

USER MANUAL

PART 7 - PLAYOUT - AB ROLL PLAYLIST

Version 6.0 - November 2012



IP. Director



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Regional Contacts

The address and phone number of the EVS headquarters are usually mentioned in the Help > About menu in the user interface.

You will find the full list of addresses and phone numbers of local offices either at the end of this user manual (for manuals on hardware products) or at the following page on the EVS website: <http://www.evs.com/contacts>.

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The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: <http://www.evs.com/downloadcenter>.



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What's New?

The following table describes the sections updated to reflect the new and modified features on IPDirector from version 6.0 (compared to version 5.9).

In the user manual, the icon  has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
5.2	A new mode of use has been designed to enable a ripple-and-cue operation when a modification is done in the rundown in between the cued elements.
5.3.4	The behavior of the system has been described when inserting an element with the RECUE Mode enabled.
5.4.3	The behavior of the system has been described when removing an element with the RECUE Mode enabled.
5.5.3	The behavior of the system has been described when moving an element with the RECUE Mode enabled.

1. Introduction

1.1. Product Overview

1.1.1. Purpose and Context of Use

The AB Roll Playlist application is used to control and play material on a series of channels from a staged playlist in the database. These channels load in a sequential manner as per a shows rundown or planned sequence. These channels may be directly managed using the companion MPlay remote to manage up to 4 player channels.

Playlists from third party applications or rundowns from NRCS (Newsroom Computer Systems) can be used as input for the AB Roll Playlist application.

The operator can also play elements manually on channels E and F.

Rundowns that are managed in third party NRCS applications can be used in AB Roll Playlist. Live interaction between AB Roll Playlist and a third party application can be achieved by custom interface plugins.

1.1.2. Saving the AB Roll Playlist Window Layout

The AB Roll Playlist window layout can be saved. When the layout is saved, the following information is saved:

- window size and position
- channel associations
- the grid lock status and position
- the search window display status and vertical size
- the search window organization (grid, associated channels, etc ...)

To save the window layout, proceed as described [in the General Functions user manual](#).

1.2. Associated Modules

1.2.1. Introduction

When working with the AB Roll Playlist application, you will also use other modules like the Database Explorer and the Channel Explorer. To control the playout from the AB Roll Playlist, you will use the MPlay Remote controller.

The applications are explained briefly below, detailed instructions can be found in the user manuals related to the relevant module.

1.2.2. Database Explorer

The Database Explorer has been integrated into the AB Roll Playlist. It is used to organize and search all media or data available in the XNet network, as well as to search for off-line nearline files.

In the Database Explorer, you can access media and data either by using your knowledge of the "clip hierarchy" methods used in EVS servers or by using the search features (quick / advanced).

In the AB Roll Playlist, the Database Explorer provides a view on clips and playlists. Even files backed up on removable drives which have been removed (off-line nearline files) are still listed in the Database Explorer to allow easy retrieval.

Bins can be created to organize clips and playlists and bin rules can be defined to automatically copy clips or playlists within a bin, corresponding to a specific filter.

You will find detailed information on the Database Explorer in [the Database Explorer user manual](#).

1.2.3. Channel Explorer

This module provides an overview on the components of the XNet network. It allows you to take control of one or several channels from different EVS video servers connected to the XNet.

You will find detailed information on the Channel Explorer in [the General Functions user manual](#).

1.2.4. MPlay Remote

The MPlay Remote is a simple remote control device, designed to control the playout of video material, mainly in the form of playlists. It is designed to control up to 4 player channels simultaneously.

You will find detailed information on the MPlay Remote in [the General Functions user manual](#).

When you have assigned player channels to the MPlay Remote and configured the buttons, you can start using the device.

1. Associate the same player channels to the AB Roll Playlist.
2. Press the MPlay button corresponding to the action you want to apply.

The action is performed on the channel that is linked to the button that you pushed.

1.3. Opening AB Roll Playlist

To open the AB Roll Playlist application, select the corresponding icon

 on the IPDirector application bar. An instance of a AB Roll Playlist window will open.

Several AB Roll Playlist windows can be opened on the same workstation at the same time, on different channels.

The AB Roll Playlist application (associated to the same channels) can be opened on different workstations at the same time.

2. User Interface

2.1. Overview

The AB Roll Playlist user interface contains the main areas highlighted on the following screenshots and shortly described in the table below.

The screenshot shows the 'AB Roll Playlist' window. Callout 1 points to the header bar containing a home icon, the playlist name 'PL_ABRP_121002a', a progress indicator '30/12', and a duration of '00:01:38:22'. Callout 2 points to a table of clips. Callout 3 points to a control bar with buttons for PLAY, PAUSE, CUE, NEXT, CHANNEL SORT, and RESET. Callout 4 points to a 'Clips' sidebar and a detailed clip list table. Callout 5 points to the bottom status bar showing '12_XTNewPGE PGM1 (A) / PGM2 (B) / PGM3 (C) / PGM4 (D)'.

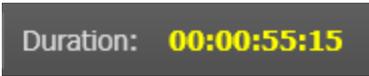
Name	varID	Duration	CH	Status
Dive_04	!iUS\$[A;	00:00:09:18.	A	▶ PLAYING
clip B	#oGIW5q7	00:00:09:02	B	▼ ON-LINE
clip D-00	!qytt1[00:00:06:21	C	▼ ON-LINE
clip D-01	!qytt1]	00:00:06:21	D	▼ CUED
cycling01	!qzbCL)	00:00:05:12	A	× MISSING
cycling02	!qzbCN;	00:00:11:01	B	▼ CUED
cycling03	!qzbCP0	00:00:06:12	C	▼ ON-LINE
fencing_01	!iUS\$\$U[00:00:17:08	D	▼ ON-LINE
swimmimg_...	!iUS)Clz	00:00:04:08	A	0 %
swimmimg_...	!iUS)Cnl	00:00:03:09	B	× MISSING
clip 1	!qtzMMQC	00:00:07:05	C	▼ CUED

Name	Content Type	Clip Elements	Creation Date	LSM ID	Status
Dive_04	Audio/Video	[+] []	30-Jul-2012 18:48:19	615B/12	[]
Dive_03	Audio/Video	[+] []	30-Jul-2012 18:47:25	615A/12	[]
Dive_02	Audio/Video	[+] []	30-Jul-2012 18:46:13	614F/12	[]
Dive_01	Audio/Video	[+] []	30-Jul-2012 18:45:21	614E/12	[]
kayak_02	Audio/Video	[+] []	30-Jul-2012 16:51:38	614D/12	[]

Area		Description
1.	AB Roll Playlist toolbar	The toolbar gives access to several commands and to playlist information. See section "Playlist Toolbar" on page 5.
2.	Playlist Grid	This area displays the content of the selected playlist. See section "Playlist Grid" on page 7.
3.	Transport Functions buttons	This area provides buttons to control all the required transport functions. See section "Playlist Transport Functions" on page 10.
4.	Clip search pane	This pane is shown by clicking the Search button. It gives access to the database content. See section "Search Pane" on page 10.
5.	Status bar	This area displays the channels associated to the panel. See section "Playlist Status Bar" on page 11.

2.2. Playlist Toolbar

The Playlist toolbar contains:

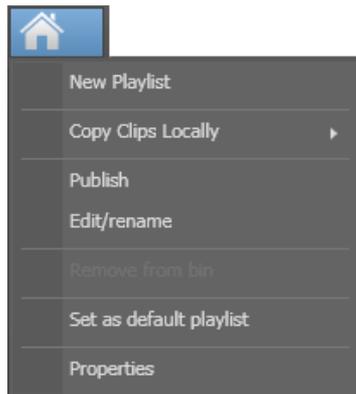
- **Playlist Menu** button: 
- **Playlist Name** field: 
- **Playlist ID** field: 
- **Duration** field: 
- **Lock** button: 

This button is used to keep the first cued or played element always visible in the playlist grid.
- **Search** button: 

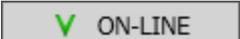
Clicking this button displays the Search pane under the Playlist grid.

