USER MANUAL
PART 5 - PLAYOUT - CONTROL PANEL

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.

User Manuals on EVS Website

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.

Table of Contents

What's New?

The following table describes the sections updated to reflect the new and modified features on IPDirector 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
New Functionalities	
1.5.2 - 1.1.1 - 1.2.1 - 1.2.3 - 1.3.1 - 1.3.6 - 1.4.1 - 1.4.5	Possibility to load a timeline on a Control Panel.
1.3.1 - 1.1.1 - 1.2.9 - 1.3.1 - 1.3.6 - 1.4.4	Possibility to play a series of clips, a playlist or a timeline with its transition effects on a single player channel ("Mix on one channel" functionality).
1.4.1 - 1.4.2 - 1.4.3 - 1.4.1 - 1.4.2 - 1.4.3	Possibility to load a recording ingest on a Control Panel.
1.1.1 - 1.2.1 - 1.2.3 - 1.3.1 - 1.3.6 - 1.4.1 - 1.4.5 - 1.2.9	New options are available from the playlist contextual menu or from the clip-list grid contextual menu: • to split a playlist element. This can be used to remove a portion of a playlist element and replace it by an existing clip. • to convert a playlist to an edit. • to delete and the clips corresponding to the playlist elements.
1.1.1 - 1.2.9 - 1.3.1 - 1.3.6 - 1.3.1	Depending on the server configurations, up to 6 player channels per server are available for channel assignment to Control Panel.
1.6.2 - 1.6.5	A prefix name can be defined in the Settings and used at clip creation.
1.2.6 - 1.6.5	Clip Information tab, Save Clip window, Edit Clip window: At clip creation or edit, the Autocomplete function can be used to propose a list of keywords and ease the selection of a keyword to assign to a clip.
1.6.2 - 1.6.5	A new setting and an option allow the users to choose whether they want to create sub-clips on all linked clips when a sub-clip is created on one of them.
1.7.2	A new setting allows the users to choose whether they want to trim all linked clips when one of them is trimmed.
1.5.2	SLSM clips are played at 33% for 'SLSM clips 3x' or at 50% for 'SLSM clips 2x'.

Section	Description
User Interface	
1.2.1	The "Mix on one channel" functionality of a player channel is highlighted in the window title bar.
1.6.2 - 1.6.5 - 1.2.1	A prefix name can be defined in the Settings and used at clip creation. The background color of the window outline has changed.
1.2.6 - 1.6.5 - 1.5.2	At clip creation or edit, the Autocomplete function can be used to propose a list of keywords and ease the selection of a keyword to assign to a clip. The speed indicator is displayed above the **Play** button.
1.6.2 - 1.6.5 - 1.2.5	A new setting and an option allow the users to choose whether they want to create sub-clips on all linked clips when a sub-clip is created on one of them. Timecodes of the Protect IN and Protect OUT points (outside the guardbands) are no more displayed in the Transport Functions pane.
1.7.2 - 1.2.1 - 3.5	Possibility to display audiometers in the Video Display.

1. Control Panel

1.1. Introduction

1.1.1. Product Overview

The Player Control Panel, referred to as Control Panel in this user manual, is the graphical user interface used to preview and manipulate:

- clips, record trains, playlists and timelines stored on an EVS video server when the Control Panel is associated to a player channel,
- files stored on a nearline folder of the GigE network when the Control Panel is associated to the OCX Software Player (if the workstation has a valid license for it).

It provides transport functions to play the media and clip creation functions to clip media or trim existing clips.

Clips, playlists or timelines can be played out with transition effects between elements. To do so, special channel modes must be enabled. Depending on several parameters on the EVS video server, a single player channel could be used or two player channels must be dedicated to the playout of the loaded item.

It also allows to:

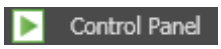
- build and play clip-lists (simple playlists),
- play back media in loop or bounce-modes,
- synchronize playback on ganged channels.

In addition to the buttons on the user interface, keyboard shortcuts and dedicated buttons on the optional ShuttlePRO controller or the BEPlay remote can also be used in the Control Panel.

The sections from "Overview of the Control Panel" on page 2 to "Clip-List Tab" on page 31 provide a detailed description of the various panes or windows in the Control Panel.

The sections from "Managing Player Channels" on page 38 to "Exporting and Importing Playlists" on page 83 include procedures on how to perform the main tasks in the Control Panel.

1.1.2. Opening of Control Panel

To open the Control Panel, select the corresponding icon 

on the IPDirector Application bar. An instance of a Control Panel window will open. It is possible to open multiple Control Panel windows at one time.

See section "Assigning a Player Channel or the Software Player" on page 39 for alternative ways to open the Control Panel.

1.2. User Interface

1.2.1. Overview of the Control Panel

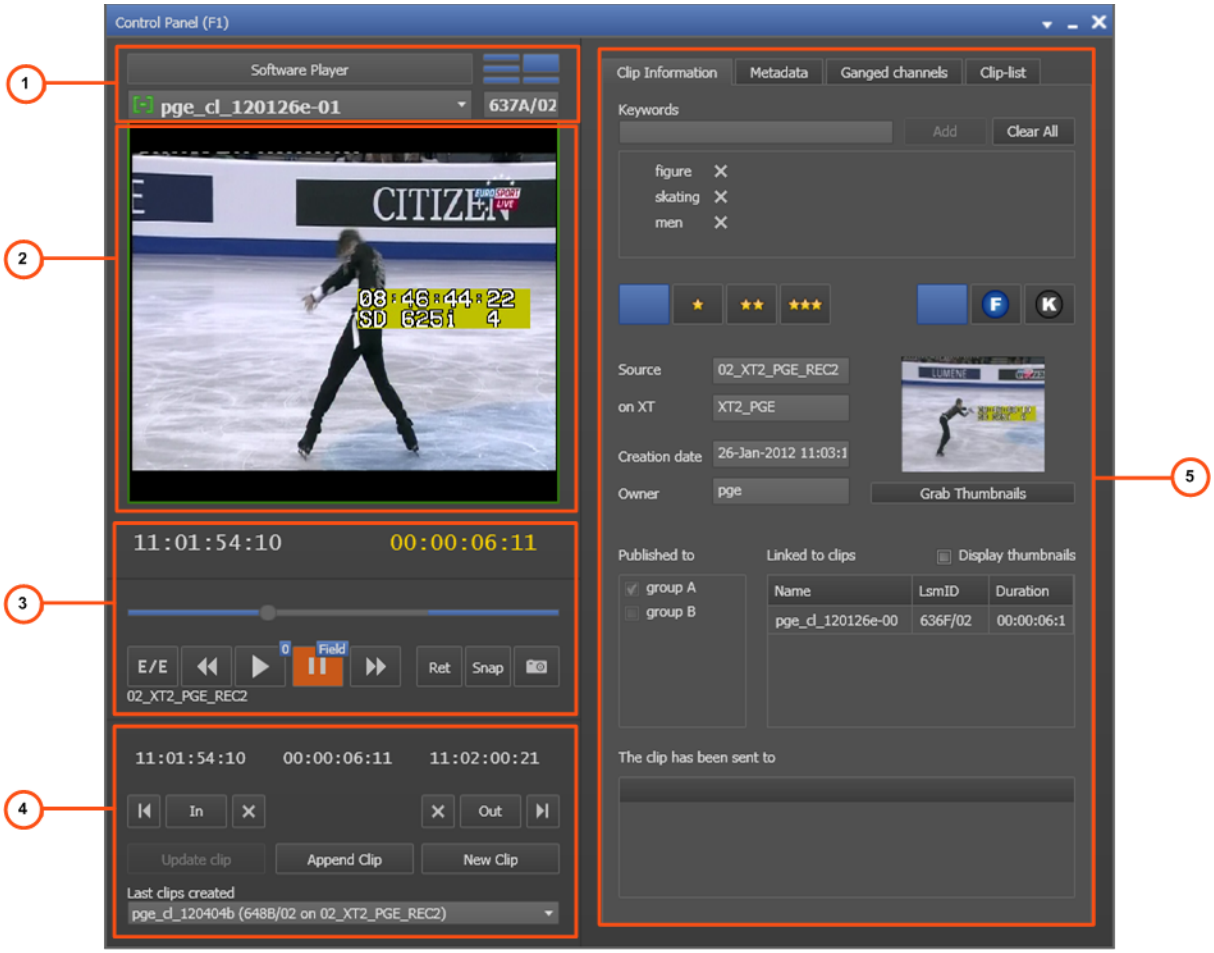
Control Panel Outline

The Control Panel has been designed with various panes allowing its size to be changed depending on the features in use.

You can use the **Pane Display** buttons  to display or hide different window areas. See section "Displays of the Control Panel" on page 7 for an overview of the possible displays of the Control Panel.

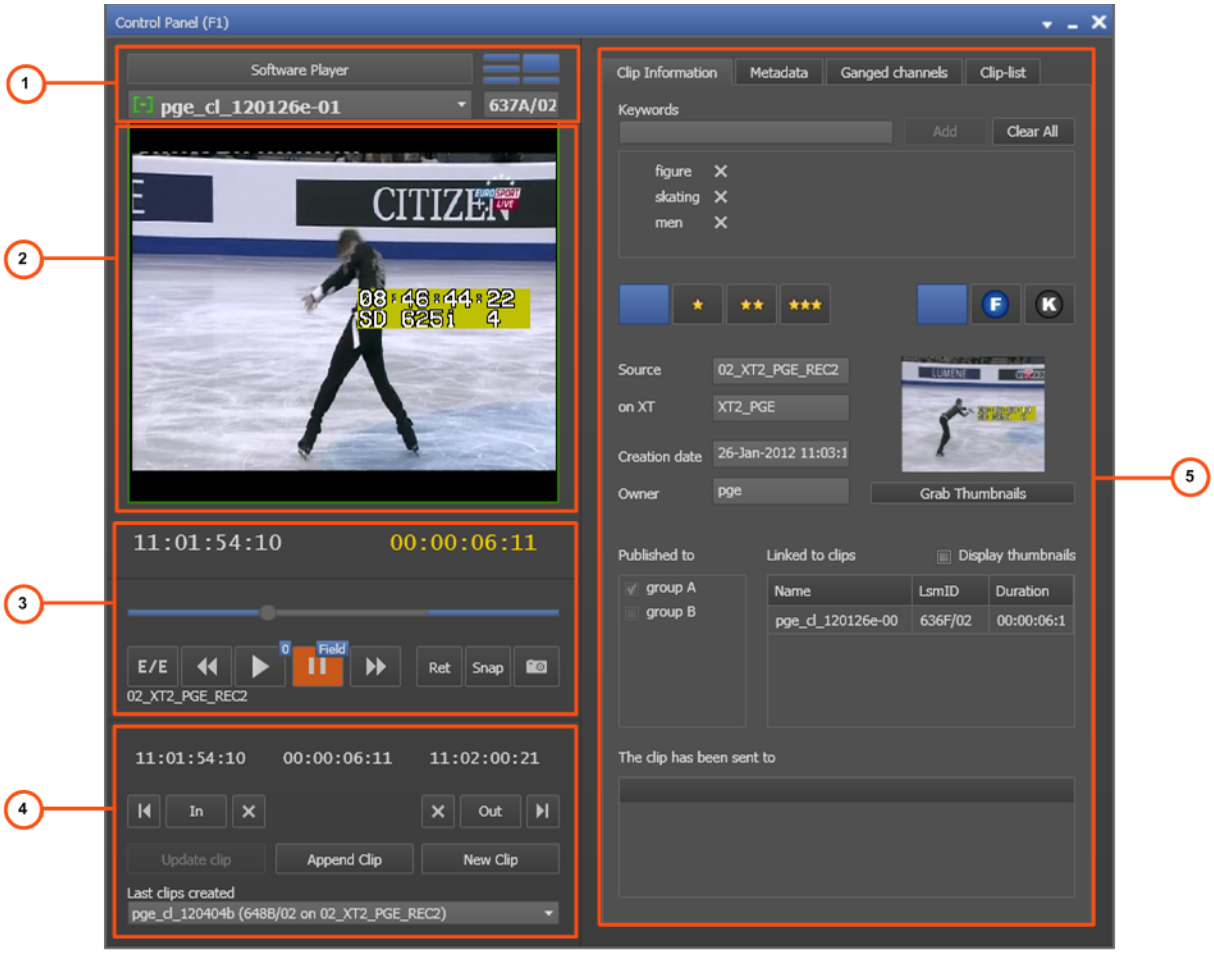
New!

When fully expanded, the Control Panel window contains the main panes highlighted on the following screenshot and shortly described in the table below.



You can use the **Pane Display** buttons  to display or hide different window areas. See section "Displays of the Control Panel" on page 7 for an overview of the possible displays of the Control Panel.

When fully expanded, the Control Panel window contains the main panes highlighted on the following screenshot and shortly described in the table below.

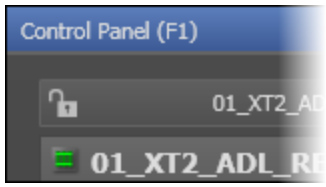
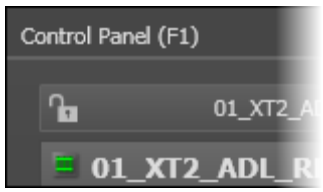
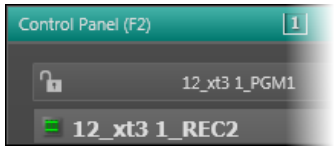
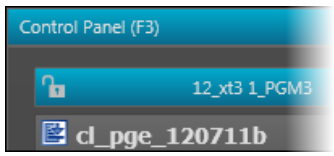


Area		Description
1.	Loaded Media Pane	This pane provides the basic functions to load a clip, a playlist, a timeline or the train from a recorder channel. See section "Loaded Media Pane" on page 11.
2.	Video Display Pane	This pane is used to view the loaded item. It can be displayed when the user has selected the Software Player or a player channel connected to the input of the IPDirector Workstation video card. It may also show audiometers for audio monitoring. See section "Video Display" on page 90 for a detailed description of the Video Display.
3.	Transport Functions Pane	This pane provides a jog bar and transport functions to navigate within the loaded item and play it. See section "Transport Functions Pane" on page 17.

Area		Description
4.	Clip Creation Pane	This pane provides the functions to create new clips and to get the timecode information of a loaded item. See section "Clip Creation Pane" on page 23.
5.	Tabs Pane	This pane, displayed on the right of the Control Panel window, contains four tabs which provide various information on the loaded item. • Clip Information Tab The Clip Information tab displays general data on the clip such as keywords, interest level, and creation date. See section "Clip Information Tab" on page 25. • Metadata Tab The Metadata tab displays the user-defined metadata associated with the clips. See section "Metadata Tab" on page 30. • Ganged Channels Tab The Ganged Channels tab makes it possible to easily control the ganged player channels. See section "Ganged Channels Tab" on page 31. • Clip-List Tab The Clip-List tab makes it possible to create simple playlists and view playlists created with the Playlist Panel. See section "Clip-List Tab" on page 31.

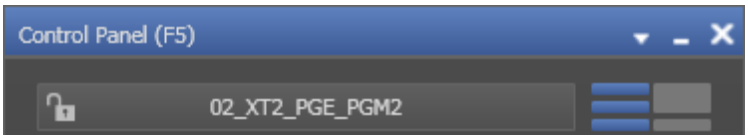
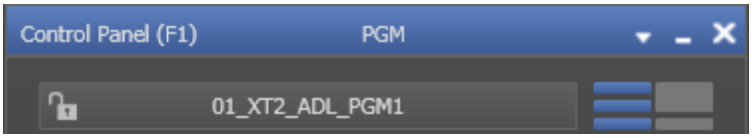
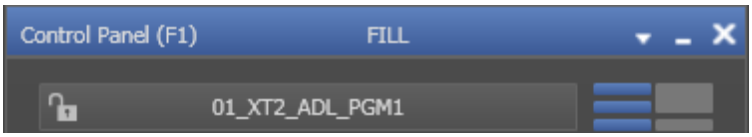
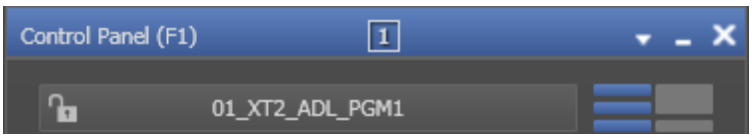
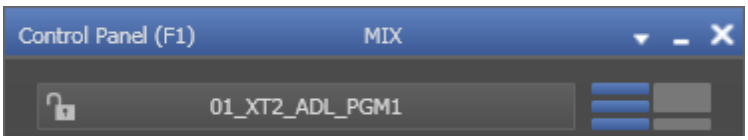
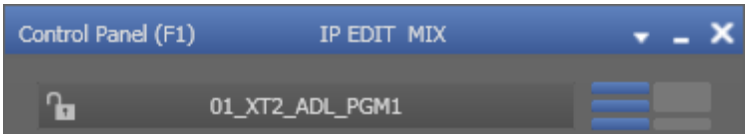
Background Color of Window Outline

The background color of the window title bar and the window frame border will differ depending on several parameters, as summarized in the table below:

Channel Mode	Title bar / window frame color
Focus ON the window (=Window active)	Blue 
Focus OFF the window (=Window not active) and • no channel associated to the Control Panel	Black 
Focus OFF and • channel associated to the Control Panel and • channel not ganged and • no playlist element loaded on the Control Panel	Black 
Focus OFF and • channel associated to the Control Panel and • channel ganged to another one and • no playlist element loaded on the Control Panel	Green 
Focus OFF and • playlist element loaded on a Control Panel for editing purposes (regardless of ganged or not)	Turquoise 

Channel Mode Display

The window title bar gives information such as the association type or the channel mode in which the controlled player channel is involved or the "Mix on one channel" functionality.

Display	Meaning
	Channel not supporting "Mix on one channel" and involved in no association (previously called 1PGM)
PGM or **PRV** 	Channels associated in PGM/PRV mode.
Fill or **Key** 	Channels associated in Fill&Key mode.
Number icon indicating the position of the channel in the group.  This is valid for up to 16 ganged channels. With more than 16 ganged channels, no icon is displayed.	Channels associated in Gang mode.
IPEDIT 	Channels associated in Lock Timeline mode.
MIX 	Channel supporting "Mix on one channel".
IPEDIT MIX 	Channel supporting "Mix on one channel" and set to Lock Timeline mode (timeline loaded)

1.2.2. Displays of the Control Panel

Introduction

It is possible to work with different displays of the Control Panel depending on the actions you need to perform. Each view may or may not include the Video Display.

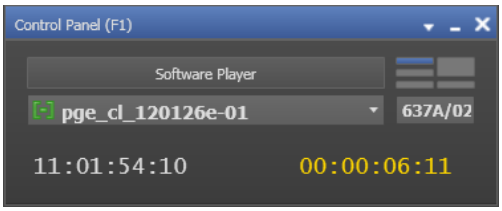
The selection of the screen display is done with the **Pane Display** button  .

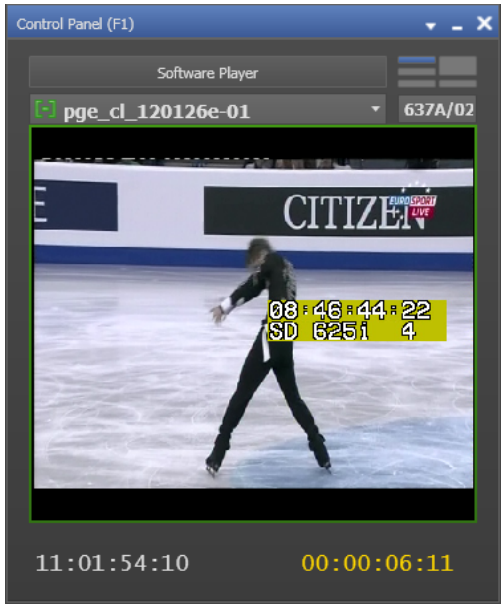
This button makes it possible to display or hide the various window panes. The hidden panes are grey-colored and the displayed panes are blue-colored.

Minimal View

The Minimal view is shown by clicking the  button. It displays the Loaded Media pane and time information on the loaded item.

The first screenshot shows the Minimal view without Video Display, the second one is the Minimal view with Video Display:

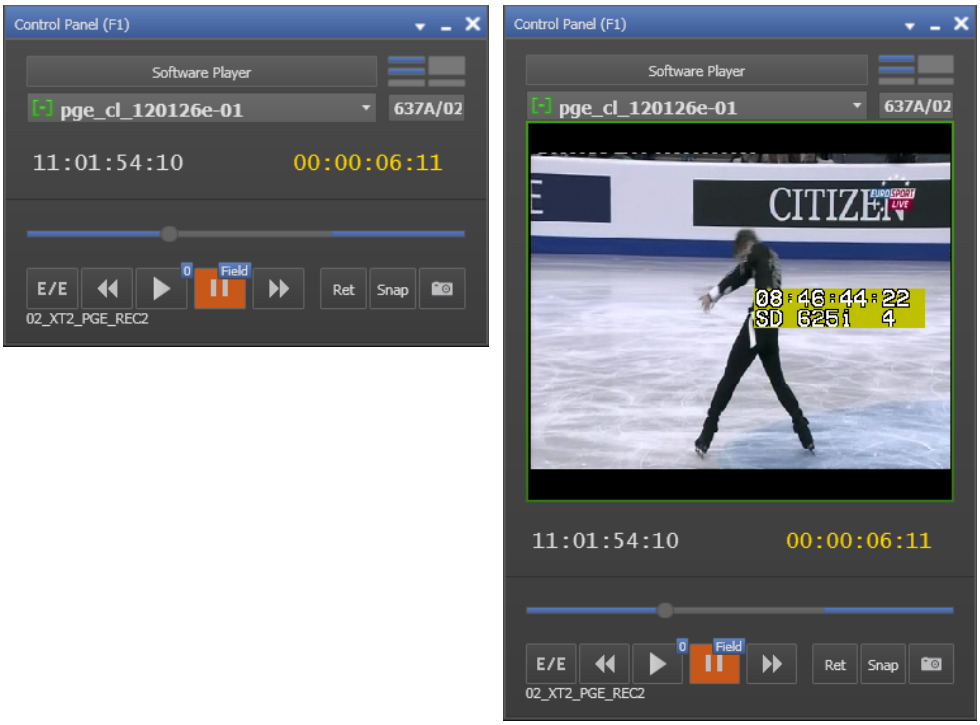




Transport Functions View

The Transport Functions view is shown by clicking the  button. It displays the Loaded Media pane and the Transport Functions pane.

