USER MANUAL
AB Roll Playlist

Version 7.30 - May 2017

iPDirector

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Table of Contents

What's New?

In the User Manual, the icon NEW ! has been added on the left margin to highlight information on new and updated features.

The sections updated to reflect the new and modified features in AB Roll Playlist version 7.30 (compared to version 7.20) are listed below.

Channel letter configuration

Possibility to define the letter for each AB Roll channel, rather than just selecting a starting letter.

- See section "Configuring a New AB Roll Studio" on page 13.

Allocation of player channels to playlist elements

As specific letters can be selected for each player channel, player channels do not appear anymore according to the alphabetical order in the Playlist grid, but according to the player channels order.

- See section "Overview of the Playlist Grid" on page 8.
- See section "Allocating Player Channels to Playlist Elements" on page 28.

New transport function

Possibility to cue elements from the selected playlist element on each of the player channels.

- See section "Using Playlist Transport Functions" on page 34.
- See section "AB Roll Playlist Shortcuts" on page 76.

Using a studio channel for a Breaking News element not in the playlist

Possibility to "steal" one of the player channels of the AB Roll studio to load and play an element which is not in the loaded AB Roll playlist.

- See section "Overview of the AB Roll Playlist Window" on page 4.
- See section "AB Roll Playlist Toolbar" on page 6.
- See section "Stealing a Player Channel for Breaking News" on page 63.

1. Introduction

1.1. Product Overview

1.1.1. Purpose and Context of Use

The AB Roll Playlist application is used to control and play playlists with up to 500 elements on a series of channels from a staged playlist in the database.

The assignation of playlist elements to player channels can be automatic, manual, or a mix of both.

These channels may be directly managed using the companion MPlay remote.

Playlists from third party applications or rundowns from NRCS (Newsroom Computer Systems) can be used as input for the AB Roll Playlist application. IPDirector communicates with NRCS thanks to the IP MOS gateway. This latter receives editing operations made from the NRCS system and is responsible for the synchronization between the NRCS rundown and the AB Roll playlist. It sends playout status from IPDirector to NRCS and it publishes playlist elements as MOS objects to NRCS.

If a rundown is created from the NRCS and published to the MOS gateway, a playlist is automatically created on the IPDirector side.

Unpublishing a rundown will delete the IPDirector playlist from the EVS server, except if it is loaded on a studio.

A MOS gateway dedicated setting can be used to create off-line playlists rather than on-line playlists on the IPDirector side when rundowns are created on the NRCS side. This is particularly useful when the number of playlists to create must be higher than the number of playlist positions available on the EVS video server (90 positions). The availability status of the playlist elements is synchronized between the two systems. Any update of the playlist on the NRCS side is reflected on the IPDirector side.

Such an off-line playlist becomes on-line as soon as it is loaded on an ABRoll studio.
In case the assignment mode of the channels is Full Manual on the NRCS side, a channel allocated to a rundown object in the NRCS is memorized until the IPDirector playlist becomes on-line. So, the channel allocation will be synchronized between the NRCS and the AB Roll Playlist studio.

Refer to the IP MOS Gateway Technical Reference manual for a comprehensive description.

1.1.2. Saving the AB Roll Playlist Window Layout

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

- window size and position
- channel associations
- the grid lock status and position

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

To save the window layout, proceed as described in the General Functions user manual.

1.2. Associated Modules

Introduction

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

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

Database Explorer

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

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

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

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

You will find detailed information on the Database Explorer in the Database Explorer user manual.

Channel Explorer

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

You will find detailed information on the Channel Explorer in the Channel Explorer user manual.

MPlay Remote

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

You will find detailed information on the MPlay Remote in the General Functions user manual.

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

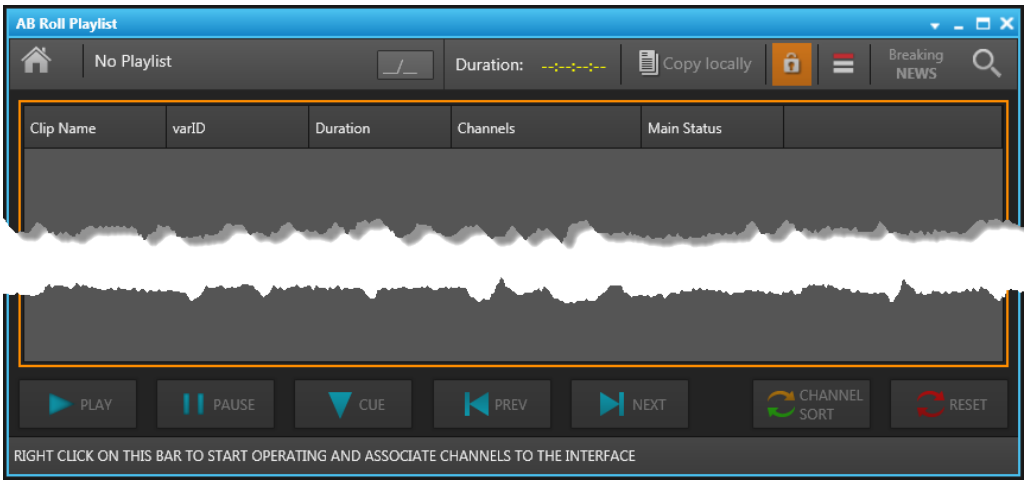
1. Associate the same player channels to the AB Roll Playlist.
2. Press the MPlay button corresponding to the action you want to apply.

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

1.3. Opening AB Roll Playlist

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

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



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

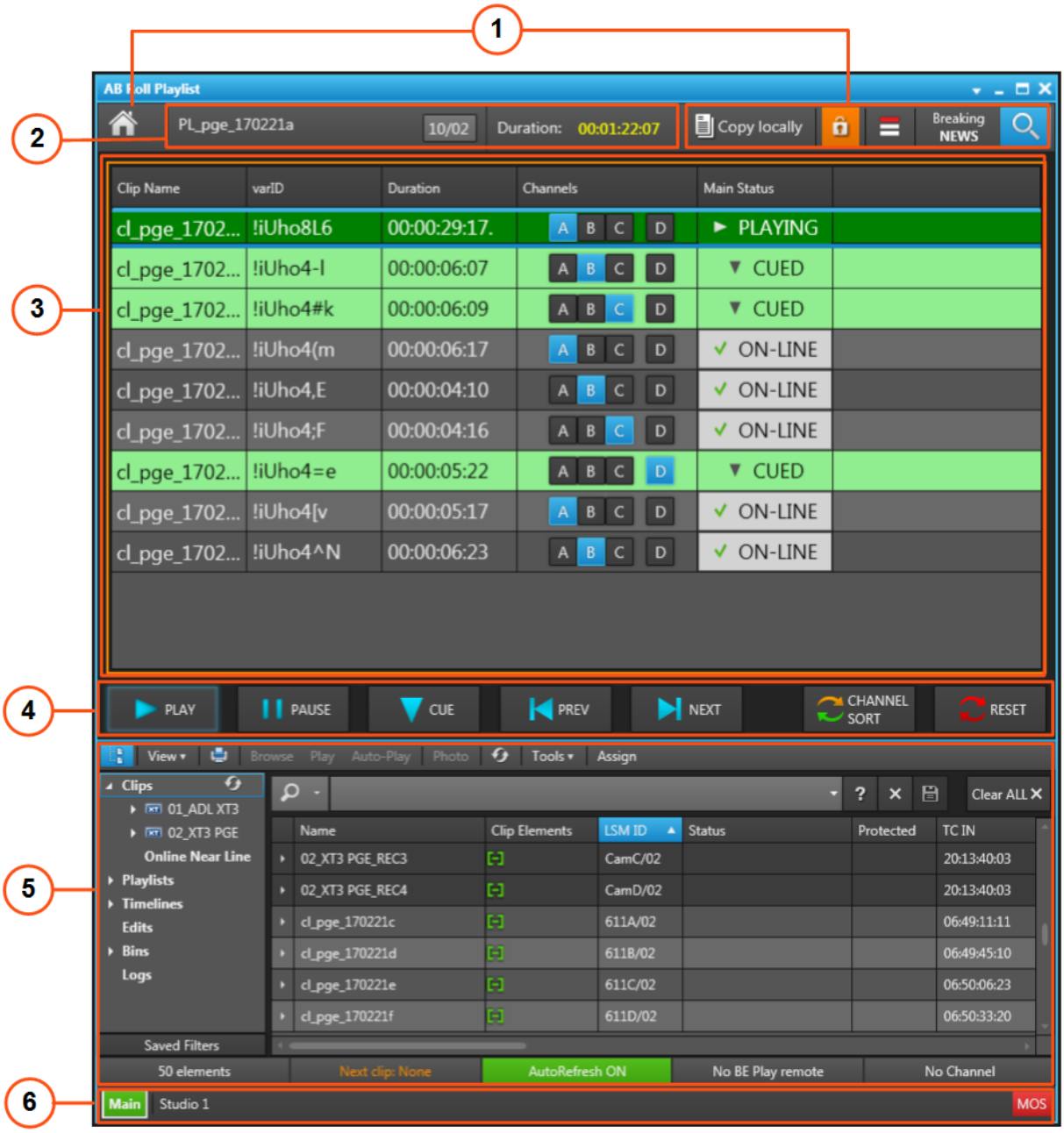
The AB Roll Playlist application (associated to the same channels) can be opened on different workstations at the same time.

2. User Interface

2.1. Overview of the AB Roll Playlist Window

NEW !

The AB Roll Playlist user interface contains the areas highlighted on the screenshot below:



AB Roll Playlist Toolbar (1)

The toolbar gives access to several options and buttons for the playlist management.

See section "AB Roll Playlist Toolbar" on page 6.

Loaded Playlist Information Area (2)

This area displays various information related to the loaded playlist, if any:

- playlist name
- playlist LSM ID
- playlist duration

Playlist Grid (3)

This area displays the content of the selected playlist.

See section "Playlist Grid" on page 8.

In Main / Backup configuration, a column shows the status of each playlist element on the backup server. See section "Redundancy" on page 69.

Transport Functions Buttons (4)

This area provides buttons to control all the required transport functions.

See section "Using Playlist Transport Functions" on page 34.

Clip Search Pane (5)

This pane is shown or hidden by clicking the **Search** button  or pressing **CTRL**+**F**. It gives access to the database content.

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

Status Bar (6)

A contextual menu, available from the Status bar, is used to select a studio of player channels. See section "Associating an AB Roll Studio with the AB Roll Playlist Panel" on page 20.

The Status bar provides information regarding the status of the main server and the communication with the MOS gateway and NRCS. See section "Status Bar" on page 1.

In Main / Backup configuration, the Status bar also provides information regarding the status of the backup server. It displays potential warning message in case of desynchronization of redundant playlists. Buttons area available to perform a manual failover between servers, and to solve conflict between redundant playlists. See section "Redundancy" on page 69.

2.2. AB Roll Playlist Toolbar

Playlist Menu

The **Playlist Menu** button  gives access to a menu with various options for the management of the playlist. The menu is only available when a studio has been associated with the AB Roll Playlist interface.

New Playlist
Opens the Create New Playlist window to create a new playlist.
See section "Creating Playlists" on page 23 for more information.

Unload Playlist
Unloads the playlist from the player channels of the studio associated to the AB Roll Playlist.
This action is forbidden when an element is playing.

Publish
Opens the Publish window in which you can specify the user groups the selected item should be published to.
The item will be published to the selected groups, providing that they have the adequate rights.

Edit/Rename
Opens the Edit a Playlist window from which the users can modify the properties of the playlist associated to the AB Roll Playlist Panel.

Remove from Bin
Removes the loaded playlist from the bin.
This option is only available if the loaded playlist is in a bin.

Properties
Displays information related to the owner and the groups the selected item has been published to.

Copy Locally Button

Creates a copy of all online distant elements of the selected playlist onto the local server.

In case of redundancy, the action is applied on both the main and the backup playlists.

is displayed when all the clips are local.

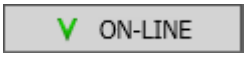
is displayed when some of the clips are not local.

The **Status** icon of the playlist elements changes from 

to 

.

indicating an XT clip that is distant to the playout EVS server.



indicating an XT clip that is present on the local EVS server.

Lock Playlist Edition Button

This button is used to lock the interface against all edition operations on the playlist (insert, move, delete). See section "Introduction" on page 39.

This is to avoid corruption of the synchronization between the playlist and the rundown, as editions done on the AB Roll Playlist will not be sent to the rundown.

 (default position): in this state, users are not allowed to edit the loaded playlist.

 : in this state, users may edit the loaded playlist.

Lock Position Button

This button allows to keep the first cued or playing element always visible in the playlist grid.

The mode is activated or de-activated by clicking the button.

When activated, the button background color becomes blue:

 changes to 

NEW !

Breaking News Button

The 

button displays a Breaking News area under the Playlist grid, with as many Channel Drop zones as they are channels in the studio. See section "Stealing a Player Channel for Breaking News" on page 63.