These items are explained in more detail below.

2.3. Playlist Menu



The Playlist menu contains the following commands:

Option	Description
New Playlist	Allows the creation of a new playlist through the Create a new playlist window. See section "Create a New Playlist Window" on page 16.
Copy clips locally	Only available if the playlist is on-line on an EVS server. Copies the distant clips of the loaded playlist to the local EVS server, i.e. the server of the controlled channel. The Status icon of the playlist elements changes from  to   indicating an XT clip that is distant to the playout channel.  indicating an XT clip that is present locally on the EVS server where the playlist playout channel is located.
Publish	Opens the Publish window in which you can specify the user groups the loaded playlist should be published to. The playlist will be published to the selected groups, provided that they have adequate viewing rights.
Edit/Rename	Opens the Edit a Playlist window in which the users can modify the name or information of the playlist associated to the AB Roll Playlist Panel.
Remove from Bin	Removes the loaded playlist from the bin. This option is only available if the loaded playlist is in a bin.
Set as default playlist	Allows you to set the loaded playlist as default playlist.
Properties	Displays the Properties window that contains information related to the owner and the groups the open playlist has been published to.

2.4. Playlist Grid

2.4.1. Overview

The playlist grid shows the clips that are currently loaded in the playlist.

Name	varID	Duration	Cl	Status
clip A	!qtyts=B	00:00:06:16	A	✓ ON-LINE
clip B	!qtyts[y	00:00:09:02	B	▼ CUED
clip C-00	!qtytt0B	00:00:04:00	C	▼ CUED
clip D-00	!qtytt1[00:00:06:21	D	▼ CUED
clip D-01	46bc693b35...	00:00:06:21	A	▼ CUED
clip C-01	!qtytt0C	00:00:04:00	B	✓ ON-LINE
PGE_VFI	!kqV)Pr7	00:00:18:05	C	✓ ON-LINE

The grid contains a number of columns that show information about the clips.

The contents of these columns and their order can be configured.



Note

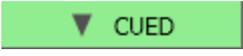
Right-click a column heading and click **Organize** to open the Organize window, where you can control column order and visibility.

2.4.2. Playlist Element Statuses

In the playlist grid, the **Status** column provides two kinds of status information on the playlist element:

- Playout status
- Availability status (availability on an EVS server)

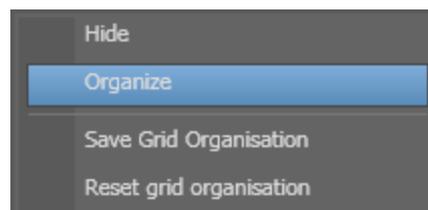
The list below specifies the possible statuses for playlist elements:

Icon	Description
Playback status	
	The playlist element is being played.
	The playlist element is cued and is the next element that will be played on the channel it is associated with.
	The playback has been paused on this playlist element.
	The playlist element stopped playing.
Availability status (on an EVS server)	
	The playlist element is available locally on the EVS server where the playlist is stored.
	The playlist element is available on another EVS server of the XNet network.
	The playlist element is not available on an EVS server. It only exists as a file stored on a nearline folder, or as a virtual element. You need to restore the playlist element of type "file" to be able to play it out on a player channel. You can only play it on the Software Player.

2.4.3. Organizing the Playlist Grid

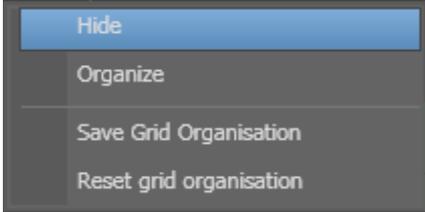
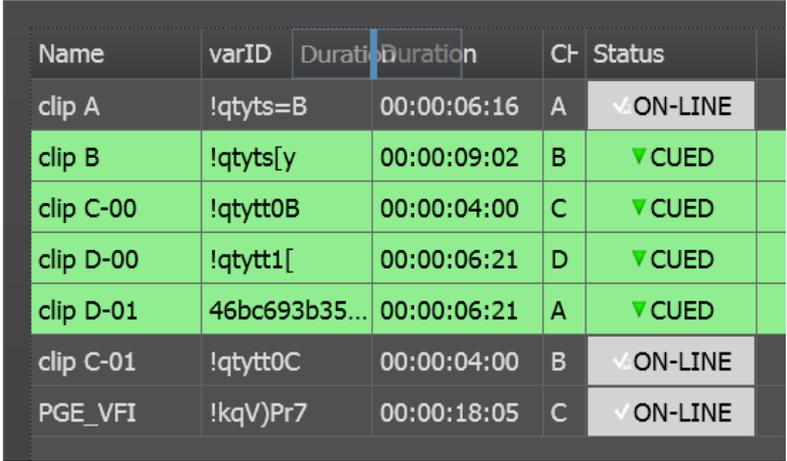
Grid Contextual Menu

You can reorganize the playlist grid using, among others, the grid contextual menu available when you right-click on the grid headers.



Possible Actions

You can perform the following actions to reorganize the playlist grid as you request:

In order to ...	Do the following ...																																								
Hide a column	<p>Right-click the column header and select Hide from the contextual menu:</p> 																																								
Display a new column	<p>Right-click the column header and select Organize from the contextual menu.</p> <p>The Organize window displays, allowing you so select the columns you want to display in the grid.</p>																																								
Move a column	<p>Click a column heading and drag it to the requested position in the grid. The blue vertical bar shows where the column will be placed when you will release the mouse.</p>  <table border="1" data-bbox="609 1012 1396 1473"> <thead> <tr> <th>Name</th> <th>varID</th> <th>Duration</th> <th>C-</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td>clip A</td> <td>!qyty=B</td> <td>00:00:06:16</td> <td>A</td> <td>✓ ON-LINE</td> </tr> <tr> <td>clip B</td> <td>!qyty[y</td> <td>00:00:09:02</td> <td>B</td> <td>▼ CUED</td> </tr> <tr> <td>clip C-00</td> <td>!qytt0B</td> <td>00:00:04:00</td> <td>C</td> <td>▼ CUED</td> </tr> <tr> <td>clip D-00</td> <td>!qytt1[</td> <td>00:00:06:21</td> <td>D</td> <td>▼ CUED</td> </tr> <tr> <td>clip D-01</td> <td>46bc693b35...</td> <td>00:00:06:21</td> <td>A</td> <td>▼ CUED</td> </tr> <tr> <td>clip C-01</td> <td>!qytt0C</td> <td>00:00:04:00</td> <td>B</td> <td>✓ ON-LINE</td> </tr> <tr> <td>PGE_VFI</td> <td>!kqV)Pr7</td> <td>00:00:18:05</td> <td>C</td> <td>✓ ON-LINE</td> </tr> </tbody> </table>	Name	varID	Duration	C-	Status	clip A	!qyty=B	00:00:06:16	A	✓ ON-LINE	clip B	!qyty[y	00:00:09:02	B	▼ CUED	clip C-00	!qytt0B	00:00:04:00	C	▼ CUED	clip D-00	!qytt1[00:00:06:21	D	▼ CUED	clip D-01	46bc693b35...	00:00:06:21	A	▼ CUED	clip C-01	!qytt0C	00:00:04:00	B	✓ ON-LINE	PGE_VFI	!kqV)Pr7	00:00:18:05	C	✓ ON-LINE
Name	varID	Duration	C-	Status																																					
clip A	!qyty=B	00:00:06:16	A	✓ ON-LINE																																					
clip B	!qyty[y	00:00:09:02	B	▼ CUED																																					
clip C-00	!qytt0B	00:00:04:00	C	▼ CUED																																					
clip D-00	!qytt1[00:00:06:21	D	▼ CUED																																					
clip D-01	46bc693b35...	00:00:06:21	A	▼ CUED																																					
clip C-01	!qytt0C	00:00:04:00	B	✓ ON-LINE																																					
PGE_VFI	!kqV)Pr7	00:00:18:05	C	✓ ON-LINE																																					
Save your grid organization	Right-click the column header and select Save Grid Organization from the contextual menu.																																								
Reset the grid organization to the initial organization	Right-click the column header and select Reset Grid Organization from the contextual menu.																																								

2.5. Playlist Transport Functions

Transport of the items in the playlist is commonly controlled by means of the MPlay Remote controller. See [the General Functions user manual](#) for more information on the use of the MPlay remote.