The first screenshot shows the Transport Functions view without Video Display, the second one is the Transport Functions view with Video Display:



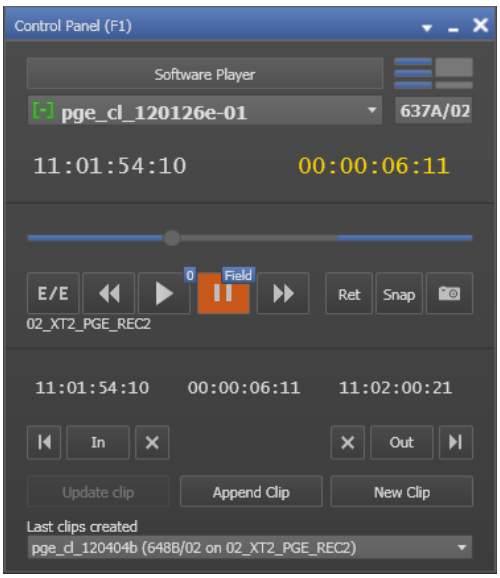
Note

By default, the Control Panel opens with this view if no specific layout is applied.

Clip Creation View

The Clip Creation view is shown by clicking the  button. It displays the Loaded Media pane, the Transport Functions pane and the Clip Creation pane.

The first screenshot shows the Clip Creation view without Video Display, the second one is the Clip Creation view with Video Display:

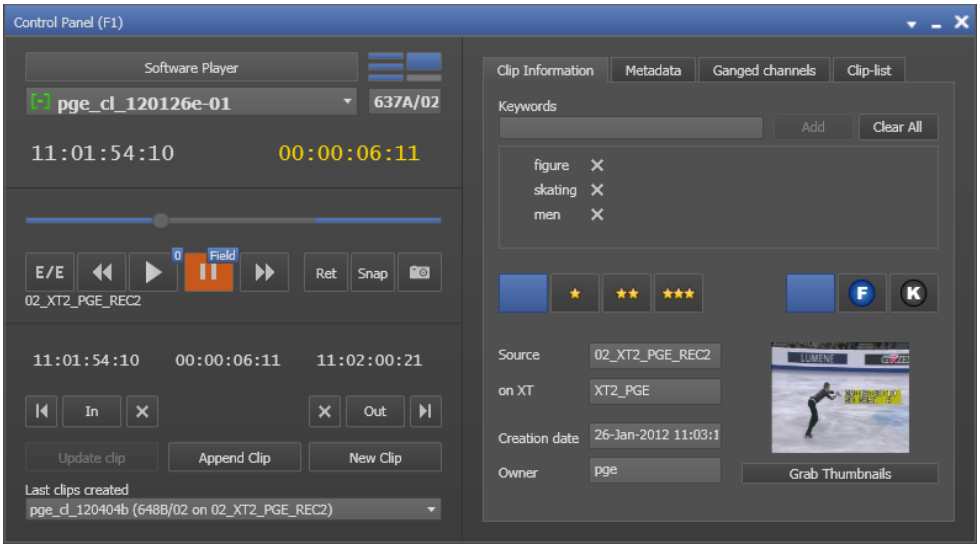


Full View

The full view displays the Loaded Media pane, the Transport Functions pane, the Clip Creation pane, as well as the Tabs pane on the right.

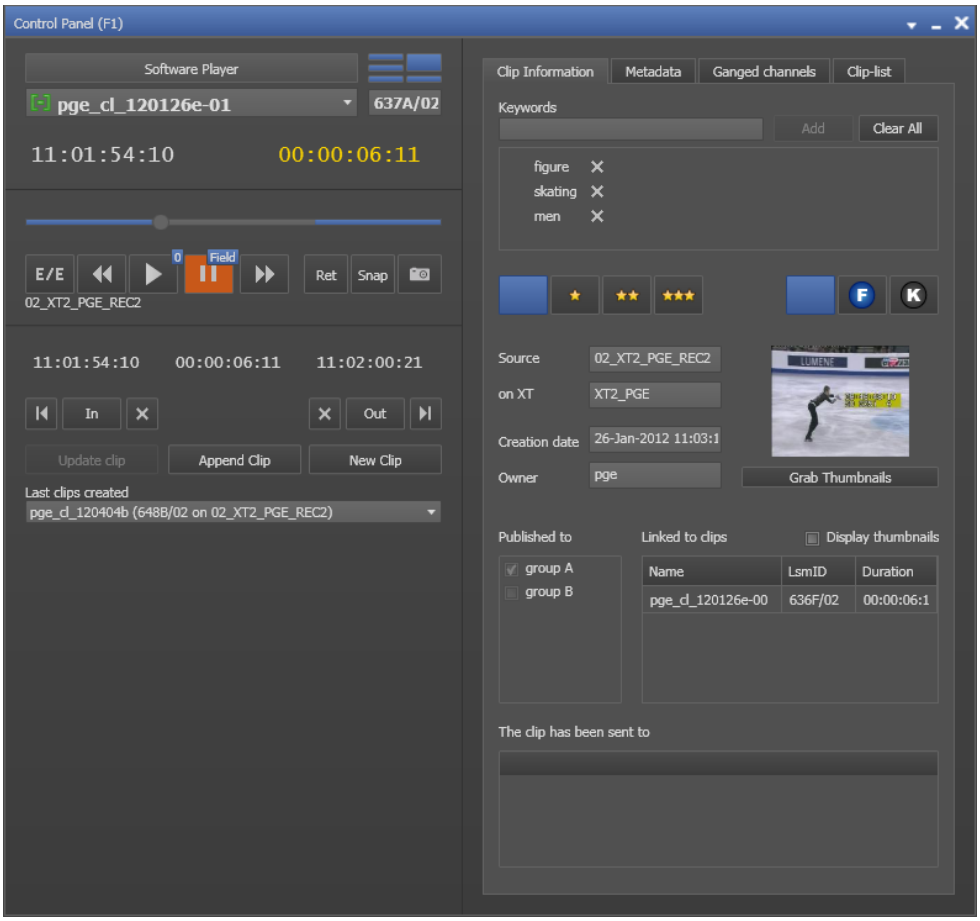
There are two possible Full views without Video Display.

- The short Full view is shown by clicking the  button:



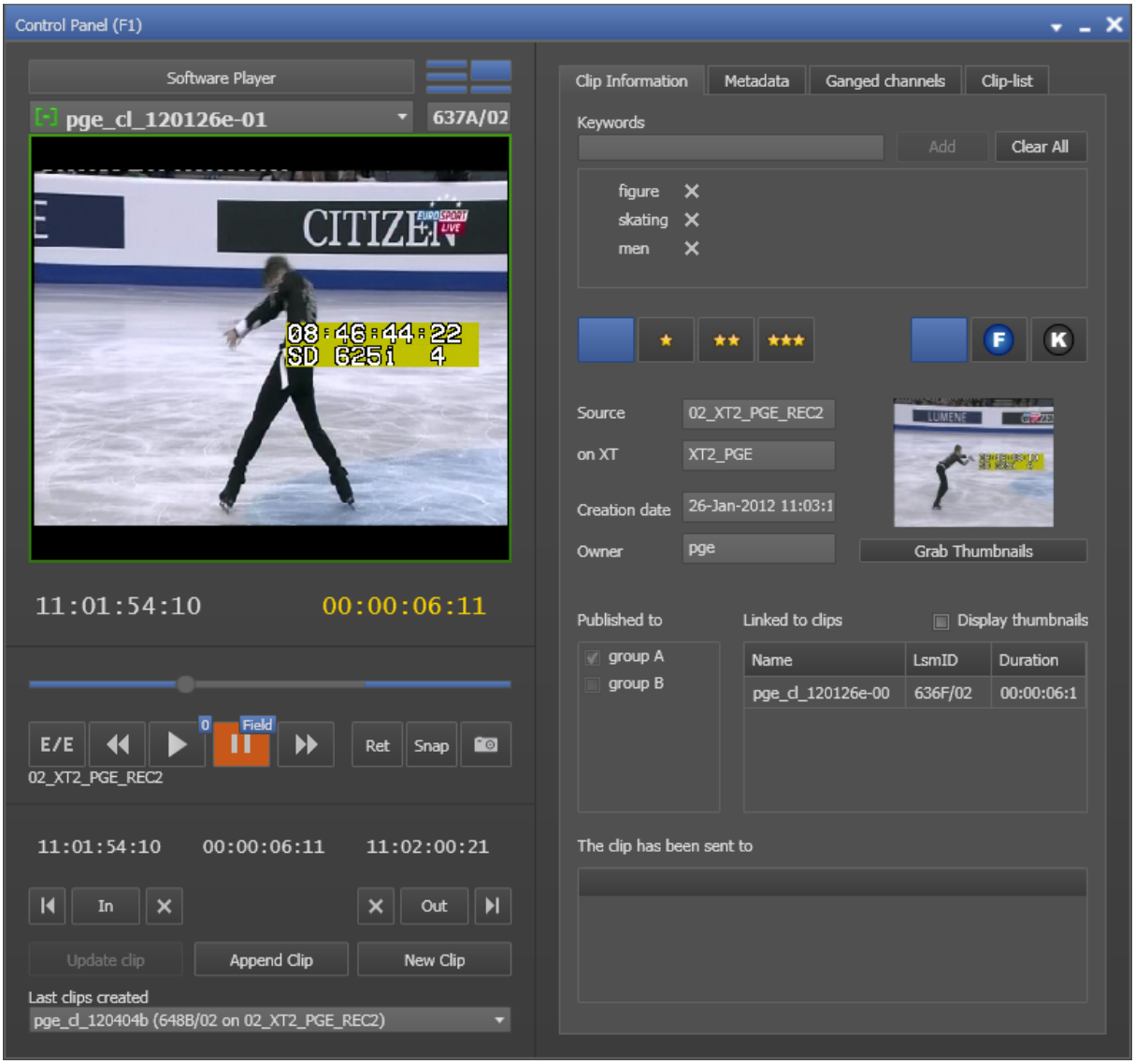
With this view, the clip information is truncated in the Clip Information tab. The scroll bars can be used in the other tabs when all the information cannot be displayed in the rectangle.

- The long Full view is shown by clicking the  button:



With this view, all the clip information is displayed and more information can be displayed in the other tabs without having to use the scroll bars.

The next screenshot shows the Full view with Video Display:



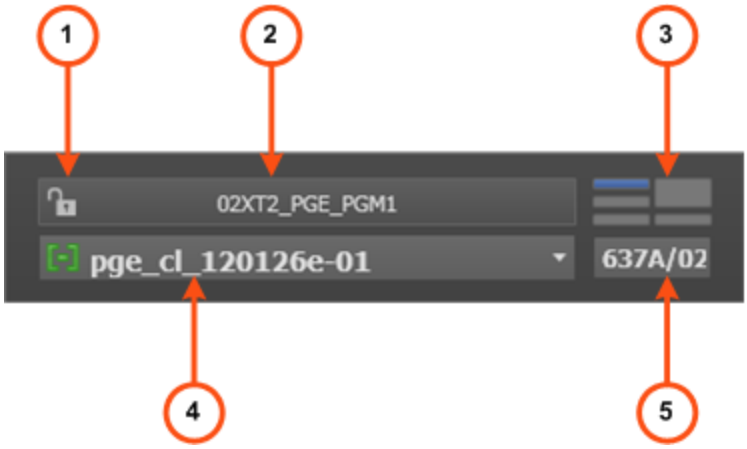
1.2.3. Loaded Media Pane

Introduction

The Loaded Media pane provides the basic functions to load and view clip elements, playlists, timelines and record trains. It includes a video display if the Video Display has been enabled and linked to an A/V board in the IPDirector Configuration module of the Remote Installer.

Overview of the Loaded Media Pane

The Loaded Media pane contains the main areas highlighted on the following screenshot and shortly described in the table below.



Area		Description / See also...
1.	**Lock** button	This button makes it possible to lock the player channel to prevent any operation from any IPDirector user interface. The button can be displayed in two ways: • : the channel is unlocked • : the channel is locked. It is not displayed with the Software Player. See section "Locking a Player Channel" on page 40 for more details.
2.	**Player** field	This field is used to select the player which will be used to play A/V material. This can be the Software Player or a server player channel. See section "Player Field" on page 13.
3.	**Pane Display** button	This button makes it possible to display or hide the various window panes. See section "Displays of the Control Panel" on page 7.
4.	**Loaded Media** field	This field gives the name of the clip, file, playlist element or record train that is loaded on the player. See section "Loaded Media Field" on page 15. The **Element Type** icon corresponding to the loaded media is displayed on the left of the field. See section "Element Types" on page 15 for the list of available icons.
5.	**LSM ID** field	This field displays the LSM ID of the loaded item. An item can be loaded on the player by entering its LSM ID directly in this field. See section "How to Load a Clip or a Recording Ingest from the Control Panel" on page 57.

Player Field

Player Name

The **Channel** field displays the name of the selected player:

Player Field

Player Name

The **Channel** field displays the name of the selected player:

or

See section "Assigning a Player Channel or the Software Player" on page 39 for more information on how to assign a player.

If a name has been assigned to the channel on the EVS server, this name will be displayed in the Channel field.

If no name has been assigned to the channel on the EVS server, the EVS factory name of the channel is displayed.

Associated Devices

The **ShuttlePRO** icon  is shown next to the **Player** field if the ShuttlePRO is associated with the selected player.

The **BEPlay** icon is shown next to the **Player** field if a BEPlay remote device is associated with the selected player.

Field Background Color

By default, the background color of the **Player** field is grey. In specific circumstances, it may be highlighted with a different color.

Loaded Playlist Element

When a playlist element is loaded on the Control Panel for editing, the background color of the **Player** field turned turquoise both in the Control Panel and in the Playlist Panel.

See section "How to Trim a Playlist Element" on page 78 for more information.

On-Air Display

This functionality is used to show that the selected player is on air and to inform other users that they should not perform any action on the on-air channel. When it is enabled, the **Player** field background will flash alternately red.

On-Air Display

This functionality is used to show that the selected player is on air and to inform other users that they should not perform any action on the on-air channel. When it is enabled, the **Player** field background will flash alternately red.

See section "Enabling the On-Air Feature" on page 41 for more information.

Player Contextual Menu

A contextual menu appears when you right-click the **Player** field.

The following table describes the commands available from the contextual menu.

Menu Item	Description
Software Player	Links the Software Player to the Control Panel. See sections "Assigning a Player Channel or the Software Player" on page 39 and "Software Player" on page 88.
2ND Controller	Passes the control of the player on to the secondary controller, if any. See section "Controlling the Player from a Secondary Controller" on page 42.
Mode	Allows the users to choose the operation mode of the selected player channel. A sub-menu provides two options: 1PGM, PGM/PRV. See section "Channel Modes for Playout with Transition Effects" on page 42.

Menu Item	Description
ON AIR	Sets the player channel to ON AIR Status. See section "Enabling the On-Air Feature" on page 41.
Set Channel to IDLE	Sets the channel to IDLE (Black).
None	Removes the association between the Control Panel and the player.
Workstation Channel	Links the Control Panel to the player channel set as default channel. See the General Functions user manual.
[List of player channels from available EVS video servers]	Provides the list of player channels available on the XNet network, and visible to the current user, which can be assigned to the Control Panel. Depending on the EVS server configurations, up to 6 player channels can be displayed per server. See section "Assigning a Player Channel or the Software Player" on page 39.

Loaded Media Field

This field displays the name of the clip, file, playlist element or record train that is loaded on the player.

This field also provides a drop-down list that contains the last 20 clips or trains that you have loaded on the channel during the current session. The drop-down list displays the most recently loaded clips at the top and it displays the loaded media only once in the list, even if loaded several times by the user.

See section "Loading Media" on page 51 for more information on how to load media.

Element Types

An **Element Type** icon is displayed on the left of the **Loaded Media** field. It reflects the element loaded on the player.

The following icons can be displayed:

Icon Displayed	Corresponding Element Loaded
	XT hi-res clips
	XT lo-res clip
	on-line hi-res nearline file
	on-line lo-res nearline file
	hi-res growing clip

Icon Displayed	Corresponding Element Loaded
	lo-res growing clip
	hi-res record train
	lo-res record train
	playlist element

Control Panel Contextual Menu

A contextual menu is available from any pane in the Control Panel via a right-click on the mouse. Available menu items will depend on the element loaded on the control panel. If no element is loaded, no menu item is available.

The following table describes all the options:

Option	Description
Send to	Sends a clip to a defined destination. A submenu lists the possible destinations. Examples of possible destinations are: • the user's default bin • the user's default playlist • a default archive target • any target destination visible on the GigE network that has been defined in the Remote Installer (CleanEdit targets, Avid targets, Final Cut Pro targets, File targets, EVS servers targets). This is used to make A/V material available to external systems. See section "Transferring Media" on page 82.
Backup to Near Line	Backs the clip up as file to a nearline. A submenu lists all the nearline folders.
Restore to XT	This can be used when a file is loaded on the Software Player to restores it as clip to an EVS video server. The option provides a submenu listing the EVS video servers with respective server pages. The system restores the part between the IN and OUT points.
Copy by GigE	Copies a clip from an EVS video server to another one by the way of the GigE network, as far as the servers have a GigE card. Sub-menus list all the EVS servers present on the network with respective server pages.
Publish	Opens the Publish Clip window from which the loaded clip can be published to groups of users. See section "How to Publish a Clip to a User Group" on page 81.
View Key Clip	Displays the Key clip associated with a Fill clip that is loaded.
Unlink	Deletes the link between the Fill and Key clips or between ganged clips.

Option	Description
Rename	Opens the Update Clip Name window from which the clip name can be modified.
Modify TC IN or Date	Opens the Modify TC In or Date window from which you can modify the timecode or date of the IN point of the loaded clip.
Protect	Protects the loaded clip, which means that users will receive a warning when they try to delete a protected clip in IPDirector or in Multicam.
Unprotect	Unprotects the loaded clip when it has been protected earlier in IPDirector.
Duplicate	Opens the Duplicate Clip window where you can specify the location (LSM ID) on an EVS video server of the XNet Network where a copy of the clip should be stored.
Move	Opens the Move Clip window where you can specify the location on an EVS video server of the XNet Network where the clip should be moved to.
Show/Hide Video Display	Shows the Video Display inside the Control Panel when it is off or hides it when it is on. If the Video Display is not linked to the player channel, the option is not available.

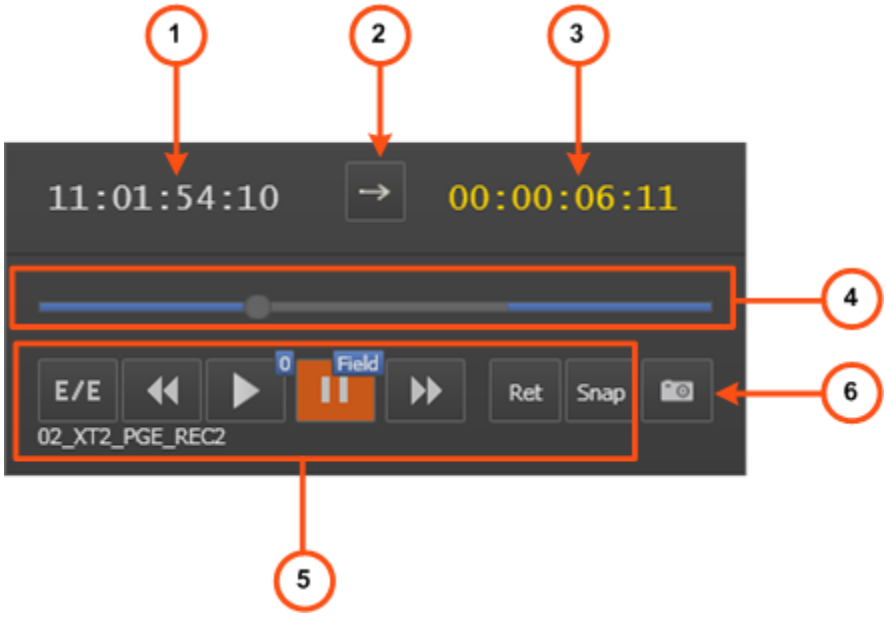
1.2.4. Transport Functions Pane

Introduction

The Transport Functions pane provides a jog bar and more transport functions to navigate in the loaded element.

Overview of the Transport Functions Pane

The Transport Functions pane contains the main areas highlighted on the following screenshots and shortly described in the table below.