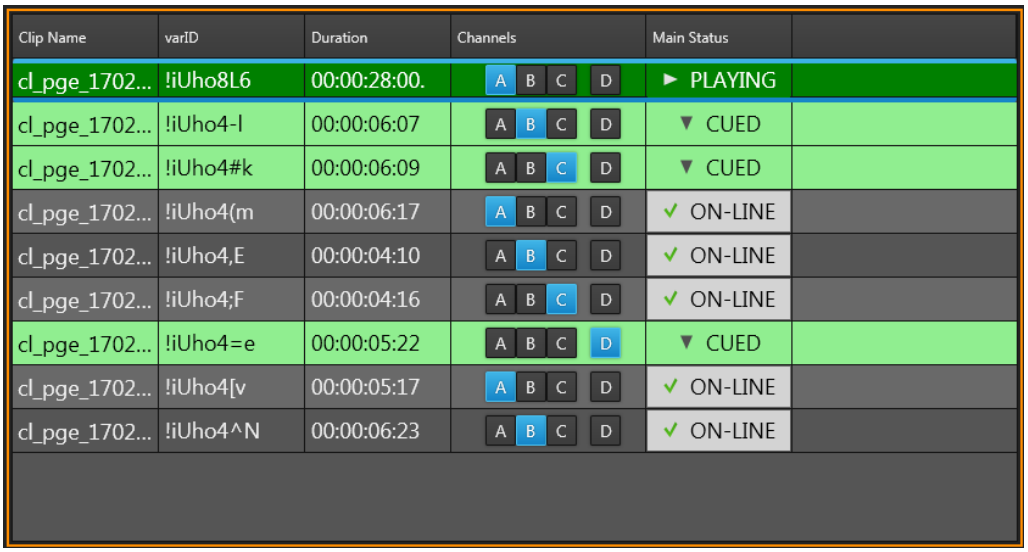
Search Button

The  button displays the Database Explorer pane under the Playlist grid to perform searches in the database.

2.3. Playlist Grid

2.3.1. Overview of the Playlist Grid

The Playlist grid shows the list of elements that made the playlist.



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

The columns order can be easily changed.

Player channels are represented by a square in the Channels column. Those allocated to the playlist elements are blue.

Player channels set to automatic (Full Automatic or Hybrid) during the configuration of the studio are represented by squares sticking together. Player channels set to manual (Full Manual or Hybrid) during the configuration of the studio are represented by spaced squares. See section "Allocating Player Channels to Playlist Elements" on page 28.

NEW ! The letters displayed correspond to the letters selected for each channel during the AB Roll studio configuration. They are displayed according to the player channels order.

A selected line appears on a blue background.

Elements cued or playing on each channel are clearly identified by a dark green or light green line.

In Main / Backup configuration, the Playlist grid always represents the elements from the playlist on the active server.

A Backup Status column is present to the right of the Main Status column and gives the status of the playlist elements from the corresponding backup playlist. See section "Redundancy Information" on page 70.

The letters displayed in the Channels column are those from the active server.

2.3.2. Playlist Element Statuses

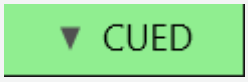
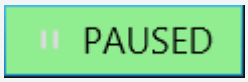
In the Playlist grid, the **Status** column provides two kinds of status information on the playlist element:

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

The whole line color can also give specific information.

The lists below specify the possible statuses for playlist elements.

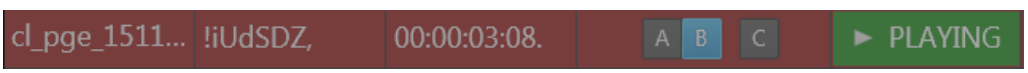
Playback Status

Status Column	Description
	The playlist element is being played. The whole line is colored.
	The playlist element is cued and is the next element that will be played on the channel it is associated with. The whole line is colored.
	The playout has been paused when this playlist element was playing. The whole line is colored.
	The playout has reached the end of the playlist element.
	The element is no more playing and at least 1 frame has been played. • This status is displayed after the **Stopped** status when the element has been completely played. • This status is displayed if the **Prev** or **Next** button is clicked during the element playout and as soon as 1 frame of the element has been played.

Playout Remaining Time Warning

When a playlist element is playing, the line becomes red when the remaining time corresponds to the value set in the AB Roll settings.

When a playlist element is playing, the line blinks red when the remaining time corresponds to the value set in the AB Roll settings.



See section "AB Roll Playlist Settings" on page 75.

Availability Status

Status Column	Description
	Local element: the playlist element is available locally, on the EVS server where the playlist is stored.
	Distant element: the playlist element is available on another EVS server of the XNet network.
	Missing element: 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. Black clips are also indicated as Missing in the AB Roll Playlist and will not be played. 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 but the **Playing** status will not be applied to the missing elements.

2.3.3. Grid Header Contextual Menu

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

The options are described in the following table:

Option	Description
Hide	Hides the selected column.
Organize	The Organize window opens and allows the users to select the columns to display and their order.
Save grid organization	Saves the organization of the grid as it is displayed (columns selection, order and size). It is saved by each user. Therefore, this organization will be retained the next time the user logs in and opens the application.
Reset grid organization	Sets back the grid to the default grid organization.

2.3.4. Organizing Columns

Columns can be resized and/or re-ordered. This new organization is automatically saved and remembered. However, it is also possible to reset the column organization to the default organization.

Resizing Columns

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

Selecting Columns to Display

To select the columns to display in the grid,

1. Right-click the column header area.

   A menu is displayed.

2. Select **Organize**.

   The Organize window opens and the right pane shows the list of columns currently displayed in the current order.

3. To select the column(s) you wish to add to the view, select them from the Visible columns pane.

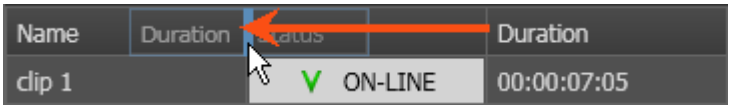
4. To select the column(s) you wish to remove from the view, clear them from the Visible columns pane.

5. Click **OK**.

Ordering Columns

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

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



OR

1. Right-click the column header area.

   A menu is displayed.

2. Select Organize.

   The Organize window opens and the right pane shows the list of columns currently displayed in the current order.

3. Drag the selected column to the required position.

   A thick blue line shows the location where the column will be dropped.

4. Click **OK**.

Resetting the Column Organization to the Default One

Users can reset the column organization to the default one (columns selection, order, size,...).

1. Right-click the column headers area.
2. Select **Reset Grid Organization**.

Resetting the List of Columns back to the Default One

Users can reset the list of columns displayed in the grid to the default one.

1. Right-click the column header area.

   A menu is displayed.

2. Select **Organize**.

   The Organize window opens.

3. Click **Default**.

2.4. Status Bar

When no Main / Backup configuration is involved, the Status bar contains the areas highlighted on the screenshot below.

In Main / Backup configuration, additional information is displayed. See section "Redundancy Information" on page 70 for more information.

Main Server Status (1)

The color of this area indicates whether the server is working properly.

- green: the server is running and its player channels are in AB Roll mode.
- orange: the server is running but its player channels are not in AB Roll mode.
- red: the server cannot be reached

Studio Name (2)

This area displays the name of the studio associated with the ABRoll interface.

See section "Associating an AB Roll Studio with the AB Roll Playlist Panel" on page 20.

Communication Status with MOS Gateway and NRCS (3)

The color of this area gives indication on the status of the communication with the MOS gateway and the NRCS. A tooltip, displayed when the mouse is over the **MOS** icon, gives more precise information on the status.

MOS Icon	Meaning
MOS	The communication with the MOS gateway and with the NRCS work properly.
MOS	The communication with the MOS gateway works properly but the communication with the NRCS server does not. OR The communication with the MOS gateway does not work.

3. Creating and Configuring a Studio

3.1. Introduction

Before you can use the AB Roll Playlist, you need to configure a studio made of a group of player channels. Then, you will have to assign that studio to the AB Roll Playlist.

Up to 4 player channels can be associated in AB Roll Playlist mode to control and play material on all these channels at the same time.

These operations are explained in sections "Configuring a New AB Roll Studio" on page 13 and "Associating an AB Roll Studio with the AB Roll Playlist Panel" on page 20.

3.2. Configuring a New AB Roll Studio

Considerations about Studio Configuration

The studio configuration is possible provided that you have the appropriate user right: AB Roll Playlist Configure Channels.

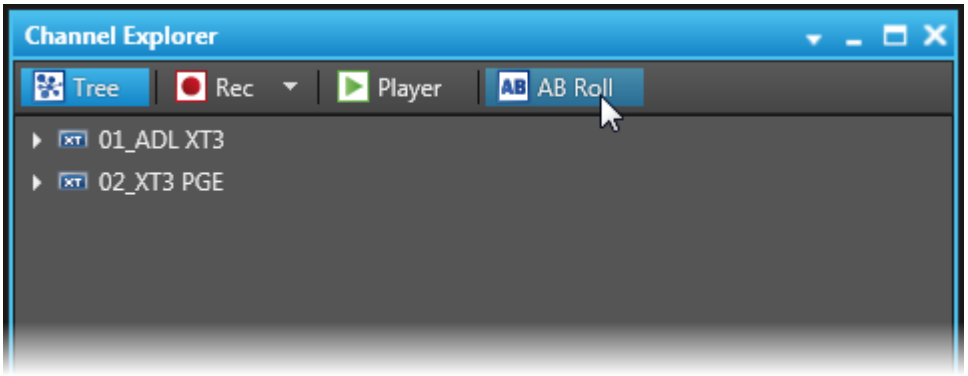
The same player channels can be assigned to different studios.

A studio configuration cannot be edited.

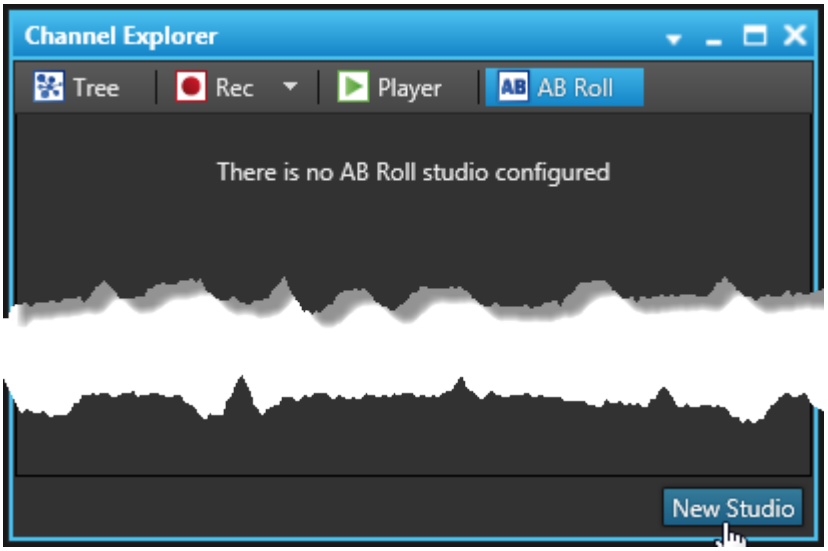
How to Configure a New AB Roll Studio

To create and configure an AB Roll studio,

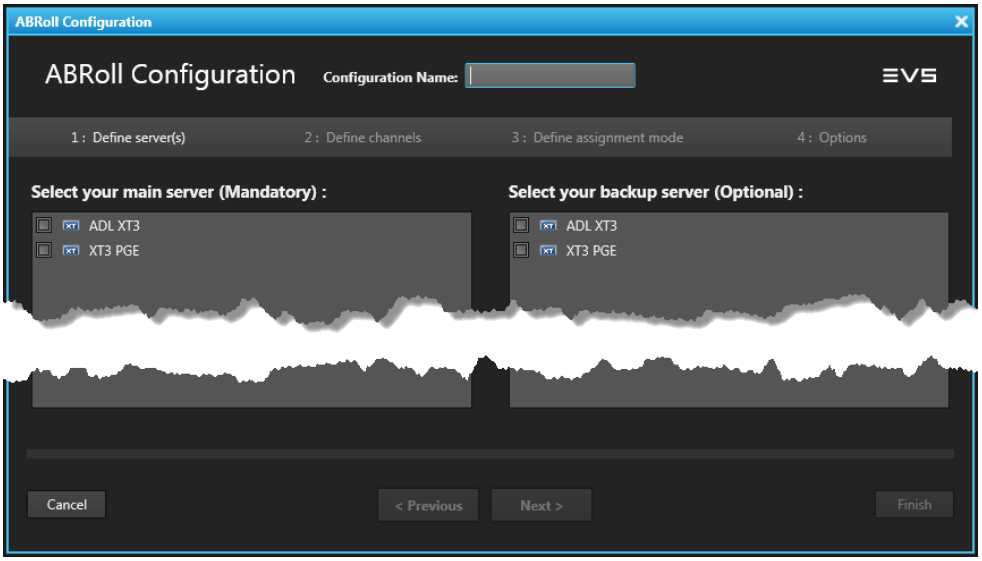
1. Make sure that the AB Roll service is started.
2. Access the AB Roll tab in the Channel Explorer in one of the following ways:



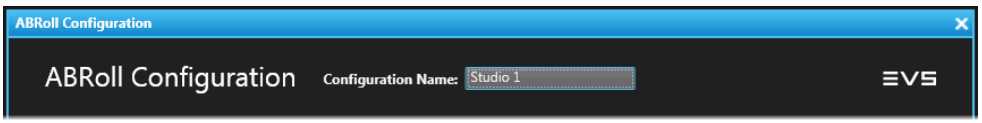
   - Directly from the Channel Explorer.
   - From the AB Roll Playlist window:
     a. Right-click the Status bar at the bottom of the AB Roll Playlist window.
     b. Select **AB Roll Channels Management** from the contextual menu.
3. Click **New Studio**.



