LSM-VIA User Manual 1.5

15 March 2024

Corporate
+32 4 361 7000

North & Latin America
+1 973 575 7811

Asia & Pacific
+852 2914 2501

Other regional offices
evs.com/contact/offices

→ evs.com

Disclaimer

This manual and the information contained herein are the sole property of EVS Broadcast Equipment SA and/or its affiliates (EVS) and are provided “as is” without any expressed or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. In particular, EVS makes no warranty regarding the use or the consequences of use of this manual and the information contained herein. Furthermore, EVS may not be held liable for any direct or indirect, incidental, punitive or consequential loss, damage, cost or expense of any kind whatsoever and howsoever resulting from the normal or abnormal use of this manual and the information contained herein, even if advised of the possibility of such loss, damage, cost or expense.

While every effort has been made to ensure that the information contained in this manual is accurate, up-to-date and reliable, EVS cannot be held liable for inaccuracies or errors that may appear in this publication. The information in this manual is furnished for informational purpose and use only and subject to change without notice.

This manual cancels and replaces any previous versions thereof.

Copyright

Trademarks

All product and brand names are registered trademarks and trademarks of EVS or of their respective owners.

Improvement Requests

Your comments will help us improve the quality of the user documentation. Please send improvement requests, or report any error or inaccuracy on this user manual by e-mail to doc@evs.com.

Regional Contacts

You will find the full list of addresses and phone numbers on the following webpage: https://evs.com/contact/offices.

User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found at the EVS Documentation Portal, on the following webpage: https://docs.evs.com.

Contents

1. What's New

In the User Manual the icon NEW ! has been added next to the text to highlight information on new or updated features.

The changes linked to new and updated features in version 1.5 are listed below.

Configuration

System settings

New system setting is available for the use of VIA Search services.

- See section "System Settings".

A note has been added to emphasize that some default settings from the configuration tool are independent of the corresponding operational parameters from the Clip screen and Live screen.

- See section "System Settings".

User Interface

The LSM-VIA Viewer About window displays information about software version numbers and connectivity.

- See section "LSM-VIA Viewer".

The user interface of the Metadata screen has been slightly adapted.

- See section "Adding Metadata to a Clip".

Channel Control

Split Screen mode

The Split Screen mode is available and used to display on a single output the media loaded on two PGMs.

- See section "Split Screen Mode".

See also:

- See section "Commands in the Main Menu".
- See section "Commands on Bottom Operational Block".
- See section "Commands from the Assignable Shortcut Keys".
- See section "Selecting the Channel Control Mode".

Commands on the Remote Panel

Take and Swap functions

The key display of the **Take** function turns to **Swap** in some situations.

- See section "Commands on Bottom Operational Block".

- See section "Commands from the Assignable Shortcut Keys".

Remote lock

Possibility to lock the Remote and avoid any accidental change.

- See section "Locking the Remote Panel".
- See section "Commands from the Assignable Shortcut Keys".

Shortcut quick mapping

Possibility to quickly map the loaded media to a Shortcut button with a long press on the console Shortcut key.

- See section "Commands from the Assignable Shortcut Keys".

Integration with Cerebrum

A shortcut allows LSM-VIA to access a Cerebrum control panel provided that some prerequisites have been met.

- See section "Commands from the Assignable Shortcut Keys".

Train Management

Stopping / starting the train recording

Possibility to stop the recording process for all record trains of the local XT-VIA server and restart it.

- See section "Commands in the Main Menu".

Exporting portions of trains

A portion of train with an IN and/or OUT point can be sent to a target thanks to a Shortcut button.

- See section "Exporting Record Trains".

See also

- See section "Exporting Clips".
- See section "Exporting Playlists".

Live screen operational parameters

A note has been added to emphasize that some settings from the Live screen are independent of the corresponding default settings from the configuration tool.

- See section "The Live Screen on the Remote Panel Touchscreen".

Clip Management

VIA Search

The **VIA Search** setting must have been enabled to see and use the Search window.

- See section "The Search Window on the LSM-VIA Viewer".
- See section "Searching for Network Clips from the Search Window".

Clip deletion

Possibility to delete all unprotected clips in one operation.

- See section "Deleting Clips".

See also:

- See section "Commands in the Main Menu".

Clip screen operational parameters

A note has been added to emphasize that some settings from the Clip screen are independent of the corresponding default settings from the configuration tool.

- See section "The Clip Screen on the Remote Panel Touchscreen".

Playlist Management

Playlist deletion

Possibility to delete all unprotected playlists in one operation.

- See section "Deleting Playlists".

See also:

- See section "Commands in the Main Menu".

2. Getting Started

Here, you will find information you need to start working with LSM-VIA. This includes an overview of the product, an overview of the different user interfaces, and procedures on how to configure and start LSM-VIA.

2.1. Product Overview

Description

LSM-VIA is an IP-based solution that streamlines your live slow motion replay and highlights operations thanks to its usability, flexibility, speed and control.

It works with the XT-VIA server and relies on EVS VIA microservices ecosystem, opening up new workflows and providing faster and direct access to all the content on the live production network.

The LSM-VIA Remote Panel offers a streamlined ergonomics. The console layout remains familiar to the LSM operators.

Its console and its integrated touchscreen provide a direct access to basic and advanced functions.

Both the console key display and the touchscreen are automatically adapted according to the mode you are working in or the action you are doing, giving you what you need, just when you need it.

The LSM-VIA Viewer is mainly used for content management. It gives access to the list of clips and the list of playlists from the whole network, as well as to a visual representation of the active playlist.

Compared to the legacy LSM Remote, the LSM-VIA solution provides the following features, among others:

- faster access to content: direct access by entering the LSM ID; access to all the record trains on the whole XNet network.
- faster metadata tagging
- new or improved ways of organizing content:
  - The Shotbox tool allows users to map media items to buttons, with a set of playout options.
    - The Trains screen gives the possibility to define filters on a selection of record trains on the whole XNet network.
- assignable shortcut buttons: possibility to map predefined functions, media or Dyvi macros to 6 buttons for a quick access or action triggering.

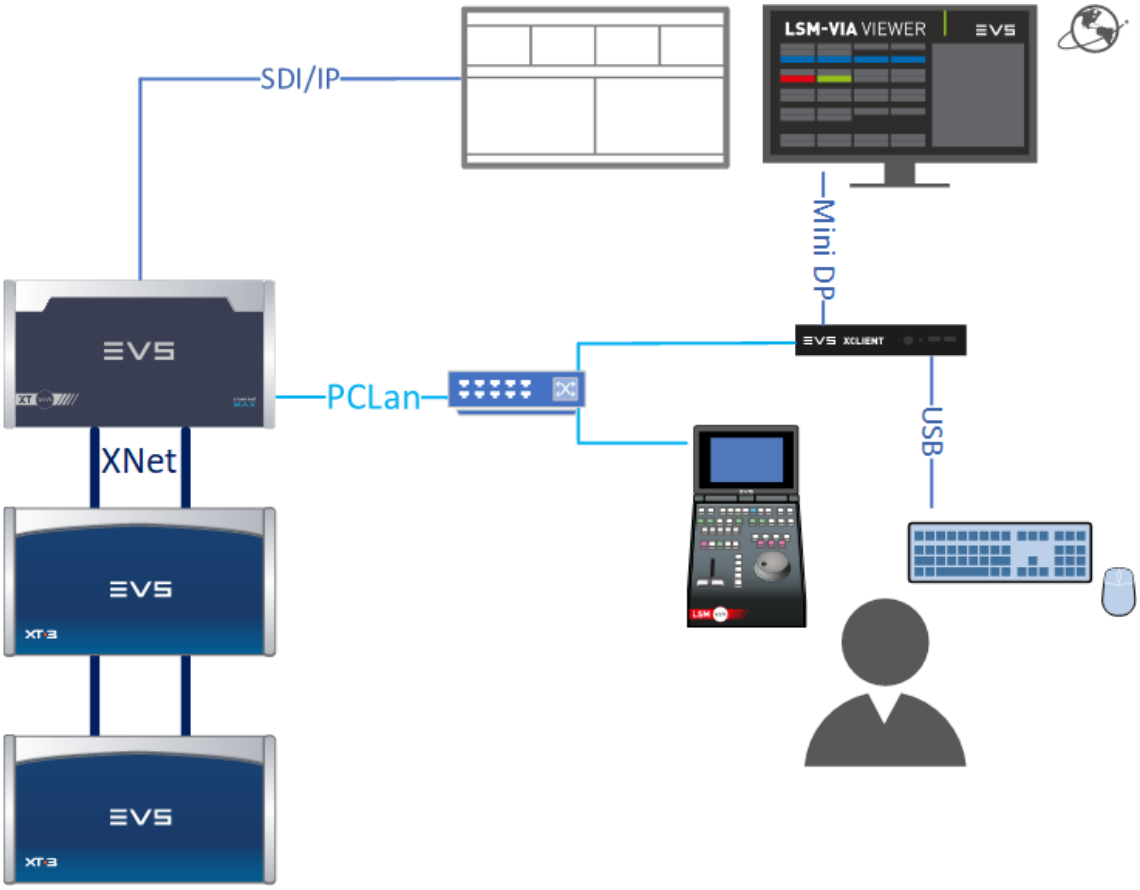
Setup

On a standard LSM-VIA setup, the operator works with LSM-VIA using the LSM-VIA Remote Panel and the LSM-VIA Viewer on a dedicated LSM-VIA workstation.

The LSM-VIA Viewer and the LSM-VIA Remote Panel both communicate and control the XT-VIA server via an Ethernet connection.

The user can access any EVS video server (XT3, XT4K) on the same XNet network as the XT-VIA server connected to LSM-VIA.

The operator relies on the Multiviewer of the XT-VIA server to view the requested IN and/or OUT channels.



2.2. Configuring LSM-VIA

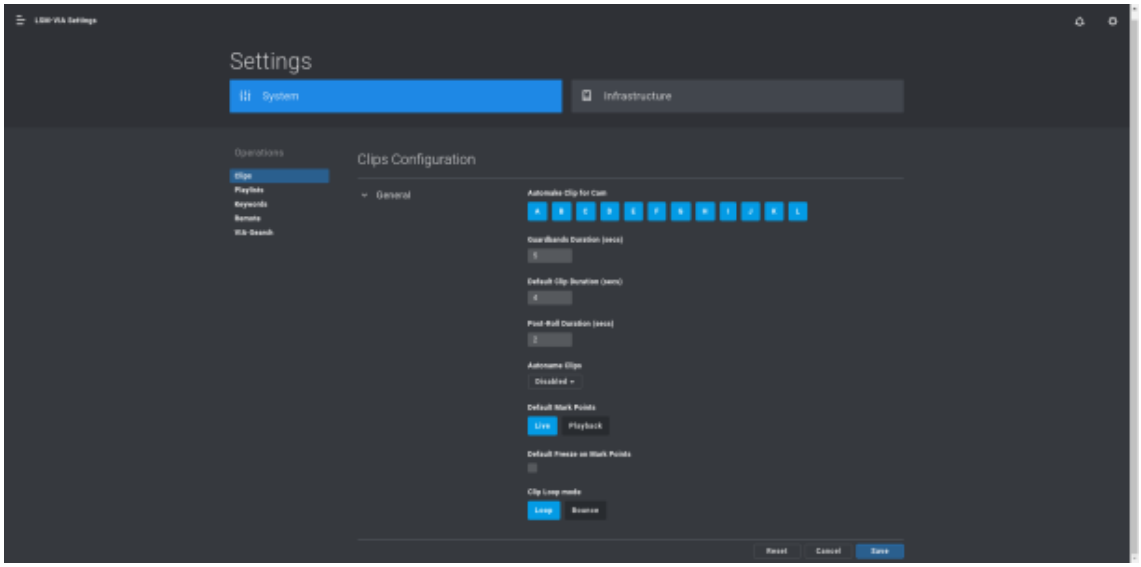
When you start working with LSM-VIA, we assume you have already performed the prerequisite tasks and installed vs. upgraded the application. You can still refer to the Installation and Configuration manual for more information on these steps.

About the LSM-VIA Settings

The settings of LSM-VIA allow you to configure different parameters.

Each time you upgrade (or downgrade) the LSM-VIA application, you do not need to redefine configuration parameters on the LSM-VIA workstation. The existing configuration is kept.

However, with the current LSM-VIA version, when you change the configuration, you must restart LSM-VIA so that it can be taken into account.



Prerequisite

The configuration tool is a web-based interface.

- Make sure that Google Chrome is the default web browser.

Settings Categories

The settings are grouped in the following categories:

- System: Clips, Playlists, Keywords, Remote, VIA-Search
- Infrastructure: XT-VIA server, VIA Xsquare, Dyvi

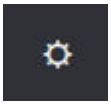
How to Edit the LSM-VIA Settings

1. Access the LSM-VIA configuration tool in one of the following ways:

◦ From the LSM-VIA workstation, double-click the LSM-VIA Configuration shortcut. By default, it opens in Chrome.

◦ As the configuration tool is a web-based interface, you can access it using a web browser.

From any workstation, type the URL of the LSM-VIA workstation in a web browser: http:\\IP address:8080.

◦ From the LSM-VIA Viewer window on the LSM-VIA workstation, click the  button and select **Settings**.

Make sure that the configuration tool opens in Chrome.

2. Edit the values of the relevant parameters. See sections System Settings and Infrastructure Settings.

3. Click **Save**.

Reset, Cancel, Save

- The **Reset**, **Cancel** and **Save** buttons apply to all the tabs at once.
- After a reset, you must save the changes, but you can also cancel the reset operation.

Parameters with Fixed Value on LSM-VIA

Some parameters, which cannot be edited in the LSM-VIA configuration tool, have a fixed value for the current version of LSM-VIA. This can therefore not be edited in the current version.

Enable PGM+PRV Mode

The PGM+PRV mode is always set to Active, that means available on the Remote Panel.

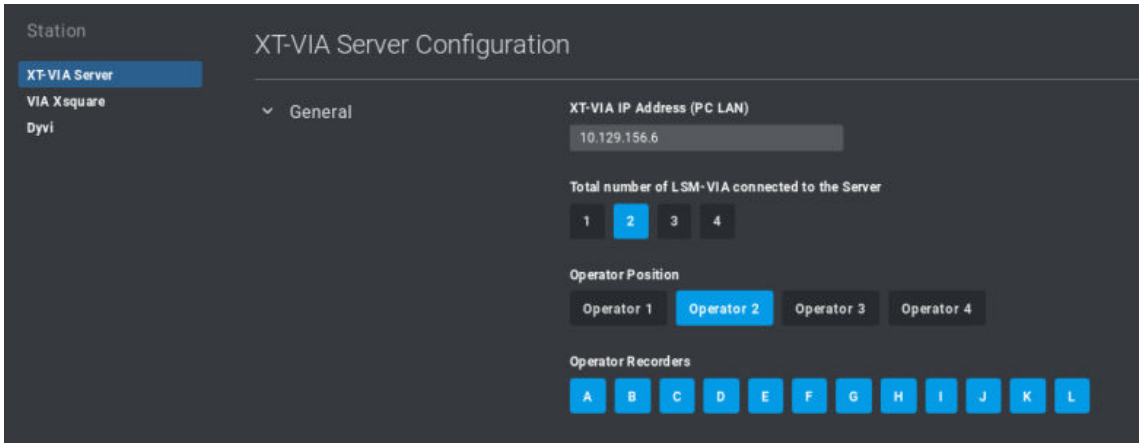
Video Effect

The transition between playlist elements is always a Mix.

Should the parameter correspond to a parameter available in the Multicam configuration module of the controlled EVS server, the Multicam parameter will not be taken into account.

2.2.1. Infrastructure Settings

XT-VIA Server Settings



XT-VIA IP Address (PC LAN)

This setting specifies the IP Address of the EVS video server to be controlled by LSM-VIA.

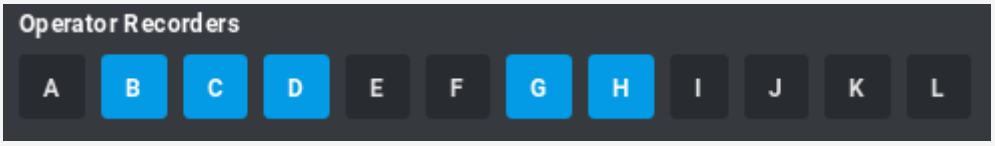
Total Number of LSM-VIA Connected to the Server

Description	Up to 4 operators may work independently on the same server from their respective LSM-VIA workstation and remote panel (multi-operator mode). This setting is used to set the number of operators working with the same EVS server. It must be the same on each workstation. Then, each operator must select his/her operator number thanks to the Operator Position parameter. See also section Multi-Operator Mode.
Possible Values	From 1 to 4.
Default value	1

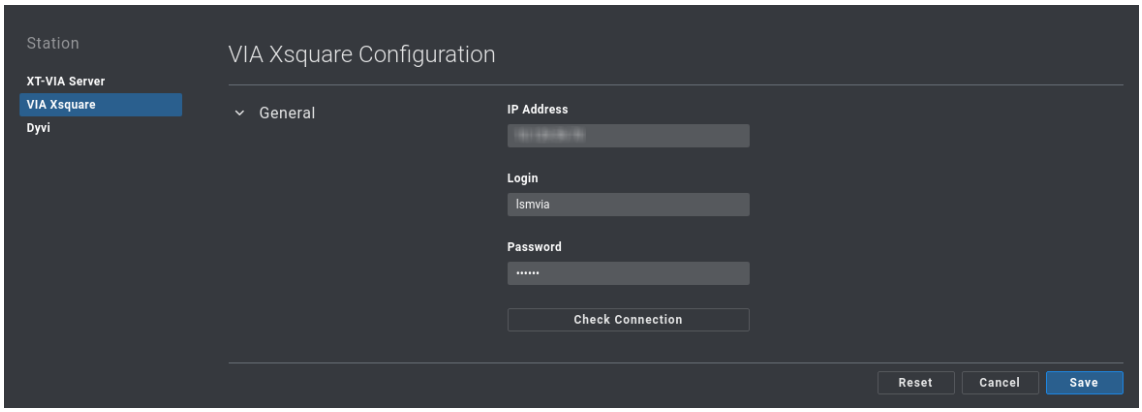
Operator Position

Description	When more than 1 operator has been set from the Total Number of LSM-VIA Connected to the Server parameter (multi-operator mode), this setting is used to select the operator number on each workstation. It must therefore be different on each workstation. See also section Multi-Operator Mode. Channels distribution: The number of available players on the server is divided by the number of operators. If there are more players than operators, the first operator(s) get(s) more players. The first operator receives the first player(s). • Example with 4 operators in a 8IN/4OUT configuration: PGM1 is for Operator 1, PGM2 for Operator 2,... • Example with 4 operators in a 6IN/6OUT configuration: PGM1 and PGM2 are for Operator 1, PGM3 and PGM4 are for Operator 2, PGM5 is for Operator 3 and PGM6 is for Operator 4. • Example with 3 operators in a 6IN/6OUT configuration: PGM1 and PGM2 are for Operator 1, PGM3 and PGM4 are for Operator 2, PGM5 and PGM6 are for Operator 3. The selection of recorders per operator is done with the Operator Recorders parameter. The remote buttons will automatically be mapped appropriately.
Possible Values	Operator 1, Operator 2, Operator 3, Operator 4.
Default value	Operator 1.

Operator Recorders

Description	Allows to select the recorder channels the selected operator will be able to work with.
Possible Values	Recorder labels from A to L. Click the recorder buttons to select (highlight) the corresponding recorder channels.  The same recorders can be selected by several operators. The remote buttons will automatically be mapped appropriately.
Default value	No recorder selected.

VIA Xsquare Settings



IP Address

This setting specifies the IP Address of the machine hosting the Xsquare to be used for export purposes.

Login

This field is used to enter the login of the VIA Xsquare user.

Password

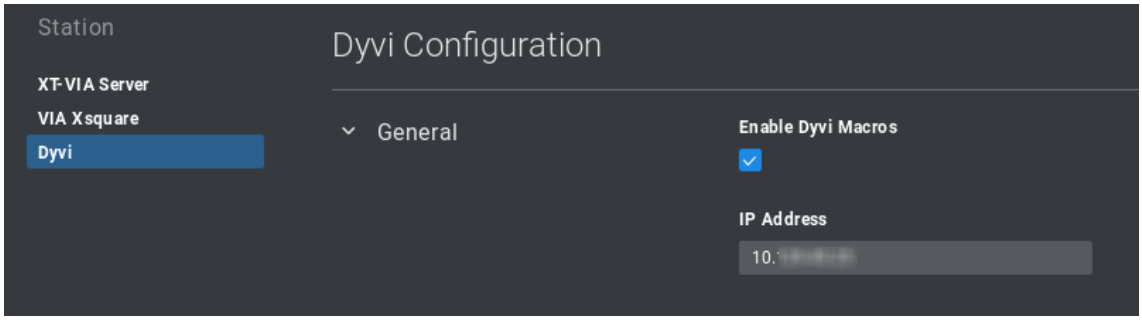
This field is used to enter the password of the VIA Xsquare user.

Check Connection

This button is used to check the connection withVIA Xsquare.

The result will be displayed in one of the following ways:

Dyvi Settings



Enable Dyvi Macros

Description	Allows the use of Dyvi macros from the Remote Panel. The Dyvi macros, if appropriately configured, will be available as functions to be mapped to Remote Shortcut buttons/keys. So, the operator will be able to trigger the Dyvi macros from the Remote Panel console or touchscreen. Up to 6 Dyvi macros can be used from LSM-VIA.
Possible Values	• **No** (cleared) means that the Dyvi macros will not be available from LSM-VIA.

	• **Yes** (selected) means that the Dyvil macros will be available for mapping to Remote Shortcut buttons/keys.
Default value	No (cleared)

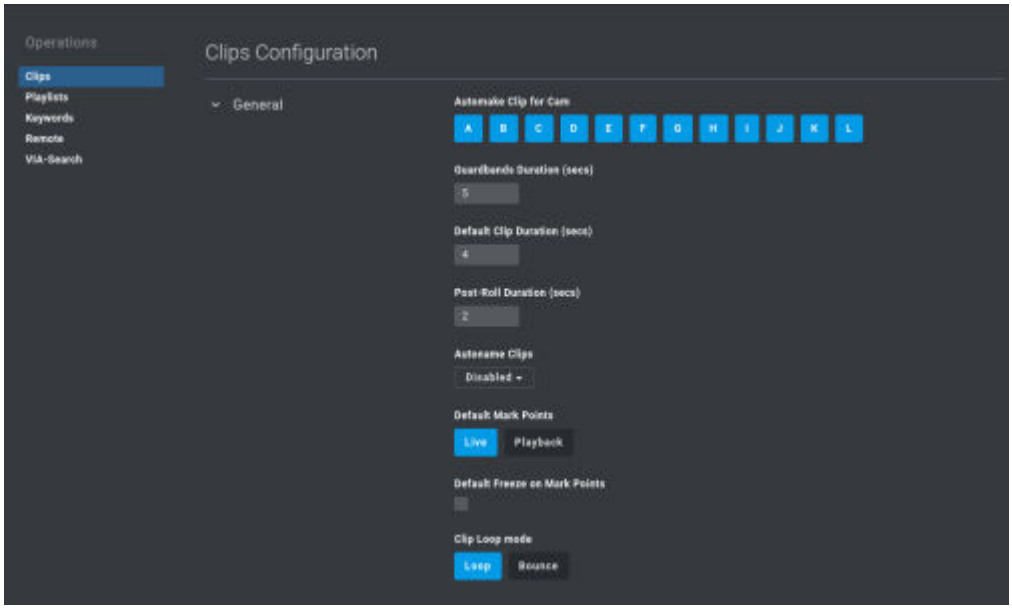
IP Address

This setting specifies the IP Address of the Dyvi switcher to be connected to LSM-VIA.

It is only displayed when the **Enable Dyvi Macros** parameter has been selected.

2.2.2. System Settings

Clip Settings



Automake Clip for Cam

Context	When creating clips, the clip corresponding to the camera on which IN/OUT points have been marked is always saved. It is possible to do automatically the same action on the other cameras. Currently, the Automake setting does not take into account the number of IN channels defined on the EVS Server. The Automake parameter defined for unused cameras will therefore be ignored.
Description	Specifies that clips have to be created on the enabled cameras even if no IN or OUT point has been marked on that camera.
Possible Values	Camera labels from A to L. Click the camera buttons to select (highlight) the corresponding cameras.
Default value	All cameras selected (highlighted).

Guardbands Duration (secs)

Description	Specifies the duration of clip guardbands in seconds. This represents the additional material that should be added before the IN point and after the OUT point for preroll and postroll.
Possible Values	From 0s to 60s
Default value	5s

Default Clip Duration (secs)

Description	Specifies the duration of clips created with only one reference point (IN or OUT point).
Possible Values	From 0s (=inactive) to 14400s (240min)
Default value	4s

Post Roll Duration (secs)

Description	Specifies the duration of the Post Roll. When the Post Roll function is activated from the Live screen or Clip screen, the playout will continue for the duration defined by the Post Roll Duration parameter • after the OUT point of a clip, provided that there is enough media in the guardband • after the OUT point of the last playlist element, provided that there is enough media in the guardband
Possible Values	From 00s00fr to 600s00fr
Default value	02s00fr

Autoname Clips

Description	If this function is enabled, the value of the selected field will automatically be used to name the clip upon creation.
Possible Values	• Disabled: No name is assigned to the clip when it is created. • TC IN: The timecode of the IN point of the clip is used as clip name when the clip is created. • CAM Name The name of the record channel is used as clip name when the clip is created. • ID Louth/UmID The ID Louth (UmID) of the clip, i.e. the unique identifier for the clip on the XNet network, is used as clip name when the clip is created. • VarID 32 The VarID of the clip is used as clip name when the clip is created. Actually, the clip name will be limited to the first 8 characters of the VarID.
Default value	Disabled

Default Mark Points

Description	Defines how a mark point will be set.
Possible Values	• Live: mark points are set on all the record trains, at the LIVE input timecode of the train loaded on the smallest controlled PGM.

	• Playback: mark points are set at the current timecode of the clip or the train loaded on the smallest controlled PGM.
Default value	Live

NEW !

This default setting is only taken into account at startup of LSM-VIA. It is independent of the **Mark Live / Playback** setting available from the Live screen and the Clip screen of the Remote and any change of the **Mark Live / Playback** setting will have no impact on the default setting.

Default Freeze on Mark Points

Description	Specifies whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.
Possible Values	• **No** (cleared): the playout does not freeze on the mark points when playing clips or record trains. • **Yes** (selected): the playout freezes on the mark points when playing clips or record trains where mark points have been defined.
Default value	No (cleared)

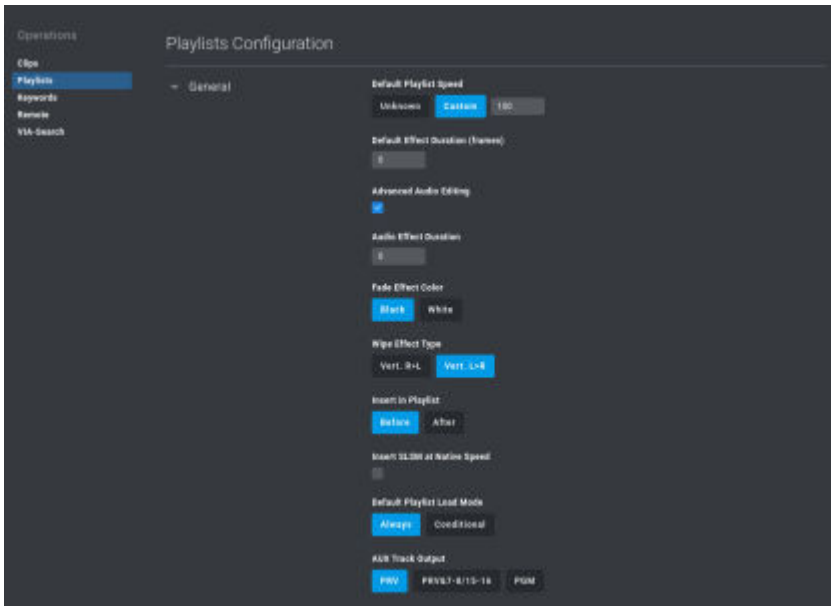
NEW !

This default setting is only taken into account at startup of LSM-VIA. It is independent of the **Freeze on Marks** setting available from the Live screen and the Clip screen of the Remote and any change of the **Freeze on Marks** setting will have no impact on the default setting.

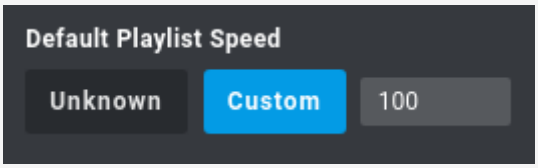
Clip Loop Mode

Description	Defines the behavior of the **Loop** function when the Loop mode is activated.
Possible Values	• Loop: plays the loaded clip in a continuous loop. • Bounce: plays the loaded clip from its IN point to its OUT point, then backwards from OUT to IN and so on.
Default value	Loop

Playlists Settings



Default Playlist Speed

Description	Defines the default speed value that the playlist elements will have when added to a playlist.
Possible Values	• **Unknown**: means that the speed of the previous element in the playlist will be used as a reference for the current element. • **Custom**: from 0 to 100%. ◦ **0%** will force the playlist to pause at the end of each element. ◦ **1% to 100%** will apply the specified speed as default speed for playlist elements. To set a custom speed: a. Click **Custom**. An additional field appears.  b. Select a value from 0 to 100%.
Default value	100 %

Default Effect Duration (Frames)

Description	Sets the duration of video transition effect. The specified value is used as default value in the Playlist Edit mode.  The duration of the video transition when using the TAKE button in 1PGM+PRV mode has its own parameter, Effect Duration for Take, defined from the Remote settings.
Possible Values	From 0 fr to 600 fr
Default value	0 fr

Advanced Audio Editing

Availability	This setting is only available if the license code 112 is valid.
Description	Gives access to advanced audio settings, such as audio split, audio swap.
Possible Values	• **No** (cleared) means that it will not be possible to modify video and audio transition effects separately. • **Yes** (selected) means that it will be possible to change the video and audio transition effects separately.
Default value	No (cleared)

Audio Effect Duration

Availability	This setting is only available if the license code 112 is valid.
Description	Sets the duration of audio transition effect. The specified value is used as default value when a clip is added to a playlist in Playlist Edit mode.
Possible Values	From 0 fr to 600 fr (20 sec in NTSC)
Default value	0 fr

Fade Effect Color

Description	Defines the color displayed during the fade transition effects.
Possible Values	Black, White
Default value	Black

Wipe Effect Type

Description	Defines the direction of a wipe transition effect: from right to left or from left to right.
Possible Values	Vert. L>R, Vert. R>L
Default value	Vert. L>R

Insert in Playlist

Description	Specifies if the clips added to a playlist are inserted before or after the active clip in the playlist.
Possible Values	Before, After
Default value	Before

Insert SLSM Native Speed

Description	Defines whether an SLSM clip inserted into a playlist will automatically be set to be played out at its native speed, or at the value defined in the Default Playlist Speed parameter.
Possible Values	• **No** (cleared) means that playout speed of the SLSM clips depends on the value defined as the **Default Playlist Speed**. • **Yes** (selected) means that the playout speed of the SLSM clips is automatically set to its native speed.
Default value	No (cleared)

Default Playlist Load Mode

Description	Determine the way a playlist will be loaded.
Possible Values	• **Always**: the playlist is always loaded in PGM+PRV. • **Conditional**: the playlist is loaded in PGM+PRV, except in Multi-PGM mode when a single PGM is controlled, then only the first playlist element is loaded on the controlled channel. It allows loading and playing multiple playlists using a single Remote Panel.
Default value	Always

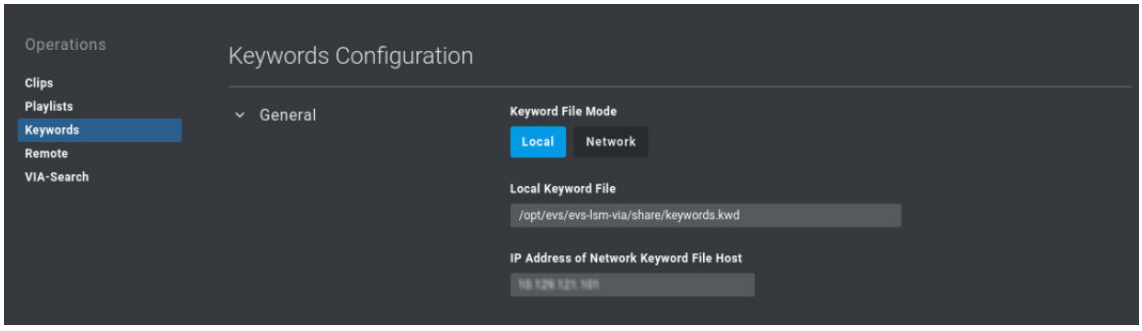
NEW !

This default setting is only taken into account at startup of LSM-VIA. It is independent of the **Always / Conditional** setting available from the Live screen and the Clip screen of the Remote and any change of the **Always / Conditional** setting will have no impact on the default setting.

AUX Track Output

Description	Specifies to which audio outputs the auxiliary track of the playlist will be played out.
Possible Values	The following values are possible: • **PRV**: The auxiliary track will use the audio outputs normally assigned to the PRV channel. If no PRV channel is available, the Aux Track will not be assigned to any audio output. • **PRV&7-8/15-16**: The auxiliary track will use the audio outputs normally assigned to the PRV channel if there is one, plus all the audio outputs from 7-8/15-16 that have not yet been assigned to another channel. Use this option if you need an auxiliary track without PRV channel available. • **PGM**: The auxiliary track will use the audio outputs normally assigned to the PGM channel.
Default value	PRV

Keywords Settings



Keyword File Mode

Description	Specifies whether the local workstation works with a keyword file stored locally or on another LSM-VIA workstation of the network.
Possible Values	Local, Network
Default value	Local

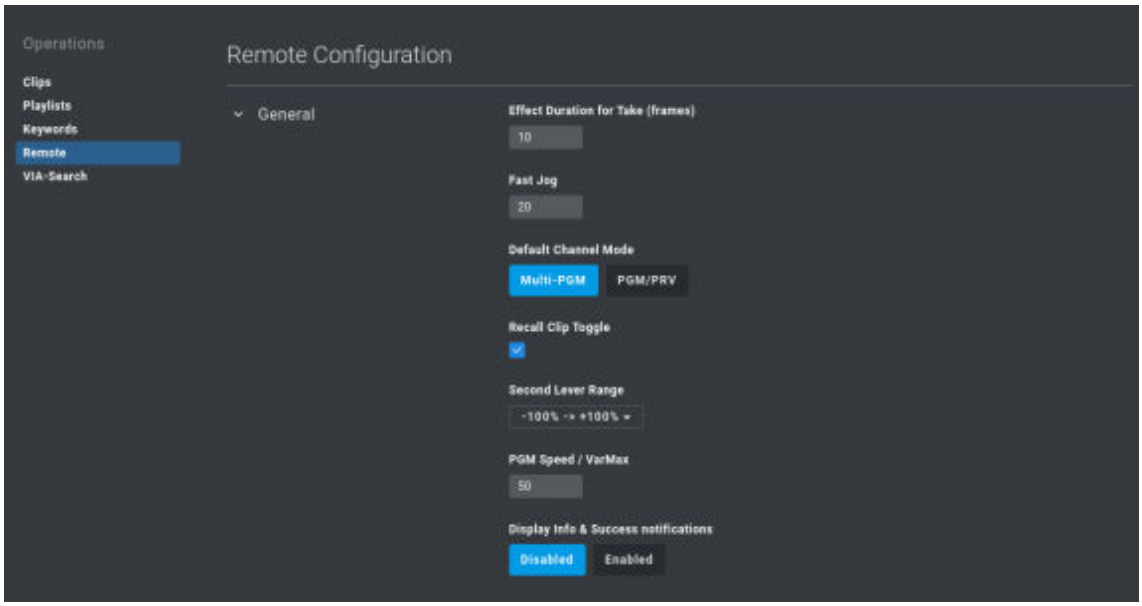
Local Keyword File

This field gives the path to and name of the local keyword file used to manage clip keywords.

IP Address of Network Keyword File Host

This setting specifies the IP Address of the LSM-VIA workstation hosting the keyword file when the **Network Keyword File** mode has been selected.

Remote Settings



Effect Duration for Take (frames)

Description	Specifies the duration of the Take effect (swap between the media loaded on the PGM1 and the PGM2 or the PGM and the PRV).
Possible Values	From 0 to 600 frames
Default value	10 frames

Fast Jog

Description	Specifies how many times faster than the standard jog speed the loaded media is browsed when enabling the Fast Jog function on the Remote Panel.
Possible Values	From 1x to 20x (integer numbers)
Default value	20x

Default Channel Mode

Description	Specifies the default mode to control the channels of the EVS server.
Possible Values	Multi-PGM, PGM+PRV
Default value	Multi-PGM

NEW !