Area		Description / See also...
1.	**Current Timecode** field	This field provides the current timecode of the loaded media. See section "Current Timecode Display" on page 19. It allows to jump to a specific timecode. See section "Jumping to a Given Timecode within the Loaded Media" on page 67.
2.	**Play Mode** button	This button is used to define how the loaded item will be played. See section "Play Mode Button" on page 19.
3.	**Remaining Time / Capacity** field	This field may have different meanings depending on the element loaded and the current timecode. It can display the remaining time until the end of the loaded element or the capacity of the loaded recorder. See section "Remaining Time / Capacity Field" on page 20.

Area		Description / See also...
4.	Jog Bar	The jog bar allows you to move within the media at a variable speed. See section "Jog Bar" on page 22.
5.	Transport Commands	Those commands are used to browse in and play the loaded media. See section "General Transport Buttons and Shortcuts" on page 62 for the list of transport buttons, shortcuts and ShuttlePRO keys. The E/E, Ret and Snap functions are described in section "Loading a Train or a Recording Ingest" on page 53.
6.	**Grab to File** button	This button is used to capture an image on the current timecode. The image is stored as a file in a directory specified in the Settings (**Tools > Settings > Image Capture > Default Path for Captured Images**). See the General Functions user manual to know how this path can be set.

Current Timecode Display

Information displayed in the **Current Timecode** field can be changed as followed:

1. Right-click the **Current Timecode** field.

   The following contextual menu is displayed:

   - Timecode
   - Timecode and date
   - Timecode and date and TC type (LTC or user)
   - Timecode and TC type

2. Select one of the options.
3. When the TC type is displayed, right-clicking it in the **Current Timecode** field permits to shift from one type to the other (LTC or user).
4. When the date is displayed, right-clicking it in the **Current Timecode** field opens a calendar to allow a date selection.

Play Mode Button

The **Play Mode** button is used to define how the loaded item will be played.

Three Play modes exist but all of them are not always available.

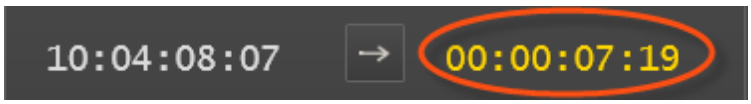
Play Mode	Description
Normal	Plays the loaded item forward from the IN point to the OUT point, or from the current timecode. This mode is available for all the types of loaded items.
Loop	Plays the loaded item in a continuous loop. This mode is only available for clips and playlists.
Bounce	Plays the loaded item from the IN point to the OUT point, then from OUT to IN and so on. This mode is only available for clips.

This button is not displayed in the Software Player as only the normal Play mode is used.

You can press the Y key to switch from one mode to another.

Remaining Time / Capacity Field

This field will have a different meaning and display color according to the activity being performed on the channel.



When a clip is loaded

The following table shows the possible colors and meanings of the **Remaining Time / Capacity** field when a clip is loaded.

The **Remaining Time / Capacity** field value and color depends on:

- whether the clip is playing or paused
- the media position indicator.
- the defined (mark) IN and (mark) OUT points:
  - When no new mark IN and mark OUT have been defined after the clip has been loaded, the values displayed are based on the original IN and OUT points of the clip.
  - When a new mark IN and/or mark OUT have been defined after the clip has been loaded, the values displayed will be based on this new mark IN and/or mark OUT point(s).

Play/Pause	Position Indicator	Timecode Value	Color
Pause	On or between IN and OUT points	Count down to the OUT point	White
Pause	Before IN point	Count down to the IN point	White
Pause	After OUT point	Duration from the OUT point	Grey

Play/Pause	Position Indicator	Timecode Value	Color
Play	On or between IN and OUT points	Count down to the OUT point	Yellow
Play	Before IN point	Count down of the remaining time to the OUT point	White
Play	After OUT point	Count down of the remaining time to the end of guardband (Protect OUT point)	White

When a record train is loaded

The following table shows the possible colors and meanings of the **Remaining Time / Capacity** field when a train is loaded.

The **Remaining Time / Capacity** field value and color depends on:

- whether the train is playing or paused
- whether an IN and/or OUT points are defined
- the media position indicator.

Play/Pause	IN/OUT Point	Position Indicator	Timecode Value	Color
Play	No IN, no OUT	On the head of record train	Recording capacity left on the train	Blue
Play/Pause	No IN, no OUT	Before the head of record train	Delay time from the head of record train	Yellow
Play/Pause	Only IN defined	Before IN point	Duration to IN point	White
Play/Pause	Only IN defined	After IN point	Duration from IN point	Yellow
Play/Pause	Only OUT defined	Before OUT point	Duration to OUT point	Yellow
Play/Pause	Only OUT defined	After OUT point	Duration from OUT point	White
Play/Pause	IN and OUT defined	Before IN point	Duration to IN point	White
Pause	IN and OUT defined	On or between IN and OUT point	Duration between IN and OUT points	Yellow
Play	IN and OUT defined	Between IN and OUT point	Countdown to OUT point	Yellow
Play/Pause	IN and OUT defined	After OUT point	Duration from OUT point	White

When a playlist is loaded

The **Duration** field value indicates the remaining time until next break, taking the speed and transition effects duration into account.

Jog Bar

Jog Bar Display

When a clip or a playlist element is loaded, the jog bar shows the clip duration and its guardbands.

- The grey section represents the clip length, between the IN point and the OUT point.
- The blue sections represent the guardbands before the IN point and after the OUT point.

When a local train is loaded, the jog bar displays:

When a playlist or a timeline is loaded, the jog bar represents the playing or paused playlist element and is dimmed.

When the media is loaded on a ganged player channel, the jog bar is not displayed.

The following indicators represent the different positions:

Line color	Meaning
Green line	It is shown when an IN point has been marked and represents the temporary IN point position until the **UPDATE CLIP** button or the **NEW CLIP** button is clicked.
Red line	It is shown when an OUT point has been marked and represents the temporary OUT point position until the **UPDATE CLIP** button or the **NEW CLIP** button is clicked.
Grey bullet	Shows the current relative position in the loaded item.

All of these indicators can be moved to a new position by selecting them with the mouse and dragging them to the desired position.

Playlist Element Tags

When a playlist element is loaded on a player channel, and if action tags have been defined for this playlist element, tags are displayed as bullets above the jog bar, at the positions corresponding to the tag timecodes.

Each tag is represented by a numbered bullet if the different timecodes are not too close to each other. If tags have the same timecode or if timecodes are too closed to be distinguished on the Panel, a single bullet will be displayed with the highest number of the tag:

When the operator clicks a tag bullet in the Control Panel, the Tag Information window is displayed.

When the operator double-clicks a tag bullet in the Control Panel, the system jumps to the timecode associated to the tag.

See the Playlist Panel user manual for more information on tag management.

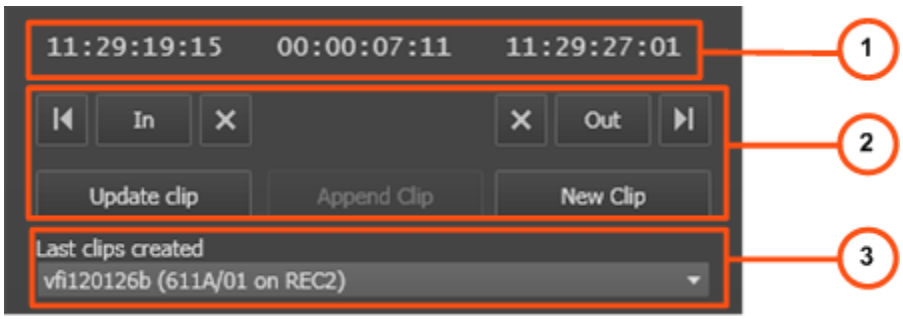
1.2.5. Clip Creation Pane

Introduction

The Clip Creation pane provides the functions to create clips.

Overview of the Clip Creation Pane

The Clip Creation pane contains the main areas highlighted on the following screenshots and shortly described in the table below.



Area		Description / See also...
1.	Time Information fields	Those fields provide information on the duration and IN and OUT points of the loaded item. See section "Time Information Fields" on page 24. They can be used to create a clip. See section "How to Create a Clip" on page 72.
2.	Clip Creation commands	Those commands are used to create a clip from the loaded media. See section "Clip Creation Buttons and Shortcuts" on page 70 for the list of clip creation buttons, shortcuts and ShuttlePRO keys. Note The **GoTo IN** and **GoTo OUT** functions are described in section "General Transport Buttons and Shortcuts" on page 62. The **Append Clip** button is described in section "Adding Elements to a Playlist" on page 79.
3.	Last Created Clips list	This field displays the last created clip and provides a drop-down list with: • the last 50 clips created by the user OR • the last 50 created clips that the user has the right to see. The latest created clips are displayed at the top of the list. A reference to a clip in the list includes the clip name, as well as the LSM ID and source name. This list can be used to select and load a clip. See section "How to Load a Clip or a Recording Ingest from the Control Panel" on page 57.

Time Information Fields

New!

The following time information is displayed as follows depending on the loaded media.

1. **IN** field: timecode of the IN point
2. **Duration** field: time interval between the IN and OUT points, i.e. clip duration
3. **OUT** field: timecode of the OUT point

When a clip is loaded, all time information fields are filled.

When a growing clip is loaded, only the **IN** field is filled in. The **Duration** field and the **OUT** field display --:--:--:--.

When a train is loaded, no time information is displayed. As soon as an IN point is marked, the **IN** field is filled in; as soon as an OUT point is marked, the **Duration** and the **OUT** information are displayed.

Timecode Fields Display

Information displayed in the **Time Information** fields can be changed as follows:

1. Right-click the **Timecode** field.

   The following contextual menu is displayed:

   - Timecode
   - Timecode and date

2. Select one of the options.

1.2.6. Clip Information Tab

Introduction

The Clip Information tab on the Tabs Pane provides information on the clip, or recording ingest, loaded on the player.

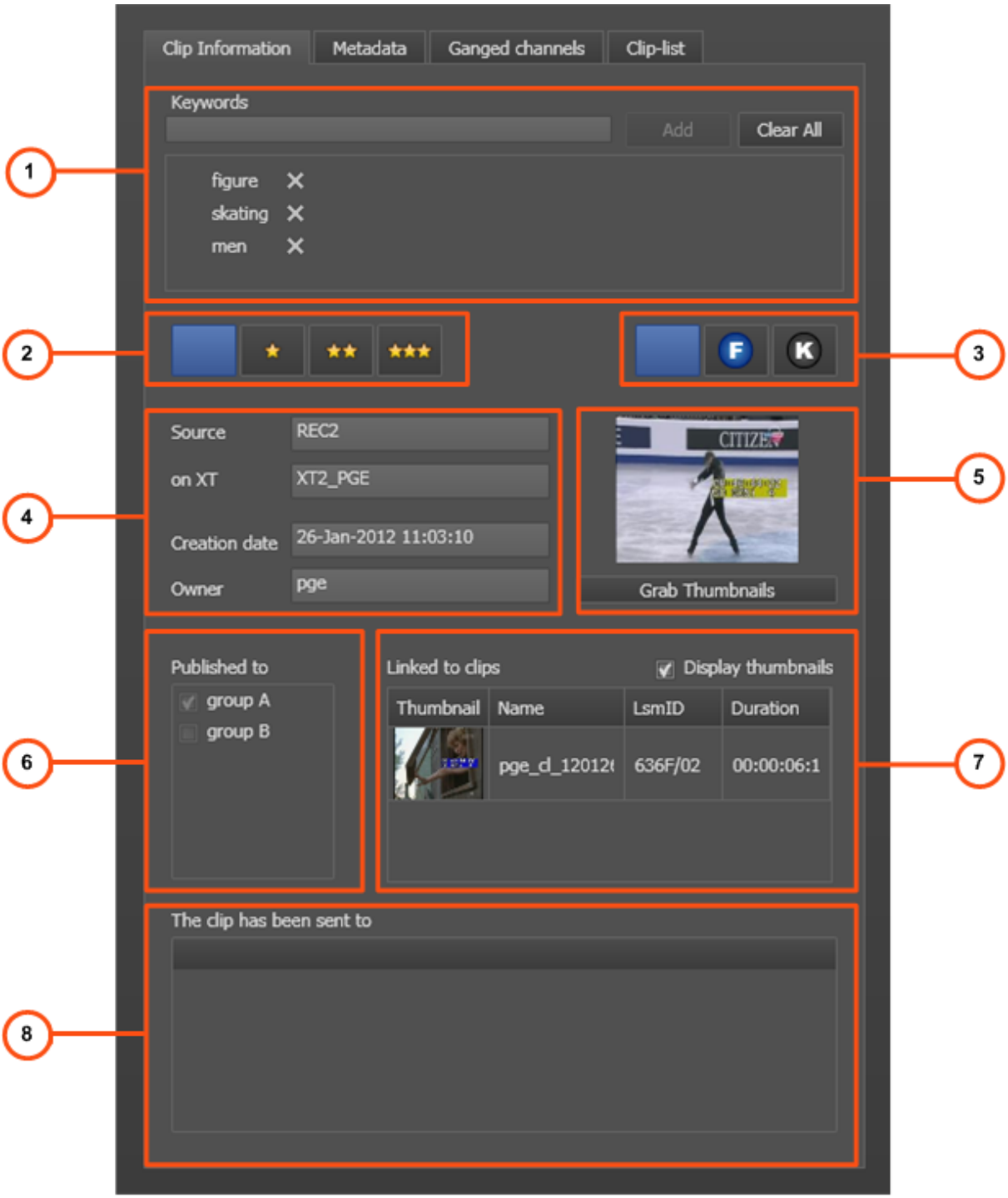
From this area, users can update the clip metadata. See section "Modifying Clip Metadata" on page 78.

They have access to most of the options from the Control Panel contextual menu. See section "Control Panel Contextual Menu" on page 16.

If a train, a timeline or a playlist is loaded, the fields on the Clip Information tab are unavailable.

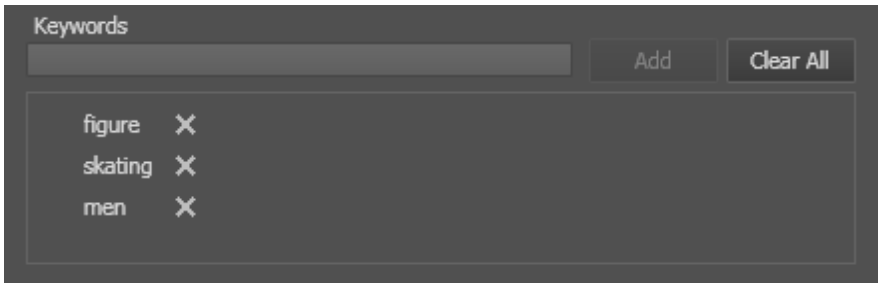
Overview of the Clip Information Tab

The Clip Information tab contains the main areas highlighted on the following screenshot and shortly described in the table below.



Area		Description / See also...
1.	Keywords list	This area displays the keywords assigned to the loaded clip and can be used to add or delete keywords to that clip. See section "Keywords List" on page 27.
2.	Interest Level buttons	The **Interest Level** buttons allow you to assign an interest rating to a clip. See section "Interest Level Buttons" on page 28.
3.	Clip Type buttons	The Clip Type buttons allow you to assign a clip type for use with Key and Fill operations. See section "Clip Type Buttons" on page 28.
4.	Clip Creation Information fields	Four read-only fields provides information on the recorder used to create the clip, the EVS video server used to save the clip, the creation date and the clip owner. See section "Clip Creation Information Fields" on page 28.
5.	Grab Thumbnail button	This button is used to manually save a small image of the clip for use as a thumbnail. See section "Grab Thumbnails Button" on page 29.
6.	Published To area	This area indicates to which user groups the clip is published, i.e. available for view or changes depending on the user rights. All user groups defined in the User Manager application are displayed in the Publish To area. See section "How to Publish a Clip to a User Group" on page 81.
7.	Linked To Clips list	This area displays the clips linked to the loaded clip. See section "Linked to Clips List" on page 29. A linked clip can be loaded directly from this area. See section "How to Load a Linked Clip" on page 58.
8.	Clips Sent To list	The Clips Sent to List specifies the last 20 transfers that the user has performed on the clip. The last transfer is on the top of the list. The clips sent to the default archive are not displayed here. See section "Transferring Media" on page 82.

Keywords List



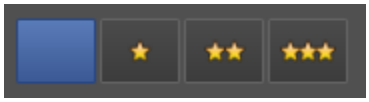
The Keyword area allows you to assign up to five keywords to a clip to qualify its content. The list of keywords associated to the clip at creation from the Save Clip window are displayed in the Clip Information tab as well and can be updated from this area.

You can proceed in three different ways.

- You can start to type the keyword directly in the **Keyword** field of the Save/Edit window and select a keyword proposed in the Autocomplete list.
- You can select keywords in an open keyword grid or an open dictionary.
- You can type the number associated to a keyword in an open keyword grid.

See the IPLogger user manual for a detailed procedure on how to assign keywords to a clip and how to un-assign keywords.

Interest Level Buttons



The **Interest Level** buttons allow users to assign an interest rating to a clip. Four interest levels can be defined, from no star to 3 stars. The background of the button corresponding to the selected interest level is blue. The default value is the no star level.

Clip Type Buttons

The **Clip Type** buttons allow you to assign a clip type for use with Key and Fill operations.

- The left button is used for normal clips. This is the default value.
- The middle button is used for fill clips.
- The right button is used for key clips.

See the Playlist Panel user manual for more information.

Clip Creation Information Fields

Source field

It specifies the name of the recorder channel used to create the clip, as defined in the Channels tab of the Setup Configuration window for the EVS server.

On XT field

It specifies the name of the EVS video server where the clip has been saved.

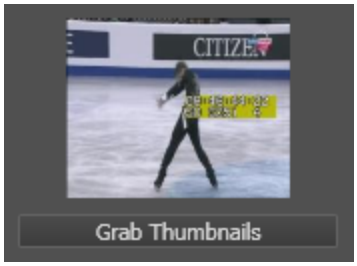
Creation Date field

It displays the date and time when the clip has been created.

Owner field

It specifies the login, first name and last name (if defined in the database) of the person who created the clip.

Grab Thumbnails Button



OR

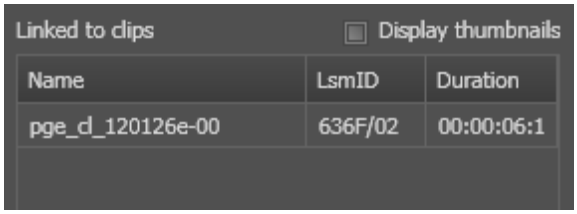
A thumbnail is created automatically by the XML Unit defined for the **Thumbnails for Clips** option in the Remote Installer. Please see the Technical Reference manual for further details.

A thumbnail can also be created manually by clicking the **Grab Thumbnails** button. Then, the thumbnail will correspond to the current timecode position in the clip when you click the **Grab Thumbnail** button.

The **Grab Thumbnails** button is only available when an A/V board has been activated and linked to the player channel in the Remote Installer. See section "Video Display" on page 90.

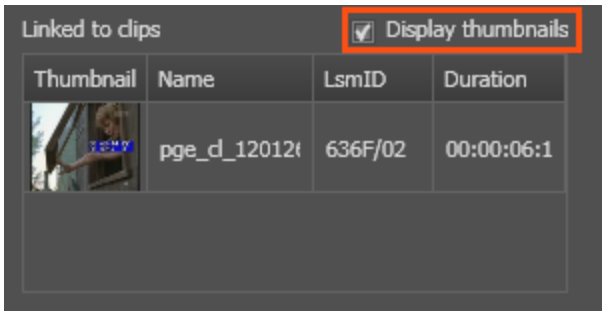
Note
The user must have the right to modify the clip to grab thumbnails.

Linked to Clips List



The Linked to Clips List displays the clips linked to the loaded clip.

The **Display Thumbnails** option can be selected to display a thumbnail for each linked clip:



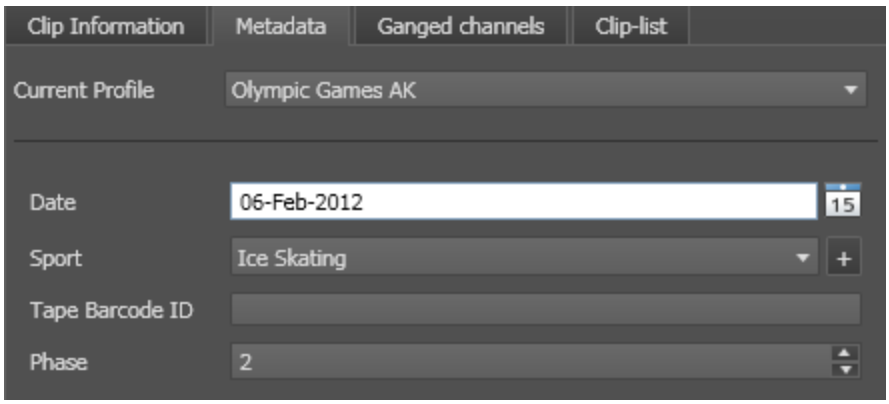
Right-clicking the linked clip displays a contextual menu that is related to the linked clip (not to the loaded clip). See section "Control Panel Contextual Menu" on page 16 for the meaning of the available options.

1.2.7. Metadata Tab

The Metadata tab on the Tabs Pane makes it possible to view and modify the metadata related to the loaded clip or recording ingest.

You can enter the clip metadata in the Save Clip window when saving a new clip or in the New Ingest window when starting an ingest from the Ingest Scheduler. You can modify this information later on in the Clip Metadata tab.