The ABRoll Configuration window opens and displays the tab **1: Define Servers**.



4. (Mandatory) In the **Configuration Name** field, enter a name for your new studio.



The maximum length for a configuration name is 64 characters.

5. (Mandatory) From the list of servers to the left, select your main server.

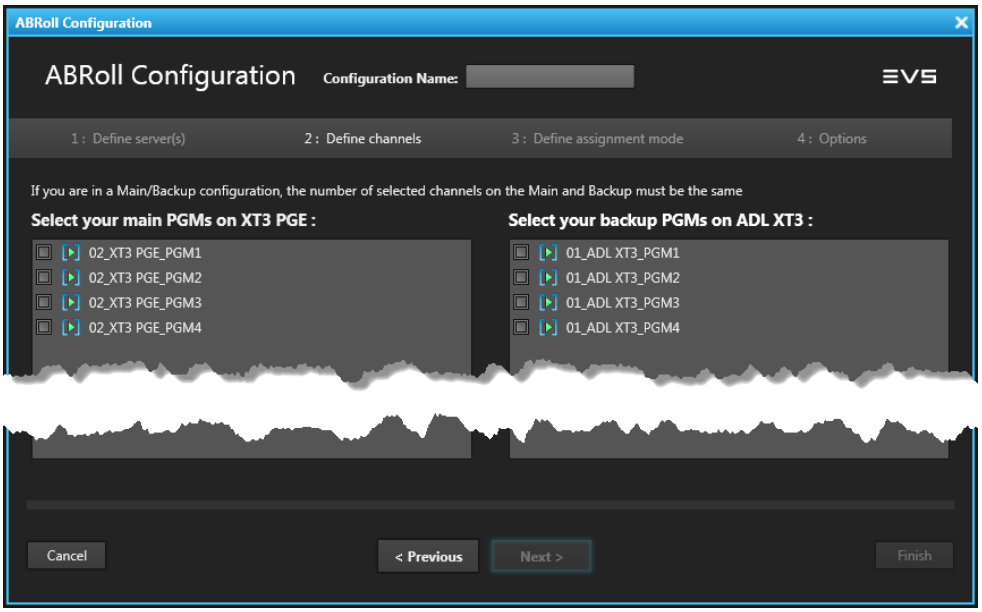
   The server is grayed out in the list of servers to the right.

6. (Optional) From the list of servers to the right, select your backup server.

   The server is grayed out in the list of servers to the left.

7. Click **Next** to continue.

   The window displays the tab **2: Define Channels**.



   The area to the left now lists the player channels of the main server you selected in the previous step. The area to the right displays the channels of the backup server. If you did not select a backup server, this area is empty.

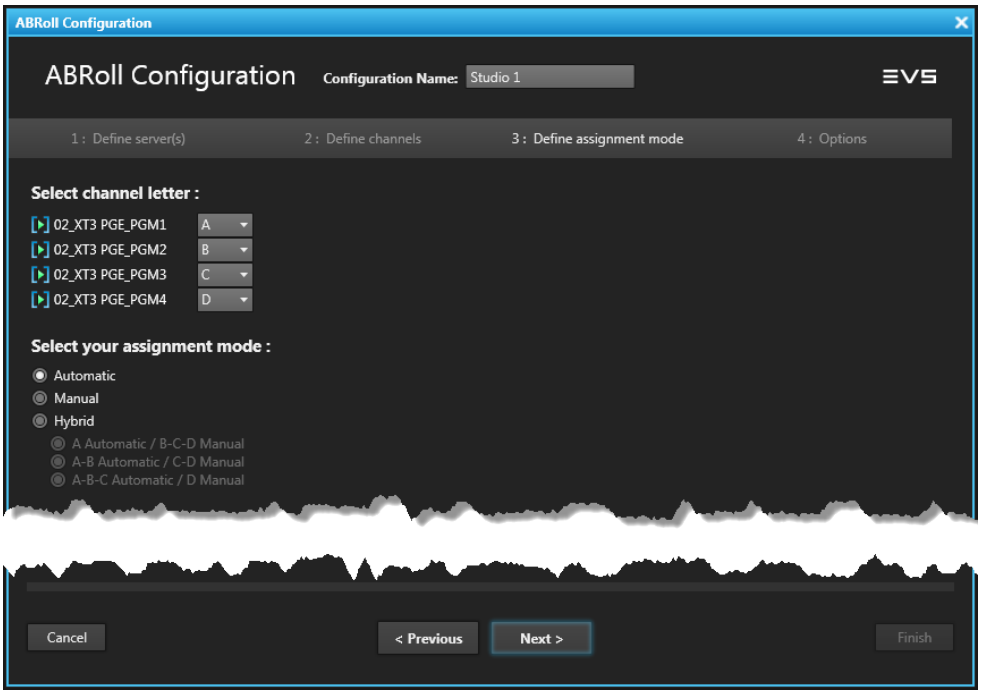
   Channels already linked to another AB Roll studio are also available.

8. Select at least two and up to four channels from your main server.
9. If you are in a Main/Backup configuration, select at least two and up to four channels from your backup server. The number of selected channels on the Main and Backup servers must be the same.

10. Click **Next** to continue.

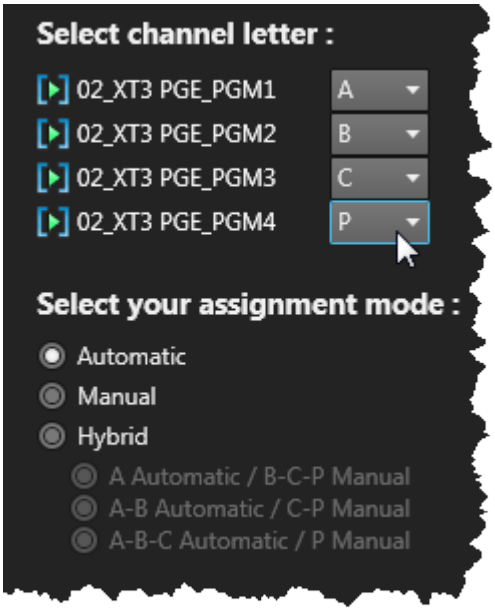
    The window displays the tab **3: Define Assignment Mode**.

NEW !



NEW !

11. Select the letter for each of the AB Roll channels. By default, the letter **A**, **B**, **C**, **D**,...are selected.



12. Select the preferred assignment mode. You can choose between the following options:

    - **Automatic:** IPDirector will automatically assign the playlist elements to a particular channel. This mode is selected by default.

      Then, proceed to Step 14.

- **Manual:** The operator can manually assign a playlist element to a particular channel.

  Then, proceed to Step 14.

- **Hybrid:** Some channels will be set to Automatic mode and others will be set to Manual mode.

  Then, proceed to Step 13.

13. If you have chosen the Hybrid mode, select the option corresponding to the distribution of channels between the Automatic and the Manual modes:
    - If you have selected two channels in the previous tab, only one option will be available: **A Automatic / B Manual**.
    - If you have selected three channels, two options will be available:

      A Automatic / B C Manual

      A B Automatic / C Manual.
    - If you have selected four channels, you will be able to select the options:

      A Automatic / B C D Manual

      A B Automatic / C D Manual

      A B C Automatic / D Manual.

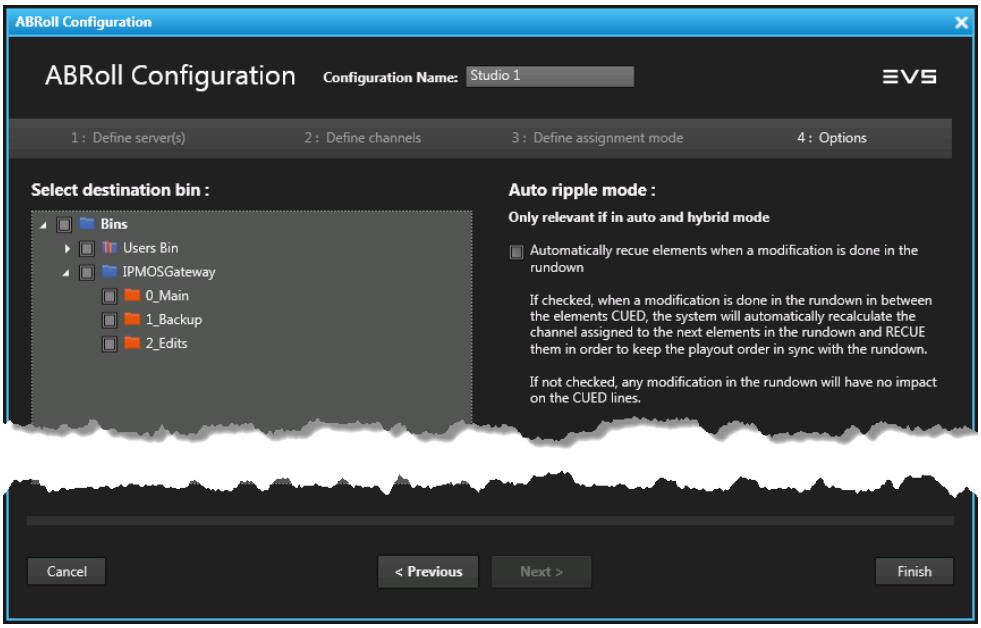
NEW !

NOTE

The letters displayed depend on the letter selected for each channel.

14. Click **Next** to continue.

    The window displays the tab **4: Options**.



15. (Optional) Select the destination bin(s) where the playlists created on that studio will be sent.

    This will work for playlists created from the AB Roll Playlist module and for playlists created from the NRCS and sent through the MOS gateway.

16. (Optional) Enable the Auto Ripple mode by selecting the **Automatically Recue Elements when a Modification is Done in the Rundown** option.

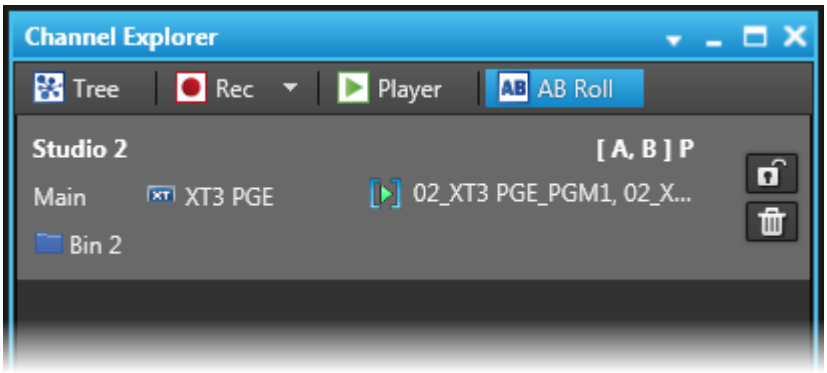
    If enabled, when a modification is done in the rundown in between the cued elements, the system will automatically recalculate the channels assigned to the next elements in the rundown and recue them in order to keep the playout order in sync with the rundown.

    If disabled, any modification in the rundown will have no impact on the cued lines.

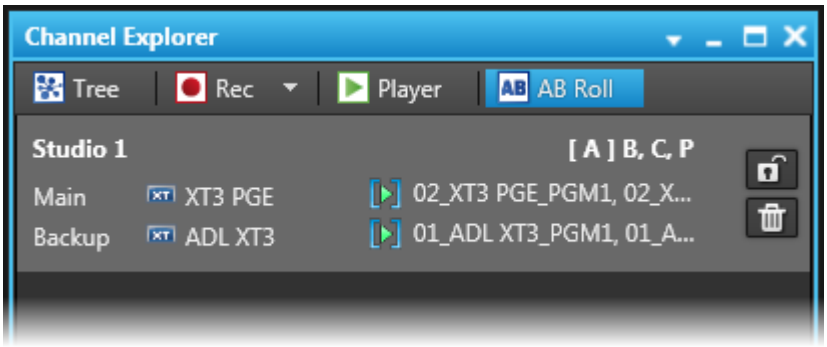
17. Click **Finish**.

    The new AB Roll configuration is displayed in the AB Roll tab of the Channel Explorer and it is available from other IPDirector workstations.

    - Main server only configuration:



    - Main/Backup configuration:



    [X] represents the letters of the channels set to automatic.

    X represents the letters of the channels set to manual.

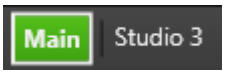
3.3. Associating an AB Roll Studio with the AB Roll Playlist Panel

Context of Use

You need to link a studio to the AB Roll window to be able to load a playlist or to create a new playlist from the AB Roll Playlist panel.

The use of a studio is possible provided that you have the appropriate user right: AB Roll Playlist Control Channels.

