USER MANUAL
PART 6 - PLAYOUT - PLAYLIST PANEL

Version 6.0 - November 2012

IP.Director

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Improvement Requests

Your comments will help us improve the quality of the user documentation. Do not hesitate to send improvement requests, or report any error or inaccuracy on this user manual by e-mail to doc@evs.com.

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 from version 6.0 (compared to version 5.9).

In the user manual, the icon 

has been added on left margin to highlight information on new and updated features.

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

Section	Description
New Functionalities	
1.2.2 - 1.2.4 - 1.5.8 - 1.5.9 - 1.5.14 - 1.4.9	New options are available from the Playlist contextual menu or the Playlist Element 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 a playlist and the clips corresponding to the playlist elements.
1.2.1 - 1.3.7	Possibility to play a playlist with its transition effects on a single player channel.
1.3.3	Depending on the server configuration, up to 6 player channels per server are available for channel assignment to Playlist Panel.
1.4.3	At playlist 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 playlist.
1.4.5	Possibility to load a recording ingest on a Playlist Panel.
1.4.9	Possibility to delete the clips corresponding to the playlist elements from unused playlists.
1.5.5 - 1.6.3	A Super Slow Motion Clip can be inserted or restored into the playlist with its own speed.
1.8.5	Support of the 16 audio channels configurations
1.8.2 - 1.8.3	New settings have been added: • Insert SLSM clips at slo-mo speed, Split element • Status bar information
1.9	Clarification has been brought to the UNDO operations.
1.8	The OSD settings window has been moved out of the Playlist Settings category. It is one level higher.
User Interface	
1.2.1	Possibility to display audiometers in the Video Display.

Section	Description
1.2.1	The background color of the window outline has changed.
1.2.1	The "Mix on one channel" functionality of a player channel is highlighted in the window title bar.
1.2.5	The Total Playlist Duration can be shown in the Playlist Panel.
1.2.5 - 1.6.13 - 1.6.14 - 1.6.15	Based on the Settings, up to 4 parameters area can be displayed at the bottom of the Status Bar.

1. Playlist Panel

1.1. Introduction

1.1.1. Purpose and Workflow

The Playlist Panel allows multiple playlists to be made, modified and played to air using an efficient workflow with a great deal of flexibility.

Note

The Playlist Panel module is a software option, which requires the production playlist license key 50 being imported to XSecure.

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

The workflow combines four modules within the application that are needed to perform the tasks required:

- the Playlist Panel interface to manage several playlists.
- the Control Panel used for playout or browsing purposes on an EVS video server.
- the Software Player to browse clip elements via the GigE network
- the Database Explorer

The user can load an element from the Database Explorer onto a Control Panel channel to preview it before adding it to a playlist or directly insert the element into a playlist in the Playlist Panel. The element can be loaded or inserted by using drag & drop or simple mouse click operations.

Several Playlist Panels may be used at the same time.

The Playlist Panel chapter describes the management of normal playlists. Specificities about Fill and Key playlists are detailed in a dedicated chapter, in "Fill and Key Playlists" on page 160.

1.1.2. Playlist Element Types and Statuses

Possible Source Material

Whatever the source material included in the playlist, the components of the playlist are referred to as playlist elements. Various types of playlist elements can be inserted into a playlist:

- trains, XT clips, growing clips, protect media (clips associated to logs) defined on an EVS server.
- files stored on a nearline storage.
- playlists, bins.

Note

As the term "clip" refers to a logical entity which includes A/V material, we will use this term in the user manual if the elements included in a clip (XT clip, file, growing clip or protect media) are irrelevant in the context. Should we want to refer to a specific type of clip element, we would then mention this explicitly.

Virtual and Physical Playlist Elements

From IPDirector 5.8, playlists can be created with elements whose corresponding clips are not yet available on the EVS video server where the playlist will be played out. For this reason, we will distinguish the following statuses for playlist elements:

Element Status	Description
Physical playlist element	Playlist element which is available on an EVS video server of the XNet network.
Virtual playlist element	Playlist elements which are not yet present on an EVS video server of the XNet network. These elements still need to be restored to the EVS server.

1.1.3. Off-Line and On-Line Playlists

The playlists made up using the Playlist Panel can be created in an off-line state.

A playlist is offline when it has been created by IPDirector, but has not yet been sent to the XNet server network. Such a playlist is only defined in the IPDirector database, and can only be seen in IPDirector.

A playlist becomes on-line once it is loaded on an EVS server channel, and thus is present on an EVS server.

1.1.4. Playlists on the Playlist Panel Versus Clip-Lists on the Control Panel

With the Playlist Panel, playlist advanced functions can be used, which means that playlists with different transition effects between elements can be created in contrast to simple clip-lists from the Control Panel. A variety of playout effects can be defined such as audio and/or video transition effects, different playout speed, skipping an element, looping playlist elements. Different stop or start options can be programmed for the different elements of a playlist. Tags can be defined on playlist elements at specific timecode to carry out specific audio or video actions during playout.

1.1.5. Opening a Playlist Panel

To open a Playlist Panel, click the Playlist Panel icon on the IPDirector Application toolbar.

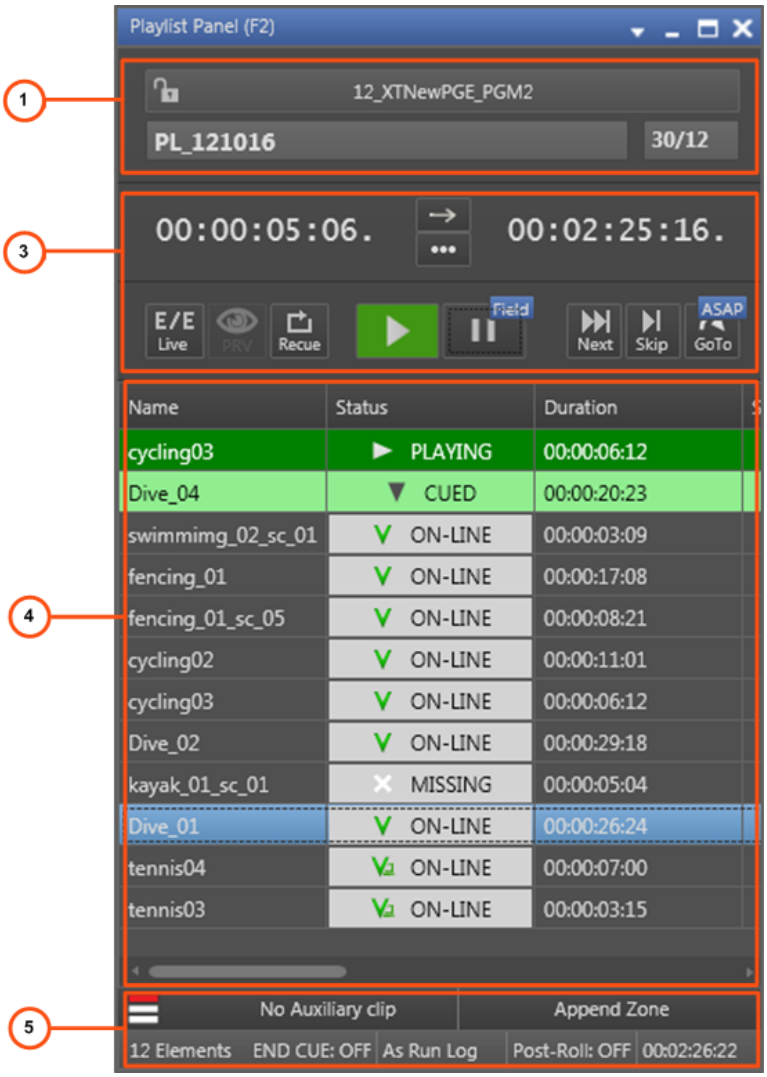
The Playlist Panel window will populate but it will be dimmed and only the **Channel Name** field, the **Playlist Name** field and the **LSM ID** field will be available.

1.2. User Interface

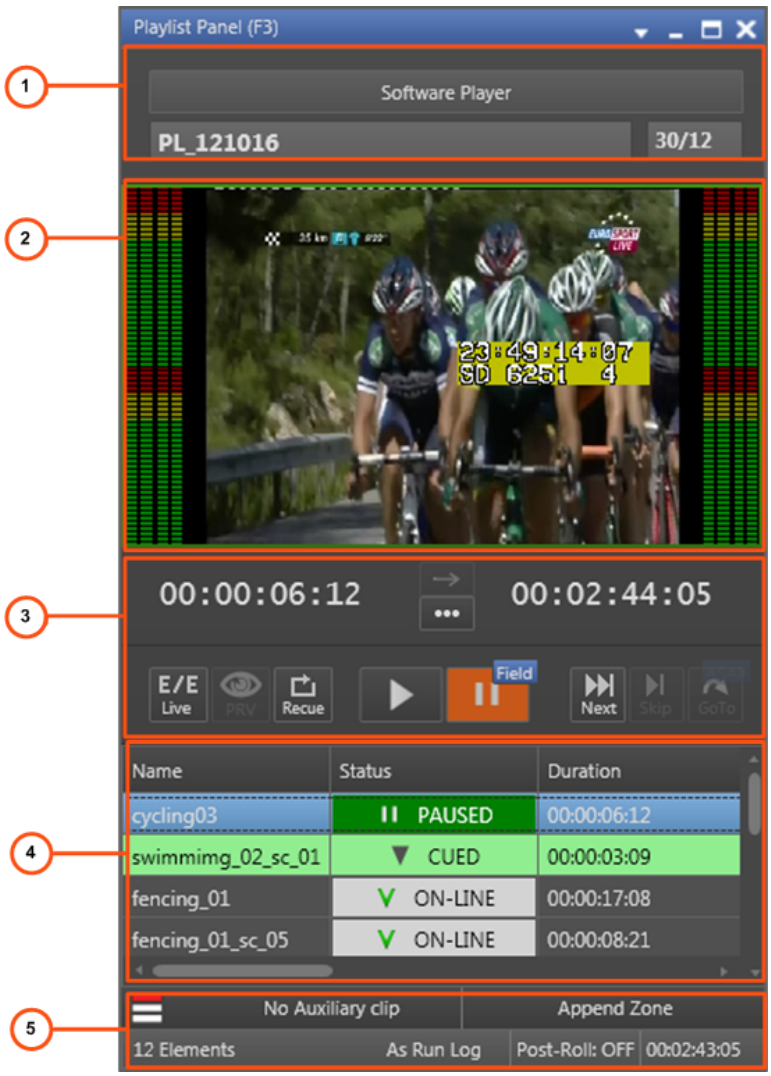
1.2.1. Overview of the Playlist Panel

Playlist Panel Outline

The Playlist Panel window contains the main areas highlighted on the following screenshot and shortly described in the table below:



When the Software Player or the player channel connected to the input of the IPDirector workstation video card is assigned to the Playlist Panel, the Video Display appears in the panel:

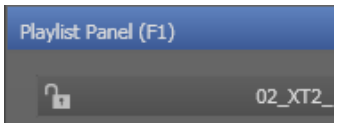
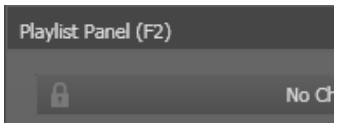
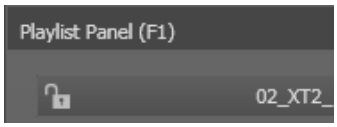
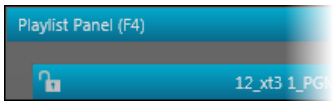


Refer to section "Video Display" for more information on the use of the Video Display.

Area		Description
1.	Loaded Media Area	This area displays the channel name and the playlist name and provides the basic functions to create or load a playlist. See section "Loaded Media Area" on page 7.
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. If the video display is already open as an independent window, no video display opens in the Player Panel, but you can monitor the commands you perform on the video display window or switch it from the independent window to the Playlist Panel. It may also show audiometers for audio monitoring. Refer to the chapter "Video Display" for a detailed description of the Video Display.
3.	Transport Functions Area	This area provides buttons to control all the required transport functions. It displays information for the current position in the list with reference to the next element and next break. See section "Transport Functions Area" on page 13.
4.	Playlist Grid	This area displays all the playlist elements in columns. See section "Playlist Grid" on page 15.
5.	Status Bar	This area displays information regarding lock on air position, Auxiliary Clip, End Cue, As run log and Post-Roll. See section "Status Bar" on page 20.

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 Playlist Panel	Black 
Focus OFF and • channel associated to the Playlist Panel and • channel not ganged or channel ganged to another one, and • no playlist element loaded on a Control Panel	Black 
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.
MIX 	Channel supporting "Mix on one channel".

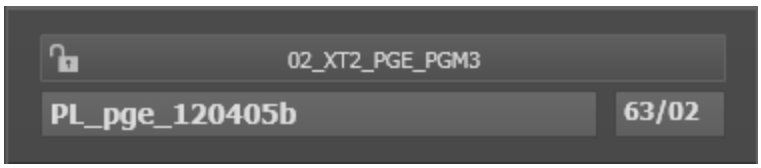
1.2.2. Loaded Media Area

Introduction

The Loaded Media area provides the basic functions to create an empty playlist and to load an existing playlist.

Overview of the Loaded Media Area

The Loaded Media area 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 27 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 8.
3.	Loaded Media Field	This field gives the name of the playlist that is loaded on the player.
4.	LSM ID Field	This field displays the LSM ID of the loaded playlist. A playlist can be loaded on the player by entering its LSM ID directly in this field. See section "How to Open or Load a Playlist via the Playlist Name or LSM ID" on page 38.

Player Field

Player Name

The **Player** field displays the name of the player associated to the Playlist Panel, or displays **No Channel** if no channel is associated to it.

or

See section "Assigning a Player Channel or the Software Player" on page 24 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 turns turquoise both in the Control Panel and in the Playlist Panel.

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 28 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 Playlist Panel. See section "Assigning a Player Channel or the Software Player" on page 24 and section "Software Player".
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 28.
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 Mode for Playout with Transition Effects" on page 29.

Menu Item	Description
ON AIR	Sets the player channel to ON AIR Status. See section "Enabling the On-Air Feature" on page 28.
Set Channel to IDLE	Sets the channel to IDLE and unloads the playlist The **E/E** and the **Recue** buttons remain available.
None	Removes the association between the Playlist Panel and the player.
Workstation Channel	Links the Playlist 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 Playlist 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 24.

Playlist Contextual Menu

A contextual menu is available via a right-click on the mouse from the Channel Media area and the Transport Functions area in the Playlist Panel.

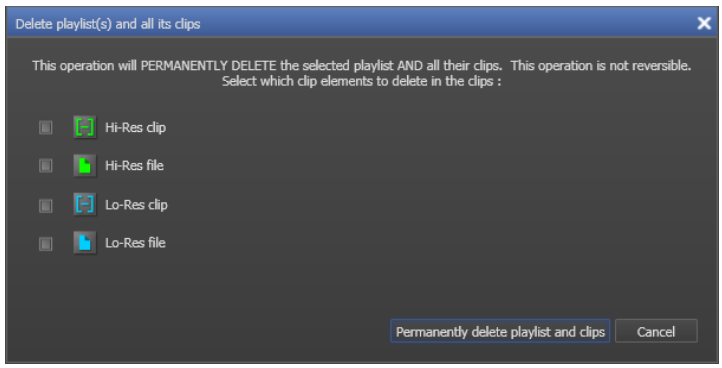
Available menu items will depend on the presence of a playlist and on the playlist type, off-line or on-line.

Note

As specific contextual menus are dedicated to some buttons or fields, it is recommended to right-click outside buttons or fields to get the Playlist contextual menu.

The following table describes all the options:

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) See section "Copying Playlist Elements Locally" on page 49 for more information. 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. See section "Transferring Playlists" on page 54.
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.

Menu Item	Description
Back up 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 type and file format are defined in the Nearline definition in the Remote Installer. See section "Transferring Playlists" on page 54.
Import	Allows importing the playlist structure and playlist related information from an XML file into IPDirector. See section "How to Import the Playlist Definition" on page 57 for more information.
Export	Allows exporting the loaded playlist structure and playlist related information from IPDirector to an XML file or CSV file. See section "How to Export the Playlist Definition" on page 55 for more information.
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 adequate visibility rights.
Edit/Rename	Opens the Edit a Playlist window in which the users can modify the properties of the playlist associated to the Playlist Panel.
Regenerate TC Output	Allows generating a continuous timecode to be able to browse a playlist easily.
Delete Playlist	Deletes the playlist associated to the Playlist Panel. The option is only available when the playlist is not loaded on a player channel.
Delete Playlists and Clips	Deletes the playlist displayed in the Playlist Panel 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 associated to the Playlist Panel. The following window opens and allows you to select the clip element types you want to delete. 

Menu Item	Description
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 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. See section "How to Delete Unused Playlists" on page 52 for more information.
Set as default playlist	Sets the loaded playlist as default playlist.
Create an off-line copy	Creates an off-line copy of the selected playlist. See section "Copying and Moving a Playlist" on page 47 for more information.
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. See section "Copying and Moving a Playlist" on page 47 information.
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. Refer to the chapter on the Database Explorer.
Properties	Displays information related to the owner and the groups the open playlist has been published to.

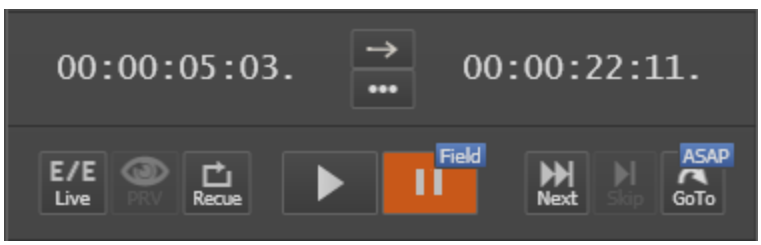
1.2.3. Transport Functions Area

Introduction

The Transport Functions area provides transport functions to navigate in the loaded element.

Overview of the Transport Functions Area

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



Area		Description / See also...
1.	Time until Transition Field	This field provides information on the remaining time till the next element starts. It is calculated taking into account the current speed. It allows to jump to a specific remaining time value. See section "How to Jump to a Remaining Time Value" on page 45.
2.	Play Mode Button	This button is used to define how the loaded item will be played: in Normal mode or in Loop mode. See section "Looping Playlist Elements During Playout" on page 109.
3.	Time Information Field	This field can be used in two ways and displays the remaining time until the next break or until the next unavailable element within the playlist. See section "Time Information Field" on page 14.
4.	Transport Commands	Those commands are used to browse in and play the loaded playlist. See section "Transport Functions" on page 42 for the list of transport buttons, shortcuts and ShuttlePRO keys. The E/E function is described in section "Loading a Train or a Recording Ingest" on page 40.

Time Information Field

This field can be used in two ways, depending on the **Remaining Time Information** setting defined in the Playlist General settings:

- The **Time until next break** information is the remaining time till the next break in the playlist.

  If the playlist has no break, the remaining time till the end of the playlist is displayed.

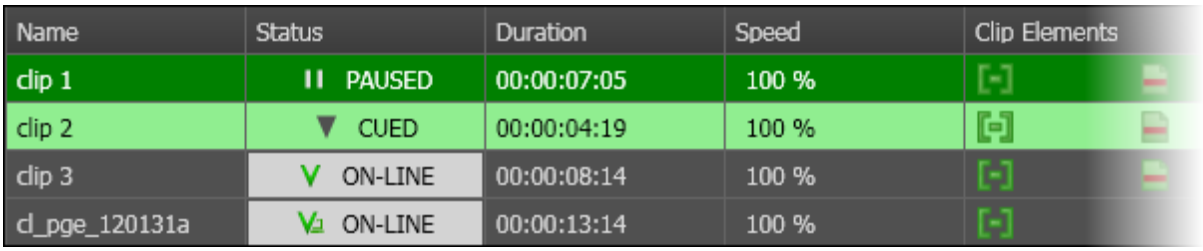
  If the playlist elements still to be played include virtual elements (without timecodes defined), no remaining time will be displayed.
- The **Time until next unavailable element** information is the remaining time till the next playlist element that is unavailable on the XNet network.

It is also calculated taking into account the current speed, and the transition information (effect duration and playlist elements speed). If the speed is unknown, the speed of the previous element will be used to calculate the value, if this is also unknown, then the previous element speed must be used etc).

Note
If the Playlist has a LOOP defined in the middle, the time until next break may not display a value due to the type of LOOP in use.

1.2.4. Playlist Grid

Introduction



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

A selected line appears on a blue background.

Playlist Element Statuses

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

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

The list below specifies the possible statuses for playlist elements:

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

Cumulative Duration

When multiple elements are selected in the playlist, a tooltip is displayed and indicates the cumulative duration of all the selected elements. The cumulative duration takes into account the following parameters: video effect, speed, still and start mode.

Grid Header Contextual Menu

Right-clicking the grid header displays the grid header contextual menu.

This menu makes it possible to perform the following actions:

Option	Description
Hide	Hides the selected column.
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.

Sorting the Elements in the Grid

You can change the sort order of data in a column by clicking the column heading.

The column heading which is used for sorting is highlighted in blue. The little triangle indicates the sorting order. Clicking the column heading again changes the sorting order from ascending to descending or vice versa.

Organizing Columns

Columns can be resized and/or re-ordered. This new organization is automatically saved and remembered. However, it is possible to reset the column organization to default by right-clicking the column headings area and selecting **Reset Grid Organization**.

Resizing Columns

A column can be resized by using the mouse pointer over columns intersection and dragging it to the right or to the left.

Re-ordering Columns

To change the columns order, proceed in one of the following ways:

Select a column heading and drag it to the left or right to the required place:

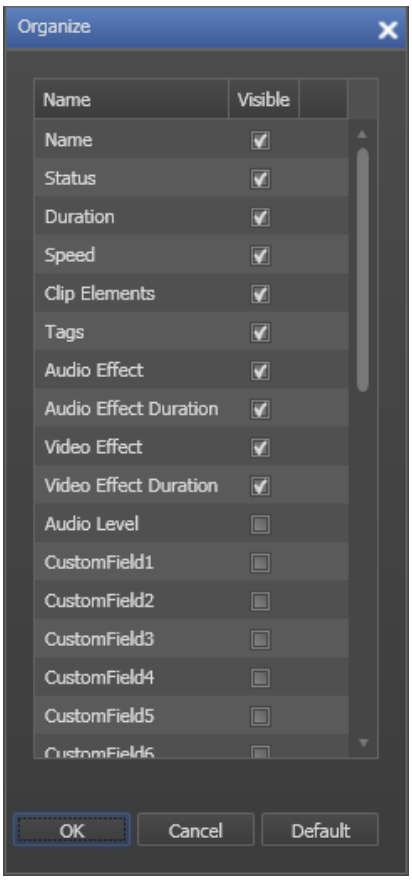
OR

1. Right-click a column heading.

   A menu is displayed.

2. Select **Organize**.

   A window opens and shows the list of columns in the current order:



3. To select the column(s) you wish to add to the view, tick the corresponding checkbox.
4. To select the column(s) you wish to remove from the view, clear the corresponding checkbox.
5. If you wish to change the display order of a column, you can drag it to a different position in the Organize window.
6. Click **OK** to confirm or **Cancel** to exit without applying the changes.

On-air Time Parameter

The on-air time is one of the parameters which can be displayed in a column. It is then mentioned for each element and provides information about when an element will be played out to air.

The on-air time calculation takes into account:

- The start time and position in the playlist
- The effect durations in the list
- The speed of the elements in the playlist

If the on-air time cannot be calculated (e.g. due to still and start modes used in the list), "--:--:--:--" is displayed.

Playlist Element Contextual Menu

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

Menu Item	Description
Remove Element	Removes one or more selected elements from the playlist. See section "Removing Elements from a Playlist" on page 71. If a group is part of the selection, all elements of the group will be removed.
Define Audio/Video Effect	Opens the Define Audio/Video Effect used to define various audio and video transition effects between elements of a playlist. See section "Adding Audio and/or Video Transition Effects" on page 82.
Define Start Mode	Opens the Define Still/Start Mode Parameters window used to define automatic starts or freezes within a playlist. See section "Stopping and/or Starting Automatically the Playout of a Playlist" on page 88.
Set Speed	Gives a choice of predefined playout speeds or allow to set a custom playout speed for the selected playlist elements. See section "Setting the Playout Speed" on page 86.
Reset Transition to Default	Reset the following playout parameters to the default values for all the selected elements: speed, still mode, start mode, A/V effect. See section "Resetting Playout Parameters to Default" on page 94.
Loop	Open the Define Loop window to defines a partial loop within the playlist, so the selected playlist elements will be played several times or indefinitely. See section "Looping Playlist Elements During Playout" on page 109.

Menu Item	Description
Insert LIVE or DELAY	Opens the Insert LIVE or DELAY window to insert a live or delayed record train into a playlist. See section "How to Insert a Live or Delayed Record Train" on page 63.
Insert/Edit Tag	Opens the Define Element Tags from which users can use several types of tags to trigger transport functions or playout effects. See section "Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects" on page 97.
Insert Comment	Opens the Insert a Comment Line window used to insert a comment line within the playlist and set its background and foreground colors. See section "Inserting Comments into a Playlist" on page 78.
Insert Freeze	Opens the Freeze window used to insert a freeze effect in a playlist element at a certain time code. See section "Inserting a Freeze Effect in a Playlist Element" on page 94.
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 section "Replacing a Portion of Playlist Element by another Clip" on page 74.
Insert a Linked Clip	Inserts a clip linked to the selected clip into the playlist. See section "Adding a Linked Clip to a Playlist" on page 75.
Replace by a Linked Clip	Replaces the selected clip by one of its linked clips. See section "Adding a Linked Clip to a Playlist" on page 75.
Insert Black Clip	Opens the Insert Black Clip window used to define the duration of the black clip that users want to insert. See section "Black Clips Management" on page 170.
Insert Virtual Element	Opens the Insert Virtual Element window from which users can define the virtual element parameters. This can be used when you already need to have your full playlist run order, but the media corresponding to a playlist element is not yet available on the XNet network See section "Inserting Virtual Elements in a Playlist" on page 65.
Group	Opens the Insert a Group window used to group the selected elements and define its name. See section "Grouping Elements in a Playlist" on page 77.
Ungroup	Removes a group previously defined. See section "Grouping Elements in a Playlist" on page 77.
Restore Elem	Restores a playlist element onto an EVS server if the corresponding clip does not contain an XT clip. See section "Restoring a Playlist Element" on page 68.

Menu Item	Description
Cut	Used in a Cut and Paste operation to move the selected element(s).
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.

All these functions are described in details in "Playlist Editing" on page 60 and "Playout Effects and Parameters" on page 82.

Selection of Elements

The selection of elements in a playlist follows the selection rules applicable in any Windows-based application.

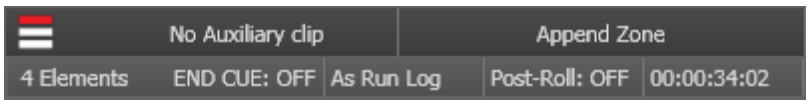
Selecting elements in a playlist is performed as follows:

- To select contiguous elements, click the first element, press **SHIFT** and click the last element.
- To select non contiguous elements, keep **CTRL** pressed while selecting the elements.
- To select a group of clips, click the group heading.

1.2.5. Status Bar

Introduction

This area displays information regarding lock on air position, Auxiliary Clip, End Cue, As run log, Post-Roll and the number of elements present in the playlist.



The Total playlist duration, the END CUE area, the As Run Log area and the post-Roll area are displayed only if this has been set under **Tools > Settings > Playlist > Colors**.

Lock On-Air Position Button

 changes to 

This option is used to keep the on-air element always visible in the playlist panel.

The "lock on-air position" mode is activated or de-activated by clicking the **Lock on-air position** button. When activated, the button background color becomes blue.

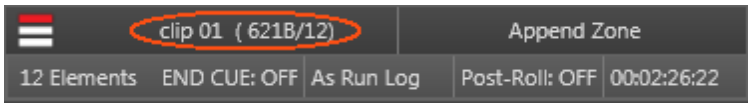
The mode is automatically reset when:

- the user scrolls in the playlist, or
- a clip, a train, a timeline or a growing clip is loaded on the channel, and consequently, the playlist is unloaded.

The **Lock on-air** button is dimmed and unavailable in each of the following cases:

- no channel is associated to the playlist panel
- no playlist is loaded
- the on-air element is not visible on the playlist panel.

Auxiliary Clip Name Area



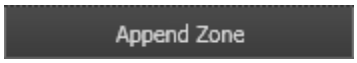
This area indicates whether an auxiliary audio clip is associated to the playlist or not.

If an auxiliary clip is associated, the area displays the name and LSM ID of the clip.

If no auxiliary clip is associated, the area displays "No Auxiliary clip":

See section "Associating an Auxiliary Audio Clip to a Playlist" on page 118 for more details on the AuxClip function.

Append Zone



The Append zone can be used to append elements such as clips, growing clips or playlists to the playlist associated to the Playlist Panel. This is done by a drag-and-drop operation from the Database Explorer. See section "Appending an Element at the End of a Playlist" on page 62.

This cannot be used to append timelines to a playlist.

Total Playlist Duration

The total playlist duration area is shown if this has been set under **Tools > Settings > Playlist > Colors**. It is displayed even if the playlist is not cued.

The duration takes the following parameters into account:

- the duration of all the playlist elements
- the speed of the playlist elements
- the transition effects duration

The duration does not take the following parameters into account:

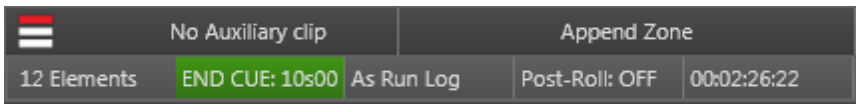
- Still/start mode
- Partial loop

The area will display "--:--:--:--" if the total playlist duration cannot be calculated, for example, when:

- A LIVE train is inserted as playlist element
- A playlist element has no OUT point defined
- A virtual element with no estimated duration has been added into the playlist.

End Cue Area

End Cue Display

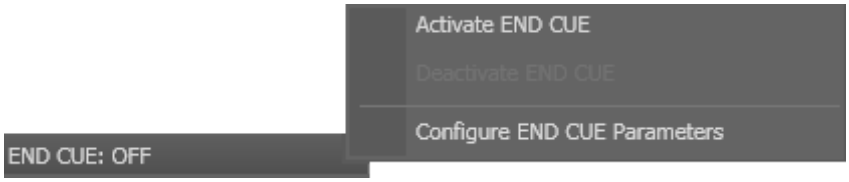


This END CUE area indicates whether the END CUE mode is activated or not.

See section "Working with End Cue" on page 119 for more details on the END CUE function.

End-Cue Contextual Menu

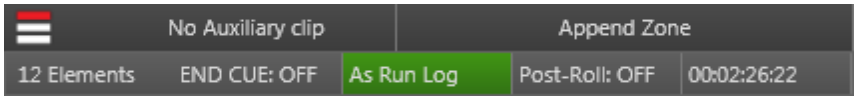
Right-clicking the END CUE area displays the END CUE contextual menu.



This menu makes it possible to

- Activate or deactivate the END CUE mode
- Configure the END CUE parameters.

As Run Log Area

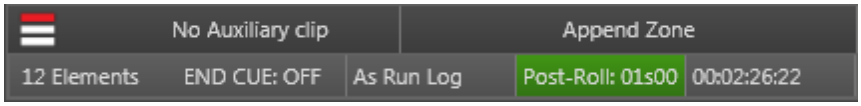


The as run log area indicates whether the as run log function is activated or not.

See section "Using As Run Log" on page 124 for more details on the as run log function.

Post Roll Area

Post-Roll Display

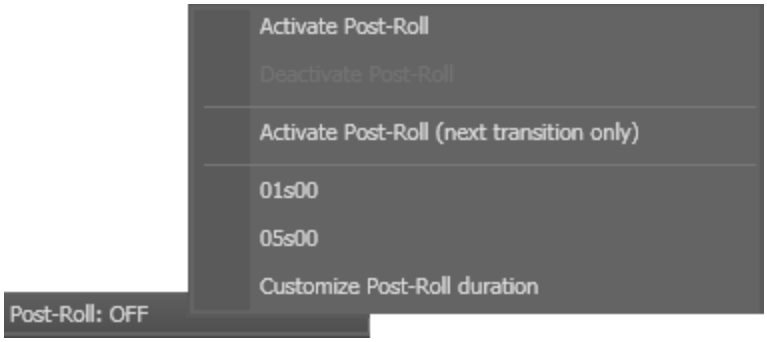


This Post-Roll area indicates whether a post roll is activated or not.

See section "Working with Post-Roll" on page 122 for more details on the Post-Roll function.

Post-Roll Contextual Menu

Right-clicking the Post-Roll area displays the Post-Roll contextual menu.



This menu makes it possible to

- Activate or deactivate the Post-Roll mode permanently
- Activate or deactivate the Post-Roll mode for the next transition only
- Select a predefined Post-Roll duration
- Customize the Post-Roll duration

1.3. Managing Player Channels

1.3.1. Introduction

A playlist will be created off-line, if it is not associated to a player channel, or on-line if it is associated to a channel. An off-line playlist can be made on-line afterwards.

You can load, browse and play an off-line or on-line playlist on the Software Player. Using the Software Player, you will be able to play all playlist elements as long as they are available on an EVS server or on an online nearline via the GigE network.

However, you will have to make the playlist on-line and manually restore the files to an EVS server if you want to play it out on a player channel.

1.3.2. Off-Line and On-Line Playlists

A playlist is off-line when it has been created by IPDirector but no data has been sent to the XNet server network and it cannot be seen in that network, it can only be seen on IPDirector workstations. An off-line playlist only exists in the IPDirector database and has no LSM ID. It can be modified and can only be viewed through the Software Player, not on the EVS server output.

A playlist is on-line when it has become present on an EVS server. An on-line playlist will have a LSM ID associated to it, as the address of where the playlist resides on the server.

On-Line Playlists and Alternative Control Protocols

Once on-line, a playlist can be accessed using any other protocol that can control an EVS server. In an environment in which some EVS servers are controlled using IPDirector only, Multicam software only, or having control of channels shared (either exclusively or in parallel) between protocols; the user rights structure of IPDirector is not applicable to channels when they are not under the exclusive control of IPDirector. Any playlist with on-line status could therefore be on-air with any system controlling the channels of an EVS server. In this case, care must be taken when manipulating an on-line playlist.

Playlist Management in Case of a Disconnection to the EVS Server

In case an EVS server is disconnected from the XNet, all playlists which were on-line on that EVS server and which were present in a bin become off-line playlists. They are still kept in the IPDirector database.

When the EVS server is reconnected later, no link is re-created between the playlist present on the EVS server and the playlist present in the bins. In this case the playlist has to be given its on-line status manually again.

1.3.3. Assigning a Player Channel or the Software Player

Introduction

There are several methods to assign a player channel to the Playlist Panel.

- Assign a channel by drag-and drop-operation from the Channel Explorer to the Playlist Panel.
- 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

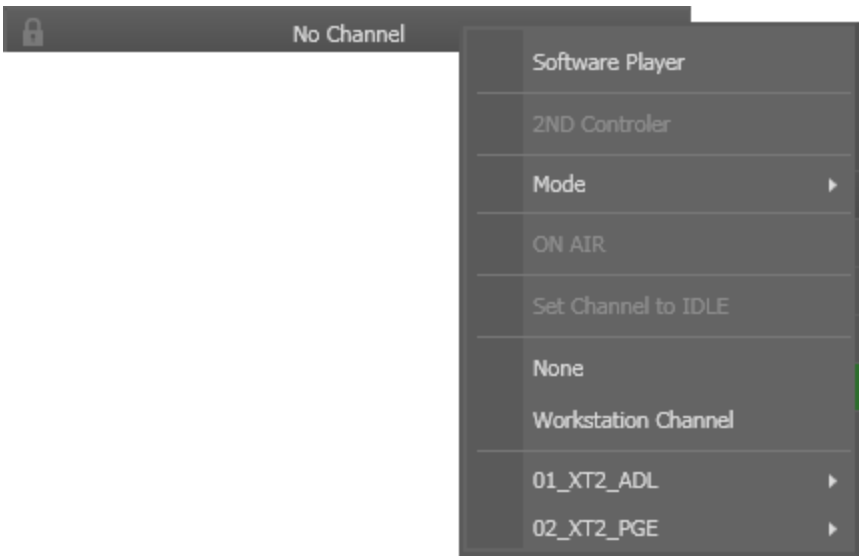
To assign a player channel to a Playlist Panel from the Channel Explorer, proceed as follows:

1. Open a Playlist Panel
2. Open the Channel Explorer
3. Drag a player channel from the Channel Explorer onto the open Playlist Panel (in the Channel Media and Transport Functions pane).

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

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

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



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

   New!

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

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

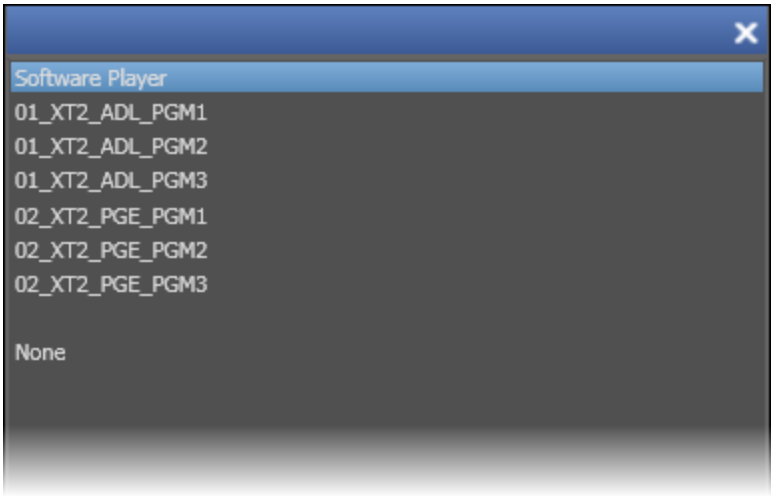
How to Control a Player with the ShuttlePRO

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



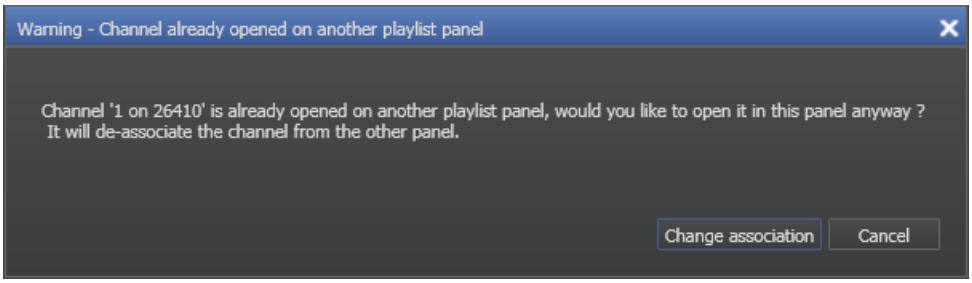
2. Use the jog dial to move through the list and highlight the required player channel or Software Player.
3. Press the **Select Player** key again to assign the channel and exit the menu.

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

Limitations to Player Assignment

Some limitations exist to the assignment of a player channel or the Software Player to a Playlist Panel.

- A player channel or the Software Player cannot be associated to two playlist panels at the same time. If you try to select it while it has already been allocated to another playlist panel, a warning message appears allowing you to change the association.



- A player channel controlled by another device cannot be selected. If there is a shared control between IPDirector and another device, it is possible to regain control from the contextual menu by selecting the **2nd controller** item in the menu. If the item is selected, it means the control has been given to the 2nd controller device. If it is not

selected, it means the IPDirector has the control of the channel. This item is only available for selection in the menu when the channel is configured in "Exclusive" mode; otherwise it is dimmed and unavailable.

- A player channel designated as a preview channel of the PGM/PRV mode cannot be selected. An error message is displayed.
- Only one instance of the Software Player can be opened at a time in IPDirector
- If the playlist is on air and you want to change the channel associated with the Playlist Panel, a warning will be given before the allocation is allowed.

1.3.4. 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.

1.3.5. 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, 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 Playlist Panel. The actions linked to the GPI keys are defined in the Input GPIs window available from the IPDirector main menu **Tools > Settings**. Refer to section "Settings" in the IPDirector 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 Playlist 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.