The screenshot below shows the Metadata tab:

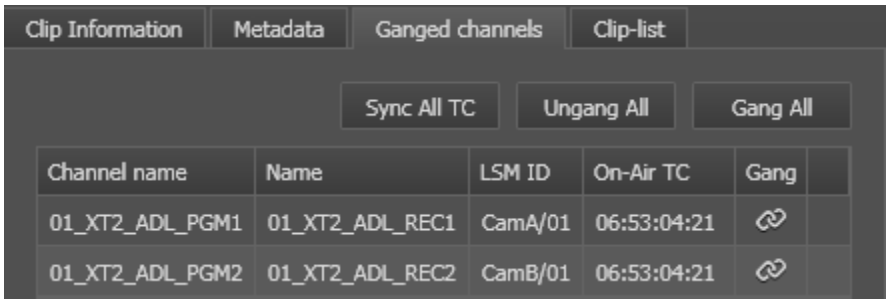


The following table describes the fields available on the Metadata tab:

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

1.2.8. Ganged Channels Tab

The Ganged Channels tab lists all player channels that have been ganged with the player channel currently associated to the Control Panel and provides information on the item currently loaded on each of them.



From this tab, users can perform the following operations:

- Play the media loaded on another channel from the group of ganged channels
- Synchronize the timecode on all the ganged channels
- Temporarily ungang some or all of the ganged channels
- Re-gang some or all of the ganged channels
- Definitely ungang a channel from the group

See section "Using Ganged Player Channels" on page 45.

1.2.9. Clip-List Tab

Introduction

The Clip-List tab makes it possible to create simple playlists from the Control Panel. This means a list of clips with the same transition applied between all elements. If you want to utilize a more complex set of functions in your playlist, use the Playlist Panel module.

The Clip-List tab also allows the users to play any existing playlist.

Player channels supporting the "Mix on one channel" functionality will be able to play the transitions effects between playlist elements. For channels not supporting this functionality, the PGM/PRV mode must be set for two channels. See section "Channel Modes for Playout with Transition Effects" on page 42.

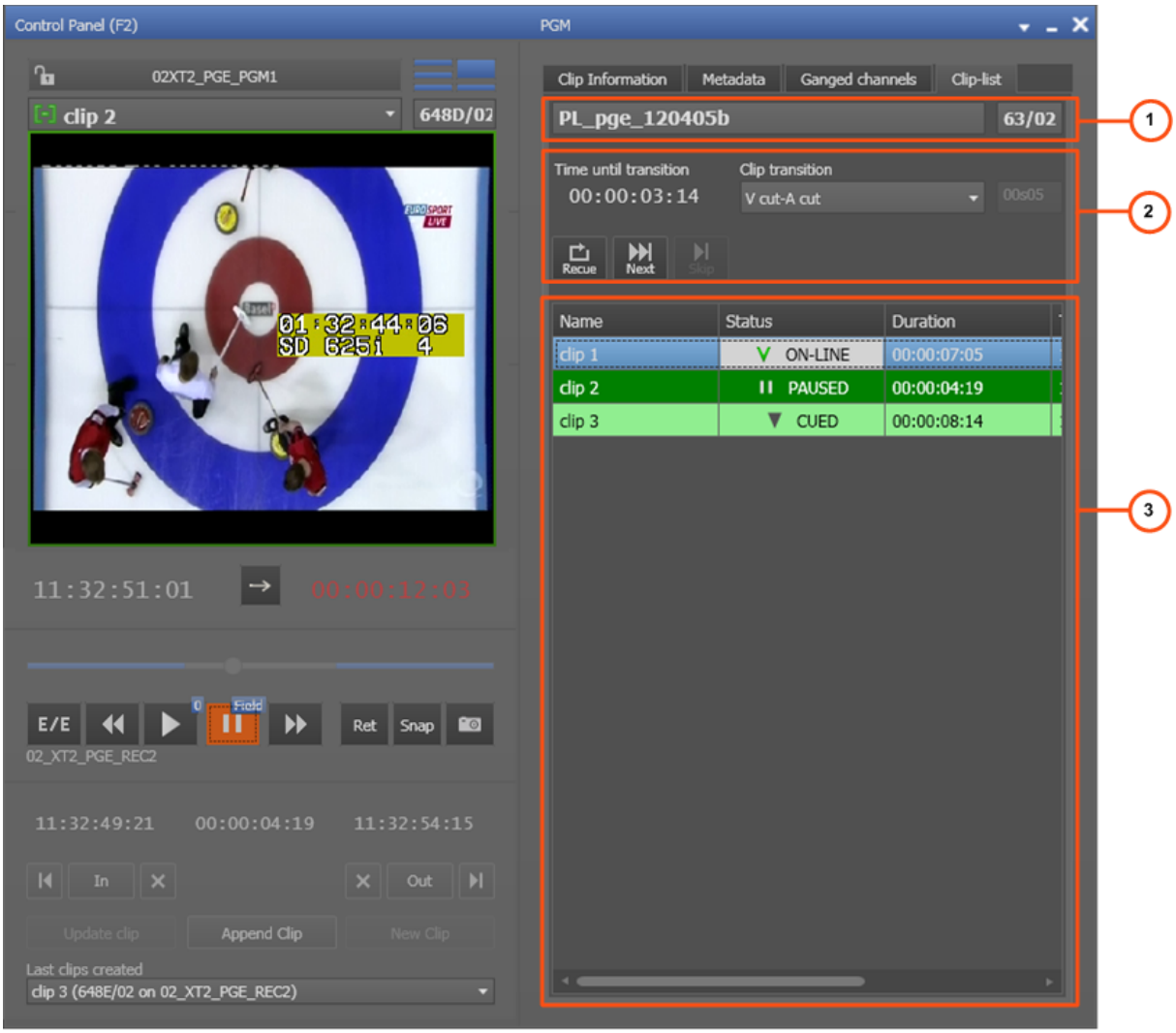
Note

Production playlist is a software option, which requires the license key 50 being imported to XSecure. Without this code, playlists may be loaded on a Control Panel and played out but may not be edited.

For more information on the required license key, contact the Support or Sales team.

Overview of the Clip-List Tab

The Clip-List tab contains the main areas highlighted on the following screenshot and shortly described in the table below.



Area		Description / See also...
1.	Playlist Name and LSM ID fields	Those fields give the name and the LSM ID of the playlist loaded on the player. See section "Playlist Contextual Menu" on page 33 for the options available from this field. They can be used to load a playlist. See section "Loading a Playlist" on page 60.
2.	Playlist Transport functions	This area provides transport buttons specific to a playlist. See section "Playlist Transport Buttons and Shortcuts" on page 66. It gives information on the Time until next transition and transitions types and duration. See sections "Times until Transition" on page 36 and "Clip Transition Fields" on page 36.
3.	Playlist grid	This area displays the list of playlist elements. See section "Playlist Grid" on page 37. A playlist element can be loaded directly from this area and edited. See section "How to Trim a Playlist Element" on page 78.

When a playlist is loaded on the player channel controlled by the Control panel, most of the areas on the left of the Control Panel are dimmed.

The available areas are described below.

Loaded Media Pane

The name and ID of the playlist element that is currently playing or paused is displayed in the **Loaded Media** and **LSMID** fields.

Video Display

The Video Display shows the element that is currently played in the loaded playlist.

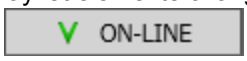
Transport Functions

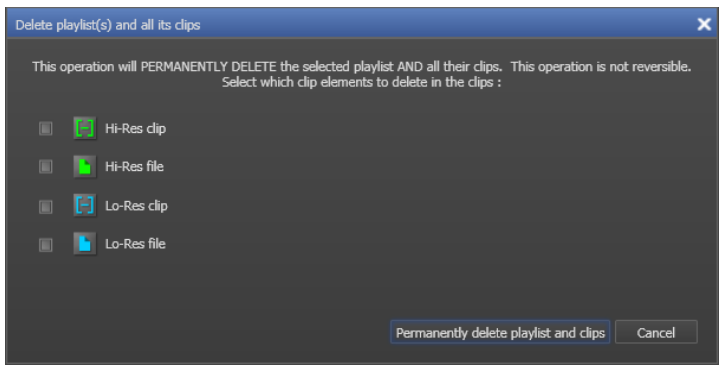
The buttons from the Transport Functions pane are available for use with the playlist. See section "Transport Functions Pane" on page 17 for more information on these buttons.

Playlist Contextual Menu

A contextual menu appears when you right-click the **Playlist Name** field.

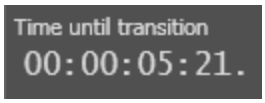
The following table describes the commands available from the contextual menu.

Menu Item	Description
New playlist	Opens the Create New Playlist window to create a new playlist.
Copy clips locally	Only available if the playlist is on-line on an EVS server. Copies the distant clips of the selected playlist to the local EVS server, i.e. the server of the controlled player channel. Two options are available from the sub-menu: • **Copy long** (copy of the original clip, with its guardbands) • **Copy short** (copy of the playlist element, with guardbands as defined in the settings) For more information, refer to the part 6 of the user manual. The **Status** icon of the playlist elements changes from  to  or vice versa in case the element was on the nearline.  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.
Convert to Timeline	Opens the Make a Timeline Online window and permits to convert the selected playlist into a timeline which could then be managed through IPEdit. Refer to the IPDirector manual related to IPEdit for more information.
Convert to Edit	Converts the playlist to an edit.
Send to	Provides a submenu with the list of possible destinations to which the user can send the open playlist. Examples of possible destinations are: • the user's default bin • a default archive target • any target destination visible on the GigE network that has been defined in the Remote Installer (CleanEdit targets, Avid targets, Final Cut Pro targets, File targets, EVS servers targets). This is used to make A/V material available to external systems.
Flatten to XT	Displays a list of hi-res EVS servers and pages available on the XNet network to which the user can store a consolidated clip out of the open playlist. The flattened clip will have the same VarID as the original playlist. That is the reason why the flattened clip cannot be stored on the same EVS server as the original playlist, otherwise, this would result in a VarID conflict.
Backup to Nearline	Provides a submenu with the list of nearline folders to which the user can back up the open playlist to a file. The transfer types and file formats are defined in the Nearline definition in the Remote Installer.

Menu Item	Description
Import	Allows importing the playlist structure and playlist related information from an XML file into IPDirector.
Export	Allows exporting the loaded playlist structure and playlist related information from IPDirector to an XML file or CSV file. See the Playlist Panel user manual.
Publish	Opens the Publish Playlist window in which the operators can specify the user groups the loaded playlist should be published to. The playlist will be published to the selected groups on the condition that they have the adequate visibility rights.
Edit/Rename	Opens the Edit a Playlist window in which the users can modify the properties of the playlist displayed in the Clip-List tab.
Regenerate TC Output	Allows generating a continuous timecode to be able to browse a playlist easily.
Delete Playlist	Deletes the playlist displayed in the Clip-List tab. The option is only available when the playlist is not loaded on a player channel, which means that another item must be loaded on the player channel controlled by the Control Panel. For more information, refer to section "Deleting Playlists" in the Playlist Panel chapter..
Delete Playlists and Clips	Deletes the playlist displayed in the Clip-List tab and all the clips contained in the playlist, provided that they are not inserted into another playlist. The option is only available when the playlist is not loaded on a player channel, which means that another item must be loaded on the player channel controlled by the Control Panel. The following window opens and allows you to select the clip element types you want to delete. 
Delete all unused Playlists	Opens the Delete Unused Playlists window from which you can select a reference date for the deletion of playlists. All the playlists (on all the EVS video servers of the XNet network) not used since the reference date will be displayed in the window. All the retrieved playlists or a selection of them can be deleted.
Set as Default Playlist	Sets the loaded playlist as default playlist.

Menu Item	Description
Create an Off-line Copy	Creates an off-line copy of the selected playlist. This new off-line playlist has the same content as the playlist selected. It also has the same name. It has no LSM ID.
Copy/Move Playlist	This allows the users to: • create an off-line or on-line copy of the open playlist • move the playlist to another EVS server • make the playlist off-line.
Search for Clips not in the Selected Playlists	Opens a second Database Explorer window displaying the list of clips not present in the selected playlist.
Properties	Displays information related to the owner and the groups the open playlist has been published to.

Times until Transition



The **Time until transition** field specifies the remaining time till the next element starts.

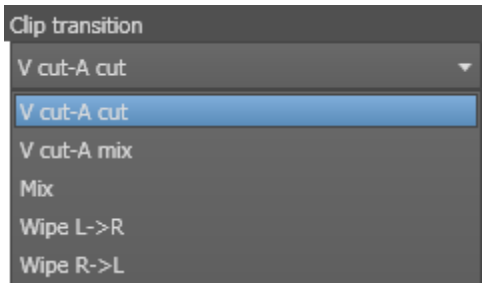
It is calculated taking into account the current speed.

Clip Transition Fields

The **Clip Transition Type** field and the **Clip Transition Duration** field are only available when all the following conditions are met:

- a playlist is loaded in the Clip-List tab
- the playlist is recued on the player channel
- the player channel is set to PGM in a PGM/PRV association.

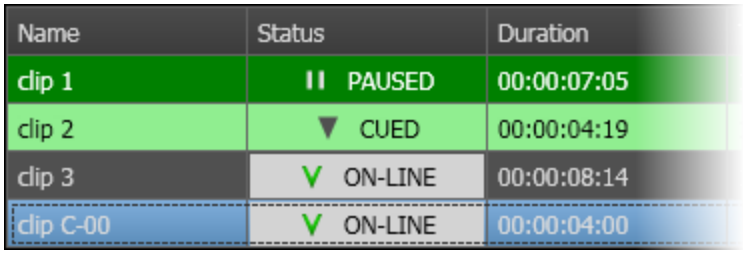
The left field gives indication on the clip transition type and allows the users to select the clip effect type to be used for transitions between the elements of the playlist. This effect will be applied to the audio and video transitions of all elements of the playlist loaded.



The right field gives indication on the clip transition duration and allows the users to specify the duration of the effect type defined in the **Transition Type** field. The user can specify the duration, in seconds and frames, up to 20 seconds.

Playlist Grid

Introduction



The playlist grid represents the loaded, with one row representing one element of the playlist and a customizable set of columns to display element data and information about the transitions.

A selected line appears on a blue background.

See the Playlist Panel user manual for detailed explanation on the playlist element status, cumulative duration of selected elements, the Grid Header contextual menu and ways to sort elements in the grid and to organize columns.

Clip-List Element Contextual Menu

Right-clicking a playlist element displays a contextual menu. The table below describes all the available options.

Menu Item	Description
Remove Selected Element(s)	Removes one or more selected elements from the playlist. If a group is part of the selection, all elements of the group will be removed.
Remove all Elements	Removes all the elements from the playlist, except the ones loaded on a player channel.
Split Element	Splits a playlist element in two elements at the current timecode. This can be used when you want to replace a portion of A/V material by another one. The second resulting element is trimmed and another clip can be inserted between the two elements. See the Playlist Panel user manual.
Cut	Used in a Cut and Paste operation to move the selected element(s).

Menu Item	Description
Copy	Used in a Copy and Paste operation to copy the selected element(s).
Paste	Used in a Cut and Paste or Copy/Paste operation to paste the cut or copied element(s) The elements are inserted in the playlist before or after the element selected when the Paste operation is initiated. This depends on the **Insert Mode in Playlist** parameter of the Playlist settings. See the **Tools > Settings > Playlist > Playlist/General** category.
Organize	A popup window is opened allowing the selection of columns to display and in which order. The same style of window appears as in other IPDirector displays.
Save Grid Organization	Saves the organization of the grid as it is displayed. It is saved by user. So, this organization will be retrieved the next time the user logs in and opens the Playlist Panel.
Reset Grid Organization	Comes back to the default grid organization.

1.3. Managing Player Channels

1.3.1. Introduction

To be able to browse media in the Control Panel, you need to assign a player channel or the Software Player to it.

Using the Software Player, you will be able to play any of the following media elements as long as they are available on an EVS server or on an online nearline via the GigE network: trains, XT clips or growing clips defined on an EVS server, files stored on a nearline storage, playlists and playlist elements.

Depending on the server configurations, up to 6 player channels per server are available for channel assignment to Control Panel.

Several player channels can be ganged so the playout of items loaded on each of them can be synchronized.

Clips, playlists or timelines can be played out with transition effects between elements. To do so, special channel modes must be enabled. Depending on several parameters on the EVS video server, a single player channel could be used or two player channels must be dedicated to the playout of the loaded item.

So, if the "Mix on One Channel" functionality is supported and enabled for a player channel, this single channel will be sufficient to play a series of clips, a playlist or a timeline with transition effects. Otherwise, the PGM/PRV mode must be used for clips and playlists, and the IPEdit mode (also called Lock Timeline in the Channel Explorer) must be used for timelines.

1.3.2. Assigning a Player Channel or the Software Player

Introduction

There are several methods to assign a player channel to the Control Panel. Some of the methods will directly open an instance of the Control Panel. Others are used when the Control Panel is already open.

- Assign a channel from the Channel Explorer.
- Assign a channel from the Player field in the Control Panel.

The ShuttlePRO device can take the control of a player channel or Software Player assigned to a Control Panel.

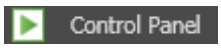
How to Assign a Player Channel from the Channel Explorer

To open the Control Panel and assign a channel to it from the Channel Explorer, proceed in one of the following ways:

- In the Channel Explorer, double-click on the corresponding channel name.
- In the Channel Explorer, right-click a player channel and select **Open Control Panel** from the contextual menu.
- Open a Control Panel and drag a player channel from the Channel Explorer onto the open Control Panel.

How to Assign a Player Channel or the Software Player from the Player Field

To assign a player channel or the Software Player from the **Player** field, proceed as follows:

1. Select 

from the main menu of IPDirector.

   A Control Panel window opens with a dimmed display as a player channel has yet to be assigned.

2. Right-click on the **Player** field:

   This displays a contextual menu which lists the available player channels and the Software Player option.

   Depending on the EVS server configurations, up to 6 player channels can be displayed per server.

3. Select the Software Player or the player channel to assign from the contextual menu.

You can only open one instance of the Software Player at a time in IPDirector. If an instance of the Software Player is already open in a Control Panel, an error message prevents you from opening the Software Player.

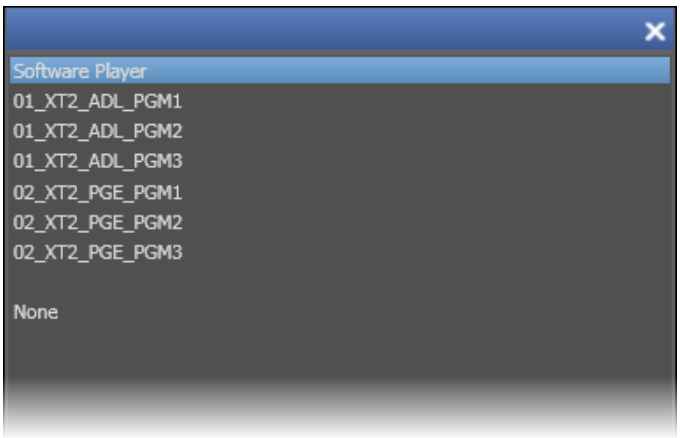
How to Control a Player with the ShuttlePRO

If you select a player in the Control Panel and then take control of it with a ShuttlePRO, you will be able to perform actions on the Control Panel by using the ShuttlePRO commands.

To control a player channel or the Software Player with the Shuttle PRO, proceed as follows:

1. Press the **Select Player** key on the ShuttlePRO controller.

This calls up a list of players available to be controlled.



2. Use the jog dial to move through the list and highlight the required player channel or Software Player.
3. Press the **Select Player** key again to assign the channel and exit the menu.

Refer to the ShuttlePRO section of the manual for more information on the controller.

1.3.3. Locking a Player Channel

Purpose

It is possible to lock the player channel to prevent any operation from any IPDirector user interface. However, the Remote Panel in LSM exclusive or parallel mode will maintain control or be able to regain the control if the channel has been locked from the IPDirector interface.

How to Lock a Player Channel

To lock a player channel, click the  button in the **Player** field or press the  +  keyboard shortcut.

When a channel is locked, the button displays a closed lock  and the whole window is dimmed.

If a ShuttlePRO is associated to the on-air channel, its functions will also be inactive.

The OSD of the EVS server channel will also show a key representing that the playlist is locked.

You need to click again the **Lock** button to unlock the channel that you had locked.

When you unlock a channel on the Control Panel, it remains locked to the other users. You need to unlock it on the Channel Explorer to make it available to other users.

Limitations

This Lock function is not available when using the Software Player.

You cannot use the **Lock** button, i.e. the button is dimmed, in the following situations:

- The loaded channel has been locked by another user.
- You do not have the right to lock the selected channel.
- The Remote Panel has the control on the channel.
- The EVS server to which the channel relates is shut down.

1.3.4. Enabling the On-Air Feature

Purpose

The On-Air status is used to show that the selected player is on air and to inform other users that they should not perform any action on the on-air channel.

How to Set a Player Channel to On Air

The **On-Air** function can be enabled in two ways:

- The operator right-clicks the **Player** field in the Loaded Media pane of the Control Panel, and select **On Air** from the contextual menu.
- The operator fires an external a GPI trigger to which the Tally (On Air) action is associated. This will automatically activate the **On-Air** function on the Control Panel. The actions linked to the GPI keys are defined in the Input GPIs window available from the IPDirector main menu **Tools > Settings**. See the General Functions user manual for more information on how to define Input GPI.

The **Player** field background will then flash alternately red.

Limitations

The **On Air** option is available when the Control Panel is linked to a player channel and if the user has the control right on this channel and if this channel is not locked.

1.3.5. Controlling the Player from a Secondary Controller

Exclusive control of any channel by a third party protocol (switcher, editor controller or 3rd party device) can be achieved using the 2nd Controller feature of a Control Panel. This feature allows switching the control between IPDirector and the other device, when the port and protocol settings have been assigned to work in Exclusive mode.