If so desired, it can also be done with the transport buttons at the bottom of the AB Roll panel. The availability of these buttons depends on the user rights, so it is possible that you do not have access to the transport buttons.

The buttons of the transport bar are described in the following table:

Button	Description
	The selected element is played except in the case when it is not cued and another element is playing.
	The currently playing element is paused. The button is available only when the element is selected.
	The selected element is cued for playout. This operation cannot be done <ul style="list-style-type: none"> • on a playing element • on an element assigned to the same channel as a playing element • on a virtual element.
	This cues the first element which is not cued and which is assigned to the same channel (A-B-C-D) as the selected element, even if an element is playing on the channel.
	The elements in the list are sorted again, to re-order the A-B-C-D sequence, starting from the currently selected position.
	This will recue the playlist from the beginning. This can be used to reassign elements according to the sequence ABCD.

2.6. Search Pane

The Search pane can be shown or hidden by clicking the **Search** button



The different areas of this pane are similar to those found in the Database Explorer. See [Database Explorer user manual](#) for more information.

2.7. Playlist Status Bar

The channels associated to the panel are displayed in the status bar.



01_XT2 PGM1 (A) / PGM2 (B) / PGM3 (C) / PGM4 (D)



Note

When no channel is associated to the interface yet, the status bar shows:
"RIGHT CLICK ON THIS BAR TO START OPERATING AND ASSOCIATE CHANNELS TO THE INTERFACE"

3. Managing Channels

3.1. Introduction

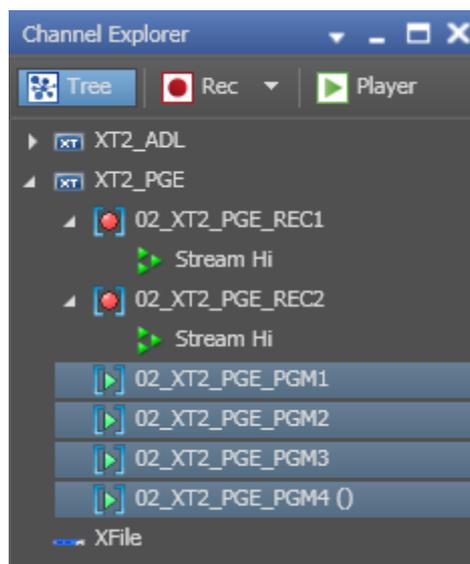
Before you can use the AB Roll Playlist, you need to define a group of channels and associate that group to the AB Roll Playlist. These operations are explained in sections "Defining a Channel Group" on page 12 and "Associating Channels to the AB Roll Playlist" on page 14.

3.2. Defining a Channel Group

The AB Roll Playlist can be associated to 2, 3 or 4 channels. Before you can use the AB Roll Playlist you need to define this channel group in the Channel Explorer.

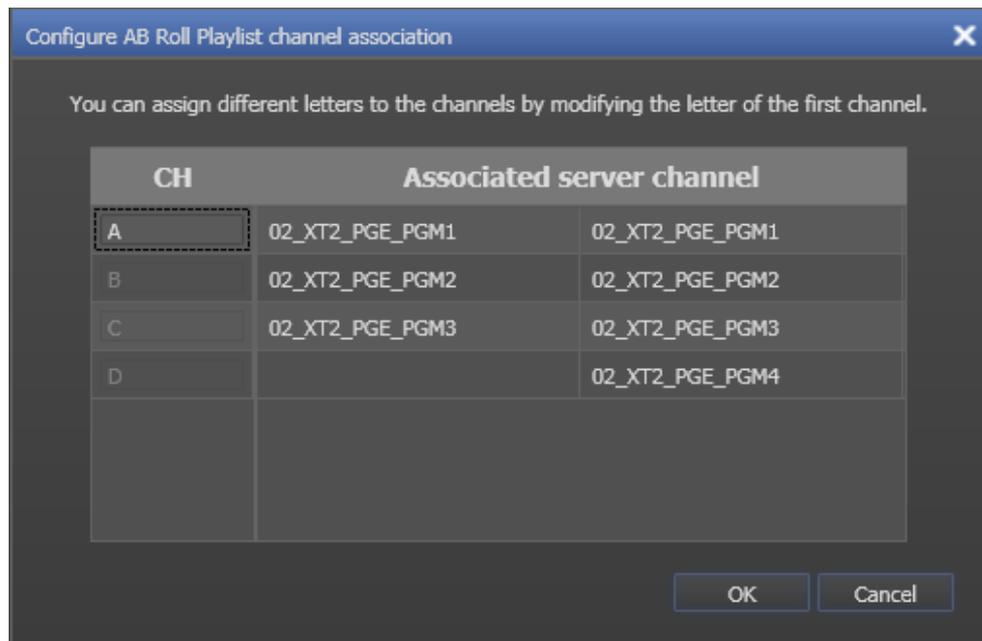
To define a channel group, proceed as follows:

1. Open the Channel Explorer and browse to the desired channels.
2. Select the channels that need to be associated to the AB Roll Playlist application.



3. Right-click the selected channel group and select the **AB Roll Playlist** option from the contextual menu.

4. The Configure AB Roll Playlist channel association window appears:



In this window you can edit the channel letters in the left column of the table, if so desired.

Click **OK** to accept the presented allocation.

The selected channels are now marked with the **AB** icon and ready to be used as an AB Roll Playlist channel group:



3.3. Adding/Removing a Channel from a Group

To add or remove a channel from an AB Roll Playlist group, you need to redefine the group. To do so, proceed as follows:

1. Select all channels of an AB Roll Playlist group in the Channel Explorer window.
2. Right-click the selected group and select **Ungang**.
3. Select the new channels to include in the AB Roll playlist group.
4. Right-click the selected channels and select the **AB Roll Playlist** command.
5. The Configure AB Roll Playlist association window appears.

In this window you can edit the channel letters in the left column of the table, if so desired.

Click **OK** to accept the presented allocation.

The selected channels are now marked with the **AB** icon and ready to be used as an AB Roll Playlist channel group.

3.4. Associating Channels to the AB Roll Playlist

Once the channel group is defined, it can be associated to the AB Roll Playlist.

If no channel is associated to the interface yet, the system displays the following message in the AB Roll Playlist status bar:

RIGHT CLICK ON THIS BAR TO START OPERATING AND ASSOCIATE CHANNELS TO THE INTERFACE

To associate the channels to the AB Roll Playlist, proceed as follows:

1. Right-click the status bar and select the desired channel group previously defined in the Channel Explorer.
2. The status bar content will change and show the associated channels:

01_XT2 PGM1 (A) / PGM2 (B) / PGM3 (C) / PGM4 (D)

The AB Roll Playlist is now ready to use with these channels.

