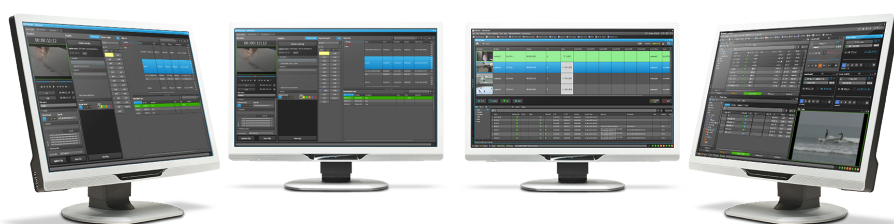


USER MANUAL

Recorder Panel

Version 7.30 - May 2017



IPDirector



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What's New?


No section has been updated in the Recorder Panel manual of IPDirector 7.30 (compared to version 7.20).

1. Introduction

1.1. Product Overview

The Recorder Panel is the graphical user interface used to control the recorder channels of an EVS video server. The Recorder Panel shows the record status of a channel and allows to start or stop the recording by a recorder channel. It provides the basic functions to create a clip.

1.2. Opening of the Recorder Panel

To open the Recorder Panel, select the corresponding icon  Recorder Panel on the IPDirector Application bar. At this time, you still need to assign a recorder channel to the Recorder Panel. See section "Assigning a Recorder Channel" on page 8.

2. User Interface

2.1. Overview of the Recorder Panel

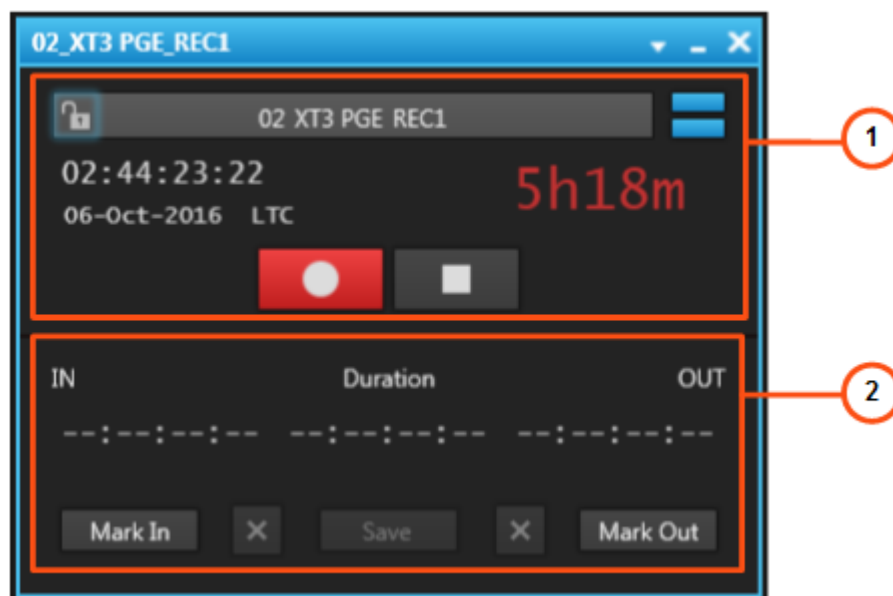
General Description

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

You can use the **Pane Display** button  to display or hide the second window pane.

Illustration

The Recorder Panel contains the panes highlighted on the screenshot below and corresponding to the panes painted on the **Pane Display** icon.



NOTE

From version 6.55, the interface skin has slightly changed, so the color shade of some user interface elements (such as title bar, buttons) may differ from the screenshots included in the current manual.