This default setting is only taken into account at startup of LSM-VIA. It is independent of the **PGM+PRV / Multi PGM** setting available from the Live screen and the Clip screen of the

Remote and any change of the **PGM+PRV / Multi PGM** setting will have no impact on the default setting.

Recall Clip Toggle

Description	Enables/disables the selection of the camera of a clip through the Function keys: pressing several times the Function key of the clip position calls successively the various camera angles of the clip.
Possible Values	ON, OFF
Default value	ON

Second Lever Range

Context	The lever can be used in normal mode to play back clips at slow motion speed from 0 to 100%. A secondary range is available to playback material at other speed ranges. To gain access to the secondary speed from the remote panel console, press SHIFT + 2nd Lever/TAKE. The second lever range is also available when editing the speed of playlist elements.
Description	Specifies the secondary speed range on the Remote Panel.
Possible Values	• -100% → +100% • 0 → 200% • -200% → +200% • 0 → 300% • 0 → 400% • -400% → +400%
Default value	-100% → +100%

PGM Speed / VarMax

Context	During playback, if **PGM Speed** or **Var Max** has been activated, the lever range will be adapted so that: • in **PGM Speed** mode: the only playback value for any position of the lever other than 0, is the one specified by this parameter. OR • in **Var Max** mode: the speed range defined by the lever corresponds to [0% - setting value].
Description	Specifies the playback speed assigned to the lever when the **PGM Speed** mode is activated, or the speed range when the **Var Max** mode is activated.
Possible Values	Range of values from 1 to 400 %
Default value	50%

Display Info & Success Notifications

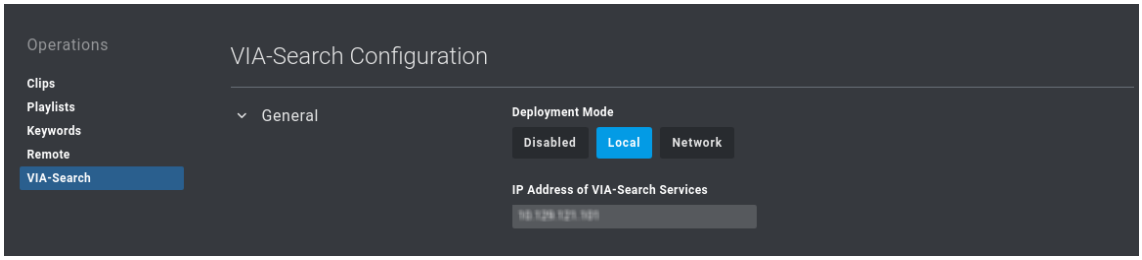
Description	Enables/disables the display of the notifications as pop-up for the Info and the Success categories on the LSM-VIA Viewer and on the Remote Panel touchscreen. Notifications for Error and Warning are displayed in any case.

This setting does not impact the notifications listed in the Notification pane which still displays the notifications from all the categories.

Possible Values	Disabled, Enabled
Default value	Disabled

NEW !

VIA Search Settings



Deployment Mode

Description	Enables/disables the Search services and specifies where they are deployed.
Possible Values	• Disabled: VIA Search services will be disabled and the user will not be able to use the search feature. • Local: VIA Search services are deployed locally on the LSM-VIA workstation and started when LSM-VIA is launched. • Network: VIA Search services are deployed on a single LSM-VIA workstation of the network identified in the next field.
Default value	Local

IP Address of VIA Search Services

This setting specifies the IP Address of the network LSM-VIA workstation where the VIA Search services are installed.

It is used when the **Network** option has been selected.

2.3. Starting LSM-VIA

How to Start LSM-VIA

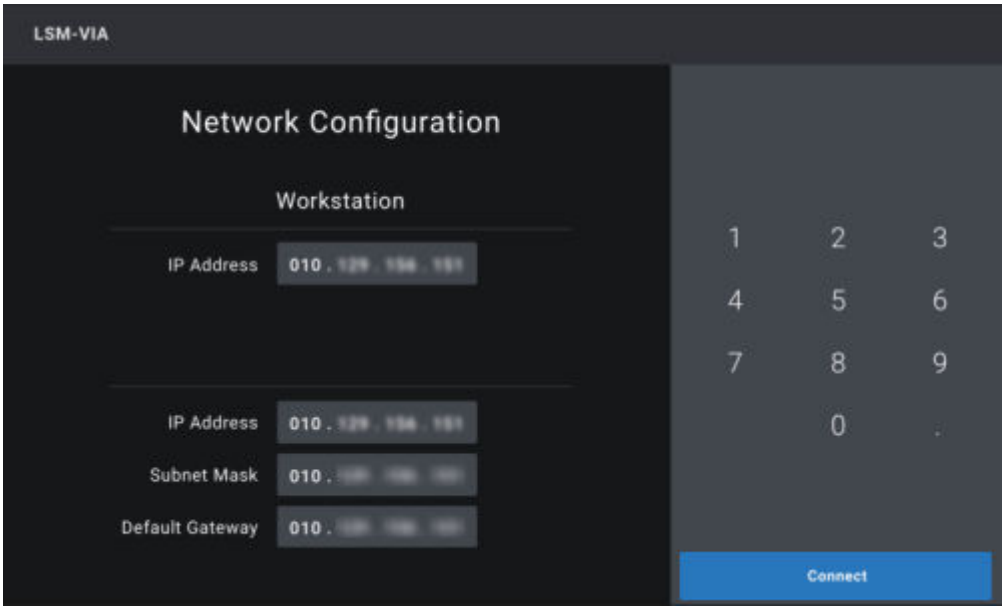
Starting LSM-VIA consists in launching the application on both the LSM-VIA workstation (LSM-Viewer) and the LSM-VIA Remote Panel.

1. Double-click the LSM-VIA icon on the desktop of the LSM-VIA workstation:

2. Switch on the Remote Panel using the power switch at the back of the Remote Panel, above the power supply.

3. On the Remote Panel touchscreen, in the **IP Address** field, enter the IP address of the LSM-VIA workstation.

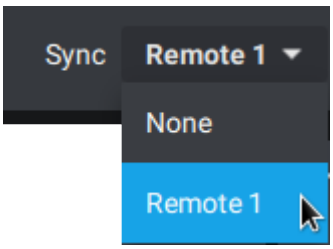
   When you enter three digits for an octet, the focus shifts directly to the next octet. Otherwise, you can tap the octet you want to edit.



4. In the same way, enter the IP address, subnet mask and default gateway for the LSM-VIA Remote Panel.

5. Tap **Connect** on the Remote Panel touchscreen.

6. (Optional) In the LSM-VIA Viewer, you can select the Remote Panel in the Sync field so that the page and bank navigation is synchronized between LSM-VIA Viewer and LSM-VIA Remote Panel.



You are now ready to start working in LSM-VIA.

The IP addresses are stored in memory so that you can skip steps 3 and 4 for subsequent connections.

How to Close LSM-VIA

This closes LSM-VIA on the LSM-VIA workstation and on the LSM-VIA Remote Panel.

1. Switch off the Remote Panel using the power switch at the back of the Remote Panel, above the power supply.

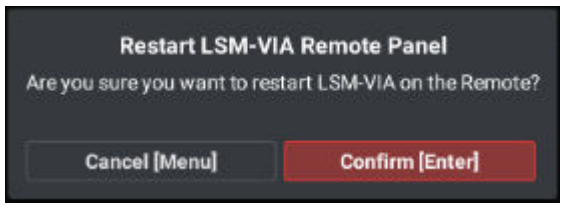
2. Close the LSM-VIA application using one of the following keyboard shortcut sequences from the LSM-VIA Viewer:
   - Alt + F4
   - Alt + Q

How to Quit LSM-VIA on the Remote Panel

This closes the LSM-VIA application on the LSM-VIA Remote Panel.

1. Press SHIFT + MENU to access the main menu.
2. Tap Restart F6 or press F6.

   The following message is displayed on the touchscreen:



3. Tap Confirm [Enter] or press ENTER to confirm you want to close LSM-VIA on the Remote Panel.

The Network Configuration screen opens, allowing you to directly restart LSM-VIA on the Remote Panel if the LSM-VIA Viewer is still open on the workstation.

- If you switch off the Remote Panel, the Viewer will still be able to communicate with the EVS server. You can switch on the Remote Panel and connect again at any time.
- If you close the LSM-VIA Viewer, the LSM-VIA application on the Remote Panel will request you to quit the application.

2.4. Touring the User Interface

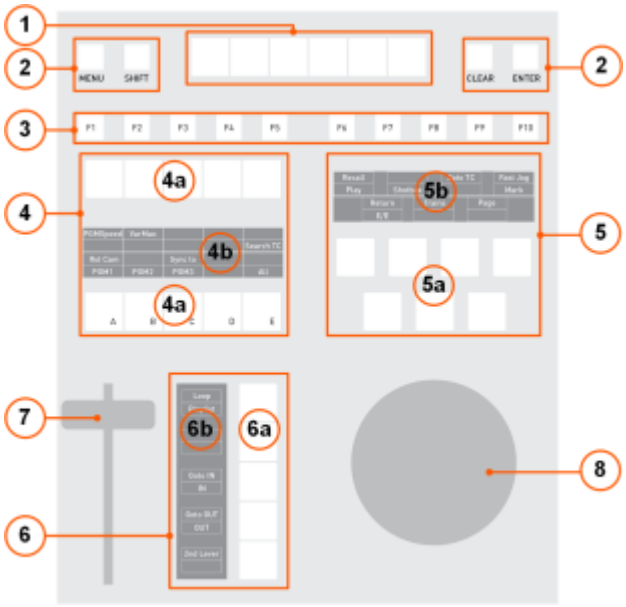
Three user interfaces are available to interact with LSM-VIA:

1. LSM-VIA Viewer
2. LSM-VIA Remote Panel Touchscreen
3. LSM-VIA Remote Panel Console

2.4.1. LSM-VIA Remote Panel Console

The LSM-VIA Remote Panel console features the areas highlighted on the screenshot below.

This section does not detail all key functions since they vary depending on the activated mode. The specific key functions will be detailed further in this manual.



Assignable Shortcut Keys (1)

These keys allow you to apply predefined functions mapped to the buttons.

See section Commands from the Assignable Shortcut Keys.

General Keys (2)

General keys can be used alone or several general keys can also be used in combination to perform specific actions. This is described in the respecting user manual chapters.

Key Name	Used among others to ...
MENU	• access the Main menu: SHIFT + MENU. • cancel an action when confirmation is required from some messages. • leave a screen from the touchscreen.
SHIFT	• access the secondary key function specified in the upper part of the key display of the operational blocks, for example Page in this screenshot.  In this case, you press SHIFT and then the corresponding key to send a Page command.
CLEAR	• delete a selected clip, bank, playlist, etc. • clear IN and OUT points.
ENTER	• confirm/validate an action.

Function Keys (3)

These keys mainly allow you to access the various pages, banks, and positions in the banks, as well as to save and load clips stored on these positions, or to change the active playlist.

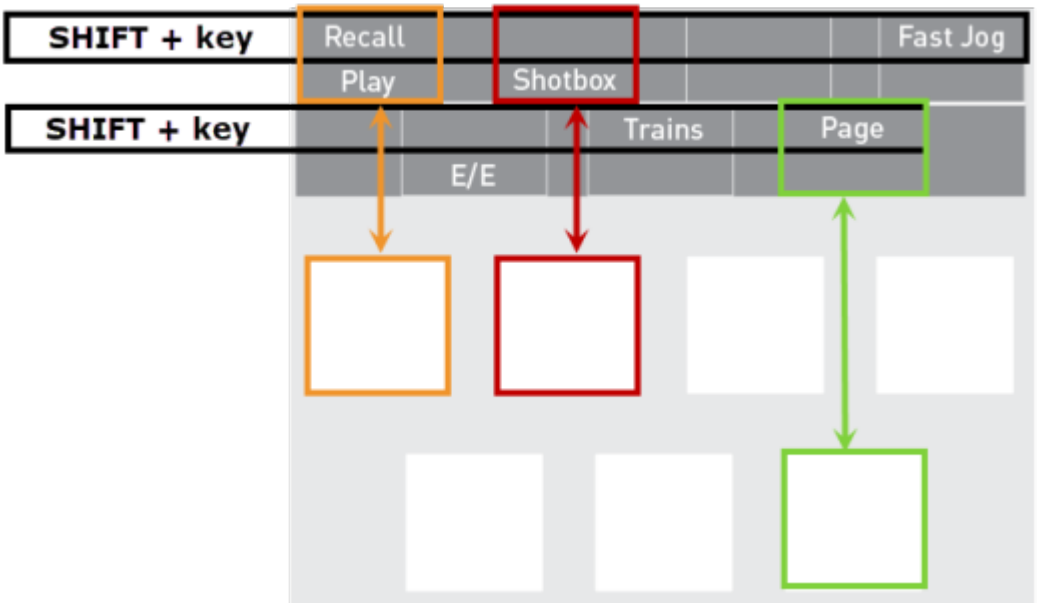
Some of them can also be used from the Main menu.

Operational Blocks and Operational Block Display (4 / 5 / 6)

The operational blocks (4 / 5 / 6) are groups of operational keys (4a, 5a, 6a) associated with a display (4b, 5b, 6b) which shows the operations available based on the current Remote Panel mode. Each key allows users to access two functions.

- The command displayed in the lower part of the key display is available when you press the key.
- The command displayed in the upper part of the key display is available when you press SHIFT and then the given key.

For example:



The functions displayed vary depending on the activated mode.

If nothing is shown on the key display, no function is currently assigned to this key.

See the following sections for more details:

- Commands on Left Operational Block
- Commands on Right Operational Block
- Commands on Bottom Operational Block

See also the following sections for the functions available in specific modes:

- Clip Mode Commands on the Remote Panel Console
- Playlist Mode Commands on the Remote Panel Console
- Edit Audio and Edit Video Modes Commands on the Remote Panel

Lever (7)

Playout speed

The lever allows you to play the loaded media or to modify the playout speed.

The lever can work according to different modes.

- In standard mode, the speed range available with the lever goes from 0 (bottom) to 100% (top).

  The lever has a continuous, linear range, except when supermotion material is loaded on the primary channel. In this case, a “flat step”, that depends on the supermotion camera (50% in SLSM 2x, 33% in SLSM 3x, ...), helps the operator locating easily the ideal playback speed.

⚠ When playing supermotion material in slow motion, to obtain the smoothest replay, it is important that the replay speed is exactly the ideal slow motion speed, for example 50% for SLSM 2x, 33% for SLSM 3x. If the replay speed is slightly off these ideal values, movements

might appear staggered. These ideal speeds can also be called directly by pressing the **Play** key when the current element is Super Motion.

When supermotion material is loaded on the primary channel, the lever range has a larger, flat step at 50% in SLSM 2x, 33% in SLSM 3x, ...

- Secondary lever range: Another speed range can be defined with the Second Lever Range parameter set from the configuration tool. This allows you to play the loaded material in this speed range, for example from –400% to 400%.

  To access this secondary speed range, press **SHIFT + 2nd Lever** on the Remote Panel console.

- VarMax mode: When the **VarMax** mode is activated, the speed range is limited to [0% - the PGMSpeed / VarMax value set from the configuration tool, which is up to 400%].

- PGMSpeed mode: When the **PGMSpeed** mode is activated, the only speed value for any position of the lever, other than 0, is the one specified by the PGMSpeed / VarMax value set from the configuration tool, which is up to 400%.

Playlist Editing

In Playlist Edit mode, the lever is also used to adjust the speed (standard mode and 2nd lever mode), or the effect type and duration (standard modes).

Jog Dial (8)

The jog dial allows users to:

- browse the media loaded on the controlled channel(s).

  Moving the jog clockwise browses forward, and moving it counter-clockwise browses backwards.

  When using the Fast Jog mode, the browsing speed of the jog dial is multiplied by a factor defined in the LSM-VIA configuration tool.

- browse inside
  - the current playlist: see section Browsing a Playlist.
  - the list of results from a Search TC operation: see section Searching for Clips or Trains by Timecode.
  - the mark points: see sections Managing Mark Points on Trains and Managing Mark Points on Clips.

The jog is active at all times when the system is in play and record mode.

2.4.2. LSM-VIA Remote Panel Touchscreen

The touchscreen aims at providing a visual representation of the current state on the Remote Panel.

Its layout and the information displayed depends on the mode in which the Remote Panel is.

- Live Mode / Clip Mode / Playlist Mode:

  These modes relate to the media loaded on the smallest controlled PGM: train, clip, playlist.

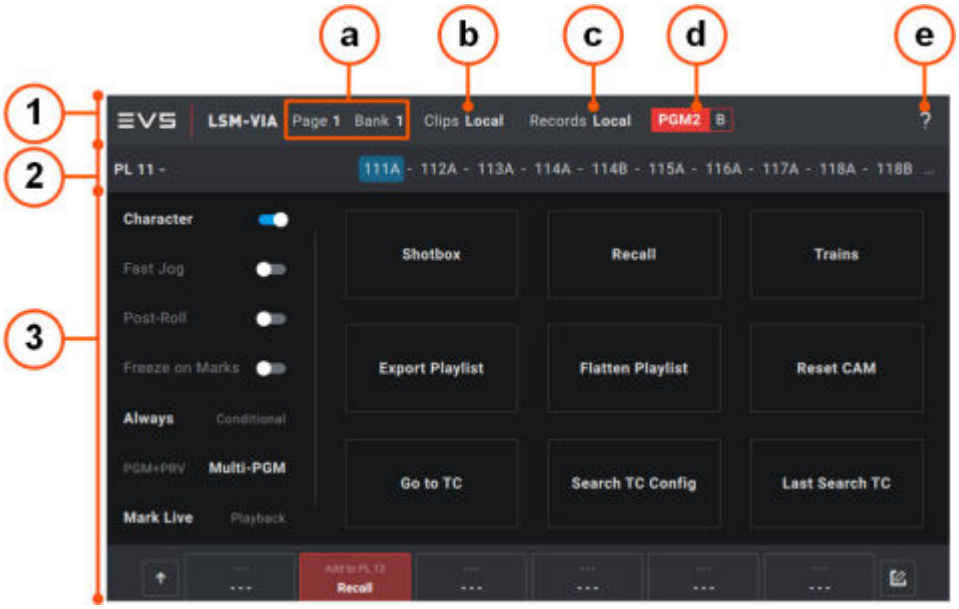
The screens displayed are described in the chapters dealing with each media type.

See sections The Live Screen on the Remote Panel Touchscreen, The Clip Screen on the Remote Panel Touchscreen, The Playlist Screen on the Remote Panel Touchscreen.

- Specific Modes:

  These modes rather relate to a specific function called from the Remote Panel, such as Shotbox, Recall, ... The screens displayed are described in the corresponding sections of the current manual.

At startup, the touchscreen shows the Live screen and features the areas highlighted on the screenshot below.



Application Bar (1)

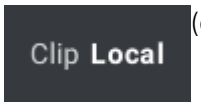
This area is displayed in Live mode, Clip mode, Playlist mode.

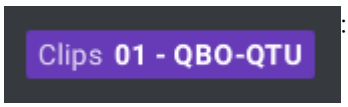
a. Page and Bank Fields

Read-only fields showing the active page and bank.

b. Clip Field

This field specifies on which server the displayed clips are stored on.

- 

(default): features the local server.
- 

: when a remote server has been selected.

  The server netnumber and netname are provided and the purple background highlights the remote state.

c. Records Field

This field specifies to which server the displayed record trains correspond.

Currently, it is always **Local** as the displayed record trains are always those of the local server, that is the server specified in the LSM-VIA configuration tool.

d. Controlled Channel Field

This read-only field shows the following information:

- Smallest controlled PGM controlled by LSM-VIA (on the left). This makes it easier for the user to know the PGM some actions will be applied to.
- LSM ID of the clip angle or the train loaded on the smallest controlled PGM (on the right).

  This is only displayed in Live mode and Clip mode.

e. About Icon

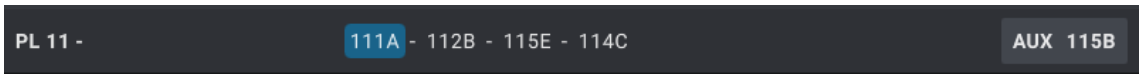
The About icon gives access to the About LSM-VIA window which lists the email addresses and phone numbers of the various EVS support services, and allows you to extract logs.

See section "Extracting Logs" for more information on this subject.

Playlist Summary (2)

Live mode and Clip mode

It is displayed as follows:

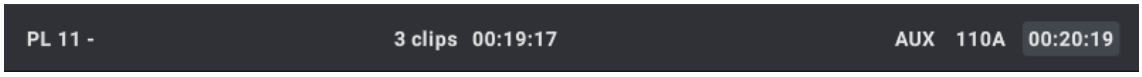


The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Playlist elements LSM IDs
- Auxiliary audio clip LSM ID (if an AUX clip has been set)

Playlist mode

It is displayed as follows:



The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Number of playlist elements
- Duration of the playlist
- Auxiliary audio clip LSM ID and duration (if an AUX clip has been set)

If it is shorter than the playlist duration, this is highlighted in red: 

.

Main Area (3)

Information displayed in this area depends on the media loaded on the smallest PGM controlled by the Remote Panel: train, clip or playlist.

- Live screen: gives access to operational parameters, specific functions and macro.

  See section The Live Screen on the Remote Panel Touchscreen.

- Clip screen: gives access to operational parameters, specific functions and macro.

  See section The Clip Screen on the Remote Panel Touchscreen.

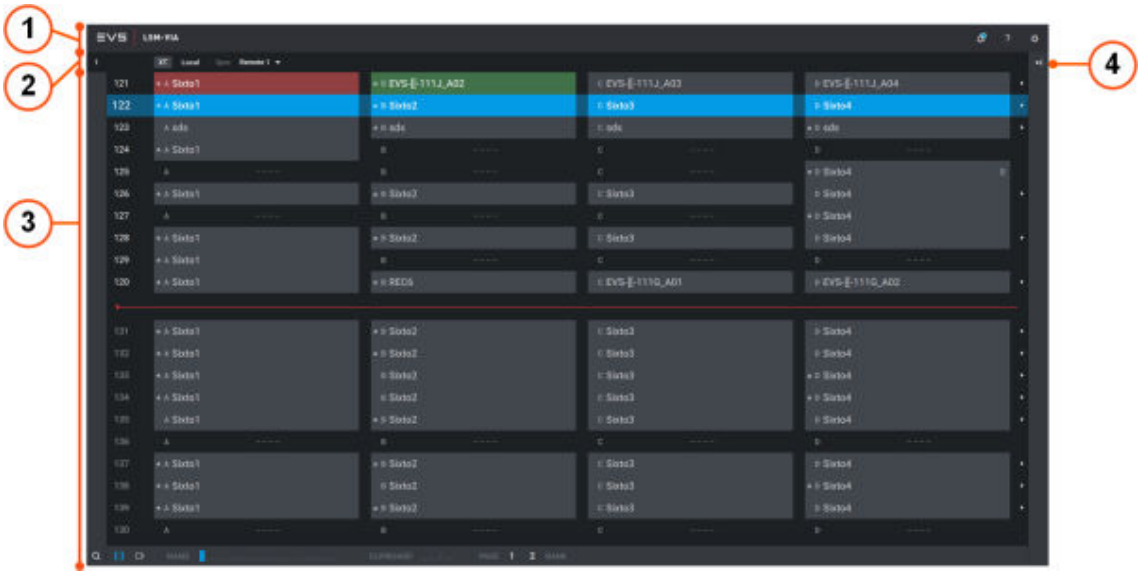
- Playlist screen: displays the playlist elements of the active playlist.

  See section The Playlist Screen on the Remote Panel Touchscreen.

2.4.3. LSM-VIA Viewer

Overview

At startup, the LSM-VIA Viewer screen shows the Clip grid (3). It features the areas highlighted on the screenshot below.



The Playlist pane (4) can be displayed on the right of the screen.

The Playlist grid or the Search window used for searching and filtering purposes can be accessed and displayed on the LSM-VIA Viewer.

Application Bar (1)

This area is always displayed.

Notification Button

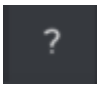
The **Notification** button  gives access to the Notification pane.

The Notification pane displays all notifications generated in the current session since the last purge, with a color code.

When at least one notification has been generated, a color circle is displayed next to the **Notification** icon. The circle has the color of the most urgent notification.

See section "Viewing and Managing Notifications".

Help Button

The **Help** button  gives access to a menu with the following options:

NEW !
- **About**: displays a window with support phone numbers and connectivity information such as:
  - LSM-VIA and Multicam version numbers,
  - IP address and serial number of the connected EVS video server, LSM-VIA workstation and LSM-VIA remote.
- **Extract Logs**: extracts the logs to a dedicated folder.

  See section Extracting Logs.
- **User Manual**: opens the LSM-VIA user manual in the web browser.

Settings Button

The **Settings** button  gives access to the LSM-VIA configuration window in the default browser.

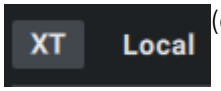
See section Configuring LSM-VIA.

Toolbar (2)

This area is always displayed.

Server Field

This field specifies on which server the displayed clips are stored on.

- 

(default): features the local server
- 

: when a remote server has been selected.

  The server netnumber and netname are provided and the purple background highlights the remote state.

  See section Connecting to a Network Server.

Sync Field

In this field, select the Remote Panel (of the local server) the LSM-VIA Viewer has to be synchronized to.

By default, the LSM-VIA Viewer is not synchronized to a Remote Panel, and the value is None.

When the LSM-VIA Viewer is synchronized to a Remote Panel, the page/bank navigation on the Remote Panel is automatically applied to the Viewer and vice-versa.

See section How to Synchronize the Navigation.

The Clip Grid, the Playlist Grid or the Search Window (3)

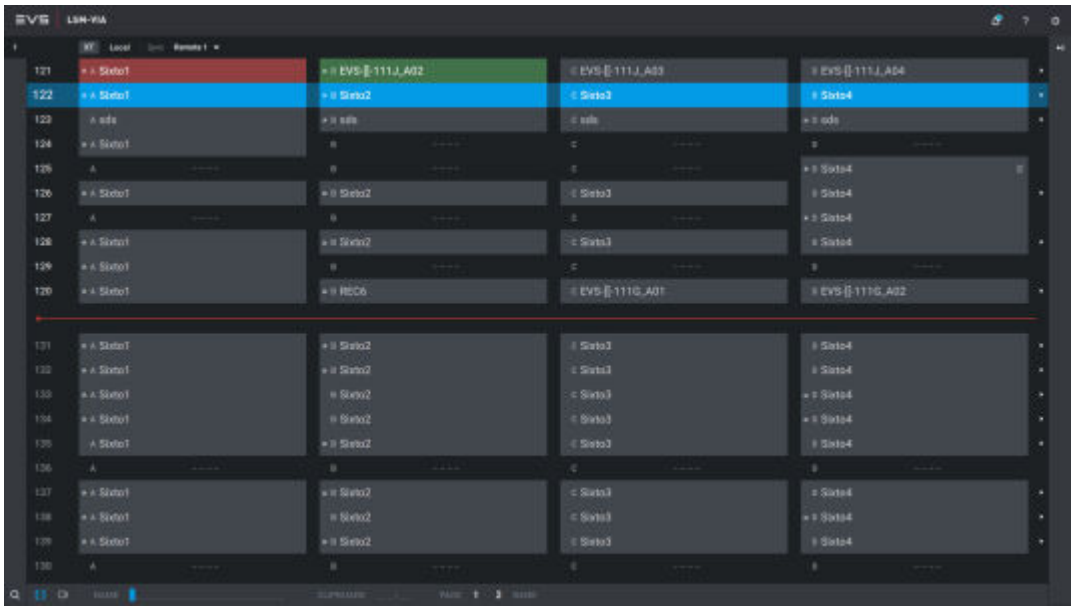
This area displays the Clip grid, or the Playlist grid, depending on the selected bank.

It can also display the Search window for the purpose of searching for media.

The area width can be reduced if the Playlist pane (4) is expanded on the right of the screen.

The Clip Grid

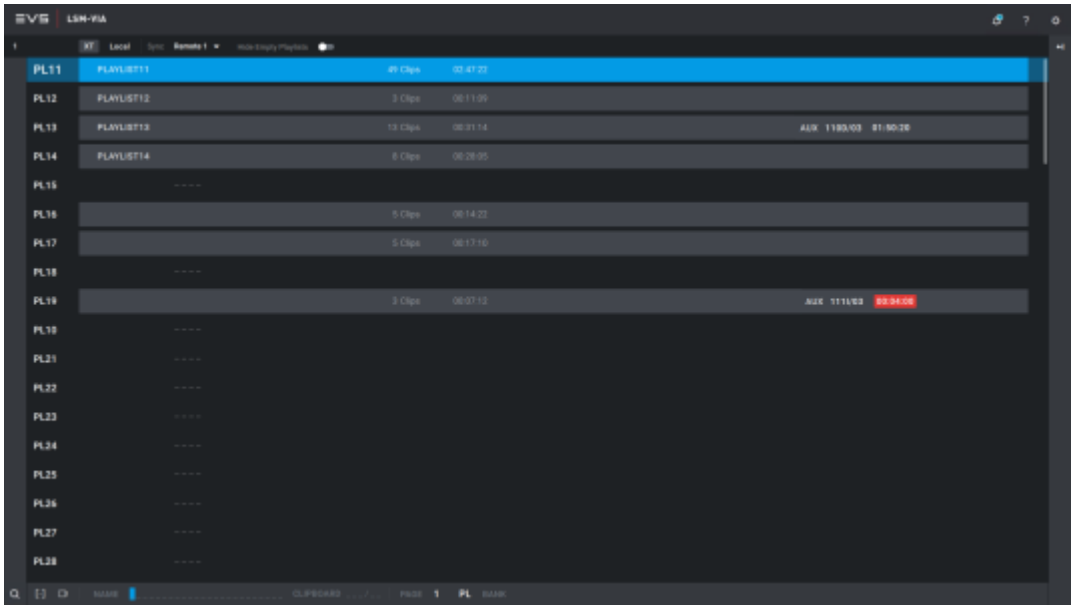
The Clip grid and its various areas are meant to display information specific to clips.



See section The Clip Grid on LSM-VIA Viewer for more information.

The Playlist Grid

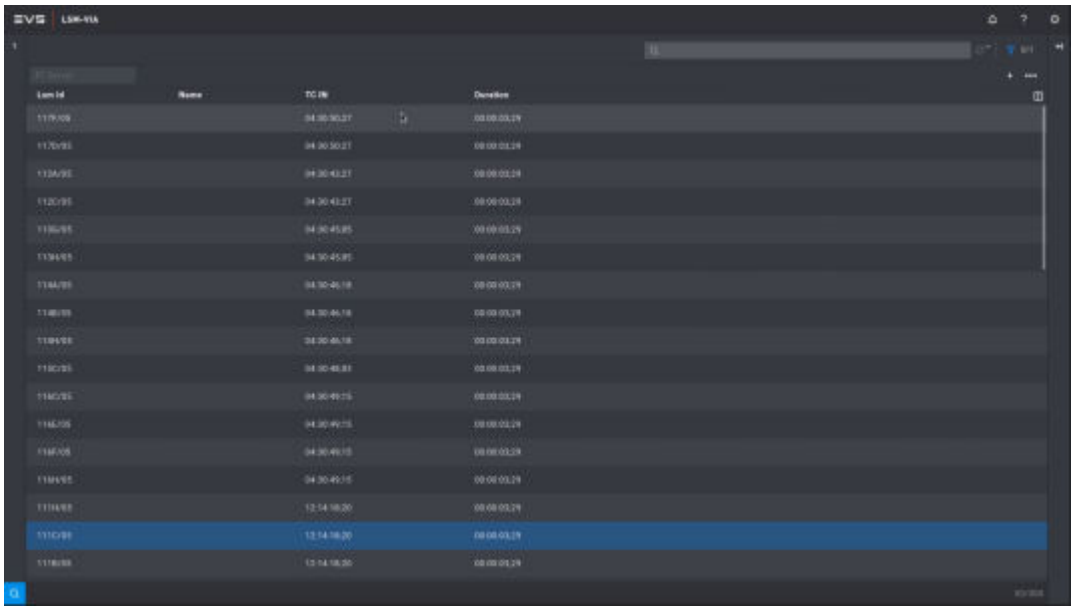
The Playlist grid and its various areas are meant to display information specific to playlists.



See section The Playlist Grid on the LSM-VIA Viewer for more information.

The Search Window

The Search window lists all the clip angles from the entire XNet network. It provides searching and filtering tools to restrict the list of elements and more easily find the one(s) you need.

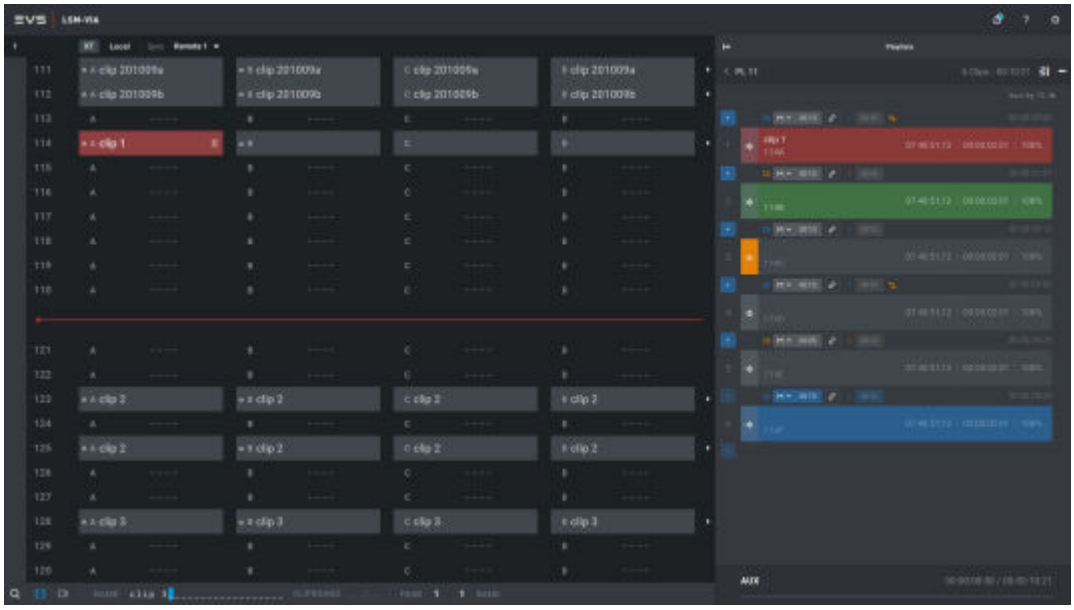


See section The Search Window on the LSM-VIA Viewer for more information.

The Playlist Pane (4)

The Playlist pane can be opened on the right-side of the screen. It displays the active playlist.

See section The Playlist Pane on the Viewer for more information.



How to Select the Focused Pane

To move the focus from the Clip grid/Playlist grid/Search window to the Playlist pane, or vice versa,

- press 

+

A blue line appears at the top of the pane which has the focus.

3. Operation

Here, you will find all the chapters describing the operations which can be performed with LSM-VIA. This encompasses channel control, record trains management (cameras), clips management, playlists management, operations on the network (with more than your local server).

3.1. Defining Channel Control

This section explains how:

- You can control the player channels (PGMs) using the PGM+PRV or the Multi-PGM mode. See section Selecting the Channel Control Mode.
- You can control a single player channel or several ones once the control mode is enabled. See section Selecting the Controlled Channel.

You will also find a basic explanation on the Dual LSM mode which allows two users to work independently on half of the record and play channels of the same server. See section Multi-Operator Mode.

3.1.1. Selecting the Channel Control Mode

Introduction

You can control the play channels using two main different modes: PRV+PGM or Multi-PGM:

- The PGM+PRV allows interactions between all outputs. You can roll and chain synchronized replays between the cameras. This mode is used, for example, when playing out a playlist to chain the various playlist elements. The outputs can be controlled together, but also individually.
- The Multi-PGM mode is more basic but gives the operator independent control of all outputs. These outputs can be controlled together (such as jogging back to a certain action on all outputs) or individually (PGM 1, 2, or 3).

When you open LSM-VIA and connect the Remote Panel, the default channel control mode is applied. This default mode is configured in the LSM-VIA Configuration tool. See section Default Channel Mode.