You can toggle the control between the Control Panel and the secondary control device via the 2nd Controller option in the contextual menu available from the **Player** field.

The 2nd Controller option is only available if the channel has been configured with the IPDP protocol as the main controller in exclusive mode.

When the configuration has been set to parallel mode, the control of the channel is from either IPDirector or the 3rd Party device simultaneously and the second control feature is inactive.

Note

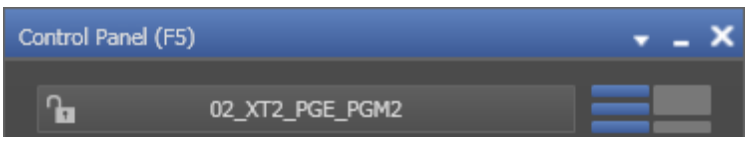
To configure which protocol and port each channel can be controlled by, see the chapter "Connection to EVS Video Server" in the Technical Reference manual.

1.3.6. Channel Modes for Playout with Transition Effects

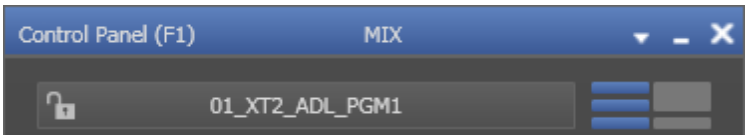
Introduction

To be able to play the transition effects of a playlist or a timeline on a single player channel, this channel must support the "Mix on one channel" functionality. This can easily be checked as the information is displayed in the title bar of the Control Panel the channel has been assigned to.

- Channel not supporting "Mix on one channel" and involved in no association (previously called 1PGM):



- Channel supporting "Mix on one channel":



If the "Mix on one channel" functionality is not supported or enabled, two player channels must be used to be able to play the loaded item with transitions effects. These channels must be set to PGM/PRV mode.

Limitations for the Mix on One Channel Functionality

A player channel will not support the "Mix on one channel" functionality in one of the following cases:

- It is on a COHX board on the EVS video server
- It is a 1080p channel
- It is a 3D channel
- It is a 3G input
- It is on a V3X board on the EVS video server but the "Mix on One Channel" parameter is set to **No** on the Server Configuration screen.

Playing a Series of Clips or a Playlist

1PGM Mode

When the Control Panel is assigned a player channel supporting the "Mix on one channel" functionality, a playlist can be loaded on that channel and played out with its transition effects.

When the 1PGM mode is selected and a playlist is loaded on a player channel which does not support the "Mix on one channel" functionality, the playlist will be played in Cut mode on only 1 output.

PGM/PRV Mode

The PGM/PRV mode provides the 2 output channels that are necessary for playing transitions between elements, when using channels which do not support the "Mix on one channel" functionality.

The **PGM/PRV** option is only available if the player channel is a odd numbered channel of the EVS server, for example the PGM must be channel 1 and the associated PRV must be channel 2, channel 3 can be PGM with associated PRV channel 4, and finally channel 5 can be a PGM with channel 6 as the associated PRV.

Playlists

The PGM channel is necessary for playing transitions between playlist elements, when using channels which do not support the "Mix on one channel" functionality.

The preview channel can be used to preview clips or trains, or playlist elements in order to trim them on a different channel than the one that the playlist is being played to air from.

Clips

The PGM/PRV mode allows you to play several clips "back to back", with transition effects.

When single clips or trains are loaded on the PGM and the PRV channels, they can be transitioned manually. The TAKE function shifts from the current media on the PGM channel to the media on the associated PRV channel using the Take Effect settings as defined in **Tools > Settings > Clips > Take**.

See section "Loading a Media with the Take Function in PGM/PRV Mode" on page 61.

How to Set the PGM/PRV Mode

The PGM/PRV mode can be enabled in two ways.

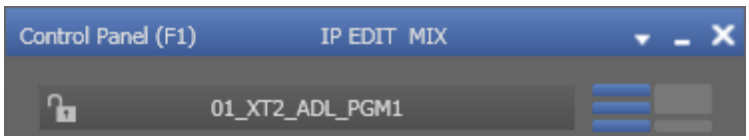
- From the Channel Explorer: refer to chapter "Channel Explorer".
- From the Control Panel: right-click the **Player** field and select **Mode > PGM/PRV**.

Playing Timelines in IPEdit Mode

The IPEdit mode is the player channel mode used to play timelines.

When the "Mix on one channel" functionality is supported, a timeline loaded on a player channel will played with its transition effects.

Loading a timeline on such a channel automatically sets it to the IPEdit mode:



Another element can be loaded and the system automatically unlocks the channel from the IPEdit mode.

When the "Mix on one channel" functionality is not supported, the timeline must be loaded on an odd player channel (PGM1 or PGM3) to be played with its transition effects. The IPEdit mode can be manually enabled from the Channel Explorer or automatically by loading a timeline on an odd channel controlled from a Control Panel. The mode is mentioned in the title bar of the Control Panel.

To be able to load another element on one of these player channels, they must first be manually unganged from the Channel Explorer.

Summary

This section summarizes the resulting actions when playing a playlist or a timeline, depending on the channel mode and the channel types

Playlists

When the channel mode is set to...	and the "Mix on one channel" functionality ...	then, a loaded playlist will be played
1PGM	is supported	with the transition effects
PGM/PRV	is not supported	with the transition effects
1PGM	is not supported	without the transition effects (Cut mode)

Timelines

When the channel mode is set to...	and the "Mix on one channel" functionality ...	then, a loaded timeline will be played
1PGM	is supported	with the transition effects. The IPEdit mode is enabled on that channel.
1PGM	is not supported	with the transition effects. The IPEdit mode is enabled on a pair of channels.

1.3.7. Using Ganged Player Channels

Introduction

When the player channel associated to the Control Panel is part of a group of ganged channels, all the channels from the group are listed in the Ganged Channels tab. Several operations can be performed from this tab.

How to Associate another Ganged Channel

Users can easily change the player channel associated to the Control panel.

In the Ganged Channels tab, double-click the player channel you want to associate to the Control Panel.

It becomes the player channel controlled by the Control panel and the media currently loaded on the selected player channel is displayed in the Control panel.

How to Temporarily Ungang and Re-Gang Some Channels

You can temporarily ungang some of the player channels from a group of ganged channels.

To do so, proceed as follows:

1. In the Ganged Channels tab, select the player to ungang.
2. double-click the corresponding **Gang** icon in the **Gang** column or press the 

+ 

keyboard shortcut

The symbol disappears:

The player channel remains ganged in the Channel Explorer and is still displayed in the Ganged Channels tab.

To re-gang a player channel that has been unganged from the Ganged Channels tab, click at the **Gang** icon location in the **Gang** column or apply the corresponding shortcut.

How to Temporarily Ungang and Re-Gang all the Ganged Player Channels

To temporarily ungang all the player channels from the group, use the **Ungang All** command in one of the following ways:

User Interface Button	Keyboard Shortcut	ShuttlePRO key
Ungang All		

The player channels remain ganged in the Channel Explorer and are still displayed in the Ganged Channels tab.

To re-gang all the player channels that have been unganged from the Ganged Channels tab, use the **Gang All** command in one of the following ways:

User Interface Button	Keyboard Shortcut	ShuttlePRO key
Gang All	⇧ Shift + G	

How to Definitely Remove a Channel from the Group

To remove a channel from a group of ganged channels, proceed as follows:

1. In the Ganged Channels tab, right-click the player channel to ungang from the list.

   A contextual menu is displayed.

2. Select **Remove Channel from Group**.

The channel is unganged from the others in the Channel Explorer and it disappears from the list in the Ganged Channels tab.

Synchronizing the Timecode on All Player Channels

Purpose and Use

The Sync function is used to synchronize the timecode on all player channels ganged in the group with the channel currently controlled by the Control panel.

User Interface Button	Keyboard Shortcut	ShuttlePRO key
Sync All TC	Ctrl + S	

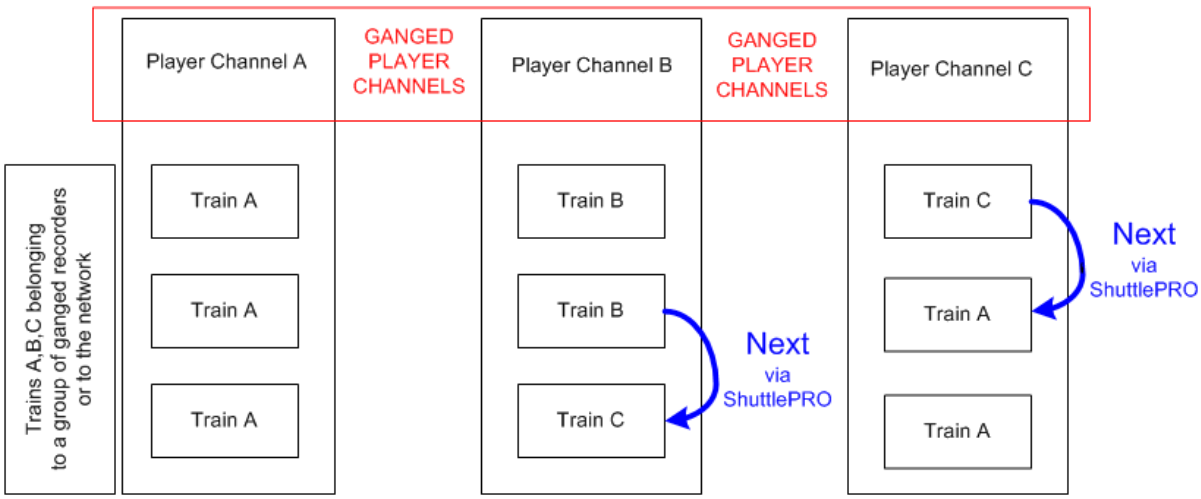
The Sync function will force other player channels ganged to the channel controlled to synchronize their timecode position to the same timecode as the current position on the channel controlled.

Transport Command Synchronization on Ganged Player Channels

Trains

When live or stopped record trains are loaded on ganged player channels, the **NEXT** and **PREVIOUS** commands executed on one PGM by means of the ShuttlePRO are only applied on this PGM:

- If the train belongs to a group of ganged recorders, the application shifts to the next or previous record train of the group.
- If the train does not belong to a group of ganged recorders, the application shifts to the next or previous record train of the XNet network.

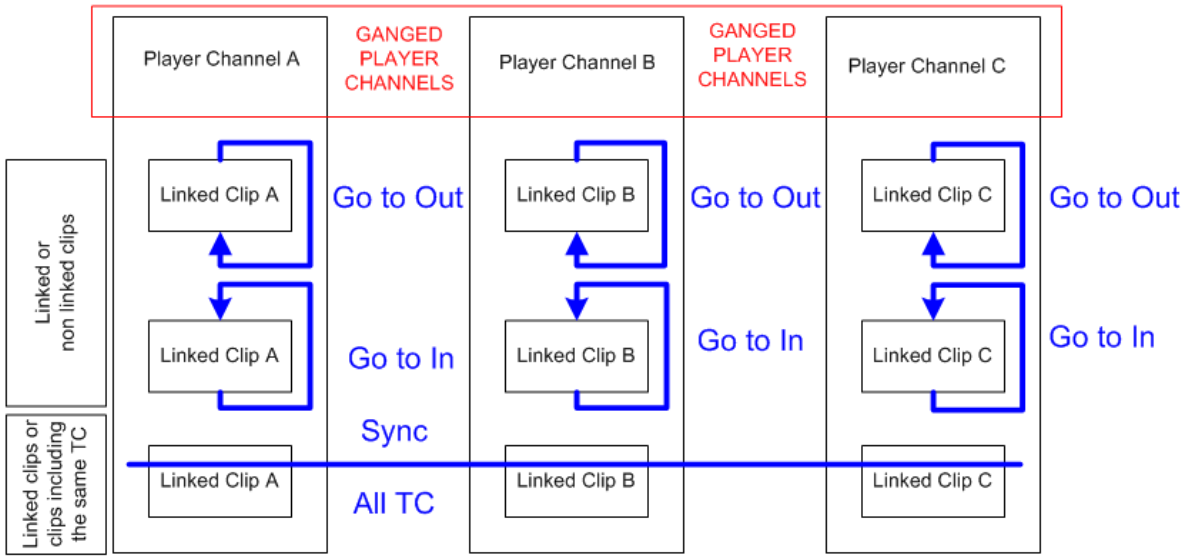


Clips

GO TO IN/OUT and SYNC ALL T/C:

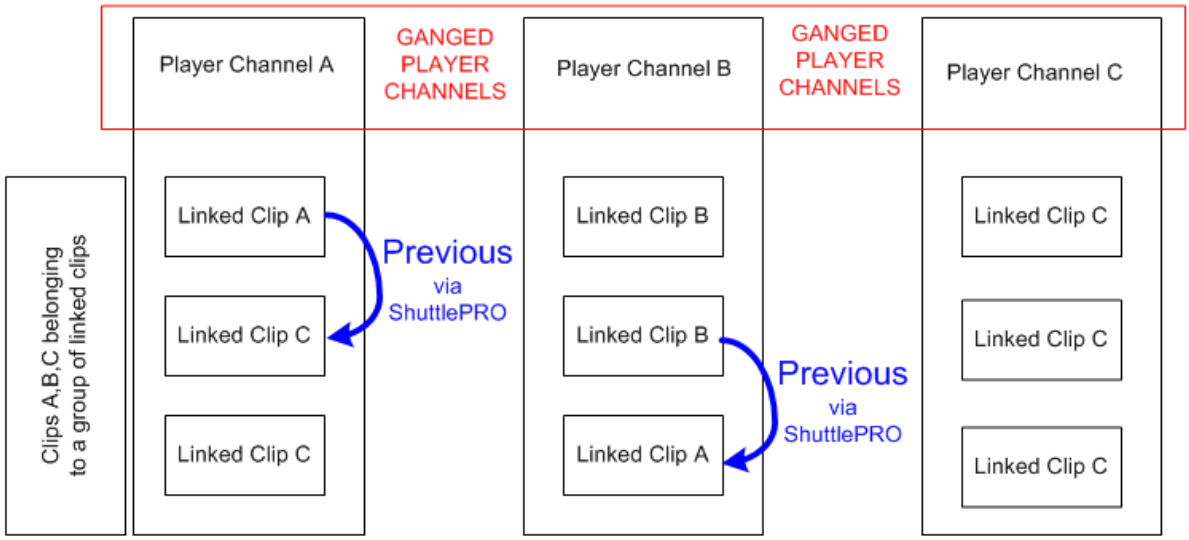
When linked or non linked clips are loaded on ganged player channels, the **GO TO IN**, **GO TO OUT** and the **SYNCALL T/C** are applied to all clips loaded on the ganged player channels.

With the **SYNCALL T/C** command, all clips on ganged channels are loaded on the same TC as the clip loaded on the main channel. The main channel is the channel where the command is applied.



NEXT and PREVIOUS:

In the same ways as for record trains, the **NEXT** and **PREVIOUS** commands executed with the ShuttlePRO on a linked clip loaded on one PGM are only applied on this PGM. In other words, the next or previous linked clip of the clip group will only be loaded on this player channel.



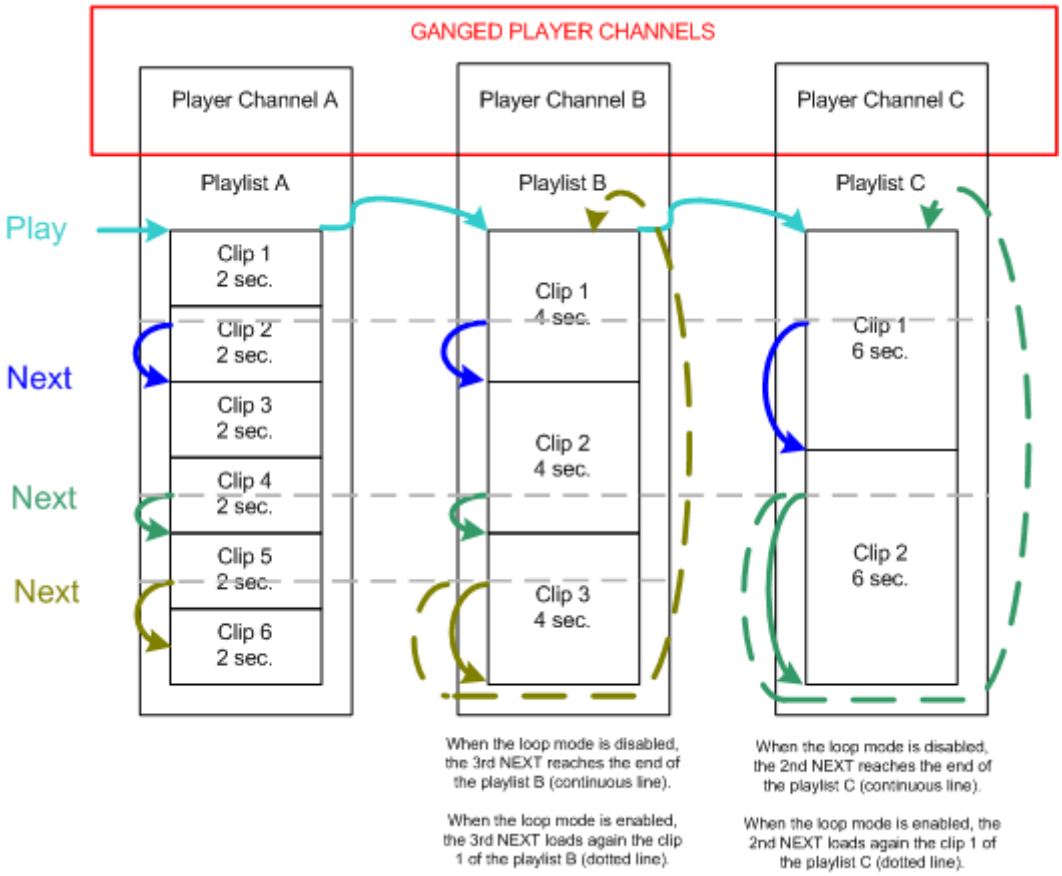
Note

In a PGM/PRV configuration, it is especially relevant to perform the **Next** and **Previous** functions only on the player channel on which the command is applied as it makes it possible to toggle between the linked clips on the PRV channel while keeping the director's cut on the PGM channel

Playlists

When playlists are loaded on ganged player channels, the following commands are synchronized as explained below:

- The **Play**, **Go to IN**, **Go to OUT**, **Pause** and **Recue** commands executed on one PGM are applied in a synchronized way to the other playlists of the ganged channels.
- Double-clicking the 2nd element of the playlist on one PGM, for example, preloads the 2nd element of the playlists on the ganged channels, if it exists.
- The **Next** and **Skip** commands executed on one PGM are applied on the element of the playlists currently loaded on the ganged channels. The following schema shows an example with the **Next** command:



Note

When playlists are played on ganged player channels while the loop mode is enabled, each playlist is played individually to its end before it is looped.

1.4. Loading Media

1.4.1. Possible Loading Actions

Various element types can be loaded on the Control Panel in different ways.

These actions are the following:

Action	See section...
Train	
Loading a train by selecting a recorder channel from the Channel Explorer.	"How to Load a Train from the Channel Explorer" on page 53.
Loading a train by selecting a recorder channel from the Database Explorer	"How to Load a Train or a Recording Ingest from the Database Explorer" on page 53.
Loading a train by selecting a recorder channel from the Control Panel	"How to Select a Train or a Recording Ingest from the Control Panel" on page 53.
Loading a train by selecting a recorder channel with the ShuttlePRO.	"How to Select a Train with the ShuttlePRO Key" on page 54.
Loading the last loaded train (only in case it was loaded just before the media currently loaded) at its currently recording timecode (E/E).	"How to Reload the Last Loaded Train or Recording Ingest" on page 55.
Loading the last loaded train (only in case it was loaded just before the media currently loaded) at the timecode where the E/E mode was exited (Snap).	"How to Snap back to the Last Loaded Train or Recording Ingest" on page 57.
Loading the source train corresponding to the loaded clip (Ret).	"How to Load the Source Media of a Clip" on page 55.
Loading a train from the previous or next recorder channel	"How to Load the Train from the Previous or Next Recorder Channel" on page 56.
Recording Ingest	
Loading a recording ingest from the Database Explorer.	"How to Load a Train or a Recording Ingest from the Database Explorer" on page 53.

Action	See section...
Loading a recording ingest by selecting it from the Control Panel.	"How to Select a Train or a Recording Ingest from the Control Panel" on page 53 and "How to Load a Clip or a Recording Ingest from the Control Panel" on page 57.
Loading the last loaded recording ingest (only in case it was loaded just before the media currently loaded) at its currently recording timecode (E/E).	"How to Reload the Last Loaded Train or Recording Ingest" on page 55.
Loading the last loaded recording ingest (only in case it was loaded just before the media currently loaded) at the timecode where the E/E mode was exited (Snap).	"How to Snap back to the Last Loaded Train or Recording Ingest" on page 57.
Clip	
Loading a clip from the Control Panel	"How to Load a Clip or a Recording Ingest from the Control Panel" on page 57.
Loading a clip from the Database Explorer	"How to Load a Clip from the Database Explorer" on page 58.
Loading a clip linked to the clip currently loaded	"How to Load a Linked Clip" on page 58.
Loading a clip associated to a log	"How to Load a Clip Containing a Log" on page 59.
Playlist	
Loading a playlist from the Control Panel	"How to Load a Playlist from the Control Panel" on page 60.
Loading a playlist from the Database Explorer	"How to Load a Playlist from the Database Explorer" on page 60.
Timeline	
Loading a timeline from the Database Explorer	"Loading a Timeline" on page 61.