Area Description

The table below describes the various parts of the Recorder Panel:

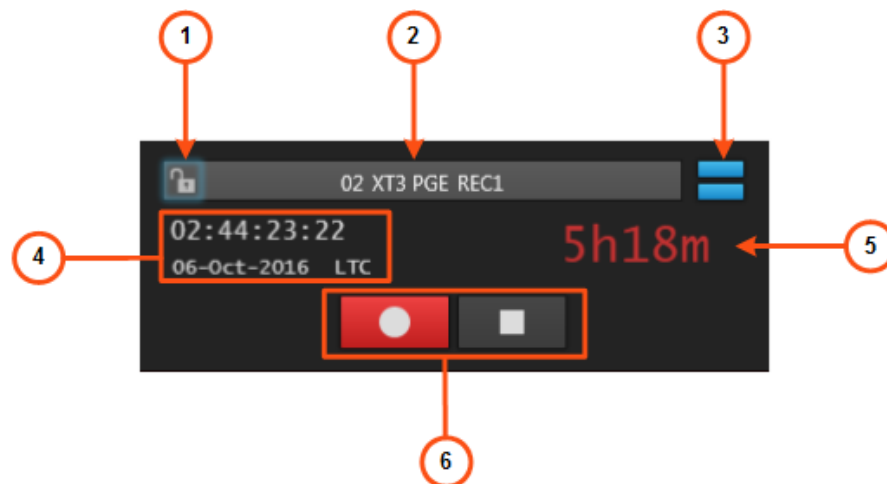
Area	Description
1. Recorder Channel pane	This pane provides the functions to start or stop the recorder channels. See section "Recorder Channel Pane" on page 3 for a description of the user interface elements.
2. Clip Creation pane	This pane provides the functions to create a clip. See section "Clip Creation Pane" on page 6 for a description of the user interface elements.

2.2. Recorder Channel Pane

2.2.1. Overview of the Recorder Channel Pane




Illustration

The Recorder Channel pane contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various parts of the Recorder Channel pane:

Area	Description / See also...
1. Lock button	<p>This button makes it possible to lock the recorder channel to prevent any operation from any IPDirector user interface. The button can be displayed in two ways:</p> <ul style="list-style-type: none"> • : the channel is unlocked • : the channel is locked.
2. Recorder Channel field	<p>This field displays the name of the selected recorder channel. A contextual menu is available to select a recorder channel. See section "Recorder Contextual Menu" on page 5.</p> <p>A Change Recorder Input button  will be displayed in the field when the selected recorder channel is physically linked to a video router. It allows users to change the assigned router IN port. See section "Managing the Links with a Video Router" on page 11.</p>
3. Pane Display button	<p>This button makes it possible to display or hide the second window pane.</p>
4. Current Timecode field	<p>This field displays the incoming timecode of the server (should be the studio time). When the recorder is started, the timecode is running. See section "Timecode Fields Display" on page 7.</p>
5. Remaining Capacity	<p>This read-only field displays the remaining capacity on this specific recorder channel on the EVS video server.</p>
6. Start Record and Stop Record buttons	<p>These buttons are used to start or stop the recording from a recorder channel of an EVS video server. See section "Start Record and Stop Record Buttons" on page 5.</p>

2.2.2. Recorder Contextual Menu


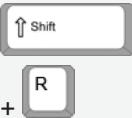



A contextual menu appears when you right-click the **Recorder Channel** field.

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

Menu Item	Description
None	Removes the association between the Recorder Panel and the recorder.
[List of recorder channels from available EVS video servers]	Provides the list of recorder channels available on the XNet network, and visible to the current user, which can be assigned to the Recorder Panel. See section "Assigning a Recorder Channel" on page 8.

2.2.3. Start Record and Stop Record Buttons



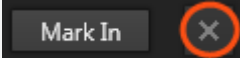

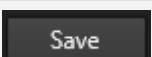
The following table gives the meaning of each recording operation. A button and/or a keyboard shortcut can be used to perform each action.

Operation	User Interface Button	Keyboard Shortcut	Description
Start Record			Starts the recording from a recorder channel of an EVS video server. It can only be used in IPDP Spotbox mode. See section "Recorder Panel Use Depending on EVS Video Server Mode" on page 8. When the server is recording, the button turns to  and is not available.
Stop Record			Stops the recording from a recorder channel of an EVS video server. It can only be used in IPDP Spotbox mode. See section "Recorder Panel Use Depending on EVS Video Server Mode" on page 8.