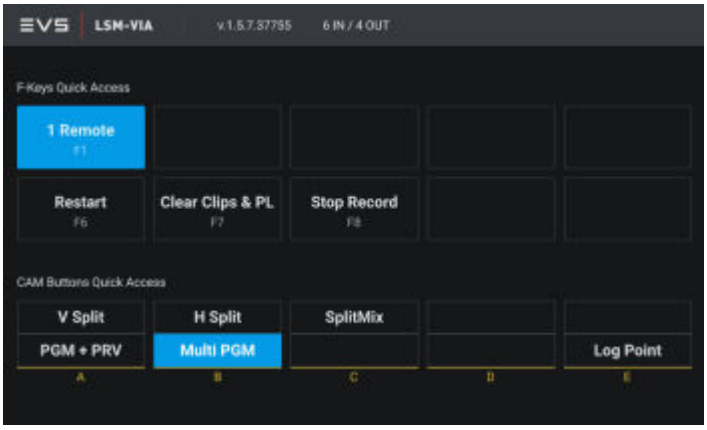
NEW !

Advanced modes, such as Split Screen mode, are available and described in section Advanced Modes.

How to Change the Channel Control Mode

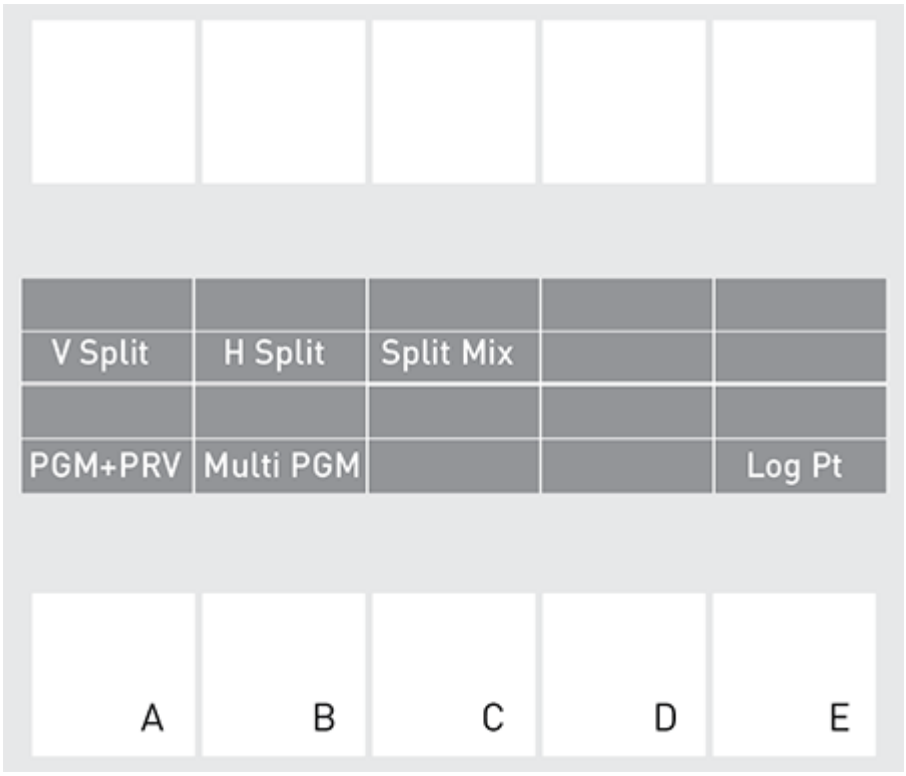
1. From the Clip or Playlist screen, press SHIFT + MENU.

   The main menu is displayed on the touchscreen:

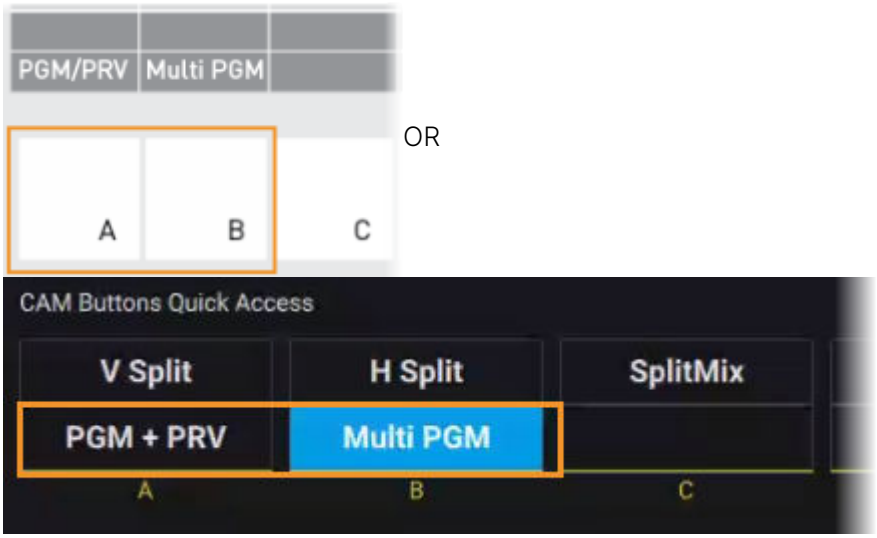


The currently active control mode is displayed on a blue background.

The following options are displayed on the console:



2. On the Remote Panel console or touchscreen, press or tap:
   - **A / PGM+PRV** to enable the PGM+PRV mode
   - **B / Multi PGM** to enable the Multi-PGM mode



You can also select another Channel Control mode from the Live screen or the Clip screen. See sections The Live Screen on the Remote Panel Touchscreen and The Clip Screen on the Remote Panel Touchscreen.

When the new channel control mode is selected, the record trains are loaded on the play channels depending on the defined mode, and only the relevant commands are available on the Remote Panel.

See section Selecting the Controlled Channel for more information on how to control an individual play channel when you have activated a channel control mode.

3.1.2. Selecting the Controlled Channel

Introduction

When you have selected a channel control mode, all channels are controlled by default. However, you can control one or more channels in either PGM+PRV or Multi-PGM mode depending on your needs.

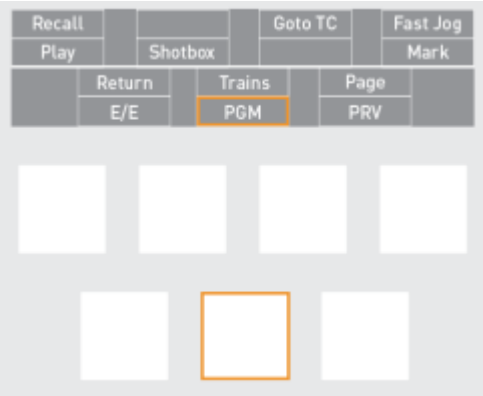
This section explains the various control possibilities in each channel control mode:

- Channel Control in PGM+PRV Mode
- Channel Control in PGM-Only Mode
- Channel Control in PRV-Only Mode
- Channel Control in All PGM Mode
- Channel Control in Single PGM Mode

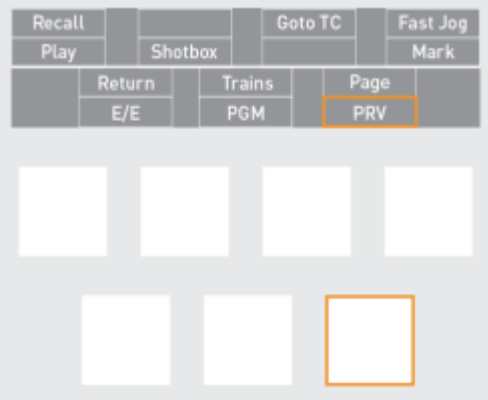
Channel Control in PGM+PRV Mode

How to Control PGM and PRV

- When you enter the PGM+PRV control mode, both PGM and PRV channels are controlled by default.
- When you are in PGM-only control, press the **PGM** key to take control on both PGM and PRV:



- When you are in PRV-only control, press the **PRV** key to take control on both PGM and PRV:



Display on Remote Panel with PGM+PRV Control

- The OSD displays FULL CTRL on both PGM and PRV monitors.
- On the right operational block, **PGM** and **PRV** are displayed on a yellow background (active) and the corresponding **PGM** and **PRV** keys are steady red (active).

Channel Control in PGM-Only Mode

How to Control PGM-Only Mode

- To control only the PGM, press the **PGM** key on the right operational block:

Display on Remote Panel with PGM Control

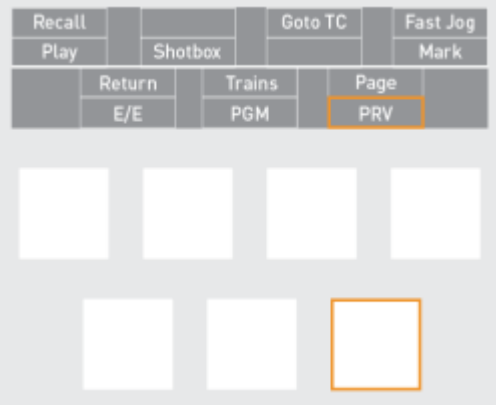
- The OSD displays **FULL CTRL** on the PGM monitor and **NO CTRL** on the PRV monitor.

- On the right operational block, **PGM** is displayed on a yellow background and the corresponding **PGM** key blinks red.

Channel Control in PRV-Only Mode

How to Control PRV-Only Mode

- To control only the PRV, press the **PRV** key on the right operational block:



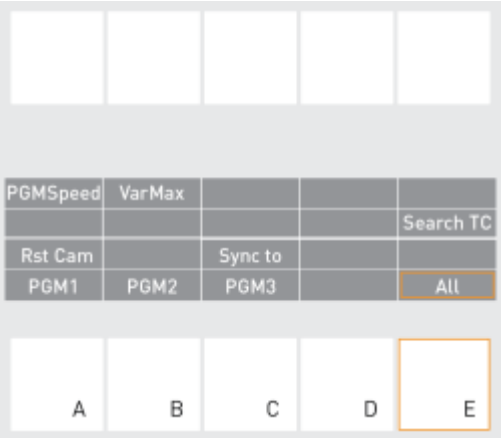
Display on Remote Panel with PRV Control

- The OSD displays LEVER CTRL on the PGM monitor and FULL CTRL on the PRV monitor.
- On the right operational block, **PRV** is displayed on a yellow background and the corresponding **PRV** key blinks red.

Channel Control in All PGM Mode

How to Control All PGMs

- When you enter the Multi-PGM control mode, all PGM channels are controlled by default.
- When you are in one PGM control, press the All key on the left operational block to regain the control of all PGMs:



Display on Remote Panel with All PGMs Control

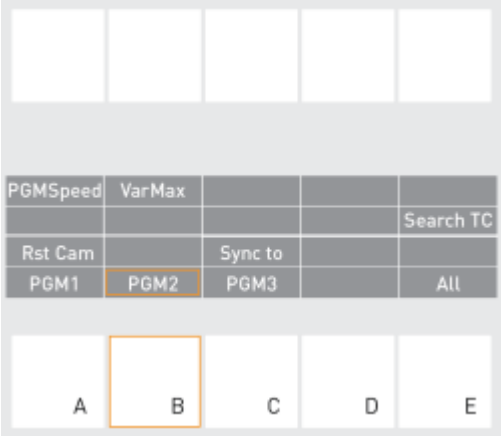
- The OSD displays FULL CTRL on all PGMs monitored.

- On the left operational block, all PGMs are displayed on a yellow background and the corresponding **PGM** keys are steady red.

Channel Control in Single PGM Mode

How to Control a Single PGM

When you want to control a single PGM (PGM2, as illustrated below), press the key corresponding to that PGM on the left operational block to gain the control of that PGM:



Display on Remote Panel with Single PGM Control

- The OSD displays FULL CTRL on the controlled PGM on the monitor, and NO CTRL on uncontrolled PGMs.
- On the left operational block, the controlled PGM is displayed on a yellow background and the corresponding PGM key is blinking red.

3.1.3. Multi-Operator Mode

Description

This feature allows up to 4 operators to work independently on the same server from their respective LSM-VIA workstation and remote.

This mode has the following main characteristics:

- All operators share the clips and playlist pages.
- Each operator can define the configuration parameters for their own needs without interfering with the other operators.

How to Configure the Multi-Operator Mode

The configuration is done on each workstation from the Infrastructure settings of the LSM-VIA configuration tool.

1. On each workstation, set the number of operators working with the same EVS server thanks to the Total Number of LSM-VIA Connected to the Server parameter. It must be the same on each workstation.
2. On each workstation, each operator must select his/her operator number thanks to the Operator Position parameter. It must therefore be different on each workstation.

3. On each workstation, each operator must select the recorder channels (s)he will work with thanks to the Operator Recorders parameter.

   The same recorders can be selected by several operators.

   The remote buttons will automatically be mapped appropriately. For example, the selected recorders B, C, E, L will be mapped on buttons A, B, C and D.

Examples

- When 2 operators work with the same server, Operator #1 will configure his/her workstation as follows:

  Total Number of LSM-VIA Connected to the Server = 2

  Operator Position = Operator 1

- When 4 operators work with the same server,
  - Operator #3 will configure his/her workstation as follows:

    Total Number of LSM-VIA Connected to the Server = 4

    Operator Position = Operator 3

  - Operator #4 will configure his/her workstation as follows:

    Total Number of LSM-VIA Connected to the Server = 4

    Operator Position = Operator 4

Player Channels Distribution

According to the Total Number of LSM-VIA Connected to the Server and the Operator Position parameters, the player channels will be split between the operators.

- The number of available players on the server is divided by the total number of LSM-VIA connected to the server. If there are more players than LSM-VIA (operators), the first operator(s) get(s) more players.
- The first operator receives the first player(s).

Examples:

- 4 operators in a 8IN/4OUT configuration: PGM1 is for Operator 1, PGM2 for Operator 2,...
- 4 operators in a 6IN/6OUT configuration: PGM1 and PGM2 are for Operator 1, PGM3 and PGM4 are for Operator 2, PGM5 is for Operator 3 and PGM6 is for Operator 4.
- 3 operators in a 6IN/6OUT configuration: PGM1 and PGM2 are for Operator 1, PGM3 and PGM4 are for Operator 2, PGM5 and PGM6 are for Operator 3.

The remote buttons will automatically be mapped appropriately.

3.2. Commands on the Remote Panel

This section details the commands you can access from the LSM-VIA Remote Panel console:

- Commands in the Main Menu
- Commands on Left Operational Block
- Commands on Right Operational Block

- Commands on Bottom Operational Block
- Commands from the Assignable Shortcut Keys

It also explains how to lock the Remote Panel.

For functions specific to clip or playlist modes, see sections Clip Specific Functions and Interfaces, Playlist Mode Commands on the Remote Panel Console.

3.2.1. Commands in the Main Menu

Purpose of the Main Menu

The main menu is the Remote Panel menu from which you can perform the following actions:

- Changing the current channel control mode
- Adding a log point in the logs
- Restarting the LSM-VIA application

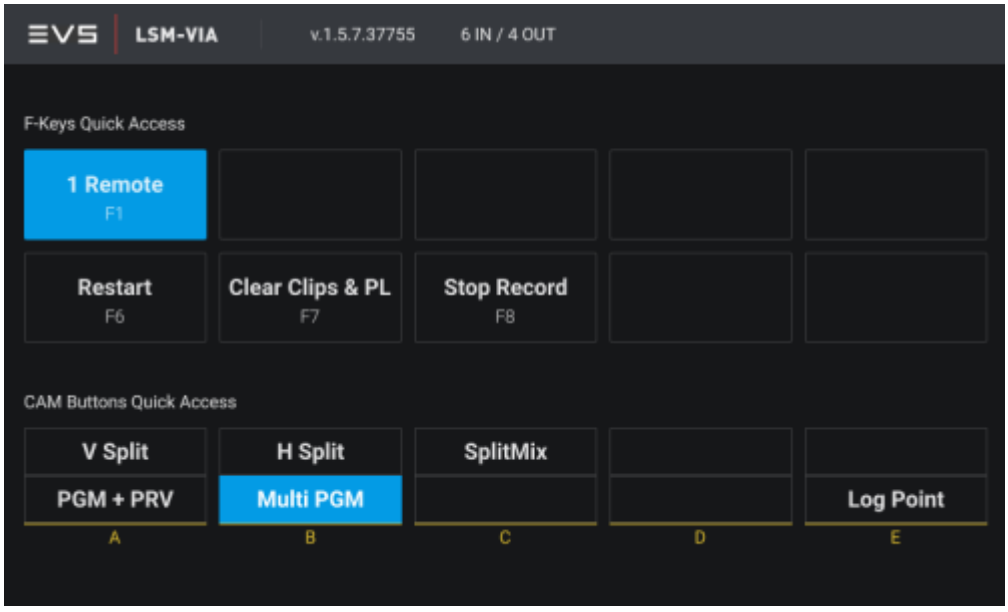
NEW ! • Clearing the clips and playlists.

NEW ! • Stopping or restarting the recording process for all record trains of the local XT-VIA server.

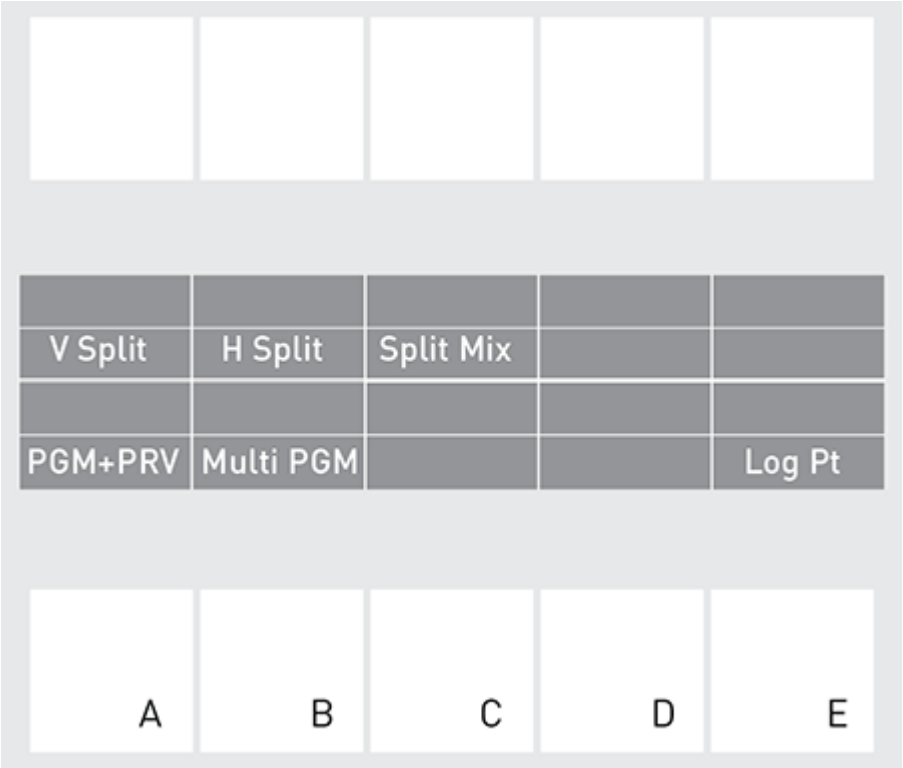
How to Access the Main Menu

To access the main menu from the Remote Panel console, press SHIFT + MENU.

The main menu is displayed on the touchscreen:

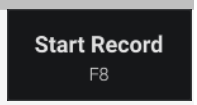
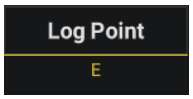
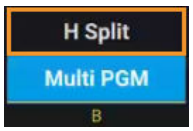
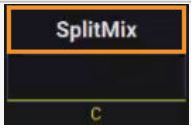


The following options are displayed on the console:



Possible Actions

Command	Action	Console Key	Touchscreen Button
Remote 1	Associates a single remote panel to the EVS video server.	F1	1 Remote F1
Restart	Quits the LSM-VIA application and opens the Network Configuration screen from which you can start the application. See section "How to Quit LSM-VIA on the Remote Panel".	F6	Restart F6
NEW ! Clear Clips and PL	Opens the Clear Clips and Playlists screen which allows you to • Clear all unprotected clips • Clear all unprotected playlists • Clear all unprotected clips and playlists This command is not similar to the Clear Video Disks from the Maintenance menu. If you wish to refresh completely the server, i.e. to clear all clips including the protected ones, you need to use Clear Video Disks rather than Clear clips.	F7	Clear Clips & PL F7
NEW ! Stop Record ↔	Stops the recording process for all record trains of the local XT-VIA server. As soon as one of the local record trains is stopped, the F8 function key can be used to restart the recording.	F8	Stop Record F8 ↔

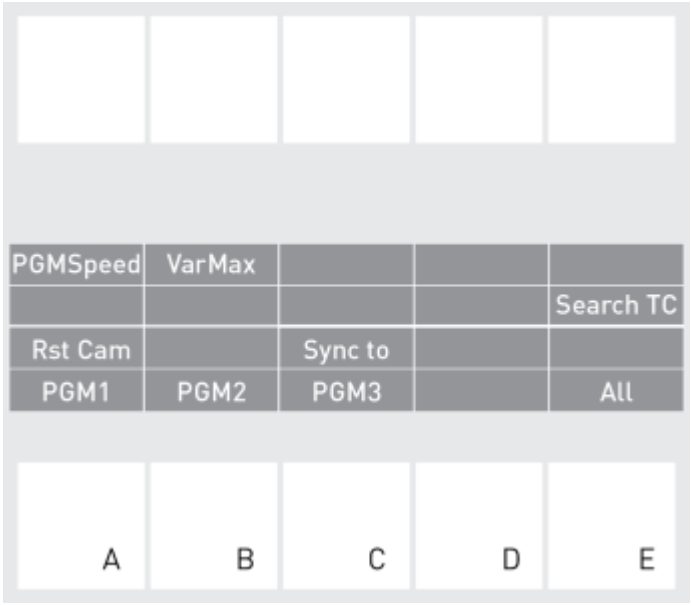
Command	Action	Console Key	Touchscreen Button
Start Record			
PGM + PRV	Sets the channel control mode to PGM+PRV. See section "Selecting the Channel Control Mode".		
Multi PGM	Sets the channel control mode to Multi PGM. See section "Selecting the Channel Control Mode".		
Log Point	Sets a log point in the logs to ease further log analysis in case an issue has to be investigated. See section "How to Define a Reference Point for Logs".		
NEW ! V Split	Sets the channel control mode to vertical Split Screen. See section "Split Screen Mode".		
NEW ! H Split	Sets the channel control mode to horizontal Split Screen. See section "Split Screen Mode".		
NEW ! SplitMix	Sets the channel control mode to Split Screen Mix. See section "Split Screen Mode".		

Command	Action	Console Key	Touchscreen Button
			

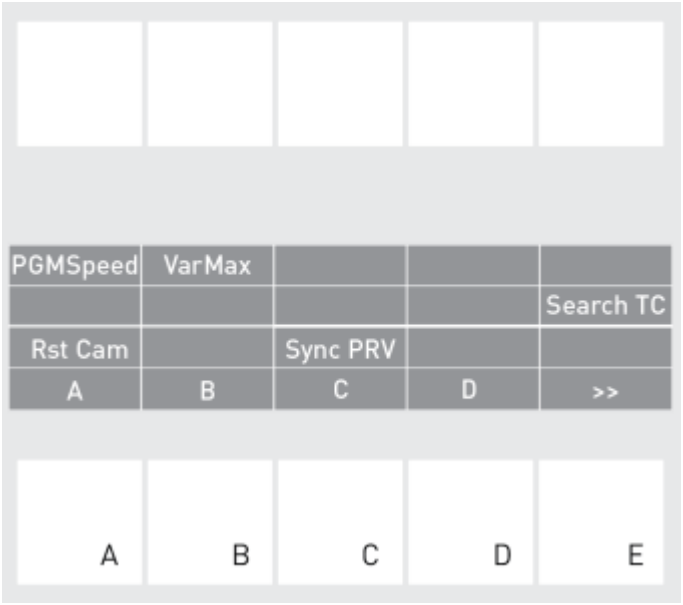
3.2.2. Commands on Left Operational Block

Overview

Multi-PGM



PGM+PRV



The functions displayed vary according to the media type loaded. See sections Clip Mode Commands on the Remote Panel Console and Playlist Mode Commands on the Remote Panel Console for information on functions linked to the Clip or Playlist modes.

Multi-PGM Mode Functions

When entering the Multi-PGM mode, the left operational block gives access to all PGMs.

PGM 1 / PGM 2 / PGM 3

When entering the Multi-PGM mode, these keys allows you to select the PGM you want to control.

The number of PGMs depends on the running configuration.

All

In Multi-PGM mode, the All key allows you to re-enable and control all PGMs.

In Multi-PGM, when controlling a single PGM, the CAM keys (A, B, C, etc.) can be made available on the left operational block to reassign a camera to a given PGM. See section Changing the Camera Assignment to a PGM.

Sync to

The Sync to function allows you to synchronize the timecode and speed of the controlled PGM with another one. Press this button and then select the PGM to be used as a reference. This function is not available with network trains.

See section Synchronizing Record Trains.

PGM+PRV Mode Functions

In PGM+PRV mode, the left operational block gives directly access to the cameras.

A / B / C / D / E

Pressing a CAM key allows you to load the live camera on the controlled channel.

The CAM keys are available on keys A to D. The E key gives access to the next or previous group of cameras.

Sync PRV

The Sync PRV function allows you to synchronize the PRV with the timecode and speed of the PGM output. This function is not available with remote record trains.

See section Synchronizing Record Trains.

Functions Common to all the Channels Modes

PGM Speed

The **PGM Speed** function activates the **PGM Speed** mode.

When the loaded media is being played out, the only speed value for any position of the lever, other than 0, is the one specified by the PGM Speed / VarMax value set from the configuration tool, which is up to 400%.

VarMax

The **Var Max** function activates the **Var Max** mode.

When the loaded media is being played out, the speed range covered by the lever corresponds to [0% - the PGM Speed / VarMax value set from the configuration tool, which is up to 400%].

Rst Cam

The Rst Cam function, available with the key combination SHIFT + Rst Cam, allows you to reset the default camera assignment on the controlled PGM.

See section How to Reset the Default Camera Assignment.

Search TC

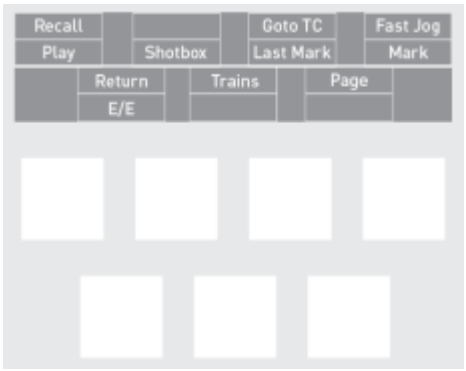
The **Search TC** function is only displayed when a clip or a train is loaded on the smallest controlled PGM. It allows you to search for all the clips and/or trains, based on what has been configured, which contain the current timecode.

See section Searching for Clips or Trains by Timecode.

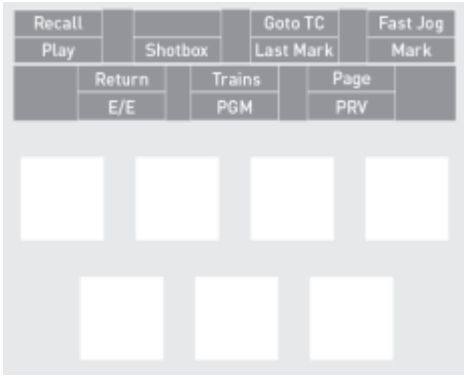
3.2.3. Commands on Right Operational Block

Overview

Multi-PGM



PGM+PRV



Functions Common to all the Channels Modes

Play

The Play function is used to:

- initiate a forward motion on the loaded record train when it has been paused.
- start playing back the loaded clip or playlist.

The default playback speed when pressing the **Play** key is:

- 100% for standard pictures
- 50% for slow motion pictures with an SLSM 2x camera
- 33% for slow motion pictures with an SLSM 3x camera, etc.

Recall

The Recall function allows you to quickly find back a local or remote clip or playlist by typing directly its LSM ID, without having to go back to its page and bank. See section "Recalling Clips or Playlists by LSM ID from the Remote Panel".

It also allows you to connect to a remote server and to navigate through its pages and banks. See section Accessing Network Servers.

Shotbox

The Shotbox function opens the so-called Shotbox page on the LSM-VIA touch screen. The Shotbox provides a quick access to frequently-used media (clips and playlists).

See section "Using the Shotbox for Quick Actions".

Last Mark

The Last Mark function allows you to jump to the previous mark point set on the trains or on the clip depending on the media loaded on the smallest controlled PGM.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

Goto TC

The Goto TC (timecode) function allows you to jump to a given timecode in the train or clip loaded on the smallest controlled PGM.

It is only available in Live, Clip, Shotbox, Trains modes.

See sections Playing and Browsing a Record Train and Browsing and Playing Clips.

Mark

The Mark function allows you to add a mark point at a given timecode to all the trains or to the controlled clip angles.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

Fast Jog

The Fast Jog function allows you to browse the loaded media (record train, clip or playlist) at a speed from 2x to 20x faster than normal. The speed is defined in the LSM-VIA configuration tool, with the Fast Jog parameter.

When the Fast Jog option is active, it will directly be disabled by:

- playing the loaded media with the lever or the Play command
- going back to live with the E/E command
- returning to a given timecode in the record train with the Return command.

Return

The Return function, available with the key combination SHIFT + Return, allows you:

- in a record train to come back to the record train head without losing the Mark IN and/or Mark OUT defined.

  See section "Playing and Browsing a Record Train"

- in a loaded clip to load the source record train at the same timecode as the clip (if the media is still available on the record train).

  See section "Browsing and Playing Clips".

- in a playlist in Edit mode to load the source record train at the same timecode as the playlist clip (if the media is still available on the record train).

See section "Browsing a Playlist".

E/E

The E/E function is used to come back to the live mode (playing the record train at the closest point to the live input) on all controlled PGMs when:

- a record train is paused on a controlled PGM.
- a clip or playlist element is loaded on a controlled PGM.

The E/E mode is actually playing video already recorded by the system with a delay of 3 frames compared to the live source, on all audio and video tracks.

The **E/E** key lights red when all the recorder channels of the local server are recording. If one of the recorder channel is not recording, the key is not lit.

Trains

The **Trains** function gives access to the whole list of record trains from the online servers of the XNet, would the server be local or remote.

See section The Trains Screen.

Page

The Page function, available with the key combination SHIFT + Page key + a function key (F1 to F0), allows you to access a page on the EVS server.

See section "Navigating in Pages and Banks".

PGM+PRV Mode Functions

PGM

The PGM function is only available in PGM+PRV mode.

This key is used to gain control on the PGM only when you are controlling both PGM+PRV or PRV only.

See section "Selecting the Controlled Channel".

PRV

The PRV function is only available in PGM+PRV mode.

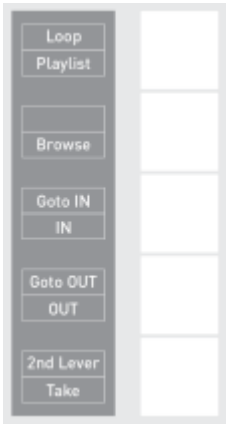
This key is used to gain control on the PRV only when you are controlling both PGM+PRV or PGM only.

See section "Selecting the Controlled Channel".

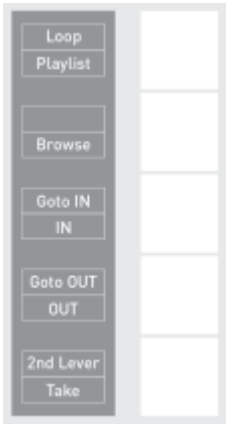
3.2.4. Commands on Bottom Operational Block

Overview

Multi-PGM



PGM+PRV



Functions Common to all the Channels Modes

Playlist

The Playlist function is not active if the current playlist is empty.

If the current playlist is not empty, pressing Playlist loads the active playlist as follows:

- Pressing Playlist once loads the active playlist in Playlist Edit mode on the element where the playlist has last been left.
- Pressing Playlist twice loads the active playlist in Playlist Playout mode on the active element.
- Pressing Playlist three times loads the active playlist in Playlist Playout mode on its first element.

See section Loading a Playlist.

Loop

The **Loop** key activates the **Loop** mode.

The loaded media will be played according to the **Loop** mode selected in the Configuration tool: continuous **Loop** (clip or playlist) or **Bounce** (clip).

Browse

If the **Browse** function is activated after a search by TC has been done on clips or trains, you can use the jog to browse between the different results found.

See section Searching for Clips or Trains by Timecode.

If the **Browse** function is activated when a mark point exists for the current picture, the jog dial allows you to jump from one mark point to another.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

IN

The IN function defines the IN point of a clip.

The key will light differently depending on the situation:

Key color	Meaning
Red key	The key lights red if the on-air image is at this IN point.
Green key	The key lights green • when a train is loaded, if an IN point exists but is not the image you see. • when a clip is loaded, if the current TC > IN point.
White key	• When a train is loaded and no IN point has been marked. • When a clip is loaded and the current TC < IN point.

See section "Creating Clips".

Goto IN

When you are in a record train, the Goto IN function allows you to go back to the IN point, if any has been defined.

When you are in a clip, this function allows you go back to the IN point of the clip. See section "Browsing and Playing Clips".

When you are in a playlist, this function allows you go back to the IN point of the current playlist element. See section "Browsing a Playlist".

OUT

The OUT function defines the OUT point of a clip.

The key will light differently depending on the situation:

Key color	Meaning
Red key	The key lights red if the on-air image is at this OUT point.
Green key	The key lights green • when a train is loaded, if an OUT point exists but is not the image you see. • when a clip is loaded, if the current TC < OUT point.
White key	• When a train is loaded and no OUT point has been marked. • When a clip is loaded and the current TC > OUT point.

Goto OUT

When you are in a record train, the Goto OUT function allows you to go back to the frame before the OUT point if any has been defined.

When you are on a clip, this function allows you go back to the frame before the OUT point of the clip. See section "Browsing and Playing Clips".

When you are in a playlist, this function allows you go back to the OUT point of the current playlist element. See section "Browsing a Playlist".

Take

NEW ! Depending on the situation, the function displayed will be either **Take** or **Swap**.

The Take function allows you to select another media to control.

NEW ! • In Multi-PGM mode, or in Split Screen mode,

  ◦ when a single PGM is controlled, pressing this key toggles between CAM selection and PGM selection mode. This allows the user to assign another CAM to a PGM or change the loaded clip angle.

• In Conditional mode, when a playlist is loaded on a single PGM, this allows to select another PGM to control.

NEW ! ### Swap

Depending on the situation, the function displayed will be either **Take** or **Swap**

The **Swap** function allows you to swap the loaded content between 2 PGMs.

• In PGM+PRV mode, pressing this key swaps the loaded content between the PGM and PRV monitors, and vice versa.

• In Multi-PGM mode, or in Split Screen mode,

  ◦ when two PGMs are controlled, pressing this key swaps the loaded content between PGM1 and PGM2, and vice-versa.

The duration of the take effect is defined by the Effect Duration for Take parameter stored in the LSM-VIA configuration.

2nd Lever

The **2nd Lever** key activates the **Second Lever Range** mode.

The **2nd Lever** function allows you to access the secondary lever range of speed values defined with the Second Lever Range parameter from the configuration tool, and to play the loaded material in this speed range, for example from –400% to +400%.

3.2.5. Commands from the Assignable Shortcut Keys

Context of Use

On the Remote Panel, six Shortcut buttons (touchscreen) or keys (console) are available to be assigned to predefined functions and then quickly give access to these functions.

On the touchscreen, the buttons are located at the bottom of the Live screen and Clip screen.

On the console, the Shortcut buttons are located at the top.

A primary and a secondary function can be mapped to each button/key.

- The primary function, displayed in the lower part of the touchscreen button, is available when you tap the button or press the key.

- The secondary function, displayed in the upper part of the touchscreen button, is available when you tap/press SHIFT and then the given button or key.

A color is assignable to each function.

Available Commands

The options available for mapping to a Shortcut button are classified into categories as follows.

- Generic
  - None (to unmap a function from a button)
  - media currently loaded on the smallest controlled PGM:
    - LSM ID of the record train (local or remote)
    - LSM ID of a clip (local or remote). The CAM angle loaded on the smallest controlled PGM will be mapped to the button.
  - current active playlist
  - NEW ! functions: 2nd Lever, Add to Shotbox, Back to Local, Character, Fast Jog, Flatten Playlist, Go to IN, Go to OUT, Go to TC, H Split, Last Mark, Last Search TC, Lock Remote, Loop, Mark, Page, PGMSpeed, Recall, Record Trains, Return, Reset CAM, Search TC, Search TC Config, Split Mix, Sync PRV, Shotbox, Trains, VarMax, V Split.
- Clips
  - functions: 1-star, 2-stars, 3-stars, Add to Playlist, Archive, AUX Clip, Push, Push to Favorites.
- Export
  - list of available VIA Xsquare targets.
- Dyvi (macros)
  - Up to 6 Dyvi macros can be mapped to Remote buttons. So, the operator will be able to trigger the Dyvi macros from the Remote Panel console or touchscreen.