Note

When a low resolution element, without corresponding high resolution element, is loaded on a player channel or on the Software Player, a warning icon is displayed in the **Loaded Media** field.

1.4.2. Loading a Train or a Recording Ingest

How to Load a Train from the Channel Explorer

To load a record train from the Channel Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Channel Explorer from the main menu.
3. Select the requested record train (recorder channel).
4. Drag it to the **Loaded Media** field of the Control Panel.

The train is loaded on the selected player at the current timecode.

How to Load a Train or a Recording Ingest from the Database Explorer

To load a record train or a recording ingest (clip currently ingested) from the Database Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Clips view, select the requested record train or recording ingest from the grid.
4. Load it in one of the following ways:
   - drag it to the **Loaded Media** field of the Control Panel.
   - press **ENTER**, if you have previously associated the same player to the Control Panel and to the Database Explorer.
   - double-click the line if you have previously associated the same player to the Control Panel and to the Database Explorer.

A train is loaded on the selected player at the currently recording timecode and played.

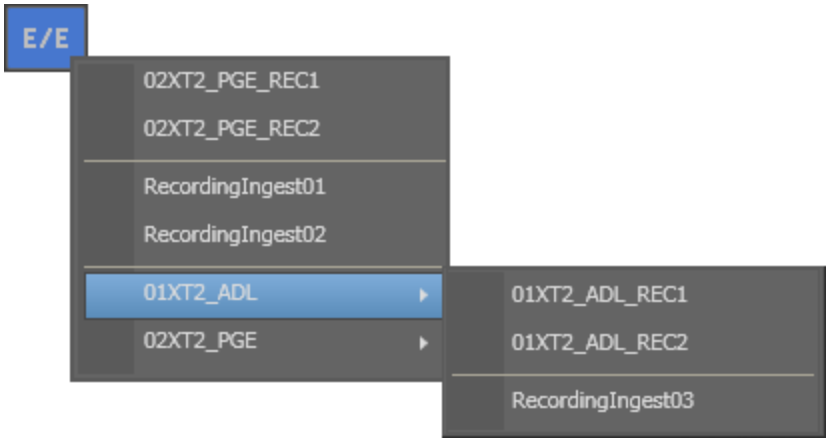
or

A growing clip is loaded on its "OUT" point, currently being ingested, and played.

How to Select a Train or a Recording Ingest from the Control Panel

From the E/E Contextual Menu

By right-clicking the **E/E** button a contextual menu shows the available EVS video servers with their recorder channels and the list of clips being currently ingested identified by their name or VarID if any. Scheduled ingests are not shown.



Selecting a recorder channel loads the corresponding train at its current recording position and plays it on the selected player. The **E/E** button turns blue only when a train is loaded and playing live.

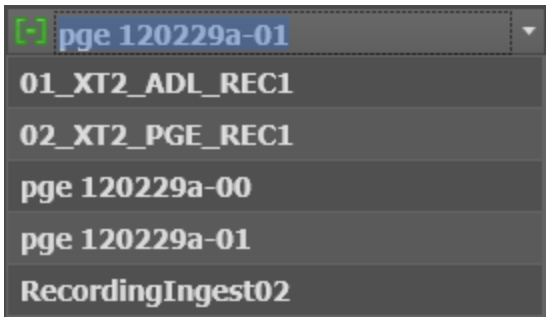
Selecting a recording ingest directly loads it at its currently recording position (OUT point) and plays it.

From the Loaded Media Field

New!

When a train or a recording ingest has already been loaded during the current session, it is listed in the list available from the **Loaded Media** field. This list shows the last 20 items that you have loaded on the channel during the current session.

Click the arrow next to the **Loaded Media** field and select an item from the list:

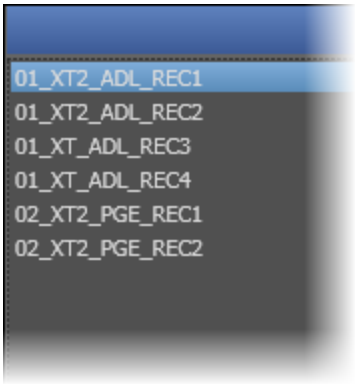


How to Select a Train with the ShuttlePRO Key

A player channel must have been selected from the ShuttlePRO and associated to the Control Panel.

To select a train with the ShuttlePRO, proceed as follows:

1. Press the **Select Train** key  .
2. This calls up on the screen a list of available recorder channels:



3. By moving the jog dial you can move through the list to highlight the required train.
4. Press **Select Train** again to select it and exit the menu.

The selected train is loaded on the player channel controlled by the ShuttlePRO.

How to Reload the Last Loaded Train or Recording Ingest

New!

If a clip is loaded on the Player pane, clicking the **E/E** button will unload it and load and play the last loaded media (record train or recording ingest) at its current recording position.

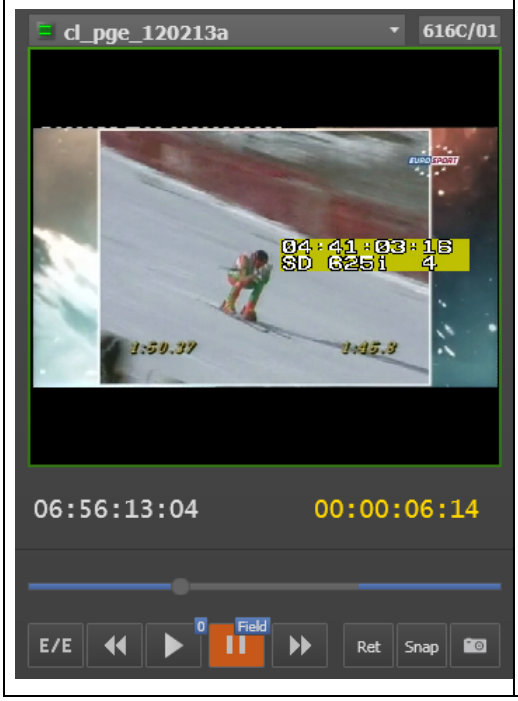
The text below the **E/E** button indicates the media (train or recording ingest) which the channel will be loaded on the player channel when the **E/E** button is clicked:

Note
In case the previously recording ingest is finished when the **E/E** button is clicked, the clip is loaded on its IN point and stays in pause. If this clip has been deleted, nothing happens.

User Interface Button	Keyboard Shortcut	ShuttlePRO key
E/E	L	

How to Load the Source Media of a Clip

The **Ret** button becomes active if a clip has been loaded in the Control Panel. By clicking it, the same frame of media will be loaded from the original record train, if it is still available (not overwritten in the recorder yet). This allows to play beyond the clip boundaries or to define a new clip from the original record media.

Clip Loaded:	Source Media Recalled with Ret :
	

User Interface Button	Keyboard Shortcut	ShuttlePRO key
Ret	X	Ctrl + 

How to Load the Train from the Previous or Next Recorder Channel

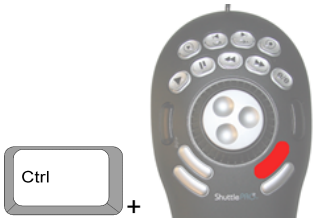
When a train is loaded, it is possible to load a train from another recorder channel thanks to the ShuttlePRO keys.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key
Previous Recorder	-	-	
Next Recorder	-	-	

How to Snap back to the Last Loaded Train or Recording Ingest

When a record train or a recording ingest is loaded on a player channel or on the Software Player and then another media is loaded on that channel, the **Snap** function allows you to go back to the previously loaded record train or recording ingest at the timecode where the E/E mode was exited, effectively "snapping" back to where the user left off in the record train or the recording ingest.

The difference with the E/E function is that the Snap function does not load the train at its currently recording timecode.

User Interface Button	Keyboard Shortcut	ShuttlePRO key
		

1.4.3. Loading a Clip

How to Load a Clip or a Recording Ingest from the Control Panel

To load a clip or a recording ingest on a player channel or the Software Player from the Control Panel interface, proceed in one of the following ways:

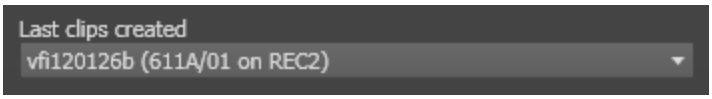
- Enter the clip name in the **Loaded Media** field of the Control panel and press **Enter**.

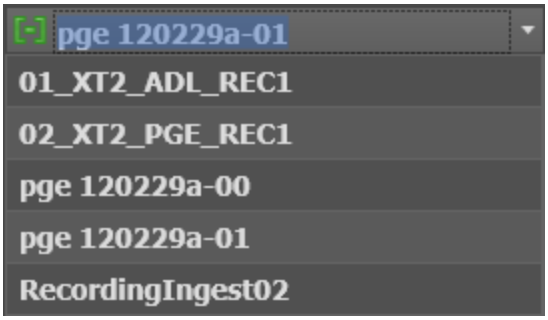
- Enter the clip LSM ID in the **LSM ID** field and press **Enter**.

- Click the arrow next to the **Last Created Clips** field and select a clip from the list.

- When a clip has already been loaded during the current session, it is listed in the list available from the **Loaded Media** field. Click the arrow next to the **Loaded Media** field and select a clip from the list. This list contains the last 20 clips or trains that you have loaded on the channel during the current session.



How to Load a Clip from the Database Explorer

To load a clip on a channel from the Database Explorer, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Clips view or Clip Elements view of the Database Explorer, select the requested clip in the Elements grid.
4. Load it in one of the following ways:
   - drag it to the **Loaded Media** field of the Control Panel.
   - press **ENTER**, if you have previously associated the same player to the Control Panel and to the Database Explorer.
   - double-click the line if you have previously associated the same player to the Control Panel and to the Database Explorer.

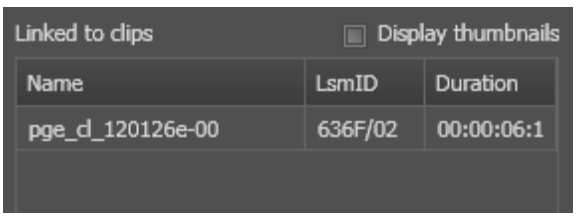
A clip element is loaded on the Software Player according to the rules defined in "Loading Rules for the Software Player" on page 59.

How to Load a Linked Clip

Linked clips are clips created at the same time by ganged recorder channels. They correspond to different angles of the same recorded media.

When a clip already loaded on a player has linked clips, it is possible to rapidly load one of them in one of the following ways:

- Double-click the linked clip in the Linked To Clips list of the Clip Information tab.



- Use one of the ShuttlePRO keys:

Operation	ShuttlePRO key
Previous Linked Clip	
Next Linked Clip	

How to Load a Clip Containing a Log

Two types of clips contain a log timecode: protect media clips and clips automatically associated to a log.

Both types are listed in the Logsheet grid of IPLogger and can be loaded on a player channel or a Software Player.

To load such a clip, proceed as follows:

1. Associate a player channel or the Software Player to the IPLogger main window and the same player to a Control Panel.
2. In IPLogger, expand the log line by clicking the small arrow.
3. Click the "Protect Media" clip or the associated clip you want to preview.

The clip is loaded on the player channel or on the Software Player.

Loading Rules for the Software Player

All types of clip elements may be separately loaded on the Software Player. However, when the main line corresponding to the clip is selected from the Database Explorer, instead of a clip element line, and loaded on the Software Player, a single clip element will be loaded according to priority rules:

- Resolution: a low resolution clip element will have priority on a high resolution clip element.
- Storage Priority parameter set in the General tab of the Remote Installer: if XT has priority on Nearline, a XT clip will be loaded before a file or vice-versa.

It means that when low resolution and high resolution XT clips and files exist, and, for example, XT has priority on Nearline, the following priority rules apply:

1. low resolution clip
2. low resolution file
3. high resolution clip
4. high resolution file

1.4.4. Loading a Playlist

Introduction

Off-line or on-line playlists can be loaded on a player controlled by the Control Panel and its content is therefore displayed in the Clip-List tab. When the Control Panel is associated to a player channel, off-line playlists will automatically become on-line and distant playlists will automatically be copied to the server of the controlled player channel. When the Control Panel is associated to the Software Player, off-line playlists remain off-line.

To be able to play the playlist with its transition effects, it must be loaded on a player channel supporting the "Mix on one channel" functionality or on the PGM channel of a PGM/PRV channel association. See section "Channel Modes for Playout with Transition Effects" on page 42 for more details.

How to Load a Playlist from the Control Panel

You can load a playlist from the Clip-List tab if you know the playlist name or LSM ID. To load a playlist on a player channel or the Software Player from the Control Panel interface, proceed in one of the following ways:

- Enter the playlist name in the **Playlist Name** field of the Clip-List tab and press **Enter**.

- Enter the playlist LSM ID in the **Playlist LSM ID** field of the Clip-List tab and press **Enter**.

Note

When the users enter only two digits in the **LSM ID** field, e.g. "1" and "5", and press **ENTER**, the system automatically loads the local playlist if it exists.

How to Load a Playlist from the Database Explorer

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

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Playlists view of the Database Explorer, select the requested playlist in the Elements grid.
4. Drag it to the **Playlist Name** field of the Clip-List tab.

Note

Dragging it into the clip-list grid would insert the playlist into the previously loaded one.

1.4.5. Loading a Timeline

How to Load a Timeline from the Database Explorer

To load the timeline, proceed as follows:

1. Open the Control Panel and assign a player channel or the Software Player.
2. Open the Database Explorer from the main menu.
3. In the Timelines view of the Database Explorer, select the requested timeline in the Elements grid.
4. Drag it onto the **Loaded Media** field of the Control Panel.

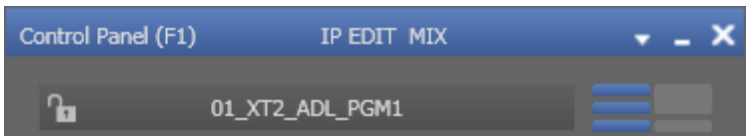
The timeline will then be loaded on the IN point of the first element.

The IPEdit mode (also called Lock Timeline mode) is automatically activated.

If the channel does not support the "Mix on one channel" functionality, this is highlighted as follows:

Then, two player channels are set to Timeline mode to enable the effects between timeline elements to be played out.

If the channel supports the "Mix on one channel" functionality, this is highlighted as follows:



Then, effects between timeline elements can be played on one channel.

1.4.6. Loading a Media with the Take Function in PGM/PRV Mode

If the channel is in PGM/PRV mode, the Take function shifts from the current media on the PGM channel to the media on the associated PRV channel using the Take Effect settings as defined in **Tools > Settings > Clips > Take**.

If a clip is loaded on the PGM channel and a train is being played on the PRV channel, the Take function will load the train on the PGM channel and the clip on the PRV channel.

See the General Functions user manual for more information on the Take settings. This function is only available from a shortcut.

1.5. Moving through Media

1.5.1. Introduction

The Transport Functions pane provides a jog bar and more transport buttons to navigate in the loaded element. In addition, several options allow to directly jump to a given timecode within the media.

1.5.2. Transport Functions

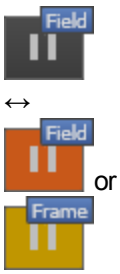
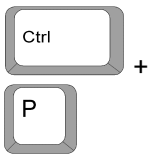
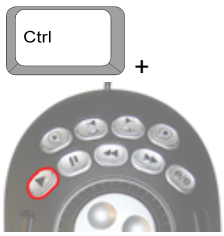
Jog Bar

The position indicator can be moved with the mouse along the jog bar to browse the clip and to play it from any position if needed.

See section "Jog Bar" on page 22 for a description of the elements of the jog bar.

General Transport Buttons and Shortcuts

The following table gives the meaning of each transport operation which can be used with any loaded item. A button and/or a keyboard shortcut can be used to perform each action. The ShuttlePRO device has buttons dedicated to most of these functions as well.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Play				Starts to play the loaded media at 100% for normal clips, at 33% for "SLSM clips 3x" or at 50% for "SLSM clips 2x". The **Speed** field, above the **Play** button, indicates at which speed the media is played.
Pause				Stops the playout of the loaded media. See section "Pause Button Contextual Menu" on page 64.
Play VAR				Starts to play the loaded media at the speed set for VAR Play in the **Tools > Settings > Control Panel > Speeds** category. See section "Settings" on page 84 for more information on the speeds.
Fast Rewind				Starts moving backwards through the media at the preset speed. See section "Fast Forward and Fast Rewind Speed" on page 65.
Fast Forward				Starts moving forward through the media at preset speed. See section "Fast Forward and Fast Rewind Speed" on page 65.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Define Custom Speed				Allows to define a custom speed to play the loaded media. See sections "Custom Speed" on page 65 and "Playing Media at a Custom Speed" on page 67.
Goto IN				Moves the current position to the IN point of a clip.
Goto OUT				Moves the current position to the OUT point of a clip. If a growing clip is loaded on a player and the user clicks the **Goto OUT** button, the system will play near "live", i.e. at the closest position from the live.
Goto Previous Frame				Moves from the current position to the previous frame.
Goto Next Frame				Moves from the current position to the following frame.

Pause Button Contextual Menu

By default the pause is performed on a field. When you right-click the button, you can choose either the **Pause on frame** or the **Pause on field** modes from the contextual menu. The option selected will then be applied each time the user clicks the **Pause** button.

Fast Forward and Fast Rewind Speed

A default rewind speed and a default forward speed are set in the **Tools > Settings > Control Panel** category. See section "Settings" on page 84 for more information on the speeds.

The Fast Forward speed and the Fast Rewind speed can be adapted by means of contextual menus as described below. Then, the default speed is updated.

The speed is displayed in the **Speed** field above the **Play** button.

User Interface Buttons

Right-click the **Fast Rewind** button or the **Fast Forward** button and select one of the options from the contextual menu.

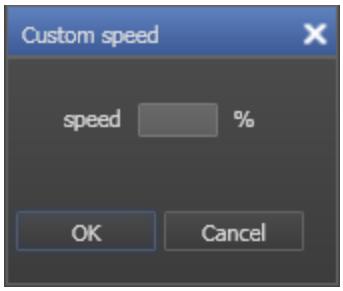
Keyboard Shortcuts

Press the **Fast Rewind** (W) or the **Fast Forward** (F) shortcut to start playing the media backward or forward.

Custom Speed

A custom speed can be defined by means of the  shortcut or the Fast Rewind / Fast Forward contextual menus.

The Custom Speed window allows you to enter a value.

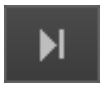


The speed value is displayed in the **Speed** field above the **Play** button. This operation does not affect the default Fast Forward or Fast Rewind speed values.

Playlist Transport Buttons and Shortcuts

Besides the usual transport functions that can be used for the playlist as well and are available in the Transport Functions pane, several functions specific to the playlist are available in the upper part of the Clip-List tab.

The following table gives the meaning of each transport operation which can be used specifically with a loaded playlist. A button and/or a keyboard shortcut can be used to perform each action.

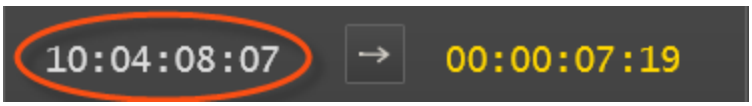
Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Recue				Loads the playlist on the first frame of the first element. This button is dimmed and not active if the playlist is on air.
Next				If the playlist is in PLAY, the next element is loaded immediately and played accordingly to its start mode and start effect. If the playlist is in PAUSE, the playlist jumps to the IN point of the next element of the playlist but remains paused.
Skip				Skips the next element during the playout of the playlist so it will not play. If the button is clicked twice, the next 2 elements will be skipped, and so on

1.5.3. Jumping to a Given Timecode within the Loaded Media

Possible Ways

There are several ways to jump to a given timecode of a loaded media:

- Click at one position on the jog bar
- Click on the cursor and move it along the jog bar
- Enter a new timecode value in the **Current Timecode** field and press **ENTER**.



Note
If the player channel is ganged with others, the same operation is performed on all the ganged channels.

How to Shift to the Same Timecode on Another Recorder

When you want to shift to another recorder and position yourself on the same timecode as the loaded record train, proceed as follows:

1. Click on the **Pause** button to freeze the record train loaded.
2. Right-chick on the **E/E** button to open the contextual menu.
3. Choose the recorder you want to display.

The visual display shifts to the selected recorder at the same timecode position as the first recorder.

1.5.4. Playing Media at a Custom Speed

Context of Use

This function can be used when the following element types are loaded on a channel, would it be cued, paused, or being played out:

- Clip
- Growing clip
- Train
- Playlist element

It can also be used if the channel is part of a

- Gang group: the speed is applied to all the channels of the group at the same time.
- Fill & Key association: the speed is applied to all the channels of the group at the same time.
- PGM/PRV association: the speed is only applied to the PGM channel.

This function cannot be used when

- The channel is IDLE or no channel is associated to the window
- The user does not have the right to control the channel
- The channel is controlled by another device
- The channel is locked
- A timeline is loaded on the channel

How to Change the Speed of the Loaded Item

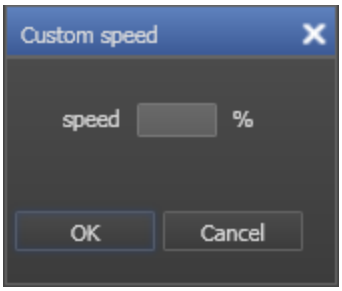
To change the speed of the loaded item, proceed as follows:

1. Press the  key

   or

   right-click the **Fast Forward** or **Fast Rewind** button and select **Custom Speed** from the contextual menu.