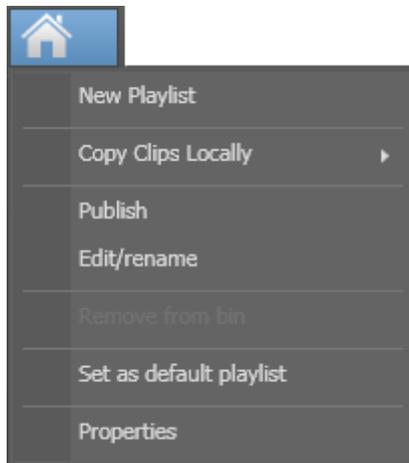
4. Playlist Management

4.1. Creating A Playlist

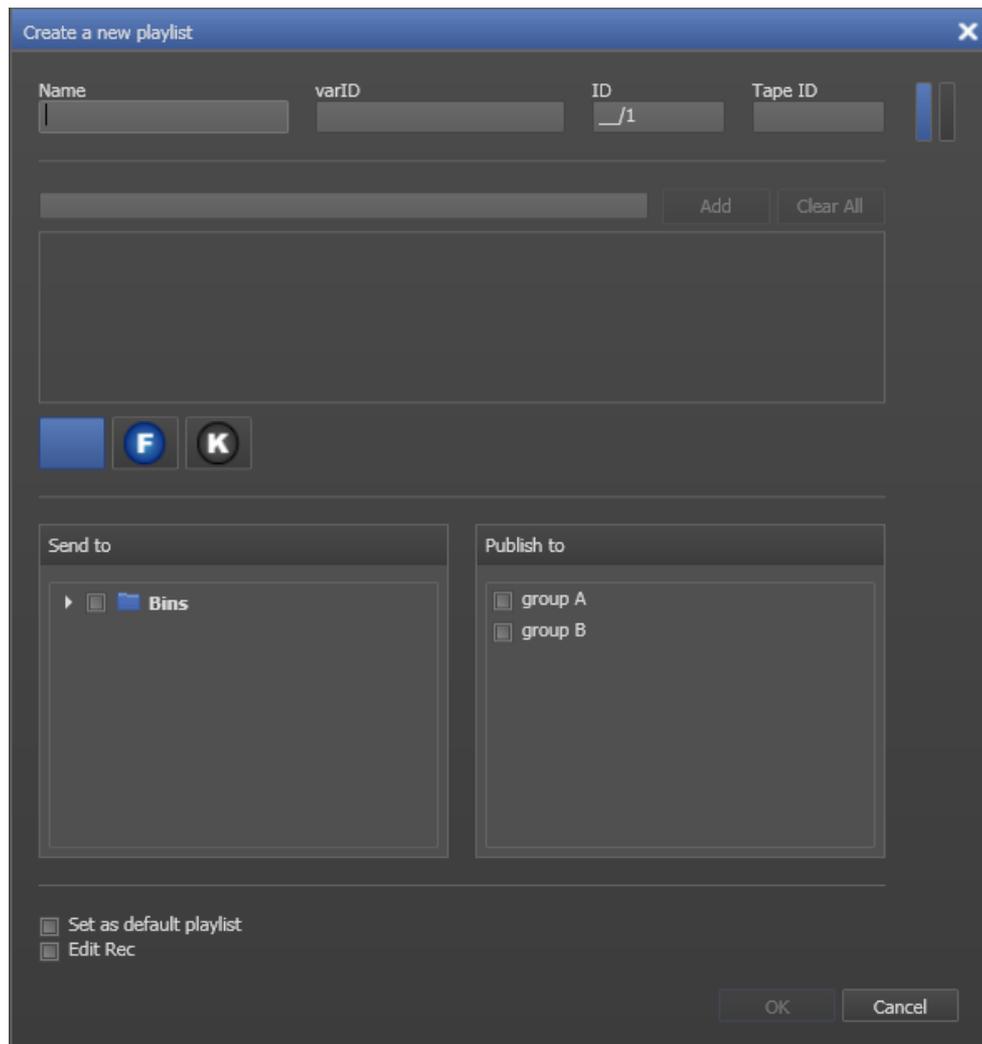
4.1.1. How to Create a New Playlist

To create a new playlist, proceed as follows:

1. Click the **Playlist Menu** button in the toolbar and select **New Playlist**.



- The Create a new playlist window opens:



- Enter a name for the new playlist in the **Name** field.
- Complete the Create a new playlist window with the necessary information in the remaining fields, as detailed in section "Fields in the Create a New Playlist Window" on page 17.

The playlist is created but is empty. Elements can be inserted as described in "Playlist Editing" on page 22.

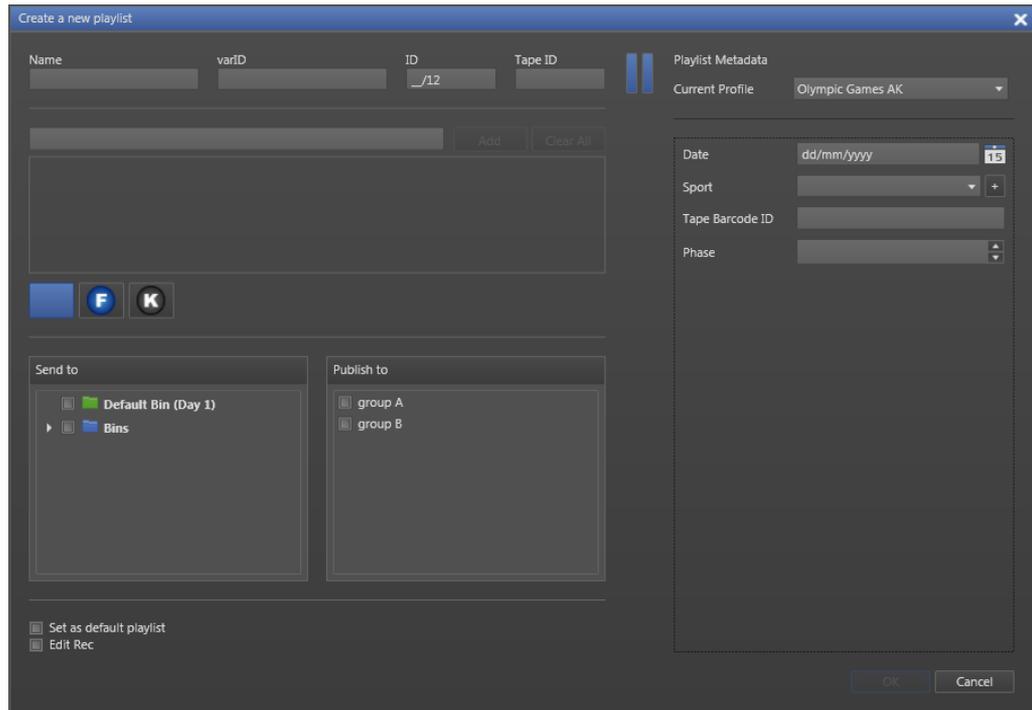
4.1.2. Create a New Playlist Window

Window Overview

The Create a New Playlist window is divided into two panes:

- The left pane contains the playlist information and it is always displayed.
- The right pane contains the playlist metadata, i.e. playlist data based on customer-specific fields.

Clicking the right area in the **Pane Display** icon  will display this right pane.



Fields in the Create a New Playlist Window

The following table briefly describes the data that can be added to playlists.

The Playlist Information pane contains the following fields:

Field	Description
Name	User-defined 24-character name for the playlist.
VarID	VarID is a 32-character ID with variable length and format. It is automatically assigned to new playlists. It is mainly used to ensure redundancy on the system. It can be unique for an item on the EVS server level or on the XNet network level, depending on EVS server settings.
ID	LSM ID, i.e. location where the playlist will be stored on the XNet network. This numbering is based on the numbering of the LSM operational mode.
Tape ID	This identifies the tape on which the playlist is stored.
Keywords	The Keyword area allows you to assign up to five keywords to a clip to qualify its content. To add a keyword, select it from the Keyword Grid or Keyword Dictionary or type its first letters and select it from the Autocomplete list. For more information on how to assign keywords to media, see the IPLogger user manual .