    See the Prerequisites section hereafter.

- Others

NEW !

  - Cerebrum: displays a screen which mirrors the virtual control panel defined on Cerebrum side.
  - functions: Extract Logs, Log Point.

Prerequisites for the Use of Dyvi Macros

The Dyvi macros can be mapped to Shortcut buttons if the following conditions are met.

- The Enable Dyvi Macros parameter has been enabled from the Configuration tool.
- The Dyvi IP address has been appropriately set from the Configuration tool.
- The Dyvi macros have been created with the appropriate structure on the Dyvi side.
  a. On the Dyvi interface, inside the Global Macros folder, create a folder named LSM-VIA.
  b. Create 6 macros inside the folder and name them **Macro01**, **Macro02**, and so on.

Refer to the Dyvi user manual for more information about macros.

NEW !

Prerequisites for the Use of Cerebrum

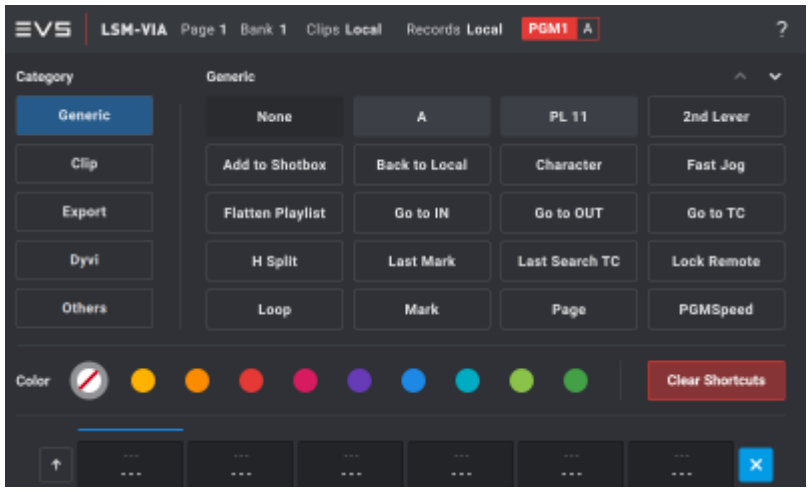
- All the configuration has been done on Cerebrum side.
- The TCP 2071 port has been open.

How to Map a Function to a Remote Panel Shortcut Button

The function assignment is done from the Shortcut Edit screen, accessible from the Live screen or the Clip screen.

1. In the Live screen or the Clip screen, tap the **Edit Shortcut** button  .

   The Shortcut Edit screen is displayed on the touchscreen:



2. Select the Shortcut button to map the function to.

   - To map a primary function,

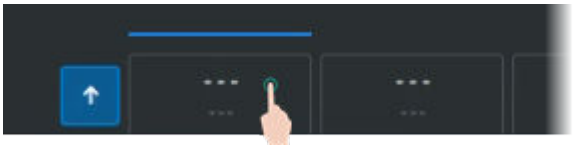
i. Tap the desired button.

- To map a secondary function,

  i. Tap ↑ or press SHIFT.

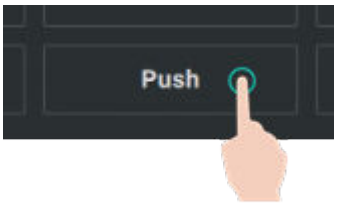
  The button is highlighted ↑.

  ii. Tap the desired button.

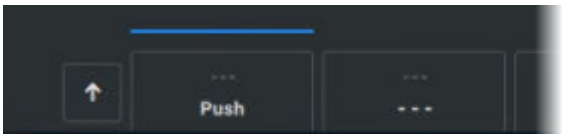


A blue line is then displayed above the currently selected shortcut button.

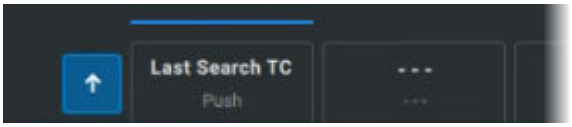
3. Select the function category on the left of the screen.
4. Select a function by tapping it on the touchscreen.



The function is displayed on the button.



(primary function)



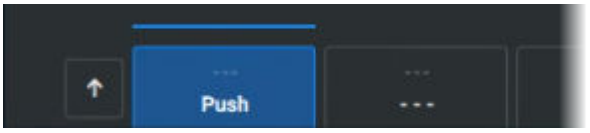
(secondary function)

5. With some functions (Record Trains, Add to Playlist), another screen is displayed when you tap the Function button.

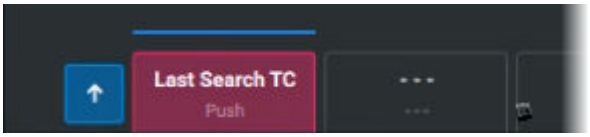
   - Record Trains: it lists all the record trains from the network with their LSM ID. So, you can map a record train to a shortcut button.

   - Add to Playlist: it lists all the local playlist positions. Existing playlists are on a gray background.

6. (optional) Select a color to assign to the Shortcut button.



(color assigned to the primary function)



(color assigned to the secondary function)

7. Close the window and apply the selection in one of the following ways:
   - Tap ✕ on the touchscreen.
   - Press the blinking red **MENU** key on the console.

   The functions are mapped to the Shortcut buttons in the Live screen and Clip screen and have the selected color(s).

   The functions are also mapped to the Shortcut keys on the Remote Panel console. These keys are permanently highlighted with the selected color(s) as well.

   A Shortcut key with a function but without a color is lit in white on the remote.

> Some functions assigned to a Shortcut button cannot be used with all the media types. In such cases where the function is not available, the Remote Shortcut key is not lit and the touchscreen Shortcut button is greyed out.

Colors may change to reflect the colors of the corresponding functions when the **SHIFT** key is pressed on the console or the **SHIFT** button ↑ is tapped on the touchscreen.

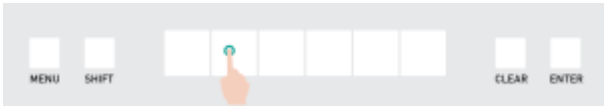
NEW !

How to Quickly Map the Loaded Media to a Shortcut Button

You can quickly map the media currently loaded on the smallest controlled PGM to an empty Shortcut button without entering the Shortcut Edit screen.

- To map the media to the primary position of the key,
  - Do a long press on the desired button of the Remote console.

- To map the media to the secondary position of the key,
  a. Press **SHIFT**.
  b. Do a long press on the desired button of the Remote console.



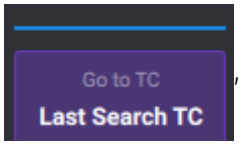
The media LSM ID is displayed on the corresponding Shortcut button of the touchscreen.

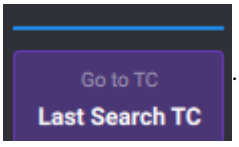
How to Clear the Shortcuts Assigned to the Buttons

How to Clear the Shortcut to a Single Function

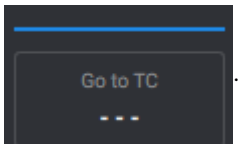
To unassign the function and the color from a shortcut button,

1. From the Live screen or the Clip screen, tap the **Edit Shortcut** button  to access the Shortcut Edit screen.
2. Select the primary or secondary function to be cleared:

   Tap the Shortcut button, e.g. 

, or  and then the button 

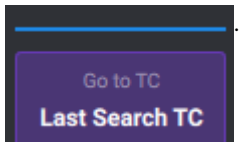
.
3. Tap **None** from the Generic category.

   The function and the color are cleared: 

.

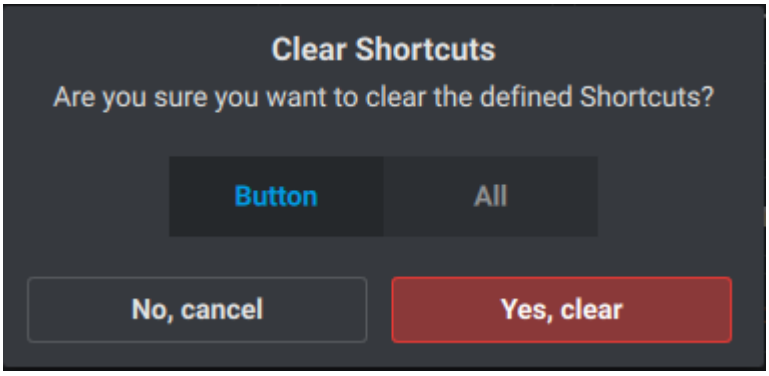
How to Clear Both Primary and Secondary Shortcuts of a Single Button

To clear the function(s) and color(s) assigned to a single Shortcut button,

1. From the Live screen or the Clip screen, tap the **Edit Shortcut** button  to access the Shortcut Edit screen.
2. Tap the button, e.g. 

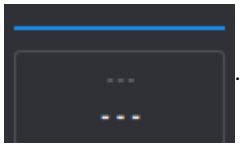
.
3. Tap **Clear Shortcuts** or press `CLEAR`.

   The Clear Shortcuts message is displayed. The **Button** option is selected by default.



4. Tap **Yes, clear**.

Both the shortcuts to the primary and the secondary functions, with their assigned colors, are cleared:



How to Clear all the Shortcuts

To clear the function(s) and color(s) assigned to all the Shortcut buttons,

1. Tap **Clear Shortcuts** or press `CLEAR`.

   The Clear Shortcuts message is displayed.

2. Tap **All**.

3. Tap **Yes, clear**.

All the shortcuts to primary and secondary functions, with their assigned colors, are cleared.

3.2.6. Locking the Remote Panel

NEW !

Purpose

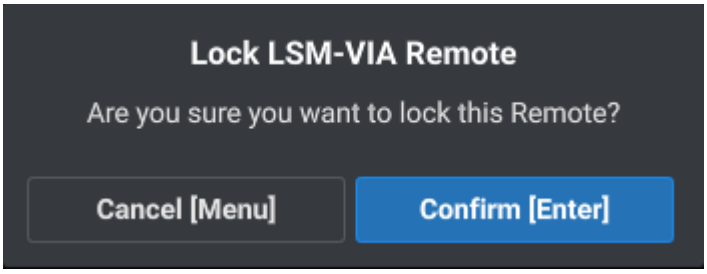
You can lock the Remote Panel at any time to protect it against accidental change, for example to prevent interruption of a Play operation on an unattended device. Only the locked device is affected, other Remotes will remain fully operational.

How to Lock a remote Panel

To lock a Remote,

1. Press `CLEAR` + `MENU`.

   A confirmation message is displayed on the touchscreen.



2. Press or tap **Enter**.

   On the touchscreen, a message indicates that the Remote is locked.

   Only the CLEAR and the MENU keys are available from the Remote Panel console. They are flashing green. No other key, neither the jog or the lever can be used.

How to Unlock the Remote Panel

To unlock the Remote,

- Press `CLEAR` + `MENU`.

The Remote is back to the state where it was before locking it.

3.3. Working with Record Trains

When a train is loaded on the smallest controlled PGM, the Live screen is displayed on the Remote Panel touchscreen. It gives a quick access to some train functions and to general operation parameters. See section The Live Screen on the Remote Panel Touchscreen.

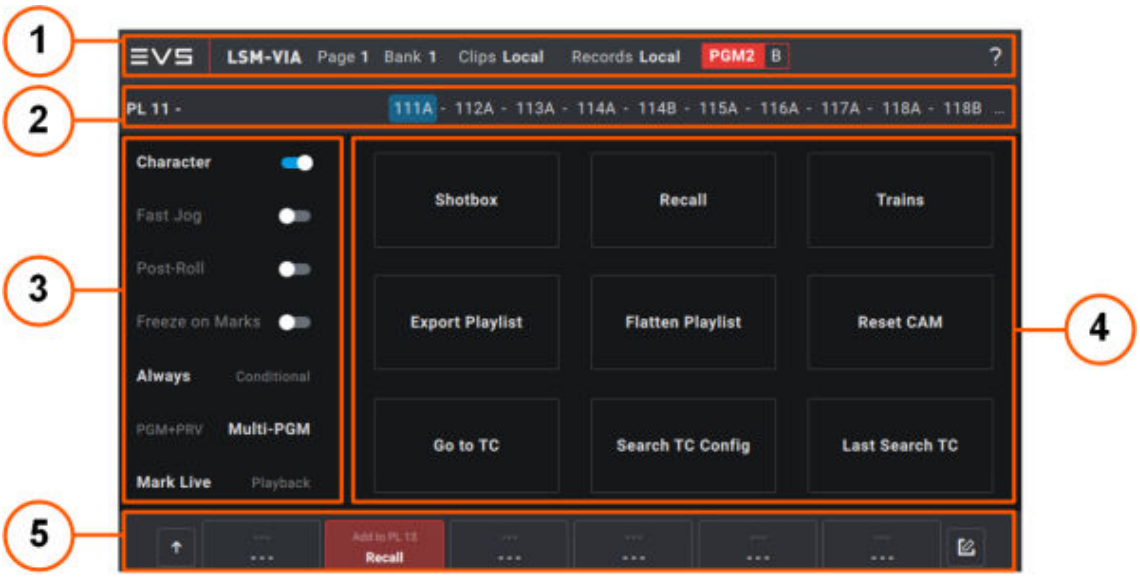
The current chapter describes actions which can be performed on trains.

The access to record trains from the online remote servers of the network is done from a specific interface, the Trains screen, and is described in a dedicated chapter. See section Accessing Network Record Trains.

3.3.1. The Live Screen on the Remote Panel Touchscreen

The Live screen appears on the touchscreen at startup and when a train is loaded on the smallest controlled PGM.

It features the areas highlighted on the following screenshot.



Application Bar (1)

a. Page and Bank Fields

Read-only fields showing the active page and bank.

b. Clip Field

This field specifies on which server the displayed clips are stored on.

- Clip **Local** (default): features the local server.
- Clips **01 - QBO-QTU**: when a remote server has been selected.

The server netnumber and netname are provided and the purple background highlights the remote state.

c. Records Field

This field specifies to which server the displayed record trains correspond.

Currently, it is always **Local** as the displayed record trains are always those of the local server, that is the server specified in the LSM-VIA configuration tool.

d. Controlled Channel Field

This read-only field shows the following information:

- Smallest controlled PGM controlled by LSM-VIA (on the left). This makes it easier for the user to know the PGM some actions will be applied to.
- LSM ID of the clip angle or the train loaded on the smallest controlled PGM (on the right).

e. About Icon

The About icon gives access to the About LSM-VIA window which lists the email addresses and phone numbers of the various EVS support services, and allows you to extract logs.

See section "Extracting Logs" for more information on this subject.

Playlist Summary (2)

The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Playlist elements LSM IDs
- Auxiliary audio clip LSM ID (if an AUX clip has been set)

Operational Parameters (3)

This area provides toggle keys to enable or disable operational parameters.

From the current version, only the following keys are available:

Character

This parameter is used to display OSD on the Multiviewer. By default, the OSD is enabled.

See also section Commands from the Assignable Shortcut Keys.

Fast Jog

This parameter is used to activate the Fast Jog mode. It is disabled by default.

The Fast Jog mode allows you to browse the loaded media (record train, clip or playlist) at a speed from 2x to 20x faster than normal. The speed is defined in the LSM-VIA configuration tool, with the Fast Jog parameter.

Post Roll

This function activates the post-roll mode.

A P appears on the OSD of the monitoring outputs.

When the Post Roll function is activated, the playout will continue for the Post Roll duration defined in the configuration tool with the Post Roll Duration (secs) setting:

- after the OUT point of a clip, provided that there is enough media in the guardband
- after the OUT point of the last playlist element, provided that there is enough media in the guardband

Freeze on Marks

The parameter is used to determine whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.

Always / Conditional

This parameter is used to determine how a playlist will be loaded.

- **Always**: the playlist is always loaded in PGM+PRV, would the selected Channel Control mode be PGM+PRV or Multi PGM.
- **Conditional**: the playlist is loaded on a single PGM when the selected Channel Control mode is Multi PGM controlling a single PGM. Otherwise, it is loaded in PGM+PRV.

See section Loading a Playlist.

PGM+PRV / Multi-PGM

The parameter is used to select the Channel Control mode.

It reflects the currently selected Channel Control mode.

See section Selecting the Channel Control Mode.

Mark Live / Playback

The parameter is used to determine how the mark points will be set.

- Live: mark points are set on all the record trains, at the LIVE input timecode of the train loaded on the smallest controlled PGM.
- Playback: mark points are set at the current timecode of the clip or the train loaded on the smallest controlled PGM.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

NEW !

Some of those settings are independent of the corresponding default settings available from the configuration tool.

Setting from the Live screen and Clip screen	Default setting from the configuration tool
Freeze on Marks	Default Freeze on Mark Points

Setting from the Live screen and Clip screen	Default setting from the configuration tool
Always / Conditional	Default Playlist Load Mode
PGM+PRV / Multi PGM	Default Channel Mode
Mark Live / Playback	Default Mark Points

Any change of the setting on the Live screen or Clip screen will have no impact on the default configuration setting.

Specific Functions Buttons (4)

This area provides buttons giving quick access to specific functions.

From the current version, only the following buttons are available:

Shotbox

The **Shotbox** function allows users to have a quick access to frequently-used media (local or remote clips or playlists).

See section Using the Shotbox for Quick Actions.

Recall

The **Recall** function allows you to quickly find back a local or remote clip or playlist by typing directly its LSM ID, without having to go back to its page and bank. See section Recalling Clips or Playlists by LSM ID from the Remote Panel.

It also allows you to connect to a remote server and to navigate through its pages and banks. See section The Recall Screen.

Trains

The **Trains** function gives access to the whole list of record trains from the online servers of the XNet, would the server be local or remote.

See section The Trains Screen.

Export Playlist

This button is used to export a playlist to VIA Xsquare targets.

See section Exporting Playlists.

Flatten Playlist

This button is used to flatten the active playlist to the local server.

See section Flattening a Playlist.

Reset Cam

The **Reset Cam** function allows you to reset the default camera assignment on the controlled PGM.

See section Changing the Camera Assignment to a PGM.

Goto TC

The **Goto TC** (timecode) function allows you to jump to a given timecode in the train loaded on the smallest controlled PGM.

See section Playing and Browsing a Record Train.

Search TC Configuration

The **Search TC Configuration** function allows you to configure the Search by TC operation.

From the Search TC screen, you will be able to set if you want to search for all the clips, trains, or clips and trains.

Note that, from this screen, you can also perform a search on a particular timecode.

See section Searching for Clips or Trains by Timecode.

Last Search TC

The **Last Search TC** function allows you to execute the last Search TC operation you have done and to go back to the result that was loaded when the Browse mode was previously active.

Assignable Shortcut Buttons (5)

This area provides buttons which can be mapped to predefined functions and therefore quickly give access to up to 6 primary functions without the **SHIFT** button  and to up to 6 secondary functions with the **SHIFT** button  .

See section Commands from the Assignable Shortcut Keys.

3.3.2. Changing the Camera Assignment to a PGM

Default Camera Assignment to PGMs

By default, the cameras (record trains) are assigned to PGMs as follows:

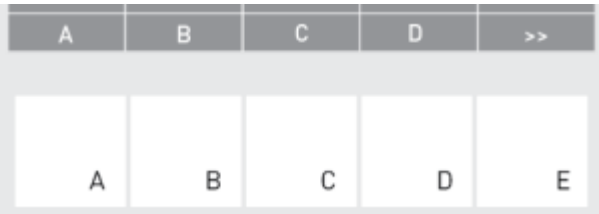
- In PGM+PRV, CAM A is assigned to PGM and CAM B is assigned to PRV.
- In Multi PGM, CAM A is assigned to PGM1, CAM B to PGM 2, and so on.

How to Change the Camera Assignment in PGM+PRV

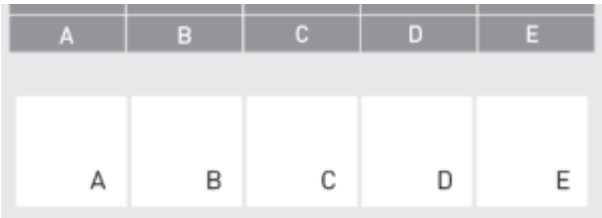
How to Change the Camera Assigned to the PGM

In PGM+PRV, change the camera assigned to the PGM as follows:

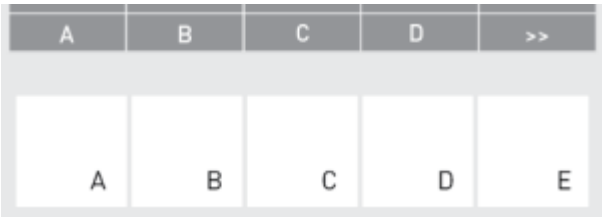
- For CAM A to D, press the camera key to assign to the PGM



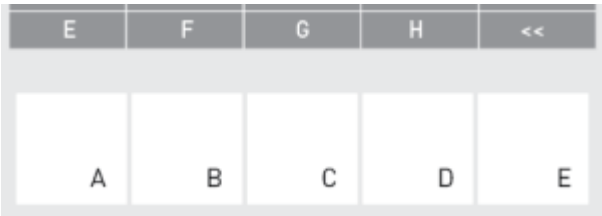
- For CAMs above D,
  - if the server has been configured in 5 IN, press E



  - otherwise, first press E (>>)



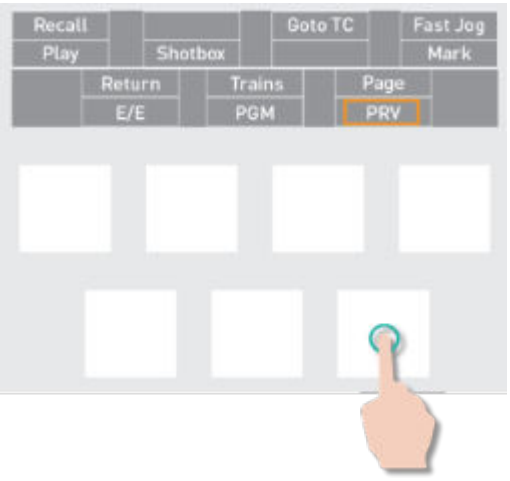
    then the requested CAM key



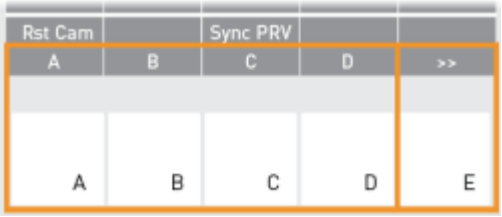
How to Change the Camera Assigned to the PRV

In PGM+PRV, change the camera assigned to the PRV as follows:

1. Press PRV on the right operational block to get the PRV control.

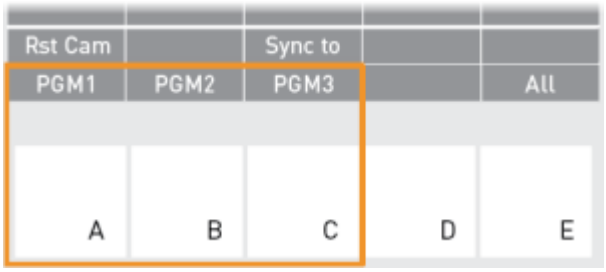


2. Select the camera to be assigned to PRV on the left operational block.



How to Change the Camera Assignment in Multi-PGM

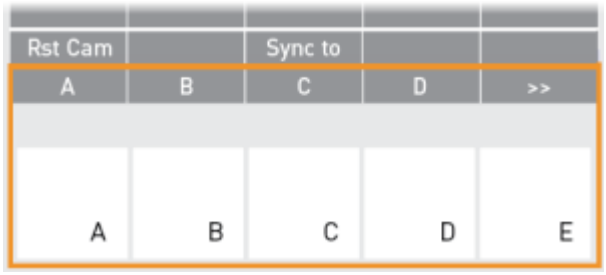
1. On the left operational block, select the PGM to which you want to assign another camera.



2. Press Take.

   The left operational block now displays the CAMs.

3. On the left operational block, select the camera to be assigned to the PGM.



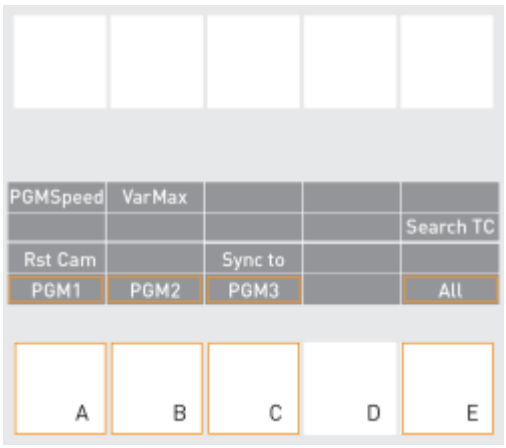
4. Press Take.

How to Reset the Default Camera Assignment

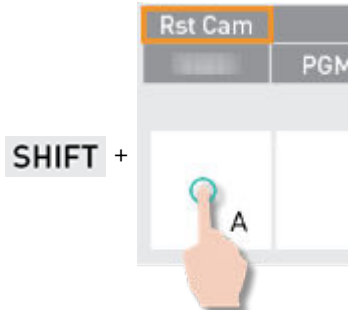
Whatever the control mode, you can reset the default camera assigned to one or more controlled play channels as follows:

1. Take control on the channel(s) for which you want to reset the camera assignment:
   - In PGM+PRV, select one or both channels on the right operational block:

- In Multi-PGM, select one or all channels on the left operational block:



2. Reset the camera assignment of the selected channel(s):



3.3.3. Playing and Browsing a Record Train

Live Mode

Whatever the enabled channel control mode (PGM+PRV or Multi-PGM), you are by default in live mode (E/E mode). This means the record trains are being played on the various channels at 100% speed, at the closest point to the live input.

PGMs Impacted

When you perform an action on the record trains, the action is performed on one or more channels (PGMs) depending on the control mode and the controlled channels:

Mode	Controlled PGM	Action performed on ...
PGM + PRV	PGM and PRV	PGM+PRV
PGM + PRV	PGM	PGM

Mode	Controlled PGM	Action performed on ...
PGM + PRV	PRV	PRV in general PGM for Play/Lever
Multi-PGM	All PGMs	All PGMs
Multi-PGM	Single PGM	Single PGM

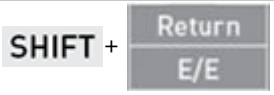
Default Settings Values

- Freeze on Marks:

  This parameter specifies whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.

  By default, the playout does not freeze on the mark points when clips or record trains are being played. This can be changed from the LSM-VIA configuration tool with the Default Freeze on Mark Points parameter.

Possible Actions on Record Trains

In order to ...	Proceed as follows
browse back in the record train	
browse forward in the record train (before the live point)	
You can use the jog in association with the Fast Jog option to multiply the browsing speed up to 20x. See section Fast Jog.	
come back to live (without preserving IN/OUT points): **E/E**	
come back to live (preserving any IN/OUT point defined): **Return**	
play a record train at its standard speed (before the live point): **Play**	

In order to ...	Proceed as follows
play a record train (before the live point) at a speed between 1% and 100% depending on the lever position. When the lever position does not change, the playout speed remains unchanged.	

When supermotion material is loaded on the primary channel, the lever range has a larger, flat step at 50% in SLSM 2x, 33% in SLSM 3x, ...

pause a record train	

Playback Speed Options

The lever allows you to play the loaded media or to modify the playout speed.

The lever can work according to different modes.

- standard mode
- second lever range mode
- PGM Speed mode
- VarMax mode

See section LSM-VIA Remote Panel Console.

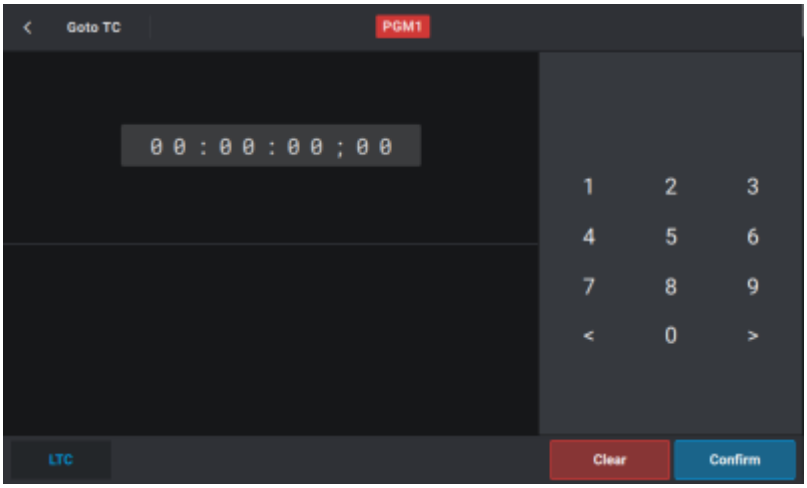
The **Second Lever Range** mode, the **PGM Speed** mode and the **VarMax** mode are all mutually exclusive.

How to Go to a Given Timecode in the Train

To jump to a specific timecode in a train loaded on the smallest controlled PGM,

1. Select the **Goto TC** function: SHIFT + Goto TC

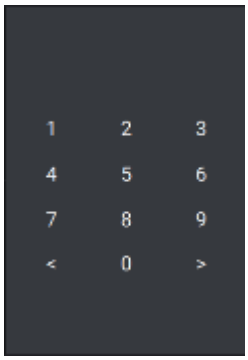
   The Goto TC screen opens on the touchscreen:



2. Enter the requested timecode in one of the following ways:
   - press the function keys on the Remote Panel,

     Fx Fx Fx

   - use the numeric pad on the touchscreen.



The Goto TC action is automatically launched as soon as you have entered the 8 digits of a timecode.

- To clear the field: CLEAR or Clear

- To navigate within the TC value: < >

3. Validate your action by pressing ENTER or tapping Confirm.

The media is loaded at the selected TC.

You can leave the Goto TC screen at any time in one of the following ways:

- tap < on the upper left corner.
- press MENU on the Remote Panel.

3.3.4. Synchronizing Record Trains

The following procedures can be used indifferently to synchronize the timecode and speed of:

- two camera angles of a record train
- two different angles of the same clip
- a clip angle and a record train

How to Synchronize PRV with PGM in PGM+PRV Mode

In PGM+PRV mode, when you do not control both PGM and PRV, they will get desynchronized. You can resynchronize the timecode and speed of the PRV with those of the PGM using the Sync PRV function.

- Select Sync PRV, whether you are in pause or play:

SHIFT + Sync PRV C

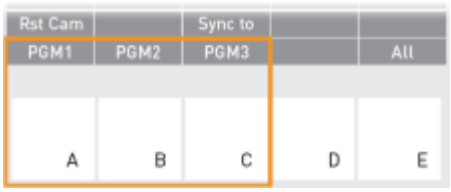
How to Synchronize a PGM with another PGM in Multi-PGM Mode

In Multi-PGM mode, when you control a single PGM, it will get desynchronized with the other PGMs. You can resynchronize the timecode and speed of the controlled PGM with another PGM using the Sync to function.

1. Select Sync To: SHIFT + Sync to PGM3

2. Press the PGM you want to use as a reference for timecode and play speed.

   The keys of the available PGM blink red.



The timecode and speed of the controlled PGM gets directly synchronized to the timecode and speed of the reference PGM.

3.3.5. Adding Markers on a Record Train

How to Add Mark IN and Mark OUT on a Record Train

When you browse a record train, you can use the following commands to add mark IN and/or mark OUT points in order to create a clip, and to find them back easily. See also Creating Clips.

In order to ...	Press ...
add a mark IN at the current TC	Goto IN / IN
add a mark OUT at the current TC	Goto OUT / OUT
go to the mark IN defined (if any)	SHIFT + Goto IN / IN
go to one frame before the mark OUT defined (if any)	SHIFT + Goto OUT / OUT

Color Codes of IN and OUT buttons

The following color codes is used for the IN and OUT buttons on the Remote Panel:

- The IN button is white when no IN point has been defined.
- The IN button is red when an IN point has been defined and the current timecode corresponds to the defined IN point.
- The IN button is green when an IN point has been defined and the current timecode does not correspond to the defined IN point.

The OUT button behaves the same way in all cases.

3.3.6. Searching for Trains

Searching for Clips or Trains by Timecode

Context of Use

When a train or a clip is loaded on the smallest controlled PGM, the **Search TC** function is available and allows you to search for media containing a specific timecode on the whole network. The search can be performed on clips only, trains only, or both clips and trains. The search is done on the last 24 hours.

Search results, if any, are sorted by increasing LSM ID, with results from the local server listed first. The first matching clip is loaded in pause on the smallest controlled PGM.

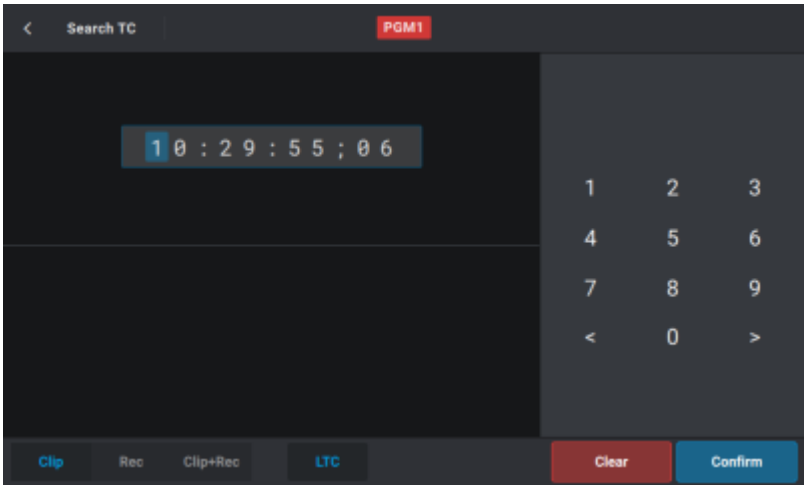
The number of results is displayed on the OSD: xx / yy, with xx = position of the loaded result and yy = total number of results.

When the Browse mode is activated, you can use the jog to browse between the different results found. Then, you can disengage the Browse mode to browse through the content of one of them.

How to Configure the Search TC Function

1. From the Live screen, tap **Search TC Configuration**.

   The **Search TC** screen opens on the touchscreen.



   The timecode displayed is the current one from the smallest controlled PGM.

2. Select the resource type you want to search by tapping **Clip** or **Rec** or **Clip+Rec**.

How to Search for Clips and/or Trains by Timecode

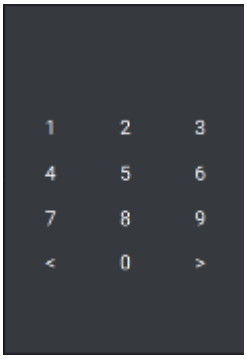
A search by TC can be performed from the Search TC screen once you have configured the Search TC function.

1. Enter the requested timecode in one of the following ways:

   - press the function keys on the Remote Panel,

     Fx Fx Fx

   - use the numeric pad on the touchscreen.



The Search TC action is automatically launched as soon as you have entered the 8 digits of a timecode.

- To clear the field: CLEAR or Clear
- To navigate within the TC value: < >

2. Validate your action by pressing ENTER or tapping Confirm.

If several results match the searched TC, the result with the lowest LSM ID from the local server is loaded in pause at the searched TC, on the smallest controlled PGM.

You can leave the Search TC screen at any time in one of the following ways:

- tap < on the upper left corner.
- press MENU on the Remote Panel.

How to Search for Clips and/or Trains on the Current Timecode

The Search by TC operation can be quickly performed as follows.

- Select the **Search TC** function: Search TC.

The search is performed on the current timecode of the smallest controlled PGM, on the resource type selected during the Search TC configuration.

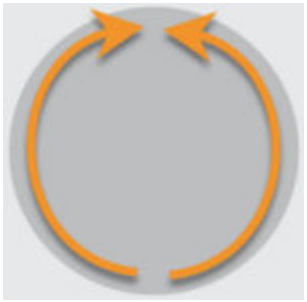
How to Browse from One Result to Another

To browse from one of the results to the other through the results list, the Browse mode must be activated. It is, by default, as soon as you have validated a search by TC.

1. Press **Browse** to enter the Browse mode in case it has been deactivated (for example to browse through a clip or train): 

   The Browse mode is activated.

2. Use the jog to browse through the results list from one result to the next one, or to the previous one.



   Each clip or train is loaded in pause at the searched TC, on the smallest controlled PGM.