1.3.6. 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 Playlist 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 Playlist 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.

1.3.7. Channel Mode for Playout with Transition Effects

Introduction

New!

To be able to play the transition effects of a playlist 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 Playlist 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

New!

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.

Channel Modes

1PGM Mode

New!

When the Playlist 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 playlist elements, when using channels which do not support the "Mix on one channel" functionality.

The preview channel can be used with a Control Panel 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.

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.

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

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

Summary

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

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)

1.4. Playlist Management

1.4.1. Overview of the Section

This section describes the basics actions which can be performed on playlists, i.e. information on the following topics:

Section
"Creating Playlists" on page 32
"Moving within a Playlist Element" on page 42
"Modifying Playlist Information" on page 46

Section
"Copying and Moving a Playlist" on page 47
"Deleting Playlists" on page 50
"Publishing Playlists" on page 53
"Transferring Playlists" on page 54
"Importing and Exporting the Playlist Definition" on page 55
"Generating Continuous T/C Track" on page 58

1.4.2. Overview of Playlist Management Processes

Introduction

From IPDirector V5.8, you can include XT clips or files, or even virtual elements (playlist elements whose content is not yet available on the XNet or GigE network) in playlists. This brings much more variety in the way users can manage playlists in IPDirector.

This section gives you an overview on the possible ways to manage playlists in IPDirector, which mainly depends on:

- where the media to be added to the playlist is stored, and whether it is already available when the playlist is created.
- which use you will make of your playlist once it has been created.

Creating an On-line Playlist on an EVS Video Server

The requested clips are present on an EVS server.

The playlist to be created will be directly played, and possibly dumped to external drives or tapes.

#	Action	See section...
1.	Create an on-line playlist on a player channel, and define it as the default playlist.	"Creating Playlists" on page 32.
2.	If necessary, retrim the requested clips and add them to the default playlist.	"Adding Elements to a Playlist" on page 60.
3.	Play the playlist out.	
4.	If necessary, export the playlist to an archive system or to an external drive.	"Transferring Playlists" on page 54.

Creating an Off-line Playlist from a Nearline Storage

The clips to be included in the playlist are present on a nearline storage (SAN, IPDrive,…), but not (all) on an EVS server.

The playlist to be created can be sent to a target for further editing on an NLE system (AVID, FCP, CE,…) and/or restored to the server when it has to be played out.

#	Action	See section...
1.	Sort the files present on the nearline using the Software Player, and place them into a bin.	
2.	Create an off-line playlist on the Software Player, and define it as the default playlist.	"Creating Playlists" on page 32.
3.	Add the clips (files and possibly some XT clips) into the playlist.	"Adding Elements to a Playlist" on page 60.
4.	Select a player channel and restore the files on an online EVS server. OR Send the playlist (EDL + clips) to a target corresponding to the NLE system in which you need to further edit the playlist.	"Restoring a Playlist Element" on page 68. OR "Transferring Playlists" on page 54.

Creating a Playlist with Virtual Playlist Elements

In some production workflows, the playlist definition is based on a rundown managed by a Newsroom Computer System (NRCS). The playlist definition is thus automatically imported into IPDirector, whereas the clips themselves are not yet available on the XNet network or on the GigE network.

In other workflows, the playlists are created manually in IPDirector, but some clips will only be available on the XNet network or on the GigE network later on.

The playlist elements that are not yet available are created as virtual playlist elements in IPDirector. Once an element becomes available on the XNet Network, it is automatically associated and the virtual element disappears.

See section "Inserting Virtual Elements in a Playlist" on page 65 for more information.

1.4.3. Creating Playlists

Introduction

Playlists can be created on-line or off-line, depending on whether a channel is assigned to it or not.

- A playlist can be created on-line if a channel has been first assigned to the Playlist Panel. The system immediately puts the playlist on-line on that EVS server.

- An off-line playlist is a playlist created without associating it to a channel. You can browse and play an off-line playlist on the Software Player.

  The off-line playlist can also be made on-line afterwards. See section "How to Make a Playlist On-Line" on page 34.

Note

When creating a playlist, different types of playlists can be defined: Normal, Fill or Key. The following sections refer to Normal playlists for specificities of Fill and Key playlists.

How to Create a New Playlist

You can create a new on-line or off-line playlist

- from the Playlist Panel,

OR

- from the Database Explorer.

To create a new playlist from the Playlist Panel, proceed as follows:

1. Open a Playlist Panel.
2. If requested, associate the Playlist Panel to the Software Player or to a player channel (for an on-line playlist).
3. Right-click the **Playlist Name** field.
4. Select **New Playlist** from the contextual menu.

   The Create a New Playlist window is displayed. See section "Create a New Playlist Window" on page 34 for more details on this window.
5. Fill in a playlist name and any desired information.
6. Click the **OK** button or the **ENTER** key.

The playlist is created (on-line or off-line), but it is empty.

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

1. Open the Database Explorer and select the Playlists tree view.
2. Do one of the following:
   - Right-click the playlists list

     The Playlist contextual menu opens.

   OR

   - right-click the sub-branch (off-line or on-line > XT number) in the playlists tree view

     A contextual menu opens.
3. Select **New Playlist** from the contextual menu.

   The Create a New Playlist window is displayed. See section "Create a New Playlist Window" on page 34 for more details on this window.
4. Fill in a playlist name and any desired information.
5. Click the **OK** button or the **ENTER** key.

The playlist is created (off-line or on-line), but it is empty.

How to Make a Playlist On-Line

There are several ways to make an off-line playlist become on-line:

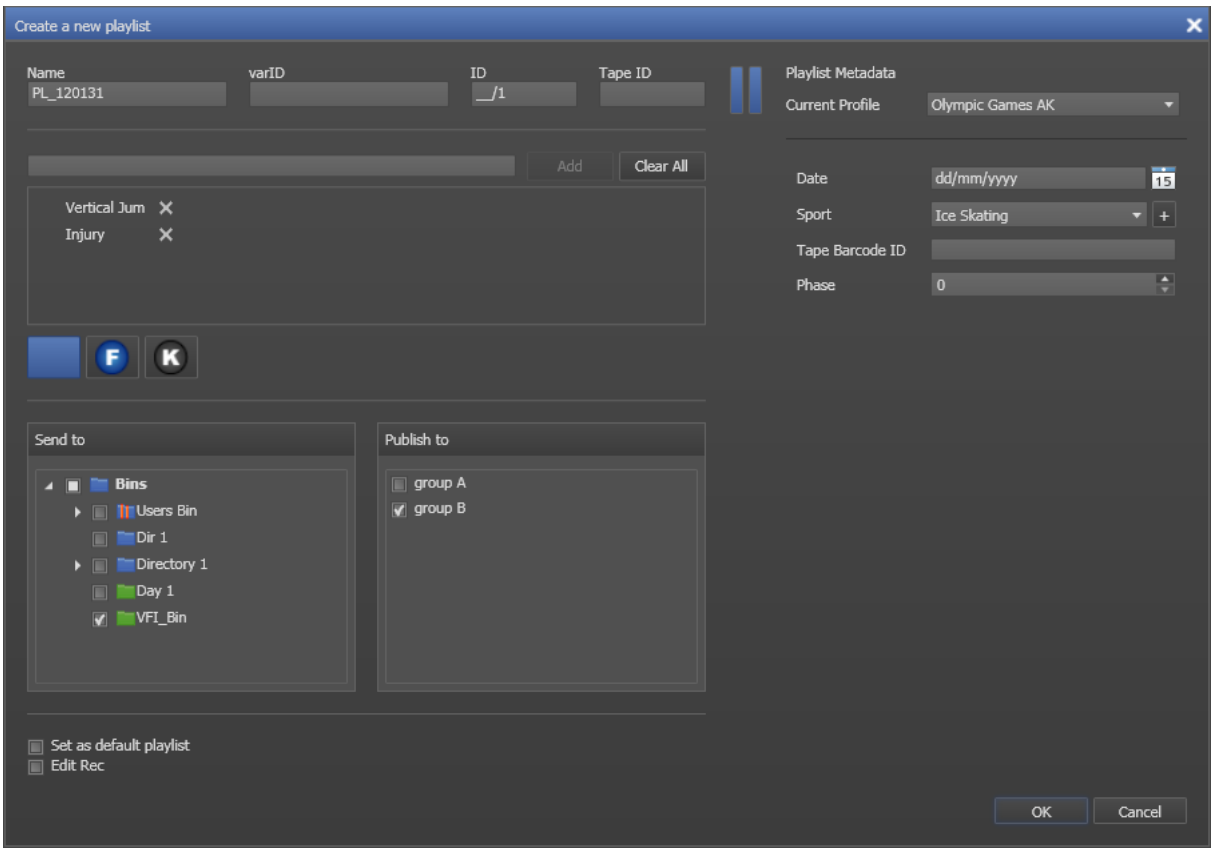
- Create or Load the off-line playlist on the Playlist Panel and then right-click the Player field and select a channel.
- Select a channel on the Playlist Panel first and then drag a playlist from the Database Explorer window onto the top part of the Playlist Panel. This action will remove any existing playlist previously loaded on the channel, replace it with the off-line playlist and make it on-line.

The playlist receives a LSM ID which appears in the **LSM ID** field of the Playlist Panel as well as in the **LSM ID** column of the Database Explorer.

Create a New Playlist Window

Window Overview

While creating a new playlist, the Create a New Playlist window will open. This window makes it possible to enter general and customer-defined data (called "metadata") for the playlist.



The New Playlist window is divided into two panes:

- The left pane contains the playlist information, i.e. playlist data in general and in relation with IPDirector.

  It is always displayed.

- The right pane contains the playlist Metadata, i.e. playlist data based on customer-specific fields.

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

Fields in the New Playlist Window

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

The Playlist Information pane contains the following fields:

Field	Description
Name	User-defined 24-character name for the playlist.
VarID	VarID is a 32-character ID with variable length and format. It is automatically assigned to new playlist elements. It is mainly used to ensure redundancy on the system. It can be unique for an item on the EVS server level or on the XNet network level, depending on EVS server settings.
ID	LSM ID, i.e. location where the playlist will be stored on the XNet network. This numbering is based on the numbering of the LSM operational mode.
Tape ID	This identifies the tape on which the playlist is stored.
Keywords	The Keyword area allows you to assign up to five keywords to a playlist 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. Please refer to the Keyword Management chapter of the IPDirector user manual for more information on how to maintain keywords and assign them to media.
Playlist Type	Type of playlist in relation with the Fill and Key function. The possible values are "Normal", "Fill", and "Key". See section "Fill and Key Playlists" on page 160 for more information. Note If the playlist is created from a panel associated to a Fill (or Key channel), the Fill (or Key) type is automatically selected.

Field	Description
Send to	Provides a submenu with the list of possible destinations to which the selected playlist can be sent. Possible destinations, depending on the XNet network, are: • the user's default bin • a default archive target • the bins configured in IPDirector and for which the user has write access right 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 Playlist Panel, the Database Explorer or the Control Panel.
Publish to	User groups to which the playlist can be published, i.e. made available. Select the user groups to which the playlist should be published.
Set as default playlist checkbox	When the checkbox is selected, the new playlist is defined as the default playlist.
Editrec Playlist	When the checkbox is ticked, the new playlist is created as an Editrec playlist, hence it is editable by a linear editing controller. See section "Creating an Editrec Playlist" on page 36 for more information.

The Playlist Metadata pane contains the following fields:

Field	Description
Current Profile	Drop-down list in which the users can select a Metadata profile other than the current one, if they have appropriate user rights. The selected profile will be applied to the new playlist. By default, the default playlist profile specified in the menu **Metadata > Metadata Profile Management Window** is automatically applied with its fields and default values to each new playlist. Refer to section "Metadata Management" in the user manual for more information on Metadata Profile management.
Metadata Profile fields	The user can modify the values of the playlist profile fields. The modifications will only apply to the playlist and not impact the default values of the profile.

Creating an Editrec Playlist

Introduction

The EditRec is a server operating mode which emulates the VTR linear editing used in Linear Edit Suite. This mode needs to work with a specific playlist to simulate the VTR tape: a playlist with a black clip of 23h55m.

IPDirector can be used to create and finalize (close) this specific Playlist.

For more information about EditRec, refer to the EditRec manual.

Procedure

Proceed as follows to prepare an Editrec playlist in IPDirector.

Note

You need to launch an Editrec configuration on the associated EVS server.

1. In the Playlist Panel, create a new playlist and tick **Editrec Playlist** check box in the Create a New Playlist window.

   This creates a new "open" playlist that contains a black clip of 23h55m.

2. Load the playlist on one of the Editrec channels.

   The users can then directly edit the playlist with a linear editing controller device.

3. When the playlist is finalized, close the playlist in IPDirector by clicking the E/E button.

   This closes the playlist and removes the black clip extension at the beginning and end of the playlist (initially used for the Tape simulation). The playlist then becomes a standard LSM playlist.

1.4.4. Opening and Loading a Playlist

Definitions

Opening a Playlist

Opening a playlist in the Playlist Panel consists of displaying all playlist information in the Playlist Panel, when no channel is associated with it. All functions are dimmed and inactive with the exception of the **Player** field, the **LSM ID** field and the Playlist grid which can be accessed. Elements can be added, removed and re-ordered, transition types and durations can be modified but the playlist cannot be viewed or played on the EVS server output or on the Software Player.

Loading a Playlist

The action of loading a playlist means that a player must be associated with the Playlist Panel to load a playlist on it.

When a player has been associated with the Playlist Panel, a playlist can be loaded on it and played back to air.

When an off-line playlist is loaded on the Playlist Panel, it automatically becomes on-line on the EVS server of the controlled channel.

When a distant playlist is loaded on the Playlist Panel, it is automatically copied to the EVS server of the controlled channel.

Note

The following sections refer to Normal playlists. See section "Fill and Key Playlists" on page 160 for specificities of Fill and Key playlists.

Possible Ways to Open or Load a Playlist

There are several ways to open or to load a playlist into the Playlist Panel.

- Drag a playlist from the Database Explorer
- Enter the playlist name in the **Playlist Name** field
- Enter the playlist LSM ID into the **LSM ID** field

Limitations for Loading a Playlist

To be able to load a playlist on a channel, the following conditions must be met:

- the channel is not locked,
- the user has the rights to control the channel,
- the control of the channel has not been given to a secondary controller.

How to Open or Load a Playlist by a Drag-and-Drop Operation

To open or load a playlist by dragging it from the Bins or Playlists tree view of the Database Explorer to the Playlist Panel, proceed as follows:

1. Assign a player to the Playlist Panel if yopu want to load the playlist.
2. Select the playlist to open in the Bins or Playlists tree view of the Database Explorer.
3. Drag it onto the top part (Loaded Media and Transport Functions Areas) of the Playlist Panel.

Note

Dragging it into the Playlist grid would insert the playlist into the previously loaded one.

If a player has been assigned, the playlist will then be loaded on the IN point of the first element.

If another playlist had previously been loaded in the Playlist Panel, this latter is replaced by the new one on the Playlist Panel.

How to Open or Load a Playlist via the Playlist Name or LSM ID

You can open or load a playlist by entering its playlist name or LSM ID.

To do so, proceed as follows:

1. Assign a player to the Playlist Panel if yopu want to load the playlist.
2. Type either
   - the playlist name in the Playlist Name field. If the playlist name entered by the operator is found several times in the database, the last playlist created with that name in the database is considered.

   OR
   - the LSM ID in the **LSM ID** field.
3. Press **ENTER**.

If a player has been assigned, the playlist will then be loaded on the IN point of the first element.

If another playlist had previously been loaded, this latter is replaced by the new one on the Playlist Panel.

Cuing up a Playlist or a Playlist Element to the Player Channel

How to Cue up a Playlist

The Recue function re-loads the playlist on the first frame of the first element.

When a playlist is loaded on a player channel or the Software Player associated to a Playlist Panel, loading an element type (clip, train, growing clip) on the same channel will unload the playlist from the channel. However, it is still possible to load it again on the associated player.

It is possible to recue the playlist in one of the following ways:

- Double-click the first element of the playlist in the Playlist Panel

OR

- Use the Recue function:

Operation	User Interface Button	Keyboard Shortcut
Recue		

How to Cue a Playlist Element

To cue up one particular element of the playlist:

- double-click it on the Playlist Panel, if the **Disable Double-Click on Playlist** option has not been selected under Settings > Playlist > General
- Use one of the ShuttlePRO keys:

Operation	ShuttlePRO key
Previous Playlist Element (only in Edit mode)	
Next Playlist Element (In Edit or Play modes)	

The corresponding element will then be loaded. The playlist will cue up on the first frame of that element.

Loading a Playlist Element onto the Control Panel

It is possible to load a playlist element onto the Control Panel. See the corresponding section in the chapter "Control Panel".

1.4.5. Loading a Train or a Recording Ingest

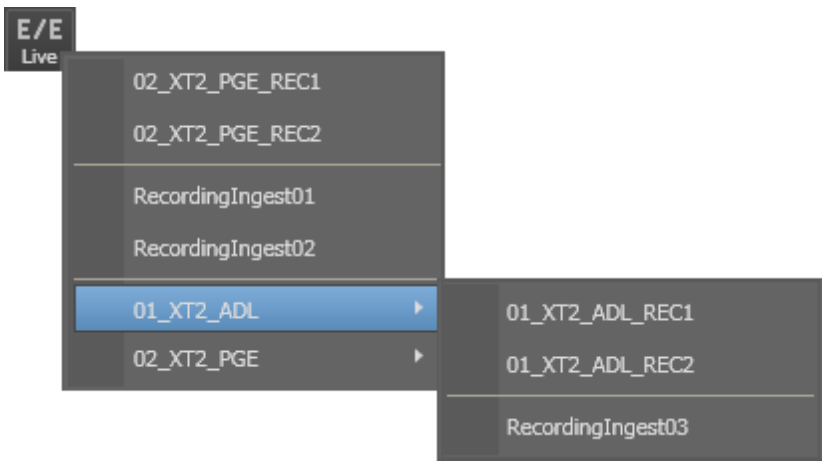
Introduction

When a playlist is loaded on a player channel or the Software Player, it is possible to load a train or a recording ingest on that player from the Playlist Panel.

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

New!

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.

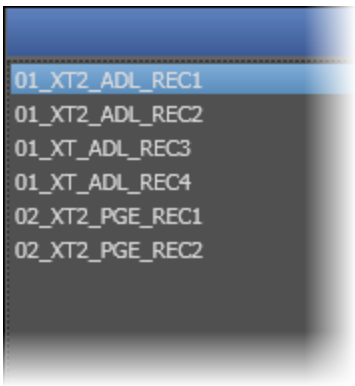
Selecting a recording ingest directly loads it at its currently recording position (OUT point) and plays it.

How to Select a Train with the ShuttlePRO Key

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

How to Reload the Last Loaded Train or Recording Ingest

New!

If a playlist element is loaded on a player channel or the Software Player, 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.

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
		

1.4.6. Moving within a Playlist Element

Introduction

The Transport Functions area provides transport buttons to navigate in the loaded element. In addition, two options enable the users to define a point in time where they want the system to jump to, within a playlist element. This permits the review of a specific part of a subject before it is played out.

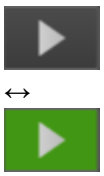
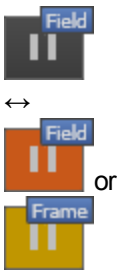
Transport Functions

Transport Buttons and Shortcuts

The playlist transport can be controlled by multiple methods:

1. Using a mouse on the Playlist Panel
2. Using Keyboard Shortcuts
3. Using a ShuttlePRO controller
4. Triggered by a GPI to the EVS server

The following table gives the meaning of each transport operation which can be used.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Play				Starts to play the loaded media at 100% for normal clips, and at 33% for "SLSM clips 3x" or at 50% for "SLSM clips 2x" if this has been set.
Pause				Stops the playout of an element in the loaded playlist at the current position. See section "Pause Button Contextual Menu" on page 45.
Fast Rewind				Starts moving backwards through the media at the preset speed.
Fast Forward				Starts moving forward through the media at preset speed.
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 Element				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.

Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Skip Element				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, as shown by the highlight on the list moving to the next element each time. See section "How to Skip Elements Once During Playout" on page 108.
Exit Loop	 or			Quickly exits a partial loop. When elements are played within a loop and the operator uses the **GOTO Element** function, the system jumps on the selected element in the playlist, according to the selected Exit Loop mode, i.e. as soon as possible or when the OUT point of the current element is reached. See section "Exiting a Loop" on page 114.
Go to Element Timecode				Opens the GoTo Element Timecode zone from which you can enter a defined timecode within the selected element to jump to. See section "How to Jump to an Element Timecode" on page 46.

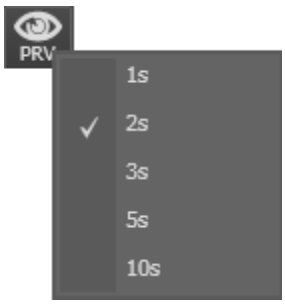
Operation	User Interface Button	Keyboard Shortcut	ShuttlePRO key	Description
Preview Transition				Starts the playout before the element transition, for the duration of the pre-roll. See section "Preview Transition Contextual Menu" on page 45.

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.

Preview Transition Contextual Menu

The users may select a pre-roll time to the transition by right-clicking the **Preview Transition** button and selecting a value from the list provided.



How to Jump to a Remaining Time Value

From the **Time until Transition** field, it is possible to perform a jump to a defined time before the OUT point of a selected element. To do so, proceed as follows:

1. Select a playlist element.
2. Click in the **Time Until Transition** field

   OR

   press  key.

   The value displayed is "00:00:00:00".

3. Enter the remaining time duration, corresponding to the point you want the system jumps to.
4. Press **ENTER**.

The system jumps to the timecode corresponding to the remaining time duration before the OUT point.

How to Jump to an Element Timecode

To jump to a specific timecode within an element, proceed as follows:

1. Select a playlist element.
2. Click in the **GoTo Element Timecode** button 

   OR

   press  key.

   The GoTo Element Timecode zone is displayed.

3. Enter the timecode value, corresponding to the point you want the system jumps to.
4. Press **ENTER**.

The system jumps to the defined timecode of the selected element.

1.4.7. Modifying Playlist Information

Various Options

Modifying playlist information, such as name, tape ID, keywords, playlist type, sent to destinations, published to groups, metadata, is allowed either in the Playlist Panel, in the Clip-List tab of the Control Panel or in the Playlist tree view of the Database Explorer.

To modify playlist information via the Control Panel, refer to the section "Modifying Media Information" of the Control Panel chapter in part 5 of the user manual.

To modify playlist information via the Database Explorer, refer to the section Playlist Contextual Menu of the Database Explorer chapter in part 3 of the user manual.

How to Modify Playlist Information or Rename a Loaded Playlist

To modify playlist information via the Playlist Panel, proceed as follows:

1. Load the playlist in the Playlist Panel.
2. Right-click on the **Playlist Name** field.

   The Playlist contextual menu opens.

3. Select **Edit/Rename** from the contextual menu.

   The Edit a Playlist window is displayed.

4. Modify he information, e.g. name, keywords, Metadata. See section "Renaming or Modifying Information of a Fill or Key Playlist" on page 165 for modification of the playlist type.

5. Click the **OK** button.

The playlist is modified.

1.4.8. Copying or Moving Playlists and Playlist Elements

Copying and Moving a Playlist

Introduction

You can copy or move an off-line or on-line playlist. The copied or moved playlist can be off-line or on-line on an EVS server, whatever the status of the initial playlist.

Several ways of copying or moving a playlist are allowed:

- from the Playlist contextual menu in the Playlist Panel, OR
- from the Playlist contextual menu in the Database Explorer.
- by drag-and-drop operation in the Database Explorer. Refer to part 3 of the user manual.

How to Copy or Move a Playlist

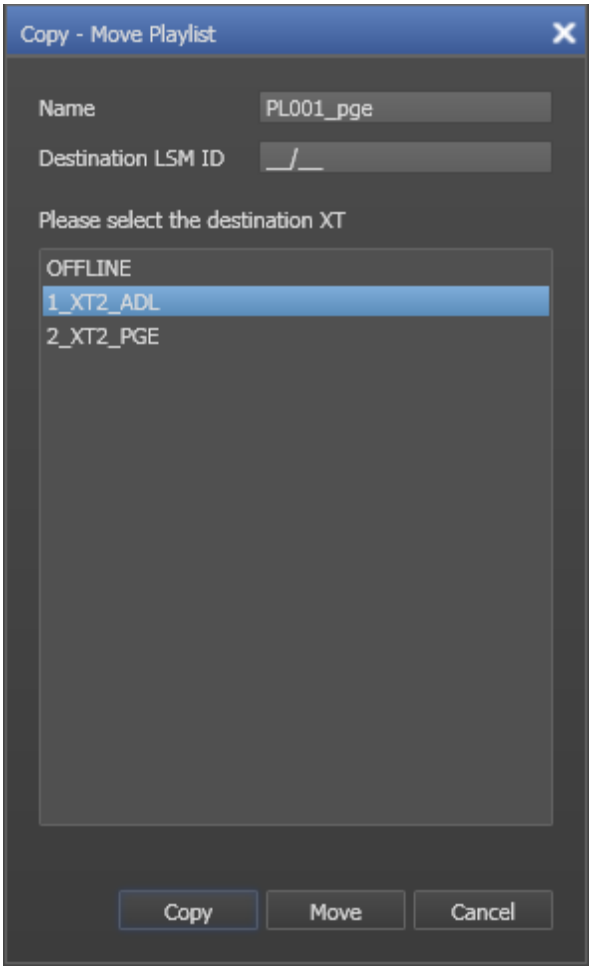
In the Playlist Panel, proceed as follows to copy or move the loaded playlist:

1. When the playlist is loaded on the Playlist Panel, right-click the Transport Functions area.

   The Playlist contextual menu is displayed.

2. Select **Copy/Move Playlist** in the contextual menu.

   The Copy/Move Playlist window is displayed.



3. To specify the destination, select one of the following:
   - to copy or move the playlist on-line, select the EVS server on which it should be put on-line. It is possible to specify the destination LSM ID.
   - to copy or move the playlist off-line, select "OFFLINE".
4. To specify the type of action, select one of the following:
   - to copy the playlist, select the **Copy** button.

     In this case, the initial playlist will be preserved in its original status and location. The copied playlist has the same name, and gets a new LSM ID (if on-line copy).
   - to move the playlist, select the **Move** button.

     In this case, the initial playlist status and location will be modified according to the selected destination. The moved playlist has the same name, and gets a new LSM ID (if on-line move).

The initial playlist is moved or copied according to the action the user has performed. You can find an overview on all possible actions in the Copy/Move window in "Overview of Possible Actions in the Copy/Move Window" on page 49.

Note

The **Create an off-line copy** command in the contextual menu corresponds to the same action as a copy to an "OFFLINE" destination in the Copy/Move window.

Overview of Possible Actions in the Copy/Move Window

The following table provides an overview on the possible copy and move actions, and specifies the consequences on the LSM ID and the VarID.

Initial Playlist	Copy ...	Move ...
On-line playlist	to off-line playlist: • No LSM ID • No VarID	to off-line playlist: This puts the playlist off-line. • No LSM ID • VarID kept
	to on-line playlist: • New LSM ID • New VarID	to on-line playlist: This moves the playlist. • New LSM ID • VarID kept
Off-line playlist	to off-line playlist: • No LSM ID • No VarID (except if it already exists)	to off-line playlist: This moves the playlist. • No LSM ID • No VarID (except if it already exists)
	to on-line playlist: • LSM ID assigned • New VarID	to on-line playlist: This puts the playlist on-line. • LSM ID assigned • VarID kept

Copying Playlist Elements Locally

How to Copy Playlist Elements Locally

When you want to make the playlist elements local before diffusing your on-line playlist, you can copy the playlist elements locally as follows;

1. When the on-line playlist is loaded on a player channel in the Playlist Panel, right-click the Transport Functions area.

   The Playlist contextual menu is displayed.

2. Select **Copy clips locally** in the contextual menu, and then choose one of the following options:
   - **Copy long** (copy of the original clip, with its guardbands)
   - **Copy short** (copy of the playlist element, with guardbands as defined in the settings).

The clips corresponding to the playlist elements are automatically copied to the local EVS server, and their new LSM ID is displayed in the element list.

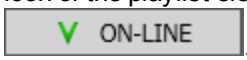
You can find more information on the consequences of the local copy in "Result of a Local Copy Process" on page 50.

Note
In case a playlist element is not on-line on an EVS server, the Copy Clips Locally option will result in restoring the clip on a server. See section "Restoring a Playlist Element" on page 68.

Result of a Local Copy Process

The local copy process leads to the following changes in the user interface:

- The **Status** icon of the playlist element changes from distant clip 

to local clip 

.
- In case of a short copy, the VarID is regenerated.
- When the material is not yet on-line on the XNet network, the playlist element is automatically restored into a local clip.
- If the clip corresponding to the playlist element does not contain hi-res content, a message will inform the user that there is no material available to restore the element.

1.4.9. Deleting Playlists

Various Options

Deleting playlist is allowed either in the Playlist Panel, in the Clip-List tab of the Control Panel or in the Playlist tree view of the Database Explorer. Refer to the section "Playlist Contextual Menu" of each chapter for more information.

How to Delete an Off-Line Playlist

To delete an off-line playlist from the Playlist Panel, proceed as follows:

1. Right-click the Loaded Media and Transport Functions Panes.

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

   A confirmation message is displayed.
3. Confirm the operation.

The playlist is deleted from the IPD database and from all bins in which it was included.

How to Delete an On-Line Playlist

To delete an on-line playlist from the Playlist Panel, proceed as follows:

1. If the playlist is loaded on a channel, it cannot be deleted. Click the 

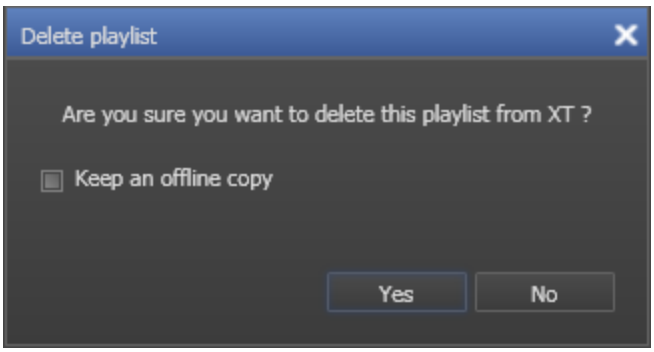
button to unload the playlist.

2. Right-click the Loaded Media and Transport Functions Panes.

   The Playlist contextual menu is displayed.

3. Select **Delete Playlist.**

   A confirmation message is displayed.



4. Indicate whether you want to keep an off-line copy.
5. Confirm the operation.

If you asked to keep an off-line copy, the playlist is deleted from the EVS server but is kept off-line in the IPD database. It is not removed from bins.

If you did not ask to keep an off-line copy, the playlist is deleted from the IPD database and from all bins in which it was included.

How to Delete a Playlist and its Clips

It is possible to permanently delete a playlist and all the clips corresponding to the playlist elements, provided that they are not inserted into another playlist. The option is only available when the playlist is not loaded on a player channel.

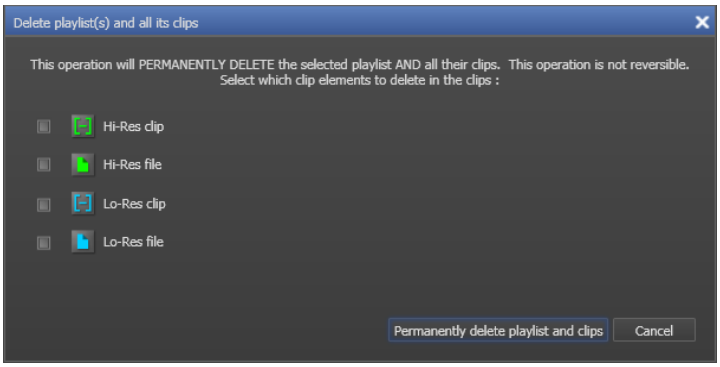
To do so, proceed as follows:

1. Right-click the Loaded Media and Transport Functions Panes.

   The Playlist contextual menu is displayed.

2. Select **Delete Playlist and Clips.**

   The Delete Playlist and all its Clips window opens:



3. Select the element types you want to delete.
4. Click Permanently Delete Playlist and Clips.

How to Delete Unused Playlists

You have the possibility to delete all unused playlists or a selection of unused playlists on the XNet network.

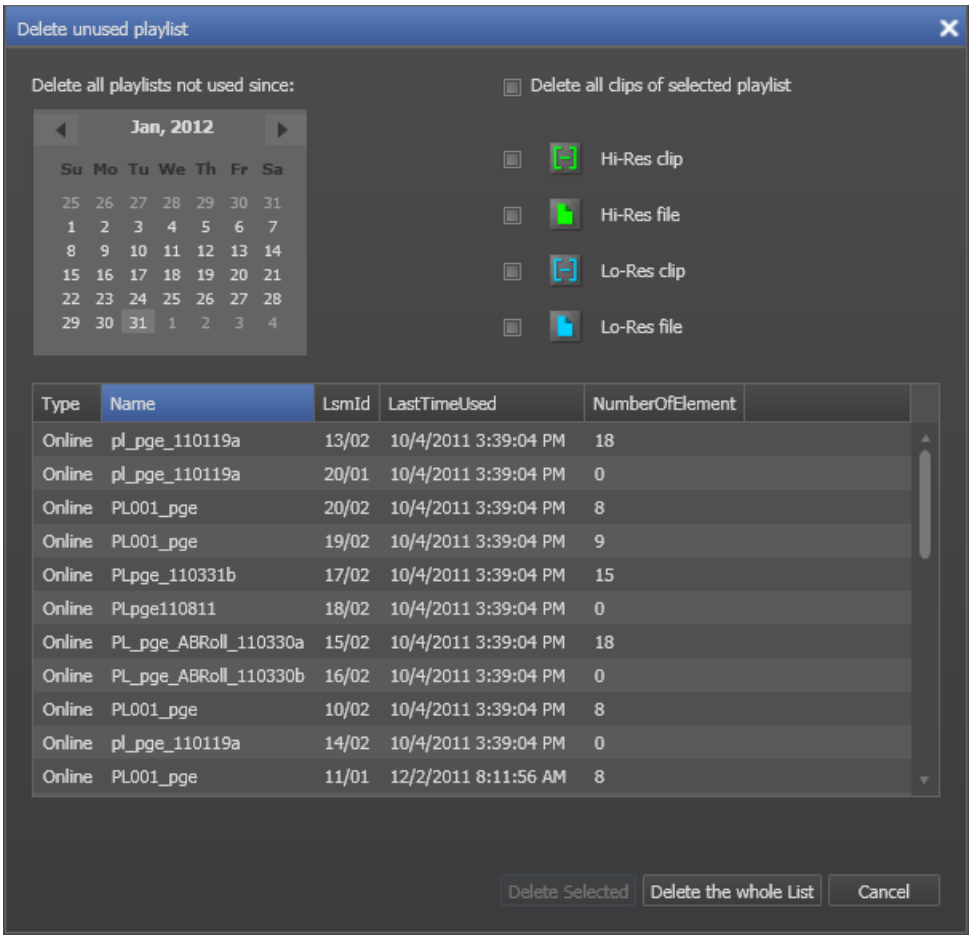
To delete unused playlists, proceed as follows:

1. Right-click the Loaded Media and Transport Functions Pane.

   The Playlist contextual menu is displayed.

2. Select **Delete Unused Playlists** from the contextual menu.

   The Delete Unused Playlists window opens:



3. Select the reference date from which you want the unused playlists to be searched for.

   All playlists on the XNet network which have not been used after the specified date will be displayed in the window.

4. If you want to delete the clips corresponding to the playlist elements, select the **Delete all clips of selected playlist** option and select the element types you want to delete from the clips.

5. To select the playlists to delete, do one of the following:
   - If you want to delete all the playlists, click the **Delete the Whole List** button.
   - If you want to delete some of the retrieved playlists, select them with **CTRL** (or **SHIFT**) and click the **Delete Selected** button.

   If you no longer want to delete unused playlists, click the **Cancel** button.

The playlists are deleted from the XNet network.

1.4.10. Publishing Playlists

How to Publish a Playlist to a User Group

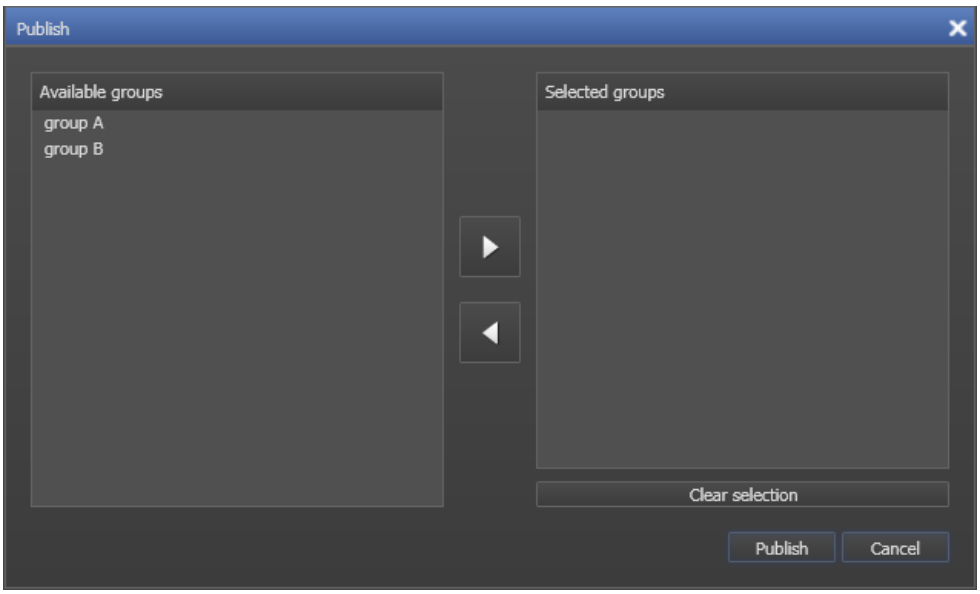
A playlist can be published to make it available to other users.

To publish a playlist open in a Playlist Panel to a user group, proceed as follows:

1. Right-click the Channel Media and Transport Functions Pane.

   The Playlist contextual menu is displayed.
2. Select **Publish** from the contextual menu.

   The Publish Playlist window opens.



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

All users belonging to the selected user groups and having visibility rights on the playlist will be able to view it.

1.4.11. Transferring Playlists

Destination Types

It is possible to transfer a playlist to a destination.

Possible destinations, depending on the XNet network, 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, XT targets).

  This is used to make A/V material available to external systems.
- nearline folder visible on the GigE network that has been defined in the Remote Installer.

  This is used to store or back up A/V material. Users can access the A/V material of nearline folders in IPDirector, or restore it on an EVS server.

Transfer Types

There are different ways to transfer a playlist to a target or nearline. This is defined in the target or nearline definition in the Remote Installer, and cannot be modified in IPDirector. The possible transfer types are briefly described below. All transfer types are possible with nearlines, but not with targets.

Transfer Type	Description
EDL and clips	EDL file (XML format) that describes the playlist. and backup of each clip used in the playlist
EDL and flatten file	EDL file (XML format) that describes the playlist. and Consolidated file that represents the A/V result of the playlist, with the defined A/V effects.
EDL only	EDL file (XML format) that describes the playlist.
Flatten file only	Consolidated file that represents the A/V result of the playlist, with the defined A/V effects.

How to Send a Playlist to a Target, Bin or Nearline

To send a playlist open in a Playlist Panel to the default bin, a target or an on-line nearline, proceed as follows:

1. Right-click the Channel Media and Transport Functions Pane.

   The Playlist contextual menu is displayed.

2. Do one of the following:
   - To send to the default bin or to a destination target, select **Send to** and the requested destination.
   - To send to an on-line nearline folder, select **Back up to Nearline** and the requested nearline folder.

The playlist is sent to the requested destination.

1.4.12. Importing and Exporting the Playlist Definition

How to Export the Playlist Definition

You can export the playlist definition (EDL) in .xml or .csv formats from the Playlist Panel.