If no studio is associated with the interface yet, the system will display the following message in the AB Roll Playlist status bar:

If a studio is already associated, it is mentioned in the status bar: 

Prerequisites

This action is possible provided that

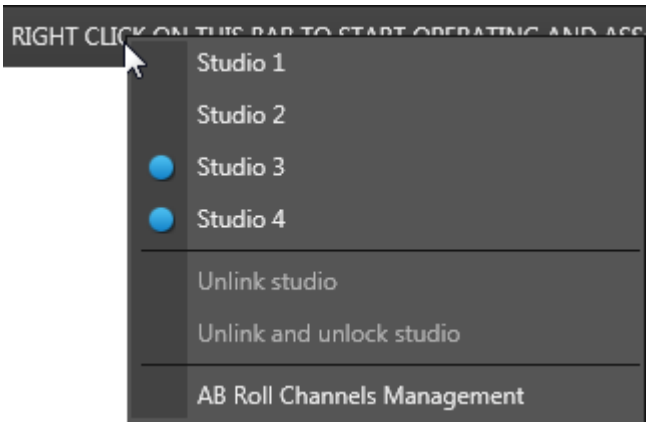
- the AB Roll service is started
- you have the appropriate user right: AB Roll Playlist Control Channels. If you do not have the right, you will be able to select a studio, but you will not be allowed to do any action on it.
- no channel of the studio is set in another mode
- no channel of the studio is set in AB Roll mode from another studio
- no channel of the studio has been locked by another user

How to Associate a Studio with the AB Roll Playlist Window

To associate a studio with the AB Roll Playlist,

1. Right-click the status bar.

   A contextual menu displays all the configured studios.



   indicates studios already set to AB Roll mode.

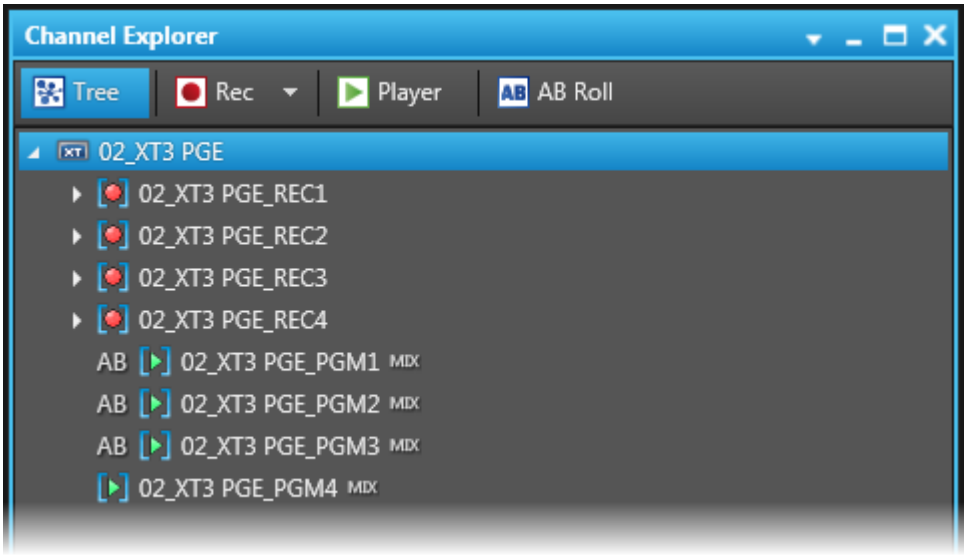
   If a studio is already associated, it is highlighted in the contextual menu:

2. Select the desired studio from the contextual menu.

   The studio name is displayed in the Associated Channel zone of the AB Roll Playlist window.

   The studio player channels are set to AB Roll mode, if this was not yet the case.

   This is shown in the Channel Explorer as follows:



3.4. Other Possible Actions on Studios

Deleting a Studio Configuration

This action is possible provided that

- you have the appropriate user right: AB Roll Playlist Configure Channels.
- the player channels are not in AB Roll mode for this studio.

To delete a studio,

- Click the  button next to a studio in the AB Roll tab of the Channel Explorer window.

Unsetting Studio Player Channels to AB Roll Mode

These actions are possible provided that

- the AB Roll service is started
- you have the appropriate user right: AB Roll Playlist Control Channels.

To unset all the channels of the studio to AB Roll mode,

- Click  next to the studio in the AB Roll tab of the Channel Explorer. The button turns to  .
- Right-click the Status bar at the bottom of the AB Roll Playlist window and select **Unlink and unlock studio**.

  This will remove any existing association of the corresponding studio and the AB Roll Playlist window. So, if a playlist is loaded on that AB Roll studio, a warning message is displayed.

Unlinking studio

- Right-click the Status bar at the bottom of the AB Roll Playlist window and select **Unlink studio**.

  This removes the association between the currently loaded studio and the AB Roll Playlist window.

  The studio remains locked and its player channels remain in AB Roll mode.

4. Managing Playlists

4.1. Creating Playlists

4.1.1. How to Create a New Playlist

A studio must have been associated with the AB Roll Playlist panel to be able to create a new playlist.

To create a new playlist from the AB Roll Playlist panel,

1. Click the **Playlist Menu** button in the toolbar.
2. Select **New Playlist**.

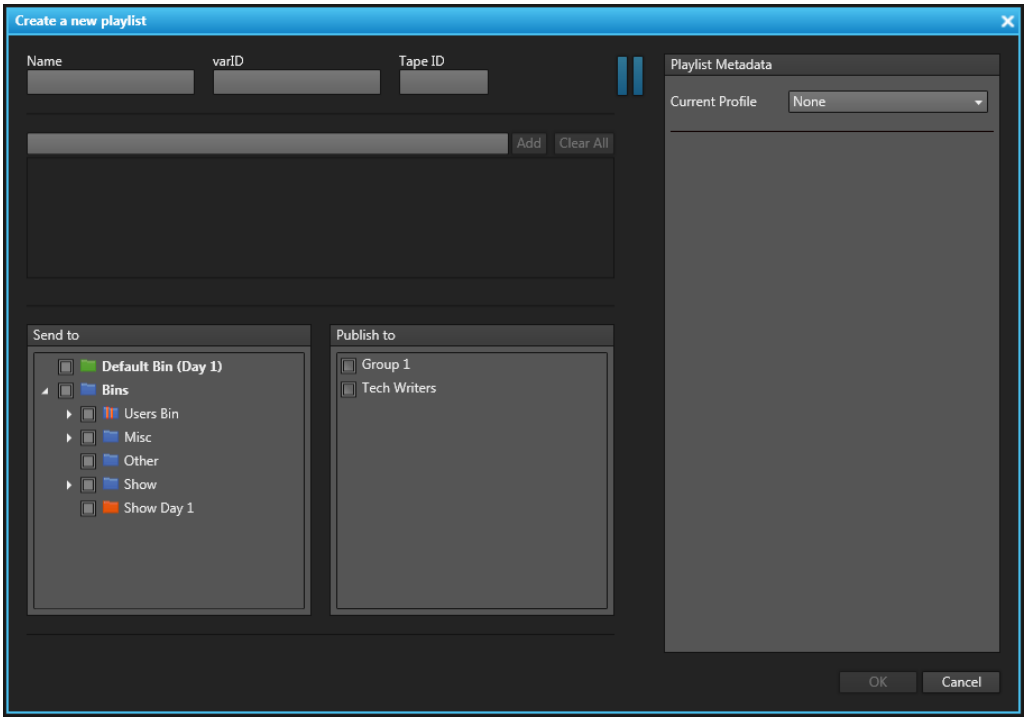
   The Create a new playlist window opens.
3. Enter a name for the new playlist in the **Name** field.
4. Complete the Create a new playlist window with the necessary information in the remaining fields, as detailed in section "Create a New Playlist Window" on page 24.

The playlist is created but is empty. Elements can be inserted as described in section "Playlist Editing" on page 1.

4.1.2. 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.

  It is always displayed.

- The right pane contains the playlist metadata, i.e. playlist data based on customer-defined user fields.

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

Fields in the Playlist Information Pane

The Playlist Information pane contains the following fields:

Name
User-defined name for the playlist. It can contain up to alphanumeric characters.
It is mandatory.

VarID
VarID is a 32-character ID with variable length and format. It is automatically assigned to a new playlist. It is mainly used to ensure redundancy on the system. It can be unique for a clip on the EVS server level or on the XNet network level, depending on EVS video server settings.

Tape ID
This identifies the tape on which the playlist is stored.

Keywords
This area allows you to assign up to five keywords to a playlist to qualify its content.
For more information on how to assign keywords to media, see the General Functions user manual.

Send To
Destinations where the playlist can be transferred to.
Select the check boxes corresponding to the requested destinations.

Publish To
User groups to which the playlist can be published, i.e. made available.

Fields in the Playlist Metadata Pane

The Playlist Metadata pane contains the following fields:

Current Profile
Drop-down list from which the users with appropriate user rights can select the metadata profile to be associated with the playlist.
For users who do not have the right to choose a metadata profile, the profile set as default in the Metadata Profile Management window is automatically applied with its fields and default values.
For users who have the right to choose a metadata profile, the default profile will be displayed the first time each user create an item. Afterwards, each user who will have chosen another metadata profile at playlist creation will get this new current profile at creation of the next item.

Metadata Profile fields
Fields belonging to the metadata profile selected in the **Current Profile** field.
The users can modify the values of the **Metadata Profile** fields, if they have appropriate user rights. The modifications will only apply to the given playlist and not impact the default values of the profile.

4.2. Loading a Playlist

4.2.1. Introduction

Prerequisite

A studio must have been associated with the AB Roll Playlist panel to be able to load a playlist. See section "Associating an AB Roll Studio with the AB Roll Playlist Panel" on page 20.

How to Open a Playlist in the AB Roll Playlist panel

A playlist can be opened in one of the following ways:

- entering the playlist LSM ID
- dragging the playlist from the Search pane of the AB Roll Playlist panel to the Playlist grid area.
- dragging the playlist from the Database Explorer to the Playlist grid area.

Depending on the assignment mode of the player channels from the selected studio, the playlist elements will, or will not, be automatically cued on the player channels. See section "Allocating Player Channels to Playlist Elements" on page 28.

Limitations

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

- A/V effects
- Specific playout speed
- Still and Start modes (Jump-on-time / start-on-time)
- Tags
- Groups
- Black clips
- White clips
- Live trains without boundaries

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

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

4.2.2. How to Load a Playlist from the Search Pane

To load a playlist from the Search pane,

1. Click the **Search** button  .

   This opens the Search pane at the bottom half of the AB Roll Playlist window.
2. Select the Bins or the Playlists view on the left of the Search pane.
3. Select the requested playlist in the Elements grid.
4. Drag the playlist from the Search pane to the AB Roll Playlist grid.
5. If another playlist was already loaded, a warning message is displayed, asking you whether you want to replace the currently loaded playlist with a new one.

   Click **Yes** to confirm.

The playlist elements are listed in the Playlist grid.

If the playlist was an off-line playlist, it becomes on-line on the local server.

4.2.3. How to Load a Playlist from the Database Explorer

To load a playlist from the Database Explorer pane,

1. Open the Database Explorer.
2. Select the Bins or the Playlists view of the Database Explorer.
3. Select the requested playlist in the Elements grid.
4. Drag the playlist from the Database Explorer grid to the AB Roll Playlist grid.
5. If another playlist was already loaded, a warning message is displayed, asking you whether you want to replace the currently loaded playlist with a new one.

   Click **Yes** to confirm.

The playlist elements are listed in the Playlist grid.

If the playlist was an off-line playlist, it becomes on-line on the local server.

4.2.4. How to Load a Playlist via the Playlist LSM ID

To load a playlist by entering its playlist LSM ID,

1. Enter the playlist LSM ID in the **Playlist LSM ID** field  .
2. Press ENTER.

3. If another playlist was already loaded, a warning message is displayed, asking you whether you want to replace the currently loaded playlist with a new one.

   Click **Yes** to confirm.

The playlist elements are listed in the Playlist grid.

4.3. Allocating Player Channels to Playlist Elements

4.3.1. Assignment Modes

Introduction

Three assignment modes exist for a studio: **Automatic**, **Manual** or **Hybrid** (Automatic and Manual). The player channels will be either set to Automatic or to Manual. This is set during the creation and configuration of the studio.

Depending on the assignment mode of the player channels from the selected studio, the playlist elements will, or will not, be automatically allocated to player channels when a playlist is loaded on the AB Roll Playlist window.

When the player channels of a studio have been set to Automatic (Full Automatic or Hybrid studio), they are automatically allocated to all playlist elements. The first X playlist elements are cued on the X automatic channels.

When player channels of a studio have been set to Manual (Full Manual or Hybrid studio), they are not allocated to any playlist element. Users can manually select a manual channel to assign it to a playlist element.

NOTE

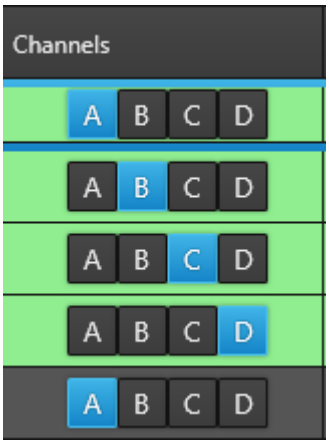
No player channel will be allocated to live trains without boundaries, to black clips and white clips present as elements in the playlist. It will not be possible to assign a player channel later on neither. So, such elements will not be played out.