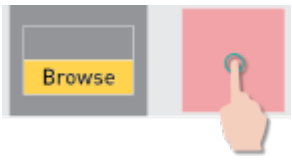
   A loaded clip is highlighted on the LSM-VIA Viewer. The OSD counter is updated.

Both the **Browse** and **Search TC** modes can be exited in one of the following ways:

- pressing **E/E** or **Return**
- pressing **Sync to**
- loading another clip, a train or the active playlist.

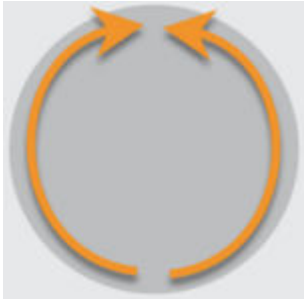
How to Browse Through a Clip or Train

To browse through a clip or a train from the results list, the Browse mode must be deactivated.

3. Press **Browse** to deactivate the mode: 

.

4. Browse through the clip or train with the jog.



3.3.7. Managing Mark Points on Trains

Context of Use

Mark points are used as tags to mark points on the record trains and clips during recording or playback.

Once this marking is done, you can use the mark points to quickly and easily retrieve those specific moments and use them.

Up to 999 mark points can be set. They are linked to the workstation and they are lost after LSM-VIA reboot.

Default Values

- Default Mark Points:

  Depending on the Default Mark Points setting, mark points can be added at the LIVE input timecode (Live mode) or at the current timecode of the clip or the train (Playback mode). By default, the Live mode is set. This can be changed from the LSM-VIA configuration tool with the Default Mark Points parameter.

Mark Point Display

When at least one mark point has been set on the controlled media, the key button on the Remote lights up.

- When the current timecode is not on a mark point timecode, the key button is green.
- When the current timecode is on a mark point timecode, the key button is red, and the key display is highlighted.

Adding Mark Points

How to Add Mark Points on Trains in Live Mode

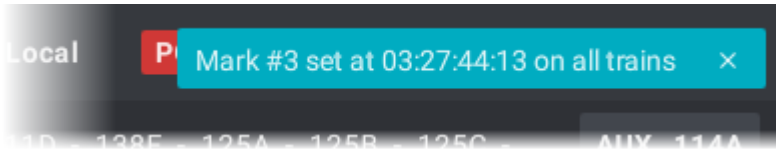
1. Make sure the **Default Mark Points** parameter has been set to **Live**.

   See section System Settings.

2. Add a mark point by pressing Fast Jog Mark.

A mark point is set on all the record trains, at the LIVE input timecode of the train loaded on the smallest controlled PGM. The system memorizes the trains that were loaded on the controlled PGM at the time of the Mark action.

A message is displayed on the top right of the touchscreen and the LSM-VIA Viewer screen.



How to Add Mark Points on Trains in Playback Mode

1. Make sure the Default Mark Points parameter has been set to **Playback**.

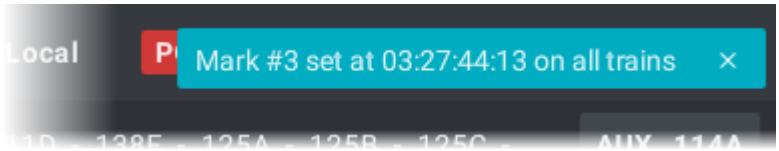
   See section System Settings.

2. Add a mark point by pressing Fast Jog / Mark.

A mark point is set on all the record trains, at the current timecode of the train loaded on the smallest controlled PGM. The system memorizes the trains that were loaded on the controlled PGM at the time of the Mark action.

With the current version, in Playback mode, mark points are only set on local trains.

A message is displayed on the top right of the touchscreen and the LSM-VIA Viewer screen.



If different types of media are loaded on controlled PGMs (Clips & trains), the mark points are only set on the type of media loaded on the smallest controlled PGM.

Browsing Through Mark Points

How to Go to the Previous Mark in a Train

If mark points have been set to the media, clip or train, currently loaded on the smallest controlled PGM, the **Last Mark** option is displayed on the Remote Panel console.

When a train is loaded on the smallest controlled PGM, pressing Goto TC / Last Mark will go to the closest mark set on the trains before current timecode. As the system has memorized the CAM that were loaded on the controlled PGM when the mark point has been set, it loads those CAM.

How to Browse from a Mark Point to Another

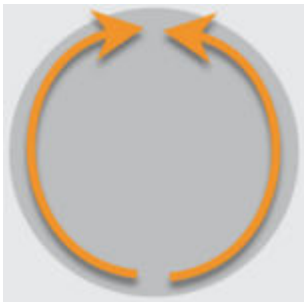
The **Browse** function is only available when a mark point has been set on the current timecode of the media, clip or train, loaded on the smallest controlled PGM.

The key button is red, and the key display is highlighted.

1. Press **Browse** 

   The Browse mode is enabled.

2. Browse from one mark point to the next one or the previous one with the jog



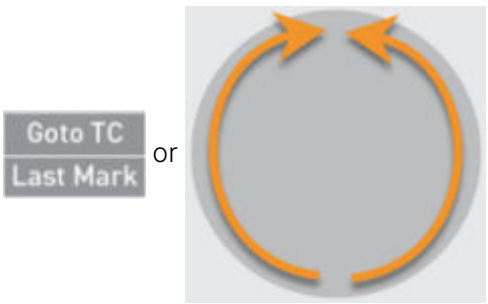
The **Browse** function can be disabled when other actions are performed on the Remote, for example:

- press **Browse** again
- press **E/E** or **Return**
- press **Play**
- use the lever

Deleting Mark Points

How to Delete a Single Mark Point

1. Load a train on the smallest controlled PGM.
2. Browse to the mark point you want to delete.



The **Mark** key button lights up in red.

3. Delete the mark point: CLEAR + Fast Jog / Mark

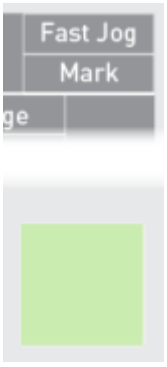
The mark point is deleted on all the record trains.

A message is displayed on the top right of the touchscreen and the LSM-VIA Viewer screen.

How to Delete all the Mark Points

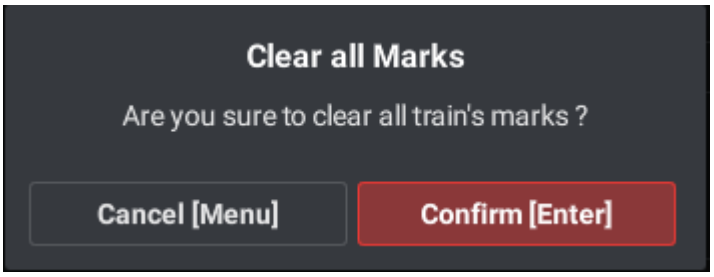
1. Load a train on the smallest controlled PGM.
2. Make sure you are not on a mark point.

   The **Mark** key button must be lit up in green.



3. Delete the mark points: CLEAR + Fast Jog / Mark.

   A message appears on the touchscreen:



4. Confirm the action: ENTER or Confirm [Enter].

All the mark points are deleted on all the trains.

3.3.8. Exporting Record Trains

NEW !

Introduction

A portion of record trains can be exported to one or several VIA Xsquare targets without the need of previously creating a clip on the server.

One or several VIA Xsquare targets must have been mapped to assignable Shortcut keys of the Remote Panel for export purpose.

Prerequisite

VIA Xsquare has been configured from the Infrastructure Settings and it can be joined.

Exporting a Portion of Record Train

How to Export a Local or Remote Record Train with a Shortcut Button/Key

See section Commands from the Assignable Shortcut Keys to know how to map a VIA Xsquare target to a Shortcut button/key.

When a record train is loaded on the smallest controlled PGM,

1. Jog to the requested position for IN.
2. Press IN to set the IN point.
3. Jog to the requested position for OUT.
4. Press OUT to set the OUT point.

You can also only set an IN point or an OUT point.

Then, the **Default Clip Duration** setting is taken into account for the export.

5. Press the Shortcut key on the console or tap the Shortcut button on the touchscreen.

The portion of train is exported to the corresponding target. The job is managed by VIA Xsquare.

Various targets may have been assigned to different Shortcut buttons. So, you can use several Shortcut buttons in a row to export the portion of train to several targets.

If you do not set any point (neither IN nor OUT) on the loaded train, the Shortcut button will trigger the export of the active playlist.

3.4. Working with Clips

The current chapter describes actions which can be performed on clips from the various interfaces of LSM-VIA.

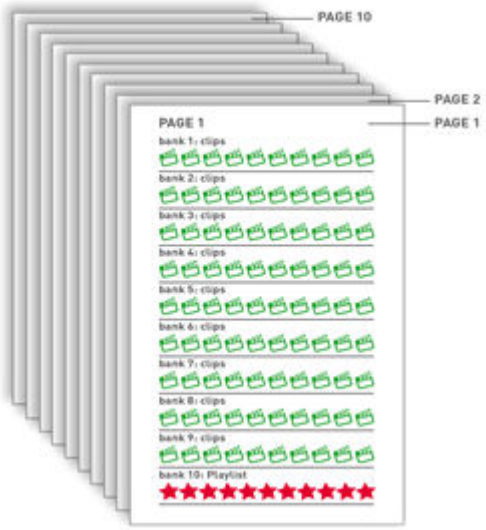
The user interfaces available in Clip mode and the specific functions are detailed in section Clip Specific Functions and Interfaces.

3.4.1. Clip Numbering Hierarchy

Hierarchical Structure

Multicam can store up to 900 (multiplied by the number of cameras) clips and 100 playlists in its libraries (including 10 playlists on page 10 reserved for protocols).

The libraries hierarchical structure can be schematized as follows:



Ten pages contain each ten banks. Each bank has 10 positions.

On each page, the first 9 banks are used for clips. The last bank (10) is used for playlists.

When the EVS server operates in 6-channel mode, this makes it possible to store 900 clips with up to 6 camera angles per clip, which results in 5,400 clips on an EVS video server.

When the EVS server operates in 12-channel mode, this makes it possible to store 900 clips with up to 12 camera angles per clip, which results in 10,800 clips on an EVS video server.

Clip Numbering

Clips are stored with a 4-digit code that relates to their location on the EVS video server.

Example:

- Clip 111A is stored on Page 1, Bank 1 and is the first clip on that bank, hence 111.

  The alphabetic character relates to the recorder channel, or CAM angle: A, B, C, D, E,....

The number of the EVS video server within the network structure is also added to define the precise location of the clip. For example if clip 129C is stored on the machine allocated with the network number 2, the clip will be identified as 129C/02.

3.4.2. Clip Specific Functions and Interfaces

On the LSM-VIA Viewer, the Clip grid displays the list of clips and related information. See section The Clip Grid on LSM-VIA Viewer for more information on the Clip grid.

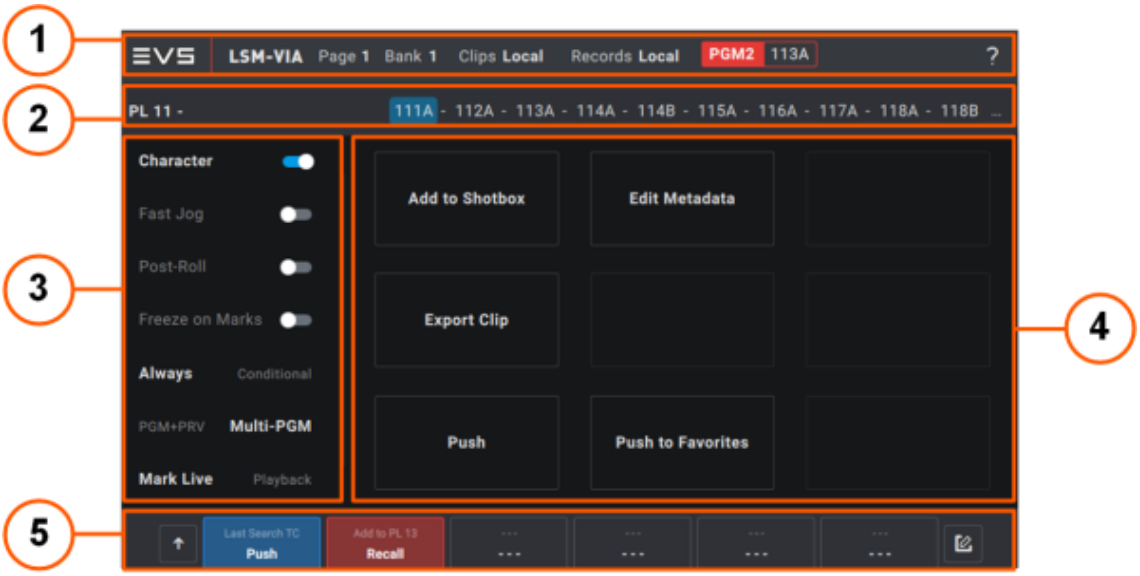
When a clip is loaded on the smallest controlled PGM, the Clip screen appears on the Remote Panel touchscreen. It gives a quick access to some clip functions and to general operation parameters. See section The Clip Screen on the Remote Panel Touchscreen.

The functions available in Clip mode from the Remote Panel console then appear on the key display of the operational blocks. See section Clip Mode Commands on the Remote Panel Console.

3.4.2.1. The Clip Screen on the Remote Panel Touchscreen

The Clip screen appears on the touchscreen when a clip is loaded on the smallest controlled PGM.

It features the areas highlighted on the following screenshot.



Application Bar (1)

a. Page and Bank Fields

Read-only fields showing the active page and bank.

b. Clip Field

This field specifies on which server the displayed clips are stored on.

- Clip **Local** (default): features the local server.
- Clips **01 - QBO-QTU**: when a remote server has been selected.

  The server netnumber and netname are provided and the purple background highlights the remote state.

c. Records Field

This field specifies to which server the displayed record trains correspond.

Currently, it is always **Local** as the displayed record trains are always those of the local server, that is the server specified in the LSM-VIA configuration tool.

d. Controlled Channel Field

PGM2 B - PGM2 113A

This read-only field shows the following information:

- Smallest controlled PGM controlled by LSM-VIA (on the left). This makes it easier for the user to know the PGM some actions will be applied to.
- LSM ID of the clip angle or the train loaded on the smallest controlled PGM (on the right).

e. About Icon

The About icon gives access to the About LSM-VIA window which lists the email addresses and phone numbers of the various EVS support services, and allows you to extract logs.

See section "Extracting Logs" for more information on this subject.

Playlist Summary (2)

The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Playlist elements LSM IDs
- Auxiliary audio clip LSM ID (if an AUX clip has been set)

Operational Parameters (3)

This area provides toggle keys to enable or disable operational parameters.

From the current version, only the following keys are available:

Character

This parameter is used to display OSD on the Multiviewer. By default, the OSD is enabled.

See also section Commands from the Assignable Shortcut Keys.

Fast Jog

This parameter is used to activate the Fast Jog mode. It is disabled by default.

The Fast Jog mode allows you to browse the loaded media (record train, clip or playlist) at a speed from 2x to 20x faster than normal. The speed is defined in the LSM-VIA configuration tool, with the Fast Jog parameter.

Post Roll

This function activates the post-roll mode.

A P appears on the OSD of the monitoring outputs.

When the Post Roll function is activated, the playout will continue for the Post Roll duration defined in the configuration tool with the Post Roll Duration (secs) setting:

- after the OUT point of a clip, provided that there is enough media in the guardband
- after the OUT point of the last playlist element, provided that there is enough media in the guardband

Freeze on Marks

The parameter is used to determine whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.

Always / Conditional

This parameter is used to determine how a playlist will be loaded.

- **Always**: the playlist is always loaded in PGM+PRV, would the selected Channel Control mode be PGM+PRV or Multi PGM.
- **Conditional**: the playlist is loaded on a single PGM when the selected Channel Control mode is Multi PGM controlling a single PGM. Otherwise, it is loaded in PGM+PRV.

See section Loading a Playlist.

PGM+PRV / Multi-PGM

The parameter is used to select the Channel Control mode.

It reflects the currently selected Channel Control mode.

See section Selecting the Channel Control Mode.

Mark Live / Playback

The parameter is used to determine how the mark points will be set.

- Live: mark points are set on all the record trains, at the LIVE input timecode of the train loaded on the smallest controlled PGM.
- Playback: mark points are set at the current timecode of the clip or the train loaded on the smallest controlled PGM.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

NEW !

Some of those settings are independent of the corresponding default settings available from the configuration tool.

Setting from the Live screen and Clip screen	Default setting from the configuration tool
Freeze on Marks	Default Freeze on Mark Points
Always / Conditional	Default Playlist Load Mode
PGM+PRV / Multi PGM	Default Channel Mode
Mark Live / Playback	Default Mark Points

Any change of the setting on the Live screen or Clip screen will have no impact on the default configuration setting.

Specific Functions Buttons (4)

This area provides buttons giving quick access to specific functions.

From the current version, only the following buttons are available:

Add to Shotbox

This button is used to enter the Shotbox Edit mode.

The **Add to Shotbox** function allows users to quickly map the clip CAM angle loaded on the smallest controlled PGM to a Shotbox button.

See section Adding Media to the Shotbox.

Edit Metadata

This button is used to enter the Metadata screen and to edit the metadata of the loaded clip.

See section Adding Metadata to a Clip.

Export Clip

This button is used to export clips to VIA Xsquare targets.

See section Exporting Clips.

Push

This button is used to enter the Push screen.

See section Pushing Clips to Network Servers.

Push to Favorites

This button is used to push the clip loaded on the smallest controlled PGM to the server(s) set as favorite targets.

See section Pushing Clips to Network Servers.

Assignable Shortcut Buttons (5)

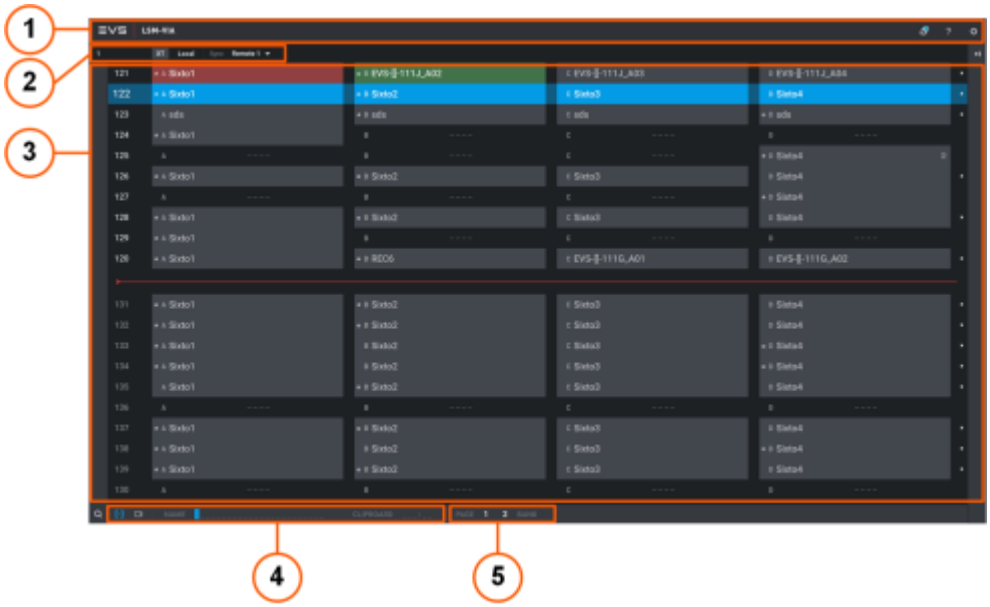
This area provides buttons which can be mapped to predefined functions and therefore quickly give access to up to 6 primary functions without the **SHIFT** button  and to up to 6 secondary functions with the **SHIFT** button  .

See section Commands from the Assignable Shortcut Keys.

3.4.2.2. The Clip Grid on LSM-VIA Viewer

Overview of the Clip Grid on LSM-VIA Viewer

The Clip Grid on the LSM-VIA Viewer is displayed when a clip bank is selected. It contains the areas highlighted on the screenshot below:



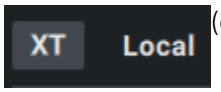
Application Bar (1)

See section LSM-VIA Viewer.

Toolbar (2)

Server Field

This field specifies on which server the displayed clips are stored on.

- 

(default): features the local server
- 

: when a remote server has been selected.

  The server netnumber and netname are provided and the purple background highlights the remote state.

  See section Connecting to a Network Server.

Sync Field

In this field, select the Remote Panel (of the local server) the LSM-VIA Viewer has to be synchronized to.

By default, the LSM-VIA Viewer is not synchronized to a Remote Panel, and the value is None.

When the LSM-VIA Viewer is synchronized to a Remote Panel, the page/bank navigation on the Remote Panel is automatically applied to the Viewer and vice-versa.

See section How to Synchronize the Navigation.

Clip Grid (3)

The Clip grid shows the clips from 2 banks from one page at a time, in a 4-camera view.

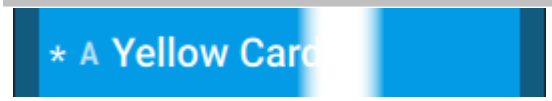
Shortcuts are available to navigate between the pages and banks. See section How to Navigate in Pages and Banks from the LSM-VIA Viewer.

Color Code

The following color code apply to the clips:

Color	Meaning
= B Nice defense	Filled position (clip angle not selected).
* A Corner	Clip loaded on a PGM. When it is selected, additional handles are displayed on each side of the clip angle.
= B EVS-[[-111J_A02	Clip loaded on PRV. When it is selected, additional handles are displayed on each side of the clip angle.

When a clip angle is selected, colored handles are added on each side of the clip position, whether the clip is loaded or not. The selection is blue for local clips and purple for remote clips. If the clip is not loaded, the whole clip position is colored as well. If it is loaded, the clip position will be colored as mentioned above.

Color	Meaning
	Local clip selected, and not loaded.
	Remote clip selected, and not loaded.

Clip Information

Additional information is given by the following icons:

- *: primary preferred camera
- =: secondary preferred camera
-  : metadata is associated with the clip (rating or keyword(s))

Clip Management Area (4)

Currently, this area provides buttons to select the Clip view  or the CAM view  , and allows the naming of clips.

To switch the view mode, clip one of these buttons or press  .

Navigation Bar (5)

To display clips in the Clip grid, you can select a server page and bank.

To display playlists, simply select the playlist bank. The page number relates to the clips displayed in the Clip grid.

See section How to Navigate in Pages and Banks from the LSM-VIA Viewer.

Shortcuts Available from the LSM-VIA Viewer Clip Grid

This list gives a complete overview of all the possible shortcuts on the LSM-VIA Viewer Clip grid.

To	Press / click	See Section
Navigation Shortcuts		
Toggle between Clip / CAM mode	F2	-
Go to previous page	Page Up or ALT+Left	-
Go to next page	Page Down or ALT+Right	-
Go to a specific page	CTRL+(0-9)	-
Go to previous bank of current page	ALT+Up	-
Go to next bank of current page	ALT+Down	-
Go to a specific bank of current page	ALT+(0-9)	-
Go to bank 1 of current page and select first clip slot	Home	-
Go to last bank of current page	End	-
Go to previous clip	Up	Selecting Clips
Go to next clip	Down	Selecting Clips
Go to previous cam	Left	Selecting Clips
Go to next cam	Right	Selecting Clips
Go to previous 4 CAMs	CTRL+Left or 	-
Go to next 4 CAMs	CTRL+Right or 	-
Close LSM-VIA	ALT+F4 or ALT+Q	-
Display the Search window	F8	Searching for Network Clips from the Search Window
Navigate to another server on the network	F9	Connecting to a Network Server
Open / Close the Playlist pane	F10	The Playlist Pane on the Viewer
Toggle focus between Clip grid / Playlist Pane	CTRL+TAB	LSM-VIA Viewer
Clip Management Shortcuts		
Clear the **Name** field	Esc	-
Name the selected clip	F1	Naming a Clip
Change Primary CAM Preference	F4	Changing the Pref Cam of a Clip
Change Secondary CAM Preference	CTRL+F4	Changing the Pref Cam of a Clip
Select multiple Clips / CAMs	CTRL+Click	Selecting Clips

To	Press / click	See Section
Select a range of multiple Clips / CAMs	SHIFT+Click	Selecting Clips
Delete selected Clips / CAMs	CTRL+DEL or ALT+DEL	Deleting Clips
Copy selected Clips / CAMs	CTRL+C	Copying and Moving Clips
Cut selected Clips / CAMs	CTRL+X	Copying and Moving Clips
Paste selected Clips / CAMs (copy short = without guardbands)	CTRL+V	Copying and Moving Clips
Paste selected Clips / CAMs (copy long = with original guardbands)	CTRL+SHIFT+V	Copying and Moving Clips
Clip Editing Shortcuts		
Restripe clip timecode	ALT+T	Restriping a Clip
Clip Loading / Browsing / Playing Shortcuts		
Load the selected Clip / CAM on the controlled channels	ENTER	Loading Clips
Play / Pause the media loaded on the controlled channels	ALT+P	Browsing and Playing Clips
Recall media by LSM ID	F3	Recalling Media by LSM ID from the LSM-VIA Viewer
Back to local	ALT+L	Connecting to a Network Server
Activate / deactivate the Loop mode	ALT+Y	Browsing and Playing Clips
Recue the loaded media	ALT+R	Loading Clips
Transfer / Archive Shortcuts		
Add / Remove the flag for archive	ALT+Z	Archiving a Clip

3.4.2.3. The Search Window on the LSM-VIA Viewer

Overview of the Search Window

NEW !

The Search window can only be accessed and used provided that the VIA Search setting has been enabled.

The Search window lists all the clip angles from the entire XNet network. It provides searching and filtering tools to restrict the list of elements and to more easily find the one(s) you need.

Element grid (1)

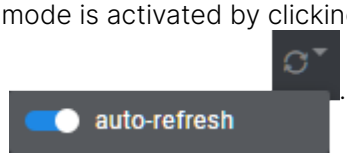
This area displays the list of clip angles from the entire XNet network, or the list of elements resulting from a search.

Quick Text Search field (2)

This field is used to perform a quick text search on elements metadata. See section Performing a Global Search.

Refresh button (3)

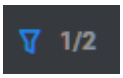
The **Refresh** button is used to refresh the results list without changing the sorting order and filters applied.

The Auto-Refresh mode is activated by clicking the small arrow next to the **Refresh** button and then clicking the toggle 

.

Advanced Search button (4)

This button is used to display or hide the Advanced Search Filters area (5) above the Element grid.

The numbers on the button 

represent: the number of applied filters / the number of selected filters.

Advanced Search filters (5)

This area displays the Advanced Search filters which have been selected or defined, and which can quickly be applied to the Element grid.

The filter field displayed by default is: XT Server.

See section Filtering on Metadata for more information on how to select, define and apply Advanced Search filters.

Select Columns button (6)

This button allows you to select the columns you want to see in the Element grid.

See section Organizing the Element View of the Search Window.

Accessing and Leaving the Search Window

How to Access the Search Window

To access the Search window from the Clip grid or the Playlist grid, do one of the following actions:

- Press 

.
- Click the  button at the bottom left of the Clip grid.

How to Leave the Search Window

To leave the Search window, do one of the following actions:

- Press 

.
- Click the  button at the bottom left of the Clip grid.

To go back to the Clip grid, do one of the following actions:

- Press 

.
- Click **1** at the top left of the Search.

3.4.2.4. Clip Mode Commands on the Remote Panel Console

When a clip is loaded, some specific functions are available from the console.

Multi-PGM

PGM+PRV

For general functions, see sections Commands on Left Operational Block, Commands on Right Operational Block, Commands on Bottom Operational Block.

Archive

The **Archive** function allows you to flag a clip for archive.

It is only displayed when a clip is loaded on the smallest controlled PGM.

See section Archiving a Clip.

Push

The **Push** function allows you to easily send a copy of a clip to another machine on the network, via the GbE network or the SDTI network.

It is only displayed when a clip is loaded on the smallest controlled PGM.

See section Pushing Clips to Network Servers.

Metadata

The **Metadata** function allows you to add metadata such as keywords and rating to the clip.

It is only displayed when a clip is loaded on the smallest controlled PGM.

See section Adding Metadata to a Clip.

AUX

The **AUX** function allows you to set the loaded clip as the auxiliary audio clip for the active playlist.

It is only displayed when a clip is loaded on the smallest controlled PGM.

The AUX key display is highlighted when the clip set as AUX clip for the active playlist is loaded.

See section Adding an Auxiliary Audio Clip to a Playlist.

Add to SB

The Add to SB (Shotbox) function immediately enters the Shotbox Edit mode to quickly map the clip or playlist loaded on the smallest controlled PGM to a box from the Shotbox.

It is only available when a clip or a playlist is loaded on the smallest controlled PGM.

See section "Adding Media to the Shotbox".

Last Mark

The Last Mark function allows you to jump to the previous mark point set on the trains or on the clip depending on the media loaded on the smallest controlled PGM.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

Mark

The Mark function allows you to add a mark point at a given timecode to all the trains or to the controlled clip angles.

See sections Managing Mark Points on Trains and Managing Mark Points on Clips.

3.4.3. Managing Clips

The current chapter mainly describes how a clip can be created, deleted, copied, archived from the Remote or from LSM-VIA Viewer. It also explains how you can search for clips or add mark points on clips.

The following operations are allowed on a distant clip, even if the **Clip Edit by Network** parameter has not been set to **Yes** on that server.

- create
- copy

To be able to perform the following operations on a distant clip, the **Clip Edit by Network** parameter must have been set to **Yes** on the network server hosting that clip.

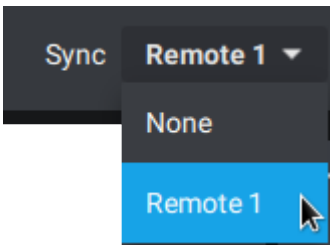
- delete
- move

3.4.3.1. Navigating in Pages and Banks

How to Synchronize the Navigation

To make sure the page and bank selection is automatically synchronized between the Remote Panel and the LSM-VIA Viewer, you need to select the Remote Panel you want to use in the Viewer application:

- On the toolbar, Sync field, select the Remote Panel to be synchronized:



Clips and Playlist Banks

- Banks 1 to 9 of each page are clip banks and correspond to buttons F1 to F9 on the Remote Panel.
- The bank 10 (or PL) of each page is the playlist bank and corresponds to the button F10 on the Remote Panel.

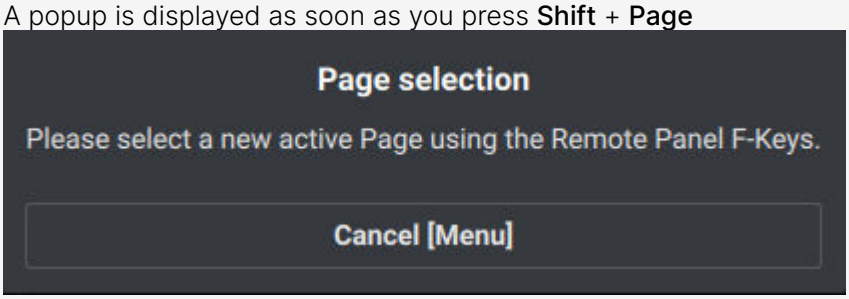
The bank last selected in a given page will be memorized when you navigate through pages.

For example, if you select page 3, bank 5, and then navigate to another page, the next time you will select page 3, you will automatically be located on bank 5.

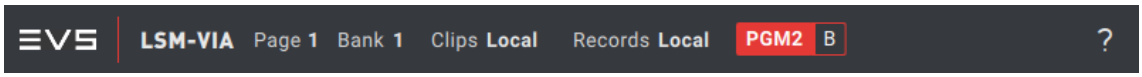
How to Navigate in Pages and Banks with the Remote Panel

From the Remote Panel, you can navigate in the pages and banks as follows, would you be connected to the local server or to a remote server:

To...	Press ...
go to the requested page	SHIFT + Page + Fx where the **Function** key corresponds to the page number.

To...	Press ...
	A popup is displayed as soon as you press **Shift** + **Page** 
go to the requested bank	SHIFT + Fx where the **Function** key corresponds to the bank number (F1-9 for clip banks, F10 for playlist banks).

On the Remote Panel touchscreen, the active page and bank are displayed in the App bar:

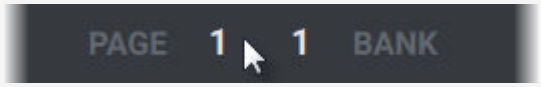
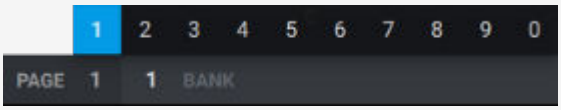
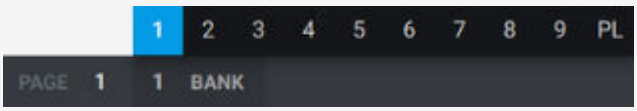


How to Navigate in Pages and Banks from the LSM-VIA Viewer

You can reach a given page and bank from the navigation bar at the bottom of the main window, or thanks to shortcuts.

How to Navigate in Clips Pages and Banks from the Navigation Bar

The Clip grid shows the clips from 2 banks at a time from one page, in a 4-camera view.

To...	Press / click...
go to the requested page	1. Click the **PAGE** button.  2. Click a page number. 
go to the requested bank	1. Click the **BANK** button.  2. Click a bank. 

The active page and bank are displayed in blue font.

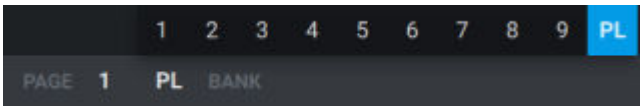
How to Navigate to the Playlists Banks from the Navigation Bar

The Playlist grid shows all the 90 playlists slots of the selected server.

To display the playlists, you do not need to select a page. Simply select the **PL** bank.

1. Click the **BANK** button.

2. Click the **PL** bank.



How to Navigate Using Shortcuts

Shortcuts are available to navigate in pages and banks from LSM-VIA Viewer.

See section The Clip Grid on LSM-VIA Viewer.

3.4.3.2. Creating Clips

Principles for Clip Creation

Clip-Related Settings

The following settings applied to clip creation in LSM-VIA.

Clip Default Duration

If you create a clip based only on a IN or OUT point, it is created with the default clip duration defined in the configuration tool, with the Default Clip Duration (secs) setting.

Clip Guardbands

The clip is automatically created with guardbands having the length specified in the configuration tool, with the Guardbands Duration (secs) setting.

Automake

When a clip is created, it is always created on the camera angles specified in the configuration tool, with the Automake Clip for Cam setting.

Autoname Clips

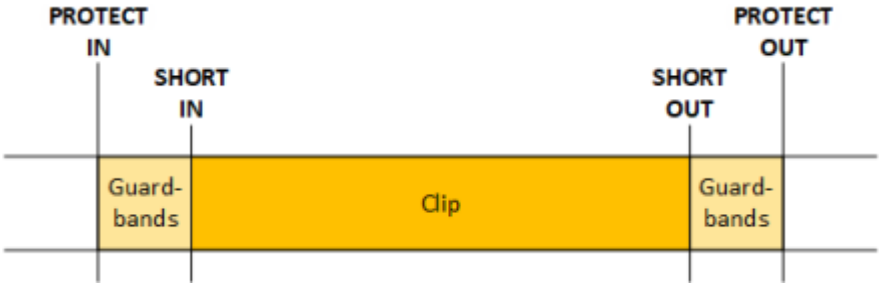
When a clip is created, its name can be based on the metadata selected from the configuration tool, with the Autoname Clips setting.

By default, the option is disabled and no name is automatically assigned to the created clip.

Clip Structure

When you create a clip, you define the Short IN and Short OUT points.

Guardbands are added before the Short IN and after the Short OUT based on the Guardbands Duration (secs) parameter defined in the LSM-VIA configuration tool:



Preferred Camera Angles

The clips are created with the following preferred cameras depending on the cameras loaded on the play channels when the clip is created:

Channel Control Mode	Controlled Channel	1st Preferred CAM (*)	2nd Preferred CAM (=)
PGM+PRV	PGM+PRV	CAM angle loaded on PGM	CAM angle loaded on PRV
PGM+PRV	PGM	CAM angle loaded on PGM	Lowest alphabetical CAM angle available
PGM+PRV	PRV	CAM angle loaded on PRV	Lowest alphabetical CAM angle available
Multi-PGM	All PGMs	CAM angle loaded on PGM1	CAM angle loaded on PGM2
Multi-PGM	Single PGM	CAM angle loaded on controlled PGM	Lowest alphabetical CAM angle available

OSD Display

When you have set an IN point:

- IN is displayed on the OSD when you are after the IN point.
- - IN is displayed on the OSD when you are before the IN point.

When you have set an OUT point:

- OUT is displayed on the OSD when you are before the OUT point.
- + OUT is displayed on the OSD when you are after the OUT point.