Field	Description
Playlist Type	Not applicable
Send To	<p>Provides a submenu with the list of possible destinations to which the selected playlist can be sent.</p> <p>Possible destinations, depending on the network, are:</p> <ul style="list-style-type: none"> • the user's default bin • a default archive target • any target destination visible on the GigE network that has been defined, such as CleanEdit targets, Avid targets, Final Cut Pro targets and File targets. <p>Select the check boxes corresponding to the requested destinations.</p> <p>This action is also possible later on from the Send to option in the contextual menu of the Database Explorer or Control Panel.</p>
Publish To	<p>User groups to which the playlist can be published, i.e. made available.</p> <p>Select the user groups to which the playlists should be published.</p>
Set as default playlist checkbox	When the checkbox is selected, the new playlist is defined as the default playlist.
Editrec Playlist	Not applicable

The Playlist Metadata pane contains the following fields:

Field	Description
Current Profile	<p>Drop-down list in which the users can modify the metadata profile to be associated with the playlist, if they have appropriate user rights.</p> <p>See the General Functions user manual.</p>
Metadata Profile fields	<p>Fields belonging to the Metadata Profile selected in the Current Profile field.</p> <p>The user can modify the values of the playlist profile fields. The modifications will only apply to the playlist and not impact the default values of the profile.</p>

4.2. Loading a Playlist

4.2.1. How to Load a Playlist from the Search Pane

To load a playlist from the Search pane, proceed as follows:

1. Click the **Search** button in the AB Roll Playlist window.



This opens the Search pane at the bottom half of the AB Roll Playlist window.

2. Click the Playlists branch in the tree view on the left of the Search pane.
3. Drag a playlist from the Search pane to the AB Roll Playlist grid.
4. If the grid was empty, the playlist is loaded immediately. If not, a warning is displayed, asking you whether you want to replace the currently loaded playlist with a new one. Click **OK** to confirm.

The playlist elements are automatically assigned to the player channels following the ABCD sequence and the first elements are cued on each channel.

The screenshot displays the 'AB Roll Playlist' interface. At the top, the window title is 'AB Roll Playlist' and the playlist name is 'PL_pge_ABRoll_110330a'. The duration is shown as '00:01:58:24'. The main table lists playlist items with the following data:

Name	variD	Duration	CH	Status
cl_pge_1101...	!qtvR)J}	00:00:05:14	A	▼ CUED
cl PGE 1009...	!qtuRrij	00:00:07:11	B	▼ CUED
plop	!qtvR72W	00:00:02:12	C	▼ CUED
cl_pge_1012...	!qtvCXn2	00:00:05:00	D	▼ CUED
cl_pge_1101...	!qtvR)J}	00:00:05:14	A	✓ ON-LINE
cl_pge_1012...	!qtvD2,s	00:00:08:00	B	✓ ON-LINE
cl_pge_1101...	!qtvSY^w	00:00:06:12	C	✓ ON-LINE
plop	!qtvR72W	00:00:02:12	D	✓ ON-LINE
CL_pge_101...	!qtu-3Ye	00:00:10:17	A	✓ ON-LINE
cl_pge_1012...	!qtvCXn2	00:00:05:00	B	✓ ON-LINE
CL_pge_101...	!qtu-3jN	00:00:10:23	C	✓ ON-LINE

Below the table are playback controls: PLAY, PAUSE, CUE, and NEXT. There is also a CHANNEL SORT button and a RESET button. The Database Explorer pane on the left shows a tree view with 'Clips' expanded to 'Playlists'. The Database Explorer table contains the following data:

Name	Content Type	Clip Elements	Creation Date	LSM ID	Status
Dive_04	Audio/Video	[-] []	30-Jul-2012 18:48:19	615B/12	ON-LINE
Dive_03	Audio/Video	[-] []	30-Jul-2012 18:47:25	615A/12	ON-LINE
Dive_02	Audio/Video	[-] []	30-Jul-2012 18:46:13	614F/12	ON-LINE
Dive_01	Audio/Video	[-] []	30-Jul-2012 18:45:21	614E/12	ON-LINE
kayak_02	Audio/Video	[-] []	30-Jul-2012 16:51:38	614D/12	ON-LINE
kayak_01	Audio/Video	[-] []	30-Jul-2012 16:50:43	614C/12	ON-LINE

The status bar at the bottom indicates '12_XTNewPGE PGM1 (A) / PGM2 (B) / PGM3 (C) / PGM4 (D)'.

4.2.2. How to Load a Playlist from the Database Explorer

To load a playlist from the Database Explorer pane, proceed as follows:

1. Open the Database Explorer.
2. Click the Playlists branch in the tree view on the left.
3. Drag a playlist from the Database Explorer grid to the AB Roll Playlist grid.

The playlist elements are automatically assigned to the player channels following the ABCD sequence and the first elements are cued on each channel.

4.2.3. Limitations

The following playlist effects and parameters are not managed by the AB Roll playlist application:

- A/V effects
- Specific playout speed
- Still and Start modes (Jump-on-time / start-on-time)
- Tags
- Partial loops
- Groups
- Black clips

If a playlist containing such parameters is loaded on the AB Roll Playlist panel, a warning message is displayed in the message panel. The playlist is opened by none of those functions is taken into account.

When comments are displayed in the AB Roll playlist, they are not considered as normal elements and are not taken into account in the channel association.

5. Playlist Editing

5.1. Introduction

The playlist can be edited for playout from within AB Roll Playlist. Advanced editing functions like defining effects, and so on, are not supported in the AB Roll Playlist application. The users will only be able to insert, remove or move elements within the playlist.

If the playlist is altered inside AB Roll Playlist, the changes can automatically be reflected in linked third party NRCS applications.

5.2. ABRoll Playlist Recue Modes



The AB Roll Playlist application can be used according to two different modes:

- AB Roll recue mode ON: when a modification is done in the rundown in between the cued elements, the system will automatically update the channels assignment to keep the ABCD order from the modification and recue the elements. This is called the ripple-and-cue operation
- AB Roll recue mode OFF: any modification in the rundown will have no impact on the cued elements.

The mode is set via the **Remote Installer > Configure/Playlist** tab, by selecting the **ABRoll recue mode** option.

5.3. Inserting an Element in the Playlist

5.3.1. Introduction

You can insert an element in the playlist by a drag-and-drop operation on an element from:

- the AB Roll Playlist Search pane
- a Database Explorer window
- another AB Roll Playlist window

5.3.2. How to Insert an Element in the AB Roll Playlist

To insert an element in the AB Roll Playlist, proceed as follows:

1. Select the element that you wish to insert.
2. Drag the element to the desired position in the AB Roll Playlist grid.

The position where the element will be inserted is marked by a thick line:

Name	varID	Duration	C-	Status
clip A	!qyty=B	00:00:06:16	A	▼ CUED
clip B	!qyty[y	00:00:09:02	B	▼ CUED
clip C-00	!qytyt0B	00:00:04:00	C	▼ CUED
clip D-00	!qytyt1[00:00:06:21	D	▼ CUED
clip D-01	!qytyt1]	00:00:06:21	A	✖ MISSING
clip C-01	!qytyt0C	00:00:04:00	B	✓ ON-LINE
PGE_VFI	!kqV)Pr7	00:00:18:05	C	✓ ON-LINE

3. Release the element at the desired position in the grid.
4. If the element is not on the XNet as a high resolution clip, the following dialog box appears:



5. Select an option in the dialog window:
 - Short Restore:** The element is restored from TC IN to TC OUT only
 - Full Restore:** The full element is restored, including guardbands
 - No:** The element is not restored and remains Missing
 - Cancel:** The element is not inserted
6. After selecting **Short Restore** or **Full Restore**, the element will appear in the playlist.

First it will appear like this: ✖ MISSING

When the restore is finished, it will show as ✓ ON-LINE or if it is one of the elements to be played out next, it will be set to ▼ CUED.