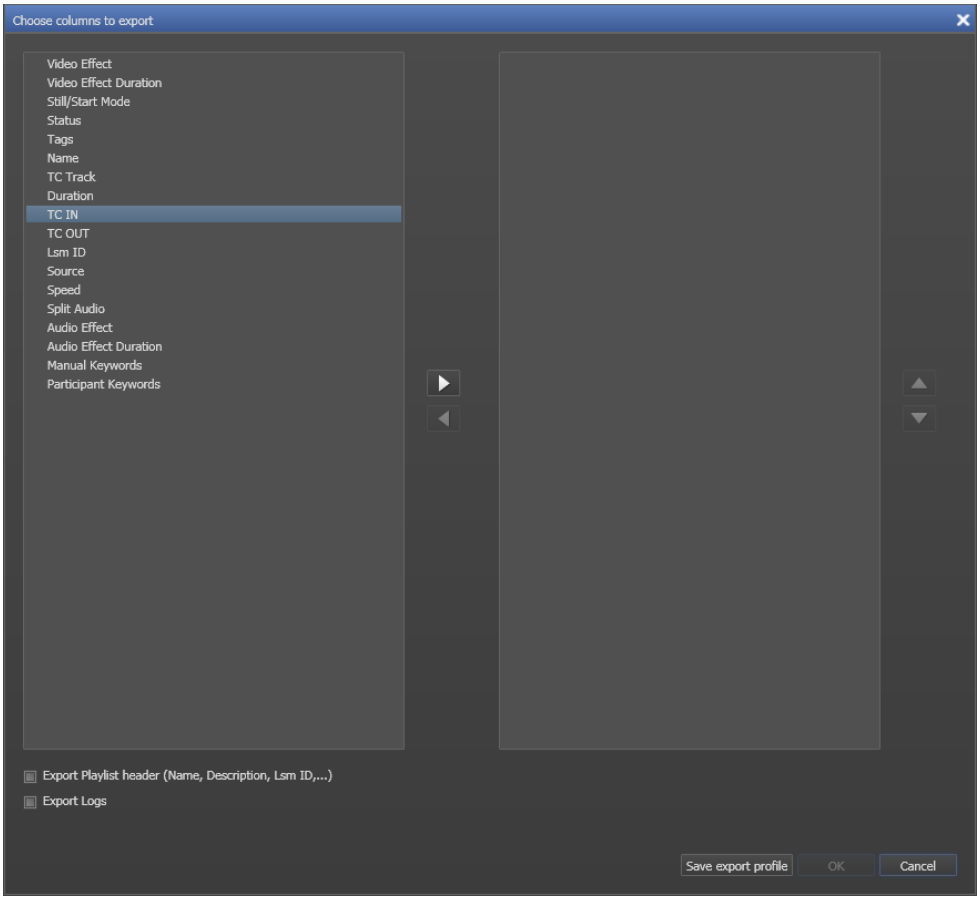
To export the information related to a playlist open in a Playlist Panel, proceed as follows:

1. Right-click the Channel Media and Transport Functions Pane.

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

   The Export Playlist window opens.
3. Select the directory you want to export the playlist to.
4. Select the format for the playlist in the **Save as type** drop-down list.
5. When you select the .csv format, the Choose Column to Export window opens.

   In this case, select the columns to export in the left list box, and click the right arrow  to copy the column names to the right list box:



6. Click **OK**.
7. In the Export Playlist window, click the **Save** button.

The playlist definition 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.

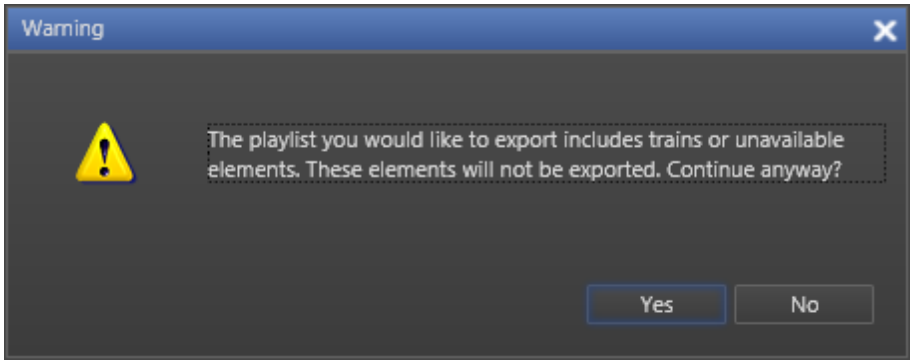
Exported Information

Jump on time and start on time information

- Any jump on time and start on time information present in the playlist is exported in XML format as well.

Note

If the playlist to export contains a train element, the following warning message pops up and informs the user that the train element will not be exported:



Associated Keywords

- When a playlist is exported in CSV or XML format, the keywords associated to the clips appear in the CSV file in the order they have been assigned to clips by the operator.
- If the playlist is exported with logs, the keywords associated to the logs appear in the CSV or XML file in the order they have been entered by the logger.

How to Import the Playlist Definition

You can import the playlist definition (EDL) from an .xml file into the Playlist Panel.

Note

The playlist is imported as an off-line playlist if no controlled channel is associated in the Playlist Panel.

The playlist is imported as an on-line playlist if a controlled channel is associated in the Playlist Panel.

To import the playlist definition, proceed as follows:

1. Right-click the Channel Media and Transport Functions Pane.

   The Playlist contextual menu is displayed.

2. Select **Import** from the contextual menu.

   The Import Playlists window opens.

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

The playlist is imported and is directly opened in the Playlist Panel.

Note

If the user imports a playlist to the IPDirector system and the clips for the playlist are not currently present on the network, the clips appear as "MISSING" in the playlist.

1.4.13. Generating Continuous T/C Track

Purpose

This function allows generating a continuous timecode to be able to browse a playlist easily.

How to Generate a Continuous Timecode Track

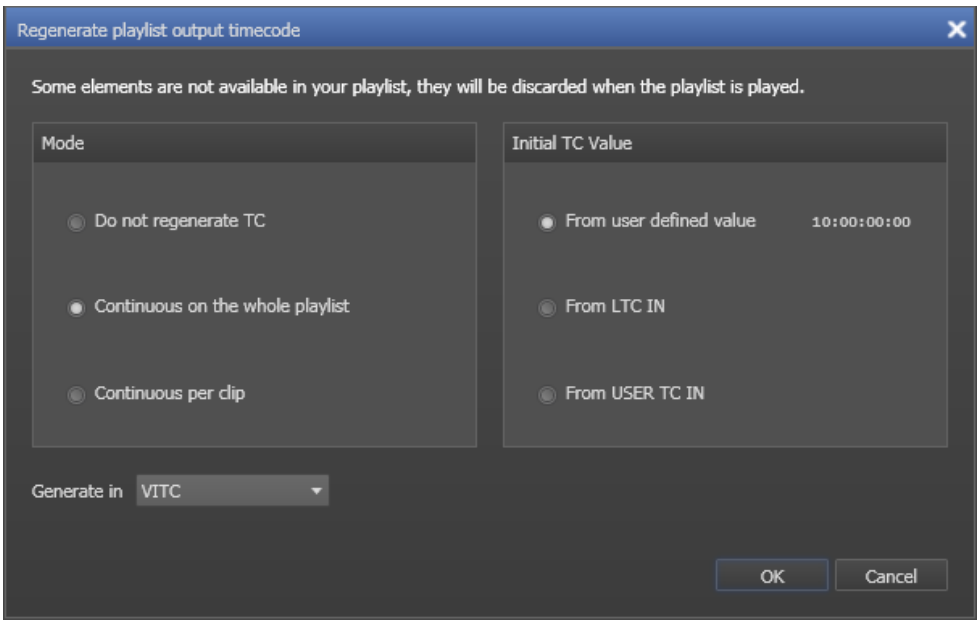
To generate a continuous T/C track on the playlist output for the playlist open in the Playlist Panel, proceed as follows:

1. Right-click the Channel Media and Transport Functions Pane.

   The Playlist contextual menu is displayed.

2. Select **Regenerate T/C Output** from the menu.

   The Regenerate Playlist Output Timecode window opens:



3. In the Mode area, select one of the following radio buttons:
   - **Do not generate T/C**: this is used to de-activate the regenerate function.

     All the other options become dimmed and unavailable.
   - **Continuous on the whole playlist**:

     All the options in the Initial T/C Value area become available as well as the **Generate in** fields.
   - **Continuous per clip**:

     All the options in the Initial T/C Value area become available, except the "from user defined value" option. The **Generate in** fields become available as well.

4. In the Initial T/C Value area, select one of the options available, depending on what has been selected in the Mode area:
   - **From user defined value**

     The value defined in the general playlist setting **Default TC Track Value** is filled in by default. You can also enter another T/C value which will be used as initial value.
   - **From LTC IN**
   - **From USER T/C IN**
5. Select a value in the **Generate in** fields.

   The values displayed and the availability of the Generate in drop-down lists depends on the option selected in the Mode area and on the video standard, as detailed below.
6. Click **OK**.

The parameters are saved with the playlist.

When the playlist is loaded on the EVS video server and played out to air, the timecode is regenerated as specified.

Video Standard

The video standard which will be considered is

- the video standard of the playlist if the playlist is on-line
- the video standard of the first playlist element if the playlist is off-line
- PAL if there is no element in the playlist.

The table below summarizes the values displayed in the **Generate in** fields.

Definition	Standard	VITC/HANC Values	DROP/Non DROP Availability
SD	**PAL**	VITC	Hidden
SD	**NTSC**	VITC	Displayed
HD	**PAL**	HANC LTC HANC VITC Both HANC LTC and HANC VITC	Hidden
HD	**NTSC**	HANC LTC HANC VITC Both HANC LTC and HANC VITC	Displayed

1.5. Playlist Editing

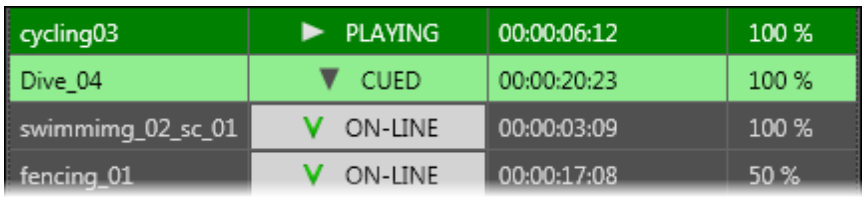
1.5.1. Overview of the Section

This section provides information on the following topics:

Section
"Adding Elements to a Playlist" on page 60
"Moving Elements within a Playlist" on page 70
"Removing Elements from a Playlist" on page 71
"Modifying a Playlist Element" on page 72
"Adding a Linked Clip to a Playlist" on page 75
"Grouping Elements in a Playlist" on page 77
"Inserting Comments into a Playlist" on page 78

1.5.2. Context of Use

Changes and modifications to the playlist can be directly made in the Playlist Panel. This is only allowed when the element is not currently being played out or it is not the next item to be played out, as defined by the elements highlighted in green in the list.



In the screenshot above, the event on-air is highlighted in dark green; and the next event to air in light green. These are only default colors and can be modified using the **Playlist > Playlist / General** settings of the Tools menu. See section "General Settings" on page 131 for more information.

1.5.3. Adding Elements to a Playlist

Possible Operations

Several kinds of elements can be added to a playlist, which are: clips, trains, bins, playlists, growing clips, protect media (clips associated to logs).

Depending on the element to be added, different methods can be used to add it to the playlist:

- Drag-and-drop operation into the playlist grid

- Drag-and-drop operation on the Append zone of the Playlist Panel
- Use of the **Append** button in the Control Panel
- **Send to Default Playlist** option from the contextual menu in Database Explorer
- **Insert LIVE or DELAY** option from the **Playlist Element** contextual menu

The table below summarizes all the possibilities:

	Clip	Growing clip	Train	Playlist	Bin	Clip associated to log
Drag-and-drop operation:						
• From Database Explorer	√	√	√	√	√*	√
• From Loaded Media list in Control Panel	√	√	√			√
• From Last Clips Created list in Control Panel	√	√				√
• From Clip-List in other Control Panel	√	√	√	√	√	√
• From playlist grid in other Playlist Panel	√	√	√	√	√	√
• From Associated Clips in IPLogger						√
APPEND CLIP button in Control Panel	√	√	√			√
Send to Default Playlist option	√	√				√
Insert LIVE or DELAY option			√			
Drag-and-drop operation onto the Append zone	√	√		√		

*: only for drag-and-drop operation onto the playlist grid, not onto the Append zone.

The different procedures are described in this section of the manual.

Rules for Drag-and-Drop Operations

The following rules apply for drag-and-drop operations:

- The user can drag a clip from the Database Explorer or a Control Panel to an on-line or off-line playlist, whatever the clip elements included in the clip.
- If the user drops a clip that only contains a file to an on-line playlist, IPDirector will suggest the user to restore the file onto an EVS server.
- If the user drops a clip that only contains a file to an off-line playlist, IPDirector will only suggest the user to restore the file when the playlist will be set on-line.

Limitations with Inserting or Appending a Train

1. When a train is added to a playlist using a drag-and-drop operation or the **APPEND** button, it is inserted in the playlist as a DELAY of 2 seconds with an undefined OUT point. This is because of a delay when playing a record train from another EVS server which cannot be played LIVE, so all trains are treated the same for this operation.
2. A train inserted or appended into a playlist will be stopped only manually when played out.

How to Insert an Element by a Drag-and-Drop Operation into the Playlist Grid

An element can be inserted into the playlist by a drag and drop operation. Proceed as follows:

1. Select the element you want to insert in the playlist by clicking it in one of the places listed in "Possible Operations" on page 60.
2. Drag it onto the playlist grid at the position where you want to insert the element. The drop position is displayed by a black thicker line in-between the elements where the element will be inserted.

The element is inserted before or after the selected element in the list depending on the "Insert mode in playlist" parameter of the **Tools > Settings > Playlist > Playlist / General** category. See section "General Settings" on page 131 for more information.

Rules when Inserting a Playlist in Another One

When a Playlist 2 is inserted into a playlist 1, it is inserted as a group:

- If the playlist 2 is inserted inside a group of the playlist 1, the elements of playlist 2 are inserted at the drop position and the group is extended.
- If the playlist 2 is inserted outside any group in playlist 1, playlist 2 elements are inserted as a group at the drop position in playlist 1.

Note

If the dropped playlist initially contained some groups, they are not kept when it is inserted in the other playlist.

Appending an Element at the End of a Playlist

Dragging the Element onto the Append Zone

An element can be appended at the end of a playlist by dragging it onto the Append zone of the Playlist Panel. To do so, proceed as follows:

1. Select the element you want to append to the playlist by clicking it in one of the places listed in "Possible Operations" on page 60.

2. Drag it onto the Append zone of the Playlist Panel. A "+" sign during the drag-and-drop operation indicates a valid operation.

The element is inserted at the end of the playlist.

Using the APPEND CLIP Button of the Control Panel

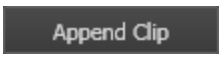
An element can be appended at the end of a playlist by using the **APPEND CLIP** button of the Control Panel. To do so, proceed as follows:

3. Select the playlist you want to send the element to.

   Right-click on the **Playlist Name** field and select **Set as Default playlist** from the contextual menu.

4. In the Control Panel, load the clip, growing clip or train you want to append to the playlist.

5. Click the **APPEND CLIP** button.

The element is inserted at the end of the playlist.

Sending to the Default Playlist

A clip or a growing clip can be appended at the end of a playlist by using the **Send to** option of the Database Explorer. To do so, proceed as follows:

6. Select the playlist you want to send the element to.

   Right-click the **Playlist Name** field and select **Set as Default playlist** from the contextual menu.

7. In the Database Explorer, select the clip or growing clip you want to append to the playlist.

8. Right-click the element and select **Send to default playlist** in the contextual menu.

The element is inserted at the end of the playlist.

Note

In both cases (insert or append) the element will take the default values defined for a transition in the **Tools > Settings > Playlist > Playlist / Default Transition** category. See section "Default Transition Settings" on page 134 for more information.

How to Insert a Live or Delayed Record Train

It is possible to insert a live or delayed record train into a playlist by using the Playlist Element contextual menu. Train boundaries can either be defined or calculated. The output boundary can even be unknown.

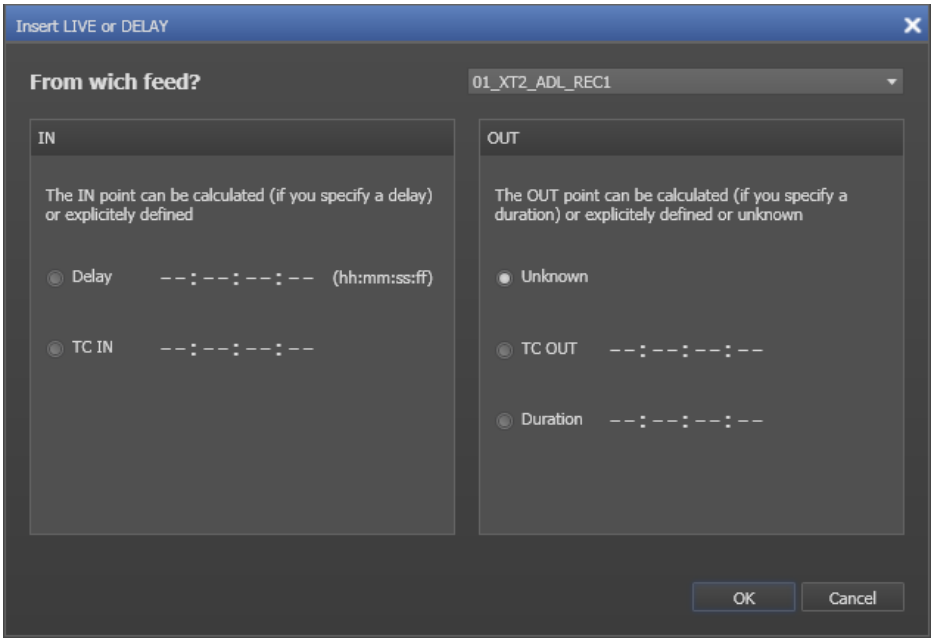
To do so in a playlist open in a Playlist Panel, proceed as follows:

1. Right-click an element.

   The Playlist Element contextual menu is displayed.

2. Select **Insert LIVE or DELAY** from the menu.

   The Insert LIVE or DELAY window opens:



   See section "Insert LIVE or DELAY Window" on page 64 for a description of the fields.

3. Select the train in the **From Which Feed** field.
4. In the IN zone, define the IN point of the inserted train by doing one of the following:
   - select the **Delay** radio button and enter a delay value

   OR

   - select the **T/C IN** radio button and enter a timecode value.
5. In the OUT zone, define the OUT point of the inserted train by doing one of the following:
   - select the **Unknown** radio button.
   - select the **T/C OUT** radio button and enter a timecode value
   - select the **Duration** radio button and enter a duration value
6. Click the **OK** button.

The element is inserted in the list before or after the selected element (depending on the "Insert mode in playlist" parameter of the **Tools > Settings > Playlist > Playlist / General** category. See section "General Settings" on page 131.

Insert LIVE or DELAY Window

While inserting a train via the **Insert LIVE or DELAY** option of the Playlist Element contextual menu, the Insert LIVE or DELAY window will open. This window makes it possible to define an IN point and an OUT point for the train which will be inserted into the playlist.

The window contains the following zones:

Field	Description
From Which Feed?	The drop-down list displays all trains available on the XNet network. If the corresponding recorder has a defined name, this name is displayed in the list otherwise its EVS technical name is displayed (i.e.: 29_XT1_REC1).
IN Zone	In this zone, the IN point of the inserted train can be defined. It can either • be based on a calculation when a delay is specified • be a fixed T/C value
IN Zone - Delay	This defines the delay which is applied to the selected element when the element is on air within the playlist. If the delay value exceeds the train remaining capacity, a warning message will be displayed. The value entered by the operator is still accepted, as the capacity could be made available before the element is on air, by removing some clips stored on the selected server.
IN Zone – T/C IN	This defines the timecode from which the train will be played on. If the T/C value is greater than the on-air T/C of the element, a warning message will be displayed.
OUT Zone	In this zone, the OUT point of the inserted train can be defined. It can have one of the following values: • unknown • a fixed T/C value • a value calculated based on a duration from the IN point
OUT Zone – Unknown	The OUT point of the element is not known, it is an open end element. The element will be played out with the defined delay until an OUT point is entered.
OUT Zone - T/C OUT	This defines the timecode until which the train will be played on. If the T/C value is greater than the on-air T/C of the element, a warning message will be displayed.
OUT Zone - Duration	This defines the duration for the element to be inserted in the playlist.

1.5.4. Inserting Virtual Elements in a Playlist

Introduction

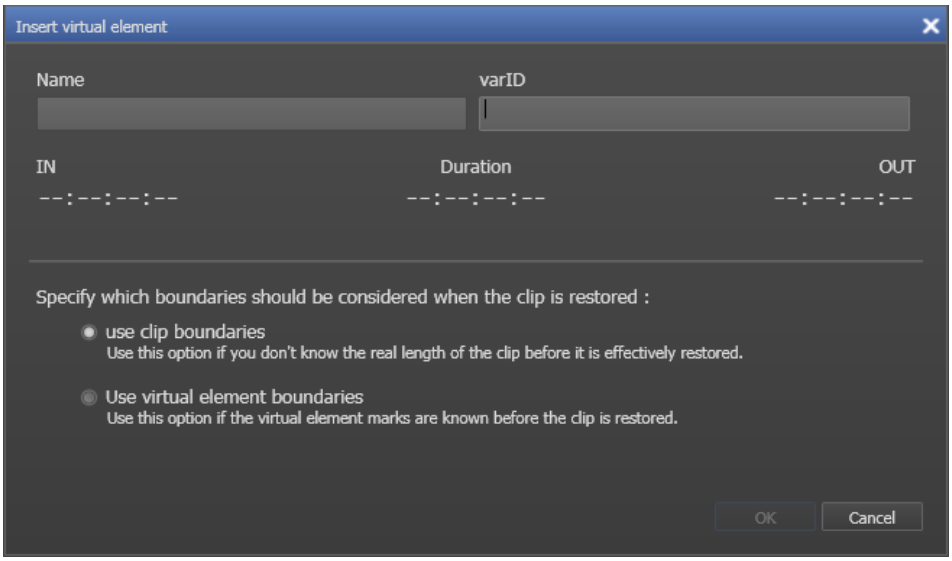
You can insert manually a virtual element in the playlist. This makes sense when you already need to have your full playlist run order, but the media corresponding to a playlist element is not yet available on the XNet network (still in post-production or not yet being restored from the archive, for example).

How to Insert a Virtual Element in a Playlist

To insert a virtual element in a playlist, proceed as follows:

1. In the Playlist Panel, select the playlist element before or after which you want to add a virtual element (depending on the **Insert Mode in Playlist** setting).
2. Right-click and select **Insert virtual element** from the contextual menu.

   The Insert a virtual element window opens:



3. Specify the VarID.
4. Do one of the following:
   - If you do not precisely know the TC IN and TC OUT of the clip that will replace the virtual element, tick the **Use clip boundaries** option and type the TC IN and TC OUT, if you want to get an estimation of the playlist duration.
   - If you know the TC IN and TC OUT of the clip that will replace the virtual element, tick the **Use virtual element boundaries** option and type TC IN and TC OUT values as closed as possible to the clip TC IN and TC OUT values, as far as the virtual element values are included in the clip duration.
5. Click **OK**.

A virtual element has been added to the playlist. When the clip with the same ID will be made available on the XNet network or on an on-line nearline, this clip will automatically be matched to the virtual elements on playlists.

If you need to modify information on the virtual element, select the element in the playlist, right-click and select **Modify virtual element** from the contextual menu.

Note

A virtual element is considered as a normal playlist element. Consequently all operations allowed on playlist elements are also allowed on virtual elements.

Playing out or Playing Back a Playlist with Virtual Elements

Playout on a Player Channel

When a playlist still containing virtual elements is being played out on a Player channel, the virtual elements will be skipped in the playout.

Playback on the Software Player

When a playlist containing virtual elements is being played on the Software Player, the latter will try to play all elements. Consequently, the playback will stop on a virtual playlist element and the video display will show an image with the "virtual element" comment. To continue the playback, you need to manually cue and play the next element.

Replace Process of Virtual Playlist Elements

Whether the playlist is on-line or off-line, the system will check for a clip element with the same ID as the virtual element. If a clip element with the same ID is found, it will replace the virtual element.

Note

The ID refers to the VarID or element ID, depending on the type of ID group defined in the Remote Installer. For more information, refer to the IPDirector Technical Reference manual.

In the replace process:

- The system selects the physical clip element that will replace the virtual element, applying the priorities defined in the table below.
- The clip element that replaces the virtual element is not automatically restored, if it needs to. The users themselves decide whether to restore or not the elements on an EVS server.

#	Element Type	Off-line Playlist	On-line Playlist
1.	Local XT clip on-line	• Automatic replace • Element automatically available on-line	
2.	Distant XT clip on-line (in same ID group as local EVS server)		
3.	Local XT clip off-line	• Automatic replace • Element automatically available on-line when the EVS server becomes on-line.	

#	Element Type	Off-line Playlist	On-line Playlist
4.	Distant XT clip off-line (in same ID group as local EVS server)		
5.	Nearline file on-line	• Automatic replace • The user can restore the clip elements via **Restore elem.** in the contextual menu.	
6.	Nearline file off-line		

Note
In hi-res and lo-res setups, hi-res elements will always have priority on lo-res elements.

Matching Data of Virtual Elements with Replaced Elements

Element Boundaries

When the physical clip replaced the virtual element in the playlist, the virtual element's boundaries are:

- recalculated to match the boundaries of the restored clip, if the **Use clip boundaries** option was selected.
- preserved if the **Use virtual element boundaries** option was selected.

Virtual Element Name and Clip Name

When only the virtual element name or clip name is defined, the available name is applied to the non-attributed name.

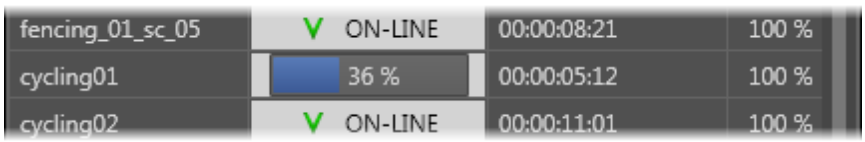
When both virtual element name and clip name are defined, the clip name overwrites the virtual element name.

1.5.5. Restoring a Playlist Element

Introduction

A playlist element whose corresponding clip does not contain an XT clip has to be restored onto an EVS server if the user wants to play it out on a player channel.

During the restore process, a progress bar is displayed in the **Status** column of the playlist element to monitor the restore process:



Two types of restore are available: full or partial restore. See section "Restore Options" on page 69.

Depending on the situation, IPDirector suggests restoring the playlist elements or you launch the restore process manually. See section "Restore Processes" on page 69.

Restore Options

Three Restore options are available:

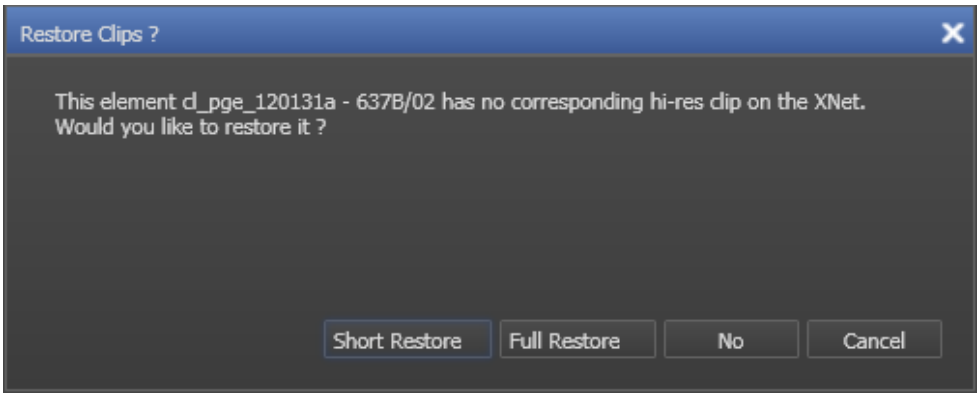
Option	Description
Partial Restore	In a partial restore, the clip containing the file to be restored remains unchanged. A new clip is created and contains a file and an XT clip, on the selected EVS server. This XT clip replaces the virtual element in the playlist.
Full Restore	In a full restore, an XT clip is created on the selected EVS server, and added to the clip that contains the file to be restored. In other words, no new clip is created in the IPDirector database.
No (Restore)	No restore is performed and the element remains unavailable on the XNet network.

Restore Processes

Restoring Clips via the Restore Clips Message

IPDirector suggests restoring playlist elements, displaying the following message when:

- You insert a clip that only contains a hi-res file in an on-line playlist.
- You put on-line a playlist that contains clips not available on the XNet network.



Note
IPDirector automatically restores playlist elements with status "MISSING" (if hi-res content is available in the corresponding clip) when the user selects the **Copy clips locally** option in an on-line playlist.

Restoring Clips Manually

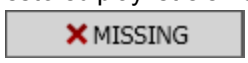
You can restore manually a playlist element as described below if:

- You have not restored a playlist element when the playlist was put on-line.
- You want to restore playlist elements on off-line playlist.

To restore clips manually, proceed as follows:

1. Right-click the playlist element to restore and select **Restore Elem.** in the contextual menu, and **Partial Restore** or **Full Restore**.

   The Make a Playlist Online window is displayed in case the playlist is off-line.
2. In this window, select the EVS server on which you want to restore the playlist element as an XT clip.
3. Click **OK**.

The restored playlist element is now available on an EVS server and its status changes from 

to 

or 

, depending on the EVS server on which the element has been restored.

Restoring Super Slo-Mo Clips

Restoring a super slow motion (SLSM) clip will preserve the super slo-mo speed if the **Insert SLSM Clips at Slo-mo Speed** setting has previously been selected.

1.5.6. Moving Elements within a Playlist

Possible Operations

Playlist elements can be moved within the playlist in one of the three following ways:

- A drag-and-drop operation within the Playlist Panel
- A drag-and-drop operation within the Clip-List of the Control Panel
- Cut/Copy/Paste operations using the Windows shortcut keys (CTRL+X, CTRL+C and CTRL+V)
- Cut/Copy/Paste options in the Clip contextual menu of the Clip-List tab in the Control Panel. Refer to Control Panel chapter in part 5 of the user manual.

How to Move Elements in a Playlist by a Drag-and-Drop Operation

In the playlist open in the Playlist Panel, proceed as follows:

1. Select one or more elements within the list (this could be a playlist element, group or comment)

   Use **CTRL + click** or **SHIFT + click** for a multiselection.

2. Drag it/them at the position where you want to move. During the drag and drop operation, a black line will be displayed between the positions where the elements will be dropped in order to highlight the drop position.

1.5.7. Removing Elements from a Playlist

To remove a selected element or elements from the playlist, proceed as follows:

1. Select the element you want to remove.

   Use **CTRL** or **SHIFT** for a multiselection.

2. Right-click one of the selected element.

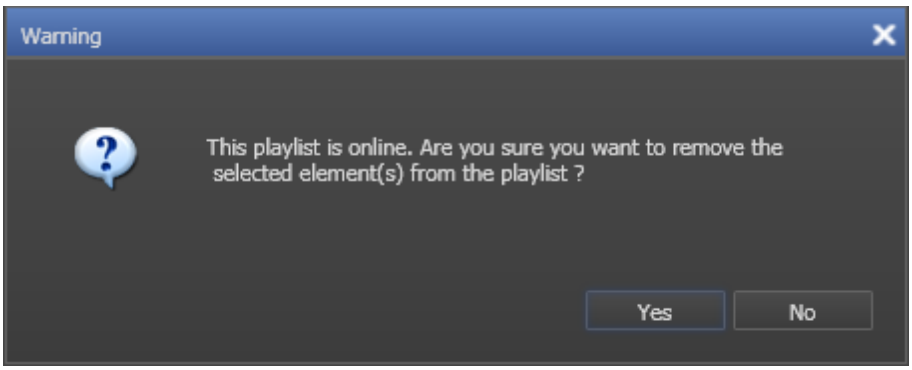
   The Playlist Element contextual menu is displayed.

3. Select **Remove element** OR

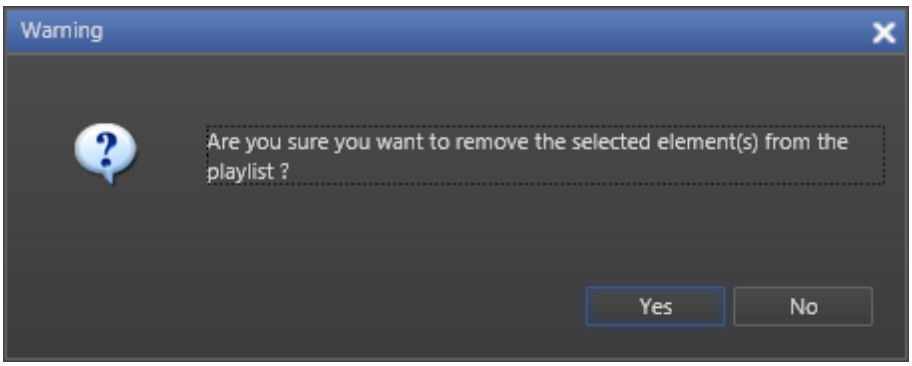
   Click **DELETE** on the keyboard.

   A confirmation message will be displayed depending on the status of the playlist being edited:

   If the playlist is off-line:



   If the playlist is on-line:



4. Confirm the operation.

The element(s) will be removed from the playlist unless the playlist is on air.

Note
If a group is part of the selection or if the group title line is selected, all the elements of the group will be removed. A playlist inserted in another playlist behaves as a group.

Warning

If a clip is present in a playlist and you delete it from the Database Explorer, using the Delete option, the corresponding playlist element

- will be deleted as well if the playlist is on-line
- will be replaced by a virtual element if the playlist is off-line and no corresponding clip element is still present
- will be replaced by the file corresponding to the deleted XT clip if the playlist is off-line and a file is still present.

For a comprehensive description of the Delete Clip option, refer to section "Deleting a Clip" in part 3 "Browsing" of the user manual.

1.5.8. Modifying a Playlist Element

Modifying the VarID of a Clip

When the VarID of a clip used in a playlist is modified, the VarID of the playlist element is not necessarily modified consequently. The behavior of the system can be summarized as follows.

If, in the Remote Installer, the parameter When associating clips to playlist elements has been set to...	...and the playlist has been created...	then, modifying the VarID of a clip will
give priority to element ID	manually (drag-and-drop operations, LSM remote operations, ...)	modify the VarID of the corresponding playlist element in any playlist.
	from an external system	not modify the VarID of the corresponding playlist element in any playlist.
give priority to VarID	with any insertion method	not modify the VarID of the corresponding playlist element in any playlist. • If a clip with the original VarID is found on the network, it is associated to the playlist • If no clip with the original VarID is found on the network, the element becomes a virtual element.

Giving priority to VarID is typically useful in workflows where multiple versions of the same edit must be restored to an EVS server. The VarID of the updated playlist element cannot be changed because it still references the same content.

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. Open a playlist in the Playlist Panel interface.
3. Drag an element from the playlist onto the Control Panel.

   The element will then be loaded on the Control Panel. The association is indicated by the **Player** field which turns turquoise in both Control Panel and Playlist Panel windows.

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 and the corresponding information is updated both in the Control Panel and 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.

How to Modify a LIVE or Delayed Train

If a live or delayed train is present in the playlist, the user can modify it.

To do so, proceed as follows:

1. Right-click the element corresponding to the train in the playlist grid.

   The Playlist Element contextual menu opens.
2. Select **Modify LIVE or Delay** from the menu.

   The Insert LIVE or Delay window is displayed with the information entered for the selected element.
3. Modify the information for the element.
4. Click the **OK** button.

The element is modified in the playlist.

How to Split a Playlist Element

A playlist element can be split in two elements. The playlist element may be a growing clip.

To do so, proceed as follows:

1. Browse the playlist element until the first frame of what will be the second element.
2. Right-click the element to be split in the playlist grid.

   The Playlist Element contextual menu is displayed.
3. Select **Split Element**.

The playlist element is split at the selected timecode. A second element is displayed in the Playlist grid with the same name as the first one.

The transition between the two elements is automatically set as "Cut".

During playout, depending on the option selected for the **When Splitting an Element** setting under **Tools > Settings > Playlist > General**, the system will stop on the last frame of the element before the transition or apply an automatic transition between the two elements. See section "General Settings" on page 131.

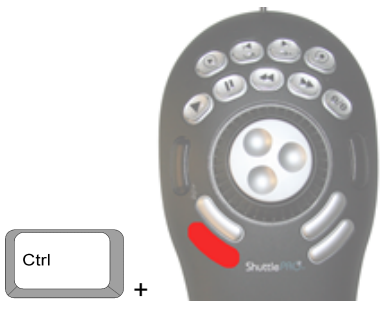
1.5.9. Replacing a Portion of Playlist Element by another Clip

Introduction

In some workflows, it is required to replace a portion of A/V material by another one.

For example, when an ingest feed is recorded in a country and is broadcasted in another country, the TV station may want to replace the original advertisement by local ones.

The "replace" operation consists in removing the undesirable material, by splitting an ingest feed and trimming one of the resulting parts, and then in inserting the replacing material. This can be done with the **Split Element** function.

User Interface Button	Keyboard Shortcut	ShuttlePRO key
		

How to Replace a Portion of Playlist Element by another Clip

To do so, proceed as follows:

1. Browse the playlist element until the first frame of the A/V material to be removed. To browse a playlist element, you can load it from the Playlist Panel to a Control Panel.
2. Right-click the element to be split in the playlist grid.

   The Playlist Element contextual menu is displayed.
3. Select **Split Element**.

   The playlist element is split at the selected timecode. A second element is displayed in the Playlist grid with the same name as the first one.

Note

Step 2 and 3 can be replaced by the 

shortcut.

4. Load this second playlist element on a Control Panel.
5. Browse the playlist element until the timecode from which you want to keep the A/V material.
6. Mark a new IN point.
7. Click the **Update Element** button.

   The second playlist element is trimmed and the portion of undesirable A/V material is removed.
8. In the Database Explorer, for example, select the clip(s) you want to insert between the two playlist elements.
9. Drag it/them between the two playlist elements in the Playlist grid.

In the end, a portion of A/V material has been replaced by another one.

The transition between the elements is automatically set as "Cut".

During playout, depending on the option selected for the **When Splitting an Element** setting under **Tools > Settings > Playlist > General**, the system will stop on the last frame of the inserted element or apply an automatic transition between the inserted element and the next one. See section "General Settings" on page 131.

1.5.10. Adding a Linked Clip to a Playlist

Introduction

A linked clip is a clip that was created at the same time as the clip already present in the playlist but taken from a different record train. For example when recording a show with a main transmission cut and several isolated camera angles, if clips are created simultaneously on all angles, these would be given a linked clip status by IPDirector.

Several actions on linked clips are possible from the Playlist Panel:

- Insert a linked clip.
- Replace by a linked clip.

How to Insert a Linked Clip

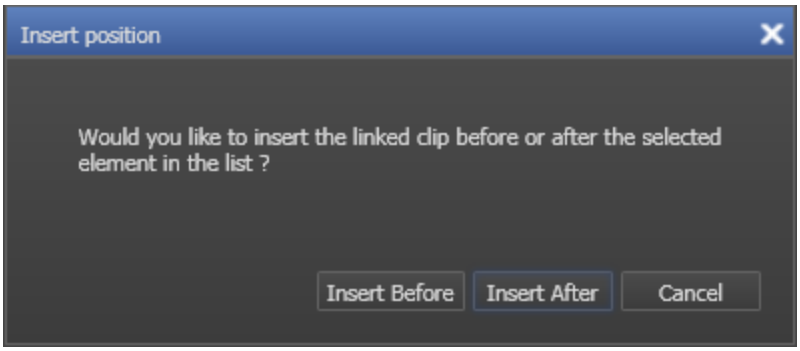
To insert a linked clip from the Playlist Panel, proceed as follows:

1. Select a clip in the playlist for which you want to insert linked clips.
2. Right-click the element.

   The Playlist Element contextual menu is displayed.
3. Select **Insert a linked clip** from the contextual menu.