How to Create a Clip from the Remote Panel

Whatever the channel control mode, you create a clip on the controlled camera angles and on all the camera angles defined in the Automake setting.

You create a clip by defining only an IN or an OUT point if it is based on a default clip duration. Otherwise, you need to define both IN and OUT points. The clip is always created with the same IN and OUT points on all clip angles.

You can create a clip locally from a local or a remote train.

When the record trains are loaded on the play channels, create a clip as follows:

1. In the record train, jog to the requested position for IN.

2. Press IN to set the IN point: Goto IN / IN.

3. In the record train, jog to the requested position for OUT.

4. Press OUT to set the OUT point: Goto OUT / OUT.

5. Select the requested page and bank where to store your clip.

   See section Navigating in Pages and Banks.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

6. Press an empty Function key (unlit key) corresponding to the requested clip position: Fx.

A notification for the clip creation is displayed at the top right of the Viewer and the top right of the touchscreen.

As long as the clip is still growing (not fully saved, guardbands included), the clip position will blink green on the Remote Panel if the growing clip is not loaded and red if the growing clip is loaded.

3.4.3.3. Selecting Clips

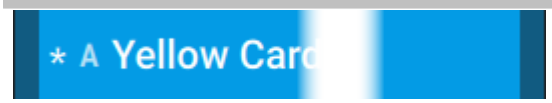
Selecting Clips from the LSM-VIA Viewer Clip Grid

Introduction

A single clip, or clip angle, can be selected from the LSM-VIA Viewer Clip grid. See section Navigating in Pages and Banks to know how to navigate to other pages and banks.

A multiselection is possible as well. Then, the number of selected CAM angles is displayed at the bottom of the LSM-VIA Viewer screen, would you use the CAM mode or the Clip mode:

When a clip angle is selected, colored handles are added on each side of the clip position, whether the clip is loaded or not. The selection is blue for local clips and purple for remote clips. If the clip is not loaded, the whole clip position is colored as well. If it is loaded, the clip position will be colored as mentioned in section Clip Grid (3).

Color	Meaning
	Local clip selected, and not loaded.
	Remote clip selected, and not loaded.

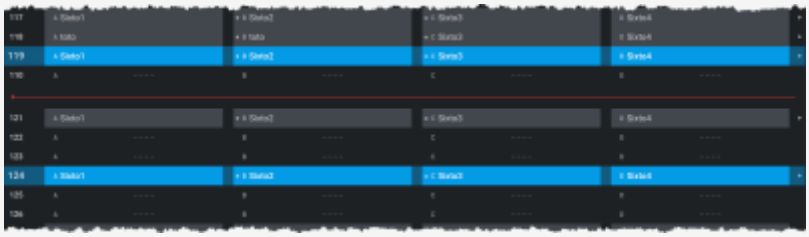
If you select clip(s) from the Clip grid, or a playlist from the Playlist grid, after playlist elements have been selected from the Playlist pane, the latter are automatically deselected, and vice-versa.

How to Select Clip Angles (CAM Mode)

To select	in CAM mode
a single angle	• click the CAM angle in the Clip grid OR • press the arrow keys  on your keyboard.
some angles from different clips	press Ctrl + click all the CAM angles you want 
all existing angles between two angles	press Shift + click the first CAM angle, then the last CAM angle 

If you then switch to Clip mode, all the angles from the selected clips become selected.

How to Select Clips (Clip Mode)

To select	in Clip mode
a single clip (all its angles)	• click one of the clip angles in the Clip grid OR • press the arrow keys  on your keyboard.
all the angles from different clips	press Ctrl + click the clips you want 
all existing clips between two clips	press Shift + click the first clip, then the last clip 

If you then switch to CAM mode, all the angles from the selected clips remain selected.

With **SHIFT** + click, it is not possible to select content on more than two pages. Only content selected on pages of first and last selection will be effectively selected.

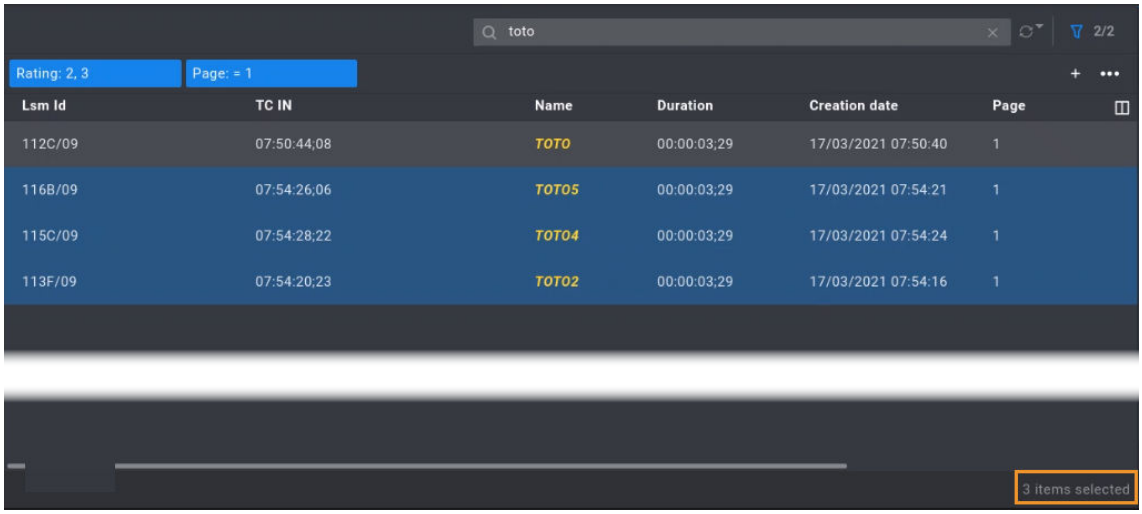
For example, selecting clips from pages 2 to 8 will not select clips on pages 3 to 7 but only clips on pages 2 and 8.

Selecting Clips from the LSM-VIA Viewer Search Window

Introduction

One or several clip angles can be selected from the LSM-VIA Viewer Search window.

In case of multiselection, the number of selected clips is displayed at the bottom of the LSM-VIA Viewer screen:



How to Select Clip Angles

To select a single clip angle, press the arrow keys ↑ ↓ on your keyboard.

To select several clip angles, use Ctrl + click or ⇧ Shift + click.

3.4.3.4. Deleting Clips

Limitations

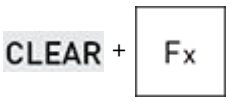
The Delete operation will not be done in the following cases:

- Clip angle inserted in a playlist.
- Clip angle loaded on a player channel.
- Protected clip.
- Remote clips.
- Growing clip angles.

How to Delete a Clip from the Remote Panel

When you delete a clip, you delete all clip angles on a clip position.

1. Select the requested page and bank the clip is stored on.
   a. SHIFT + Page + Fx
   b. SHIFT + Fx
2. Press Clear and the clip position to be deleted:



A notification for the clip deletion is displayed at the top right of the Viewer and the top right of the touchscreen.

If a single clip angle cannot be deleted, you will receive an error notification even if all other clip angles could be deleted.

How to Delete Clips of a Bank from the Remote Panel

1. Select the page containing the bank whose clips you want to delete.

2. Press Clear and the bank function key on which clips have to be deleted.

A notification for the bank deletion is displayed at the top right of the Viewer and the top right of the touchscreen.

If a single clip angle cannot be deleted, you will receive an error notification even if all other clips and clip angles could be deleted.

How to Delete All Unprotected Clips

NEW ! You can delete all unprotected clips in one operation using the Clear Clips and PL command.

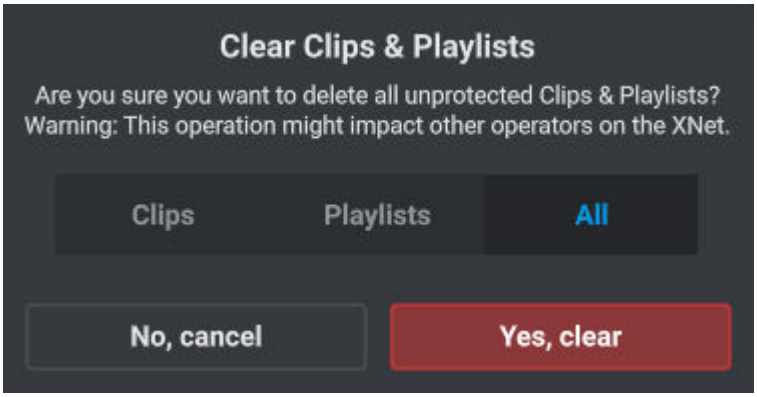
The following clips will not be deleted:

- clips stored on protected pages as defined on server side (Operational Setup menu, Protection section)
- clips protected by another protocol
- clips stored in a playlists if you choose to delete clips only
- clips loaded on player channels
- clips being transferred (copy / move / push operations).

To delete all unprotected clips,

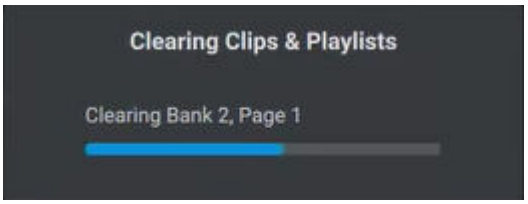
1. On the Remote Panel, press SHIFT + MENU to access the main menu.
2. On the Remote Panel console or touchscreen, press **F7** or tap **Clear Clips and PL**.

   The following screen opens on all the connected remote devices:



3. Select one of the option buttons.
4. Tap **Yes, clear**.

   A progression bar is displayed on screen:



How to Delete a Clip or Clip Angle from the LSM-VIA Viewer

1. Select the clip(s) (Clip mode) or the clip angle(s) (CAM mode) to delete.
   - click the clip(s) (Clip mode) or the clip angle(s) (CAM mode) in the Clip grid

   or

   - press the arrow keys  on your keyboard.

2. Delete the clip(s) in one of the following ways:

or

3.4.3.5. Searching for Clips

Different Search functions are available to search for clips:

- The **Search TC** function is used to search for clips and/or trains from the Remote Panel.

  Then, you may browse through the result list or through a media from the result list.

  See section Searching for Clips or Trains by Timecode.

- The Quick Text Search function and the Advanced Search filters are used from the Search window of the LSM-VIA Viewer to filter the list of network clips based on any metadata.

  Then, you can select multiple clips, load a clip, or insert clips into a playlist.

  See section Searching for Network Clips from the Search Window.

3.4.3.5.1. Searching for Clips or Trains by Timecode

Context of Use

When a train or a clip is loaded on the smallest controlled PGM, the **Search TC** function is available and allows you to search for media containing a specific timecode on the whole network. The search can be performed on clips only, trains only, or both clips and trains. The search is done on the last 24 hours.

Search results, if any, are sorted by increasing LSM ID, with results from the local server listed first. The first matching clip is loaded in pause on the smallest controlled PGM.

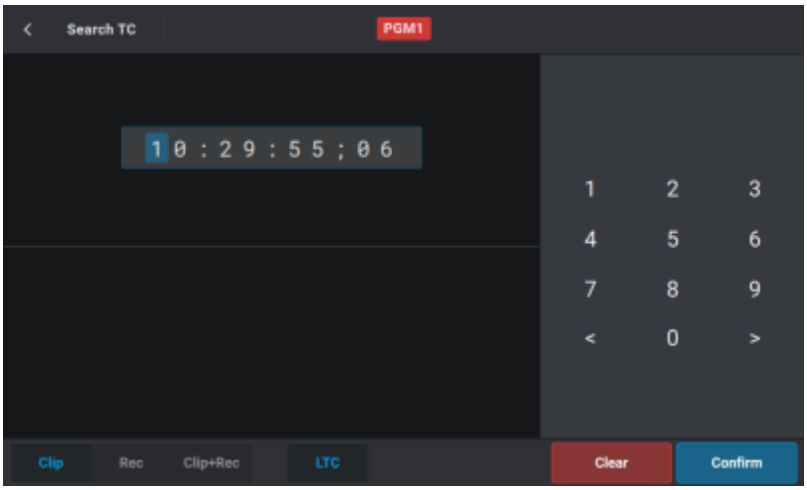
The number of results is displayed on the OSD: xx / yy, with xx = position of the loaded result and yy = total number of results.

When the Browse mode is activated, you can use the jog to browse between the different results found. Then, you can disengage the Browse mode to browse through the content of one of them.

How to Configure the Search TC Function

1. From the Live screen, tap **Search TC Configuration**.

   The **Search TC** screen opens on the touchscreen.



   The timecode displayed is the current one from the smallest controlled PGM.

2. Select the resource type you want to search by tapping **Clip** or **Rec** or **Clip+Rec**.

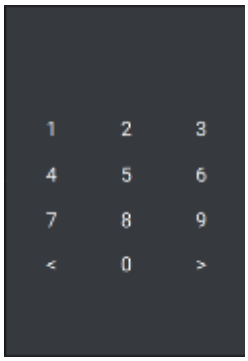
How to Search for Clips and/or Trains on any Timecode from the Search TC Screen

A search by TC can be performed from the Search TC screen once you have configured the Search TC function.

1. Enter the requested timecode in one of the following ways:

   - press the function keys on the Remote Panel,

- use the numeric pad on the touchscreen.



The Search TC action is automatically launched as soon as you have entered the 8 digits of a timecode.

- To clear the field: CLEAR or Clear
- To navigate within the TC value: < >

2. Validate your action by pressing ENTER or tapping Confirm.

If several results match the searched TC, the result with the lowest LSM ID from the local server is loaded in pause at the searched TC, on the smallest controlled PGM.

You can leave the Search TC screen at any time in one of the following ways:

- tap < on the upper left corner.
- press MENU on the Remote Panel.

How to Search for Clips and/or Trains on the Current Timecode

The Search by TC operation can be quickly performed as follows.

- Select the **Search TC** function: Search TC.

The search is performed on the current timecode of the smallest controlled PGM, on the resource type selected during the Search TC configuration.

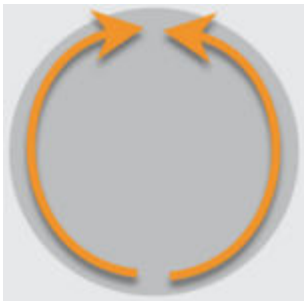
How to Browse from One Result to Another

To browse from one of the results to the other through the results list, the Browse mode must be activated. It is, by default, as soon as you have validated a search by TC.

1. Press **Browse** to enter the Browse mode in case it has been deactivated (for example to browse through a clip or train): 

   The Browse mode is activated.

2. Use the jog to browse through the results list from one result to the next one, or to the previous one.



   Each clip or train is loaded in pause at the searched TC, on the smallest controlled PGM.

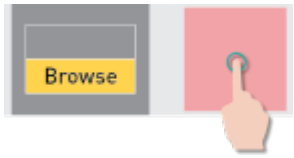
   A loaded clip is highlighted on the LSM-VIA Viewer. The OSD counter is updated.

Both the **Browse** and **Search TC** modes can be exited in one of the following ways:

- pressing **E/E** or **Return**
- pressing **Sync to**
- loading another clip, a train or the active playlist.

How to Browse Through a Clip or Train

To browse through a clip or a train from the results list, the Browse mode must be deactivated.

3. Press **Browse** to deactivate the mode: 

.

4. Browse through the clip or train with the jog.

3.4.3.5.2. Searching for Network Clips from the Search Window

From the LSM-VIA Viewer, a Search window allows you to see all the clip angles from the XNet network in a list view.

From this Search window, powerful search tools allow you to search for network clips and easily find the result you want by restricting the list of elements displayed.

The filtering tools consist of

- a Quick Text Search field: to perform a global search on text metadata. See section Performing a Global Search.
- Advanced Search filters: to perform searches on any metadata among the elements displayed in the grid. See section Filtering on Metadata.

The different search tools can be combined.

NEW !

Prerequisite

The Search window can only be accessed and used provided that the VIA Search setting has been enabled.

3.4.3.5.2.1. Organizing the Element View of the Search Window

Organizing Columns

The columns to display in the Element grid can be selected among a list. The displayed 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. Click the **Select Visible Columns** button at the top right of the Element grid.

   The list of available columns is displayed. It contains the default columns (general metadata) and the metadata columns (metadata related to the EVS video servers):

2. Select the columns you want to see.
3. Click on  again to close the window.

Use the **Reset** button at the top of the **Select Columns** menu to return to the default configuration.

Ordering Columns

The columns of the Element grid can be re-ordered:

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

Sorting the Elements in the Grid

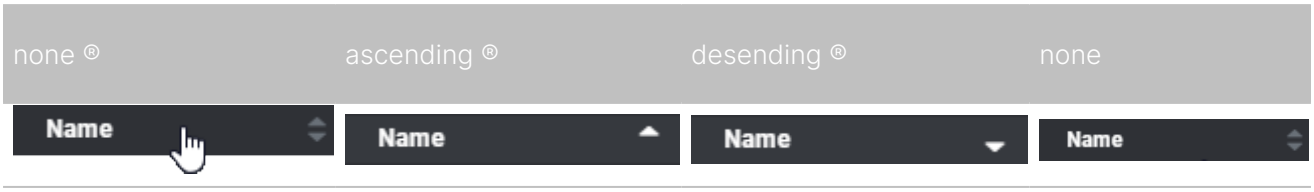
How to Sort the Elements in the Grid

To sort the elements according to the value of one of the metadata,

1. Click the column header for that metadata.

   The little triangle indicates the sorting order.

2. Click the column header several times to change the sorting order as follows:.



How to Sort the Elements According to Two Parameters

To sort the elements according to the value of two parameters,

1. Click the column header of the first parameter the number of times needed for the required sorting order.

   The little triangle indicates the sorting order.

2. Press  and click the column header of the second parameter.

   The little triangle indicates the sorting order and numbers indicate the priority order of the parameters taken into account for sorting.

3. (optional) Repeat step 2 to change the sorting order of the second parameter.

How to Clear the Sorts

- Click any column header until no triangle is displayed.

3.4.3.5.2.2. Performing a Global Search

Context of Use

The Global Search function, or Quick Text Search, is used to perform a search based on free text entered in the **Quick Text Search** field.

The field is located at the top of the Element grid:

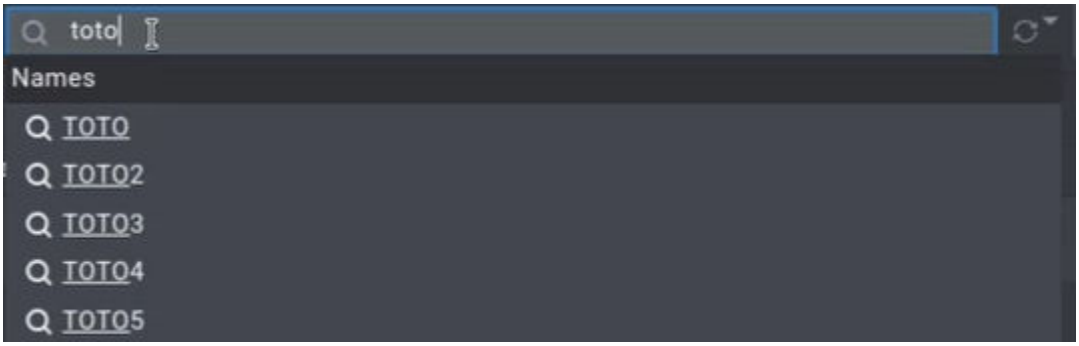
The search is performed on text metadata fields, such as the name of the element.

As far as you have typed 2 characters, and provided that this matches an entry in the grid, a list of proposals is displayed under the **Quick Text Search** field.

How to Perform the Search

1. Enter the search string in the **Quick Text Search** field.

   A list of proposals is displayed.



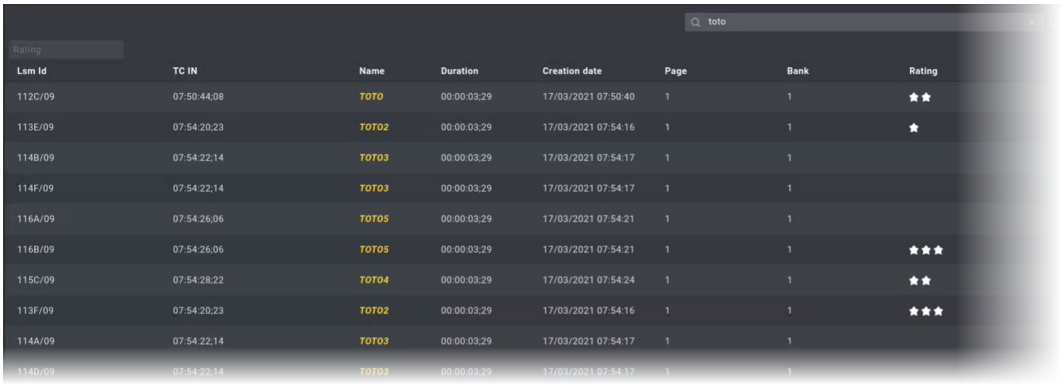
2. Do one of the following actions:

   - select one proposal from the list.

     The matching result is displayed in the Element grid.

   - press **Enter**.

     The search will return any result containing the entered characters.



How to Clear the Filter

To clear the filter applied in the **Quick Text Search** field,

- Click the cross to the right of the **Quick Text Search** field:

3.4.3.5.2.3. Filtering on Metadata

Overview of the Advanced Search Filters Area

Advanced Search filters can be used to perform searches on any metadata among the elements displayed in the grid.

The Advanced Search Filters area is displayed at the top of the Element grid.

One Advanced Search filter fields is shown by default for XT server:

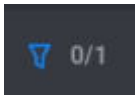
The fields can be displayed in different ways, based on the filter status. As an example, for Rating:

Advanced Search Filter Status	Meaning
Rating	The Advanced Search filter has been selected. No filter criterion has been selected yet.
Rating: 2	A filter criterion has been selected. The filter is not applied to the Element grid.
Rating: 2	A filter criterion has been selected. The filter is applied to the Element grid.

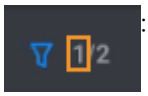
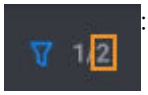
Displaying Advanced Search Filters

How to Hide or Display the Advanced Search Filters Area

To hide, or display the Advanced Search Filters area,

- Click the  button.

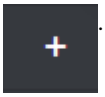
The numbers on the button represent:

-  : the number of applied filters
-  : the number of selected filters.

As an example:

How to Select the Advanced Search Filter Fields to Display

To select the Advanced Search filter fields to display at the top of the grid,

1. Click  .

   The list of available filters is displayed. It contains the default metadata columns and metadata columns related to the EVS video servers:

2. Select one or several options from the list in one of the following ways:
   - Direct selection:
     - Click the option(s) from the list.
   - Quick Text Search:
     i. Enter a search string in the **Search** field:

     ii. Select the option(s) from the list.
3. Click outside the list to close it.

The selected search filter fields are displayed above the grid:

No filter is applied yet at this time.

How to Hide an Advanced Search Filter Field

1. Hover the mouse over the Filter button to display buttons: 

2. Click the **Hide Filter** button  .

   The Filter field is removed from the Advanced Search Filters area.

> The default Filter field cannot be hidden.

Defining the Filter Criteria

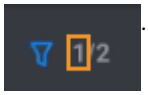
Advanced Search Filter Types

Different types of Advanced Search filters exist. They can be based on:

- a server from the network (default filter): this filter allows you to select a specific server, but also some pages, banks, clip positions and/or cam angles.
- a list of predefined options (e.g. Frame rate, Rating, ...)
- a list of options linked to your system (e.g. Owner)
- a date (e.g. Creation date, Modification date)
- a number (e.g. Page)
- time (e.g. Duration)
- a true value (boolean) (e.g. Is archived)
- free text

As soon as the filter criteria have been set,

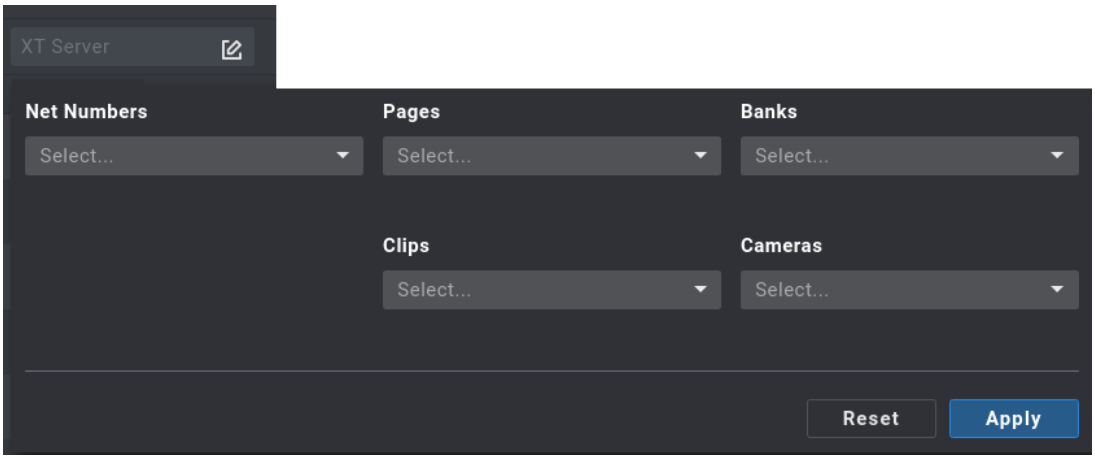
- The filter is automatically applied and the search returns the corresponding results in the grid.
- The Filter button is highlighted.

- The number of applied filters is displayed on the Show Advanced Search Area button 
.

How to Filter on a Server, Page, Bank, Clip Position, Cam Angle

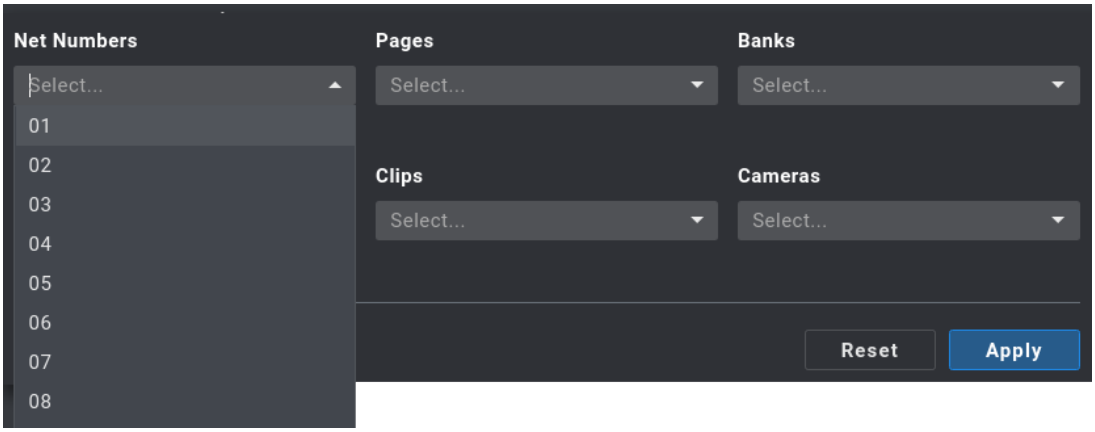
1. Click the **XT Server** button.

   The following pane is displayed.



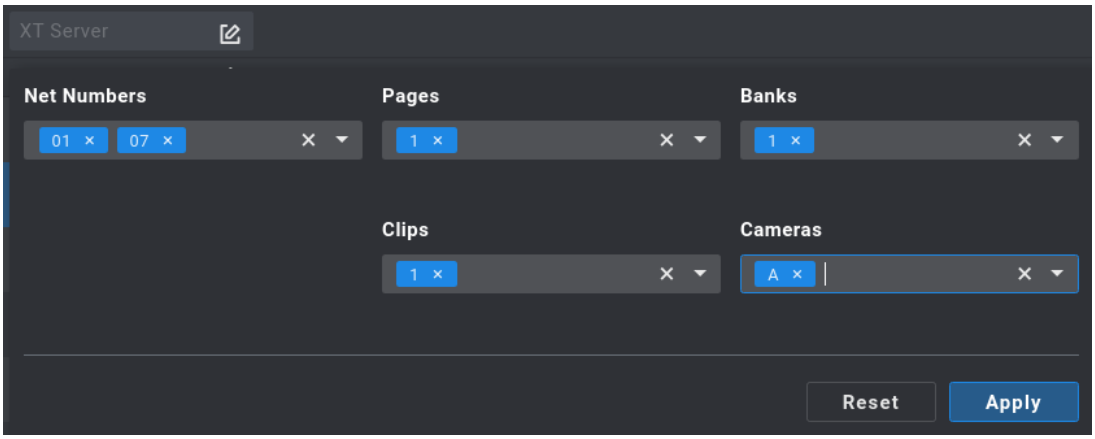
2. Select the options you want from the different menus.

   For example, for the **Net Numbers**:



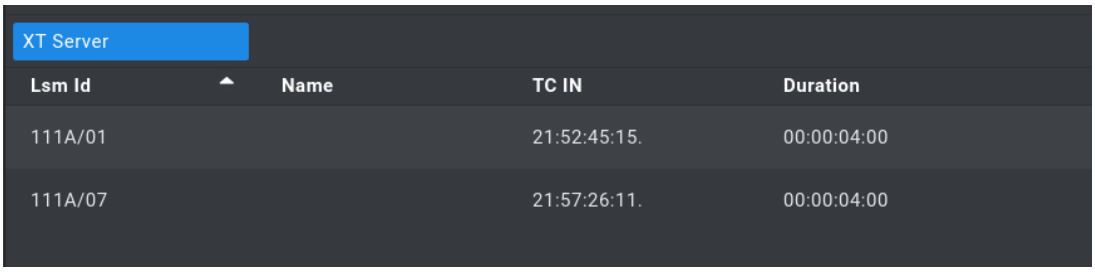
With the current version of LSM-VIA, from the **Net Numbers** field, you will have access to a list of 29 servers, would they be available or not on the network.

   The different search criteria are displayed as follows:



3. Click **Apply**.

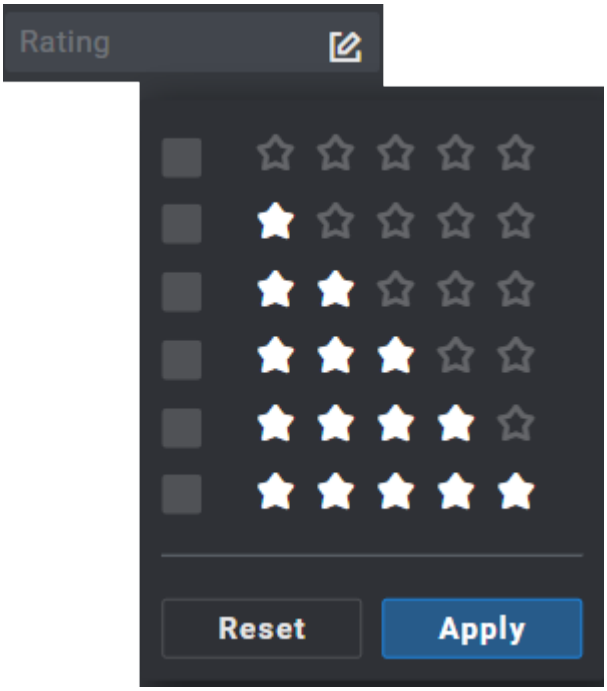
   The filter is applied and the search returns all the corresponding results in the grid.



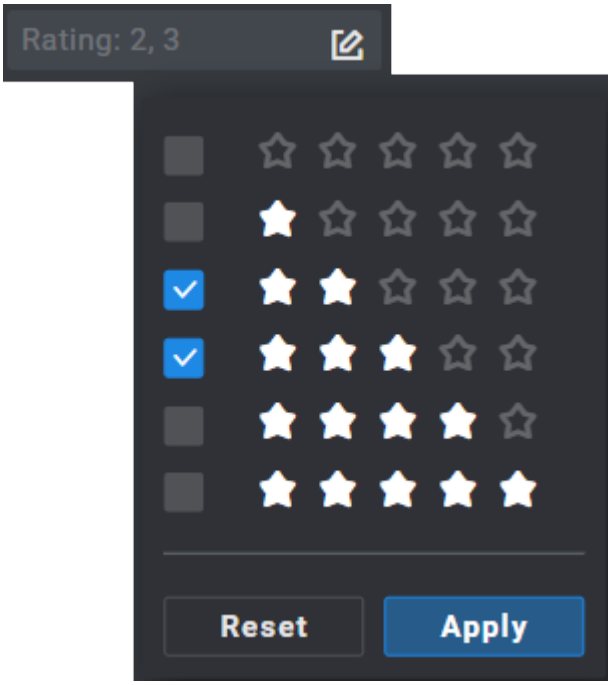
How to Define a Filter from a Predefined Option List

1. Click the Filter button, for example the **Rating** button.

   The list of options is displayed.



2. Select one or several options.



3. Click **Apply**.

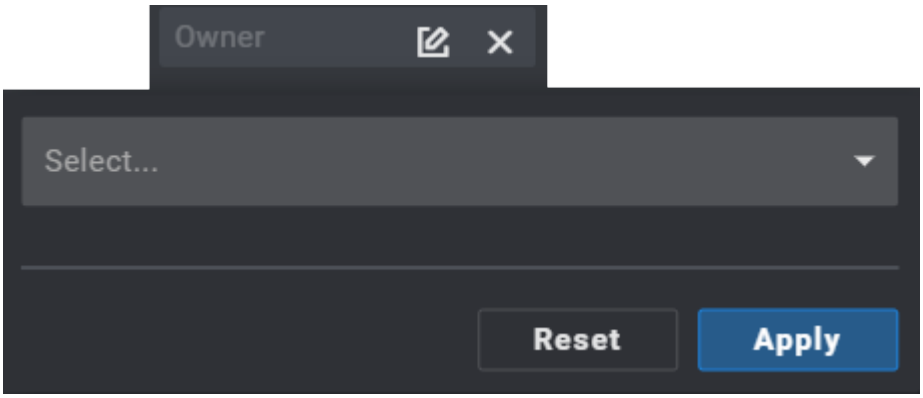
   The filter is applied and the search returns all the corresponding results in the grid.

   The search criterion is displayed as follows on the button:

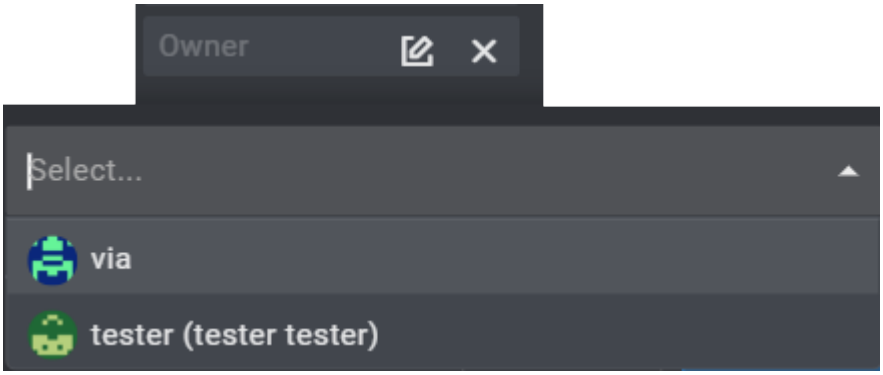
How to Define a Filter from a List of Options

1. Click the Filter button, here the **Owner** button.

   The area expands.

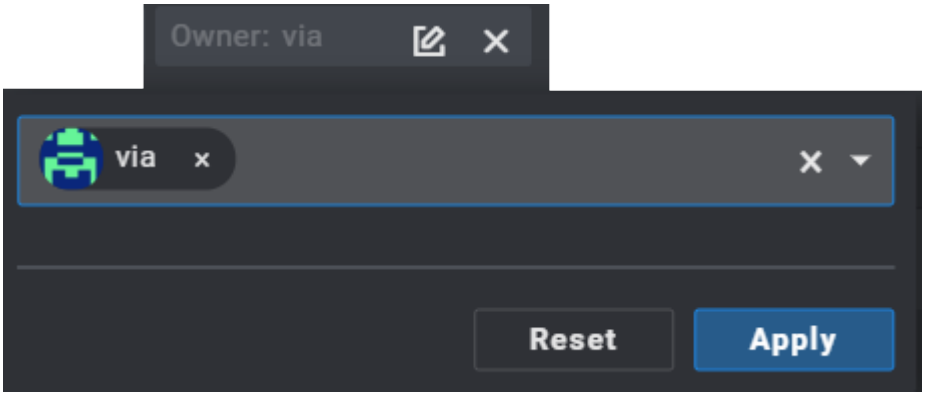


2. Click the arrow to display the list of users.



3. Select an option.

   The selection is shown in the field:



4. Click **Apply**.

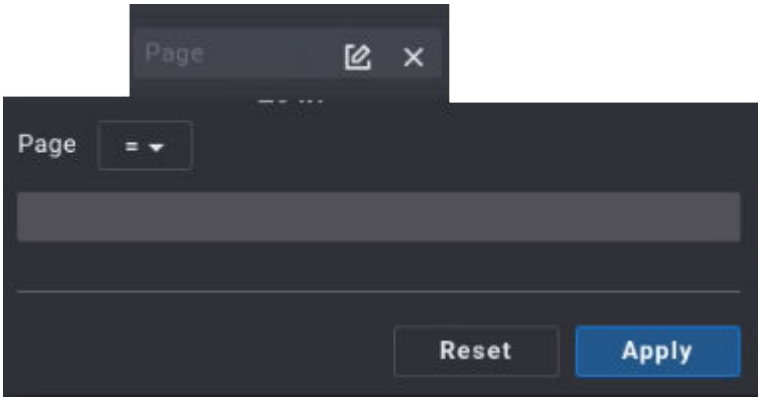
   The filter is applied and the search returns all the corresponding results in the grid.