2.3. Clip Creation Pane

2.3.1. Clip Creation Buttons and Shortcuts

The following table gives the meaning of each clip creation operation. A button and/or a keyboard shortcut can be used to perform each action.

Operation	User Interface Button	Description
Mark IN		Sets a mark IN point at the timecode shown in the Current Timecode field.
Mark OUT		Sets a mark OUT point at the timecode shown in the Current Timecode field.
Clear IN		Clears the mark IN point which has just been set and not yet saved.
Clear OUT		Clears the mark OUT point which has just been set and not yet saved.
Save Clip		Saves the new clip after having marked an IN point and an OUT point. Depending on the settings, the Save Clip window will open or not.

2.3.2. Time Information Fields

The following time information is displayed for the clip being created.



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



2.3.3. Timecode Fields Display

Information displayed in the **Current Timecode** field and in the Time Information fields of a clip can be changed as follows:

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

A contextual menu with the following options is displayed:

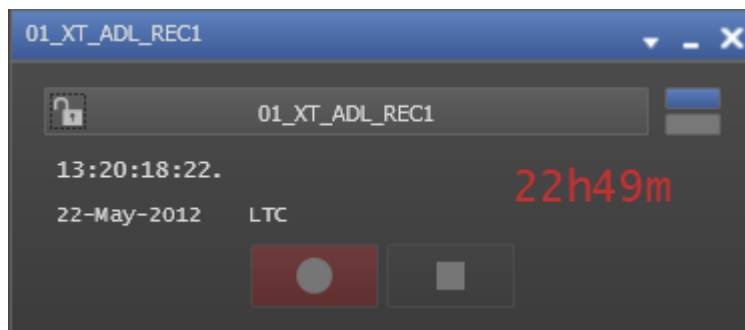
- Timecode
 - Timecode and Date
 - Timecode and Date and TC Type (only displayed for the Current Timecode)
 - Timecode and TC Type (only displayed for the Current Timecode)
2. Select one of the options.
 3. When the TC type is displayed, right-clicking it in the **TC Type** field allows to shift from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

3. Managing Channels

3.1. Recorder Panel Use Depending on EVS Video Server Mode

LSM Mode

If an EVS video server is in LSM base mode, the Recorder Panel is for information only. Each recorder channel starts recording from server start up and continues in a loop record mode. The recorder channel cannot be started or stopped from an IPDirector workstation and the Recorder Panel will show the current recording timecode and its record status.



IPDP Spotbox mode

If the EVS video server IPDP Spotbox mode is used, the Recorder Panel buttons can be used and recorder channels can be started or stopped using this panel.



3.2. Assigning a Recorder Channel

Introduction

To be able to perform actions on a recorder channel from a Recorder Panel, the recorder channel must be assigned to the Recorder Panel.

There are several ways to assign a recorder channel to a Recorder Panel.



How to Assign a Recorder Channel from the Channel Explorer

Users can assign a recorder channel to a Recorder Panel from the Channel Explorer.

This can be done in one of the following ways:

- Double-click a recorder channel in the Channel Explorer.
A Recorder Panel opens and the recorder channel is automatically assigned to it.
- Right-click a recorder channel in the Channel Explorer and select **Open Recorder Panel** from the contextual menu.

A Recorder Panel opens and the recorder channel is automatically assigned to it.

When a recorder channel is assigned to an application, the **Recorder** icon in the Channel Explorer window changes from  to .

How to Assign a Recorder Channel from the Channel Field

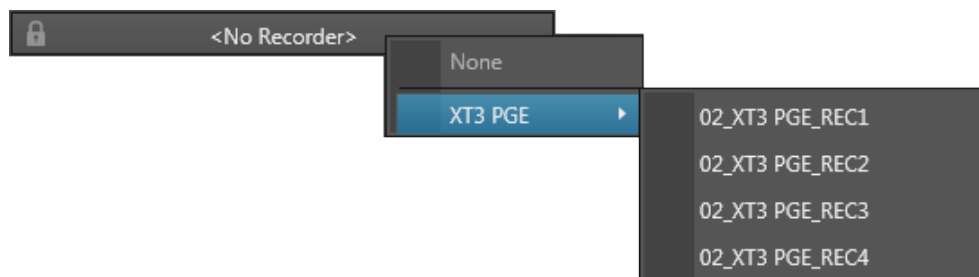
Users can select a player from the **Recorder Channel** field.