   A sub menu is displayed including all clips linked to the selected clip.
4. Select the linked clip to insert from the list.

   A popup window is displayed:



5. Do one of the following:
   - To insert the linked clip before the selected element in the list, select the **Insert Before** button.
   - To insert the linked clip after the selected element in the list, selection the **Insert After** button.
   - To abort the operation, select the **Cancel** button.

The linked clip is inserted at the requested position.

Note

If the selected clip has no linked clip, the sub-menu only displays **No linked clip**.

How to Replace a Clip by a Linked Clip

To replace a clip selected in a playlist by a linked clip, proceed as follows:

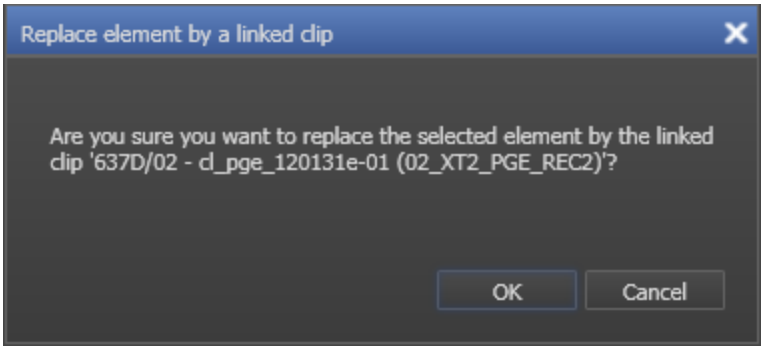
1. Select the clip in the playlist that you want to replace by one of its linked clips.
2. Right-click the element.

   The Playlist Element contextual menu is displayed.
3. Select **Replace by a linked clip** from the contextual menu.

   A sub menu is displayed including all clips linked to the selected clip.

4. From the list, select the linked clip that will replace the selected clip.

   A popup window is displayed:



5. Click **OK**.

1.5.11. Grouping Elements in a Playlist

Introduction

When several consecutive elements are selected in the playlist, they can be grouped together using dedicated command from the Playlist Element contextual menu.

A group of elements can be displayed in a collapsed view or in an expanded view by clicking on the group title line.

A group name or associated color can then be edited by selected the **Edit Group** option of the Playlist Element contextual menu.

How to (Un-)Group Elements within a Playlist

To group elements in a playlist, proceed as follows:

1. Select several consecutive elements you want to group.

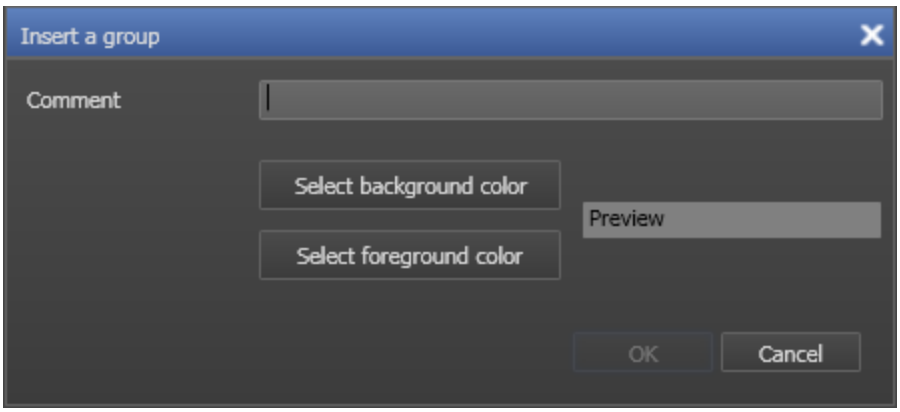
Note
If a group is part of the selection, the **Group** option will be dimmed and unavailable.

2. Right-click one of the selected element

   The Playlist Element contextual menu is displayed.

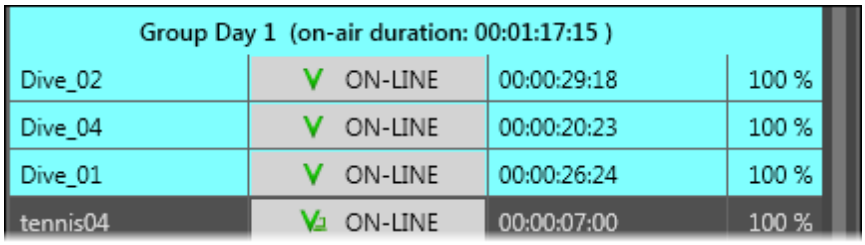
3. Select **Group**.

   The Insert a Group window opens.



4. Enter a name for the group and select a background and/or a foreground color for the group, if desired.
5. Validate by clicking the **OK** button.

A new comment line in the playlist is displayed before the elements of the group. The comment element text displays the group name and its on-air duration if the properties of the grouped elements allow the calculation to be made (start modes are set to automatically; See section "Stopping and/or Starting Automatically the Playout of a Playlist" on page 88.



Ungrouping Elements

It is possible to ungroup all the elements of a group but it is not possible to ungroup only some elements of the groups. To ungroup all the elements, right-click the group title line in the list and select **Ungroup** from the contextual menu.

The comment line is then removed from the list.

1.5.12. Inserting Comments into a Playlist

Purpose

Comment lines can be inserted into a playlist. This can be useful in identifying certain transitions or events in a playlist and to improve the clarity of a complex playlist by adding information to it.

A comment line or associated color can then be edited by selected the **Edit Comment** option of the Playlist Element contextual menu.

How to Insert a Comment

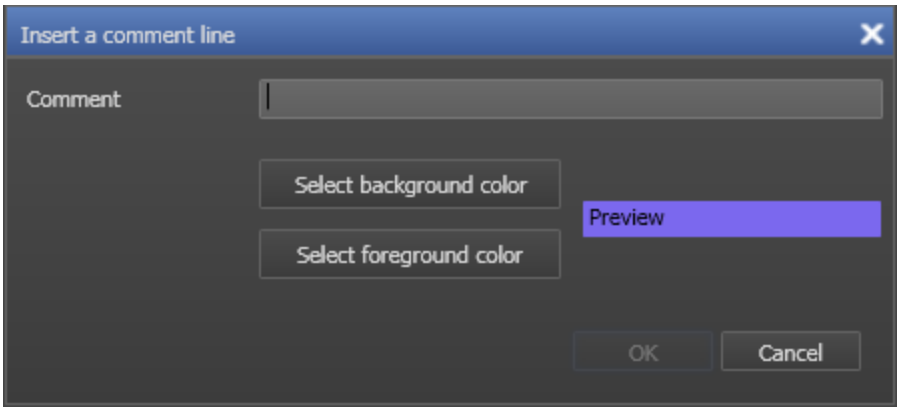
To insert a comment within a playlist, proceed as follows:

1. Right-click an element in the playlist.

   The playlist element contextual menu is displayed.

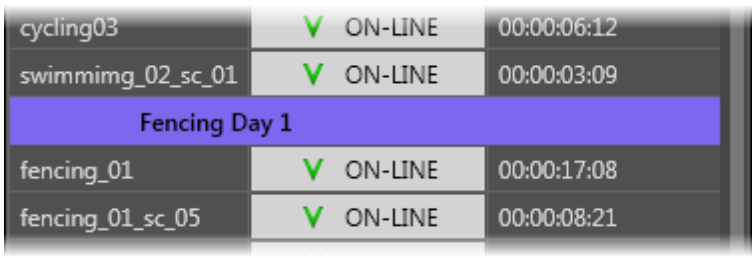
2. Select **Insert comment** from the contextual menu.

   The Insert a Comment Line window opens.



3. Type any information into the text field and select a background and/or a foreground color for the comment if desired.
4. Validate the operation by clicking the **OK** button.

The comment is inserted in the list, depending on the **Insert mode in playlist** option selected in **Tools > Settings > Playlist > Playlist / General** category. See section "General Settings" on page 131.



1.5.13. Converting a Playlist to Timeline

Purpose

IPDirector allows the users to convert a playlist to a timeline. They will then be able to edit a playlist in an easy way.

The conversion process keeps some parameters from the playlist like video and audio transition effects, speed, audio swap or mute tags, GPIs. Other parameters can be discarded, such as hide tag.

Refer to the IPEdit chapter in part 7 of the manual for a detailed description of the convert playlist to timeline process.

How to Convert a Playlist to Timeline

To do so, proceed as follows:

1. From the Playlist Panel, right-click the **Playlist Name** field.

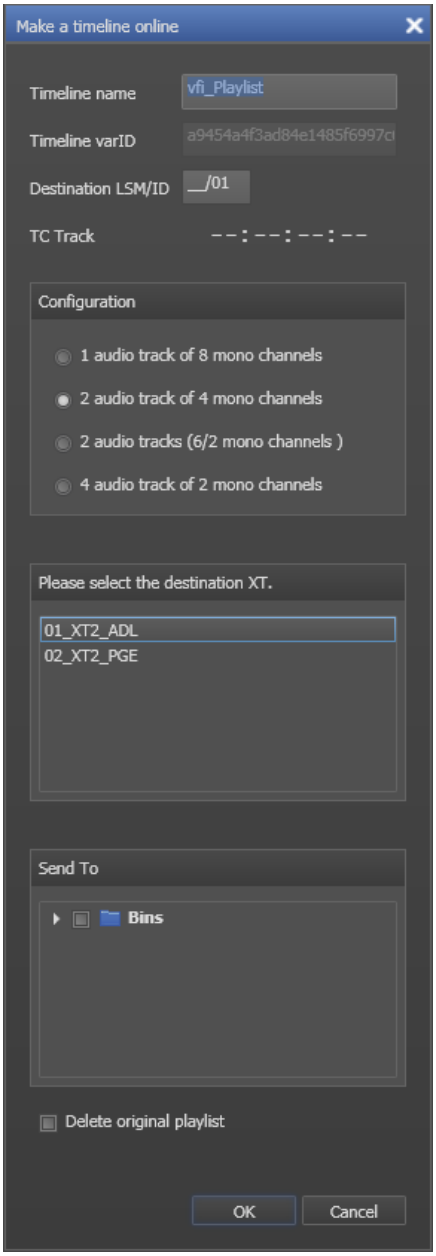
   or

   From the Database Explorer, right-click the playlist in the Elements grid.

   The Playlist contextual menu is displayed.

2. Select **Convert to Timeline**.

   The Make a Timeline Online window opens:



See section "Converting a Playlist into a Timeline" in the IPEdit user manual for a description of the window.

3. If requested, change the timeline name, type a destination LSM ID, and a start TC track.

   By default, the original playlist name will be taken over, the LSM ID is assigned automatically, and the Start TC Track is 00:00:00:00.

4. Enter the EVS server where the new timeline will be stored, and if requested, a bin where it can be sent to.
5. Tick the **Delete Original Playlist** if you do not want to keep the original playlist.
6. Click **OK**.

The timeline is created on the defined EVS server.

1.5.14. Converting a Playlist to Edit

Introduction

IPDirector allows the users to convert a playlist to an edit. The edit could then be managed by Xedio IPD plugin in an easy way.

The conversion process keeps all the metadata from the playlist.

How to Convert a Playlist to Edit

To convert a playlist to edit, proceed as follows:

1. From the Playlist Panel, right-click the **Playlist Name** field.

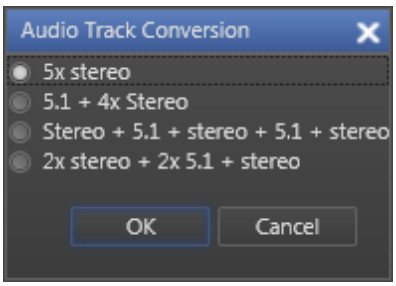
   or

   From the Database Explorer, right-click the playlist in the Elements grid.

   The Playlist contextual menu is displayed.

2. Select **Convert to Edit**.

   The Audio Track Conversion window opens:



3. Select one of the available audio configurations for the edit.
4. Click **OK**.

   The edit is created and can be retrieved from the Edits tree branch of the Database Explorer.

1.6. Playout Effects and Parameters

1.6.1. Overview of the Section

This section is intended to describe the effects which can be applied during the playout of a playlist and how they can be achieved.

It provides information on the following topics:

Section
"Adding Audio and/or Video Transition Effects" on page 82
"Setting the Playout Speed" on page 86
"Stopping and/or Starting Automatically the Playout of a Playlist" on page 88
"Resetting Playout Parameters to Default" on page 94
"Inserting a Freeze Effect in a Playlist Element" on page 94
"Adjusting Audio Levels" on page 96
"Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects" on page 97
"Applying a Macro Command to Trigger Playout Effects" on page 106
"Skipping an Element in the Playlist" on page 108
"Looping Playlist Elements During Playout" on page 109
"Associating an Auxiliary Audio Clip to a Playlist" on page 118
"Working with End Cue" on page 119
"Working with Post-Roll" on page 122
"Using As Run Log" on page 124

1.6.2. Adding Audio and/or Video Transition Effects

Introduction

The user can define audio and video transition effects between elements of a playlist.

Default values are defined in the **Tools > Settings > Playlist > Playlist / Default Transition** category. See section "Default Transition Settings" on page 134 for details on the settings options.

Seven video effects are available. Audio effects depend on the applied video effect. The table below summarizes the possible associations of video and audio effects.

Audio Effect / Video Effect	Cut	Mix	Fade from Mute	Fade to Mute	V Fade to/from Mute
Cut	√	√			
Mix		√			
Wipe Left -> Right		√			
Wipe Right -> Left		√			
Fade from Black			√		
Fade to Black				√	
V Fade to/from Black					√

Note
It is not allowed to define both A/V effect and a still/start mode option for a transition between elements.

Two options are available to define audio and/or video transition effect for a playlist element:

- using a macro command, previously configured to correspond to a specific effect with specific parameters. See section "Applying a Macro Command to Trigger Playout Effects" on page 106 for information on using macro commands, and section "Playlist Macro Commands Settings" on page 138 for information on configuring macro commands.
- defining audio and/or video effect and duration by selecting options from a list or entering duration values in the grid. Related procedure and windows are described hereafter.

  In this case, the audio and video effects can be defined in two different ways:

  - through the Playlist Element contextual menu
  - by direct entry/selection in the playlist grid

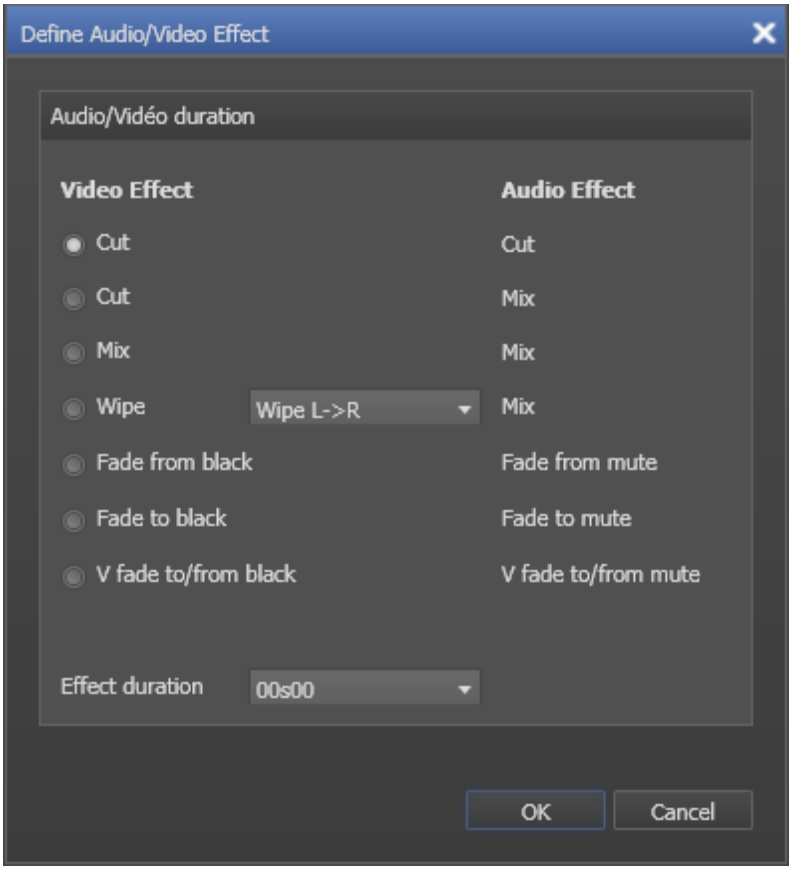
How to Define Audio and/or Video Effects using the Playlist Element Contextual Menu

To define audio and/or video effects using the contextual menu, proceed as follows:

1. Select one or several elements in the playlist for which you want to define effects.
2. Right-click one of the elements.

   The Playlist Element contextual menu opens.
3. Select **Define Audio/Video Effect** from the menu.

   The Define Audio/Video Effect window opens:



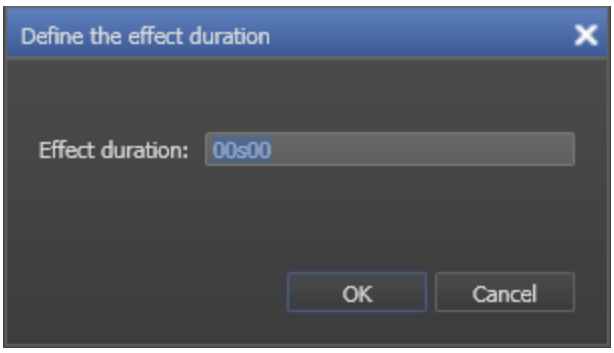
4. Select the association of video and audio transition effect to apply to the selected elements. The drop-down list besides the **Wipe** option allows to choose between **Wipe L->R** and **Wipe R->L**.

   As audio and video effects are linked, any change made to a video parameter will also be made to the corresponding audio parameter and vice versa.

5. Select the duration for the transition effect. The same duration will automatically apply to the video and audio transition effects.

   The drop-down list allows the selection of the following items:

   - **Customize**: a popup window is opened asking the operator to enter a specific value.

   - **Back to default**: the duration is reset to the default value defined in the default settings, via the **Tools > Settings > Playlist > Playlist / Default Transition** category. See section "Default Transition Settings" on page 134.
   - Specific values.

6. Click **OK**.

The selected transition effects and corresponding durations appear in the **Video Effect**, **Audio Effect**, **Video Effect Duration** and **Audio Effect Duration** columns of the playlist grid.

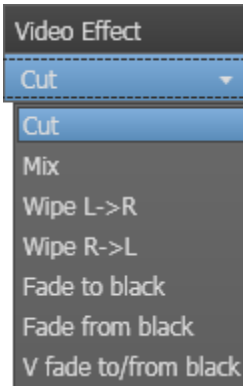
Video Effect	Video Effect Duration	Audio Effect	Audio Effect Duration
Cut	00s00	Cut	00s00
Mix	01s00	Mix	01s00
Wipe L->R	00s05	Mix	00s05
Cut	00s00	Cut	00s00
Wipe R->L	00s02	Mix	00s02

How to Define Audio and/or Video Effects by Direct Entry/Selection in the Playlist Grid

To define audio and/or video effects by direct entry/selection in the playlist grid, proceed as follows:

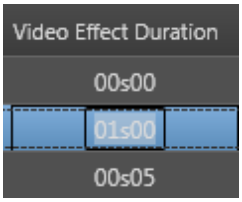
1. Select one element in the playlist and make sure that the **Video Effect**, **Audio Effect**, **Video Effect Duration** and **Audio Effect Duration** columns are visible in the grid.
2. To define the video transition effect or the audio transition effect, click the Video Effect arrow or the Audio Effect arrow corresponding to the element directly in the grid.

   All the options are displayed:



3. Select the video effect or the audio effect from the list.

   As audio and video effects are linked, any change made to a video parameter will also be made to the corresponding audio parameter and vice versa.
4. To define the duration of the video transition effect and the audio transition effect, modify the value by direct entry in the **Video Effect Duration** column or in the **Audio Effect Duration** column. A value in seconds and frames up to 1 minute can be used. The same duration will automatically apply to both the audio and the video transition effects.



If the **ESC** key is used on the keyboard, the editable area is exited and the original cell value is restored.

If the **ENTER** key is pressed or a different area is clicked on, the modifications will be validated.

The selected transition effects and corresponding durations appear in the **Video Effect**, **Audio Effect**, **Video Effect Duration** and **Audio Effect Duration** columns of the playlist grid.

1.6.3. Setting the Playout Speed

Introduction

The default speed value is defined in the **Tools > Settings > Playlist > Playlist / Default Transition** category. See section "Default Transition Settings" on page 134 for details on the settings options.

The users can define a different playout speed for each element of a playlist or they can set a custom speed only for the air-element.

Super Slow Motion Clip

A super slow motion (SLSM) clip can be inserted in a playlist with its own speed, which means 33% for "SLSM clips 3x" or 50% for "SLSM clips 2x". This will be applied if two conditions are fulfilled:

- The **Insert SLSM Clips at Slo-mo Speed** setting has been selected. If the setting is not selected, the default speed defined in "Default Transition Settings" on page 134 is taken into account.
- The SLSM clip is added to the playlist directly from the IPDirector interface.

Setting the Playout Speed of some Elements

Possible Ways

The speed can be set in two different ways:

- through the Playlist Element contextual menu
- by direct entry/selection in the playlist grid

These settings are permanent; they will be used each time the element is played.

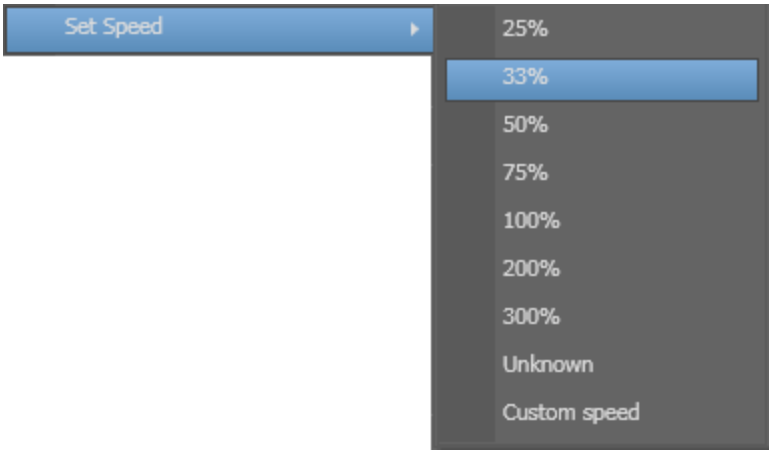
How to Set Speed Using the Playlist Element Contextual Menu

To define playout speed using the Playlist Element contextual menu, proceed as follows:

1. Select one or several elements in the playlist for which you want to define effects.
2. Right-click one of the elements.

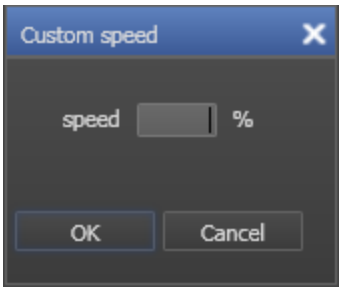
   The Playlist Element contextual menu opens.
3. Select **Set Speed** from the menu.

   A sub-menu opens



4. Do one of the following:
   - Choose the desired speed from the list of preset values

   OR
   - Select **Custom speed** from the contextual menu and enter an exact speed value in the popup window which is displayed:



The selected speed value appears in the **Speed** column of the playlist grid.

Note

If an unknown speed is allocated to one playlist element, it will be played out at the speed defined on the channel when the element comes to air, for example the speed at which the previous element on-air played at.

How to Set Speed by Direct Entry in the Playlist Grid

To define speed by direct entry in the playlist grid, proceed as follows:

1. Select one element in the playlist and make sure that the **Speed** column is visible in the grid.
2. To define the playout speed of the element, modify the value by direct entry in the **Speed** column. A value as a percentage between 0 and 400% can be entered.

   If the **ESC** key is used on the keyboard, the editable area is exited and the original cell value is restored.

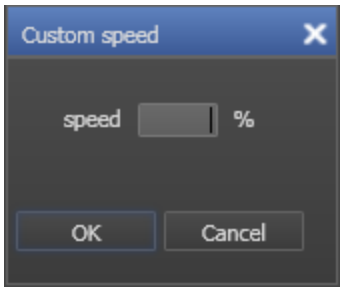
   If the **ENTER** key is pressed or a different area is clicked on, the modifications will be validated.

The selected speed value appears in the **Speed** column of the playlist grid.

Setting a Custom Speed for the On-Air Element

Press the  shortcut to set the speed of the on-air element, would it be playing or paused.

Then enter a speed value in the Set Speed window:



The element will then play at the selected speed.

This is a temporary setting. It will be only used once.

1.6.4. Stopping and/or Starting Automatically the Playout of a Playlist

Purpose

The purpose of the still/start mode option for elements in a playlist is to give more flexibility in the playout of a playlist. It allows automatic starts or freezes within a list. It enables external triggers to start the list and elements to be played at a predetermined time.

Default values are defined in the **Tools > Settings > Playlist > Playlist / Default Transition** category. See section "Default Transition Settings" on page 134 for details on the settings options.

Two playout modes are available:

Mode	Description
Still mode	Determines whether the playout should stop within the playlist.
Start mode	Determines whether the playout of the selected element will start manually or automatically and how it could be triggered.

Within the start mode, it is allowed to define a specific time when the selected element will start playing. The distinction must be made between what is called "a start-on-time" and "a jump-on-time".

Option	Description
Start-on-time	The playout of the selected element will start at a defined time only if the element is loaded on the channel at the specified time.
Jump-on-time	The playout of the selected element will start at a defined time if the playlist is loaded on the channel but not necessarily on the selected element. It can be used, for example, to start the playout of the day programs, or to exit a partial loop.

Note
It is not allowed to define both A/V effect and a still/start mode option for a transition between elements.

Jump on Time Characteristics

Hereafter are some properties of the jump-on-time option:

- It is only valid for playlists, not for clips, trains, growing clips nor timelines.
- It can be defined on an off-line playlist, as far as the playlist is loaded on a channel before playout.
- It is possible to define a jump-on-time condition for several elements of the same playlist. Elements will be played in a chronological order according to time defined for the jump-on-time.
- The jump-on-time condition can be defined for an element inside a partial loop. If the playlist is being played within the loop at the time defined for the jump on time and if a counter exists on the loop, the counter is reset when the jump on time happens.
- The element on which a jump-on-time is defined will be played with the speed defined for it.
- If the element on which a jump-on-time is defined is already playing, the jump on time condition is discarded.
- If a jump on time is defined on a virtual element that is not restored when the clip is supposed to start, the jump on time is not taken into account.
- If a virtual element is loaded on the player channel, and if a start on time is defined on this element, the start on time will be discarded when the element is supposed to play.

- If the playlist is in PAUSE or EDIT mode, the element on which a jump-on-time is defined will be played with the speed defined for it but without its transition parameters (A/V effect and duration).
- If the playlist is loaded on a channel later than the time defined for the jump-on-time, the playout of the element will not be triggered.
- When a playlist is being played, the "remaining time until next transition" and "remaining time until next break", will be adapted taking into account the jump-on-time condition.

Limitation for the Use of Jump on Time and/or Start on Time

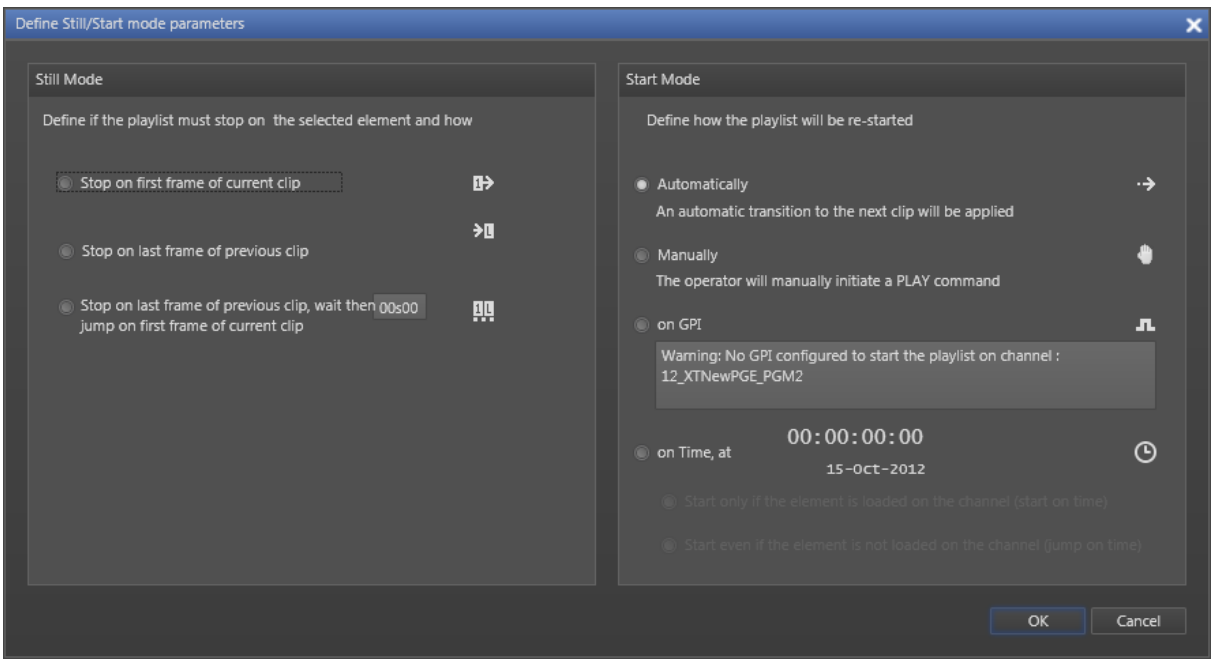
- Several triggers cannot be defined for the same playlist element, i.e. two jump-on-time conditions, two start-on-time conditions or a start-on-time condition and a jump-on-time condition.

  Defining a new condition will remove or overwrite the first one.
- Several triggers with the same time and date cannot be defined for the same playlist.
- Two triggers cannot be defined for the same playlist if their respective time and date are too closed to each other, i.e. in the range [time-guardband, time+guardband].

Define Still/Start Mode Window

Opening of the Window

When right-clicking on a playlist element and selecting **Define Start mode** from the Playlist Element contextual menu, the Define Still/Start Mode window opens.



Still Mode

The still mode setting determines whether the playout should stop within the playlist. The available options are listed below. They are associated with an icon which will also be present in the **Still/Start mode** column of the playlist grid.

- Stop on first frame of current element.
- Stop on last frame of previous element.
- 

Stop on last, wait, jump on first: the playlist will stop on the last frame of the previous element, wait a certain time which is defined in the value box, and then jump on the first frame of the selected element.
- If no still mode is defined, the start mode will be set to **Automatically** and the playlist will play from element to element using the defined playlist parameters for each element (see next section)

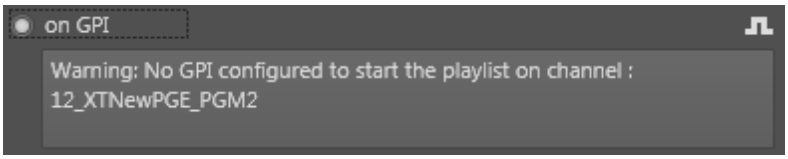
Start Mode

The start mode setting determines how the playlist will be re-started between playout of elements. The available options are listed below. They are associated with an icon which will also be present in the **Still/Start mode** column of the playlist grid.

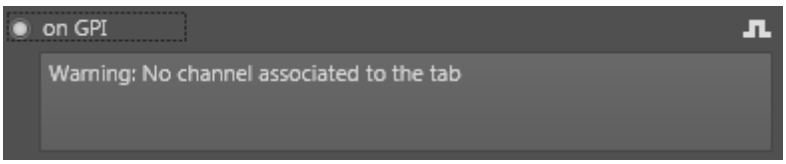
- **Automatically**: an automatic transition to the next element will be applied and the playlist will play from element to element using the defined playlist parameters for each element.
- **Manually**: the selected element must be started manually (by a Play or Play Var command) on the Playlist Panel, keyboard or ShuttlePRO controller.
- **On GPI**: the selected element will be started when a GPI trigger is received on the corresponding EVS server (the one the playlist is to be played on). The GPI number and its trigger mode are defined in the **Tools > Settings > Input GPIs** category. Refer to section "Settings – Input GPIs" in part 1 of the manual.

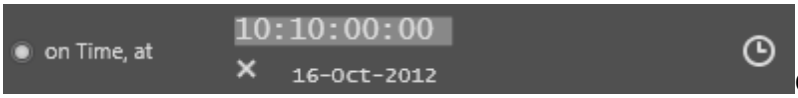
  When **On GPI** is selected, the corresponding GPI, which has been configured to start a PLAY command on the channel associated to the Playlist Panel, is displayed in the description field.

  If no GPI has been configured to start a PLAY on the channel, a warning message is displayed in the description field.

  If no channel is defined, a warning message is displayed in the description field:

- 

On Time, at: the selected element will start at the defined time.
    - **Start-on-time:** the playout will only be started if the element is loaded on the channel at the specified time (independently of the date).

      A clock icon and the defined time are displayed in the Playlist grid.

    - **Jump-on-time:** the playout will be started even if the element is not loaded on the channel as far as the playlist is loaded on the channel.

      A clock icon and the defined time are displayed in the Playlist grid.

Note

Manual Override on Start mode settings:

If the start mode has been defined **On GPI**, or **On Time, at**, it is still possible to manually start the element by clicking PLAY.

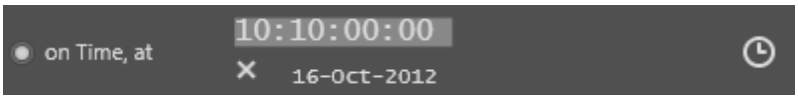
How to Define a Start-on-Time Condition

To define a start-on-time condition on a playlist element, proceed as follows:

1. Select the element on which to define a start on time condition.
2. Right-click the element.

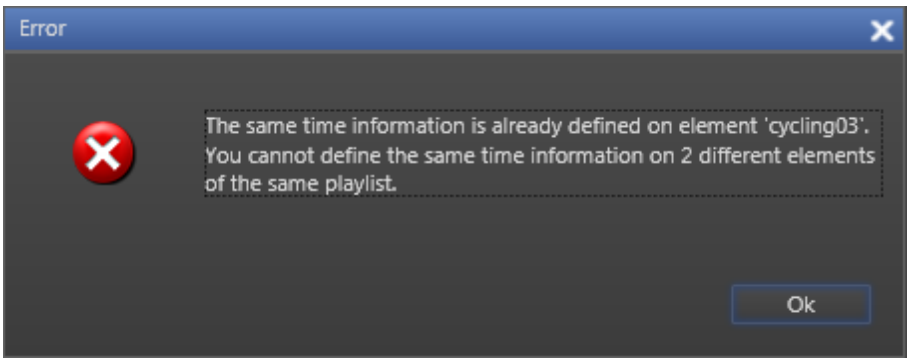
   The Playlist Element contextual menu is displayed.
3. Select **Define Start mode** from the contextual menu.

   The Define Still/Start Mode window is displayed.
4. Select **On Time at/start on time** and define the time for playout.

   The still mode will be set to **Stop on last frame of previous element**.
5. Click **OK**.

   If the time information is already defined for another element in the playlist, a popup window displays an error message.

A clock icon and the time defined for the start on time condition are displayed in the **Still / Start Mode** column for the selected element.

If the element is loaded on the channel at the specified time, it will be played out.

Note
If the element remains loaded, the element will be triggered every day at the same time.

How to Define a Jump-on-Time Condition

To define a jump on time condition on a playlist element, proceed as follows:

1. Select the element on which to define a jump on time condition.
2. Right-click the element.

   The Playlist Element contextual menu is displayed.
3. Select **Define Start mode** from the contextual menu.

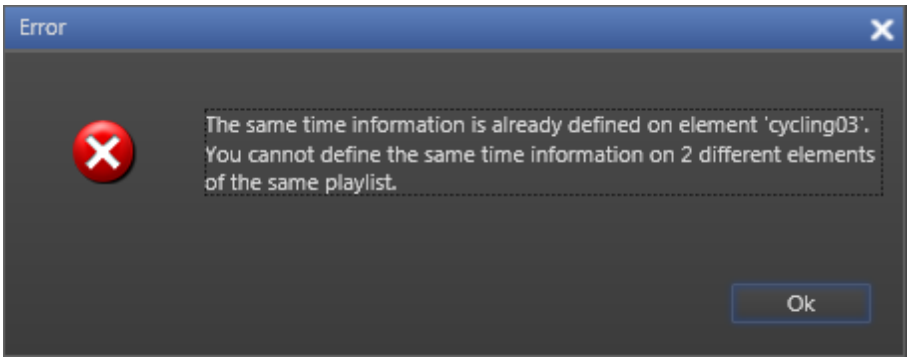
   The Define Still/Start Mode window is displayed.
4. Select **On Time at/jump on time** and define either
   - time only

     The playout of the element will be triggered at the closest corresponding time in the future. If the playlist remains loaded, the element will be triggered every day at the same time.

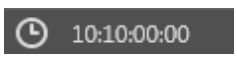
   OR
   - date and time

     The playout of the element will be triggered at the specified time and day and only at that time even if the playlist remains loaded.
5. Click **OK**.

   If the time information is already defined for another element in the playlist, a popup window displays an error message.



A clock icon and the time defined for the jump on time condition are displayed in the playlist grid for the selected element.



If the playlist is loaded on the channel, the element will start playing at the time defined, using the parameters defined for the element. See section "Jump on Time Characteristics" on page 89 for special cases of use.

Using Macro Command to Define Still/Start Mode

Still/Start mode can also be defined by using a macro command, previously configured to correspond to a specific effect with specific parameters. See section "Applying a Macro Command to Trigger Playout Effects" on page 106 for information on using macro commands, and section "Playlist Macro Commands Settings" on page 138 for information on configuring macro commands.

1.6.5. Resetting Playout Parameters to Default

It is possible to reset the following playout parameters to the default values specified in the **Tools > Settings > Playlist > Playlist / Default Transition** category:

- speed,
- still mode, start mode,
- A/V effect

for all the selected elements. For more information on the values defined as default values, See section "Default Transition Settings" on page 134.

Resetting parameters to default can be done in two ways:

- Selecting **Reset transition to default** option from the Playlist Element contextual menu.
- Using a macro command, previously configured to correspond to the option. See section "Applying a Macro Command to Trigger Playout Effects" on page 106 for information on using macro commands, and section "Playlist Macro Commands Settings" on page 138 for information on configuring macro commands.

1.6.6. Inserting a Freeze Effect in a Playlist Element

Introduction

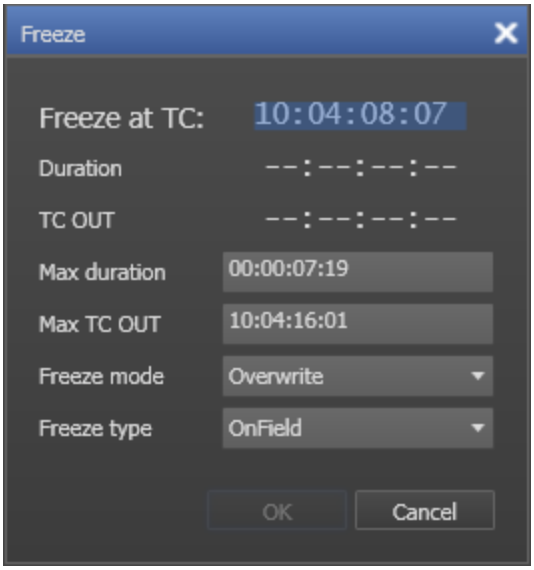
You can insert a Freeze effect in a playlist element, at a certain time code. The frame on which the Freeze is inserted will become a still image for the specified duration.

How to Insert a Freeze in a Playlist Element

To insert a freeze in a Playlist element, proceed as follows:

1. Browse the playlist element to the image that you want to freeze.
2. Right-click the playlist element and select **Insert Freeze**:

   The Freeze window opens.

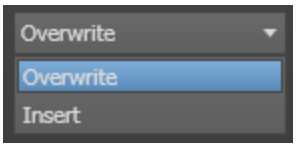


3. The **Freeze at TC** field shows the TC IN of the selected playlist element. If needed, enter the TC value where you want the Freeze effect to start.