Full Automatic Mode

NEW ! If the studio associated with the AB Roll Playlist window has been configured as **Automatic**, when a playlist is loaded, all the player channels are automatically allocated to the playlist elements according to the player channels order.

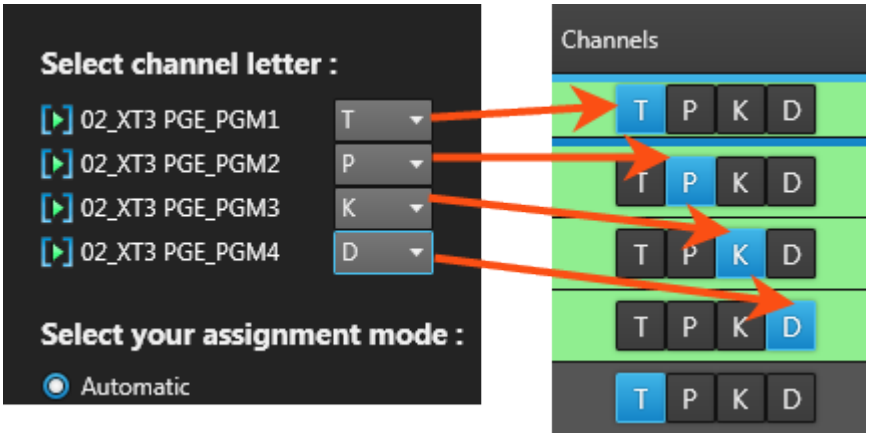
The first X playlist elements are cued on the X channels. X = number of Automatic player channels.

Automatic player channels are represented by squares sticking together in the Playlist grid. The channel allocated to each playlist element is highlighted in blue.



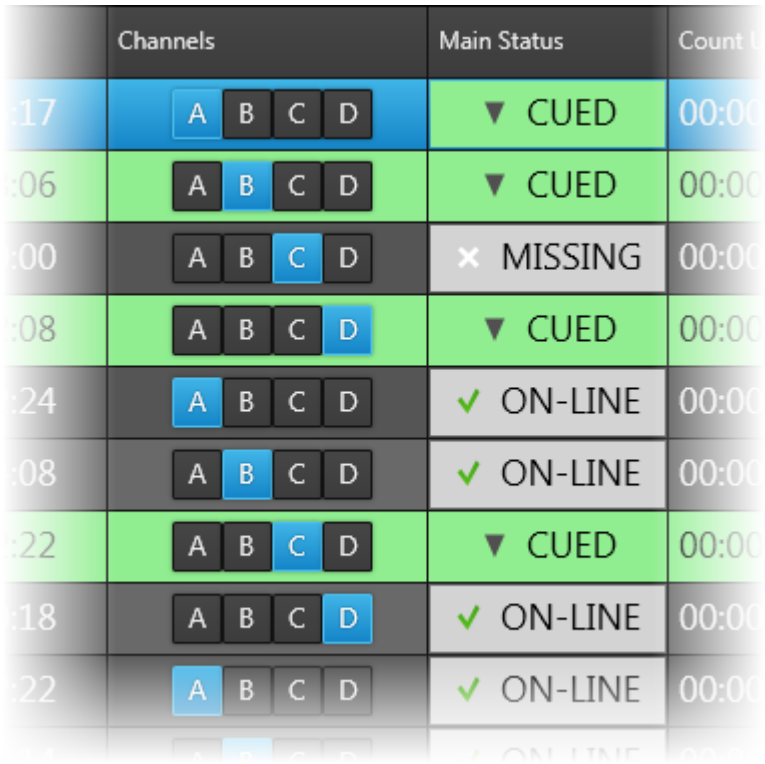
NEW ! The letters correspond to the letters selected for each channel during the AB Roll studio configuration. They are displayed according to the player channels order.

For example:



Case of a Missing Element

If a missing playlist element is among the first X elements, a player channel is allocated to it but the element is not cued. So the elements cued will be the first elements which can be played on each player channel.



Full Manual Mode

If the studio associated with the AB Roll Playlist window has been configured as **Manual**, when a playlist is loaded, its playlist elements are not loaded on any player channel. Users will have to manually select the channel to allocate to each playlist element. See section "Manually Allocating Player Channels" on page 32.

Manual player channels are represented by spaced squares with a letter representing the channel.

NEW ! The letters correspond to the letters selected for each channel during the AB Roll studio configuration. They are displayed according to the player channels order.

As no channel has been allocated yet, an empty square is highlighted in blue to the left of the player channels.

Hybrid Mode

NEW !

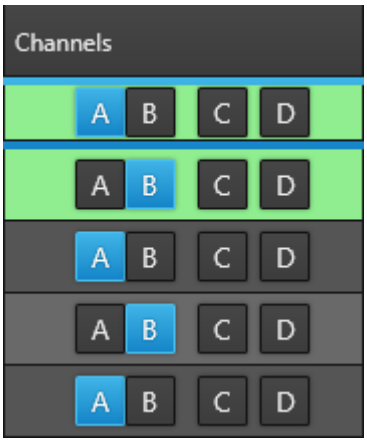
If the studio associated with the AB Roll Playlist window has been configured as **Hybrid**, when a playlist is loaded, the automatic player channels of the studio are automatically allocated to all the playlist elements according to the player channels order.

The first X playlist elements are cued on the X automatic channels.

No manual player channel is allocated to any playlist element. Users will have to manually select the manual channel to allocate to some playlist elements. This will remove the association with the previously allocated automatic player channel. See section "Manually Allocating Player Channels" on page 32

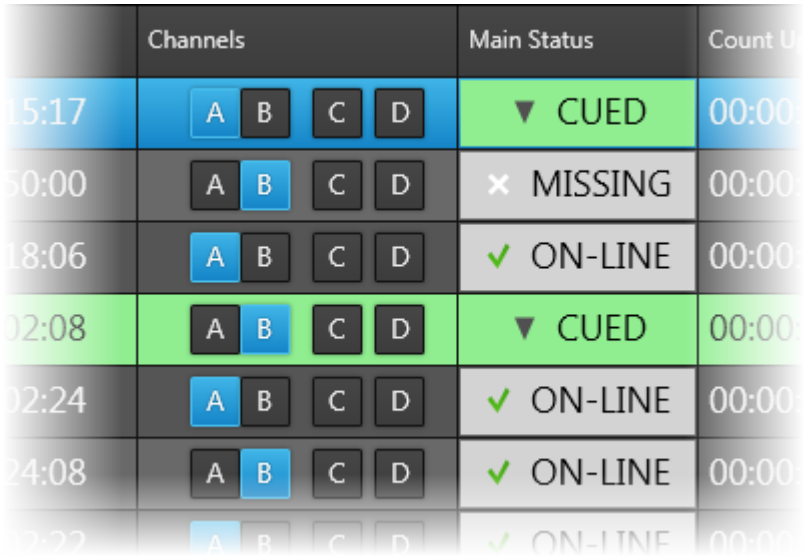
Automatic player channels are represented by squares sticking together in the Playlist grid. Manual player channels are represented by spaced squares.

The allocated channel is highlighted in blue for each playlist element.



Case of a Missing Element

If a missing playlist element is among the first X elements, an Automatic player channel is allocated to it but the element is not cued. So the elements cued will be the first elements which can be played on each player channel.



4.3.2. Manually Allocating Player Channels

How to Manually Allocate a Manual Player Channel to a Playlist Element

To manually allocate a manual player channel to a playlist element, do one of the following actions:

- Click the button corresponding to the manual player channel:

  Examples:

  - In this 4-channels **Manual** studio 

, click **A**, **B**,k **C** or **D**.
  - In this 4-channels **Hybrid** studio 

, click **C** or **D**.

- Press the keyboard shortcut corresponding to a player channel:

: allocates the first channel to the selected playlist element and, if no playlist element is not yet cued on that channel, cues the playlist element.

: allocates the second channel to the selected playlist element and, if no playlist element is not yet cued on that channel, cues the playlist element.

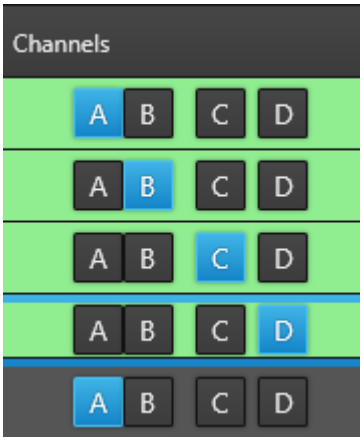
: allocates the third channel to the selected playlist element and, if no playlist element is not yet cued on that channel, cues the playlist element.

: allocates the fourth channel to the selected playlist element and, if no playlist element is not yet cued on that channel, cues the playlist element.

Manual studio:

Hybrid studio:



In a **Hybrid** studio, this action impacts the allocation of the automatic player channels to the next elements.

How to Remove the Association between a Manual Player Channel and a Playlist Element

Manual Studio

To remove the association between a manual player channel and a playlist element, do one of the following actions:

- Click  on the playlist element line.
- Press  .

If the playlist element is cued, the operation unloads the selected playlist element from the player channel.

The  button is then selected for the playlist element.

Hybrid Studio

To remove the association between a manual player channel and a playlist element, do one of the following actions:

- Click the button corresponding to another manual player channel.
- Click the buttons group of automatic player channels.

This action may impact the allocation of the automatic player channels to the next elements.

5. Playing Playlists

5.1. Using Playlist Transport Functions

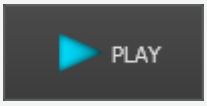
Ways to Perform Transport Functions

Transport of the elements in the playlist is commonly controlled by means of the MPlay Remote controller. You will find detailed information on the use of the MPlay remote in the General Functions user manual.

If so desired, it can also be done with the transport buttons at the bottom of the AB Roll panel, from contextual menu or with keyboard shortcuts.

The availability of these functions depends on the user rights, so it is possible that you do not have access to the transport buttons.

Play the Selected Element

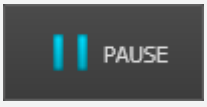
User Interface Element	Keyboard Shortcut
	

The selected element is played provided that

- the element has an allocated player channel
- the channel is not currently playing
- the element is not missing.

The playout speed is always 100%.

Pause the Selected Playing Element

User Interface Element	Keyboard Shortcut
	

The currently playing element is paused. The element must be selected so that the Pause function is available.

Cue the Selected Element

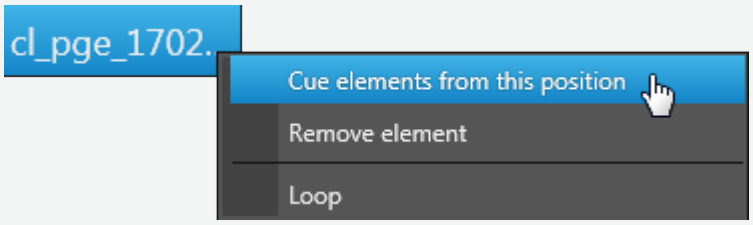
User Interface Element	Keyboard Shortcut
	

The selected element is cued for playout, on its IN point, provided that

- the element has an allocated player channel
- the channel is not currently playing
- the element is not being played out
- the element is not missing.

NEW !

Cue the Elements from the Selected Element

User Interface Element	Keyboard Shortcut
	Shift + C

This operation cues the selected element on its assigned channel and cues the next elements assigned on each other channels.

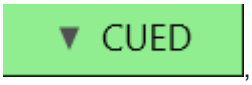
The action cannot be done if the playlist is playing.

Cue the Previous Element Allocated to the Same Channel

User Interface Element	Keyboard Shortcut
PREV	B

This cues the first previous element which is not cued and which is assigned to the same channel as the selected element.

The element to cue must not be missing.

- If the selected element is playing  , the **Prev** function stops the playout of this element and cues the previous element assigned to the same channel.
- If the selected element is cued but not playing  , the **Prev** function unloads this element and cues the previous element assigned to the same channel.
- If the selected element is not cued nor playing, the **Prev** function cues the first element which is not cued before the element currently cued on the same channel.

Cue the Next Element Allocated to the Same Channel

User Interface Element	Keyboard Shortcut
NEXT	N

This cues the first next element which is not cued and which is assigned to the same channel as the selected element. The element to cue must not be missing.

- If the selected element is playing 

, the **Next** function stops the playout of this element and cues the next element assigned to the same channel.
- If the selected element is cued but not playing 

, the **Next** function unloads this element and cues the next element assigned to the same channel.
- If the selected element is not cued nor playing, the **Next** function cues the first element which is not cued after the element currently cued on the same channel.

Channel Sort - Ripple and Cue from the Selected Element

User Interface Element	Keyboard Shortcut
	-

The **Channel Sort** function only applies to automatic channels of the Automatic or Hybrid studios.

The function leads to a ripple and cue operation from the selected element.

See section "Sorting Channels" on page 56 for a description of the system behavior.