   The search criterion is displayed on the button:

How to Filter on a Number

1. Click the Filter button, here the **Page** button.

   The following pane is displayed.



2. Click the arrow and select an operator from the list.
3. Enter a number in the field.

4. Click **Apply**.

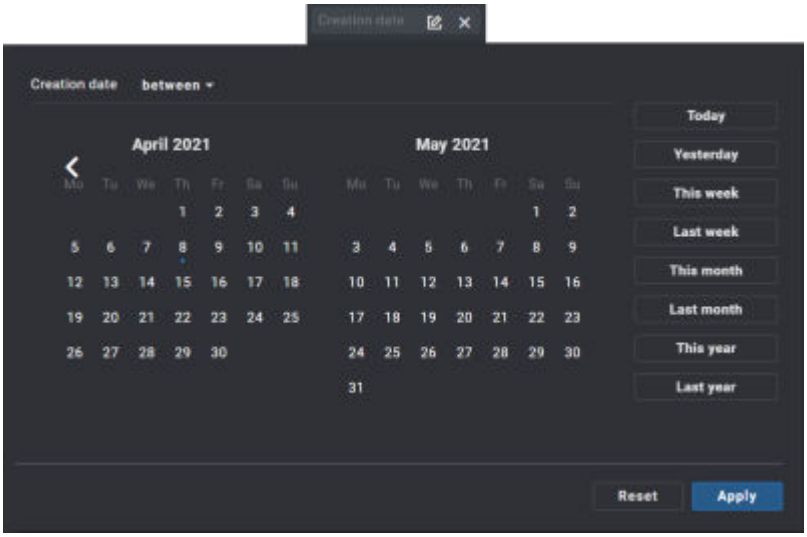
   The filter is applied and the search returns all the corresponding results in the grid.

   The search criterion is displayed as follows on the button: Page: = 1

How to Filter on a Date

1. Click the Filter button, here the **Creation date** button.

   The following pane display.



2. You may then

   - select one of the preset date options. Go to step 3.
   - define a date criterion by using one of the operators. Go to step 4.

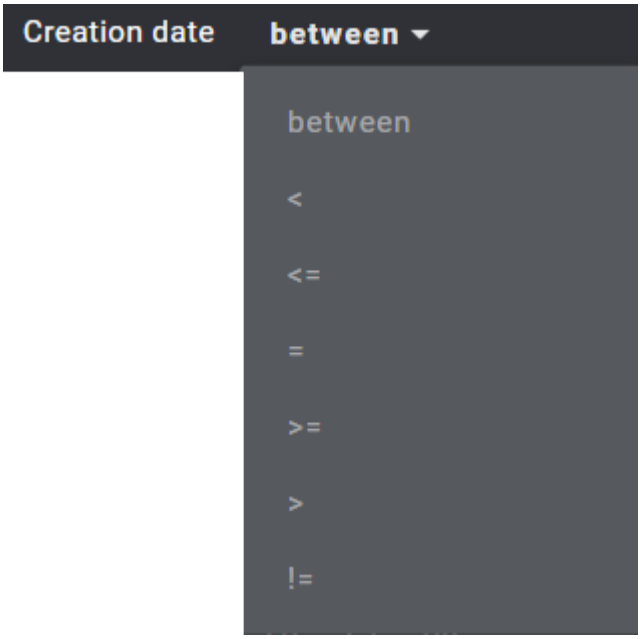
3. To select one of the preset date options:

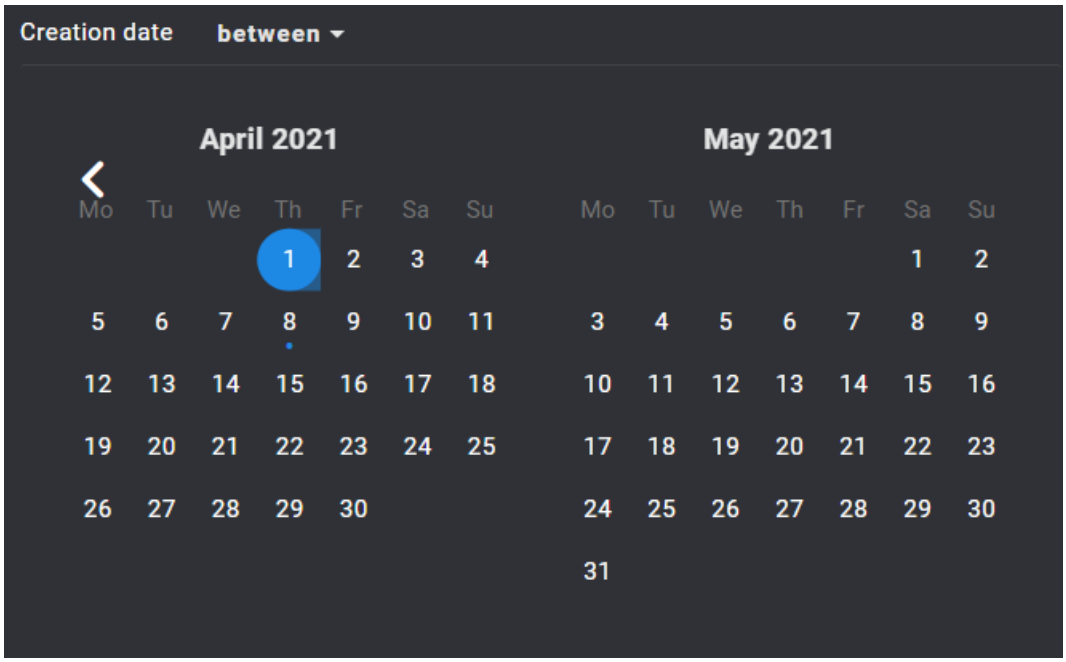
   Click one of the buttons on the right of the calendar and go to step 5.

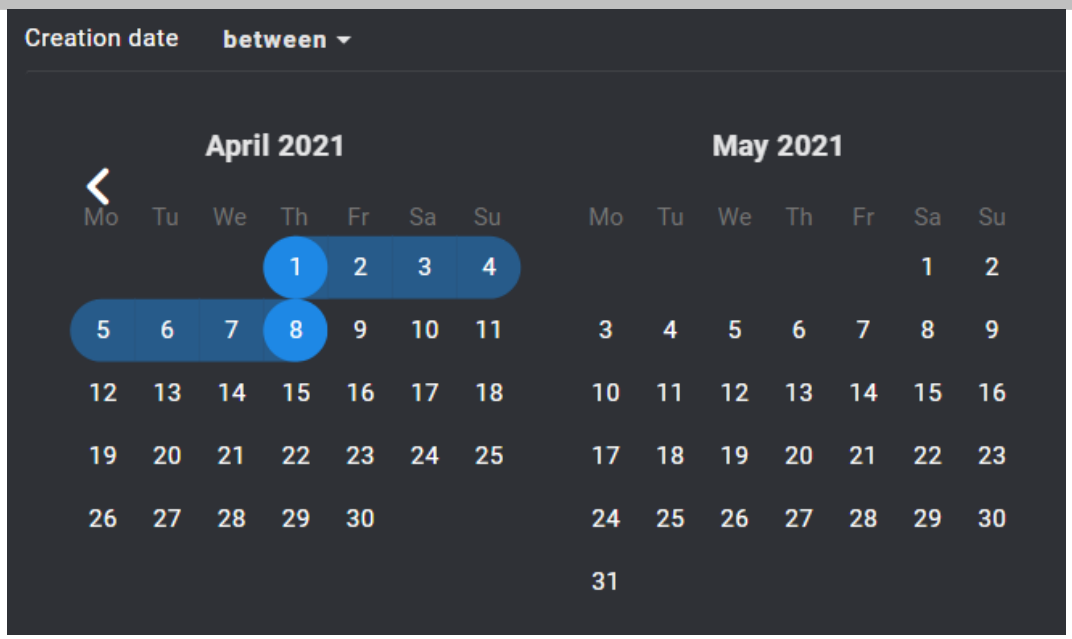
Option	Result: this selects...
Today	the current day
Yesterday	the day before today
This week	the current week from Monday to Sunday
Last week	the previous week from Monday to Sunday
This month	the current month from day 1 to last day of the month
Last month	the previous month from day 1 to last day of the month
This year	the current year from January 1 to December 31
Last year	the previous year from January 1 to December 31

4. To define a date criterion by using one of the operators,

   Click the arrow and select an operator from the list:



Selected operator	Possible actions	Result: this selects...
between	a. Select a start date.  b. Select a end date.	the period between the two selected days

Selected operator	Possible actions	Result: this selects...
		
< (less than)	click a date on the calendar.	all the dates before the selected day
<= (smaller or equal to)	click a date on the calendar.	the selected day and all the days before
= (equal to)	• click a date on the calendar • click the **Today** button • click the **Yesterday** button	• the selected day • the current day • the day before today
>= (greater or equal to)	click a date on the calendar.	the selected day and all the days after
> (greater than)	click a date on the calendar.	all the dates after the selected day

Selected operator	Possible actions	Result: this selects...
!= (not equal to)	click a date on the calendar.	all the days except the selected day

5. Click **Apply**.

   The filter is applied and the search returns all the corresponding results in the grid.

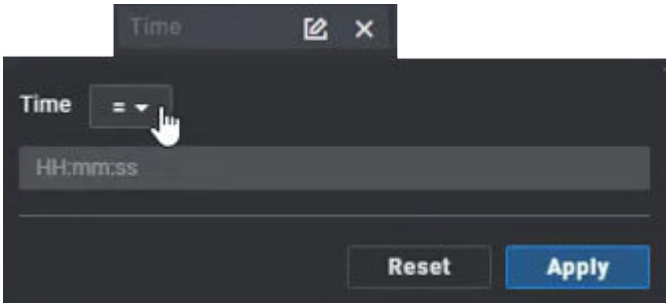
   The search criterion is displayed as follows on the button:

How to Filter on a Time

1. Click the Filter button, here the **Time** button.

   The following pane is displayed.

2. Click the arrow and select an operator from the list:

3. Enter a time value in the field or use the up/down arrows:

4. Click **Apply**.

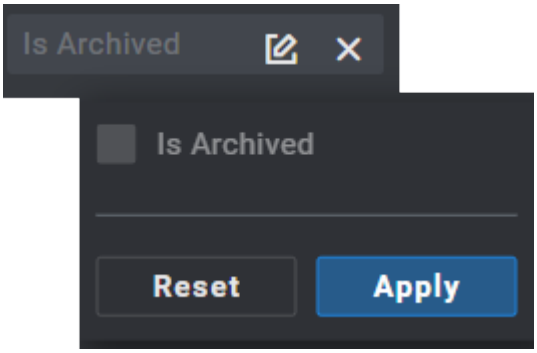
   The filter is applied and the search returns all the corresponding results in the grid.

   The search criterion is displayed on the button.

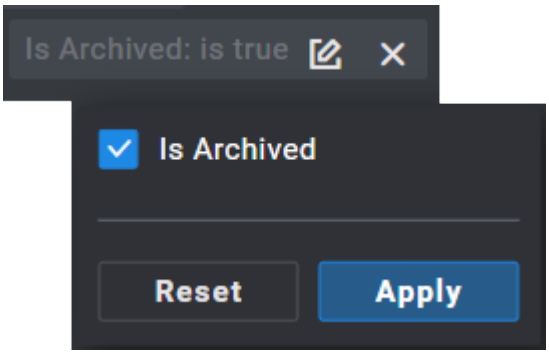
How to Filter on a True or False Option

1. Click the Filter button, for example the **Is Archived** button.

   The option is displayed:



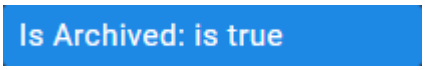
2. Select the option.



3. Click **Apply**.

   The filter is applied and the search returns all the corresponding results in the grid.

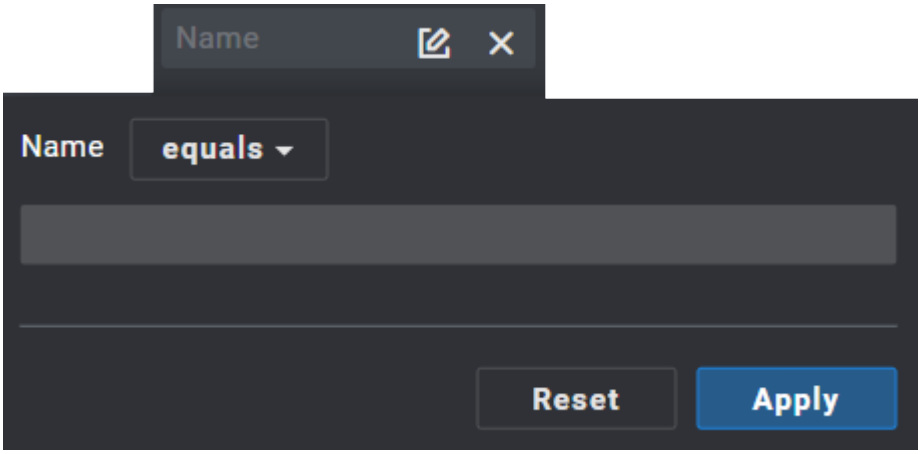
   The search criterion is displayed as follows on the button:



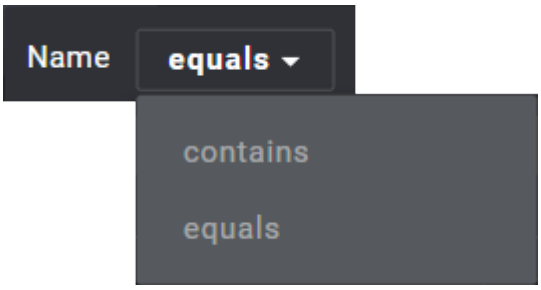
How to Filter on Free Text

1. Click the Filter button, here the **Name** button.

The following pane is displayed.



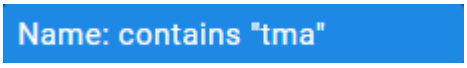
2. Click the arrow and select an operator from the list:



3. Enter a search string in the field.
4. Click **Apply**.

   The filter is applied and the search returns all the corresponding results in the grid.

   The search criterion is displayed as follows on the button:

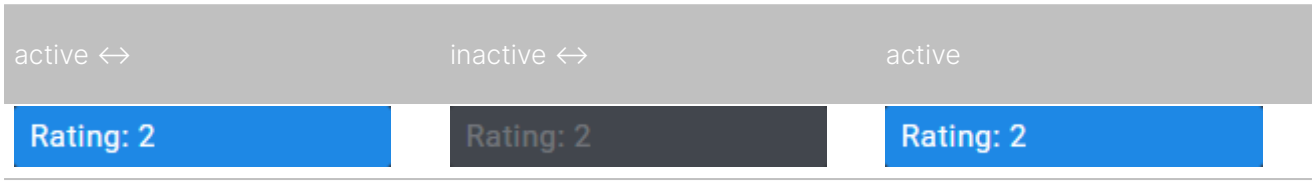
   

How to Apply a Filter or Remove an Applied Filter (Activate / Deactivate the Filter)

Once search criteria have been defined, they are displayed next to the Filter type.

To apply or deactivate a filter,

- Click the **Filter** button. It acts as a toggle:



How to Edit a Filter Criterion

1. Hover the mouse over the Filter button to display the **Edit Filter** button:
2. Click  .

The filter pane expands.

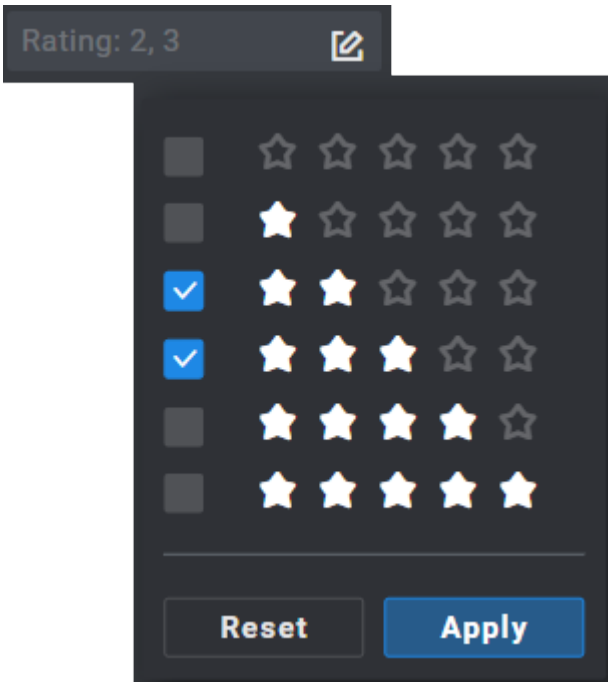
3. Edit the filter.
4. Click **Apply**.

Resetting Search Filters

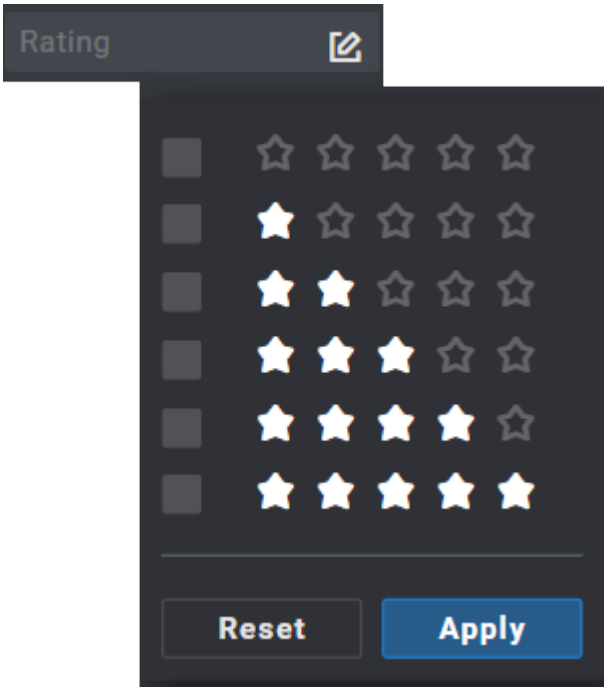
How to Reset an Advanced Search Filter

1. Hover the mouse over the Filter button to display the **Edit Filter** button:
2. Click  .

   The filter pane expands.



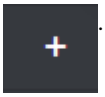
3. Click **Reset**.



4. Click **Apply**.

   The filter is no more applied: 

How to Reset the Advanced Search Filters to the default Configuration

1. Click 

.

   The Select Filters menu is displayed.

2. Click **Reset**.

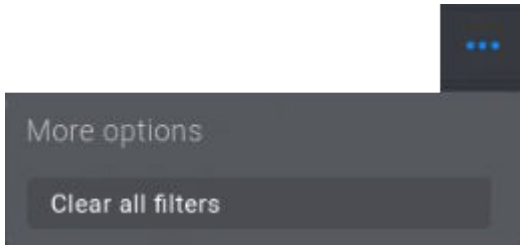
   No more advanced search filter is applied and only the default filter fields are displayed.

How to Reset all the Applied Filters

To clear all the applied filters at once, including Quick Text Search and Advanced Search filters,

1. Click the **More Options** button 
.

   The More Options menu is displayed:



2. Click **Clear All Filters**.

   No more filter is applied.

Use the **Reset** button at the top of the **Select Filters** menu to return to the default configuration.

3.4.3.6. Copying and Moving Clips

Introduction

Clips can be copied from the local server or a remote server to the local server or a remote server from the Remote Panel or from the Viewer.

Clips can be moved from the local server to the local server or a remote server from the Remote Panel or from the Viewer. With the current version of LSM-VIA, remote clips cannot be moved to the local or a remote server.

Principles

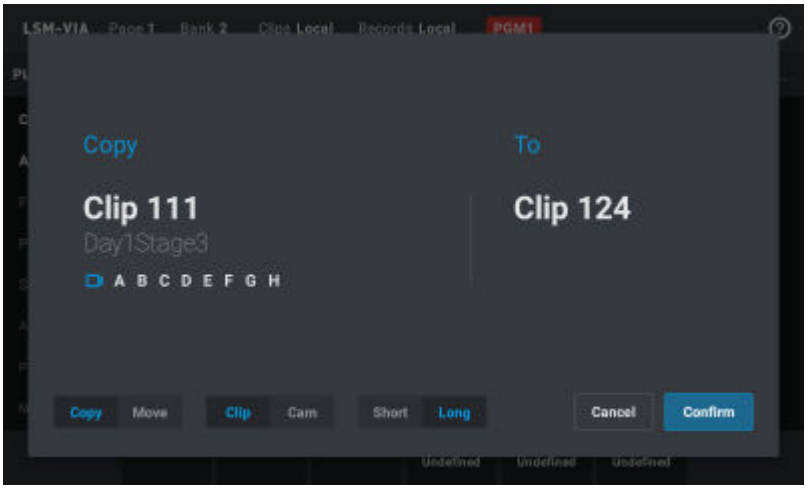
- Copying a clip gives a new clip which is totally independent from the original. It can therefore be trimmed, named, deleted, etc. without affecting the original.
- Copying clips locally on a server does not duplicate the video and audio material on the drives: it simply creates a separate reference to the same material. This means that the available storage capacity will not decrease when making copies of clips on a server. It also means that deleted copies of clips will not increase the available capacity of the server, as the material will not be deleted as long as one instance of the clip remains.
- Clip metadata are kept when a clip is copied or moved.
- Mark points set on a clip are kept when the clip is moved.
- Copying clips across the network will copy the material so it will reduce the capacity of the server where the clips are copied by the duration of the clips.

How to Copy a Clip from the Remote Panel

1. Load a clip.
   a. SHIFT + Page + Fx
   b. SHIFT + Fx
   c. Fx

   See section Loading Clips for other ways to load a clip.
2. Select an empty clip position: press a non colored Function key Fx.

   The following screen is displayed on the touchscreen:



After a system reboot, the default options are selected (**Copy**, **Clip**, **Long**). Otherwise, the options selected the last time the function was used are selected.

The clip name displayed is the name of the angle loaded on the smallest controlled PGM, if it has a name.

3. Tap **Copy** to copy the clip to the selected position: **Copy**.

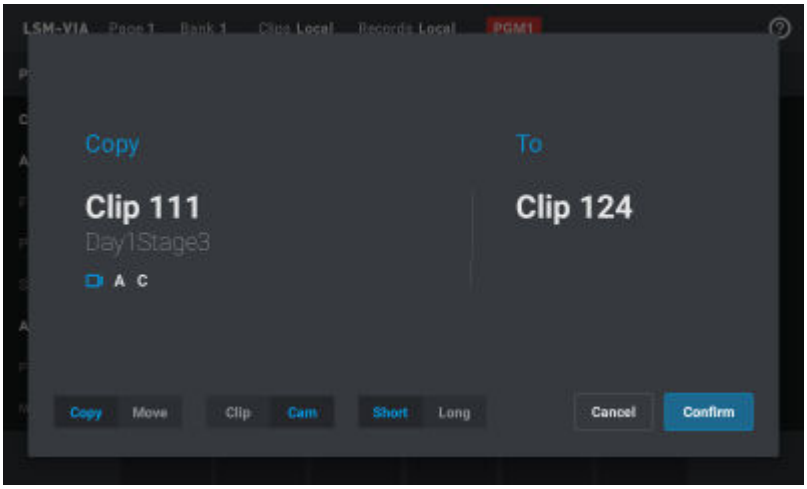
4. Tap

   - **Clip** to copy all the clip angles: **Clip**.

   or

   - **Cam** to copy the controlled CAM angles of the clip: **Cam**

     The screen shows the involved CAM:



5. Tap

   - **Short** to copy the clip without its guardbands: **Short**.

   or

- **Long** to copy the clip with its guardbands: Long.

6. Validate your action: press ENTER or tap Confirm.

The clip angles (Clip mode) or the controlled CAM angles (CAM mode) of the selected clip are copied to the selected position.

In Clip mode:

- Pref Cams remain the same if they were selected for the Copy operation.

In CAM mode:

- Pref Cams remain the same if they were selected for the Copy operation.
- If only the secondary CAM (=) is selected, it becomes the principal pref cam (*), and the next smallest cam becomes the secondary pref cam.

How to Move a Clip from the Remote Panel

1. Load a clip.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

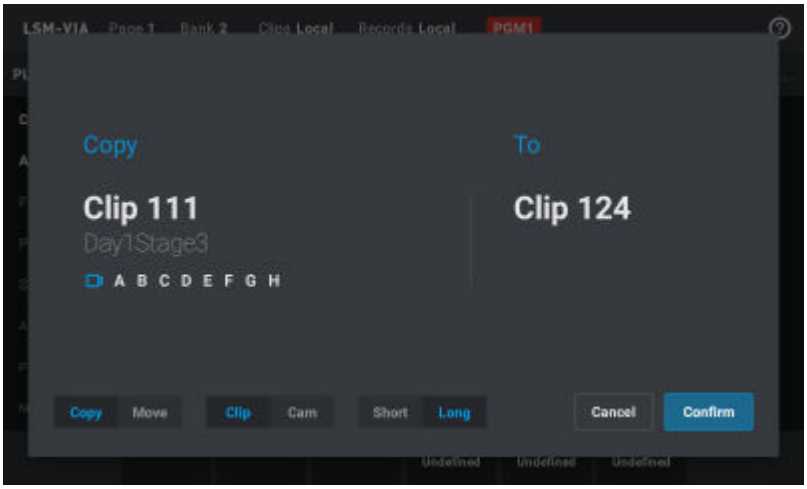
   c. Fx

   With the current version of LSM-VIA, only local clips can be moved.

   See section Loading Clips for other ways to load a clip.

2. Select an empty clip position: press a non colored Function key Fx.

   The following screen is displayed on the touchscreen:



After a system reboot, the default options are selected (**Copy**, **Clip**, **Long**). Otherwise, the options selected the last time the function was used are selected.

The clip name displayed is the name of the angle loaded on the smallest controlled PGM, if it has a name.

3. Tap **Move** to copy the clip to the selected position: Move.

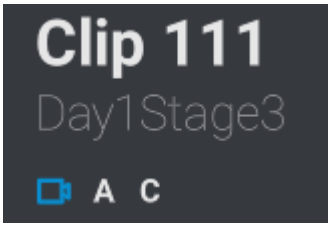
4. Tap

   - **Clip** to move all the clip angles: Clip.

   or

   - **Cam** to move the controlled CAM angles of the clip: Cam

     The screen shows the involved CAM:

5. Validate your action: press ENTER or tap Confirm

The clip angles (Clip mode) or the controlled CAM angles (CAM mode) of the selected clip are moved to the selected position.

In Clip mode:

- Pref Cams remain the same if they were selected for the Move operation.
- If different clips are loaded on the different controlled PGMs, only the clip loaded on the smallest controlled PGM is moved.

In CAM mode:

- Pref Cams remain the same if they were selected for the Move operation.
- If only the secondary CAM (=) is selected, it becomes the principal pref cam (*), and the next smallest cam becomes the secondary pref cam.

How to Copy or Move a Clip from the LSM-VIA Viewer

1. Select

   - the Clip view to copy or move all the angles of a clip: [-] or F2

   or

- the CAM view to copy or move individual CAM angle: or F2.

2. Select the clip (Clip view) or the cam angle of the clip (CAM view) you want to copy or move.

   See section Selecting Clips.

3. To copy the selected clip (Clip view) or the selected cam angle (CAM view), press Ctrl + C.

   To move the selected clip (Clip view) or the selected cam angle (CAM view), press Ctrl + X.

   The clipboard will reflect the copied clip ID.

4. Go to the empty position where you want to paste the clip (Clip view) or the cam angle (CAM view):

   - use arrow keyboard shortcuts:

   or

   - click the position in the Clip grid:

5. Paste the clip (Clip view) or the cam angle of the clip (CAM view).

   - to paste it with its guardbands (Long copy), press Ctrl + Shift + V.
   - to paste it without its guardbands (Short copy), press Ctrl + V.

The selected clip (Clip view) or CAM angle (CAM view) is copied, or moved, to the selected position.

Pref Cams remain the same when they are copied or moved.

If only the secondary CAM is copied, it becomes the principal pref cam, and the next smallest cam becomes the secondary pref cam.

3.4.3.7. Managing Mark Points on Clips

Context of Use

Mark points are used as tags to mark points on the record trains and clips during recording or playback.

Once this marking is done, you can use the mark points to quickly and easily retrieve those specific moments and use them.

Up to 999 mark points can be set. They are linked to the workstation and they are lost after LSM-VIA reboot.

Default Values

- Default Mark Points:

  Depending on the Default Mark Points setting, mark points can be added at the LIVE input timecode (Live mode) or at the current timecode of the clip or the train (Playback mode). By default, the Live mode is set. This can be changed from the LSM-VIA configuration tool with the Default Mark Points parameter.

- Freeze on Marks:

  This parameter specifies whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.

  By default, the playout does not freeze on the mark points when clips or record trains are being played. This can be changed from the LSM-VIA configuration tool with the Default Freeze on Mark Points parameter.

Mark Point Display

When at least one mark point has been set on the controlled media, the key button on the Remote lights up.

- When the current timecode is not on a mark point timecode, the key button is green.
- When the current timecode is on a mark point timecode, the key button is red, and the key display is highlighted.

Adding Mark Points

How to Add Mark Points on Clips

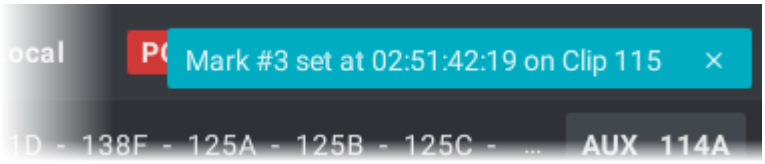
1. Make sure the Default Mark Points parameter has been set to **Playback**.

   See section System Settings.

2. Add a mark point by pressing Fast Jog Mark.

A mark point is set on all the controlled clip angles, at the current timecode of the clip loaded on the smallest controlled PGM.

A message is displayed on the top right of the touchscreen and the LSM-VIA Viewer screen.



If different types of media are loaded on controlled PGMs (Clips & trains), the mark points are only set on the type of media loaded on the smallest controlled PGM.

Browsing Through Mark Points

How to Go to the Previous Mark in a Clip

If mark points have been set to the media, clip or train, currently loaded on the smallest controlled PGM, the **Last Mark** option is displayed on the Remote Panel console.

When a clip is loaded on the smallest controlled PGM, pressing 

will go to the closest mark set on this clip before current timecode.

How to Browse from a Mark Point to Another

The **Browse** function is only available when a mark point has been set on the current timecode of the media, clip or train, loaded on the smallest controlled PGM.

The key button is red, and the key display is highlighted.

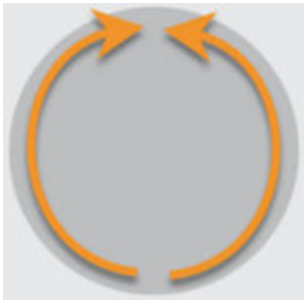
1. Press **Browse** 

.

   The Browse mode is enabled.

2. Browse from one mark point to the next one or the previous one with the jog

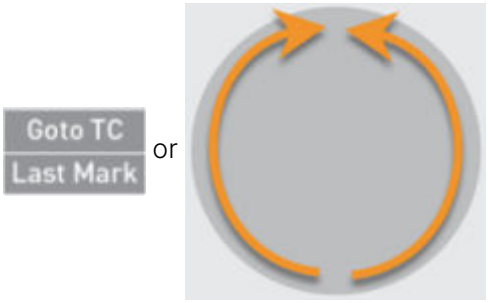
The **Browse** function can be disabled when other actions are performed on the Remote, for example:

- press **Browse** again
- press **E/E** or **Return**
- press **Play**
- use the lever

Deleting Mark Points

How to Delete a Single Mark Point

1. Load the required clip on the smallest controlled PGM.
2. Browse to the mark point you want to delete.

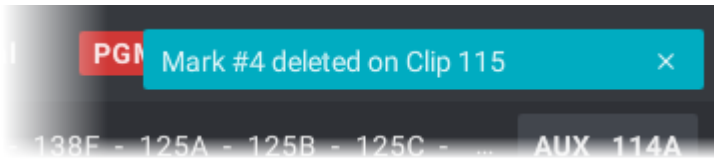


The **Mark** key button lights up in red.

3. Delete the mark point: CLEAR + Fast Jog / Mark

The mark point is deleted on all the clip angles.

A message is displayed on the top right of the touchscreen and the LSM-VIA Viewer screen.



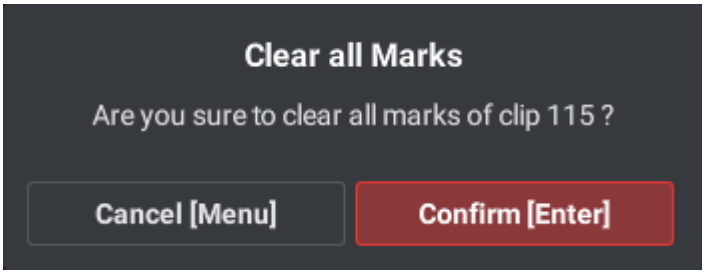
How to Delete all the Mark Points

1. Load the required clip on the smallest controlled PGM.
2. Make sure you are not on a mark point.

   The **Mark** key button must be lit up in green.

3. Delete the mark points: CLEAR + Fast Jog / Mark.

A message appears on the touchscreen:



4. Confirm the action: ENTER or Confirm [Enter].

All the mark points are deleted on the clip.

3.4.4. Editing Clips

This chapter describes the various editing actions you can perform on clips: add metadata, give a name, edit the duration, restripe.

To be able to perform the following operations on a distant clip, the **Clip Edit by Network** parameter must have been set to **Yes** on the network server hosting that clip.

- edit keywords and rating
- rename
- retrim
- restripe TC
- update Pref Cam

3.4.4.1. Adding Metadata to a Clip

Introduction

Keywords and rating can be assigned to a loaded clip.

With the current version of LSM-VIA, this is done from the Metadata window which is displayed on the Remote Panel touchscreen thanks to the **Metadata** function of the console.

As you are editing the clip metadata, you keep full control of the current clip with the lever and the PLAY key, as well as the jog. This allows you to browse the clip and replay it at any time.

The Metadata Screen

NEW ! ## Overview of the Metadata Screen

Keyword grid (1)

This area displays the list of available keywords.

The keyword file must have been defined in the LSM-VIA configuration tool. This can be a file stored locally or on another LSM-VIA workstation of the network.

See section Keywords Settings.

If the keyword file is updated, the keyword list is automatically updated as soon as the file is saved.

Clip Metadata pane (2)

This area displays the metadata, keywords an rating, associated with the loaded clip.

Accessing and Leaving the Metadata Screen

How to Access the Metadata Screen

To access the Metadata screen,

- press Metadata on the console.

How to Leave the Metadata Screen

To leave the Metadata screen, do one of the following actions:

- tap < on the upper left corner of the Metadata screen.
- press MENU on the Remote Panel.

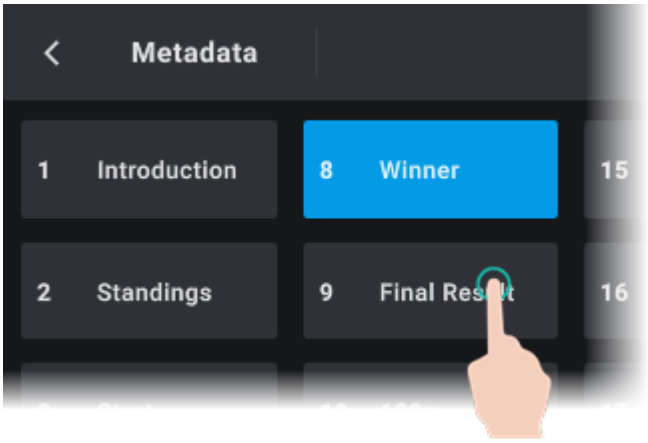
Assigning Keywords to Clips

How to Add Keyword(s) to a Clip

With the current version of LSM-VIA, keywords are added to the clip angle loaded on the first controlled PGM (PGM or PGM1), not on all clip angles.