To do so, proceed as follows:

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



A contextual menu displays the available recorder channels.



2. Select the recorder channel to assign.

3.3. Locking a Channel

Purpose

It is possible to lock a recorder 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.

If a ShuttlePRO is associated to the selected channel, its functions are inactive when the channel has been locked.

Limitations

The **Lock** function is not available in the following situations:

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

Locked Channel Display

A **Lock** icon or button can have different displays:

In the Channel Explorer:



- channel locked from the current workstation



- channel locked from another workstation

When a channel is unlocked, no icon is displayed next to the channel.

In the Recorder Panel:



- channel locked



- channel unlocked

How to Lock or Unlock a Channel

Locking a Channel

To lock a recorder channel, proceed as follows:

- Click the  button in the **Channel** field or press **CTRL+L**.

The button displays a closed lock  and the whole window is dimmed.

Locking a Channel

To lock a recorder channel, proceed as follows:

- Click the  button in the **Channel** field or press **CTRL+L**.

The button displays a closed lock  and the whole window is dimmed.

Unlocking a Channel

To unlock a recorder channel, proceed as follows:

- Click again the **Lock** button.

When you unlock a channel in such a way, it remains locked to the other users. You need to unlock it from the Channel Explorer to make it available to other users.

3.4. Managing the Links with a Video Router

3.4.1. Introduction

Video routers can be used with IPDirector to increase the number of incoming feeds manageable by EVS server recorder channels and/or the number of output channels able to play out the media from a player channel, depending on the configuration of the installation.

An EVS server recorder channel will be physically connected to an OUT port of the router, so the recorder channel records the feed received by the IN port of the router associated with this OUT port.

When a video router is used with an EVS server controlled by IPDirector, the router ports routed to the EVS server channels are shown in the IPDirector interface. So, users know exactly which router IN port is used by a recorder.

Some configuration is performed from the Remote Installer regarding the communication parameters and the association of router ports physically linked to EVS server channels. Refer to the [IPDirector Technical Reference for the Remote Installer](#).

However, IPDirector users with appropriate user rights have the possibility to switch the assignment between router IN ports and router OUT ports from the IPDirector user interface.

The supported routers are those working with one of the following protocols:

- Miranda NV9000
- Probel SW-P-08
- Jupiter ES-Switch

Nevertheless, rather than communicating directly with a router, it is possible to communicate with a VSM system (broadcast control and monitoring system). Then, IPDirector will be able to work with all the routers supported by the VSM.

3.4.2. Assigning a Recorder Source

Introduction

If a recorder channel is linked to an OUT port of a router, it records the feed received by the IN port of the router associated with this OUT port.

IPDirector users with appropriate user rights have the possibility to manually switch the assignment between router IN ports and router OUT ports. So, another record train will be recorded by the server recorder channel as soon as the router IN port assigned to the channel has changed.

This operation can be done from the Channel Explorer, from the Recorder Panel, from the VTR Control Panel and from the Ingest Scheduler. A switch done from an application is automatically reflected in the other ones.

When using the Jupiter ES-Switch protocol, it is not allowed to change the association between a recorder channel and a router IN port during the recording of an ingest. Actually, the system will lock this association slightly before recording the scheduled ingest and it will unlock it slightly after the recording stops. This small period of time before and after the ingest is defined by the **Maximum Switch Latency** setting from the Remote Installer (Configure > Router Control Channels tab). This setting also defines the period of time when the system will switch to the IN port before the recording starts.