Reset - Ripple and Cue from the Beginning of the Playlist

User Interface Element	Keyboard Shortcut
	

This function cannot be applied when an element is playing.

The result of this function is equivalent to opening the playlist in the AB Roll Playlist window. See sections "Allocating Player Channels to Playlist Elements" on page 28 and "Resetting a Playlist" on page 61 for a description of the system behavior depending on the studio assignment mode.

5.2. Looping Playlist Elements During Playout

Introduction

It is possible to define an infinite loop on a playlist element. So, this element will be played indefinitely without any intervention.

The loop can be set from the AB Roll interface, regardless of the element status.

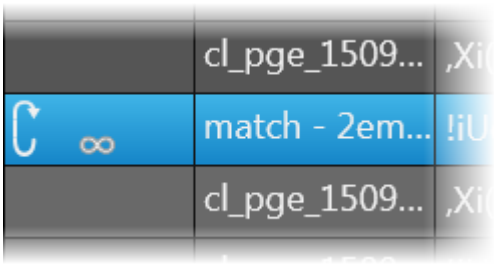
If a loop has been defined from the Playlist Panel, the following conditions will be applied when the playlist is loaded on the AB Roll Playlist window:

- Only loops applied to a single element are allowed.
- A counter loop defined on a single element will be converted to an infinite loop on that element in the AB Roll Playlist module.

How to Create a Loop in the AB Roll Playlist Module

1. Right-click the selected element.
2. Select **Loop** from the contextual menu or press L.

An infinite loop is automatically applied on the selected element.



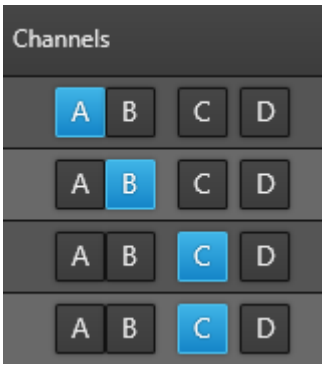
How to Remove a Loop

1. Right-click the selected element.
2. Select **Remove Loop** from the contextual menu or press L.

5.3. Playing Elements Back to Back

When the same player channel, set to Manual, is allocated to at least 2 consecutive elements, these elements are played back to back, without any transition effect.

This is only possible with Manual and Hybrid assignment modes.



The elements must not be missing.

The Freeze on OUT setting is not taken into account.

6. Editing Playlists

6.1. Introduction

Playlist Edition

The playlist content can be edited when it is opened in the AB Roll Playlist window.

To have access to editing functions, the **Lock Playlist Edition** mode must be disabled by clicking the  button, so it becomes unlocked  .

The following editions are possible on a playlist: insert an element, remove an element, delete an element.

A playlist element can be trimmed. See section "Trimming a Playlist Element" on page 54.

Any modification done on the rundown from the NRCS is synchronized with AB Roll Playlist thanks to the MOS gateway.

If the playlist content is modified from the AB Roll Playlist window, the changes can automatically be reflected in linked third party NRCS applications.

Channel Reallocation

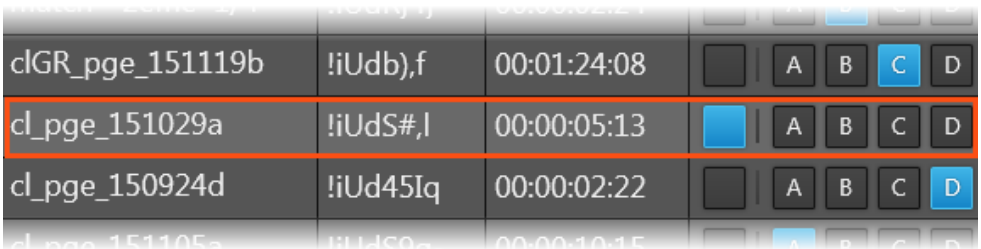
The order of the channels allocated to the playlist elements will, or will not, be reset when an editing operation happens. This depends on several parameters: studio assignation mode, auto ripple setting for automatic channels, location of the editing operation relating to the cued elements.

Full Manual Studio

The following rules apply when editing operations are done on a playlist loaded on a studio configured as (Full) Manual.

- Inserting an element:

  The channel allocation remains the same: the playlist elements remain associated with the same player channel which had been manually allocated. The inserted element has no channel allocated.



- Removing an element: the channel allocation remains the same.

  The channel allocation remains the same: the playlist elements remain associated with the same player channel which had been manually allocated. If the Remove operation is undone, the element has no channel assigned.

- Moving an element:

  The channel allocation remains the same: the playlist elements remain associated with the same player channel which had been manually allocated.

Full Automatic Studio

The following rules apply when editing operations are done on a playlist loaded on a studio configured as (Full) Automatic.

- The Auto ripple mode can be enabled, so for modifications between the cued elements in the rundown, the order of automatic channels is reset in the playlist on the AB Roll Playlist window. See section "ABRoll Playlist Ripple Modes" on page 40.
- The behavior of the AB Roll Playlist is detailed in sections "Inserting an Element in the Playlist" on page 41, "Removing an Element from the Playlist" on page 48 and "Moving an Element in the Playlist" on page 53.

Hybrid Studio

In the case of a playlist loaded on a hybrid studio,

- Manual player channels will behave like in Full Manual mode. Playlist elements loaded on manual channels will not be impacted by editing operations.
- Automatic player channels will behave like in Full Automatic mode. See sections "ABRoll Playlist Ripple Modes" on page 40, "Inserting an Element in the Playlist" on page 41, "Removing an Element from the Playlist" on page 48 and "Moving an Element in the Playlist" on page 53.

6.2. ABRoll Playlist Ripple Modes

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

- AB Roll auto ripple mode ON: when a modification is done in the rundown in between the cued elements, the system will automatically update the assignment of automatic channels to keep the ABCD order from the modification and recue the elements. This is called the ripple-and-cue operation. This does not apply to manual channels.
- AB Roll auto ripple mode OFF: any modification in the rundown will have no impact on the cued elements.

The mode is set for each studio during its configuration from the Channel Explorer.

This only applies to automatic channels.

6.3. Inserting an Element in the Playlist

6.3.1. Introduction

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

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

Up to 50 elements can be inserted at once.

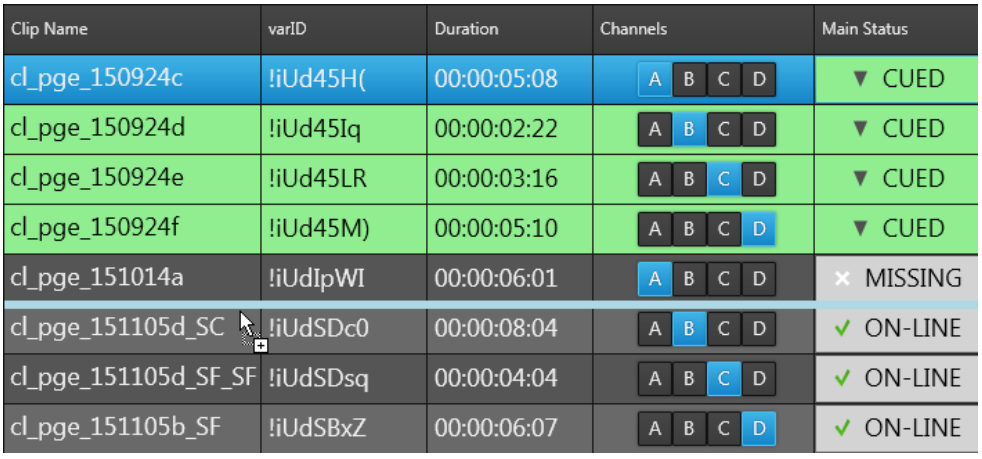
If any type of loop has been defined on the selected elements, the loop will be removed in the playlist receiving the elements.

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

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

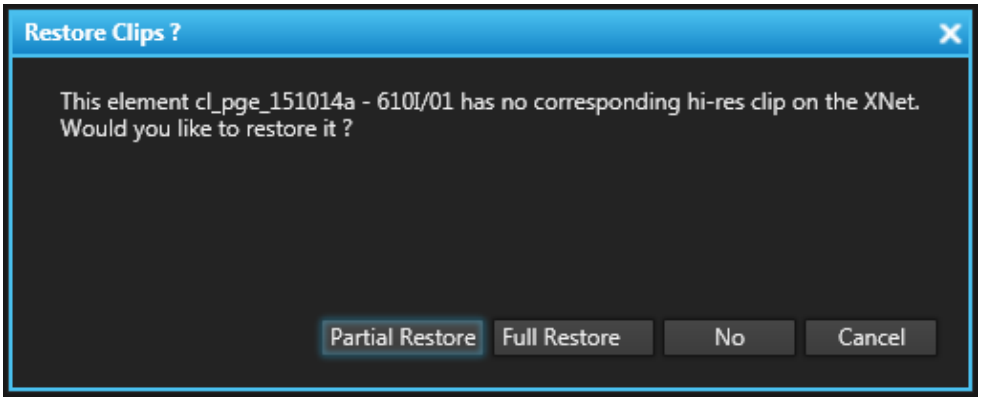
1. Select the element that you wish to insert.
2. Drag the element to the desired position in the AB Roll Playlist grid.

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



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

4. If the element is not on the XNet as a high resolution clip, the following dialog box appears:



5. Select an option in the dialog window:

   Short Restore: The element is restored from TC IN to TC OUT only

   Full Restore: The full element is restored, including guardbands

   No: The element is not restored and remains Missing

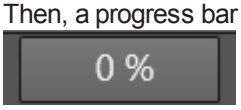
   Cancel: The element is not inserted

After selecting **Short Restore** or **Full Restore**, the element will appear in the playlist.

First it will appear as Missing: 

.

Then, a progress bar will be displayed in the Status column during the Restore operation:



When the restore is finished, it will show as 

or if it is one of the elements to be played out next, it will be set to 

.

6.3.3. Impact on the Automatic Channel Association with Recue Mode OFF

The Element is Inserted below the Cued Elements

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

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

The Element is Inserted above the Cued Elements

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

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

The Element is Inserted within the Cued Elements

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

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

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

6.3.4. Impact on the Automatic Channel Association with Recue Mode ON

The Element is Inserted below the Cued Elements

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

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

The Element is Inserted above the Cued Elements

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6.4. Removing an Element from the Playlist

6.4.1. How to Remove an Element From the Playlist

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

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

   or

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

6.4.2. Impact on the Automatic Channel Association with Recue Mode OFF

The Element to Delete is Cued

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

The next element assigned to the same channel is cued.

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

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

The Element to Delete is Playing

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

The Element to Delete is below the Cued/Played Elements

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

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

The Element to Delete is above the Cued/Played Elements

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

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

6.4.3. Impact on the Automatic Channel Association with Recue Mode ON

The Element to Delete is Cued

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

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

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

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

The Element to Delete is Playing

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

The Element to Delete is below the Cued/Played Elements

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

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

The Element to Delete is above the Cued/Played Elements

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

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

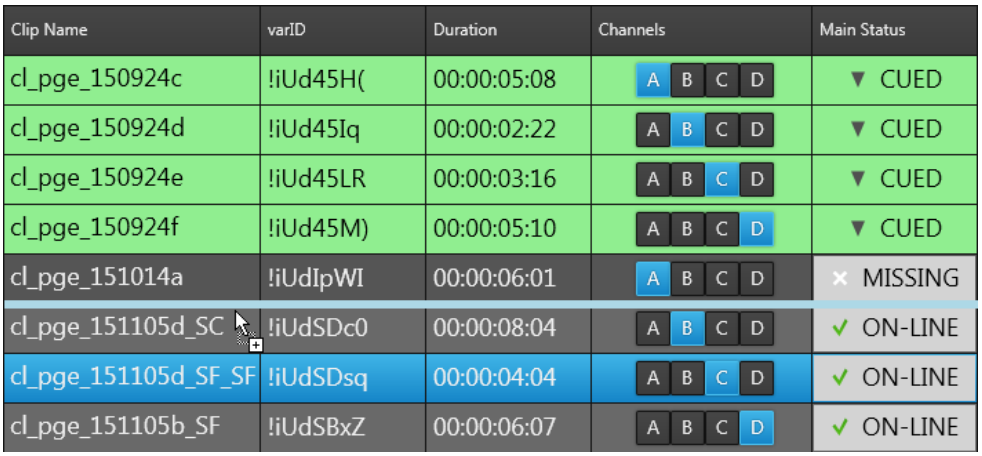
6.5. Moving an Element in the Playlist

6.5.1. How to Move an Element in the Playlist

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

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

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



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

6.5.2. Impact on the Automatic Channel Association with Recue Mode OFF

The Element is Moved from above the Cued Elements

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

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

Cued elements always remain cued.

The Element to Move is Cued

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

The Element is Moved from below the Cued Elements

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

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

6.5.3. Impact on the Automatic Channel Association with Recue Mode ON

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

6.6. Trimming a Playlist Element

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

1. Open the Control Panel and assign a player channel to it.
2. Load a playlist on the AB Roll Playlist window.
3. Drag an element from the playlist onto the **Loaded Media** field of the Control Panel.

   The element will then be loaded on the Control Panel.

   The association is indicated by the **Player** field which turns blue in both Control Panel and AB Roll Playlist 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.