   The maximum duration, shown below the **Duration** field, is calculated from the Freeze at TC value to TC OUT.

4. Do one of the following:
   - Enter the duration of the Freeze effect in the **Duration** field. The resulting TC OUT for the Freeze is calculated and shown in the **TC OUT** field.
   - Enter the TC value for the end of the Freeze effect in the **TC OUT** field. The duration of the effect is automatically calculated.

5. Select the desired Freeze mode:

   Overwrite: The freeze overwrites the images in the element for the duration of the freeze.

   Insert: The freeze is added to the element images, so the total duration of the element is increased with the duration of the freeze.

6. Select the desired Freeze type:

   Freeze on field: The freeze will be applied to the image field.

   Freeze on frame: The freeze will be applied to the image frame.

7. Click **OK** to confirm.

The original element is now split into three (or two) elements:

1. Element before the freeze
2. Freeze element
3. Element after the freeze

If the Freeze is inserted at the TC IN of the element, the original element will be split in two. A freeze cannot be inserted at the end of an element.

Removing a Freeze Effect

Introduction

After inserting a Freeze in a Playlist element, the contextual menu of the Freeze element that was created, will show the **Remove Freeze** command.

Remove Freeze does not remove the inserted elements. It just removes the freeze property of the selected element.

Note
If you wish to undo the Insert Freeze command, use Ctrl-Z to perform a standard Undo operation.

How to Remove the Freeze Property of a Playlist Element

To remove the Freeze property of a Playlist element, proceed as follows:

1. Select the Freeze element in the Playlist.
2. Right-click the element and select **Remove Freeze**:

   The Freeze property of the element is removed and it is returned to a normal element state.

1.6.7. Adjusting Audio Levels

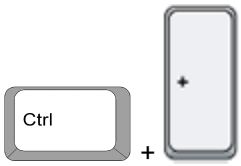
Introduction

The audio level of selected playlist elements can be increased or decreased by step of +/- 1 db. The audio level ranges from -100 db to +20 db. The default value is 0 db.

How to Adjust the Audio Level of Playlist Elements

To adjust the audio level of playlist elements, proceed as follows:

1. Select the playlist elements for which you want to adjust the audio level.
2. Use the following shortcuts:

- 

to increase the audio level of the selected elements
- 

to decrease their audio level.

The audio level value is displayed in the **Audio Level** column of the playlist grid.

1.6.8. Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects

Introduction

Tags are used to carry out specific actions at a specific timecode when a playlist element is played out. Up to 6 tags can be defined per playlist element.

Two options are available to add tags to a playlist element:

- defining tags one by one as well as parameters specific to each tag. Related procedure and windows are described in the current section of the manual.
- using a macro command, previously configured to correspond to a specific tag with specific parameters. See section "Applying a Macro Command to Trigger Playout Effects" on page 106 for information on using macro commands, and section "Playlist Macro Commands Settings" on page 138 for information on configuring macro commands.

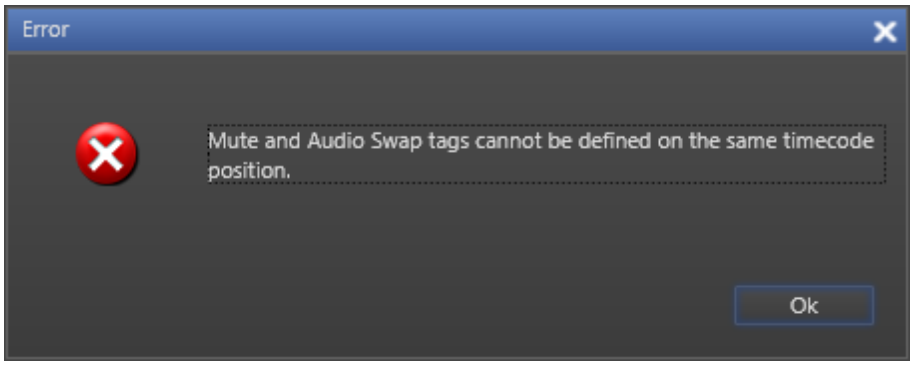
Tag Types

There are six types of tag that can be selected:

Tag Type	Description
GPI	A signal will be sent from the EVS video server under the control of the IPDirector, as defined in the **Tools > Settings > Output GPIs** category.
Hide On	The video output turns instantly to a black screen at the timecode value given to the tag.
Hide Off	The video output turns instantly from a black screen to the video of the element at the timecode value given to the tag.
Mute On	The audio of the element turns to a muted state, at the timecode value given to the tag, with a mix audio transition effect.
Mute Off	It returns the audio of the element from a muted state, at the timecode value given to the tag, with a mix audio transition effect.
Swap Audio Tracks	Audio tracks are swapped according to the selected configuration.

Limitation to the Use of Tags

A Mute tag and a Swap Audio tracks tag cannot be defined on the same T/C. If Mute and Swap are conflicting, the following error message is displayed:



How to Add a Tag to a Playlist Element

To add a tag to a playlist element, proceed as follows:

1. In the Playlist Panel, open the selected playlist.
2. Right-click the element you want to add a tag to.

   The Playlist Element contextual menu is displayed.
3. Select **Insert / Edit TAG** from the menu.

   The Define Element Tags window opens. See section "Define Element Tags Window" on page 99 for a description of its fields.
4. To define a new tag:
   - check a box,
   - select the Tag type in the **Tag type** field,
   - eventually modify the timecode from which the tag must be applied or click the **Grab Timecode** button;
   - if required, enter a descriptive text for the tag.

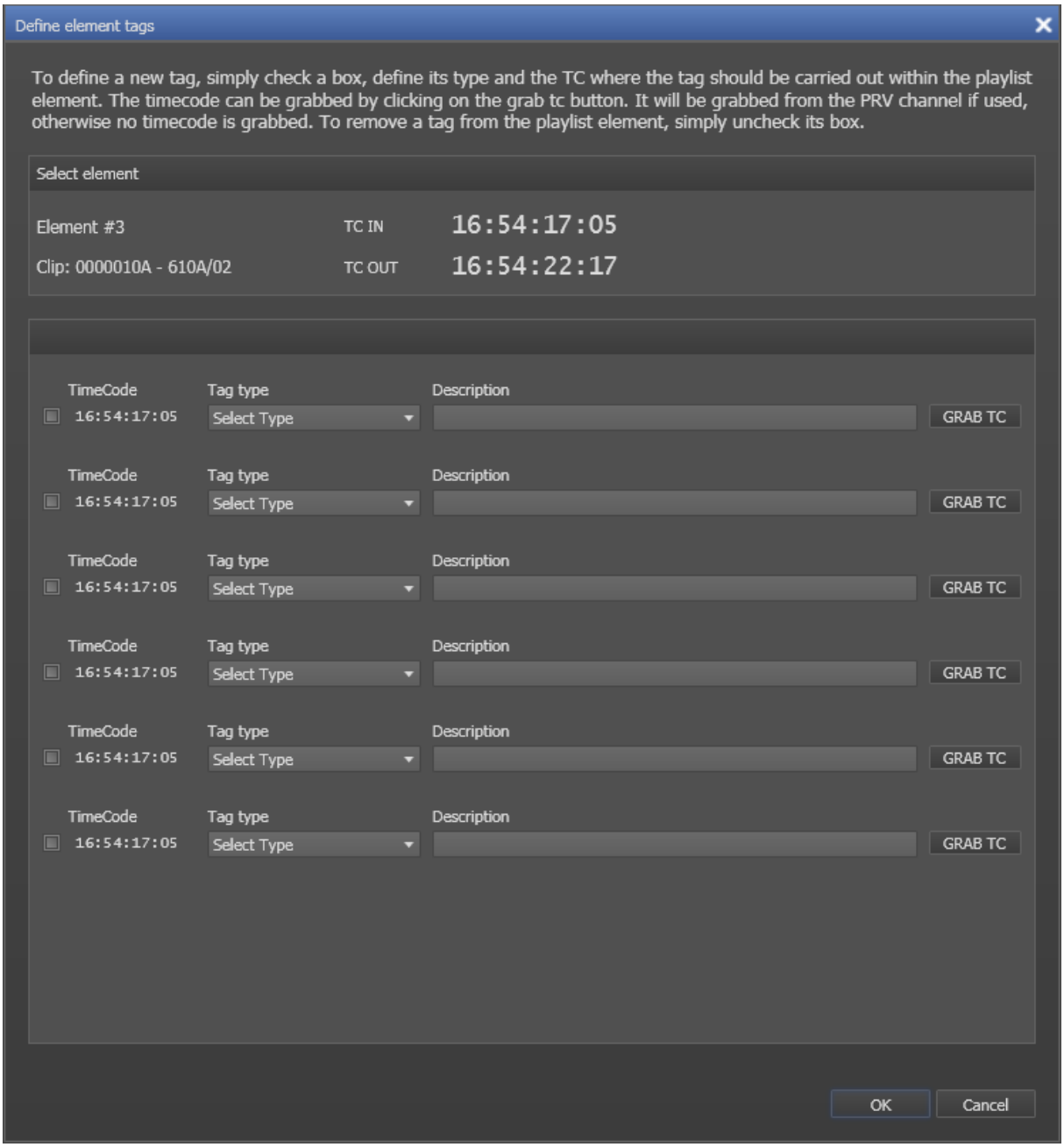
   See section "Define Element Tags Window" on page 99 for more details on the Define Element Tags window and on the characteristics of each kind of tag.
5. Click **OK** to validate the operation.

The tag(s) is/are added to the playlist and tag information is displayed in the Playlist Panel. See section "Tag Information Display" on page 102 for more information on tag display.

Define Element Tags Window

Opening of the Window

When **Insert/Edit Tag** is selected from the contextual menu, the Define Element Tags window opens:



Two areas are displayed in the Define Element Tags window:

Select Element Zone

It mentions the position of the selected element in the playlist, as well as its name, T/C IN and T/C OUT.

Tag Configuration Zone

The actual existing tags configuration of the selected element is displayed.

The tags are sorted by T/C. For example, if 3 tags are defined, the first 3 positions should be checked and ordered by increasing T/C.

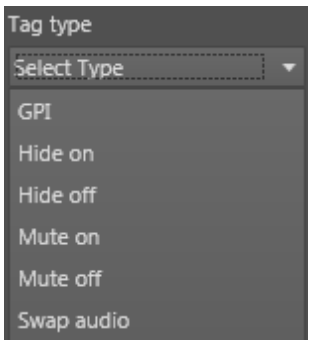
For all undefined tags, the check box is unchecked.

Specifying a Timecode for the Tag to Be Activated

As soon as the **Grab Timecode** button is clicked, the current timecode is grabbed and displayed in the timecode field of the tag.

Selecting a Tag Type

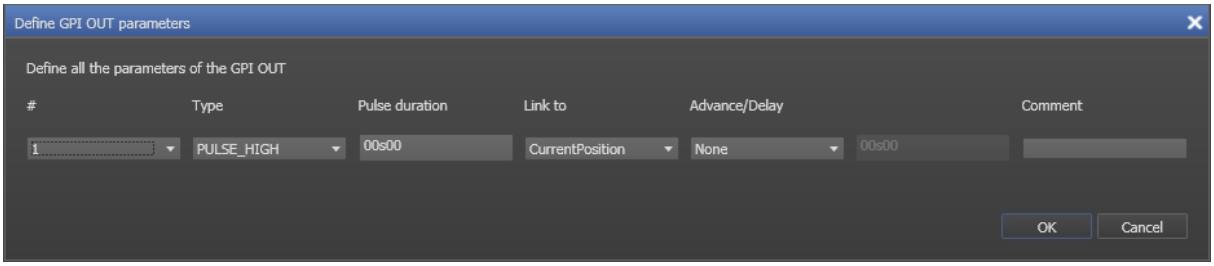
Six different tag types can be selected from the **Tag Type** drop-down list of the Define Element Tags window:



Action = GPI

When a GPI action tag is applied to an element at a given timecode, the action associated to this GPI OUT is triggered at this timecode value.

Selecting GPI action in the Define Element Tags window displays the Define GPI OUT Parameters window.



This window is described in details in the framework of "Playlist Macro Commands Settings" on page 138. See section "Action = GPI OUT" on page 139.

Action = Hide ON or Hide OFF

When a Hide ON action tag is applied to an element at a given timecode, the video output turns instantly to a black screen at this timecode value.

When a Hide OFF action tag is applied to an element at a given timecode, the video output turns instantly from a black screen to the video of the element at this timecode value.

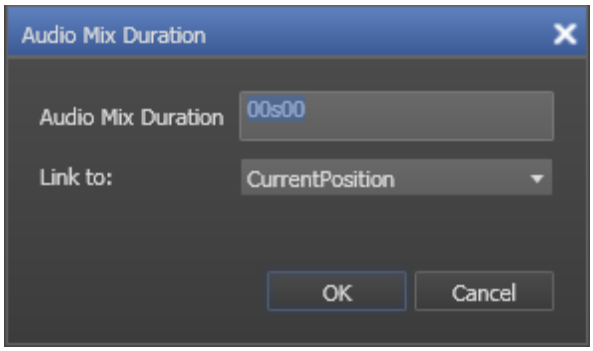
Selecting Hide ON or Hide OFF actions in the Define Element Tags window does not display any configuration window as there is no parameter to define.

Action = Mute ON or Mute OFF

When a Mute ON action tag is applied to an element at a given timecode, the audio of the element turns to a muted state, at this timecode value, with a mix audio transition effect.

When a Mute OFF action tag is applied to an element at a given timecode, the audio of the element returns from a muted state, at this timecode value, with a mix audio transition effect.

Selecting Mute ON or Mute OFF actions in the Define Element Tags window displays the Audio Mix Duration window

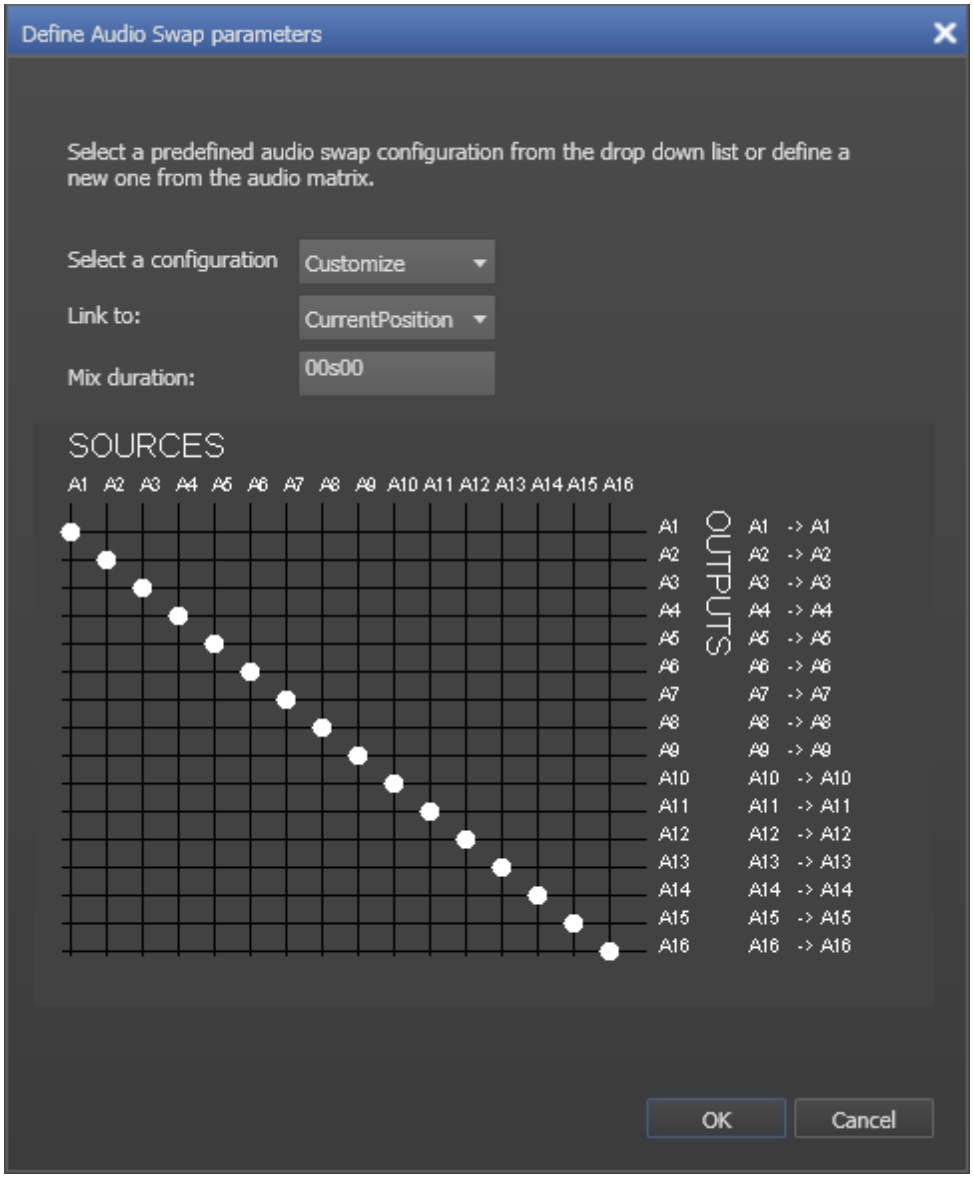


This window is described in details in the framework of "Playlist Macro Commands Settings" on page 138. See section "Action = Mute ON or Mute OFF" on page 141.

Action = Audio Swap

When an Audio Swap action tag is applied to an element at a given timecode, audio tracks are swapped according to the selected configuration.

Selecting Audio Swap action in the Define Element Tags window displays the Define Audio Swap Parameters window:



This window is described in details in the framework of "Playlist Macro Commands Settings" on page 138. See section "Action = Audio Swap" on page 142.

Tag Information Display

In the Playlist Panel

Once tags have been defined for playlist elements, the corresponding icons appear in the **Tag** Column of the playlist grid:

GPI

Hide On

Hide Off

 Mute On

 Mute Off

 Swap Audio Tracks

In the Control Panel

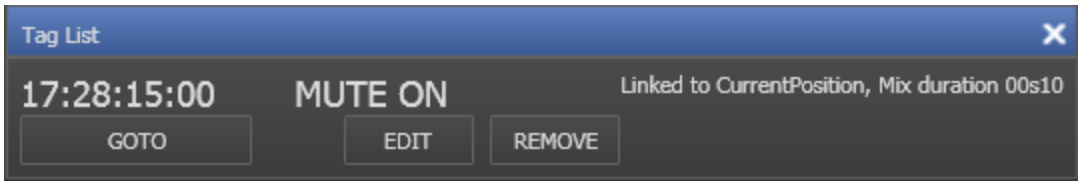
When the operator drags a playlist element onto a Control Panel, tags are displayed as bullets above the jog bar, at a position corresponding to the tag timecodes.

Each tag is represented by a numbered bullet.

Tag Information Window

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

As the window will differ according to the tag type, the screenshot below gives an example of a Tag Information window for a Mute ON tag:



When the window is displayed and the operator moves the mouse pointer to another tag, the information is then displayed for that tag.

The following information is displayed in the window:

- Timecode of the tag
- Tag type
- Additional tag information
- **GOTO** button: by clicking this button, the system will jump to the timecode of the tag on the channel associated to the panel. This allows you to check that the tag is set at the correct position.
- **EDIT** button. See section "How to Edit a Tag" on page 103 for more information.
- **REMOVE** button. See section "How to Remove a Tag" on page 105 for more information.

How to Edit a Tag

Two options are available to edit a tag:

- From the Playlist Element contextual menu
- From the Tag Information window.

To edit a tag from the playlist element contextual menu, proceed as follows:

1. Right-click the element for which you want to edit a tag.

   The Playlist Element contextual menu is displayed.

2. Select **Insert / Edit TAG** from the menu.

   The Define Element Tags window opens.

3. Modify the information you want and click **OK**.

The tag information is updated.

To edit a tag from the Tag Information window, proceed as follows:

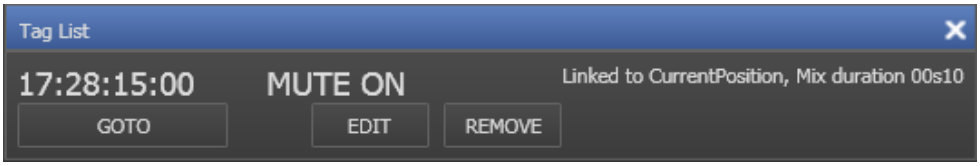
1. In the Playlist Panel where the selected playlist is opened/loaded

   or

   in the Control Panel where the selected playlist element is loaded,

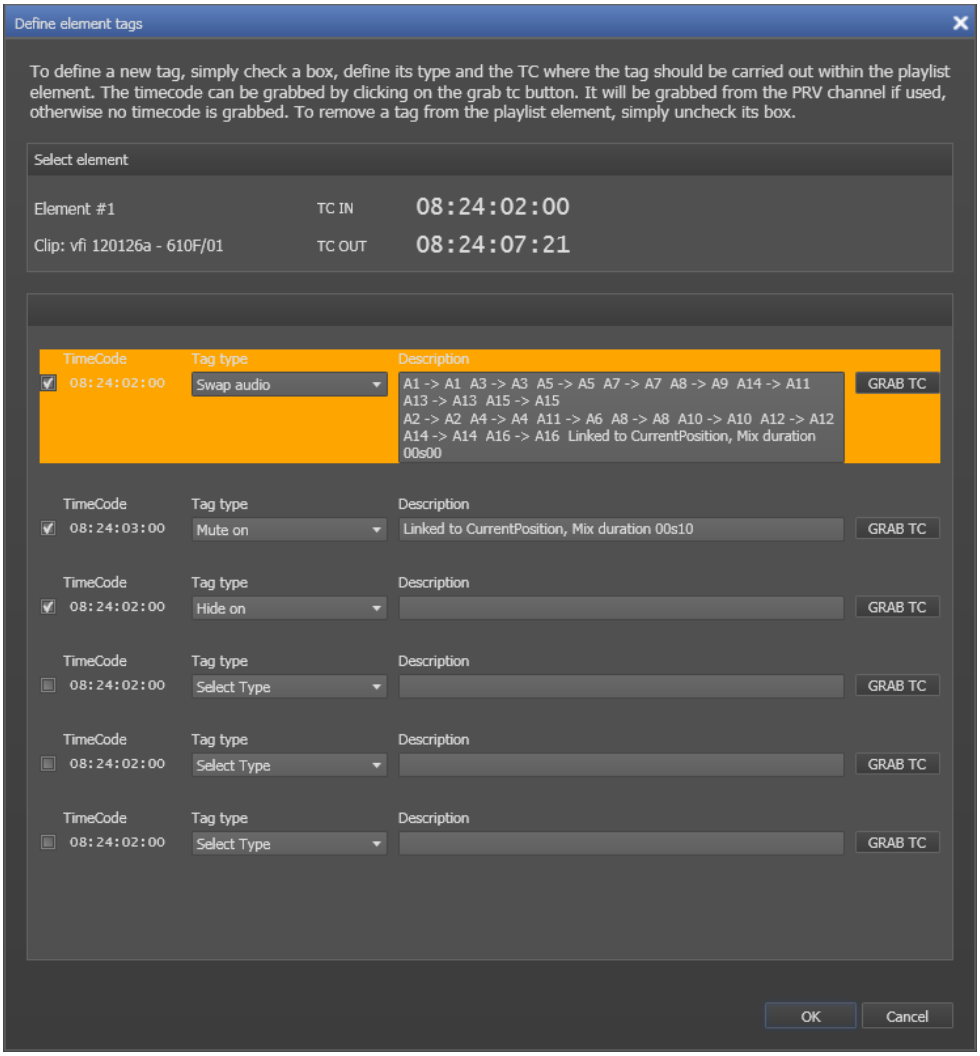
   click the tag icon or the tag bullet, respectively.

   The Tag Information window opens.



2. Click the **EDIT** button.

   The Define Element Tags window opens and the zone corresponding to the tag being edited is highlighted.



3. Modify the information you want and click **OK**.

The tag information is updated.

How to Remove a Tag

To remove a tag, proceed as follows:

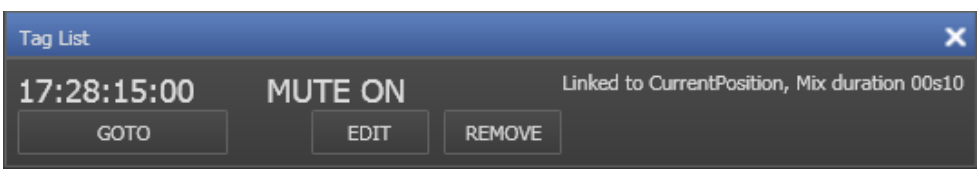
1. In the Playlist Panel where the selected playlist is opened/loaded

   or

- in the Control Panel where the selected playlist element is loaded,

  click the tag icon or the tag bullet, respectively.

  The Tag Information window opens.



2. Click the **REMOVE** button.

The tag is removed from the playlist element and tag information is removed from the Panel.

1.6.9. Applying a Macro Command to Trigger Playout Effects

Introduction

Some playout effects can be triggered by applying a macro command. A macro command is a kind of shortcut which can be used 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

  See section "Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects" on page 97.
- Defining audio and/or video transition effect

  See section "Adding Audio and/or Video Transition Effects" on page 82.
- Defining still/start mode

  See section "Stopping and/or Starting Automatically the Playout of a Playlist" on page 88.
- Resetting transition to default

  See section "Resetting Playout Parameters to Default" on page 94.

Macro commands are "user-specific", i.e. you may define your own set of macro commands.

Up to ten macro commands can be configured, from number 0 to 9. This is done through **Tools > Settings > Playlist > Playlist / Macro commands**. See section "Playlist Macro Commands Settings" on page 138 for more information on how to configure or modify the playlist macro commands.

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

Note

In case a macro command configuration is changed, tags and transition effects which have previously been applied through a macro command will not be changed.

How to Apply a Macro Command to a Playlist Element

To apply a macro command to a playlist element, proceed as follows:

1. Select a playlist element.
2. Press the **Insert** key on the keyboard.

3. On the keyboard, press the key corresponding to the macro command number, from 0 to 9, as configured in **Tools > Settings > Playlist > Playlist / Macro commands**.

The macro command is applied to the corresponding playlist element. See section "Playlist Macro Commands Settings" on page 138 for more information on the way each kind of macro command can be defined.

Position of a Tag Macro Command in a Playlist Element

When applying a GPI macro command, the tag position depends on the "link to" parameter and the Advance/Delay parameter and duration defined in the Settings:

- current position (with or without a delay or an advance),
- IN point (with or without a delay), or
- OUT point (with or without an advance).

When applying a **Mute** macro command, the tag position depends on the "link to" parameter defined in the Settings:

- current position,
- IN point, or
- OUT point.

See section "Limitations" on page 108 for occasions when the current position cannot be calculated.

Note

In case the tag position is linked to the IN or the OUT point and the playlist element is trimmed, the tag position is recalculated to still fit with the IN or OUT point respectively.

Applying a Macro Command on Linked Playlists

Insert Tag Macro Command

When a macro command corresponding to an Insert Tag action (GPI, Mute On, Mute Off, Hide On, Hide Off, Audio swap) is applied to a playlist element, the macro command is not applied on corresponding elements from linked playlists.

Transition Effect Macro Command

When a macro command corresponding to a transition effect action (define audio/video transition effect, define Still/Start mode, reset transition to default) is applied to a playlist element, the macro command is applied on corresponding elements from linked playlists.

Limitations

In certain circumstances, the macro command will not be applied:

- In case of multiselection, the macro command will be applied to all the elements of the selection, except when a macro command corresponding to GPI, Mute On or Mute Off is linked to the current position.
- If the "Link to" parameter is set to "current position" and this position is not known, because:
  - the playlist is off-line
  - the playlist is on-line but not loaded on a channel
  - the playlist element has been trimmed and the "Current Position" selected in the Settings is no more between the IN and OUT points of the element.
- If a GPI is not configured as OUTPUT GPI on the EVS video server, an error message is displayed.

1.6.10. Skipping an Element in the Playlist

Introduction

It is possible not to play one or several elements from the playlist, by skipping it/them once during the playout of the playlist.

How to Skip Elements Once During Playout

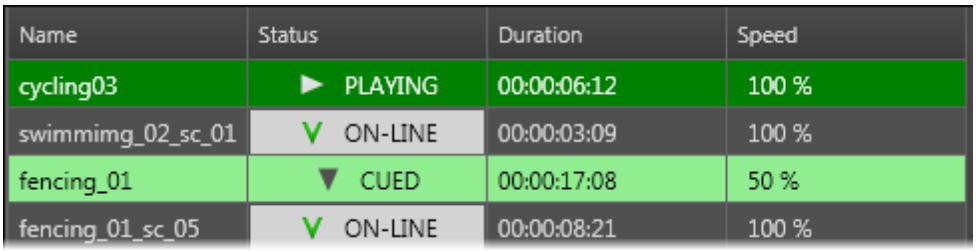
You can decide to skip one or more elements during playout. Proceed as follows:

1. Click the **SKIP** button 

or press the 

key when the playlist is playing the element before the one you want to skip.

As the event on-air is highlighted in dark green; and the next event to air in light green, elements which will be skipped are located between these two highlighted lines.



2. Repeat step 1 as many times as you want elements to be skipped. If the **SKIP** button is clicked twice, the next two elements will be skipped, and so on.

Note
If the **SKIP** button is clicked within a loop, the SKIP function takes the loop into account and elements played out remain inside the loop. This does not affect the loop counter.

1.6.11. Looping Playlist Elements During Playout

Purpose

It is possible to define a loop on a series of consecutive elements of a playlist or on the whole playlist. This enables the playout of this set of elements several times without any intervention. The user can choose if the loop must be played a number of times or indefinitely. He can also select the way the loop will be exited.

Loop Types

Introduction

The loop type determines whether the loop will be played a defined number of times or indefinitely.

Global Loop Mode

The Global Loop mode is activated with the LOOP button:

 OR the  shortcut.

In this case, the entire playlist will be played in loop mode: the loop is applied on all the elements.

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.

Partial Loop

Introduction

When the users define a partial loop, they select the playlist elements which will be included in the loop. All the playlist elements may be selected to be included in a partial loop.

Two types of partial loops can be defined: counter or infinite.

Counter loop

A counter loop will be played a number of times defined by the users.

When a counter loop is loaded on the on air channel or when the system jumps on the first element of a counter loop, the counter is reset. This allows the user to check the loop before the playout without decreasing the counter.

The loop elements are then played taking into account the still/start modes, transition effects, speed, tags.

Each time the OUT point of the last element is reached, the counter is decreased.

When the counter is null, the element located just after the loop is played taking into account its still/start modes, transition effects, speed, tags.

However, there are different ways to exit a partial loop and it is also possible to manually exit the counter loop at any time. See section "Exiting a Loop" on page 114 for more information.

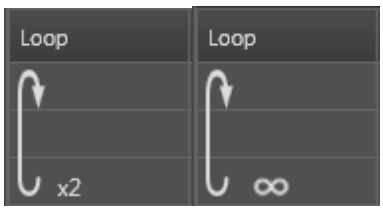
Infinite loop

An infinite loop will be played indefinitely. No exit loop condition is defined at first.

Display of Partial Loops in the Playlist Grid

When a partial loop has been defined, the following information is displayed in the **LOOP** column of the playlist grid:

- A staple from the first and the last element of the loop. The staple will fit on one single line if there is only one element in the loop.
- On the last line of the loop, the icon of the infinite loop type or the number of times to play a counter loop.



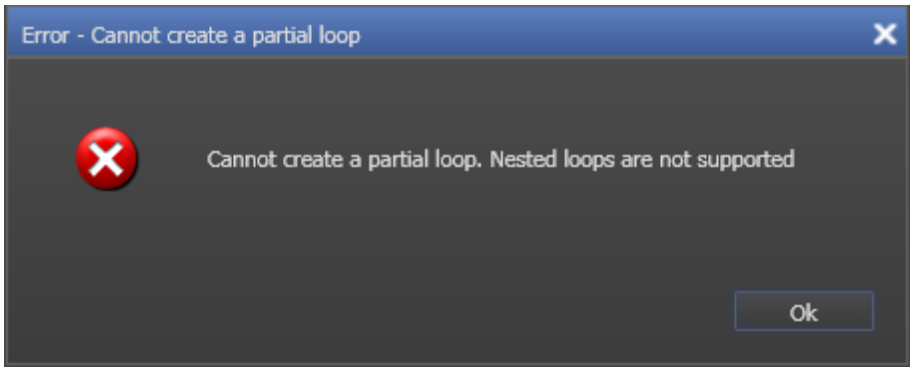
Limitations to the Use of Loops

Nested loops are not allowed in IPDirector.

By nested loops, one must understand any of the following situations:

- one loop is totally included in another one
- the first or the last element of one loop is the first or the last element of another one
- one loop is partially included in another one, i.e. one loop overlaps the other one.

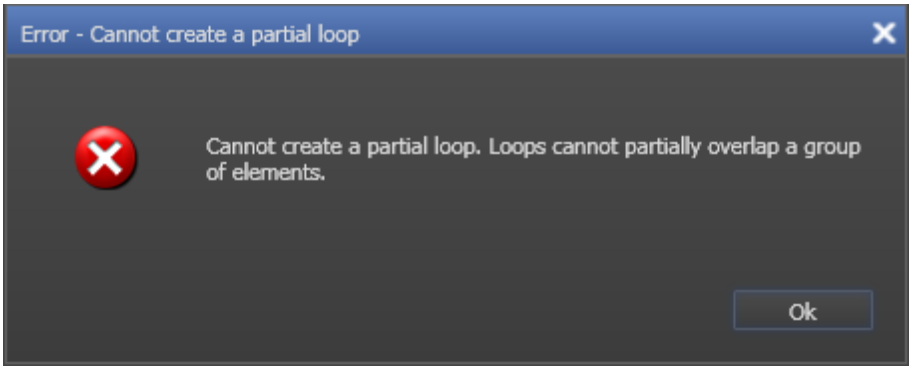
Trying to do so would provide an error message.



Use of Loops and Groups

Rules for the Use of Loops and Groups

- A loop may not overlap a group of elements and vice versa. Trying to do so would provide an error message.



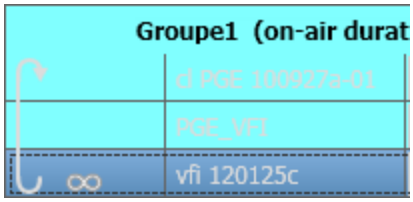
- A loop may enclose one or several groups of elements. Note that
  - the first element of the loop may be the first element of the group of elements and/or
  - the last element of the loop may be the last element of the group of elements
- A group of elements may enclose one or several loops.
  - the first element of the loop may be the first element of the group of elements and/or
  - the last element of the loop may be the last element of the group of elements

- If the playlist elements selected to perform an action on a loop include a group line, all the elements of the group will be selected, would the group have been expanded or collapsed.

Display of Groups and Loops in the Playlist Grid

Group inside a Partial Loop

In case the first element of the group corresponds to the first element of the partial loop, the staple starts on the group line.



Partial Loop inside a Group

When a group includes a partial loop, the staple will be displayed differently depending on whether the group is expanded or collapsed:

- When the group is expanded, the staple will be displayed besides the elements of the partial loop, as usual, without including the group line

- When the group is collapsed, the staple will be displayed on the group line only, to indicate that the group includes a partial loop.

Creating Loops

How to Activate the Global Loop Mode

To loop on the entire playlist, proceed as follows:

1. Open a playlist.
2. Click the **LOOP** button 

   OR

   Press the  key on the keyboard.

   The **LOOP** button changes from  to  .

The playlist will loop when it reaches its end.

Note

To remove a full loop, click the **LOOP** button  or press the  key on the keyboard again.

How to Define a Partial Loop

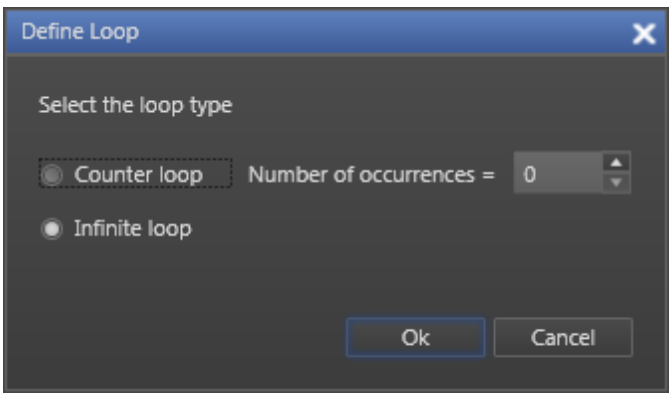
You can create a partial loop inside a playlist by using either the playlist element contextual menu or the partial loop shortcut. See section "Use of Loops and Groups" on page 111 for more information on what is allowed or not.

If you use the contextual menu, proceed as follows:

1. Select one or several elements you want to be included in a loop inside the playlist.
2. Right-click one of the element of the selection.

   The Playlist Element contextual menu opens.
3. Select **LOOP** from the contextual menu.

   The Define Loop window is displayed:



4. Select one of the following options:
   - Counter Loop, and enter the number of times to play the loop

   OR

   - Infinite Loop
5. Click **OK**.

The loop information is displayed within the grid.

To use the shortcut, proceed as follows:

1. Select one or several elements you want to be included in a loop inside the playlist.
2. To define an infinite partial loop, press the 

shortcut.
3. To define a counter partial loop, press the 

+ 

shortcut.

   In the Define a Partial Loop window displayed, enter the number of times to play the loop and click **OK**.

The loop information is displayed within the grid.

Exiting a Loop

Exit Loop Modes

The exit loop mode determines when the loop will be exited. Two exit loop modes can be selected:

- **Exit Loop ASAP** (As Soon As Possible): the loop is exited as soon as possible, without playing the current element until its end.
- **Exit Loop on ShortOUT**: the loop is exited as soon as the OUT point of the current element is reached.

Exit Loop Triggers

Introduction

In case of counter loop, the loop will be automatically exited when the counter is null and the first element after the loop will be played.

In case of infinite loop, the loop will endlessly be played.

There are several ways to trigger an exit loop mode before the end.

Using the GoTo Element Button

The **GoTo Element** button is a quick way to exit a partial loop and jumps on the selected element, according to the selected Exit Loop mode, i.e. as soon as possible or when the OUT point of the current element is reached.

See section "How to Manually Exit a Partial Loop Using the GoTo Element Button" on page 115.

Using a GPI

The loop will be exited when a GPI trigger is received on the corresponding EVS server (the one the playlist is to be played on). The first element just after the loop is then played taking into account its still/start modes, transition effects, speed, tags.

The GPI number and its trigger mode are defined in the **Tools > Settings > Input GPIs** category.

The Exit Loop mode applied is based on the selected GPI action type: "EXITASAP" or "EXITOUT". Refer to section Settings – Input GPIs in part 1 of the manual for more information on how to assign actions to input GPIs.

Using a Jump-on-Time Condition

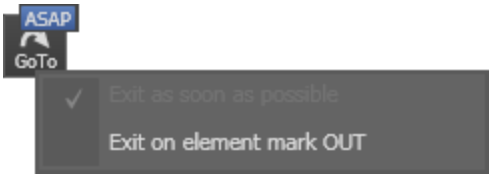
If a jump on time is set on any element of the current playlist outside the loop, the loop is exited ASAP, at the date and time defined and the element with the jump-on-time condition is then played taking into account its transition effects, speed, tags. See section "Stopping and/or Starting Automatically the Playout of a Playlist" on page 88 for more information on that topic.

How to Manually Exit a Partial Loop Using the GoTo Element Button

It is always possible to manually exit a partial loop at any time, would it be a counter loop or an infinite loop. To do so, proceed as follows:

1. Right-click the **GoTo Element** button to select the Exit Loop mode.

   The Exit Loop contextual menu is displayed:



2. Select
   - **Exit as soon as possible** to be able to exit the loop immediately when clicking the GoTo Element button

   OR

   - **Exit on element markOUT** to be able to exit the loop as soon as the OUT point of the current element is reached after having clicked the **GoTo Element** button.