Prerequisites

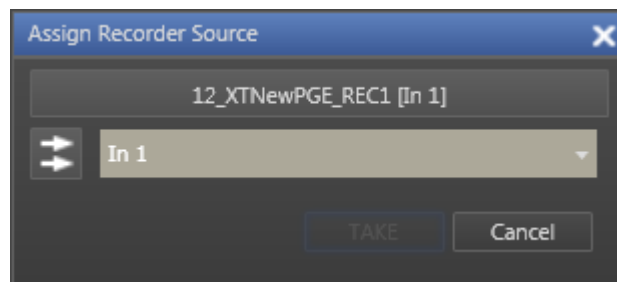
- The appropriate configuration must have been done from the Remote Installer regarding the communication parameters and the association of router OUT ports physically linked to recorder channels.
- The Router Control service is started.
- A recorder channel physically connected to a router OUT port has been assigned to the Recorder Panel.

How to Assign a Router IN Port to a Recorder Channel

To assign an IN port of a video router to a recorder channel from the RecorderPanel or to change the assignment, proceed as follows:

1. Click the **Change Recorder Input** button  next to the **Recorder Channel** field.

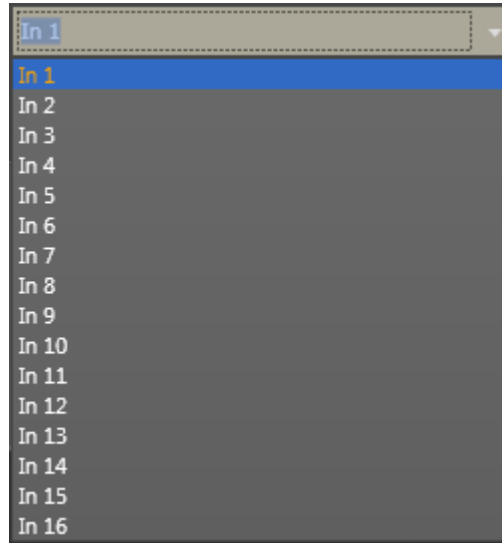
The Assign Recorder Source window opens:



It shows the name of the router IN port already associated to the recorder channel.

2. Click the arrow next to the **Router IN Port** field.

The list of all the router IN ports is displayed:



3. Select an IN port.

The **Router IN Port** field is highlighted to warn the users that the selection has changed but has not been saved:



4. Click **TAKE** to send a command to the router service and link the router OUT port connected to the recorder channel with the selected router IN port.

The name of the IN port is displayed next to the recorder channel name.



4. Creating a Clip

Introduction

As soon as a recorder channel has been selected, users can create a new clip from the record train thanks to the clip creation functions of the Clip Creation pane.

Clip Settings

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

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

See [the General Functions user manual](#) for more details.

How to Create a Clip

To create a clip from the Recorder Panel module, proceed as follows:

1. Click the **Mark IN** button



The IN point is set.

2. Click the **Mark OUT** button



The OUT point is set and the clip duration is displayed in the **Duration** field.

3. Click the **Save** button.
 - If the **Open Save Clip Window** setting has not been selected in the **Tools > Settings > Clips > General** category, the clip is saved according to the settings defined in the **Tools > Settings > Autaname** category.

The procedure is finished.

- If the **Open Save Clip Window** setting has been selected, the Save Clip window will open. See [the Control Panel user manual](#) for a description of the window.

Proceed with next steps.

4. Fill in a clip name and any desired information in the Save Clip window.
5. Click the **Save** button.

The clip is saved in the IPDirector database.

5. Recorder Panel Shortcuts

Keyboard shortcuts are available to perform some operations.

They are listed in the Define Shortcuts windows which can be accessed by clicking the **Tools > Define Shortcuts** option from the menu bar of the IPDirector main window and then selecting the **[Application Name]** button on the left.

The shortcuts can be redefined to suit individual preferences.

See section ["Shortcut Definition" in the General Functions user manual](#) for more information.

Description		Current Value
Start REC		Shift-R
Stop REC		Ctrl-R

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