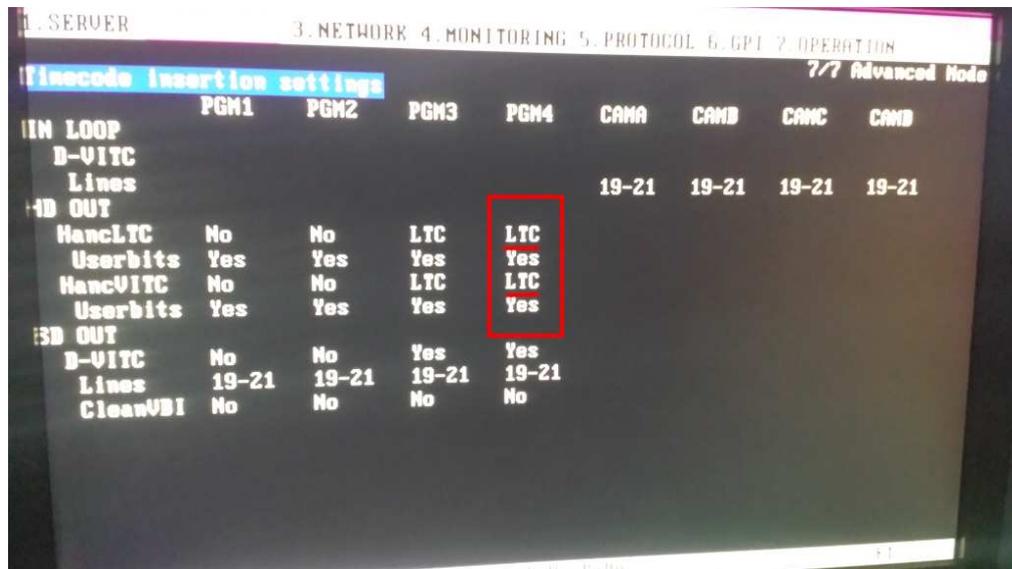


The image below shows a setup with an EVS in 4in-4out mode. The important aspect of LinX is that the connection is set as the highest port setting than any other controls attached. This is shown by the red rectangle below, where LinX is set to Port 6.

The Main control is then set as 'LinX 6' (as 6 is the port setting) on PGM4, meaning that we are controlling output 4 on the EVS.



Below shows the Timecode settings. LTC must be the setting as shown below in the red rectangle.



For the project to import a clip the clip needs to have a thumbnail on the B channel and have the designated keywords set.

For example:

Clip '119A/00' is on the EVS and is key worded with "ANALYSIS" and "TOUCH". A thumbnail should be placed on '119B/00'. The project would then ignore all clips without the designated keywords or a thumbnail.

The project does not need to be restarted or the frame changed for clips to be added or taken away and if on the telestrator you can see the thumbnails appearing and disappearing in accordance with what is on the EVS.

ChyronHego EVS Server

XT Access must be running (and is set to run on start up) to create Thumbnails.

The LAN IP address and Gig-e IP address of the EVS is required and the EVS server must be on the same LAN. Make sure that EVS server can ping both of these IPs on the network.

Insert these into the EVSClipManagerLinx config file next to ip= and gbit-ip= respectively. Run EVS LinX shortcut. To access the config file, right click on the EVS Linx shortcut on the desktop and select 'open file location'.

EVS config. Linx must be set up on the highest numbered channel of the EVS with no secondary controllers.

Run EVS LinX clip manager.

If you get the error: 'timeout occurred' then connection is lost.

If you get the error: 'Bad channel type' then the channel is not properly configured on the EVS.

Thumbs: Should queue thumbs and say when clip thumbs are created. Created from Gigabit IP, automatically takes first frame of clip as Thumb but allows the EVS op to assign a thumb.