   The selected option is displayed under the button :

3. Select the playlist element you want to be played when exiting the loop.
4. Click the **GoTo Element** button to exit the loop according to the selected mode.

The loop is exited and the selected element is then played taking into account its still/start modes, transition effects, speed, tags.

Modifying a Loop

How to Insert an Element Inside a Full or a Partial Loop

It is still possible to insert elements inside a partial loop after the creation of the loop. You man also insert elements inside a full loop even when it is playing. To do so, proceed as follows:

1. Select one or several elements to include in a loop inside the playlist.
2. Drag the element(s) into the playlist grid, between the first and the last elements of the loop.

The element(s) are inserted within the loop.

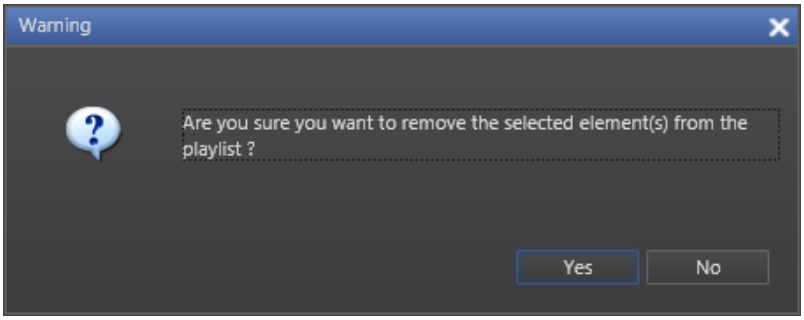
How to Remove an Element from a Partial Loop

The user can remove one or several elements from a partial loop.

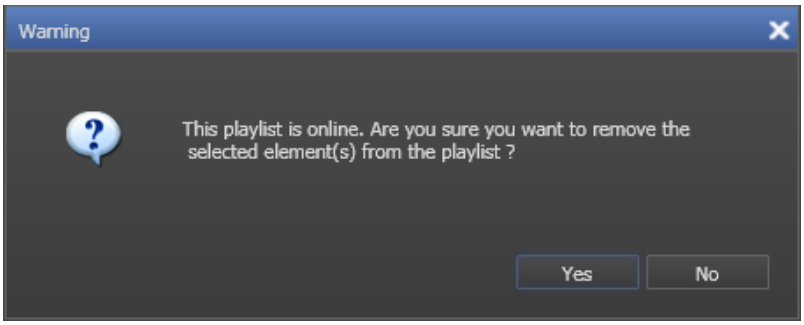
1. Select one or several elements to remove from the loop.
2. Right-click one of the elements of the selection and select **Remove element** from the Playlist Element contextual menu.

   A confirmation message will be displayed depending on the status of the playlist being edited:

   If the playlist is off-line:



If the playlist is on-line:



3. Confirm the operation.

The selected elements are removed from the playlist loop.

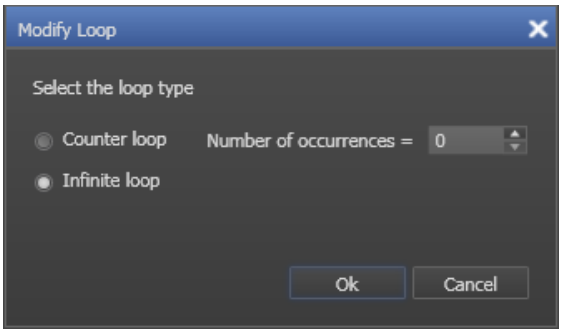
How to Modify the Loop Parameters

To modify the type of loop or the number of occurrences, proceed as follows:

1. Select the last element of the loop.
2. Right-click the element.

   The Playlist Element contextual menu is displayed.
3. Select **Edit LOOP** from the menu.

   The Modify Loop window is displayed.



4. Modify the loop type and/or the number of occurrences.
5. Click the **OK** button or press **ENTER**.

The loop parameters are modified and the **Loop** column in the playlist grid is refreshed accordingly.

Removing a Loop

Purpose

When a partial loop previously defined is no more needed, the user may remove the loop condition. This will not remove any element of the loop.

In case the loop is part of a group, the group must be expanded to be able to remove the loop it contains.

How to Remove a Partial Loop

To remove the loop condition, proceed as follows:

1. Select all the elements of the loop or only the last one.
2. Right-click one of the elements of the selection.

   The Playlist Element contextual menu is displayed.
3. Select **Remove LOOP** from the menu.

The system removes the partial loop condition and the loop staple is removed from the playlist grid.

Note
To remove a full loop, see section "Creating Loops" on page 113.

1.6.12. Associating an Auxiliary Audio Clip to a Playlist

Purpose

The **Aux Clip** option allows you to add a new audio track to play from the start of a playlist. For example when a music bed needs to be played at the same time as the original audio associated with the elements of a list or a particular clip needs to be used instead of the original element audio. The auxiliary audio clip selected is always played back with normal speed (100%), whatever the selected playback speed for the video.

When the playback of the playlist is not started from the beginning, the system calculates the offset between the current position and the beginning of the playlist, and applies the same offset to the auxiliary clip, so that it can remain synchronized with the playlist.

If the duration of the auxiliary clip is longer than the playlist duration, the auxiliary audio clip keeps playing even after the video has stopped.

Otherwise, the auxiliary audio clip ends itself before the end of the playlist, when the auxiliary audio clip reaches its own OUT point.

For every server, the audio output on which the auxiliary clip of the playlist will be played out is defined in the **Tools > Settings > Playlists > Playlist / Auxiliary Track** category. See section "Auxiliary Track Settings" on page 147.

Limitation for the Use of an Auxiliary Clip

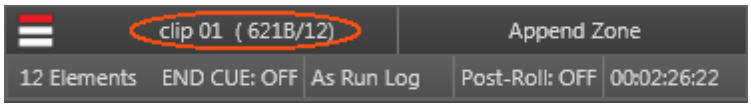
It is only possible to play an auxiliary clip when the first 2 channels of an EVS server are being used for playout. If the playlist is loaded on PGM3 of an EVS server, the Aux track will not be present due to some limitations of the EVS server hardware.

How to Associate an Auxiliary Audio Clip to a Playlist

To associate an auxiliary audio clip to a playlist open in a Playlist Panel, proceed as follows:

1. In the Database Explorer, select the clip you want to associate as auxiliary clip.
2. Drag it to the AuxClip area of the status bar on the Playlist Panel.

This clip is then defined as the auxiliary clip for the playlist. The name and LSM ID of the clip is displayed in the AuxClip area. The background of this zone is then green.



Note

Replacing an auxiliary clip: If a clip was already defined as the auxiliary clip for the playlist, it is replaced by associating another auxiliary clip.

Removing an auxiliary clip: To remove an auxiliary clip double-click on the AuxClip zone. The auxiliary clip is then removed from the playlist and the zone displays "None".

1.6.13. Working with End Cue

Purpose

Using the END CUE function gives the ability to send a signal (OUTPUT GPI) at a certain point in time, called the END CUE duration, before the playlist stops.

The purpose of using the END CUE function is to trigger a countdown in the control room which indicates to the operator when to switch to another device.

When the END CUE mode is activated, the GPI is sent every time the playlist stops, which means:

- at the end of the playlist, except if the loop mode is activated and the start mode option of the first element is set to **Automatically**.
- every time a still mode option (**Stop on Last**, **Stop on Last, Wait, Jump on First** or **Stop on First**) is set on an element.

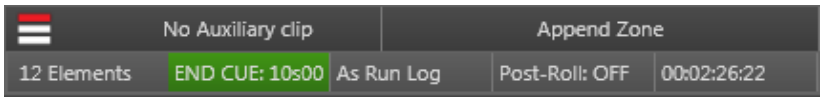
See section "Define Still/Start Mode Window" on page 90 for more information on these options.

Activation and Deactivation

Display of the End Cue Area

This END CUE area is only displayed if this has been set under **Tools > Settings > Playlist > Colors**. It indicates whether the END CUE mode is activated or not.

If it is activated, the END CUE duration is displayed in the END CUE area and the background of the zone is green.



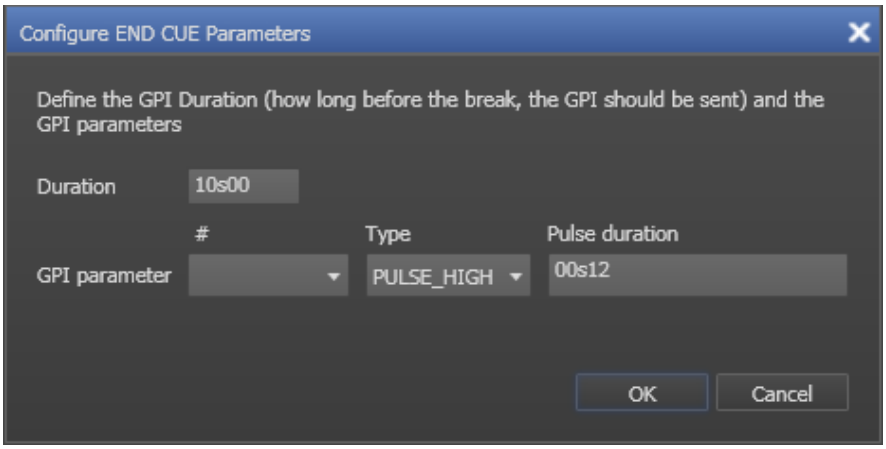
If it is not activated, the area displays "END CUE OFF" and the background of the zone is gray.

How to Activate the END CUE Mode

To activate the END CUE mode, proceed as follows:

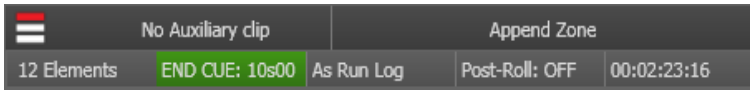
1. Associate a player channel to the Playlist Panel.
2. Do one of the following:
   - right-click the END CUE area and select **Activate END CUE** in the END CUE contextual menu or
   - double-click the END CUE area.

   If the END CUE parameters have not already been set for that channel, the Configure END CUE Parameters window is displayed.



3. Enter the END CUE duration, i.e. how long before the break the GPI should be sent, and GPI parameters (number, type and pulse duration).
4. Click the **OK** button.

The END CUE mode is activated for the channel.



Note

To deactivate the activated END CUE mode, either

- right-click the END CUE area and select **Deactivate END CUE** in the END CUE contextual menu or
- double-click the END CUE area.

How to Configure the END CUE Parameters

It is possible to modify the END CUE parameters defined for a channel. To do so, proceed as follows:

1. Right-click the END CUE area.

   The END CUE contextual menu is displayed.

2. Select **Configure END CUE parameters** from the contextual menu.

   The Configure END CUE Parameters window is displayed.

3. Update
   - the END CUE duration,
   - the GPI parameters: GPI number, GPI type and pulse duration.

4. Click the **OK** button.

The END CUE configuration is modified.

End-Cue Characteristics

- The END CUE duration is independent of the speed of the playlist. This means that the GPI will be sent a period of time, corresponding to the END CUE duration, before the playlist stops whatever the speed of the element may be.
- The GPI is not necessarily sent during the playout of the element where the playlist will stops as the END CUE duration can be greater than the element duration.
- The END CUE GPI is not sent if the END CUE duration is greater than the remaining time until next break.
- The END CUE duration as well as the END CUE GPI can be modified at any time, should the END CUE mode be activated or not.
- The END CUE mode is activated for a channel and not for a specific playlist.
- The END CUE GPI and duration can be different for each channel.
- The END CUE GPI is only sent in transmission mode, when the playlist is being played out, not in Edit mode.
- The END CUE mode is automatically turned off when the Multicam starts as there is no reason to keep a mode from a previous use of an EVS server.

1.6.14. Working with Post-Roll

Purpose

The Post-Roll is the ability to play an element a few seconds after its defined OUT point, as far as there is enough A/V material in the guardband.

The purpose of using Post-Roll is:

- to provide a countdown until the OUT point of the playlist element through the **Remaining Time until Next Transition** value to allow the operator to know when to switch to another device, and
- to continue the playout after the OUT point in order not to freeze before the operator performs the transition from the playlist.

When activated, the Post-Roll runs every time the playlist stops, which means:

- at the end of the playlist, except if the loop mode is activated and the start mode option of the first element is set to **Automatically**.
- every time the still mode option **Stop on Last** or **Stop on Last, Wait, Jump on First** is set on an element.

See section "Define Still/Start Mode Window" on page 90 for more information on these options.

Note
In case the still mode option **Stop on Last, Wait, Jump on First** is defined for an element, the still mode timer is only triggered after the Post-Roll duration.

The playout of the playlist element continues after its OUT point for the Post-Roll duration and then stops.

Activation and Deactivation

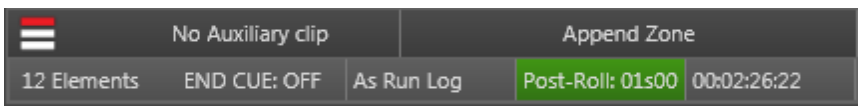
Display of the Post-Roll area

New!

This Post-Roll area is displayed if this has been set under **Tools > Settings > Playlist > Colors**. The Post-Roll mode can be activated or deactivated through the Post-Roll contextual menu or by double-clicking the Post-Roll area. This Post-Roll area indicates whether a post roll is activated or not.

The Post-Roll mode can also be activated for the next transition only. In this case, the option is automatically deactivated after the Post-Roll duration.

If it is activated, permanently or temporarily for the next transition only, the Post-Roll duration is displayed in the Post-Roll area and the background of the zone is green.



If it is not activated, the area displays "POST ROLL is OFF" and the background of the zone is gray.

How to Change the Post-Roll Duration

To change the Post-Roll duration, proceed as follows:

1. Associate a player channel to the Playlist Panel.
2. Right-click the Post-Roll area.

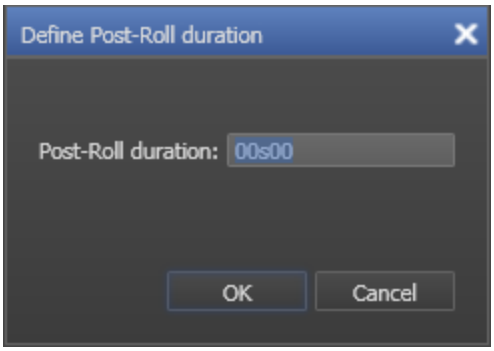
   The Post-Roll contextual menu is displayed.
3. Do one of the following:
   - Select one of the predefined duration values and click **OK** or press **ENTER**.

     The Post-Roll option is activated and displayed with the selected duration. In this case, you do not need to do anything else.

   OR

   - Select **Customize duration** from the menu

     The Post-Roll Duration window opens.



4. Enter the required duration.
5. Press **ENTER**.

The Post-Roll option is activated and displayed with the entered duration.

The newly entered duration is added to the predefined duration values available in the Post-Roll contextual menu.

Post-Roll Characteristics

- The Post-Roll duration is independent of the speed of the playlist. This means that the playlist will continue to be played after the OUT point for the duration of the Post-Roll, whatever the speed of the element may be.

  For example, if the Post-Roll duration is set to 2 sec, the element will be played after its OUT point during 2 sec at the speed defined.
- The Post-Roll duration can be shortened if there is not enough A/V material in the guardband. In this case, the playout will freeze on the Protect OUT point of the playlist element.

For example, if the Post-Roll duration is set to 3 sec, if the guardband length of the element is 2 sec, and if the speed of the element is 100%, the element will be played during 2 sec after its OUT point and stops on its Protect OUT point. If its speed is 50%, there will be enough material to play during the 3 sec of Post-Roll duration.

- The Post-Roll duration can be modified at any time, should the Post-Roll option be activated or not.
- The Post-Roll is activated for a channel and not for a specific playlist.
- The playlist transport commands are available during the Post-Roll duration.

Remaining Time Information

The **Remaining Time until Next Transition** and the **Remaining Time until Next Break** value values do not take the Post-Roll duration into account.

They decrease until the OUT point of the element is reached. The OSD mentions the remaining time until the OUT point.

They are equal to zero on the OUT point.

They increase after the OUT point. The OSD mentions the duration played out after the OUT point with the "+" sign.

The moment when the remaining time is equal to zero gives indication on when to switch to an external device.

1.6.15. Using As Run Log

Purpose

An "as run log" is a file which logs what has been effectively played on a channel and when.

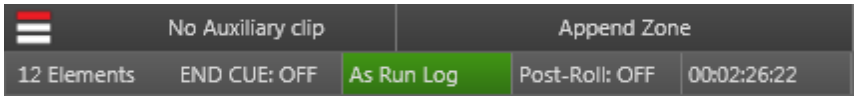
The purposes of using as run log can be:

- to produce bills for advertising agency
- to monitor what has effectively been played out in case of errors during transmission
- to be used as a point of reference when subjects are placed on a website after they have been played on air.

Activation and Deactivation

The As Run Log area is displayed only if this has been set under **Tools > Settings > Playlist > Colors**. The As Run Log function can be activated or deactivated by double-clicking the as run log area. This area indicates whether an as run log is activated or not.

If it is activated, the area displays "AS RUN LOG" on a green background.



If it is not activated, the area displays "AS RUN LOG: OFF" and the background of the zone is gray.

As Run Log Mechanism

The as run log mechanism is not an automatic process. It must be triggered by a start command on the EVS video server and is handled through the GigE port of the EVS server.

The as run log is a characteristic of a channel.

The final as run log file is created in two different steps:

- First, the EVS video server generates an event channel log file, the server as run log, and stores it on the server local storage. This file will contain all the operations which have been done on the channel since the as run log mechanism has started.
- Secondly, an interpreter application will analyze the server as run log file and format it in the final as run log format.

The following information will be recorded in the file for each element played out to air: on-air date, on-air time, on-air duration, Name, VarID, UmID, LSM ID, TC IN, TC OUT, end date, end time.

1.7. Ganged Playlists Management

1.7.1. Introduction

If you want to play ganged playlists, you first need to create them one by one and then link them all together in the order you want. Afterwards, you could load them on ganged player channels.

Note

When you create a new playlist, if the channel associated to the playlist panel is ganged to other channels, only one playlist will be created.

This section refers to normal playlists. See section "Fill and Key Playlists" on page 160 for information on Fill and Key playlists.

1.7.2. Linking or Unlinking Playlists

How to (Un)Link Playlists

To link several playlists together, proceed as follows:

1. From a bin or from the Playlists tree view of the Database Explorer, select all the playlists you want to link together in the order you want them to be linked. Do one of the following:
   - to select a list of contiguous playlists, press **SHIFT** and select the first and last playlists of the list.
   - to select non-contiguous playlists, press **CTRL** and select the playlists.
2. Right-click the Playlist grid.

   The Playlist contextual menu opens.
3. Select **Link**.

The playlists are linked in the order they have been selected by the operator.

Information appears for each linked playlist in the **Ganged** column of the Database Explorer.

Unlink Playlists

To unlink playlists, proceed in the same way but select **Unlink** from the contextual menu.

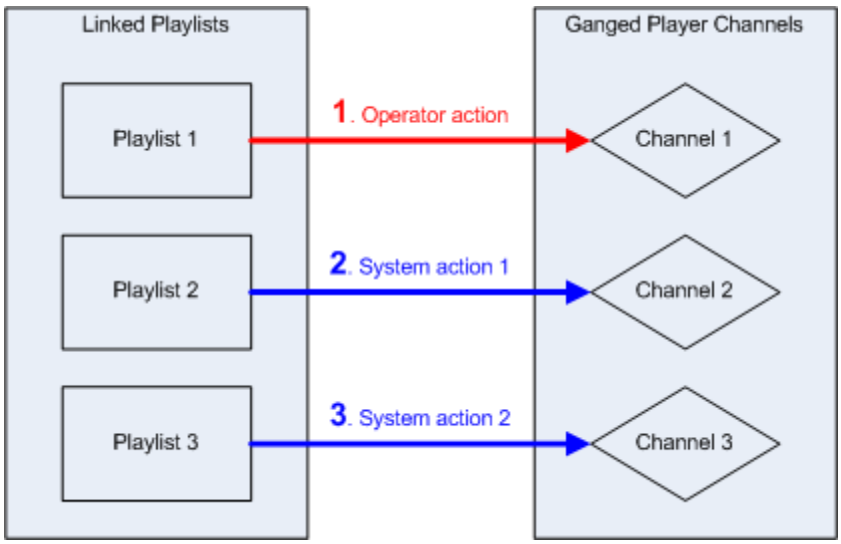
Note

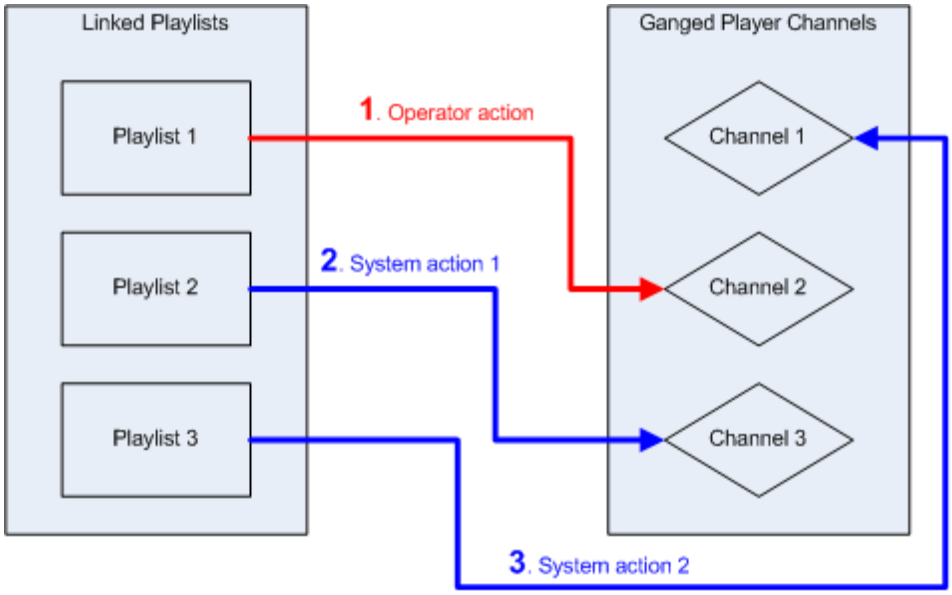
To unlink playlists, all the selected playlists must have been linked in the same group. Otherwise, the **Unlink** option is dimmed and cannot be selected.

1.7.3. Loading Playlists on Ganged Channels

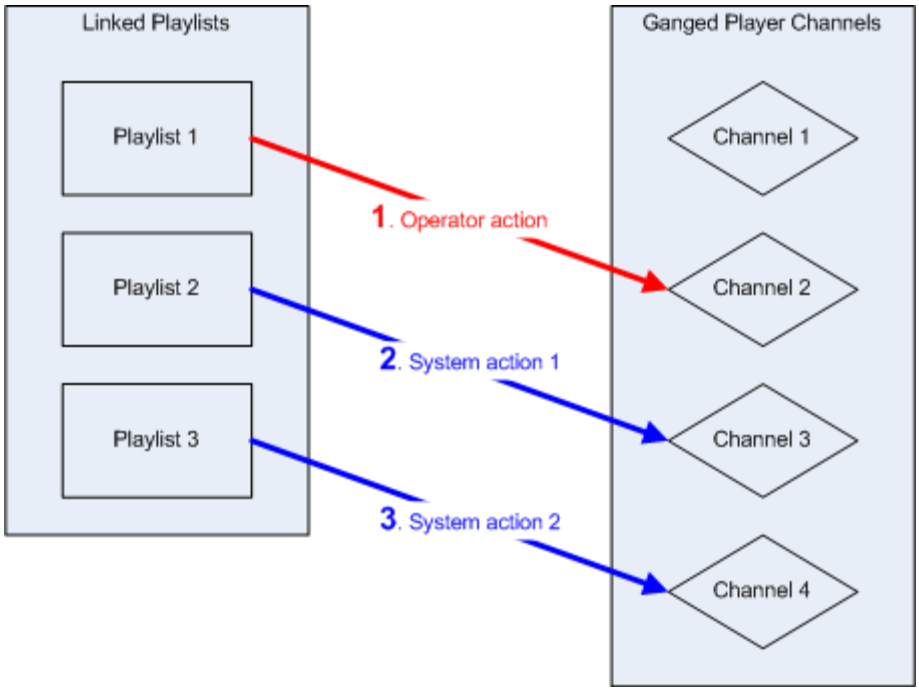
When player channels have been ganged and playlists have been linked, loading one playlist of the group on one of the channels will result in the loading of each of the playlists on the different ganged channels.

Linked playlists will be loaded in the order they have been linked, as shown in the figures below:

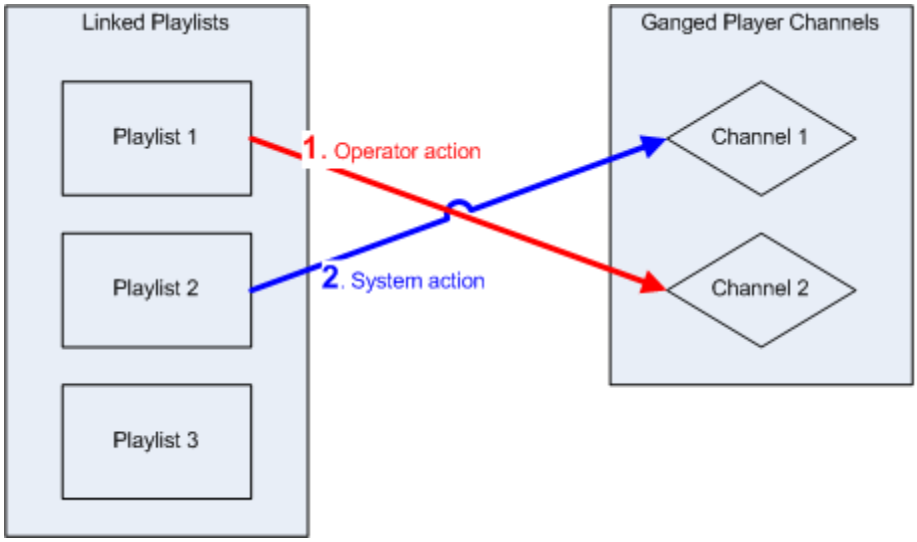




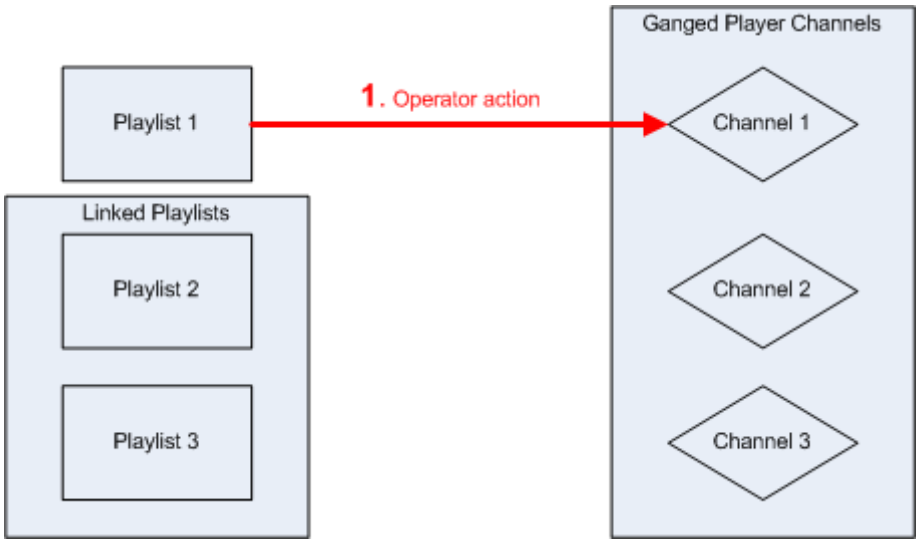
If there are more ganged channels than linked playlists, nothing will happen on the exceeding channels, as described in the figure below:



If there are more linked playlists than ganged channels, nothing will happen to the exceeding playlists, as described in the figure below:



In case the playlist loaded on one ganged channel is not linked to other playlists, no operation will be performed on the other ganged channels of the group:



1.7.4. Modifying Information of a Linked Playlist

In case you modify information of one linked playlist, such as name, tape ID, keywords, playlist type, sent to destinations, published to groups, metadata, modifications will only be applied to the selected playlist. See section "Modifying Playlist Information" on page 46.

1.7.5. Operations on Elements from Linked Playlists

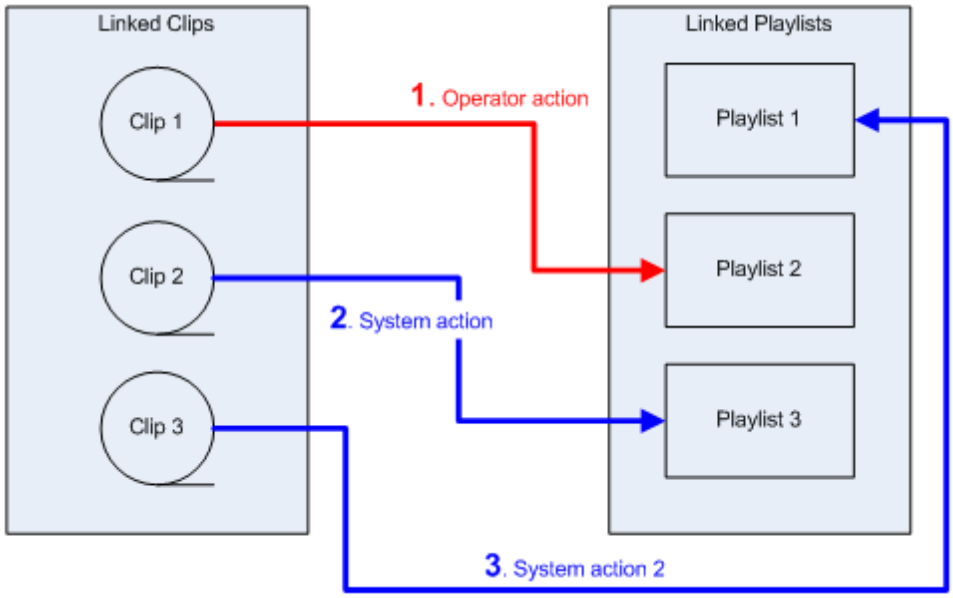
Inserting Clips in Linked Playlists

When playlists have been linked together on one hand and clips have been linked together on the other hand, inserting one clip of the group in one of the playlists will result in the insertion of each of the clips in the different linked playlists.

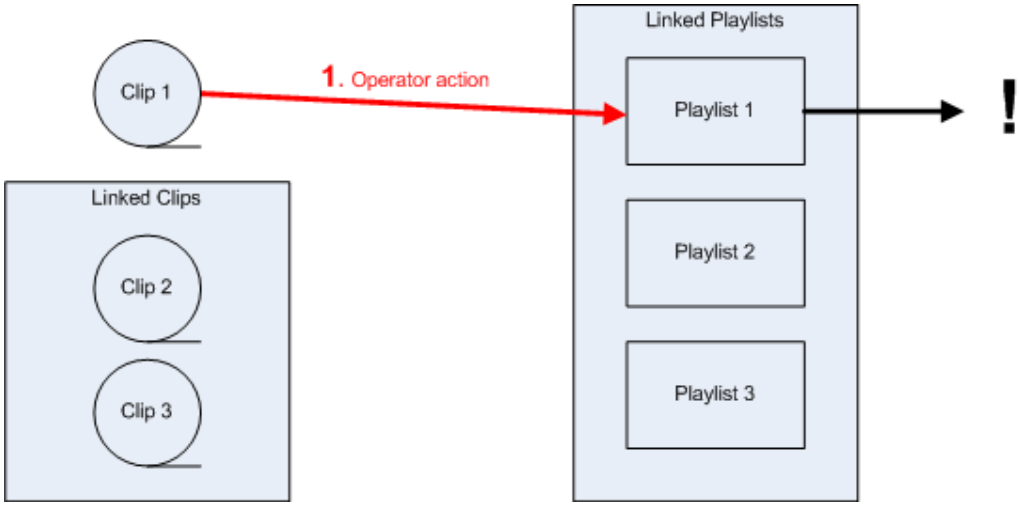
Rules for Inserting Clips

The following rules apply when clips are inserted into linked playlists:

- Linked clips will be inserted in the order they have been linked, as shown in the figure below:



- When the operator insert a linked clip after a given playlist element, the system will insert other linked clips of the group after the corresponding element in the other playlists.
- If there are more linked playlists than linked clips, nothing will happen on the exceeding playlists. A warning message will be displayed in the Status Bar to indicate that playlists are now desynchronized.
- If there are more linked clips than linked playlists, nothing will happen to the exceeding clips.
- In case the clip inserted in one linked playlists is not linked to other clips, no operation will be performed on the other linked playlists of the group and a warning message will be displayed in the Status Bar to indicate that other playlists are now desynchronized.



Common Operations on Playlist Elements

When the following operations are performed on linked clips from linked playlists, the operation will be performed on the corresponding elements from all the linked playlists of the group:

- Delete an element
- Update an element
- Move an element within a playlist
- Insert a playlist in another playlist: the playlist will be inserted as a group into the other playlist. The behavior is the same as inserting an element into a linked playlist:

1. inserting a linked playlist (from group 1) in another linked playlist (from group 2) will result in the insertion of the other playlist from the first group into the each of the playlists of the second group.
2. if there are more playlists in group 2 than in group 1, a warning message will be displayed to indicate that playlists (from group 2) are now desynchronized.
3. if an unlinked playlist is inserted in a linked playlist, a warning message will be displayed to indicate that playlists are now desynchronized.

1.8. Playlist Settings

1.8.1. Introduction

The default settings and behavior for the Playlist Panel module can be defined in the Playlist Panel category of the IPDirector Settings window.

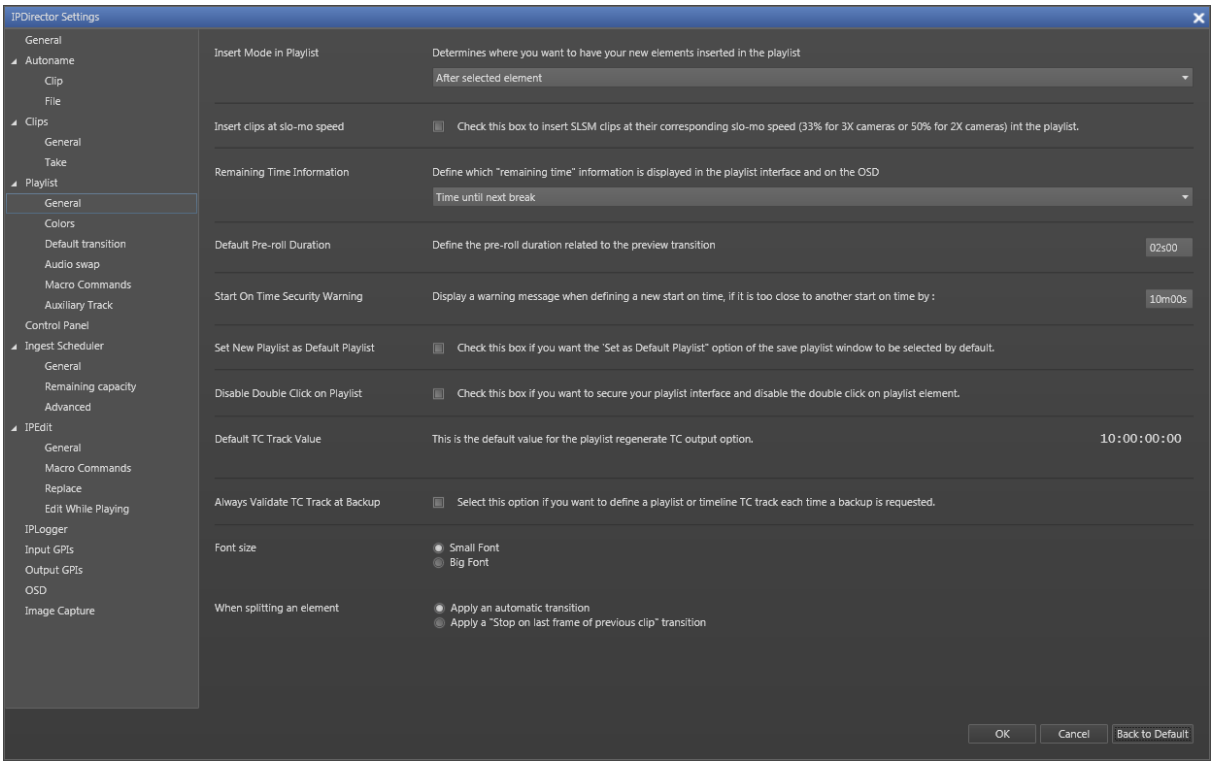
Click **Tools > Settings** to open the IPDirector Settings window.

Then click a sub-category for Playlist settings.

Here you can modify the default settings for Playlist Panel.

1.8.2. General Settings

Overview



Insert Mode in Playlist

Defines where a new element will be inserted into the playlist:

- before selected element
- after selected element.

Insert Clips at Slo-Mo Speed

When a super slow motion (SLSM) clip is inserted in a playlist, the speed of the SLSM clip will be taken into account provided that the present setting has been selected and the clip is added from the IPDirector interface. The speed will be 33% for "SLSM clips 3x" or 50% for "SLSM clips 2x".

If the setting is not selected, the default speed defined in "Default Transition Settings" on page 134 is taken into account.

Remaining Time Information

Defines which information will be displayed in the Playlist Panel and on the OSD:

- Time until next break
- Time until next unavailable element

  An unavailable element is a playlist element that is not available on the XNet network and can therefore not be played out. This is either a virtual element, an element on an off-line server, or an element on-line or off-line on the GigE network.

Define Pre-Roll Duration

Defines the pre-roll duration related to the preview transition.

Start on Time Security Warning

A warning message will be displayed when defining a new start-on-time if it is too close to another start-on-time.

Defines the period of time below which the warning message will be displayed.

Set New Playlist as Default Playlist

This option makes it possible to set a new playlist as the default playlist. Checking this option will automatically tick the **Set as default playlist** check box in the Create a New Playlist window.

Disable Double-Click on Playlist

By default, double-clicking a playlist element will cue and pause the element, so that it is ready to be played out.

If you tick this option, double-clicking a playlist element will neither cue this element, nor stop the playlist while it is being played out.

Default TC Track Value

The **Regenerate T/C Output** command in the Playlist contextual menu allows the user to regenerate the timecodes for the whole playlist, via the Regenerate Playlist Output Timecode window. In this window, you can enter a user-defined initial T/C value.

The T/C value defined in this setting is used as the default user-defined value for the initial T/C value in the Regenerate Playlist Output Timecode window.

Always Validate T/C Track at Backup

If you tick this option, a dialog box pops up each time you request a playlist or timeline backup. The dialog box allows changing the T/C track of the playlist or timeline.

Font Size

This setting defines the size of the elements (icons, text) in the playlist grid.

Two options are available: **Small Font** (default) and **Big Font**.

Example of a playlist panel in small size:

Name	Status	Duration	Speed	Clip Elements
fencing_01_sc_05	PAUSED	00:00:08:21	100 %	
cycling02	CUED	00:00:11:01	100 %	
cycling03	ON-LINE	00:00:06:12	100 %	

Example of a playlist panel in big size:

Name	Status	Duration	Speed	Clip Elements
fencing_01_...	PAUSED	00:00:08:21	100 %	
cycling02	CUED	00:00:11:01	100 %	
cycling03	ON-LINE	00:00:06:12	100 %	

When Splitting an Element

This parameter defines the type of transition to apply between two elements resulting from the split of an element. Two options are available.

- Apply an automatic transition
- Apply a "Stop on last frame of previous clip" transition.

This parameter is independent of the **Playlist > Default Transition** setting which can be set to automatic by default.

1.8.3. Colors Settings

Colors

The Default colors used within the Playlist area can be set using a color palette to any colors desired.