   The Set Speed window is displayed:

2. Enter the speed value from 0 to 300%.
3. Click **OK**.

   The playout of the element starts if it was cued or paused. If the element was being played out, the speed changes.

   The speed value is displayed in the **Speed** field above the **Play** button.

1.5.5. Browsing in Video Material with the ShuttlePRO

The Jog Wheel (JOG), in the centre of the ShuttlePRO allows the users to browse within the clip loaded in PAUSE mode:

- field by field in standard use

- second by second when the Fast Jog button is pressed:

The Shuttle Ring (SHUTTLE) allows the user to perform Fast Forward and Rewind actions within the loaded clip.

1.6. Creating Media

1.6.1. Introduction

As soon as a media has been loaded, users can create a new clip from this loaded media thanks to the clip creation functions of the Clip Creation pane. A clip can be created from a record train, a recording ingest or a clip. An existing clip can be re-trimmed on the Player pane, if it has not been protected.

1.6.2. Clip Settings

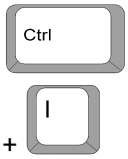
Several settings related to clip creation can be defined under **Tools > Settings**. They relate to the display of the Save Clip window, automatic ways to name clips would the Save Clip window be displayed or not, the guardbands duration or the default clip duration.

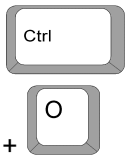
Specific settings also exist for the creation of clips on ganged recorders, the creation of sub-clips from linked clips, or the trimming of linked clips.

See the General Functions user manual for more details.

1.6.3. Clip Creation Buttons and Shortcuts

The following table gives the meaning of each clip creation operation. A button and/or a keyboard shortcut can be used to perform each action. The ShuttlePRO device has buttons dedicated to most of these functions as well.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Mark IN				Sets an IN point at the timecode shown in the **Current Timecode** field and corresponding to the bullet indicator position in the jog bar. Then a green indicator represents the IN point on the jog bar.
Mark OUT				Sets an OUT point at the timecode shown in the **Current Timecode** field and corresponding to the bullet indicator position in the jog bar. Then a red indicator represents the OUT point on the jog bar.
Clear IN				Clears the IN point which has just been set and not yet saved. The IN field is reset if an IN point was marked on a record train. The IN field displays the Protect IN field, before the guardband, if an IN point was marked on a clip.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Clear OUT				Clears the OUT point which has just been set and not yet saved. The OUT field is reset if an OUT point was marked on a record train. The OUT field displays the Protect OUT field, before the guardband, if an OUT point was marked on a clip.
Save Clip				Saves the new clip after having marked an IN point and an OUT point.
Update Clip				Saves the new settings of a clip after having marked a new IN point and/or a new OUT point.

Note

To save a clip from the ShuttlePRO, perform one of the following actions :

- Use  to display the Save Clip window while saving a clip and.
- Use  to save a clip without displaying the Save Clip window (Quick Save).

Note

When the cursor is located in a text area, the 

key can be pressed together with a keyboard shortcut to perform one of the following actions: Mark IN, Mark OUT, Save Clip, and Update Clip.

1.6.4. How to Create a Clip

To create a clip from a train or a recording ingest or to create a sub-clip from an existing clip, proceed as follows:

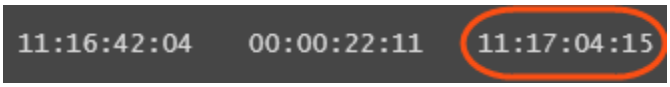
1. Load the record train, the clip or the growing clip from which you want to create a new clip on the Control Panel associated to a player.
2. You can browse through media to select the point to be marked IN.
3. Create an IN point in one of the following ways:
   - Use the clip creation function to set an IN point at the required timecode.
   - Enter the timecode of the requested IN point in the **IN** field and press **ENTER**.

   The IN point is set:

4. Create an OUT point in one of the following ways:
   - Use the clip creation function to set an OUT point at the required timecode
   - Enter the timecode of the requested OUT point in the **OUT** field and press **ENTER**.

   The OUT point is set:

   The clip duration is displayed in the **Duration** field.
5. Save the clip by clicking the **NEW CLIP** button or the corresponding shortcut.
   - If the **Show Save Clip Window** setting has not been enabled in the **Tools > Settings > Clips > General** category, the clip is saved according to the settings defined in the **Tools > Settings > Autoname** category.

     The procedure is finished.
   - If the **Open Save Clip Window** setting has been enabled, the Save Clip window will open. See section "Save Clip Window" on page 73 for more information.

     Follow steps 6 and 7.
6. Fill in a clip name and any desired information in the Save Clip window.
7. Click the **Save** button.

The clip is saved in the IPDirector database.

A green message will appear on the main window to inform you that the clip has been created if the **Green Information on VGA** option has been selected from the View menu of the main IPDirector Menu bar.

When a clip is successfully created, the status bar at the bottom of the IPDirector main window will show the successful operation:

1.6.5. Save Clip Window

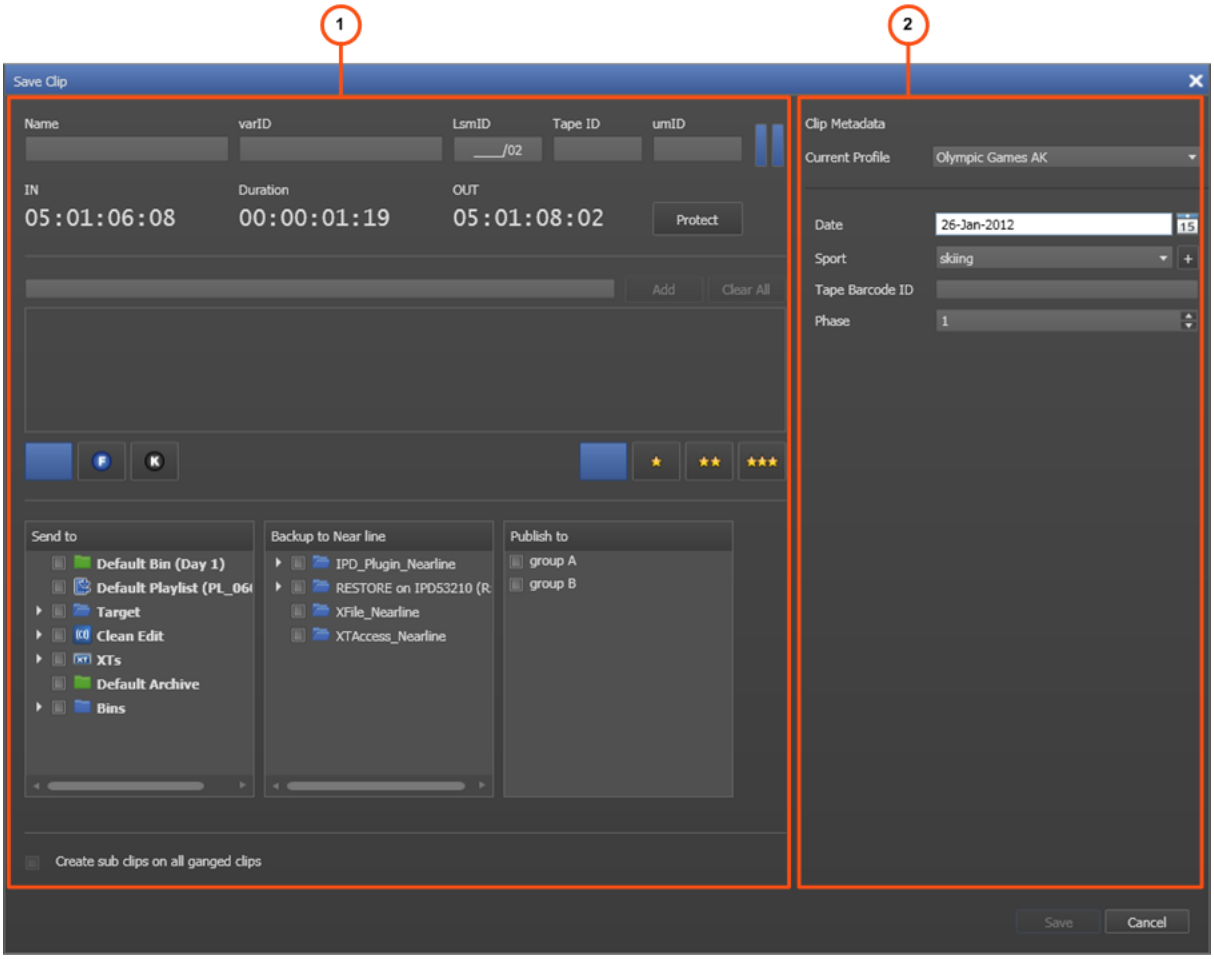
Context of Use

While creating a new clip, the users have to click the **NEW CLIP** button on the Clip Creation pane. This will open the Save Clip window, if the **Open Save Clip Window** option is checked in the **Tools > Settings > Clips > Clips/General** category. This window makes it possible to enter general and customer-defined data (called metadata) for the clip.

Window Overview

The Save Clip window layout will differ depending on the presence or not of a XT high resolution clip in the clip.

When a XT high resolution clip is present in the clip, the Save Clip window will be displayed as follows:



When a XT high resolution clip is not present in the clip, the Save Clip window will display a Restore to XT area instead of the Backup to Nearline area.

In all cases, the Save Clip window is divided into two panes:

1. The left pane contains the Clip Information, i.e. clip data in general and in relation with IPDirector.

   It is always displayed.

2. The right pane contains the Clip Metadata, i.e. clip data based on specific user fields.

   It is displayed by clicking the right area in the **Pane Display** button  .

Once the clip has been saved, the data will be available in the Clip Information tab and the Metadata tab of the Control Panel. Most of this data can be edited directly from these tabs.

Fields in the Save Clip Window

The Clip Information pane contains the following user interface elements.

User Interface Element	Description
Name	User-defined name for the clip. It can contain up to 24 alphanumeric characters. Only 12 characters of this name can be displayed by LSM systems. A prefix name can be defined in **Tools > Settings > Autoname/Clip**.
VarID	VarID is a 32-character ID with variable length and format. It is automatically assigned to new clip. It is mainly used to ensure redundancy on the system. It can be unique for a clip on the EVS server level or on the XNet network level, depending on EVS video server settings.
LSM ID	LSM ID, i.e. location where the clip 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 clip is stored.
UmID	Unique Material Identification. UmID is a fixed length 8–character ID. The EVS server automatically assigns a UmID to each new clip. It is used for the unique identification of a clip on an XNet network.
Protect / Unprotect	Button that allows the user to protect or unprotect the clip. When the clip is protected, a message will warn the users in IPDirector or in Multicam not to delete the clip. A **Protect** icon appears on the right of the **Protect** button when the clip is protected by the IPDirector protocol.
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. See the IPLogger user manual for more information on how to assign keywords to media.
Clip Type	Type of clip in relation with the Fill and Key function. The possible values are Normal, Fill, and Key.
Interest Level	User-defined rating of the clip. Possible values are: no star, one star, two stars, and three stars.
Send To	Destinations where the clip can be transferred to, except near line directories. Select the check boxes corresponding to the requested destinations. This action is also possible later on from the **Send to** option in the contextual menu of the Database Explorer or Control Panel.
Backup to Nearline	Only displayed when a XT hi-res clip is present in the clip. Nearline directories destinations where the clip can be transferred to.

User Interface Element	Description
Restore to XT	Only displayed when no XT hi-res clip is present in the clip. Lists all the hi-res EVS servers and their pages. If you select the root of a server, the clip is restored to the default page. If you select a specific page, the clip is restored to that page.
Publish To	User groups to which the clip can be published, i.e. made available. Select the user groups to which the clips should be published.
Create sub clips on all ganged clips	If the clip used to create a sub-clip is part of a group of linked clips, this option will create sub-clips from all the linked clips. This option acts as a shortcut to the **Create sub clips on all ganged clips** setting from **Tools > Settings > Clips > General**. Selecting it in the settings automatically selects it in the Save Clip window and vice-versa.

The Clip Information pane also displays the IN point, OUT point and duration of the clip as read-only information. These timecode values can only be changed in the Clip Creation pane of the Control Panel.

The Clip Metadata pane contains the following fields:

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

1.6.6. How to Create a Playlist in the Control Panel

You can create simple playlists in the Control Panel.

To be able to create playlists in the Control Panel, you need to ensure that you have assigned a player to the Control Panel. See section "Assigning a Player Channel or the Software Player" on page 39.

To create a playlist in the Control Panel, proceed as follows:

1. Open the Clip-List tab.
2. Right-click the **Playlist Name** field.

   A contextual menu is displayed.
3. Select **New Playlist** from the menu.

   The Create a New Playlist window opens. See the Playlist Panel user manual for more details on this window.
4. Fill in a playlist name and any desired information.

5. Click the **OK** button or press the **ENTER** key.

The playlist is created but it is empty. In case a player channel has been assigned to the control panel, the playlist is created on-line. If the Software Player has been selected, the playlist is created off-line.

See section "Adding Elements to a Playlist" on page 79 for the various ways to add elements to a playlist.

1.7. Editing Media

1.7.1. Introduction

This section only provides procedures for some editing operations. Other simple editing actions can be performed by selecting an option from the Control Panel contextual menu or Playlist contextual menu. See sections "Control Panel Contextual Menu" on page 16 and "Playlist Contextual Menu" on page 33 for more details. See also the Playlist Panel user manual.

1.7.2. How to Trim a Clip

An existing clip can be trimmed and saved with the same name, so the updated clip replaces the previous one. During this operation, the IN point and/or the OUT point of a recorded clip can be modified and put within the [Protect IN – Protect OUT] duration of the clip, i.e. clip duration including the guardbands.

To trim a clip, proceed as follows:

1. Load a clip on the Control Panel associated to a player.
2. Browse the clip to mark a new IN point and/or a new OUT point.
3. Click the **IN** button and/or the **OUT** button respectively, or use the corresponding shortcuts.
4. Click the **Update** button to save the updated clip.

If the clip to trim is part of a group of linked clips, all the linked clips can be trimmed by selecting the **Trim all ganged clips** setting under **Tools > Settings > Clips > General**.

Note

If the original record train is still available, clicking the **Ret** button will load the media on the same frame than the loaded clip. This will allow retrieving media outside the original clip boundaries.

1.7.3. Modifying Clip Metadata

To modify clip metadata from the Control Panel, proceed as follows:

1. Load the clip on the player assigned to the Control Panel.
2. Edit the required metadata (keywords, interest level, and clip type).
3. Click the **Update Clip** button.

1.7.4. How to Trim a Playlist Element

It is possible to modify the IN or OUT point of a playlist element. To do so, proceed as follows:

1. Open the Control Panel and assign a player channel to it.
2. Load a playlist on the Clip-List tab.
3. Drag an element from the playlist onto the **Loaded Media** field.

   The element will then be loaded on the Control Panel.

   Control Panel interface elements which were dimmed become available. The **Player** field background turns turquoise to highlight this situation.

4. Do one or both of the following possibilities:
   - Define a new TC IN and click the **IN** button.
   - Define a new TC OUT and click the **OUT** button.
5. Click the **UPDATE ELEMENT** button.

The element is modified in the playlist.

Note

If the original record train is still available, clicking the **Ret** button in the Control Panel will load the media on the same frame than the loaded clip. This will allow retrieving media outside the original clip boundaries.

1.7.5. Moving Elements Within a Playlist

To move elements within a playlist, you can choose to perform:

- Cut/Copy/Paste operations from the Clip-List tab in the Control Panel as described in section "Playlist Grid" on page 37.
- A drag-and-drop operation within the Clip-List of the Control Panel.

Note

When you move a group within another group, only the clips of the group are moved but the group is deleted.

When you move a group after the last clip of another group or before the heading of another group, the group is moved with all its elements.

1.7.6. Adding Elements to a Playlist

Possible Operations

Several kinds of elements can be added to a playlist, which are: clips, trains, bins, playlists and growing clips. Depending on the element to be added, different methods can be used to add it to the playlist:

- by dragging the element(s) to the requested position in the playlist,
- by using the **APPEND CLIP** button,
- by sending the element to the default playlist.

Adding Elements by Drag-and-Drop Operations

Some limitations exist for the drag-and-drop operations and for the insertion of a train. Refer to the chapter on "Playlist Panel" in part 6 of the manual for more information.

In the drag-and-drop operation, the thick line indicates the position where the element will be dropped.

There are nevertheless several places in IPDirector where you can select the element(s) that you will drag into the playlist:

- from the **Loaded Media** drop-down list in the Loaded Media Pane in a Control Panel
- from the **Last Clips Created** drop-down list in the Clip Creation area of a Control Panel
- from a playlist open in the Clip-List tab of another Control Panel
- from a playlist open in a Playlist Panel
- from a list of clips or playlists displayed in the Elements grid of the Database Explorer

How to Append an Element at the End of a Playlist

Using the APPEND CLIP Button of the Control Panel

When a playlist has been set as default, elements such as a clip, a file, a growing clip, a train or a playlist element can be appended at the end of the playlist by clicking on the **APPEND CLIP** button.

This can be done on a playlist you are creating from the Control Panel.

To do so, proceed as follows:

1. From the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.

2. Select **Set as Default playlist.**
3. In the Control Panel, load the clip, growing clip or train you want to append to the playlist or create a new clip.
4. Click the **APPEND CLIP** button or press 

.

The element is inserted at the end of the default playlist.

Sending to the Default Playlist

A clip or a growing clip can be appended at the end of the playlist set as default playlist by using the **Send to** option.

This can be done on a playlist you are creating from the Control Panel.

To do so, proceed as follows:

1. From the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.

2. Select Set as Default playlist.
3. In the Control Panel, load the clip, growing clip or train you want to append to the playlist or create a new clip.
4. Do one of the following operations:
   - Right-click the Control Panel and select **Send to > Default Playlist** from the Control Panel contextual menu.

   OR

   - At clip creation, select Send to Default Playlist from the Save Clip window.

The element is inserted at the end of the playlist.

1.7.7. Applying a Macro Command on a Playlist Element

A macro command is a kind of shortcut which can be used on playlist elements, only for tags and transition effects, and allows the users to quickly manage these functions:

- Adding a tag
  - GPI OUT
  - Mute On
  - Mute Off
  - Hide On
  - Hide Off
  - Audio Swap

- Defining audio and/or video transition effect
- Defining still/start mode
- Resetting transition to default

A macro command can only be applied

- to a selected element in a playlist panel or
- to a playlist element loaded on a control panel.

See the Playlist Panel user manual for more information on macro command management.

Also refer to the Playlist Panel user manual for more information on how to configure or modify the playlist macro commands.

1.8. Publishing a Clip

1.8.1. Introduction

Publishing a clip makes it visible to members of the group(s) the clip is published to.

1.8.2. How to Publish a Clip to a User Group

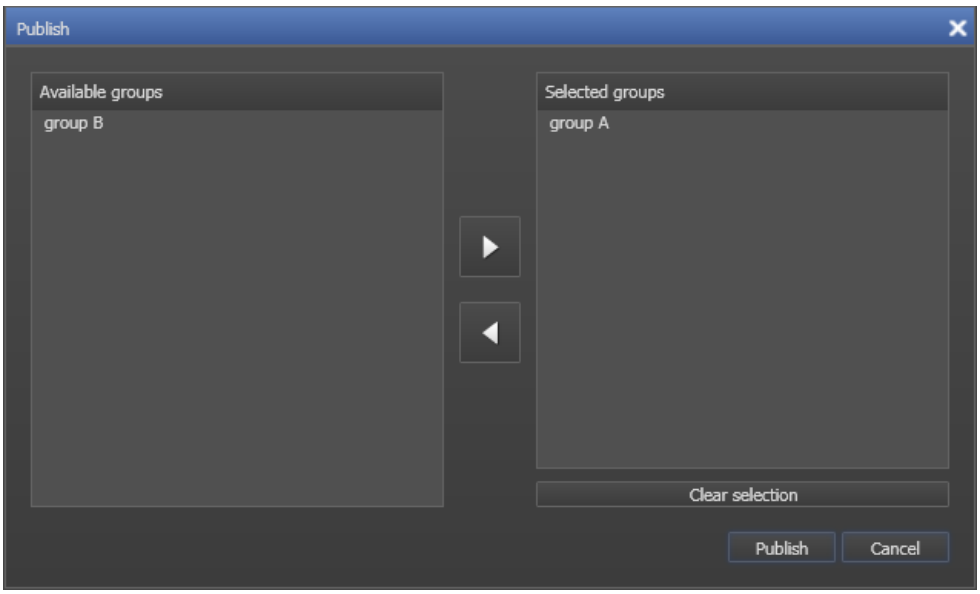
The clips owner can publish the clips to make them available to other users.

To publish a clip to a user group, proceed as follows:

1. Open the clip in the Control Panel.
2. Right-click in the Control Panel.

   The Control Panel contextual menu is displayed.
3. Select **Publish** from the contextual menu.

   The Publish Clip window opens.



4. Select the user group(s) to which you want to publish the clip in the Available Groups area. Keep **CTRL** pressed for a multiple selection.
5. Click the  button to move the selected user groups from the Available Groups area to the Selected Group area.
6. Click the **Publish** button.

The check boxes corresponding to the selected user groups are now selected in the Clip Information tab. All users belonging to the selected user groups and having visibility rights on the clips will be able to view the clip.

1.9. Transferring Media

1.9.1. Possible Transfer Destinations

You can send clips to the following destinations from the Control Panel:

- the user's default bin, if any
- the default playlist, if any
- a default archive target
- any target destination visible on the GigE network that has been defined in the Remote Installer (CleanEdit targets, Avid targets, Final Cut Pro targets, File targets, XT targets).
- the EVS servers for which the user has visibility right
- the bins configured in IPDirector and for which the user has write access right.