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.

In case of Main/Backup configuration, the playlist element in both playlists on the main and on the backup servers are trimmed.

WARNING

This will not be the case if the playlist element is trimmed while the playlist is loaded on the Playlist Panel.

The update is sent to the NRCS.

7. Sorting Channels or Resetting the Playlist

7.1. Introduction

The re-allocation of channels to playlist elements can be done manually or automatically.

An automatic ripple is triggered by one of the following action

- When a playlist is edited (insert / move / delete), the order of player channels allocated to elements can be modified. = automatic ripple
- In Hybrid mode, when the player channel allocated to an element is changed from manual to auto or vice versa.

The **Channel Sort** button can be used to do a manual ripple from the selected element. This has no impact on Manual channels. Only Automatic channels will be reassigned (Full Automatic or Hybrid studios).

The **Reset** button can be used to do a ripple and cue operation from the beginning of the playlist on the Automatic channels. On Manual channels, the channel association with playlist elements will be removed.

7.2. Sorting Channels

7.2.1. Purpose

The **Channel Sort** function 

only applies to automatic channels of the Automatic or Hybrid studios.

The function leads to a ripple and cue operation from the selected element.

This function cannot be applied when an element is playing on an automatic channel below the element selected.

The system behavior is illustrated in the next sections for a (Full) Automatic studio. Automatic channels from a hybrid studio will behave in the same way.

The general principles may be formulated as follows.

1. Ripple operation on the player channels:
    - If the selected element is playing, the ripple operation reorders the allocated channels based on the channel of the selected line.
    - If the selected element is not playing, the ripple operation reorders the allocated channels based on the channel of the line above the selected line.

2. Cue operation on the playlist elements:
   - The Cue operation will never concern elements above the selected line.
   - The elements located above the selected element will keep their status (Playing, Cue,...).
   - Some elements located on the selected line or below can be cued or uncued based on the channel reallocation to ensure the following rule is followed:

     The first element assigned to a player channel where no element is cued yet will then be cued.

7.2.2. The Selected Element is being Played

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

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

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

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

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

The Channel Sort operation has no effect.

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

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

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

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

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

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

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

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

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

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

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

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

The Channel Sort operation has no effect.

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

7.3. Resetting a Playlist

or 

The **Reset** function cannot be applied when an element is playing.

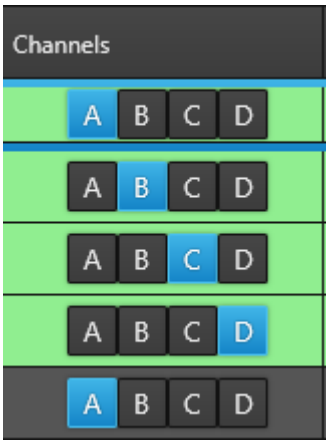
The result of this function is equivalent to opening the playlist in the AB Roll Playlist window. See section "Allocating Player Channels to Playlist Elements" on page 28 for a description of the system behavior depending on the studio assignment mode.

Automatic Mode

The **Reset** function leads to a ripple and cue operation from the beginning of the playlist.

- All the player channels are automatically reallocated to the playlist elements from the beginning of the playlist according to the player channels order (ripple).
- The first elements on each channel are cued.

This can be used to reassign elements according to the player channels sequence.



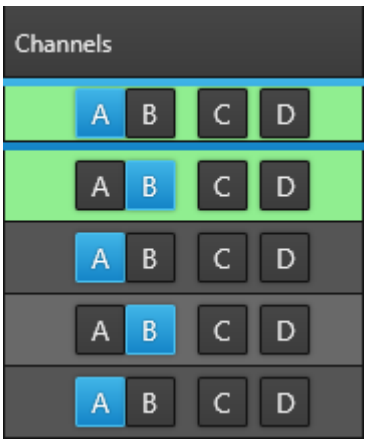
Manual Mode

The **Reset** function removes the association between all the player channel and the playlist elements. The  button is selected for each playlist element.

Hybrid Mode

The function recues the playlist from the beginning.

- All the automatic player channels are automatically allocated to the playlist elements according to the player channels order.
- No manual player channel is allocated to any playlist element.



8. Stealing a Player Channel for Breaking News

8.1. Context of Use

NEW ! With the Breaking News functionality, you have the possibility to "steal" one of the player channels of the AB Roll studio to load and play an element which is not in the loaded AB Roll playlist.

The channel can then be manually put back in the AB Roll studio after the element playout.

8.2. Enabling the Breaking News Mode

NEW ! Prerequisite

A studio must have been associated with the AB Roll Playlist panel.

How to Enable the Breaking News Mode

- Click the Breaking News button at the top right of the window: 

.

A Breaking News area displays below the Transport Functions area of the Playlist grid. It provides as many Channel Drop zones as they are channels in the studio:

The button is highlighted when the Breaking News mode is displayed: 

.

8.3. Loading a Media Item on One of the Studio Player Channels

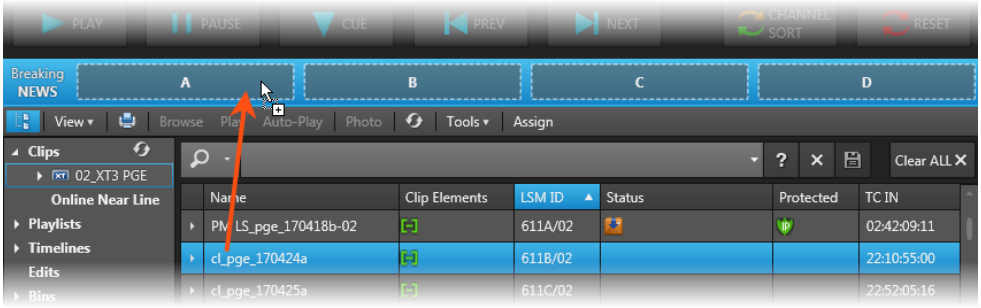
Rules

NEW !

- Any player channel of the AB Roll Playlist studio can be stolen.
- Several channels can be stolen.
- All channels cannot be stolen at a time.
- A channel which is playing cannot be stolen.
- Mandatory user right: control right of the player channel you want to steal.

How to Load a Media Item on one of the Studio Player Channel

- Drag a clip from the Database Explorer to the Drop zone corresponding to the channel of your choice:



The clip is loaded on its TC IN and paused. The Channel Drop zone displays as follows:

8.4. What Happens when a Channel is Stolen?

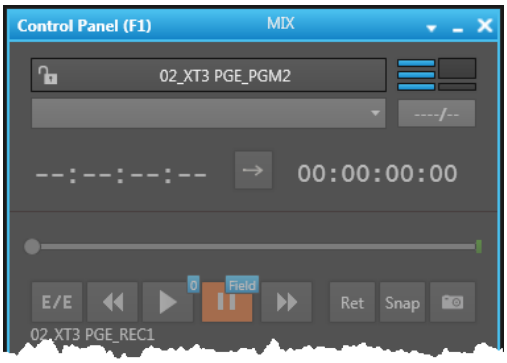
NEW!

What Do You See in the Channel Explorer and Control Panel

Before a Channel is Stolen from an AB Roll Studio

When an AB Roll studio is associated with the AB Roll Playlist panel, its channels are set to AB Roll mode.

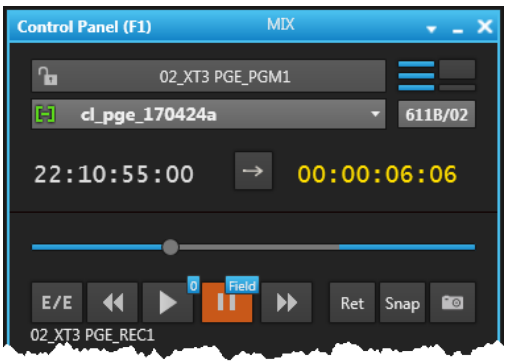
- The AB icon displays next to the channel names in the Channel Explorer.
- The channels cannot be controlled from the Control Panel: most of the areas of the Control Panel are greyed out and not available.



After a Channel is Stolen from the AB Roll Studio

As soon as an element external to the loaded playlist has been dropped to a Channel Drop zone of the AB Roll Playlist panel, the corresponding channel is no more set to AB Roll mode.

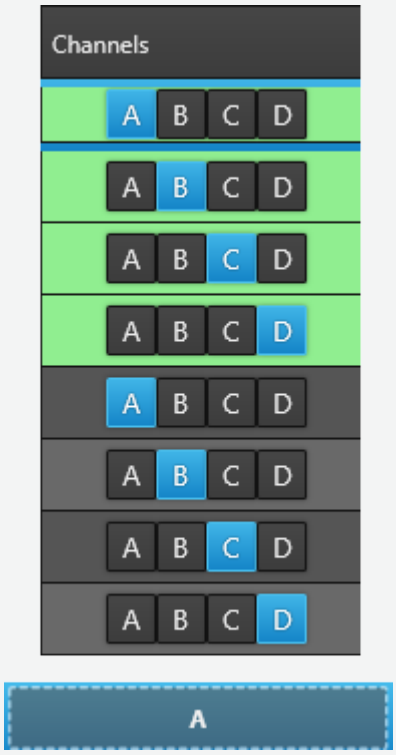
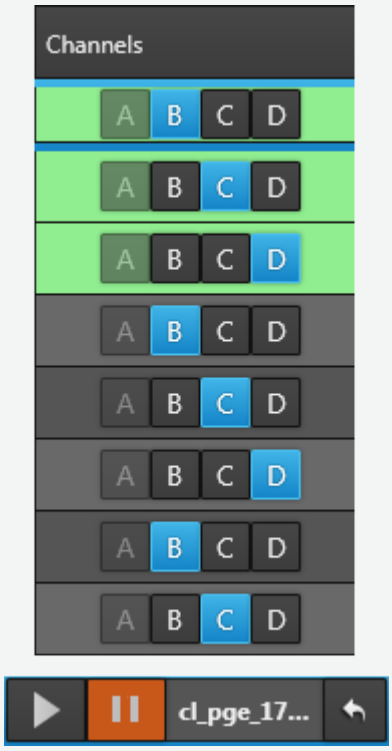
- AB no more displays next to the channel name in the Channel Explorer.
- This channel can be controlled from the Control Panel. The Transport Functions buttons are available:



What Happens when a Playlist was Loaded Before Stealing a Channel

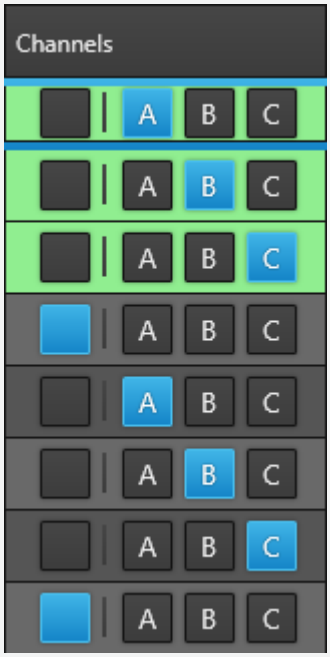
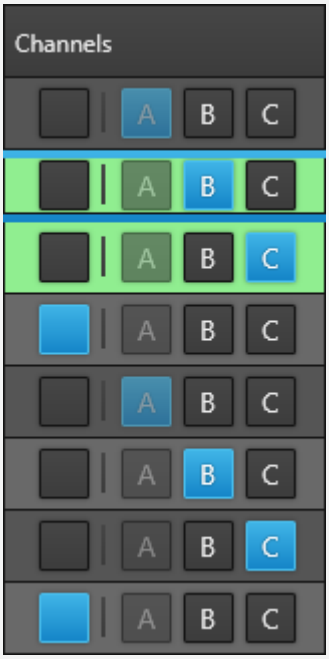
Full Auto Studio

- The stolen channel is greyed out and cannot be allocated to any playlist element.
- It is no longer allocated to any playlist element to which it was previously.
- The allocation of the player channels to the playlist elements is recalculated between the remaining channels. So, each element is linked to a player channel still set to the AB Roll mode.

Before stealing a channel	After stealing a channel
	

Full Manual Studio

- The stolen channel is greyed out and cannot be allocated to any playlist element.
- Where the channel had already been allocated to a playlist element, the allocation remains, but the element cannot be cued any more on that channel. The element will be skipped at playout, or another channel can be allocated to it.

Before stealing a channel	After stealing a channel
	

Hybrid Studio

Automatic channels behave like described for the Full Auto studio.

Manual channels channels behave like described for the Full Manual studio.

8.5. Playing the Clip Loaded on the Stolen Channel

NEW ! The **Play** and **Pause** buttons are available from the Channel Drop zone of the AB Roll Playlist panel:

The **Play** and **Pause** buttons are synchronized between the Control Panel where the channel has been assigned and the Channel Drop zone of the AB Roll Playlist panel.

Transport functions can also be used from the Control Panel, the Shuttle PRO, the MPlay device.

8.6. Returning the Stolen Channel to the AB Roll Studio

NEW ! To give a stolen channel back to the AB Roll studio,

- Click the  button in the Channel Drop zone.

The media item is no more displayed in the Channel Drop zone.

The channel is set again to AB Roll mode.