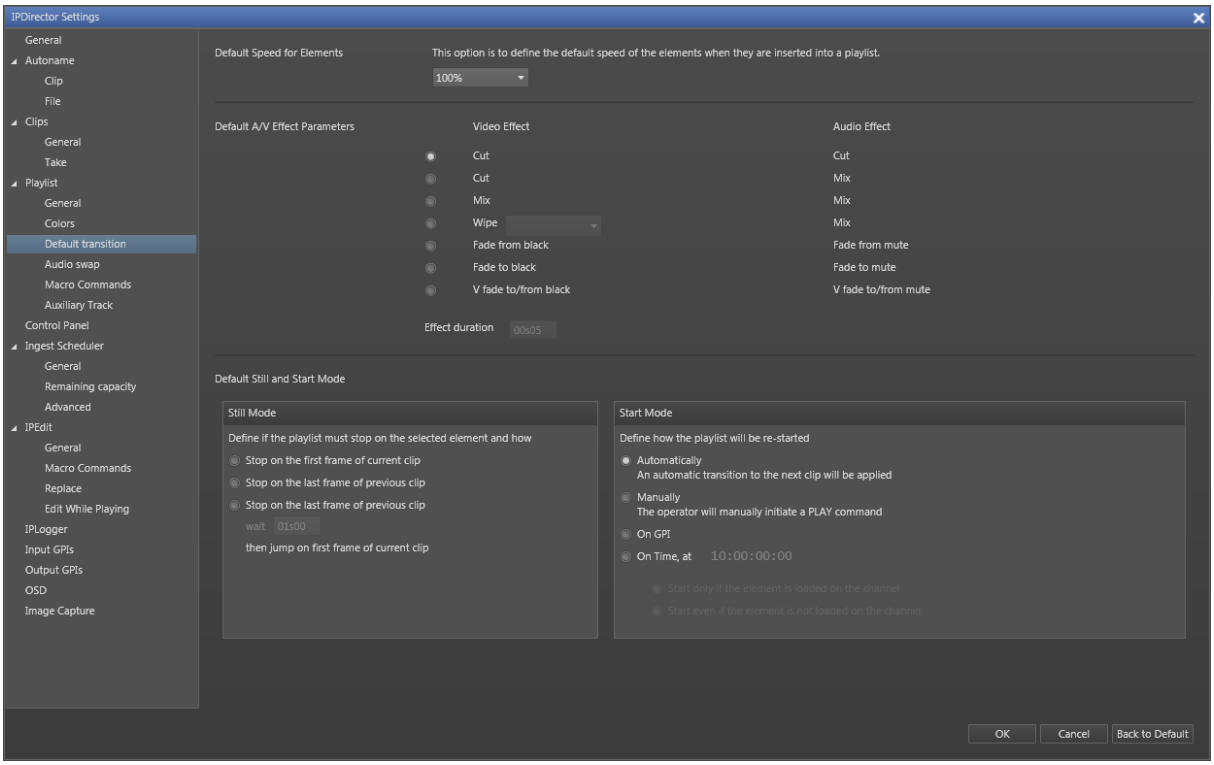
Click a **Define Foreground** button or a **Define Background** button to open the color palette.

Status Bar Information

This setting defines which parameters are displayed in the bottom of the Status Bar information. Up to 4 parameters can be shown at the same time: total playlist duration, End-Cue, As Run Log, Post-Roll. However, the Playlist Panel will have to be enlarged to enable the users to see all the required information in case the 4 parameters are selected.

1.8.4. Default Transition Settings

Overview



Default Speed for Elements

This option is to define the default speed of the elements when they are placed into a Playlist. The field displays a list of preset values.

If an unknown speed is allocated to a playlist element it will be played out at the speed defined on the channel when the element comes to air, for example the speed at which the previous element on-air played at.

Default A/V Effect Parameters

This area allows the user to define the default audio and video effects of elements added to the playlist.

As the audio and video effects are linked, selecting a radio button will set to default values both audio and video effects specified on the right of the selected radio button.

If you select for example the second radio button from the top, you define a cut for the default video effect, and a mix for the default audio effect.

Select the duration for the video transition effect in seconds and frames. The same duration will automatically apply to the audio transition effect.

Default Still and Start Mode

Defines the default stop (still) and start modes of elements added to a playlist.

Still Mode

The still mode setting determines if the playlist should stop on the selected element and if it should stop where it stops and how it should behave.

The options are:

- Stop on first frame of current clip
- Stop on last frame of previous clip
- Stop on last frame of the previous clip, wait, then jump on first

  The playlist will stop on the last frame of the previous clip, then jump on the first frame of the selected element after a certain time which is defined in the value box.

Start Mode

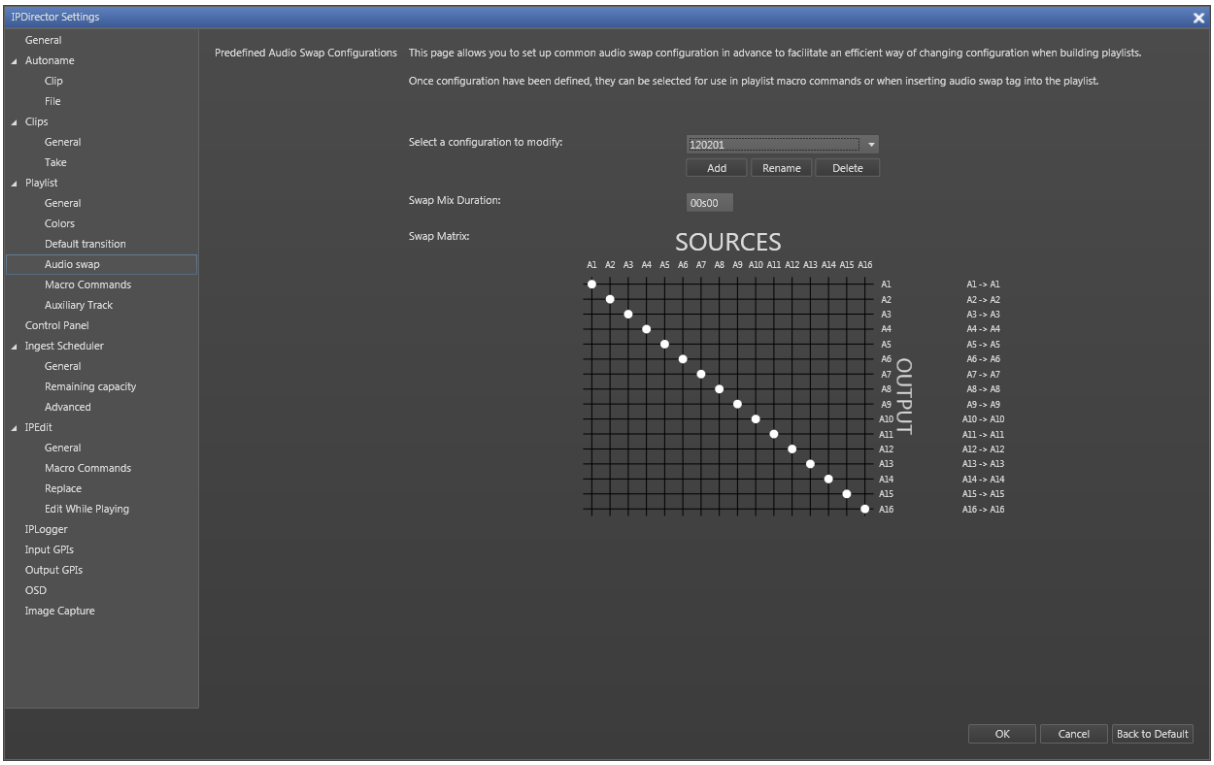
If a Still mode is defined, one of the following start modes must be defined on the selected element. If **Automatically** was already selected when a Still mode is defined, it will be changed to the **Manually** option of start mode as the modes are mutually exclusive.

- Manually: the selected element must be started manually (by a Play or Play Var command) on the Playlist Panel, keyboard or ShuttlePRO controller.
- On GPI : the selected element will be started when a GPI trigger is received on the corresponding EVS server (the one the playlist is to be played on). The GPI number and its trigger mode are defined in the **Tools > Settings > Input GPIS** category.

  When **On GPI** is selected, the corresponding GPI, which has been configured to start a PLAY command on the on-air channel associated to the Playlist Panel, is displayed in the description field.
- **On Time, at**: the element will start at the defined time.
  - Start only if the element is loaded on the channel: the playout will only be started if the element is loaded on the channel at the specified time (start-on-time).
  - Start even if the element is not loaded on the channel: the playout will be started even if the element is not loaded on the channel as far as the playlist is loaded on the channel (jump-on-time).

1.8.5. Audio Swap Settings

Overview



This setting allows the user to set up common audio swap configurations in advance to facilitate an efficient way of changing configurations when building playlists.

Common configurations can be made, named and added to a list using this set-up area.

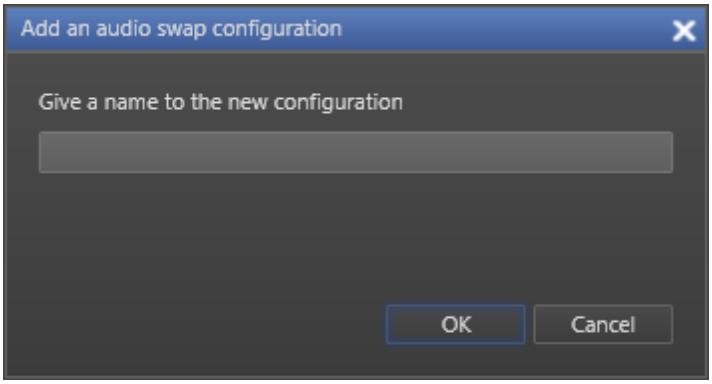
Once configurations have been defined they can be selected for use using the Insert/Edit Tag command from the Playlist Panel contextual menu. See section "Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects" on page 97 for more information on the use of Tags.

How to Add a Predefined Configuration

To add a configuration, proceed as follows:

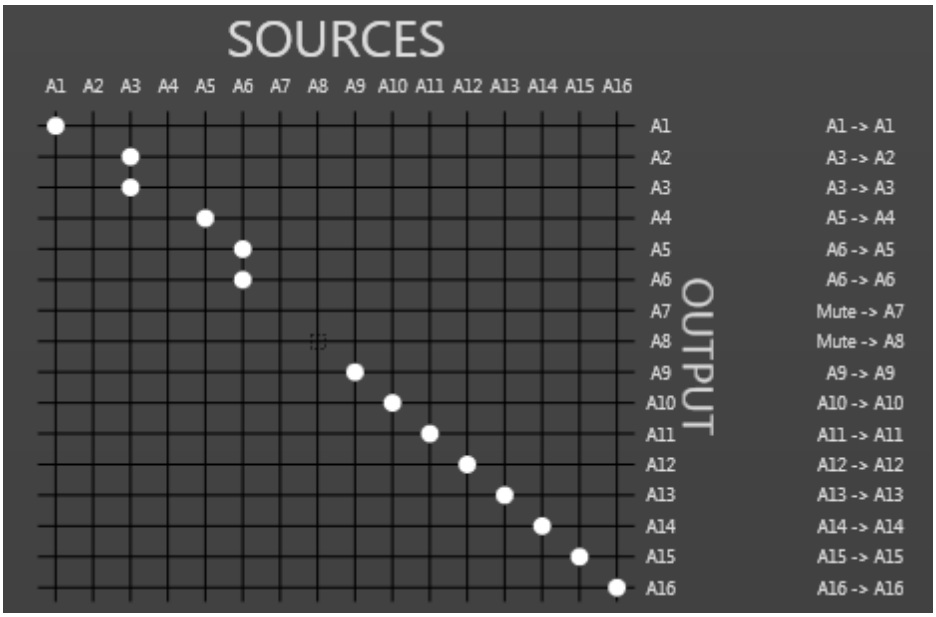
1. Select **Add**.

   The Add an Audio Swap Configuration dialog box opens:



2. Type a name for the new configuration in the dialog box and then click the **Add** button.
3. Enter the duration in the **Swap Mix Duration** field.
4. Click on an intersection on the grid to define the output track each input would be played from.

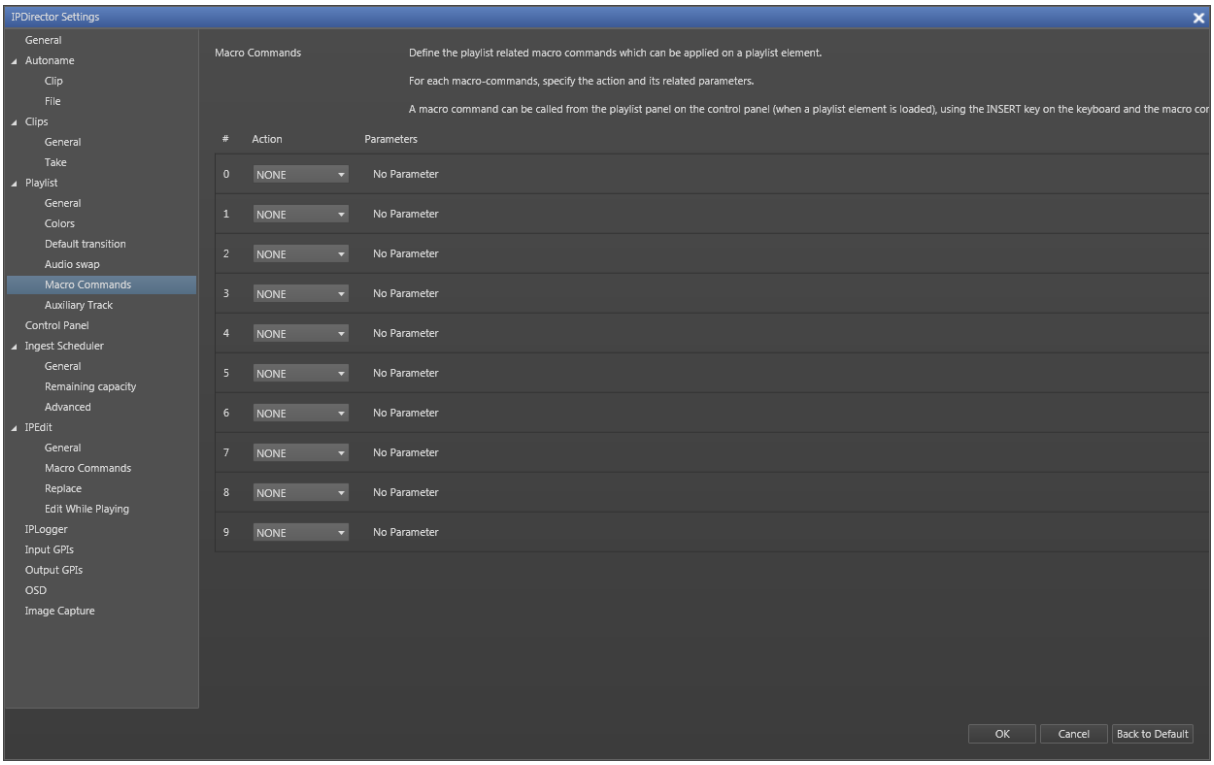
   The dot then moves to the new position and the reference field, next to the grid, shows the tracks involved in the transition:



1.8.6. Playlist Macro Commands Settings

Overview

Purpose



In this window, the user can define up to ten macro commands and specify which action, and its related parameters, corresponds to each macro command.

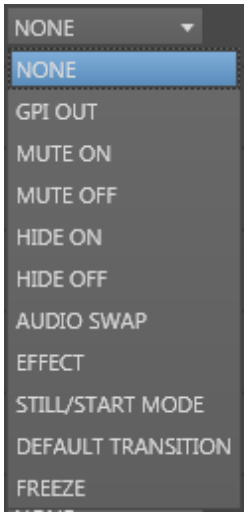
To modify a macro command, a double-click in the selected macro command zone will display the macro command parameters dialog box.

Field

Macro command number (from 0 to 9).

Action Field

This lists the kinds of actions which can be associated to a macro command:



All these actions are described here below.

Parameters

Displays different parameters depending on the type of macro command selected.

GPI: GPI number, type and pulse duration, the position the GPI is linked to and the eventual delay or advance.

Mute On / Mute Off: the position the Mute tag is linked to and the duration value for the audio mix transition effect.

Swap Audio: "Audio Sources" -> "Outputs", e.g. a1 -> a3.

Effect: video effect type and duration, audio effect type and duration.

Still/Start Mode: still mode option, start mode option.

Freeze: the position the Freeze tag is linked to, the Freeze duration, mode and type.

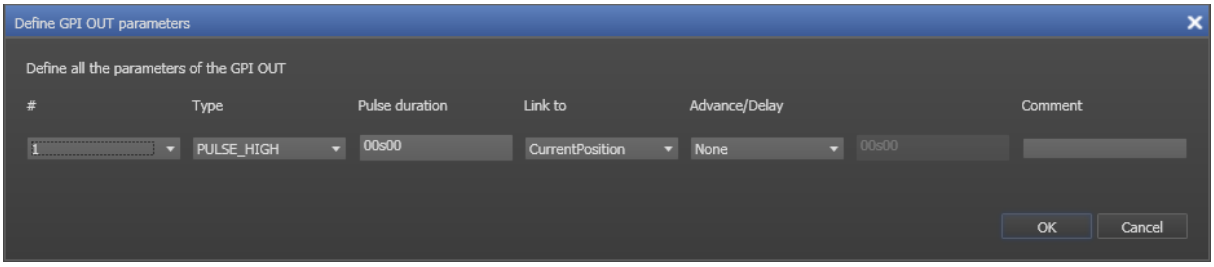
Action = None

The corresponding macro command is reset and the parameters zone is cleared.

Action = GPI OUT

When an OUTPUT GPI action is applied to an element at a given timecode, the action associated to this OUTPUT GPI is triggered at this timecode value.

Selecting GPI OUT action in the Playlist Macro Commands Settings displays the Define GPI OUT Parameters window.



- GPI Number

This corresponds to the GPI number in server tag:

- From 1 to 4 if TTL GPIs are set as input GPIs in **Tools > Settings > Input GPIs**
- From 1 to 8 if TTL GPIs are set as output GPIs in **Tools > Settings > Output GPIs**

Refer to **Settings > GPI Settings** in part 1 of the manual.

Type

This corresponds to the type of signal in server tag that the GPI key will have to send to the third device:

Trigger Mode		Description
Pulse Rising Edge		The GPI signal will be a rising edge pulse.
Pulse Falling Edge		The GPI signal will be a falling edge pulse.
Level High		The output level is set to high.
Level Low		The output level is set to low.

Pulse Duration

When a "Pulse" signal has been defined, a pulse duration needs to be specified as well.

This value may range from 00s01 to 59s29 in NTSC and from 00s01 to 59s24 in PAL.

Link to

Determines the position, in the playlist element, the GPI will be linked to.

Possible options are:

"Link to" option	Description
Current position (default value)	GPI macro command will be linked to the current position, i.e. the timecode corresponding to the use of the macro command.
Mark IN	GPI macro command will be linked to the IN point of the element.
Mark OUT	GPI macro command will be linked to the OUT point of the element.

Advance/Delay

An advance or a delay period can be defined to have the tag located before or after the position defined in the **Link to** field.

The left field allows defining the type (None, advance or delay):

Option	Description	Available for "Link to" option
None	The GPI will be applied on the position of the "Link to" option	Current position, Mark IN, Mark OUT
Advance	The GPI will be applied with an advance from the "Link to" option.	Current position, Mark OUT
Delay	The GPI will be applied with a delay from the "Link to" option.	Current position, Mark IN

The right field allows defining the duration of the advance or delay, if selected.

This value may range from 00s00 to 59s29 in NTSC and from 00s00 to 59s24 in PAL.

Comment

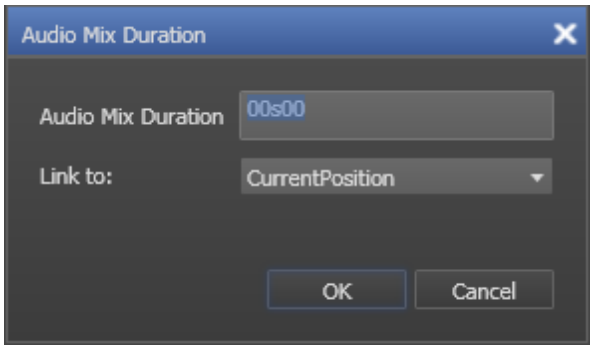
Free text available for the operator.

Action = Mute ON or Mute OFF

When a Mute ON action is applied to an element at a given timecode, the audio of the element turns to a muted state, at this timecode value, with a mix audio transition effect.

When a Mute OFF action is applied to an element at a given timecode, the audio of the element returns from a muted state, at this timecode value, with a mix audio transition effect.

Selecting Mute ON or Mute OFF actions in the Playlist Macro Commands Settings window displays the Audio Mix Duration window



Mute Duration

Allows you defining the duration value for the audio mix transition effect. Limit values are 00s00 to 20s00.

Link to

Determines the position, in the playlist element, the Mute macro command will be linked to.

Possible options are:

"Link to" option	Description
Current position (default value)	Mute macro command will be linked to the current position, i.e. the timecode corresponding to the use of the macro command.
Mark IN	Mute macro command will be linked to the IN point of the element.
Mark OUT	Mute macro command will be linked to the OUT point of the element.

Action = Hide ON or Hide OFF

When a Hide ON action is applied to an element at a given timecode, the video output turns instantly to a black screen at this timecode value.

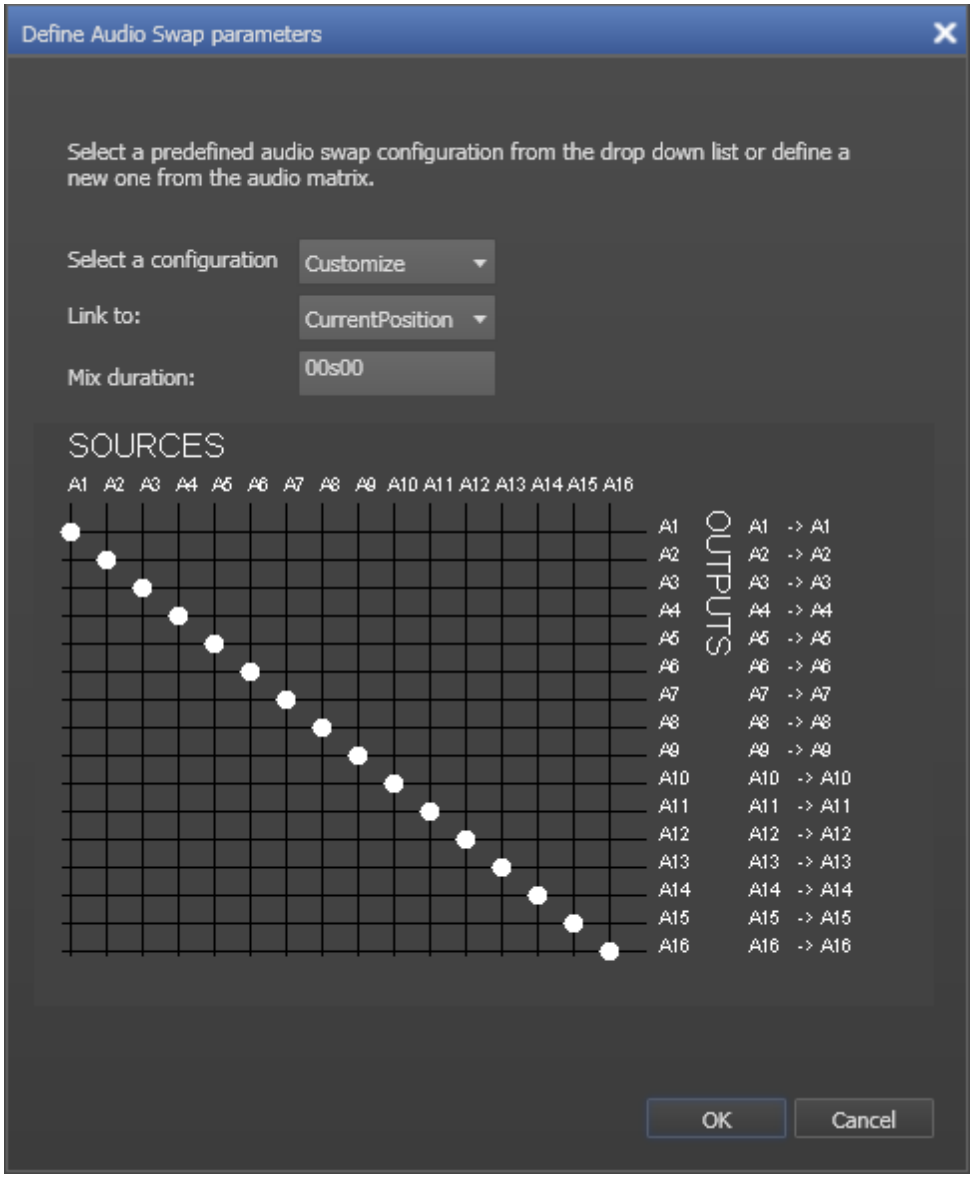
When a Hide OFF action is applied to an element at a given timecode, the video output turns instantly from a black screen to the video of the element at this timecode value.

Selecting Hide ON or Hide OFF actions in the Playlist Macro Commands Settings does not display any configuration window as there is no parameter to define.

Action = Audio Swap

When an Audio Swap action is applied to an element at a given timecode, audio tracks are swapped according to the selected configuration.

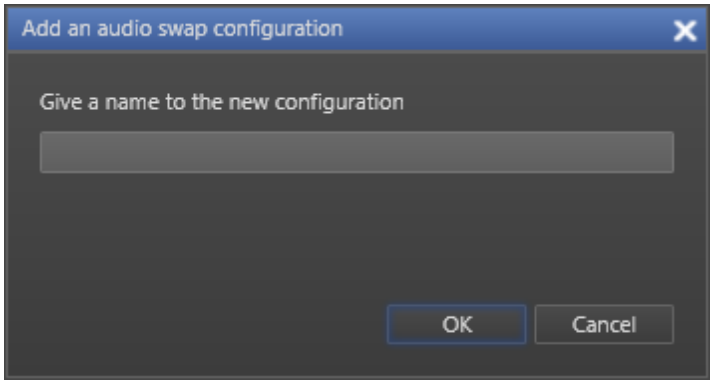
Selecting Audio Swap action in the Playlist Macro Commands Settings displays the Define Audio Swap Parameters window:



Select a Configuration

Allows selecting a predefined configuration, as configured in **Tools > Settings > Playlist > Playlist / Audio Swap**, or defining a new predefined configuration by selecting **Customize**. See section "Audio Swap Settings" on page 136.

If you define a new configuration, you will be asked to give it a name: the Add an Audio Swap Configuration dialog box will open after clicking the **OK** button in the Define Audio Swap Parameters window:



Link to

Determines the position, in the playlist element, the Audio Swap macro command will be linked to.

Possible options are:

"Link to" option	Description
Current position (default value)	Audio Swap macro command will be linked to the current position, i.e. the timecode corresponding to the use of the macro command.
Mark IN	Audio Swap macro command will be linked to the IN point of the element.
Mark OUT	Audio Swap macro command will be linked to the OUT point of the element.

Mix Duration

Displays the mix duration value of the selected pre-defined configuration. This value may be changed. Limit values are 00s00 to 20s00.

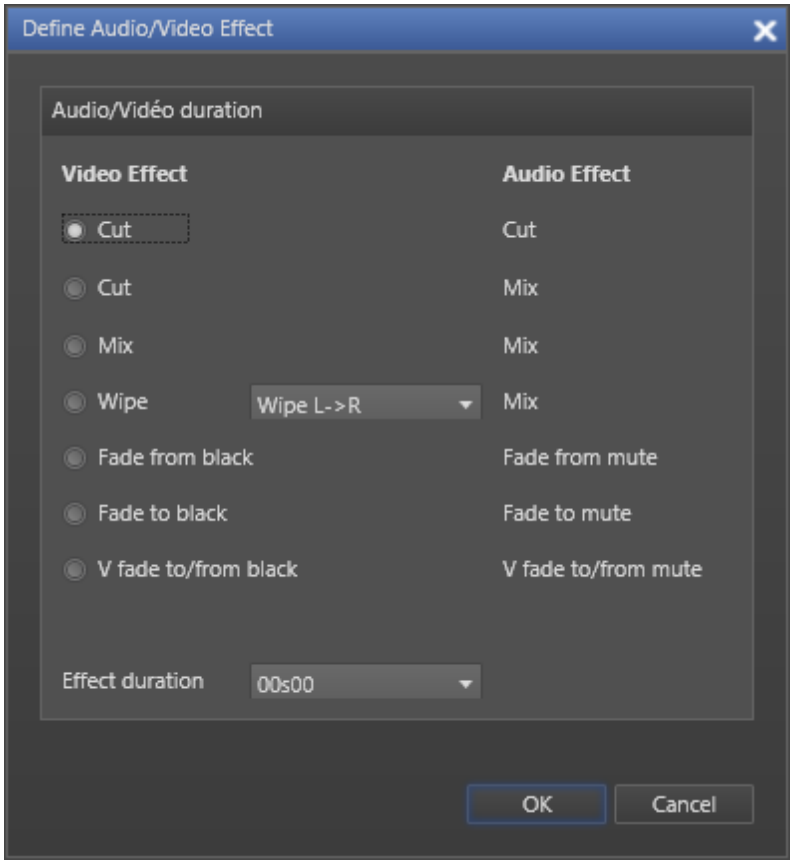
Swap Audio Grid

Displays the Swap Audio grid of the selected pre-defined configuration. This can be changed by the operator by moving the dots to other intersections.

Action = Effect (Audio and/or Video)

When an Effect action is applied to an element, a transition audio and video effect is applied. See section "Adding Audio and/or Video Transition Effects" on page 82 for more information on this effect.

Selecting Effect action in the Playlist Macro Commands Settings displays the Define Audio/Video Effect window.



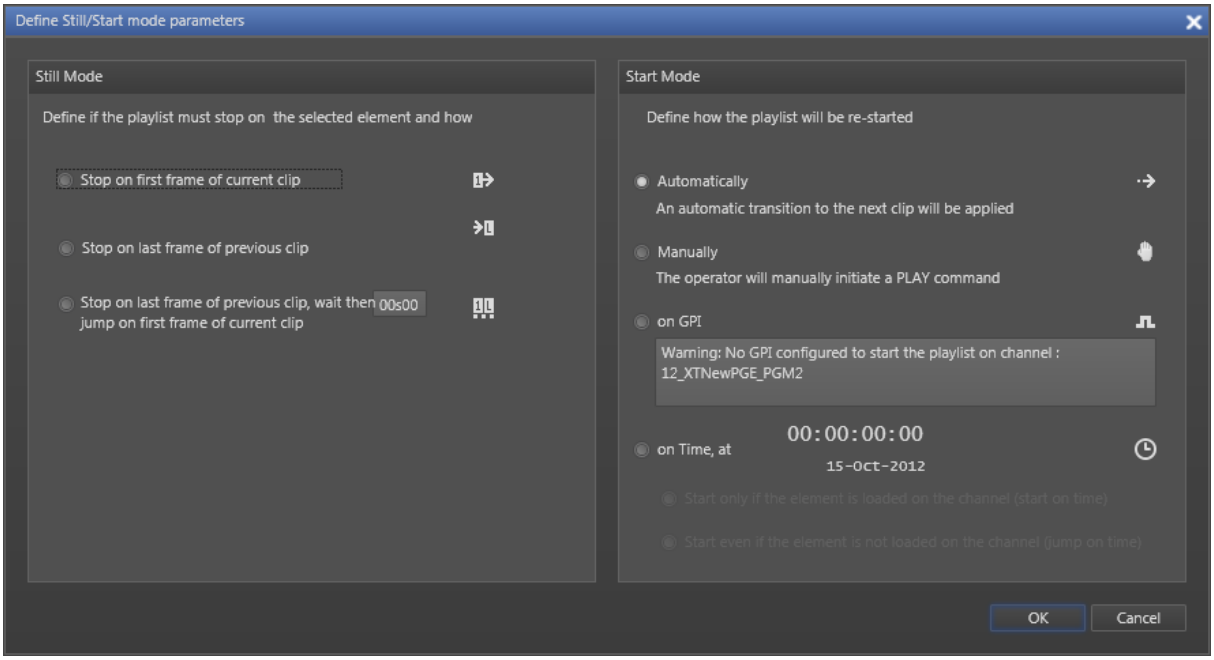
Effect Duration

Allows you to define the duration of the audio and video transition effects, in case "mix" or "wipe" has been selected.

Action = Still/Start Mode

When a Still/Start Mode action is applied to an element, a specific way of stopping and starting the playout of the element is applied. See section "Define Still/Start Mode Window" on page 90 for more information on the different options.

Selecting Still/Start Mode action in the Playlist Macro Commands Settings displays the Define Still/Start Mode parameters window:



Action = Default Transition

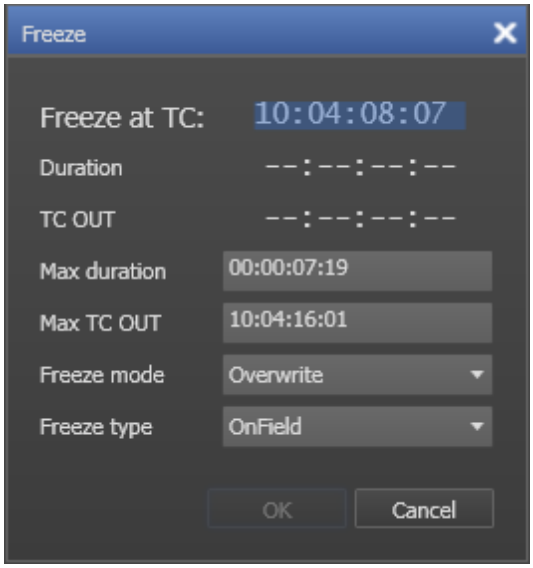
When a Default Transition action is applied to an element at a given timecode, the playout parameters are reset to the default values specified in the **Tools > Settings > Playlist > Playlist / Default Transition** category.

Selecting Default Transition action in the Playlist Macro Commands Settings does not display any configuration window as there is no parameter to define.

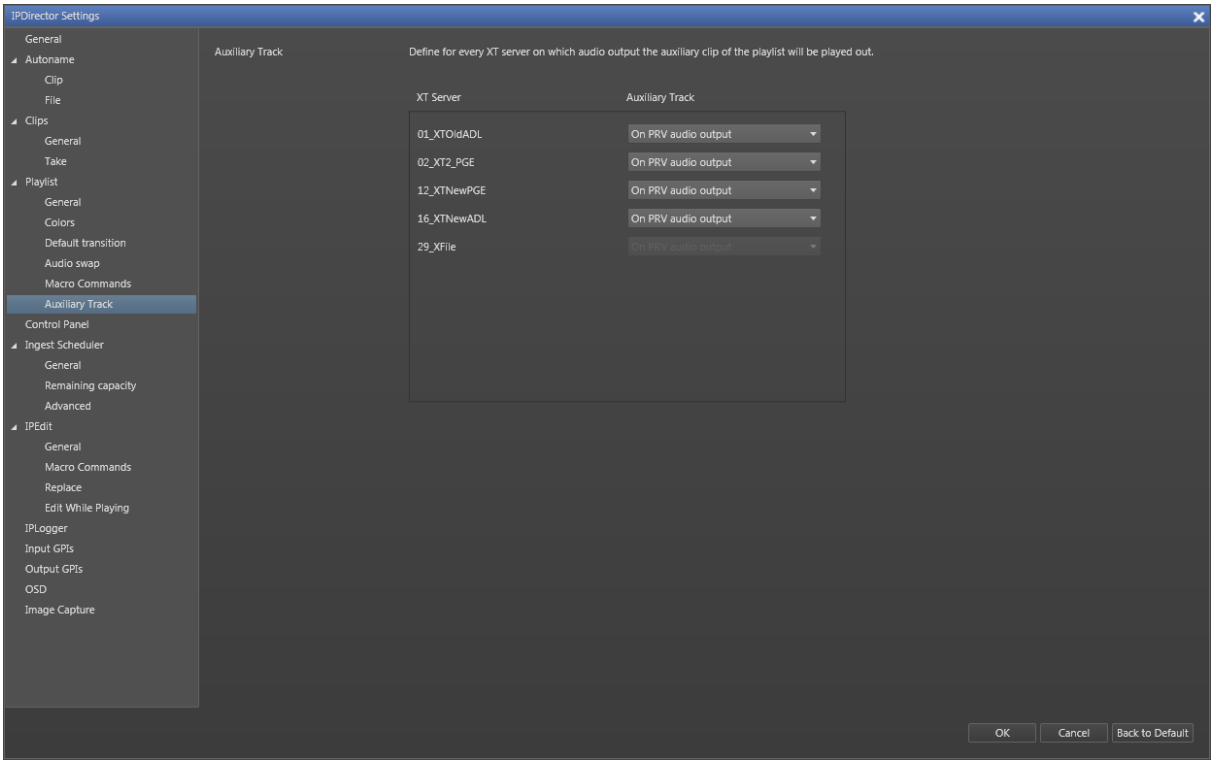
Action = Freeze

When a Freeze action is applied to an element, a Freeze effect is inserted within the element. See section "Inserting a Freeze Effect in a Playlist Element" on page 94 for more information on this effect.

Selecting Freeze action in the Playlist Macro Commands Settings displays the Freeze window:



1.8.7. Auxiliary Track Settings



It is possible to define an auxiliary clip in the Playlist Panel. The audio track of this auxiliary clip can be played instead of the audio track of the played clip. For more information on the auxiliary track, See section "Associating an Auxiliary Audio Clip to a Playlist" on page 118.

The Auxiliary Track Settings category allows the user to specify on which audio output the audio track of the auxiliary clip should be played.

The Auxiliary Track Settings category will only be available if the EVS server is configured in IPDP mode.

The EVS server lists displays all the EVS servers available on the XNet network. The settings for auxiliary track audio outputs are made for each EVS server being controlled by IPDirector. Therefore the EVS server must be selected from the list and then have the settings applied.

The auxiliary track output can be one of the following:

Output	Description
On PRV audio output	The audio track of the auxiliary clip will use the audio outputs normally assigned to the PRV player channel. If no PRV channel is available, the auxiliary track will not be assigned to any audio output.
On PRV and 7/8 – 15/16 outputs	The audio track of the auxiliary clip will use the audio outputs normally assigned to the PRV channel, if any, plus all the audio outputs from 7-8/15-16 that have not yet been assigned to another channel. Use this option if you need an auxiliary track without PRV channel available.
On PGM audio output	The audio track of the auxiliary clip will use the audio outputs normally assigned to the PGM player channel.

1.9. Playlist 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 Playlist 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 Playlist Panel. For more information, refer to the Shortcut Definition section, in part 1 of the manual.

Description	Current Value
Recue Playlist	J
Preview Transition	T
Skip	K
Next	N
Add infinite loop	V
Add counter loop	Shift-V
Increases the audio level adjustment by 1dB	Ctrl-Add
Decreases the audio level adjustment by 1dB	Ctrl-Subtract
Copy	Ctrl-C
Cut	Ctrl-X
Paste	Ctrl-V
Undo	Ctrl-Z
Redo	Ctrl-Y
Split Playlist element	Y
Select a LIVE feed	Shift-L
Gang channel – Synchronize	Ctrl-S
Gang channel – gang/ungang a channel	Ctrl-G

Description	Current Value
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
Var play	Ctrl-P
Return	X
Snap to LIVE	Q
Mark IN	I
Clear IN	Ctrl-I
Goto IN	A
Mark OUT	O
Clear OUT	Ctrl-O
Goto OUT	E
Send clip to default bin	Shift-B
Send to Archive (default Xfile)	Shift-X

Undo Operation

The Undo function applied to the Playlist Panel allows the system to go back to its previous state. The keyboard combination associated to the UNDO function is CTRL-Z. The function is only available if it is called when the Playlist Panel interface has the focus on.

The last 20 levels of operations can be undone.

The operations are memorized by playlist. The system memorizes all operations done on a playlist by all users. This involves the two following situations.

- When a user performs an undo operation, it is always the last action which is undone whoever has made the operation.
- If the user closes the Playlist Panel, then re-opens it, the undo levels should still be available because they are saved by playlist and are not linked to an interface.

1.10. EVS Server Channel On-Screen Display

1.10.1. Introduction

The channel's OSD will depend on the settings defined in the **Tools > Settings > Playlists > Playlist / OSD** category. The sections below give an indication on the place where the information will be displayed on screen.