5.3.3. Impact on the Channel Association with Recue Mode OFF

The Element is Inserted below the Cued Elements

The inserted element is assigned to the next channel in the ABCD order, based on the previous element. The channels assigned to the elements below the inserted element are resorted according to the ABCD sequence (automatic ripple from the inserted element).

Initial situation			RECUE Mode OFF		
Elem1	CUED	A	Elem1	CUED	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	ON-LINE	C	Elem5	ON-LINE	C
Elem6	ON-LINE	B	Inserted Elem	ON-LINE	D
Elem7	ON-LINE	C	Elem6	ON-LINE	A
			Elem7	ON-LINE	B

The Element is Inserted above the Cued Elements

The inserted element is assigned to the next channel in the ABCD order, based on the previous element. The channel assignment of the cued elements is not modified, but it is resorted for the elements after the cued ones (automatic ripple for the elements below the cued ones).

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Inserted Elem	ON-LINE	B
Elem3	CUED	C	Elem2	ON-LINE	B
Elem4	CUED	D	Elem3	CUED	C
Elem5	CUED	A	Elem4	CUED	D
Elem6	CUED	B	Elem5	CUED	A
Elem7	ON-LINE	D	Elem6	CUED	B
Elem8	ON-LINE	C	Elem7	ON-LINE	C
			Elem8	ON-LINE	D

The Element is Inserted within the Cued Elements

The inserted element is assigned to the next channel in the ABCD order, based on the previous element. Therefore, the channel order is affected. The channel assignment of the cued elements is not modified, but it is resorted for the elements after the cued ones (automatic ripple for the elements below the cued ones).

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Inserted Elem	ON-LINE	B
Elem3	CUED	C	Elem2	CUED	B
Elem4	CUED	D	Elem3	CUED	C
Elem5	CUED	A	Elem4	CUED	D
Elem6	ON-LINE	B	Elem5	CUED	A
Elem7	ON-LINE	C	Elem6	ON-LINE	B
			Elem7	ON-LINE	C

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Inserted Elem	ON-LINE	D
Elem5	CUED	A	Elem4	CUED	D
Elem6	ON-LINE	B	Elem5	CUED	A
Elem7	ON-LINE	C	Elem6	ON-LINE	B
			Elem7	ON-LINE	C

5.3.4. Impact on the Channel Association with Recue Mode ON

The Element is Inserted below the Cued Elements



The inserted element is assigned to the next channel in the ABCD order, based on the previous element. The channels assigned to the elements below the inserted element are resorted according to the ABCD sequence (ripple from the inserted element).

Initial situation			RECUE Mode ON		
Elem1	CUED	A	Elem1	CUED	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	ON-LINE	C	Elem5	ON-LINE	C
Elem6	ON-LINE	B	Inserted Elem	ON-LINE	D
Elem7	ON-LINE	C	Elem6	ON-LINE	A
			Elem7	ON-LINE	B

The Element is Inserted above the Cued Elements



This case does not apply to the insertion of an element just before the first cued element.

The inserted element is assigned to the next channel in the ABCD order, based on the previous element. The channel assignment of the cued elements is not modified, but it is resorted for the elements after the cued ones (ripple for the elements below the cued ones).

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Inserted Elem	ON-LINE	B
Elem3	CUED	C	Elem2	ON-LINE	B
Elem4	CUED	D	Elem3	CUED	C
Elem5	CUED	A	Elem4	CUED	D
Elem6	CUED	B	Elem5	CUED	A
Elem7	ON-LINE	D	Elem6	CUED	B
Elem8	ON-LINE	C	Elem7	ON-LINE	C
			Elem8	ON-LINE	D



The Element is Inserted within the Cued Elements when No Element is Playing



This case applies to the insertion of an element just before the first cued element.

A "ripple-and-cue" operation is performed from the inserted element.

The inserted element is cued and assigned to the next channel in the ABCD order, based on the previous element. The channel assignment of the cued elements and the next ones is modified. The element which was cued on the channel taken by the inserted element is uncued.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Inserted Elem	CUED	B
Elem3	CUED	C	Elem2	CUED	C
Elem4	CUED	D	Elem3	CUED	D
Elem5	CUED	A	Elem4	CUED	A
Elem6	ON-LINE	B	Elem5	ON-LINE	B
Elem7	ON-LINE	C	Elem6	ON-LINE	C
			Elem7	ON-LINE	D

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Inserted Elem	CUED	D
Elem5	CUED	A	Elem4	CUED	A
Elem6	ON-LINE	B	Elem5	ON-LINE	B
Elem7	ON-LINE	C	Elem6	ON-LINE	C
			Elem7	ON-LINE	D

The Element is Inserted between the Cued Elements and before the Playing Element



The inserted element is assigned to the next channel in the ABCD order, based on the previous element. The channel assignment of the cued elements and the next ones is not modified (no ripple operation).

- In case the channel assigned to the inserted element corresponds to the playing channel, the inserted element is not cued.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	PLAYING	B	Inserted Elem	ON-LINE	B
Elem3	CUED	C	Elem2	PLAYING	B
Elem4	CUED	D	Elem3	CUED	C
Elem5	CUED	A	Elem4	CUED	D
Elem6	ON-LINE	B	Elem5	ON-LINE	A
Elem7	ON-LINE	C	Elem6	ON-LINE	B
			Elem7	ON-LINE	C

- In case the channel assigned to the inserted element does not correspond to the playing channel, the inserted element is cued. So, the element which was cued on the channel taken by the inserted element is uncued.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Inserted Elem	CUED	B
Elem3	PLAYING	C	Elem2	ON-LINE	B
Elem4	CUED	D	Elem3	PLAYING	C
Elem5	CUED	A	Elem4	CUED	D
Elem6	ON-LINE	B	Elem5	CUED	A
Elem7	ON-LINE	C	Elem6	ON-LINE	B
			Elem7	ON-LINE	C

The Element is Inserted between the Cued Elements and after the Playing Element



A "ripple-and-cue" operation is performed from the inserted element.

The inserted element is cued and assigned to the next channel in the ABCD order, based on the previous element. The channel assignment of the cued elements and the next ones is modified.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	PLAYING	C	Elem3	PLAYING	C
Elem4	CUED	D	Inserted Elem	CUED	D
Elem5	CUED	A	Elem4	CUED	A
Elem6	ON-LINE	B	Elem5	ON-LINE	B
Elem7	ON-LINE	C	Elem6	ON-LINE	C
			Elem7	ON-LINE	D

5.4. Removing an Element from the Playlist

5.4.1. How to Remove an Element From the Playlist

To remove an element from the playlist, proceed as follows:

1. Select the desired element in the Playlist grid.
2. Press the **Delete** key on your keyboard.

or

Right-click the element and select **Remove element**.

Name	varID	Duration	Ch	Status
clip A	!qtyts=B	00:00:06:16	A	▼ CUED
clip B	!qtyts[y	00:00:09:02	B	▼ CUED
clip C-00	!qtytt0B	00:00:04:00	C	▼ CUED
clip D-00	!qtytt1[00:00:06:21	D	▼ CUED
clip D-01	!qtytt1]	00:00:06:21	A	✘ MISSING
clip C-01	!qtytt0C	00:00:04:00	B	✓ ON-LINE

5.4.2. Impact on the Channel Association with Recue Mode OFF

The Element to Delete is Cued



The element is deleted from the playlist. Therefore, the channel order is affected.

The next element assigned to the same channel is cued.

The channels assigned to the elements below the cued element are resorted according to the ABCD sequence (ripple from the inserted element)

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem4	CUED	D
Elem4	CUED	D	Elem5	CUED	A
Elem5	CUED	A	Elem6	ON-LINE	B
Elem6	ON-LINE	B	Elem7	CUED	C
Elem7	ON-LINE	C	Elem8	ON-LINE	D
Elem8	ON-LINE	D			

The Element to Delete is Playing

The element cannot be deleted. An error message is displayed in the **Message** field.