1.9.2. Transfer Monitoring

Transfers can be monitored from different areas, would they be scheduled, on-going, finished or failed.

- The Transfer Monitoring window is accessed from the **Transfer Monitoring** option of the main window Tools menu.
- The Transfer Monitoring area can be displayed in the Database Explorer by selecting the **Transfer Monitoring** option from the Database Explorer Tools menu.
- From the Control Panel, the Transfer Monitoring window can be accessed by selecting the **Transfer Monitoring** option from the Clip Sent to List contextual menu, available when you right-click it.

See the General Functions user manual for more information on the Transfer Information window.

1.9.3. How to Send a Clip to an External Destination

To send a clip to one of the possible destinations, proceed as follows:

1. Load the clip in the Control Panel.
2. Right-click anywhere in the Control Panel (except in the Linked to Clips list and in the Clip-List tab).
3. Select the requested destination from the Send to contextual menu.

The clip is sent to the requested destination. A new record is added in the Clip Sent To list where you can see the transfer status and access more information on the transfer via the contextual menu.

1.9.4. How to Send a Playlist to an External Destination

It is possible to transfer a playlist to a destination target if the destination target is set up to allow such transfer. For more information, see the IPDirector Technical Reference Manual.

To send a playlist to a destination target, proceed as follows:

1. Load the playlist in the Control Panel.
2. In the Clip-List tab, right-click the **Playlist** field.
3. Select the requested destination from the Send to contextual menu.

The playlist is sent to the requested destination.

1.10. Exporting and Importing Playlists

1.10.1. How to Export a Playlist

You can export a playlist in the .xml or .csv formats. The .xml files can later be imported into an IPDirector system, whereas the .csv files are only for export purposes.

To export a playlist, proceed as follows:

1. When the playlist to export is displayed in the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.
2. Select **Export**.

   The Export Playlist window opens.

   Set T/C Track window opens
3. Type the T/C to be used in the export file for the IN point of the first playlist element.

   This timecode will also be the initial timecode of the T/C track calculated for the whole playlist.
4. Click **OK**.

   The Export Playlist window opens.
5. Select the directory to which you want to export the playlist.
6. Select the format for the playlist in the **Save as type** drop-down list.

7. Click the **Save** button.
8. If you have chosen the .xml format, the procedure ends here.

   In case you have selected the .csv format, the Choose csv Profile window opens. Follow steps 9 to 11.
9. Select a profile.

   The Choose Columns to Export window opens.
10. Select the columns to export from the left area to the right area.
11. Click **OK**.

The playlist is exported to a file with the requested format to the requested folder. By default, the file name is the name of the playlist in IPDirector, except if you have modified it in the Export Playlist window.

1.10.2. How to Import a Playlist

You can import a playlist from an .xml file.

To import a playlist, proceed as follows:

1. In the Clip-List tab, right-click the **Playlist Name** field.

   The Playlist contextual menu is displayed.
2. Select **Import**.

   The Import Playlists window opens.
3. In this window, select the file that contains the playlist to import.
4. Click **Open**.

   The Make a Playlist Online window opens.
5. Select an EVS video server to make the playlist on-line on this server.

The playlist is imported and saved on the local EVS video server. It is directly loaded in the Clip-List tab.

1.11. Settings

General settings, Auto-Name settings and Clips settings are described in the General Functions user manual.

Settings specific to the Control Panel are defined from the IPDirector main window via **Tools > Settings > Control Panel**.

The current section detailed these specific settings.

Option	Description
Speeds	The Speeds settings define the default speeds applied in Fast Forward, Fast Rewind or Play Var when • you click the **Fast Forward** button, **Fast Rewind** button in the Control Panel, • you use the shortcuts associated to each function: **W** (Fast Rewind), **F** (Fast Forward) or **Ctrl+P** (Play Var), • or you use the equivalent options or the Play Var on the remote.
Play Clips automatically	When the user loads a new clip onto the current Control Panel, it immediately begins playback without requiring the user to click **Play**.
Last Clips Created List	This setting specifies the clips that you will access from the **Last Clips Created** list in the Control Panel. If the setting is set on "All the clips that I can see", the last 50 clips created on which you have at least visibility right will be displayed in the list. If the option **Only the Clips that I Created** is selected, the last 50 clips that you created as a user will be displayed in the list.

1.12. Control Panel Shortcuts

In the IPDirector main window, the menu **Tools > Define Shortcuts** in the menu bar allows the users to define shortcuts for most of the common operations with the IPDirector.

Shown in the screenshots below are all items that are available in the Control Panel with shortcuts, the default values are shown. These can be modified and saved by the system user if desired.

The dimmed shortcuts are defined as Channel Management shortcuts and available in the Control Panel. For more information, refer to the "Shortcut Definition" section, in part 1 of the manual.

Description	Current Value
Select a LIVE feed	Shift-L
Update clip	U
Clip type - normal	Ctrl-N
Clip type - fill	Ctrl-J
Clip type - key	Ctrl-K
Interest level - 0 star	0
Interest level - 1 star	1
Interest level - 2 star	2
Interest level - 3 star	3
Select clip name	Shift-N
Select clip lsmID	Shift-M
Select TC IN	Shift-I
Select TC OUT	Shift-O
Panel View: short panel	Shift-1
Panel View: with transport functions	Shift-2
Panel View: with clip management	Shift-3
Panel View: full	Shift-4
Panel View: full with extended clip-list	Shift-5
Recue Playlist	J
Skip	K
Next	N
Gang channel – Synchronize	Ctrl-S
Gang channel – gang/ungang a channel	Ctrl-G
Gang channel – gang/ungang ALL	Shift-G
Goto TC	G
Goto Remaining Time	R
Grab Thumbnail	Shift-P
Capture image to default directory	C
Capture image to user defined file	Shift-C
PLAY	P
Var play	Ctrl-P
Change the speed of the on-air element	,
PAUSE	Space
Fast Forward (FF)	F
Fast Reverse (FR)	W
E/E	L
Return	X
Snap to LIVE	Q
TAKE	Ctrl-T
Activate/Deactivate 2nd controller	D
Mark IN	I
Clear IN	Ctrl-I
Goto IN	A
Mark OUT	O


Send to Archive (default Xfile)
Shift-X
Save clip
S

2. Software Player

2.1. Introduction

2.1.1. Context of Use

The Software Player acts as media viewer and allows the users to browse media through the GigE network.

The Software Player can be chosen as a source for the Control Panel or the Playlist Panel, in the same way as a normal player channel. Browsed media can also be viewed in the Video Display. The Software Player can be used with the ShuttlePRO or with the BEPlay remote. Refer to part 1 of the user manual for explanations on these devices.

You can only open one instance of the Software Player at a time in IPDirector.

As the Software Player works by decoding files on the IPDirector, its performance will depend on the workstation capacity.

Note

The IP Media Viewer is a software option which allows using the Software Player for GbE browsing and file preview in the IPDirector interface. It requires the license key 70 being imported to XSecure. Without this code, the Software Player is not available.

For more information on the required license key, contact the Support or Sales team.

2.1.2. Browsable Media

Using the Software Player, you will be able to browse any of the hi-res or lo-res following media elements as long as they are available on an EVS server or on an online nearline via the GigE network:

- trains
- XT clips or growing clips defined on an EVS server
- files stored on a nearline storage.
- playlist elements
- playlists

Note

The Software Player will not play transition effects between the playlist elements. All transitions will be viewed as "Cut".

Once a near line clip is loaded on the player, the user can make sub clips in the same way as in a normal control panel.

2.1.3. Supported Codecs

The following codecs are supported by the Software Player:

- SD: MJPEG SD, MJPEG Proxy, IMX 30, IMX 40, IMX 50, DVCPRO 25, DVCPRO 50, MPEG-1, MPEG-2, MPEG-2 (I-Field), DV25, H264.
- HD: MJPEG EVS HD, MJPEG Standard HD, MPEG-2, MPEG-2 (I-Field), MPEG-2 HD (I-frame), Avid DNxHD® Lo 8 bits, DNxHD® Hi 8 bits, DNxHD® Hi 10 bits, DVCPRO HD 100 mbps, XDCAM HD, ProRes 422 SQ, ProRes 422 HQ, ProRes 422 LT, AVC Intra 50, AVC Intra 100, H-264.
- Proxy: lo-res MPEG-1 and H264.

2.2. References

The use of the Software Player is described in various sections of the user manual.

Use in the Control Panel

In the Control Panel chapter:

- "Assigning a Player Channel or the Software Player" on page 39.
- "Loading Rules for the Software Player" on page 59

Use in the Playlist Panel

In the Playlist Panel chapter:

- Playlist Panel user manual

Use in the Video Display

In the Video Display chapter:

- "Using the Software Player and the Video Display" on page 93
- "Video Display Linked to the Software Player" on page 95

3. Video Display

3.1. Introduction

There are two ways to view video on the IPDirector workstation:

- through the Software Player
- by connecting the SDI output of an EVS server into the IPDirector

In both cases, the video associated to the channel can be displayed within the Control Panel or the Playlist Panel, or externally in the Video Display.

The advantage of displaying the video in the Video Display is that the window can be resized and placed anywhere on the IPDirector desktop.

3.2. Using a Player Channel on a Video Display

3.2.1. Preliminary Steps

Before you can actually display a channel in the Video Display, you need to perform the following tasks:

1. Make a physical connection from the required video source to the input of the A/V board on the IPDirector workstation.

   See section "Connecting the Video Source" on page 91.

2. Assign a player channel to the Video Display in the Remote Installer application.

   See section "Assigning a Channel to a Video Display" on page 91.

3. Select the A/V board in the Video Display to open the related channel.

   See section "Selecting the A/V Board in the Video Display" on page 93.

3.2.2. Connecting the Video Source

To be able to display a channel in the Video Display window, a physical connection must be made from the required video source to the input of the IPDirector workstation A/V board.

Note

To display video on the VGA uses around 25% of the CPU power of the workstation for a display size of 384 x 288, more if a larger display is required. The reactivity of the IPDirector interface could be significantly slower if larger window sizes are used.

3.2.3. Assigning a Channel to a Video Display

Once the physical connection is made, the Video Display panel needs to be linked to the corresponding PGM video channel connected to the input of the IPDirector Workstation video card.

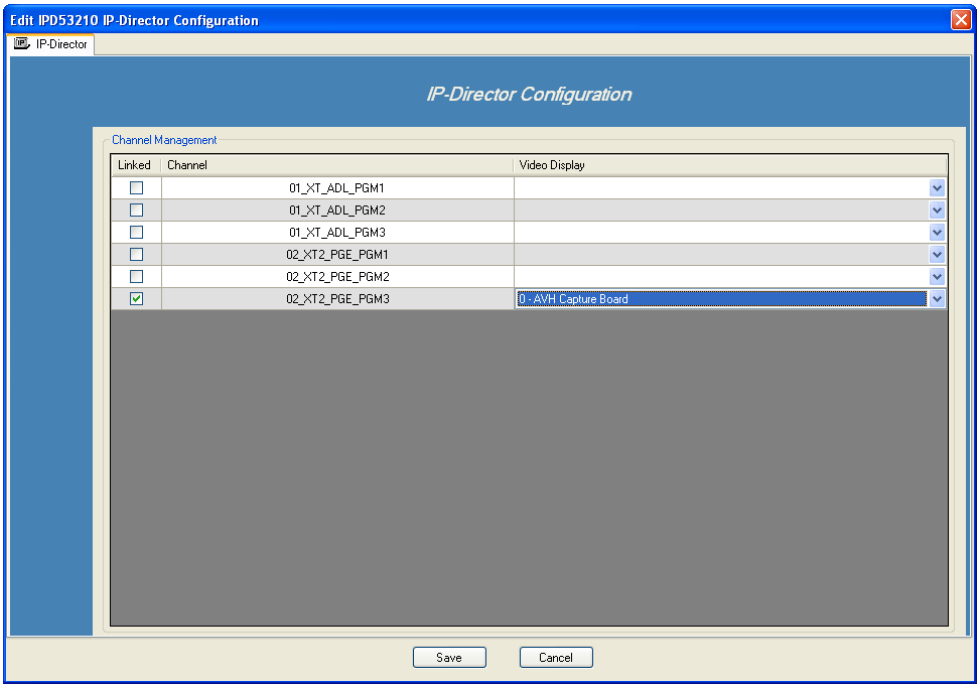
To do so, proceed as follows:

1. In the Remote Installer tool, right click on the selected IPDirector box. For more information about the Remote Installer tool, see the IPDirector Technical Reference.

   A contextual menu is displayed:

2. Select **Edit Config**.

   The IPDirector Configuration window opens:



   This window allows you to link a player channel of one specific EVS video server to one Video Display (Video Board).

3. Check the box in the **Linked** column corresponding to the player channel you want to link to the video display.
4. Select which video display device it must be linked to from the drop down list in the **Video Display** column.

Note

The linked box can be checked without being linked to a Video Display. For example, this is used when an external monitor is connected to your workstation.

5. Click **Save**.

Note

All these parameters are local to the IPDirector workstation and must be set independently on all IPDirector Workstations using the Remote Installer tool.

3.2.4. Opening the Video Display

To open the Video Display panel, select the corresponding icon 

on the IPDirector Application bar.

To open the Video Display within a Control Panel or a Playlist Panel, you need to assign the player channel linked to the A/V board to the corresponding panel. Then, you can hide or unhide the Video Display by right-clicking the panel and selecting **Show/Hide Video Display**.

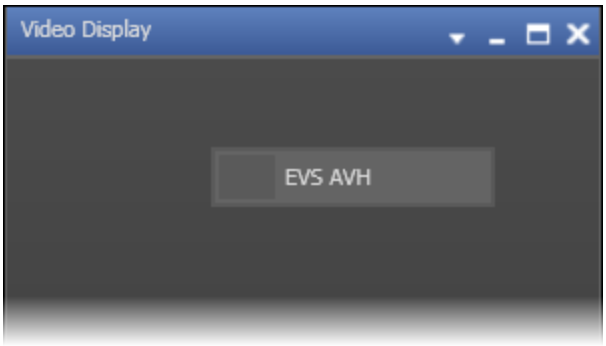
3.2.5. Selecting the A/V Board in the Video Display

When you open the Video Display module, you need to select the A/V board to be able to view the channel associated to the board.

To do so, proceed as follows:

1. Right-click the Video Display window.

   A contextual menu is displayed with the names of the A/V board(s) connected to the IPDirector workstation.



2. Select **EVS AVH.**

The media loaded on the player channel linked to the A/V board will be displayed in the Video Display window.

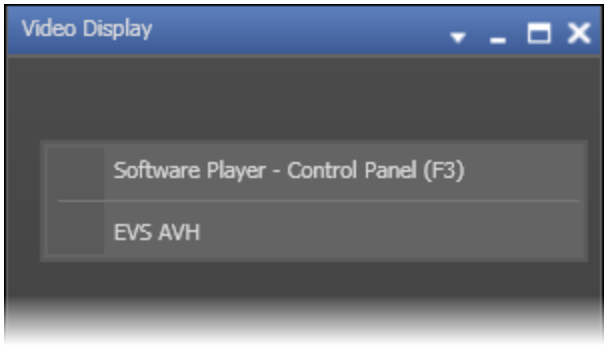
3.3. Using the Software Player and the Video Display

3.3.1. Introduction

The Software Player acts as media viewer and allows the users to browse media through the GigE network. See section "Software Player" on page 88 for more details.

3.3.2. Opening the Video Display

Media browsed through the Software Player can be viewed in the Video Display module, provided that the Software Player has previously been assigned to a Control Panel or a Playlist Panel. See section "Assigning a Player Channel or the Software Player" on page 39 for the Control Panel and the Playlist Panel user manual for the Playlist Panel. The **Software Player** option will then be available when right-clicking the Video Display window:



3.4. Video Display Options

3.4.1. Video Display Linked to the Player Channel

The table below describes the options available if you right-click the Video Display window when a media is loaded on the linked player channel.

Option	Meaning
EVS AVH Config	Opens the Audio Output Channels window allowing the selection of audio channels to be listened to. See section "Audio Configuration and Monitoring" on page 95.
Show/Hide Video Display	Displays, or not, the media in the Video Display.
4/3	Sets the video ratio to 4/3 format.
16/9	Sets the video ratio to 16/9 format.

3.4.2. Video Display Linked to the Software Player

The table below describes the options available if you right-click the Video Display window when a media is loaded on the Software Player.

Option	Meaning
OCX Audio Configuration	Opens the Audio Output Channels window allowing the selection of audio channels to be listened to and the selection of the number of audio channels for the audiometers display. See section "Audio Configuration and Monitoring" on page 95.
Show/Hide Video Display	Displays, or not, the media in the Video Display.

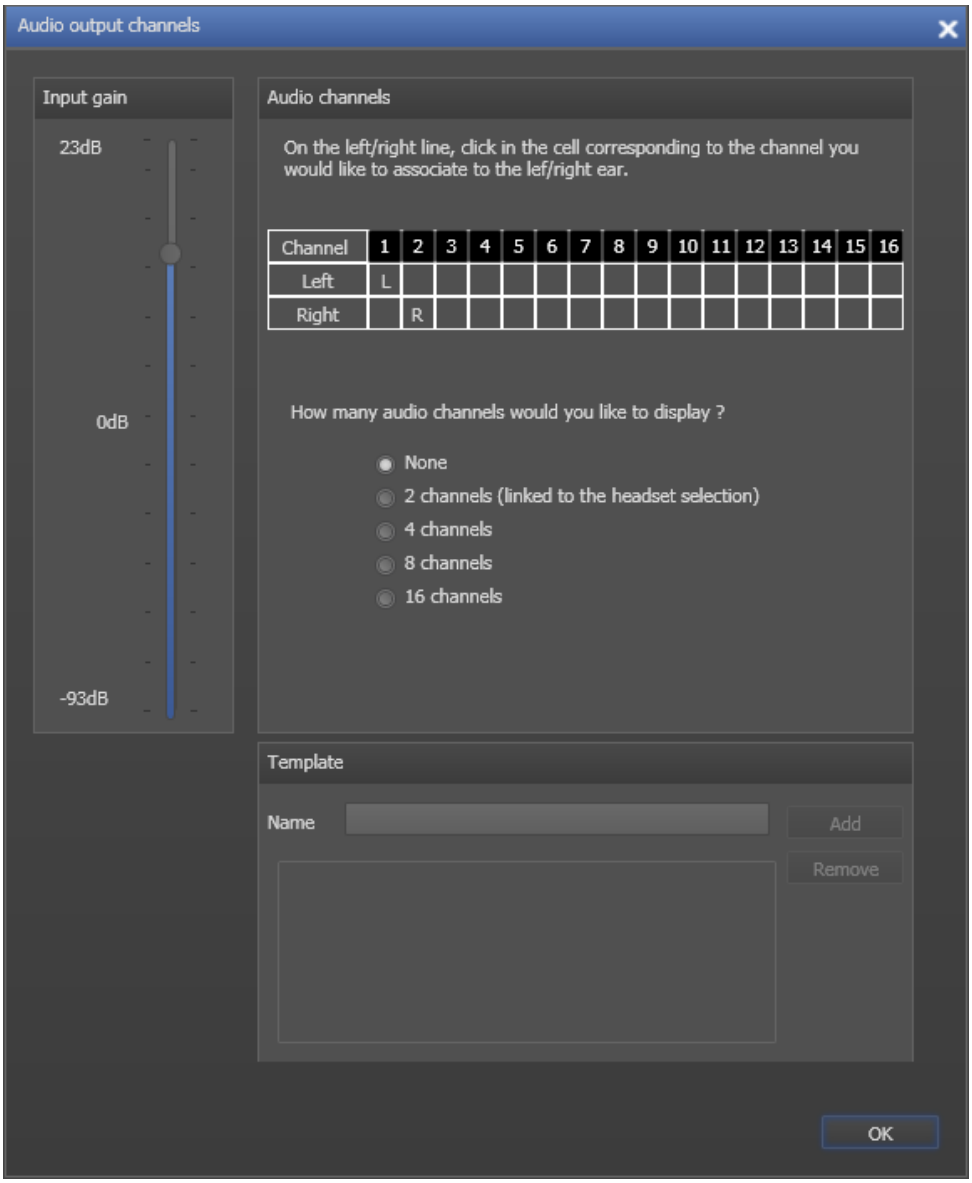
3.5. Audio Configuration and Monitoring

3.5.1. Audio Configuration

To select the audio channels you want to listen to, proceed as follows:

1. Right-click on the Video Display.
2. Select **OCX Audio Configuration** from the contextual menu.

The Audio Output Channels window opens:



3. On the **Left** line, click the cell corresponding to the channel you want to associate to the left ear.
4. On the **Right** line, click the cell corresponding to the channel you want to associate to the right ear.
5. If required, adjust the input gain.
6. For an easy retrieval of the configuration, you can save it:

   enter a name in the **Template Name** field and click the **Add** button.
7. Click **OK**.

The audio configuration is automatically applied.

3.5.2. Audio Level Monitoring

The audio level can be monitored with audiometers on the sides of the Video Display window when you use the Software Player.

To select the number of audio channels to be displayed, proceed as follows:

1. Right-click on the Video Display.
2. Select **OCX Audio Configuration** from the contextual menu.

   The Audio Output Channels window opens.
3. Click the radio button corresponding to the number of audio channels to display.

The audiometers are shown in the Video Display.

Example for a selection of 2 channels:

Example for a selection of 16 channels:

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