1.10.2. On-Screen Display in Playlist Playout Mode

If the playlist is being played out on the output of an EVS server channel the channel's OSD can show the following information:

PL11/03	PL is always displayed. 11/03 corresponds to the LSM ID of the playlist loaded on the channel.
Nxt Brk 00:17:13	"Nxt Brk" is always displayed. "00:17:13" corresponds to the remaining time till the next break in the playlist.
hh:mm:ss:ff	On-air timecode.
00:17:13	Remaining time till the next element starts.
Spd	Current playout speed.
111A	Shows the LSM ID of the current element.
ClipName	Name of the clip (truncated to 16 characters) if defined.
001/999	Element number in the playlist (e.g. 001) followed by the number of elements in the playlist (e.g. 999).

A key is displayed if the channel is locked. No character is displayed if the channel is not locked.

Note
When a virtual element is included in the playlist that is being played out, the OSD on the preview channel will display the comment "not available" on a color clip (grey).

Post Roll

When a post-roll is activated, a "P" is displayed.

1.10.3. EVS Video Server Channel On-Screen Display in Playlist Edit Mode

If the playlist is in Edit mode and on-line on the output of an EVS server channel the channel's OSD can show the following information about the playlist:

PL11/03	"PL" is always displayed and is followed by the LSM ID of the playlist loaded on the channel (e.g. 11/03).
Nxt Brk 00:17:13	"Nxt Brk" is always displayed and is followed by the duration until the next break (e.g. 00:17:13).
V Eff ss:ff	"V Eff" corresponds to the video effect type defined for the transition of this playlist element: cut/mix/wipe. "ss:ff" corresponds to the video effect duration in seconds and frames.
Spd.Unk	Corresponds to the playout speed defined for the playlist element. The format corresponds to a percentage. If speed is unknown, Unk is displayed.

hh:mm:ss:ff **00:07:13**	TC IN of the element followed by the element duration.
Spd	Shows the current playout speed
111A/02	Shows the LSM ID of the current element (e.g. 111A/02).
ClipName	Name of the clip (truncated to 16 characters) if defined.
001/999	Element number in the playlist (e.g. 001) followed by the number of elements in the playlist (E.G. 999).

2. Fill and Key

2.1. Fill and Key Channels

2.1.1. Purpose

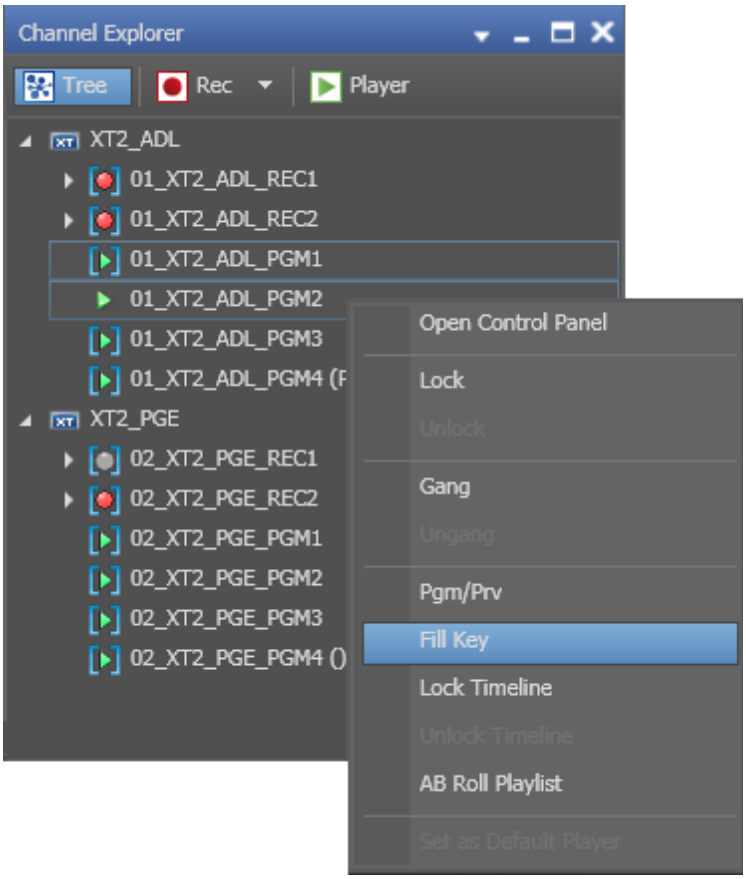
Channels of the EVS servers can be ganged in a specific style called Fill & Key. This mode manages assignments of clips or playlists, and forces them to recall to the appropriate channels, so as to allow you to perform synchronized clip or playlist recalls in a Fill & Key scenario (sometimes called Matte & Fill).

2.1.2. How to Associate Channels in Fill & Key Mode

To associate channels in Fill & Key mode, proceed as follows:

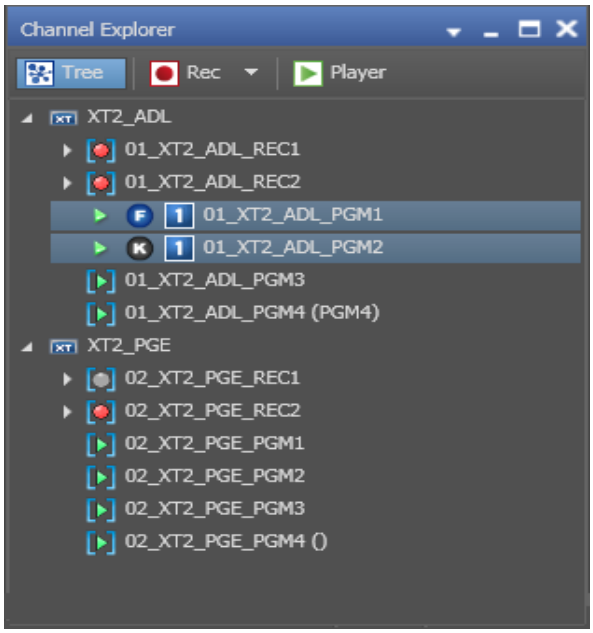
1. Select two channels with **SHIFT + click** or **CTRL + click**.
2. Right-click one of the selected channels.

   The following contextual menu is displayed:



3. Select **Fill Key**.

The channels are now shown with the **Fill** and **Key** icons:



The first channel you select will become the Fill and the second the Key.

2.2. Fill and Key Clips

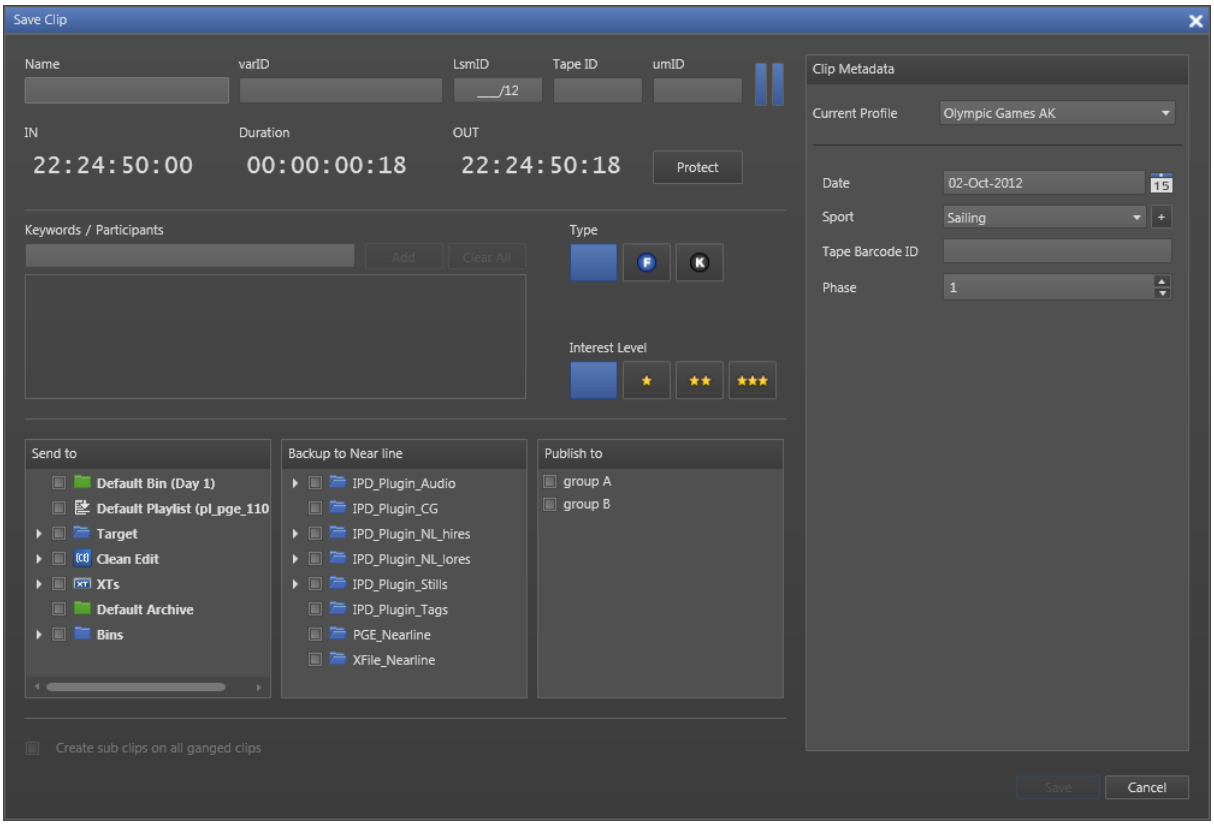
2.2.1. Introduction

This chapter is intended to highlight specificities of Fill and Key clips.

Most of the operations performed on a Fill or a Key clip are done in the same way as for Normal clips. References are therefore made to the chapters "Control Panel" and "Database Explorer", describing in details all the procedures about clip management. Refer to part 5 of the manual for the description of the Control Panel chapter and to part 3 for the Database Explorer chapter.

2.2.2. Define Clips as Fill and Key

At Clip Creation



Clip can be defined as Normal, Fill or Key clip when metadata is assigned to it.

By default the clip type is set to Normal.

- Select the **Fill** button  to define the clip as Fill clip.
- Select the **Key** button  to define the clip as Key clip.

After Clip Creation

How to Edit the Clip Type from the Database Explorer

The clip type can be modified after the clip creation.

To edit the metadata of an existing clip from the Database Explorer, proceed as follows:

1. Select the clip in the Database Explorer.

2. Right-click the selected clip in the grid.

   The Clip contextual menu is displayed.

3. Select **Edit**.

   The Edit Clip window appears and allows you to modify the clip type.

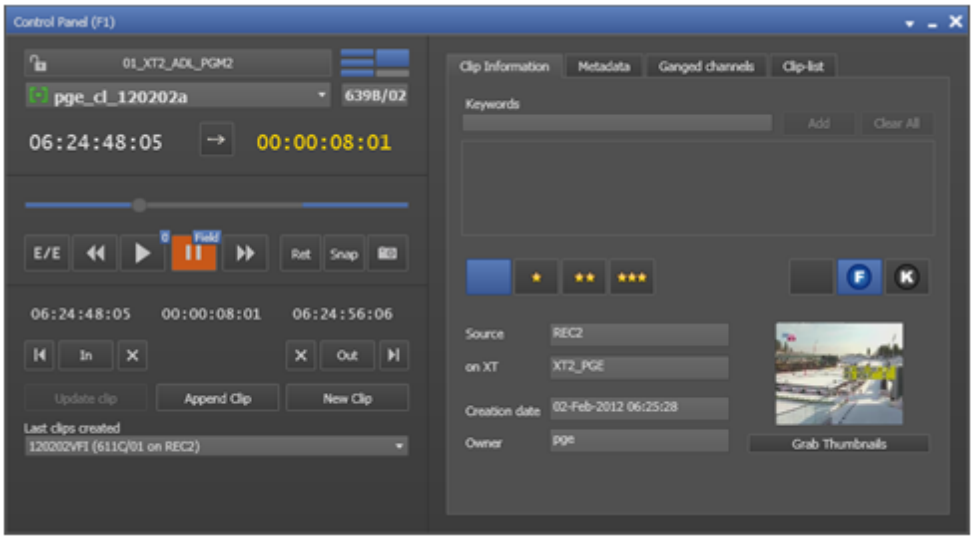
4. Select the **Fill** button  to define the clip as Fill clip.

   Select the **Key** button  to define the clip as Key clip.

How to Edit the Clip Type from the Control Panel

To edit the metadata of an existing clip from the Control Panel, proceed as follows:

1. Load the clip on the Control Panel.



2. In the Clip Information tab,
   - select the **Fill** button  to define the clip as Fill clip.
   - select the **Key** button  to define the clip as Key clip.

2.2.3. Fill and Key Clips Association

How to Manually Associate Two Clips as Fill and Key

To manually associate two clips in a Fill and Key association, proceed as follows:

1. In the Database Explorer, select a clip 1 (Normal, Fill, or Key).
2. Drag it onto a clip 2 (Normal, Fill, or Key), keeping the **CTRL** and **SHIFT** keys pressed.

The clips are automatically linked in a Fill and Key association according to the rules described in section "Rules in Key and Fill Clip Associations" on page 157.

The **Fill** icon is now displayed in the **Type** column for the Fill clip.

The **Key** icon is now displayed in the **Type** column for the Key clip.

Rules in Key and Fill Clip Associations

The result will depend on the original type of the two clips: some associations are not allowed, some clip type will be converted to another one. The table below describes the different cases which can occur when dragging a clip 1 onto a clip 2:

Clip 1	Clip 2		
	Normal	Fill	Key
Normal	Normal clip1 → Fill Normal clip2 → Key Link the two clips	If Fill not yet linked: Normal clip1 → Key Link the two clips	Normal clip1 → Fill Link the two clips
		If Fill already linked: Error message in popup window	
Fill	If Fill not yet linked: Normal clip2 → Key Link the two clips	Invalid operation Error message in the error list	If Fill not yet linked: Link the two clips
	If Fill already linked: Error message in popup window		If Fill already linked: Error message in popup window
Key	Normal clip2 → Fill Link the two clips	If Fill not yet linked: Link the two clips	Invalid operation Error message in the error list
		If Fill already linked: Error message in popup window	

How to Disassociate Fill and Key Links

To delete a link between fill and key clips, proceed in one of the following ways:

1. Select the Fill or Key clip in the Database Explorer.
2. Right-click on the selected clip to display the contextual menu.
3. Select **Unlink** from the contextual menu.

The link is deleted.

4. Load the Fill or Key clip in the Control Panel.
5. Right-click on the control panel to display the contextual menu.
6. Select **Unlink** from the contextual menu.

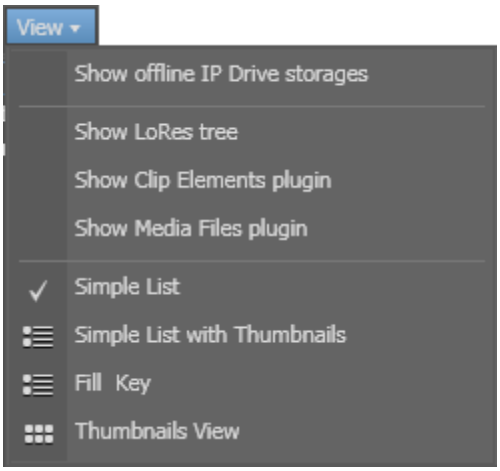
The link is deleted.

How to View Fill and Key Associations

To view Fill and Key associations, proceed as follows:

1. Click the View **List View** button in the Database Explorer toolbar.

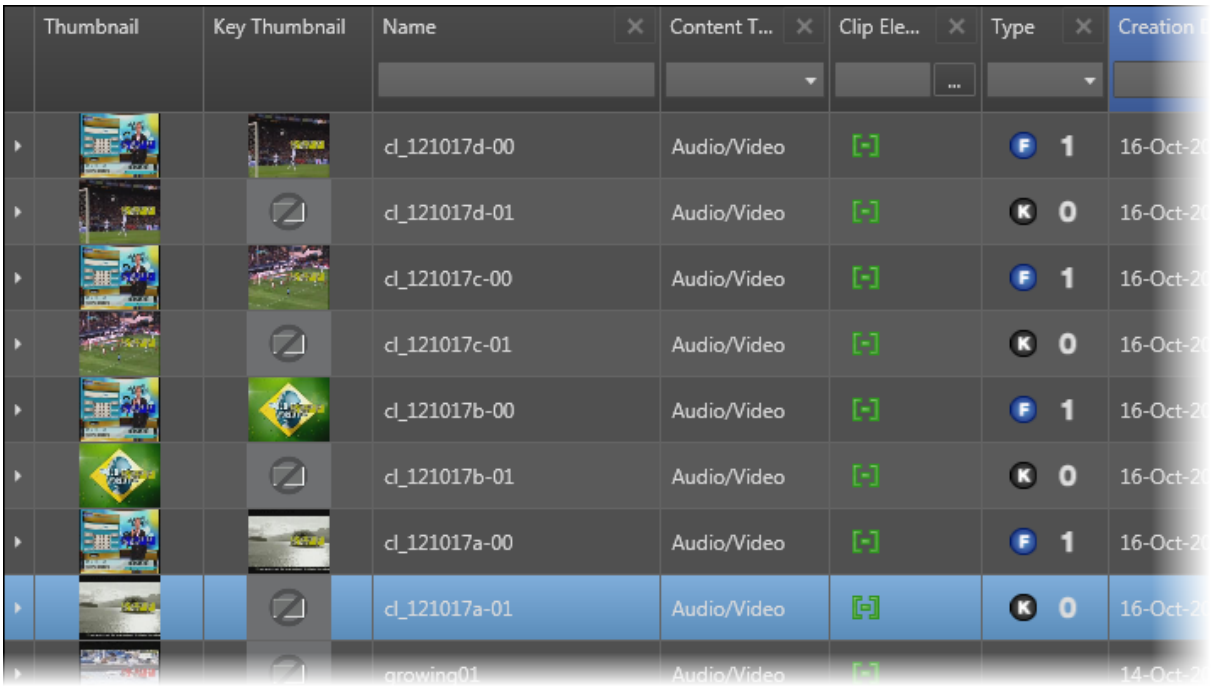
   The contextual menu is displayed:



2. Select **Fill Key.**

Once selected, the **Thumbnail** and **Key Thumbnail** columns are added in the Database Explorer.

If a Fill clip is associated with a Key clip, the corresponding key thumbnail is displayed in the **Key Thumbnail** column. If no key clip is associated, no key thumbnail is displayed.



To narrow your search, click the **Show / Hide Grid Filter Bar** button on the top of the grid and perform a search on the **Type** column by selecting Fill and/or Key. Refer to sections "Search Options" and "Searching the Database > Grid Filters" in Database Explorer chapter in part 3 of the user manual.

How to View Key Clip Information

To view more information on the Key clip associated to a Fill clip, proceed as follows.

In the Database Explorer:

1. Right-click the selected Fill clip in the Database Explorer.

   The clip contextual menu is displayed.

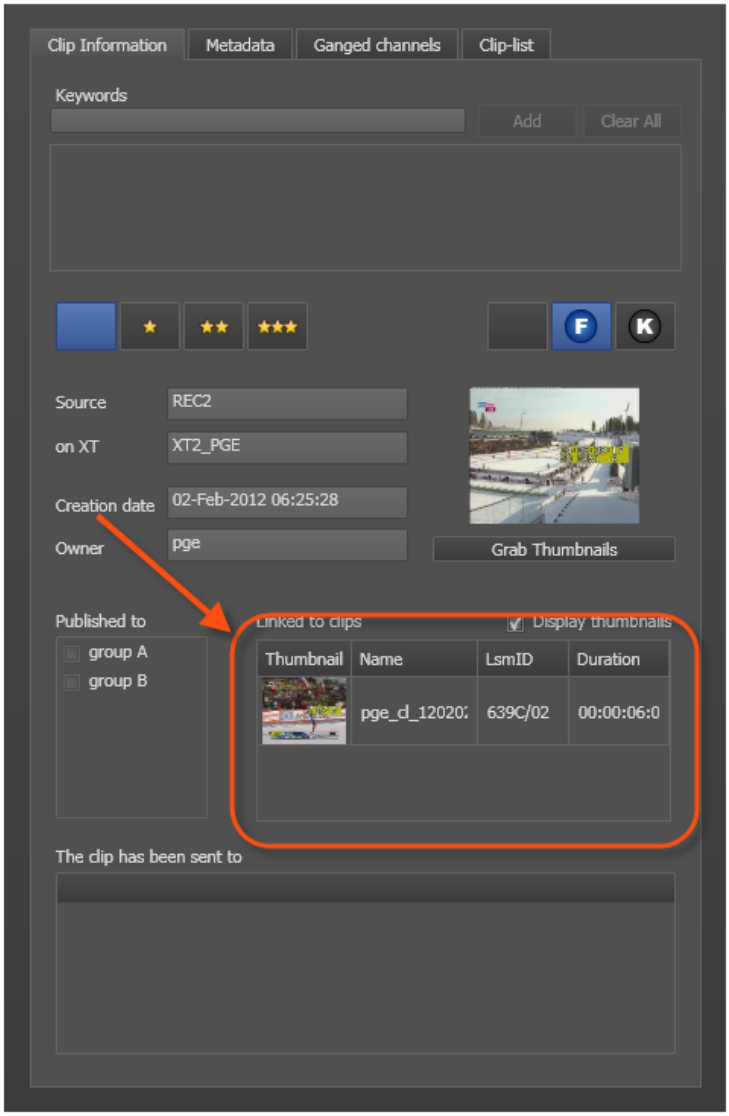
2. Select **View Key Clip** in the contextual menu.

   The corresponding key thumbnail is displayed with specific information (clip name, clip ID, IN, duration).

Note

A thumbnail for the Key clip will only appear if the user has manually defined a thumbnail photo for the original Key clip or thumbnails can be created automatically when there is an XFile or XTAccess designated within the thumbnails configuration in the IPDirector Remote Installer. Please see the Technical Reference manual for further details.

In the Control Panel, the associated Key or Fill clip is displayed in the Linked to Clips area of the Clip Information tab:



2.3. Fill and Key Playlists

2.3.1. Purpose

This chapter is intended to highlight specificities of Fill and Key playlists.

Most of the operations performed on a Fill or a Key playlist are done in the same way as for Normal playlists. References are therefore made to the chapter "Playlist Panel", describing in details the Playlist Panel interface and all the procedures about playlist management, playlist editing and playout effects and parameters. See section "Playlist Panel" on page 1.

The differences will mainly reside in the behavior of the system when an action is applied on a Fill or a Key playlist or playlist element and on the resulting action, or absence of action, on the corresponding Key or Fill playlist.

Note

Virtual elements cannot be used in fill and key playlists.

2.3.2. Fill and Key Playlists Management

Creating Fill and Key Playlists

Introduction

Fill and Key playlists can be created on-line or off-line exactly like Normal playlists. See section "Creating Playlists" on page 32 for more information.

In the New Playlist window, the user can define the type of the playlist between Normal, Fill or Key.

When the playlist type is defined as Fill (or Key), the system creates both a Fill playlist and a Key playlist.

How to Create a Fill or Key Playlist

You can create a new on-line or off-line playlist

- from the Playlist Panel,

OR

- from the Database Explorer.

To create a new Fill (or Key) playlist, proceed as follows:

1. From the Playlist Panel:

   If required, associate a channel as described in "How to Assign a Player Channel or the Software Player with the Player Field" on page 25.

   Right-click the **Playlist Name** field.

- From the Database Explorer:

  In the Playlists tree view of the Database Explorer, right-click in the element list.

  The Playlist contextual menu is displayed.

2. Select **New Playlist** from the contextual menu.

   The Create a New Playlist window is displayed. See section "Create a New Playlist Window" on page 34 for more details on this window.

3. Fill in a playlist name and any desired information.

   In the Type area, click the **Fill** (or the **Key**) button.

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

The system creates both a Fill playlist and a Key playlist.

They are both created with the same information (name, keywords,…).

When the new playlist is created from a server tree view in the Database Explorer, it is made on-line on the selected EVS video server, as well as its corresponding Fill or Key playlist.

When the new Fill (or Key) playlist is created from a clip-list Panel or a Playlist Panel associated to a channel, the playlist is made on-line on the EVS video server of the channel. If this channel is linked to another channel in a Fill & Key mode, the corresponding Key (or Fill) playlist is made on-line on the EVS server of the corresponding channel.

Manually Linking or Unlinking Two Playlists as Fill and Key

Purpose

When creating a Fill (or Key) playlist, the corresponding Key (or Fill) playlist is automatically created. However, with a drag-and-drop operation, it is possible either to change the existing association afterwards, to associate two playlists for which the respective links have been broken or to change the type of a Normal playlist to associate it to a Fill or Key playlist.

How to Manually Associate Two Playlists as Fill and Key

To manually associate two playlists, proceed as follows:

1. In the Database Explorer, select a playlist 1 (Normal, Fill, or Key).
2. Drag it onto a playlist 2 (Normal, Fill, or Key), pressing the **SHIFT** and **CTRL** keys at the same time.

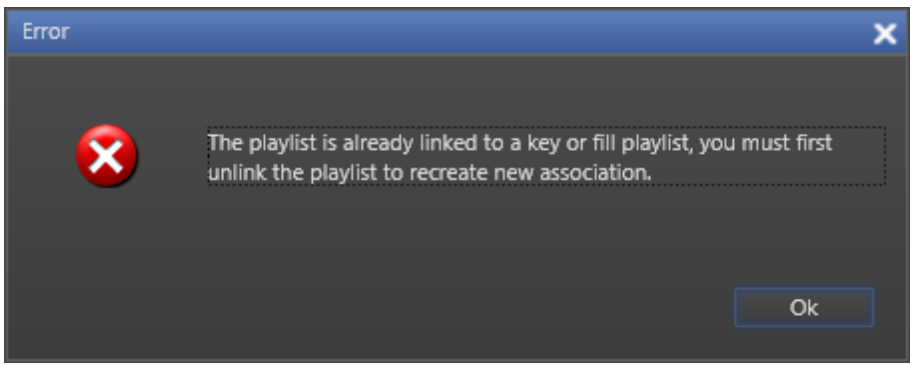
The result will depend on the original type of the two playlists: some associations are not allowed, some playlist type will be converted to another one.

Rules in Key and Fill Playlist Associations

The table below describes the different cases which can occur when associating two playlists:

<table>
<tr><th rowspan="2">Playlist 1 (PL1)</th><th colspan="3">Playlist 2 (PL2)</th></tr>
<tr><th>Normal</th><th>Fill</th><th>Key</th></tr>
<tr><td rowspan="2">Normal</td><td rowspan="2">Normal PL1 → Fill
Normal PL2 → Key
Link the two PL</td><td>If Fill not yet linked:
Normal PL1 → Key
Link the two PL</td><td rowspan="2">Normal PL1 → Fill
Link the two PL</td></tr>
<tr><td>If Fill already linked:
Error message in popup window</td></tr>
<tr><td rowspan="2">Fill</td><td>If Fill not yet linked:
Normal PL2 → Key
Link the two PL</td><td rowspan="2">Invalid operation
Error message in the error list</td><td>If Fill not yet linked:
Link the two PL</td></tr>
<tr><td>If Fill already linked:
Error message in popup window</td><td>If Fill already linked:
Error message in popup window</td></tr>
<tr><td rowspan="2">Key</td><td rowspan="2">Normal PL2 → Fill
Link the two PL</td><td>If Fill not yet linked:
Link the two PL</td><td rowspan="2">Invalid operation
Error message in the error list</td></tr>
<tr><td>If Fill already linked:
Error message in popup window</td></tr>
</table>

When a Fill and Key association already exists, a warning message will be displayed informing you that the playlist must first be unlinked to be able to create a new association. For example:



How to Manually Unlink Two Fill and Key Playlists

To manually remove the link between one or several Fill playlists and one or several Key playlists, proceed as follows:

1. In the Database Explorer, select either one playlist of the Fill and Key association or both.

   You can also select playlists from multiple associations.

2. Right-click one of the selected playlist.

   The Playlist contextual menu opens.

3. Select **Unlink** from the menu.

All Fill and Key associations of all elements from the selection are cleared, but the type of each playlist is kept.

Opening and Loading a Fill or Key Playlist

General procedures for the opening of a Normal playlist and for the loading of a Normal playlist on a player channel are detailed in "Opening and Loading a Playlist" on page 37.

However, the behavior of the system could be slightly different when you work with Fill or Key playlists as well as when you try to load a Normal playlist on a Fill or Key channel.

The table below describes the different actions which result when

- you want to open a Normal, Fill or Key playlist in a Playlist Panel or the clip-list tab of a Control Panel (no channel associated)
- you want to load a Normal, Fill or Key playlist on a Normal, Fill or Key channel associated to a Playlist Panel or the clip-list tab of a Control Panel. See section "Fill and Key Channels" on page 153 for more information on Fill and Key player channels.

Playlist Type	Channel Type			
	No channel	Normal	Fill	Key
Normal	Open	**Load**	Warning + black on Key channel	Warning
Fill	Open the Fill PL	**Load** the Fill PL on the channel	If Fill PL not linked to Key PL: **Load** the Fill PL on the Fill channel	Warning
			If Fill PL linked to Key PL: 1. Load the Fill PL on the Fill channel, AND 2. Load the Key PL on the Key channel	
Key	Open the Key PL	**Load** the Key PL on the channel	Warning	If Key PL not linked to Fill PL: **Load** the Key PL on the Key channel
				If Key PL linked to Fill PL: 1. Load the Key PL on the Key channel, AND 2. Load the Fill PL on the Fill channel

Renaming or Modifying Information of a Fill or Key Playlist

Introduction

Renaming a Fill or Key playlist or modifying information of a Fill or Key playlist can be done in the same way as for a Normal playlist through the Edit a Playlist window. See section "Modifying Playlist Information" on page 46.

When a Fill (or Key) playlist is renamed, the corresponding Key (or Fill) playlist is automatically renamed as well.

Modifying the Playlist Type

Modifying the type of a Fill (or Key) playlist which is linked to a Key (or Fill) playlist is not allowed and the **Type** buttons cannot be selected in the Edit a Playlist window.

If the playlist is not linked to another one, it is allowed to modify its type as follows:

- A Normal playlist can be produced from the modification of a Key playlist or a Fill playlist.
- A Key playlist can be produced from the modification of a Normal playlist or a Fill playlist.
- A Fill playlist can be produced from the modification of a Normal playlist or a Key playlist. In this case, the corresponding Key playlist will be created and the Fill and Key playlists will be linked together.

This is summarized in the table below:

To From	Normal	Fill	Key
Normal	NA	1. Normal → Fill 2. Create corresponding Key PL 3. Link the 2 PL	→ Key
Fill	→ Normal	NA	→ Key
Key	→ Normal	1. Key → Fill 2. Create corresponding Key PL 3. Link the 2 PL	NA

Deleting a Fill or Key Playlist

Deleting a Fill (or Key) playlist can be done in the same way as for a Normal playlist. See section "Deleting Playlists" on page 50.

The Fill playlist and the corresponding Key playlist are deleted from the IPD database and from all bins in which they were included.

2.3.3. Fill and Key Playlists Editing

Adding Elements in a Fill or Key Playlist

How to Insert a Playlist in a Fill or Key Playlist

Inserting a playlist into a Fill (or Key) playlist can be done in the same way as for inserting a playlist into a Normal playlist.

However, the system will behave differently depending on the type of the two playlists. The table below summarizes the actions resulting from the insertion of a playlist (PL1) into another playlist (PL2):

Playlist 1 (PL1)	Playlist 2 (PL2)	
	Fill	Key
Normal	1. Normal PL1 inserted in Fill PL2 as a group. 2. Black or white elements of exact same duration inserted in corresponding Key PL.	Error message: you can only insert a Key PL into another Key PL.
Fill	1. Fill PL1 inserted in Fill PL2 as a group. 2. Key PL corresponding to PL1 inserted as a group in Key PL corresponding to PL2.	Error message: you cannot insert a Fill PL into a Key PL and vice-versa.
Key	Error message: you cannot insert a Fill PL into a Key PL and vice-versa.	1. Key PL1 inserted in Key PL2 as a group. 2. Fill PL corresponding to PL1 inserted as a group in Fill PL corresponding to PL2.

Adding Elements in a Fill or a Key Playlist

Adding an element by drag-and-drop operation into a Fill (or Key) playlist can be done in the same way as for adding a Normal element into a Normal playlist. See section "How to Insert an Element by a Drag-and-Drop Operation into the Playlist Grid" on page 62.

However, the system will behave differently depending on the type of the element added and the type of the playlist. The table below summarizes the actions resulting from the insertion of an element into a playlist:

Element Type	Playlist Type	
	Fill	Key
Normal	1. Element inserted in Fill PL. 2. Black or white element of exact same duration inserted in corresponding Key PL: warning message displayed.	Error message: you can only insert a Key element into a Key PL.
Fill	If Fill element is not linked to a Key element: 1. Element inserted in Fill PL. 2. Black or white element of exact same duration inserted in corresponding Key PL: warning message displayed.	Error message: you can only insert a Key element into a Key PL.
	If Fill element is linked to a Key element: 1. Fill element inserted in Fill PL. 2. corresponding Key element inserted in corresponding Key PL.	
Key	Error message: you cannot insert a Key element into a Fill PL	If Key element is not linked to a Fill element: Key Element inserted in Key PL.
		If Key element is linked to a Fill element: 1. Key element inserted in Key PL. 2. corresponding Fill element inserted in corresponding Fill PL.

Note

When a Key clip is linked to several Fill clips, it cannot be inserted into a Key playlist. You should insert the Fill clip into the fill playlist to avoid any confusion.

Warning

When the element is appended to the playlist, by using the **APPEND CLIP** button or the **Send to Default Playlist** option, both Fill and Key elements will be added at the last position in their respective playlist, even if the playlists do not have the same number of elements.

Modifying an Element in a Fill or Key Playlist

When the user modifies one of the parameters listed below to a Fill (or Key) playlist element, the modification is automatically applied to the corresponding Key (or Fill) playlist element:

- Playlist element duration
- Playlist element name

See section "Modifying a Playlist Element" on page 72 for more information on the topic.

Moving Fill and Key Playlist Elements

Moving a Fill (or Key) playlist can be done in the same way as for a Normal playlist. See section "Moving Elements within a Playlist" on page 70.

The elements are moved inside the Fill (or Key) playlist as well as the corresponding elements in the Key (or Fill) playlist which are moved at the same position.

Removing Playlist Elements from a Fill or Key Playlist

Removing elements in a Fill (or Key) playlist can be done in the same way as for a Normal playlist. See section "Removing Elements from a Playlist" on page 71.

All selected elements in the Fill (or Key) playlist are removed as well as the corresponding elements in the Key (or Fill) playlist.

Modifying Tags of a Fill or Key Playlist Element

When the user inserts, modifies or deletes tags on a Fill (or Key) playlist element (see parameters listed below), the modification is not applied to the corresponding Key (or Fill) playlist element:

- GPI tags
- Swap audio tags
- Hide
- Mute

See section "Using Action Tags into a Playlist to Trigger Transport Functions or Playout Effects" on page 97 for more information on tags.

Grouping Elements in a Fill or Key Playlist

When the user creates or deletes a group of elements in a Fill (or Key) playlist, the same operation is performed on the corresponding Key (or Fill) playlist.

See section "Grouping Elements in a Playlist" on page 77 for more information on groups.

2.3.4. Fill and Key Playlists Playout Effects and Parameters

Applying Transport Commands on a Fill or Key Playlist

When both Fill and corresponding Key playlists are loaded on Fill and Key channels, if the operator performs one of the actions listed below on the Fill (or Key) playlist, the same operation is performed at the same time on the corresponding Key (or Fill) playlist:

- Play, Pause, Fast Forward,
- Fast rewind
- Jog
- Next
- Skip
- Go to Element
- E/E
- Preload a playlist element
- Recue

Modifying Playout Effects and Parameters

When the user modifies one of the parameters listed below to a Fill (or Key) playlist element, the modification is automatically applied to the corresponding Key (or Fill) playlist element:

- Video effect
- Audit effect
- Playlist element speed
- Reset transition to default
- Still/Start mode

Refer to the following sections of the user manual for more information on the different topics:

- See section "Adding Audio and/or Video Transition Effects" on page 82
- See section "Setting the Playout Speed" on page 86
- See section "Resetting Playout Parameters to Default" on page 94
- See section "Stopping and/or Starting Automatically the Playout of a Playlist" on page 88

Looping Playlist Elements

When the user creates or deletes a loop in a Fill (or Key) playlist, the same operation is performed on the corresponding Key (or Fill) playlist.

See section "Looping Playlist Elements During Playout" on page 109 more information on loops.

Associating an Auxiliary Clip to a Fill or Key Playlist

Associating an auxiliary clip to a Fill (or Key) playlist can be done in the same way as for a Normal playlist. See section "Associating an Auxiliary Audio Clip to a Playlist" on page 118.

The system associates the auxiliary clip to the Fill (or Key) playlist but does not perform any operation on the corresponding Key (or Fill) playlist.

2.3.5. Black Clips Management

Introduction

A black clip is a clip represented by a black sequence in the video track and a mute sample in the audio track.

It can be automatically inserted in a playlist under specific circumstances when working with Fill and Key playlists.

Moreover, a black clip can also be manually inserted as described in "How to Manually Insert a Black Clip in a Playlist" on page 171.

When inserted into a playlist, a black clip is played out like a normal element. Therefore, it is taken into account for on-air time calculation and remaining time calculation. Black clip related information will be displayed on OSD while played out. Almost all operations allowed on playlist elements will be possible on a black clip. Refer to section "Limitations" below for restriction on authorized operations. In addition, when a playlist containing black clips is copied to another EVS video server, black clips are kept.

Limitations

1. A black clip will not be seen in the Database Explorer.
2. It is not possible to load a black clip as a clip on a Control Panel.
3. The following operations cannot be performed on a black clip: copy, move, update, delete, backup, restore
4. A black clip cannot be renamed.
5. The only type of tag allowed on a black clip is GPI. That is understandable as there is no audio on black clips.
6. The following types of macro command cannot be performed on a black clip: Hide/mute/audio swap

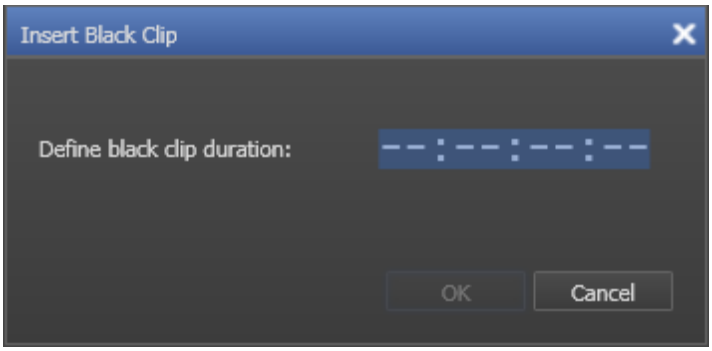
How to Manually Insert a Black Clip in a Playlist

To manually insert a black clip into a playlist, proceed as follows:

1. In the Playlist Panel, open the selected playlist.
2. Right-click an element.

   The Playlist Element contextual menu is displayed.
3. Select **Insert Black Clip** from the menu.

   The Insert Black Clip window opens:



4. Enter a duration for the clip in the **Define Black Clip Duration** field.
5. Click **OK** or press **ENTER**.

The black clip is inserted before or after the selected element in the list depending on the Insert mode in playlist parameter of the playlist settings.

How to Modify a Black Clip Duration

To modify the duration of an existing black clip, proceed as follows:

1. In the Playlist Panel, open the selected playlist.
2. Right-click the black clip element.

   The Playlist Element contextual menu is displayed.
3. Select **Modify Black Clip** from the menu.

   The Modify Black Clip window, which is similar to the Insert Black Clip window, opens.
4. Modify duration for the clip in the **Define Black Clip Duration** field.
5. Do one of the following:
   - Click **OK** or press **ENTER** to validate the operation.

     The window closes and the black clip duration is updated.
   - Click **Cancel** to abort the operation.
   - Press **ESC** to reset the duration value to the previous one

     The window remains open.

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