All the channels are re-allocated to the playlist elements as they were before the channel was stolen.

9. Redundancy

9.1. Principle

Two EVS servers are assigned to a single studio of player channels. One server is used as the main server and the other one is used as backup to ensure uninterrupted operation. Two separate playlists are loaded on the servers. They must be identical and be played together. The system must ensure the continuous and automatic synchronization of playlists content and playout.

The system ensures redundancy for the following operations:

- playlist creation.
  - If a playlist is created from the NRCS or from the AB Roll Playlist interface on the active server of a studio associated with the AB Roll Playlist, an identical playlist is created and loaded on the inactive server.
  - If a playlist, created from the Playlist Panel or the Control Panel, is loaded for the first time in the AB Roll Playlist interface, on the active server of a studio associated with the AB Roll Playlist, an identical playlist is created and loaded on the inactive server.
- channel assignation. If a playlist is unloaded from the active server of a studio because a new one is loaded on it, the redundant playlist corresponding to the second one is loaded on the inactive server.
- playout operations. If an operator uses one of the transport functions on a playlist, the action is applied on both playlists at the same time. This applies to **Play**, **Pause**, **Cue**, **Next**, **Prev**, **Channel Sort**, **Reset**.
- editing operations. If an operator uses one of the editing functions on a playlist, the action is applied on both playlists at the same time. This applies to Delete, Insert, Move, Retrim or Loop an element.

In case of malfunction or interruption of the main server, the system can perform a failover operation to switch to the backup playlist. The backup server becomes the active one. A failover operation can also be done from the backup server to the main server. See section "Failover Management" on page 72.

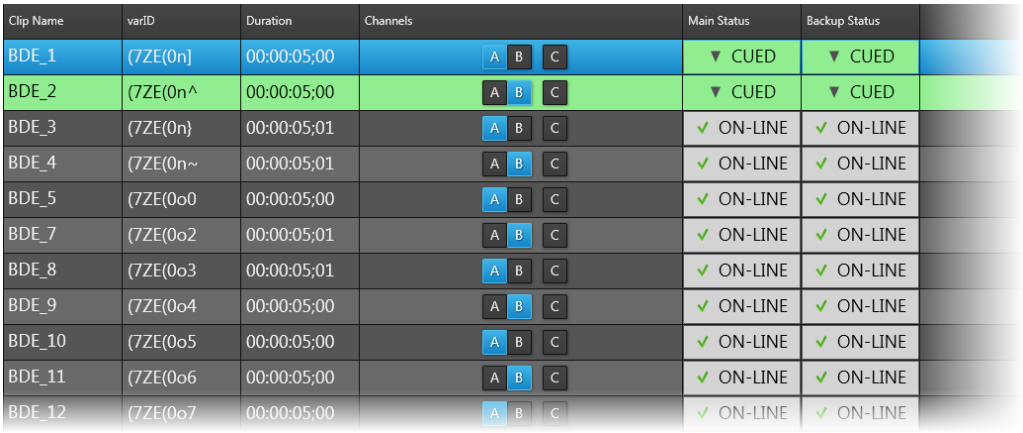
When the playlists stored on the main and on the backup servers are no more synchronized, or when the playout of the main and playlists backup is no more synchronized, a warning message is displayed in the Status bar. The user will be able to perform a manual synchronization of playlists between the two servers. See section "Solving Conflict between Redundant Playlists" on page 73.

9.2. Redundancy Information

Playlist Grid

In Main / Backup Configuration, the Playlist grid displays the elements of the active playlist.

The Main Status column shows the status of the elements on the main server. The Backup Status column shows the status of the elements on the backup server.



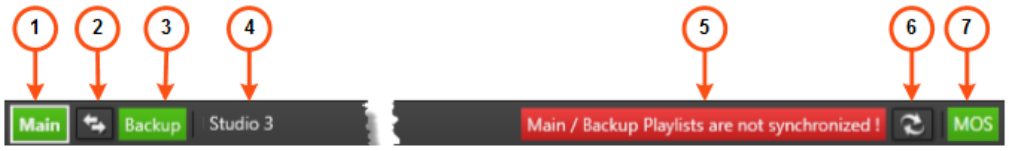
Clip Name	varID	Duration	Channels	Main Status	Backup Status
BDE_1	(7ZE(0n]	00:00:05;00	A B C	CUED	CUED
BDE_2	(7ZE(0n^	00:00:05;00	A B C	CUED	CUED
BDE_3	(7ZE(0n}	00:00:05;01	A B C	ON-LINE	ON-LINE
BDE_4	(7ZE(0n~	00:00:05;01	A B C	ON-LINE	ON-LINE
BDE_5	(7ZE(0o0	00:00:05;00	A B C	ON-LINE	ON-LINE
BDE_7	(7ZE(0o2	00:00:05;01	A B C	ON-LINE	ON-LINE
BDE_8	(7ZE(0o3	00:00:05;01	A B C	ON-LINE	ON-LINE
BDE_9	(7ZE(0o4	00:00:05;00	A B C	ON-LINE	ON-LINE
BDE_10	(7ZE(0o5	00:00:05;00	A B C	ON-LINE	ON-LINE
BDE_11	(7ZE(0o6	00:00:05;00	A B C	ON-LINE	ON-LINE
BDE_12	(7ZE(0o7	00:00:05;00	A B C	ON-LINE	ON-LINE

NOTE

In case of failover Main -> Backup, the playlist elements listed in the Playlist grid will switch to those of the backup playlist (active), but the Main Status column and the Backup Status column will still show the status of the main playlist (inactive) and the backup playlist (active).

Status Bar

In Main / Backup Configuration, the Status bar contains the areas highlighted on the screenshot below:



Main Server Status (1)

The color of this area indicates whether the main server is working properly.

- green: the server is running and its player channels are in AB Roll mode.
- orange: the server is running but its player channels are not in AB Roll mode.
- red: the server cannot be reached

The bold white border around a server (main or backup) indicates the server hosting the active playlist.

Failover Button (2)

This button is only displayed in case of Main / Backup configuration.

It can be used to perform a manual failover between the main and the backup servers. See section "Failover Management" on page 72.

It is blue when the backup server is active.

Backup Server Status (3)

This area is only displayed in case of Main / Backup configuration.

The color of this area indicates whether the backup server is working properly.

- green: the server is running and its player channels are in AB Roll mode.
- orange: the server is running but its player channels are not in AB Roll mode.
- red: the server cannot be reached

Studio Name (4)

This area displays the name of the studio associated with the ABRoll interface.

See section "Associating an AB Roll Studio with the AB Roll Playlist Panel" on page 20.

Warning Message (5)

This area is only present in case of conflict between redundant playlists.

It warns users in case of problem of synchronization regarding the playout or the content between the main and the backup playlists.

See section "Solving Conflict between Redundant Playlists" on page 73.

Resync Button (6)

This button is only displayed in case of Main / Backup configuration.

It can be used to synchronize the main and the backup playlists in case of conflict.

See section "Solving Conflict between Redundant Playlists" on page 73.

Communication Status with MOS Gateway and NRCS (7)

The color of this area gives indication on the status of the communication with the MOS gateway and the NRCS. A tooltip, displayed when the mouse is over the **MOS** icon, gives more precise information on the status.

MOS Icon	Meaning
MOS	The communication with the MOS gateway and with the NRCS work properly.
MOS	The communication with the MOS gateway works properly but the communication with the NRCS server does not. OR The communication with the MOS gateway does not work.

9.3. Failover Management

Introduction

A failover operation is done from the active server to the non active server. This can be from the main server to the backup server but also from the backup server to the main server. This operation may be automatic or manual.

In case of failover operation, the MOS gateway is warned of this change and then sends the playout status of the newly active playlist to the NRCS.

Automatic Failover

The automatic failover to switch to the backup playlist is triggered:

- when the Main server is down
- when the Main server is not reachable
- when Synchro DB managing this server is down
- in any situation which can cause a playout problem on the main server.

Then, the backup server becomes the active one.

Manual Failover

A **Failover** button  is available to perform a manual failover between the main and the backup servers.

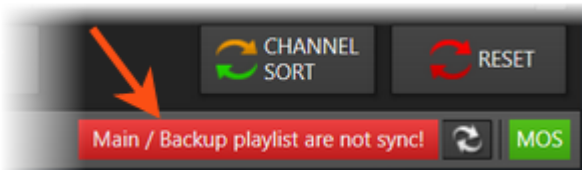
The button becomes blue when the backup server is the active one.

The button cannot be used when the non active server has a red status, or if you do not have the appropriate user right (AB Roll Playlist Control Channels).

9.4. Solving Conflict between Redundant Playlists

Redundant Playlists Content Status

In Main / Backup configuration, a warning message is displayed in the Status bar when the content of the playlists stored on the main and on the backup servers are no more synchronized.



The message is displayed in case one of the following differences exists between the main and the backup playlists:

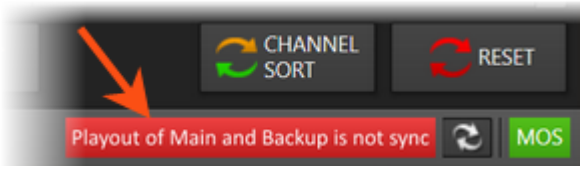
- the number of elements differ
- the order of elements
- the VarID of the corresponding elements
- the TC IN, the TC OUT or the duration of the corresponding elements.

NOTE

Differences related to tags, start mode or transition effects will not be detected.

Redundant Playlists Playout Status

In Main / Backup configuration, a warning message is displayed in the Status bar when the playout of the main and playlists backup is no more synchronized.



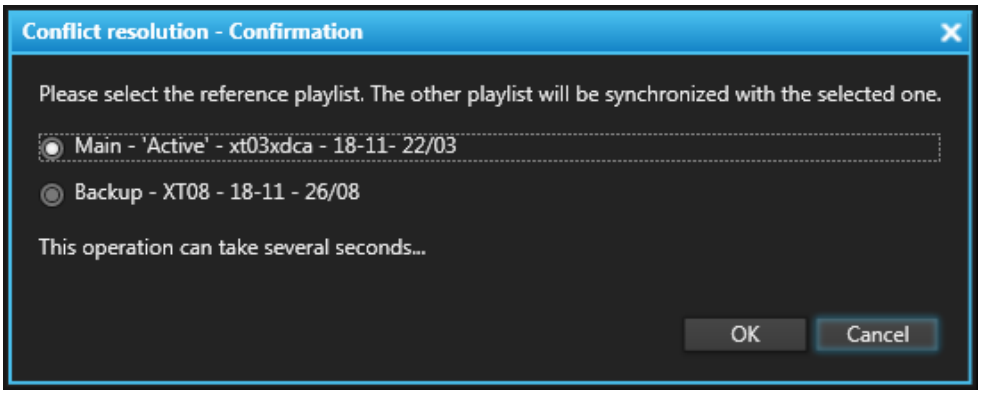
The message is displayed in case the playout status is not the same between corresponding elements of both playlists: playing, cued, paused.

How to Solve a Conflict

When a conflict exist between redundant playlists, either linked to playout or to content, the following procedure may be followed to synchronize the playlists again.

1. Ensure that no element is playing, paused or stopped.
2. Click the **Resync** button  .

   The Conflict Resolution window opens.



3. Select the reference playlist which will be used to synchronize the other playlist.
4. Click **OK**.

   The playlist to synchronize is recreated according to the reference playlist. Newe VarID are provided to its playlist elements.

10. AB Roll Playlist Settings

Some settings are specific to the AB Roll Playlist.

1. Click **Tools > Settings** to open the IPDirector Settings window.
2. Select **Playlist > AB Roll**.

First Threshold

When a playlist element is playing, the line will become red when the remaining time corresponds to the value set in this field.

Possible values: [**00s** - **60s**]

Default value: **10s**

Second Threshold

When a playlist element is playing, the line will blink red when the remaining time corresponds to the value set in this field.

Possible values: [**00s** - **60s**]

Default value: **5s**

11. AB Roll Playlist 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 AB Roll Playlist button on the left.

See section "Shortcut Definition" in the General Functions user manual for more information.

Shortcut	Description
Ctrl + F	Search in Database Explorer
P	Plays selected element
	Pauses selected element
N	Jumps to the next element assigned to the same channel
B	Jumps to the previous element assigned to the same channel
C	Cues selected element
NEW ! Shift + C	Cues elements from this position (on a selected playlist element)
R	Resets playlist
L	Adds / removes infinite loop on selected element
Delete (on a selected playlist element)	Removes element. The result is the same as for the **Remove Element** command from the Playlist Element contextual menu.
! 1	Allocates the first channel to the selected playlist element
@ 2	Allocates the second channel to the selected playlist element
# 3	Allocates the third channel to the selected playlist element
$ 4	Allocates the fourth channel to the selected playlist element
) 0	Removes the association between a manual player channel and a playlist element

Shortcut	Description
	Undoes the most recently executed operation (insert / move / delete).
	Redoes a previously undone operation (insert / move / delete).

Corporate
+32 4 361 7000

North & Latin America
+1 973 575 7811

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

Asia & Pacific
+852 2914 2501

Other regional offices
www.evs.com/contact

To learn more about EVS go to **www.evs.com**