The Element to Delete is below the Cued/Played Elements

The element is deleted from the playlist. The channels assigned to the elements below the deleted element are resorted according to the ABCD sequence (ripple operation).

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	PLAYING	C	Elem3	PLAYING	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	A	Elem5	CUED	A
Elem6	ON-LINE	B	Elem7	ON-LINE	B
Elem7	ON-LINE	C	Elem8	ON-LINE	C
Elem8	ON-LINE	D			

The Element to Delete is above the Cued/Played Elements

The element is deleted from the playlist. The channel assignment of the elements is not modified. Therefore, the channel order is affected.

Initial situation			RECUE Mode OFF		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	ON-LINE	C	Elem4	CUED	D
Elem4	CUED	D	Elem5	PLAYING	A
Elem5	PLAYING	A	Elem6	CUED	B
Elem6	CUED	B	Elem7	CUED	C
Elem7	CUED	C	Elem8	ON-LINE	D
Elem8	ON-LINE	D			

5.4.3. Impact on the Channel Association with Recue Mode ON

The Element to Delete is Cued



In case the element is above a playing element, no ripple operation is performed. The element is deleted and the next element to be played on that channel is cued.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	CUED	C	Elem4	PLAYING	D
Elem4	PLAYING	D	Elem5	CUED	A
Elem5	CUED	A	Elem6	ON-LINE	B
Elem6	ON-LINE	B	Elem7	CUED	C
Elem7	ON-LINE	C	Elem8	ON-LINE	D
Elem8	ON-LINE	D			

In case the element is below a playing element, or if no element is playing, a ripple-and-cue operation is performed from the deleted position. The element is deleted and the next element to be played on that channel is cued.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	PLAYING	C	Elem3	PLAYING	C
Elem4	CUED	D	Elem5	CUED	D
Elem5	CUED	A	Elem6	CUED	A
Elem6	ON-LINE	B	Elem7	ON-LINE	B
Elem7	ON-LINE	C	Elem8	ON-LINE	C
Elem8	ON-LINE	D			



The Element to Delete is Playing

The element cannot be deleted. An error message is displayed in the **Message** field.



The Element to Delete is below the Cued/Played Elements



The element is deleted from the playlist. The channels assigned to the elements below the deleted element are resorted according to the ABCD sequence (ripple operation).

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	CUED	B	Elem2	CUED	B
Elem3	PLAYING	C	Elem3	PLAYING	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	A	Elem5	CUED	A
Elem6	ON-LINE	B	Elem7	ON-LINE	B
Elem7	ON-LINE	C	Elem8	ON-LINE	C
Elem8	ON-LINE	D			

The Element to Delete is above the Cued/Played Elements



The element is deleted from the playlist. The channel assignment of the elements is not modified. Therefore, the channel order is affected.

Initial situation			RECUE Mode ON		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	ON-LINE	C	Elem4	CUED	D
Elem4	CUED	D	Elem5	PLAYING	A
Elem5	PLAYING	A	Elem6	CUED	B
Elem6	CUED	B	Elem7	CUED	C
Elem7	CUED	C	Elem8	ON-LINE	D
Elem8	ON-LINE	D			

5.5. Moving an Element in the Playlist

5.5.1. How to Move an Element in the Playlist

To move an element in the playlist, proceed as follows:

1. Select the element that you wish to move.
2. Drag the element to the desired position in the AB Roll Playlist grid.

The position where the element will be moved is marked by a thick line:

Name	varID	Duration	Ch	Status
clip A	!qtyts=B	00:00:06:16	A	▼ CUED
clip B	!qtyts[y	00:00:09:02	B	▼ CUED
clip C-00	!qtytt0B	00:00:04:00	C	▼ CUED
clip D-00	!qtytt1[00:00:06:21	D	▼ CUED
clip D-01	!qtytt1]	00:00:06:21	A	✘ MISSING
clip C-01	!qtytt0C	00:00:04:00	B	✓ ON-LINE
PGE_VFI	!kqV)Pr7	00:00:18:05	C	✓ ON-LINE

3. Release the element at the desired position in the grid.

5.5.2. Impact on the Channel Association with Recue Mode OFF

The Element is Moved from above the Cued Elements

The channel assignment is not modified when the element is moved and inserted above or between the cued elements. Therefore, the channel order is affected.

When the element is moved and inserted below the cued elements, the channels assigned to the elements from the insertion point are resorted according to the ABCD sequence.

Cued elements always remain cued.

The Element to Move is Cued

The channel assignment is not modified when the cued element is moved. Therefore, the channel order is affected. Cued elements always remain cued.

The Element is Moved from below the Cued Elements

The channel assignment is modified below the removed element and resorted according to the ABCD sequence.

When the element is moved and inserted above or between the cued elements, its channel remains the same. When it is moved and inserted below the cued elements, its assigned channel is modified according to the ABCD sequence.

5.5.3. Impact on the Channel Association with Recue Mode ON



To know how the system will behave after move operations with the RECUE mode enabled, consider that it first performs a remove operation and then an insert operation.

5.6. Channel Sort and Reset

5.6.1. Introduction

The Channel Sort feature is used to reassign the channel letters (ABCD) to the elements in the playlist. The order may have changed by inserting, removing or moving elements in the list.

The Reset operation recues all elements and takes the playlist back to the initial state.

5.6.2. Using the Channel Sort Operation

Purpose

You can use the Channel Sort feature to reassign the ABCD channel letters to the elements in your playlist from a selected element.

Clicking the **Channel Sort** button leads to a ripple and cue operation. The effect of the Channel Sort operation depends on the position of the selected element in the playlist compared to the cued or playing elements. This means that the system re-assigns the player channels to the playlist elements in the ABCD order from a selected line in the playlist and potentially re-cues the elements from this selected line to ensure that an element is loaded on each channel.



Note

If the selected line is above an element that is being played, the Channel Sort operation will not have any effect on the playlist.

The following tables explain the effect of the Channel Sort operation when the selected element is not above an element that is being played.

The Selected Element is being Played

The channels assigned to the elements below the selected element are resorted according to the ABCD sequence.

Then, a cue operation may be performed on elements below the selected line to have an element loaded on each channel. Elements cued above the selected line will not be un-cued.

Initial situation			Channel Sort on Element 5		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	PLAYING	B	Elem5	PLAYING	B
Elem6	ON-LINE	C	Elem6	ON-LINE	C
Elem7	CUED	A	Elem7	ON-LINE	D
Elem8	ON-LINE	D	Elem8	CUED	A
Elem9	ON-LINE	A	Elem9	ON-LINE	B



Initial situation			Channel Sort on Element 3		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	PLAYING	C	Elem3	PLAYING	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	B	Elem5	CUED	A
Elem6	ON-LINE	C	Elem6	CUED	B
Elem7	CUED	A	Elem7	ON-LINE	C
Elem8	ON-LINE	D	Elem8	ON-LINE	D
Elem9	ON-LINE	A	Elem9	ON-LINE	A

The Selected Element is not Playing and is above a Playing Element

The Channel Sort operation has no effect.

Initial situation			Channel Sort on Element 6		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	B	Elem5	CUED	B
Elem6	ON-LINE	C	Elem6	ON-LINE	C
Elem7	PLAYING	A	Elem7	PLAYING	A
Elem8	ON-LINE	D	Elem8	ON-LINE	D
Elem9	ON-LINE	A	Elem9	ON-LINE	A

The Selected Element is not Playing and is above the Cued Elements

The channels assigned to the selected element and to all elements below are resorted.

Then, the cue operation is performed from the selected element to have an element loaded on each channel.

Initial situation			Channel Sort on Element 2		
Elem1	ON-LINE	C	Elem1	ON-LINE	C
Elem2	ON-LINE	B	Elem2	CUED	D
Elem3	ON-LINE	B	Elem3	CUED	A
Elem4	CUED	C	Elem4	CUED	B
Elem5	CUED	D	Elem5	CUED	C
Elem6	CUED	A	Elem6	ON-LINE	D
Elem7	CUED	B	Elem7	ON-LINE	A
Elem8	ON-LINE	C	Elem8	ON-LINE	B
Elem9	ON-LINE	D	Elem9	ON-LINE	C

Initial situation			Channel Sort on Element 3		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	ON-LINE	B	Elem3	CUED	C
Elem4	CUED	C	Elem4	CUED	D
Elem5	CUED	D	Elem5	CUED	A
Elem6	CUED	A	Elem6	CUED	B
Elem7	CUED	B	Elem7	ON-LINE	C
Elem8	ON-LINE	C	Elem8	ON-LINE	D
Elem9	ON-LINE	D	Elem9	ON-LINE	A

The Selected Element is not Playing and is between the Cued Elements

The channels assigned to the selected element and to all elements below are resorted.

Then, the cue operation is performed from the selected element to have an element loaded on each channel. Elements cued above or on the selected line will not be un-cued.

Initial situation			Channel Sort on Element 5		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	B	Elem5	CUED	A
Elem6	ON-LINE	C	Elem6	CUED	B
Elem7	CUED	A	Elem7	ON-LINE	C
Elem8	ON-LINE	D	Elem8	ON-LINE	D
Elem9	ON-LINE	A	Elem9	ON-LINE	A

Initial situation			Channel Sort on Element 6		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	A	Elem5	CUED	A
Elem6	ON-LINE	C	Elem6	CUED	B
Elem7	CUED	B	Elem7	ON-LINE	C
Elem8	ON-LINE	D	Elem8	ON-LINE	D
Elem9	ON-LINE	A	Elem9	ON-LINE	A

The Selected Element is not Playing and is below the Cued Elements

The Channel Sort operation has no effect.

Initial situation			Channel Sort on Element 8		
Elem1	ON-LINE	A	Elem1	ON-LINE	A
Elem2	ON-LINE	B	Elem2	ON-LINE	B
Elem3	CUED	C	Elem3	CUED	C
Elem4	CUED	D	Elem4	CUED	D
Elem5	CUED	B	Elem5	CUED	B
Elem6	ON-LINE	C	Elem6	ON-LINE	C
Elem7	CUED	A	Elem7	CUED	A
Elem8	ON-LINE	D	Elem8	ON-LINE	D
Elem9	ON-LINE	A	Elem9	ON-LINE	A
Elem10	ON-LINE	B	Elem10	ON-LINE	B
Elem11	ON-LINE	C	Elem11	ON-LINE	C
Elem12	ON-LINE	D	Elem12	ON-LINE	D
Elem13	ON-LINE	A	Elem13	ON-LINE	A

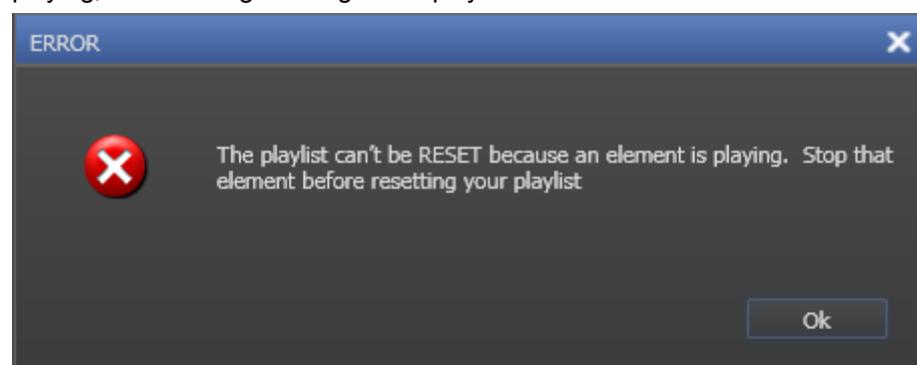
5.6.3. Resetting a Playlist

Clicking the **Reset** button leads to a ripple and cue operation from the beginning of the playlist. This means that the system re-assigns the player channels to the playlist elements in the ABCD order from the beginning of the playlist and cues the first elements on each channel.

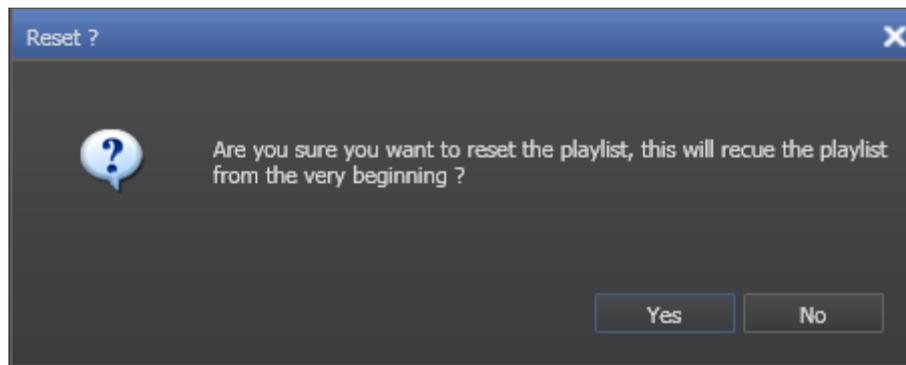


Note

The Reset operation can only be performed when none of the elements in the playlist is playing. If you try to reset the playlist while one of the elements is playing, the following message is displayed:



If none of the elements in the playlist is playing, the following warning is displayed:



Click **Yes** to confirm the Reset operation.

6. AB Roll Playlist Shortcuts

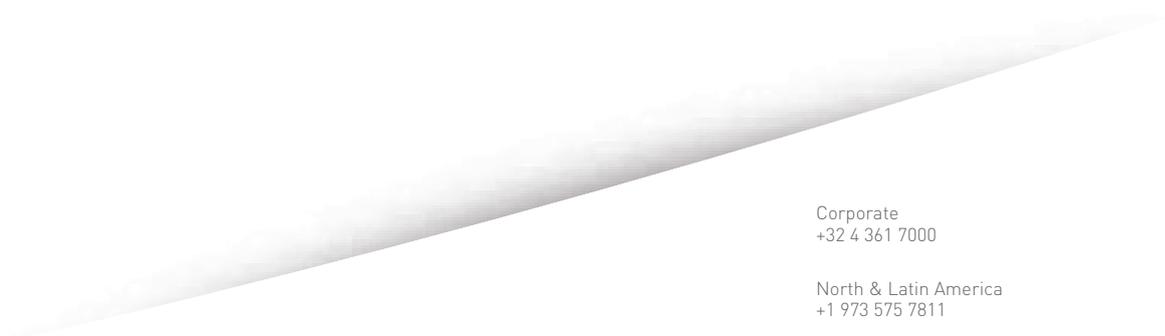
Select **Tools > Define Shortcuts** from the IPDirector Menu bar to see the defined shortcuts .

The screenshot below show the default value for the shortcut to be used in AB Roll Playlist.

Description	Current Value
Search in Database explorer	Ctrl-F

Other shortcuts are available as well in the AB Roll Playlist interface. The table below lists some of them.

Shortcut	Description
Ctrl + F	Displays or hides the Search pane inside the AB Roll Playlist window.
DEL (on a selected playlist element)	Removes element. The result is the same as for the Remove Element command from the Playlist Element contextual menu.
Ctrl + Z	Undoes the most recently executed operation.
Ctrl + Y	Redoes a previously undone operation.



EVS Headquarters
Liège Science Park
16, rue Bois St Jean
B-4102 Seraing
Belgium

Corporate
+32 4 361 7000

North & Latin America
+1 973 575 7811

Asia & Pacific
+852 2914 2501

Other regional offices
www.evs.com/contact

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