To add keywords to the loaded clip, do one of the following actions.

- From the touchscreen, tap the keyword box.



The corresponding Metadata box is highlighted in blue.

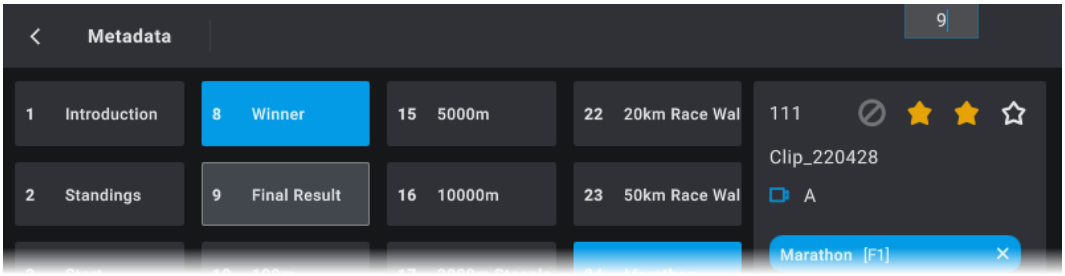
or

- From the Remote Panel console

a. Press the Function key corresponding to the keyword ID shown in the Metadata grid.

For example: press F9 for the Final Result keyword 9 Final Result.

The corresponding Metadata box is highlighted in light gray and the number is displayed at the top right of the screen.

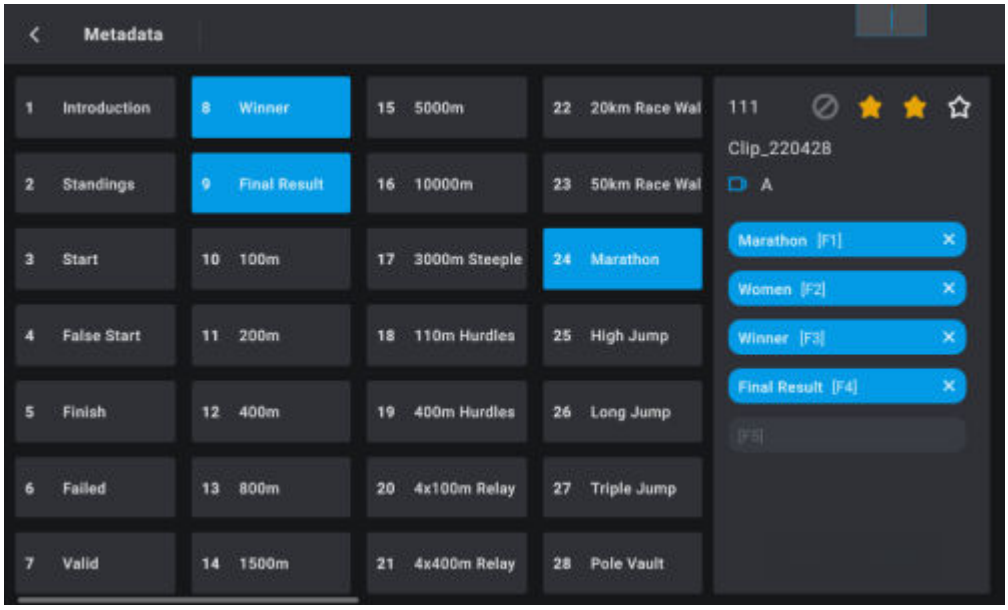


b. Press ENTER to confirm.

The Metadata box is highlighted in blue.

The selected keyword(s) added to the clip angle are displayed on a blue background in the Keyword grid.

The added keywords are displayed on the Clip Metadata pane on the right.

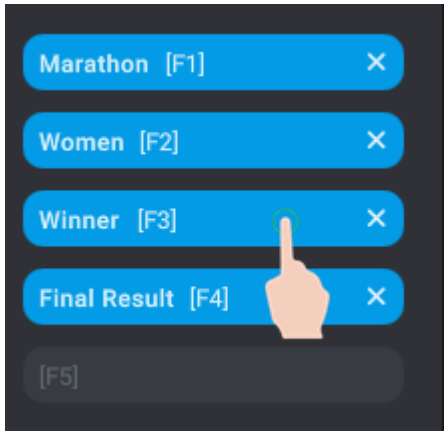


How to Remove a Keyword

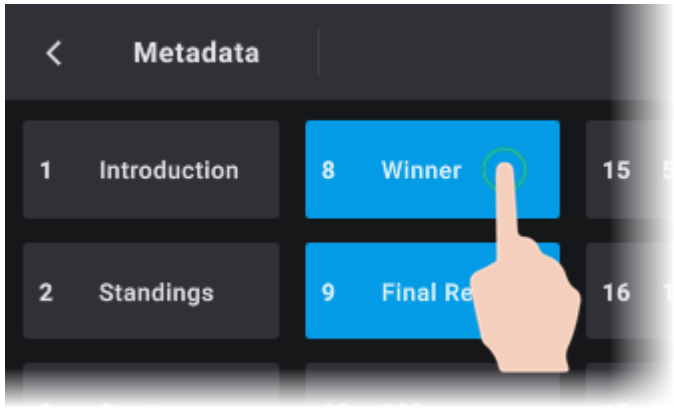
How to Remove a Keyword from the Metadata Screen

In the Metadata screen, on the Clip Metadata pane, do one of the following actions:

- Tap the keyword to be deleted in the Clip Metadata pane.

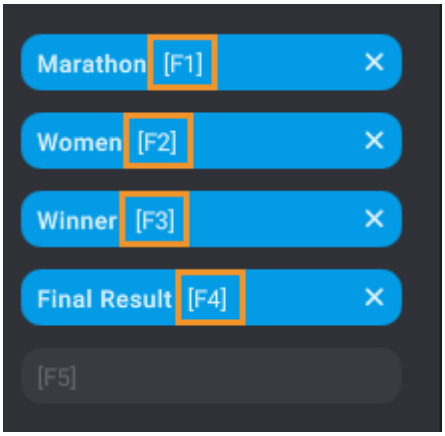


- tap the keyword in the Keyword grid.



How to Delete a Keyword from the Remote Panel console

1. Press **CLEAR**.
2. Press the Function key [Fx] of the keyword to remove, as shown on the Clip Metadata pane on the right:



Assigning a Rating to a Clip

How to Add a Rating to a Clip

With the current version of LSM-VIA, when you define a rating, it is added to the clip angle loaded on the first controlled PGM (PGM or PGM1), not on all clip angles.

To assign a rating to the loaded clip from the Metadata screen,

- Tap a rating on the touchscreen (example: 2 stars).

How to Reset a Rating

In the Metadata screen, on the Clip Metadata pane,

- Tap the Reset button  at the top on the pane.

3.4.4.2. Naming a Clip

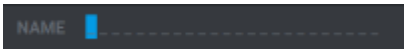
How to Name a Clip from the LSM-VIA Viewer

To name a clip from the LSM-VIA Viewer,

1. Make sure the focus is on the Clip grid, not on the Playlist pane.

   See section How to Select the Focused Pane.

2. Type a name for the clip.

It is entered in the **Name** field of the LSM-VIA Viewer: 

3. Select Clip or CAM view: F2 OR /

4. Select the clip you want to name.

   See section Selecting Clips.

5. Associate the name with the selected clip angle (CAM view) or with the selected clip (Clip view) by pressing F1

3.4.4.3. Editing the Clip Duration

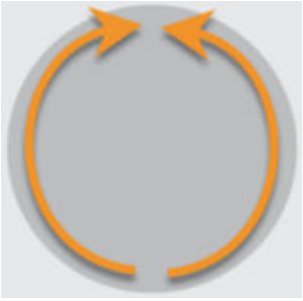
How to Edit the IN or OUT Point

It is possible to edit a clip angle and define new Short IN and/or Short OUT points between the Protect IN and the Protect OUT points.

1. Load the clip angle to be retrimmed on the smallest controlled PGM.

   See section Loading Clips.

2. Jog to the desired IN or OUT point.



3. Press Goto IN / IN to set the IN point and/or press Goto OUT / OUT to set the OUT point.

The clip angle is automatically updated.

The Protect IN and/or Protect OUT point(s) remain(s) the same.

How to Clear Short IN or Short OUT Points

You can clear the Short IN point and/or the Short OUT point of a loaded clip to increase its duration.

To...	press...
clear the Short IN point	CLEAR + Goto IN / IN
clear the Short OUT point	CLEAR + Goto OUT / OUT

Short IN and/or Short OUT points are removed. Only the Protect IN and/or Protect OUT points are kept.

3.4.4.4. Restriping a Clip

Context of Use

The timecode and date corresponding to the IN point of a clip can be modified. This operation is very useful when, for example, you need to align the timing for a commentator: you restripe to 01:00:00:00 and then you can align your rundown better by inserting a graphic at 00:10, talking at 00:20, and so on.

Limitation

With the current version of LSM-VIA, it is not possible to restripe a remote clip.

How to Restripe a Clip from the LSM-VIA Viewer

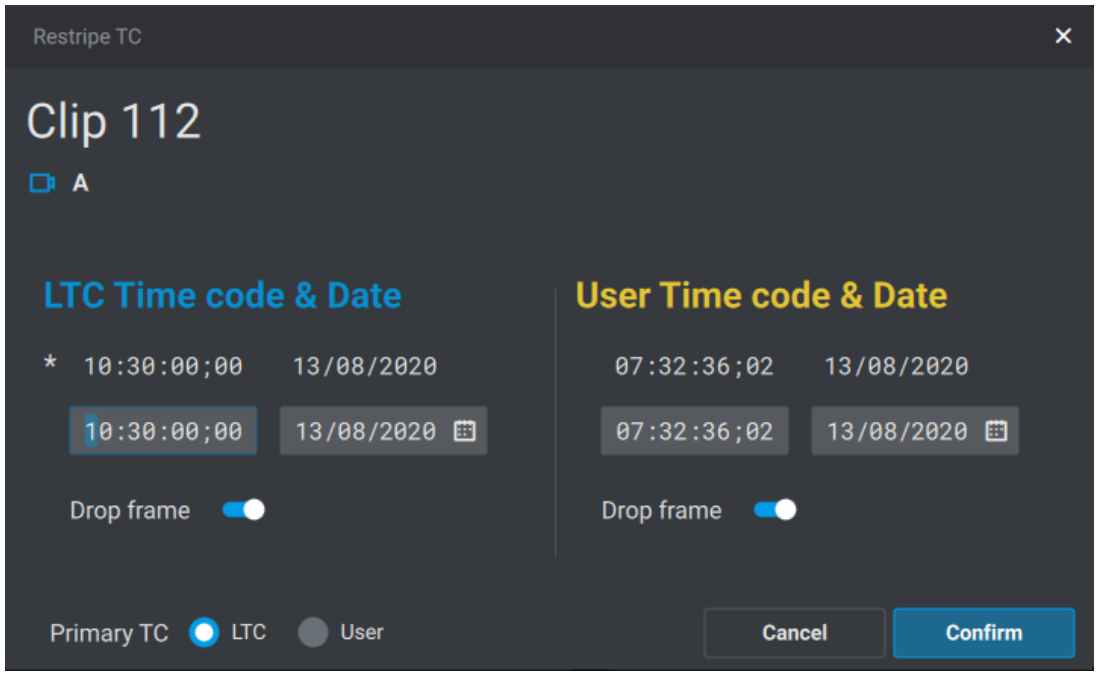
1. Make sure the focus is on the Clip grid.

   See section How to Select the Focused Pane.

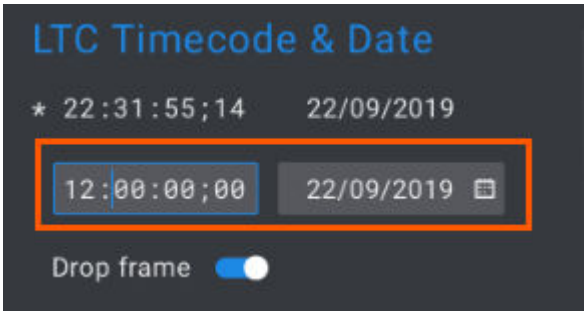
2. Select the clip (Clip mode) or the clip angle (CAM mode) to restripe.
   - In CAM mode, only the timecode of the selected camera angle will be changed.
   - In CLIP mode, the timecode of all camera angles of the clip will be changed.

3. Press Alt + T.

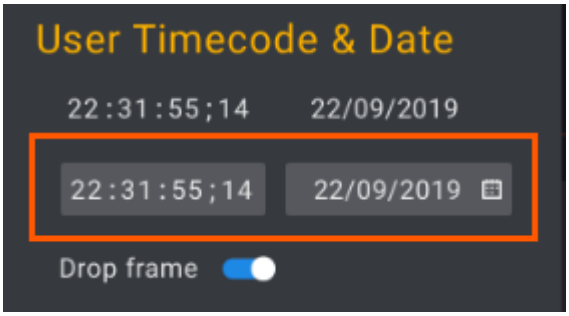
   The Restripe TC window opens:



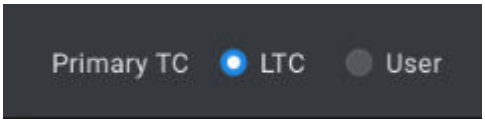
4. To modify
   - the LTC timecode and/or date: Type in the new timecode for the Short IN point and/or the date of the clip in the corresponding fields.



- The user-defined timecode and/or date: Type in the new timecode for the Short IN point and/or the date of the clip in the corresponding fields.



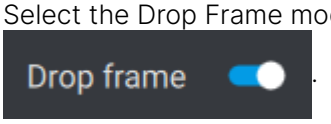
5. (optional) To change the Primary TC, click the requested radio button:



If the User TC is selected, it is displayed in yellow on the OSD.

6. (optional) When the server is configured in 59.94 Hz (NTSC), the **Drop Frame** option is available.

Select the Drop Frame mode (default) or the Non-Drop Frame mode by clicking



.

In 50 Hz, the **Drop Frame** option is not displayed.

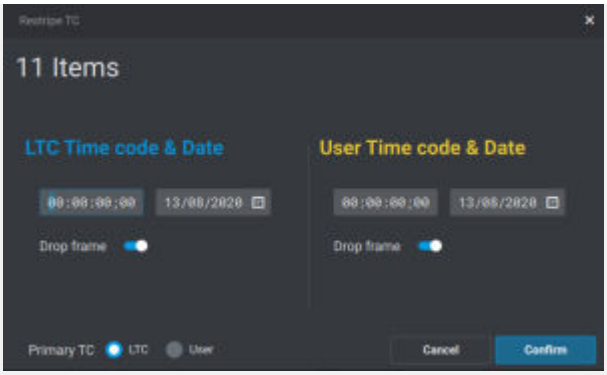
7. Press 

or tap 

.

You can restripe the TC of a multiselection of clips at once.

Then, the restripe TC window will show the following elements. The TC is set to 0 and the current date of the workstation is displayed.



All the selected clips will get the new timecode.

3.4.4.5. Changing the Pref Cam of a Clip

Principles

In the Clip grid of the LSM-VIA Viewer, the primary preferred camera is represented with a *****. The secondary preferred camera is represented with a **=**.

Another clip angle can be set as primary pref cam or secondary pref cam.

- This is only possible in CAM mode.
- It is not possible on a multiselection of clip angles.

if ...	becomes ...	then ...	becomes ...
*	=	=	*
=	*	*	=
a cam other than pref cam	*	*	=
a cam other than pref cam	=	nothing else changes	

How to Change the Pref Cam of a Clip

1. Select the clip angle.
2. To set it as the primary pref cam, press 

.

   To set it as the secondary pref cam, press 

.

3.4.5. Loading, Browsing and Playing Clips

This chapter describes the different ways to load a clip, and the loading behavior depending on the channel control mode. It also explains the various ways to load and browse a clip.

It is possible to load, browse and play a remote clip.

3.4.5.1. Loading Clips

Ways to Load a Clip

A clip can be loaded in different ways.

- Loading a clip with the Console Function Keys
- Loading a Clip from the LSM-VIA Viewer in Clip Mode
- Loading a Clip from the LSM-VIA Viewer in CAM Mode
- Loading a Clip Angle from the Search Window
- Loading Another Clip Angle with the Console Function Keys
- Loading Another Clip Angle with the CAM Keys in PGM+PRV
- Loading Another Clip Angle with the CAM Keys in Multi PGM
- Recalling Clips or Playlists by LSM ID from the Remote Panel
- Recalling Media by LSM ID from the LSM-VIA Viewer
- Loading a Clip with a Shortcut Button
- Loading Media from the Shotbox

The loading behavior, according to the channel control mode, is explained in section Loading Behavior.

The display of a loaded clip on the console and on the LSM-VIA Viewer is shown in section Loaded Clip Display.

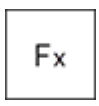
Loading a Clip

How to Load a Clip with the Remote Panel Function Keys

1. Select the page where the clip is stored.

2. Select the bank (1-9) where the clip is stored.

3. Select the clip position.



The clip angles are loaded on the controlled play channels according to the loading behavior rules. The clip Function key is red on the Remote Panel console.

How to Load a Clip in Clip Mode by Direct Selection from the LSM-VIA Viewer Clip Grid

1. Select the desired clip.
   - click one of the angles of the clip in the Clip grid

   OR

   - press the arrow keys  on your keyboard.

   local clip: 

   remote clip: 

2. Load the clip by pressing  .

In Clip mode, the preferred clip angle is loaded on the smallest PGM controlled by the first connected Remote Panel, the secondary clip angle is loaded on the next PGM,...

In case no Remote Panel is connected to LSM-VIA, the preferred clip angle is loaded on the smallest PGM of the server.

How to Load a Clip in CAM Mode by Direct Selection from the LSM-VIA Viewer Clip Grid

1. Select the desired clip from the LSM-VIA Viewer screen.
   - click the CAM angle in the Clip grid

   OR

   - press the arrow keys  on your keyboard.

   local clip: 

   remote clip: 

2. Load the clip by pressing  .

In CAM mode, the clip is loaded on the smallest PGM controlled by the first connected Remote Panel.

In case no Remote Panel is connected to LSM-VIA, the clip is loaded on the smallest PGM of the server.

How to Load a Clip Angle by Direct Selection from the LSM-VIA Viewer Search Window

1. Select the desired clip angle from the LSM-VIA Viewer Search window.

2. Load the clip by pressing 

.

The clip is loaded on the smallest PGM controlled by the first connected Remote Panel.

In case no Remote Panel is connected to LSM-VIA, the clip is loaded on the smallest PGM of the server.

With the current version of LSM-VIA, no red or green color is used for the loaded clips.

How to Recue a Clip from the LSM-VIA Viewer

To recue a loaded clip on its IN point,

- Press 

.

When a Remote Panel is linked to the LSM-VIA Viewer, the **Recue** command applies to media loaded on the PGMs controlled by the Remote Panel, regardless of the Viewer pane which has the focus on.

In case no Remote Panel is connected to LSM-VIA, the **Recue** command applies to the media loaded on the smallest PGM of the server.

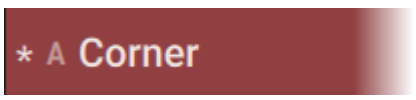
Loading Behavior

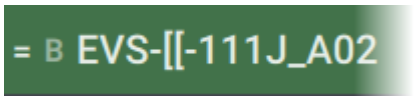
- In PGM+PRV control, pressing the clip position loads the preferred clip angle on the PGM and the second preferred clip angle on the PRV.
- In PGM-only control, pressing the clip position loads the preferred clip angle on the PGM.
- In PRV-only control, pressing the clip position loads the preferred clip angle on the PRV.
- In Multi-PGM control, depending on the number of PGMs in the configuration, pressing the clip position loads the preferred clip angle on PGM1, the second preferred clip angle on PGM2, the next available clip angle on PGM3, ...
- In Single PGM control, pressing the clip position loads the preferred clip angle on the controlled PGM.

Loaded Clip Display

On the Remote Panel console, when a clip is loaded, the corresponding Function key (clip position) is red.

On the LSM-VIA Viewer Clip grid,

- a clip loaded on a PGM has a red background 

- a clip loaded on the PRV has a green background 

Changing the Loaded Clip Angle

When a clip is loaded, you can change the loaded clip angle in different ways.

How to Change the Loaded Clip Angle Using Recall Clip Toggle Mode

This mode allows you to successively call the various camera angles of the clip with its Function key.

By default, the Recall Clip Toggle mode is activated. But this can be changed from the configuration tool, with the Recall Clip Toggle setting.

Multi PGM Mode

When a clip is loaded, pressing several times the clip Function key calls successively the next available clip angle on each controlled PGMs.

When you press again the same clip key, the clip angle on PGM2 shifts to PGM1, the clip angle on PGM3 to PGM2 and the next clip angle is loaded on PGM3, and so on each time you press the clip key.

When all available clip angles have been loaded, the series starts again with the preferred clip angle and the second preferred clip angle.

Single PGM

When a clip is loaded and you press the same clip Function key again, the second preferred clip angle is loaded on the controlled PGM, then the next available clip angle, and so on. Nothing happens on the other PGMs.

PGM+PRV

When a clip is loaded and you press the same clip Function key again, the clip angle on the PRV shifts to the PGM, the next clip angle is loaded on the PRV, and so on.

PGM-only

When a clip is loaded and you press the same clip Function key again, the second preferred clip angle is loaded on the PGM, then the next available clip angle, and so on.

PRV only

When a clip is loaded and you press the same clip Function key again, the second preferred clip angle is loaded on the PRV, then the next available clip angle, and so on.

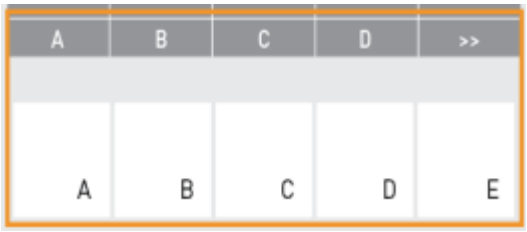
When the Recall Clip Toggle mode is not activated, pressing several times the Function key will load the preferred camera angle (*) of that clip on its IN point.

How to Change the Loaded Clip Angle Using the CAM Keys in PGM+PRV Mode

PGM+PRV or PGM only

When you control both PGM and PRV or only the PGM, you can change the clip angle loaded on the PGM as follows:

- To select CAM A, B, C or D, press the corresponding key on the console.



- To select a CAM above D,

  a. press E (>>)

  b. press the requested CAM key.

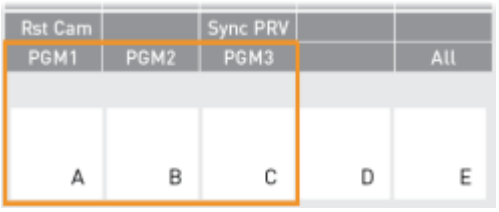
PRV only

When you control only the PRV, you will change the clip angle on the PRV in the same way.

How to Change the Loaded Clip Angle Using the CAM Keys in Multi-PGM Mode

When you are in Multi-PGM mode with a single controlled PGM, you can change the clip angle on the controlled PGM as follows:

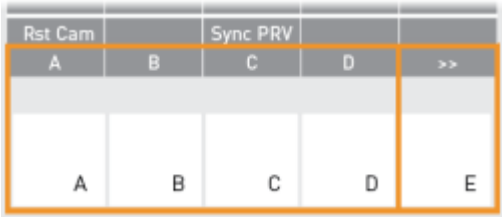
1. Press the key of the PGM you want to control.



2. Press TAKE: 

   The CAMs are then displayed on the left operational block.

3. Press the CAM key corresponding to the clip angle to be loaded on the controlled PGM.



4. Press TAKE: 

Recalling a Clip with its LSM ID

See sections Recalling Clips or Playlists by LSM ID from the Remote Panel and Recalling Media by LSM ID from the LSM-VIA Viewer.

3.4.5.2. Browsing and Playing Clips

Default Settings Values

- Freeze on Marks:

  This parameter specifies whether Multicam will freeze or not when it reaches a mark point set on the clip and/or the record train that is being played back.

  By default, the playout does not freeze on the mark points when clips or record trains are being played. This can be changed from the LSM-VIA configuration tool with the Default Freeze on Mark Points parameter.

Playing a Clip

Playback Speed Options

The lever allows you to play the loaded media or to modify the playout speed.

The lever can work according to different modes.

- standard mode
- second lever range mode
- PGM Speed mode
- VarMax mode

See section LSM-VIA Remote Panel Console.

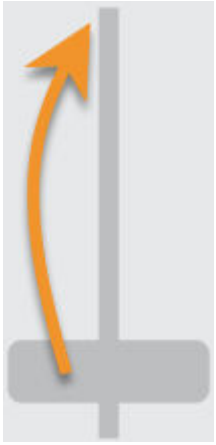
The **PGM Speed** mode, the **VarMax** mode and the **Second Lever Range** mode are mutually exclusive.

How to Play a Clip from the Remote Panel

When a clip is loaded, you can play it back in one of the following ways.

- Press the **Play** key 

to play the clip at the default playback speed.
- Move the lever up to play back the selected clip at a speed varying from 0% to 100%.



The lever has a continuous, linear range, except when supermotion material is loaded on the primary channel. In this case, a “flat step”, that depends on the supermotion camera (50% in SLSM 2x, 33% in SLSM 3x, ...), helps the operator locating easily the ideal playback speed.

Playout after Short OUT point

The clip stops playing on its (Short) OUT point.

If you want to play the clip after this point, you will first have to move the lever down to 0% before being allowed to play the clip. This is to avoid to unintentionally further play the clip after its OUT point.

How to Play a Clip in Loop Mode

You can play the clip in loop, according to the mode selected from the configuration tool with the Clip Loop Mode parameter:

- **Loop**: plays the loaded clip in a continuous loop.
- **Bounce**: plays the loaded clip from its IN point to its OUT point, then backwards from OUT to IN and so on.

1. Enter the **Loop** mode by pressing SHIFT + Loop Playlist.
2. Move the lever or press Recall Play.

The **Loop** key display is highlighted on the console.

L is displayed on the OSD.

How to Play a Clip from the LSM-VIA Viewer

To play a media which is paused, or to pause a media which is being played out,

- Press Alt + P.

When a Remote Panel is linked to the LSM-VIA Viewer, the **Play**/**Pause** command applies to media loaded on the PGMs controlled by the Remote Panel, regardless of the Viewer pane which has the focus on.

In case no Remote Panel is connected to LSM-VIA, the **Play**/**Pause** command applies to the media loaded on the smallest PGM of the server.

Browsing Media

How to Go to IN/OUT Points in a Clip

When you have loaded a clip, you can easily move to the IN / OUT points of the clip.

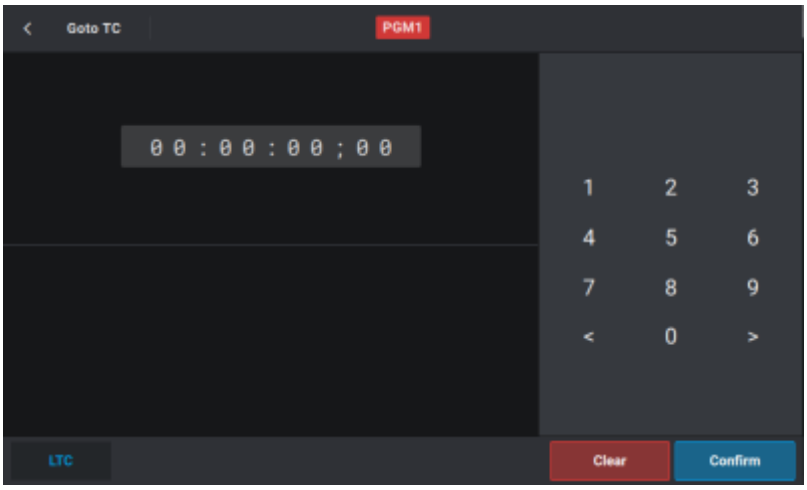
To...	press...
load the frame matching the IN point on the first controlled play channel	SHIFT + Goto IN / IN
load the frame before the OUT point on the first controlled play channel	SHIFT + Goto OUT / OUT

How to Go to a Given Timecode in the Clip

To jump to a specific timecode in a clip loaded on the smallest controlled PGM,

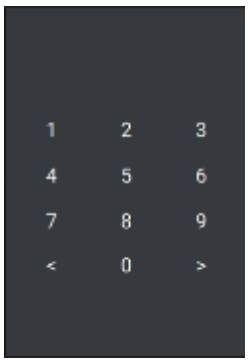
1. Select the **Goto TC** function: SHIFT + Goto TC

   The Goto TC screen opens on the touchscreen:



2. Enter the requested timecode in one of the following ways:
   - press the function keys on the Remote Panel,

◦ use the numeric pad on the touchscreen.



The Goto TC action is automatically launched as soon as you have entered the 8 digits of a timecode.

- To clear the field: CLEAR or Clear
- To navigate within the TC value: < >

3. Validate your action by pressing ENTER or tapping Confirm.

The media is loaded at the selected TC.

You can leave the Goto TC screen at any time in one of the following ways:

- tap < on the upper left corner.
- press MENU on the Remote Panel.

How to Return to a Given TC in the Record Train

When you are browsing a clip, you can load back the record train at a given timecode of the clip if that timecode is still available in the record train.

1. In the clip, jog to the timecode you want to find back in the record train.

2. Use the Return function to load the record train at the same timecode: SHIFT + Return E/E.

3.4.6. Transferring and Archiving Clips

This chapter describes the ways to export clips to VIA Xsquare targets and to flag clips for archive.

The procedures to copy or move a clip to another position are described in section Copying and Moving Clips.

The Push operation to send a copy of a clip to other machines on the network is detailed in section Pushing Clips to Network Servers, in the chapter dedicated to Operations on Newtork.

The following operations are allowed on a distant clip, even if the **Clip Edit by Network** parameter has not been set to **Yes** on that server.

- flag for archive
- export

3.4.6.1. Exporting Clips

Introduction

Clip angles can be exported to one or several VIA Xsquare targets.

The **Export Clip** function is available from the Clip Screen.

One or several VIA Xsquare targets can also be mapped to assignable Shortcut keys of the Remote Panel for export purpose.

Prerequisite

VIA Xsquare has been configured from the Infrastructure Settings and it can be joined.

Limitation

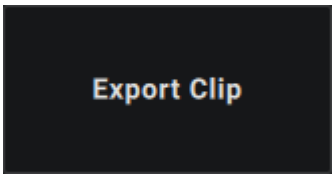
With the current LSM-VIA version, the export can only be requested in CAM mode.

Exporting a Clip

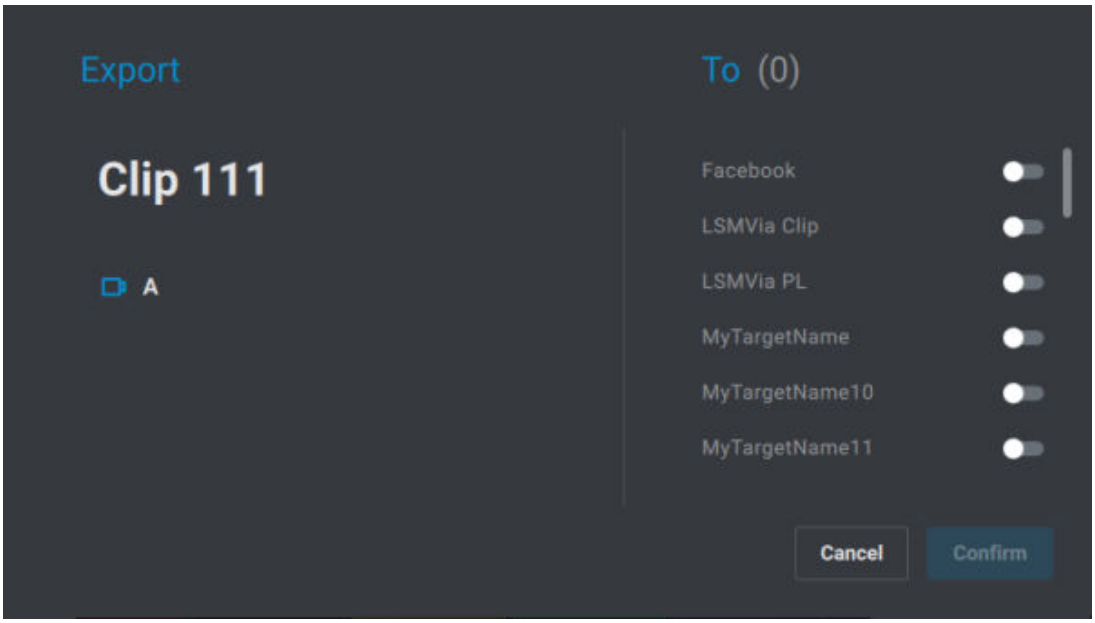
How to Export a Local or Remote Clip from the Remote Panel Console

The clip angle loaded on the smallest controlled PGM can be exported as follows:

1. Load the clip angle to be exported on the smallest controlled PGM.
2. From the Clip screen, tap the **Export Clip** button:



The Export screen opens on the touchscreen.



On the right-side, the list of targets which have been defined in VIA Xsquare are displayed.

3. Select the target(s) to send the clip to:  .

You can still cancel the operation by tapping **Cancel** or by pressing the blinking red `MENU` key.

4. Tap 

or press `ENTER`.

The jobs are managed by VIA Xsquare.

5. If you want to export another angle of the clip, press the Function key of the clip to load the required angle and repeat the procedure.

How to Export a Local or Remote Clip with a Shortcut Button/Key

See section Commands from the Assignable Shortcut Keys to know how to map a VIA Xsquare target to a Shortcut button/key.

1. Load the clip angle to be exported on the smallest controlled PGM.

2. Press the Shortcut key on the console or tap the Shortcut button on the touchscreen.

The clip angle is sent to the corresponding target. The job is managed by VIA Xsquare.

Various targets may have been assigned to different Shortcut buttons. So, you can use several Shortcut buttons in a row to export the clip to several targets.

NEW !

If a train or a playlist is loaded on the smallest controlled PGM, the Shortcut button will trigger the export of the active playlist.

If a train is loaded on the smallest controlled PGM and at least an IN point or an OUT point has been set, the Shortcut button will trigger the export of a portion of the train.

3.4.6.2. Archiving a Clip

Introduction

Clip angles can be flagged for archiving from the Viewer or from the console. This triggers the archiving process of the clip angles by XFile3 thanks to a predefined autoarchive rule.

Prerequisite

XFile3 is available on the setup and an appropriate AutoArchive rule has been defined.

Limitation

With the current LSM-VIA version, the archiving can only be requested in CAM mode.

Flagging a Clip for Archive

How to Flag a Clip for Archive from the Remote Panel Console

The clip loaded on the smallest controlled PGM can be flagged for archiving as follows:

1. Load the clip angle to be archived on the smallest controlled PGM.

   See section Loading Clips.

2. Flag the clip for archiving: 

.

How to Flag Clip(s) for Archive from LSM-VIA Viewer

From the LSM-VIA Viewer, you can request the archiving of any selected clip either from the Clip grid or from the Search window.

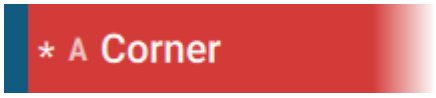
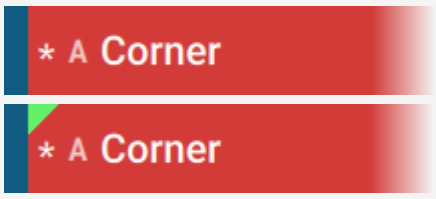
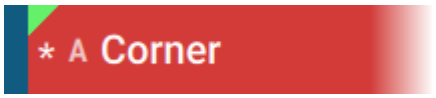
1. Select the clip angle(s) to be archived.

   See section Selecting Clips.

2. Flag the clip(s) for archiving.

Archive Status

The archive status can be seen on the Clip grid of the LSM-VIA Viewer and on the Remote Panel console.

Status	Remote Panel Console	LSM-VIA Viewer
Not flagged	**Archive** Key Display: normal black background	no icon in the corner of the clip: 
Archiving on-going	**Archive** Key Display: blinking yellow background	blinking green icon: 
Archived	**Archive** Key Display: fixed yellow background	fixed green icon: 

Clearing an Archive Flag

When the archiving of a clip has been requested, a flag is shown on the console and on the Clip grid. You can clear this flag.

From the Remote Panel console:

1. Load the clip angle on the smallest controlled PGM.

   See section Loading Clips.

2. Clear the flag: CLEAR +  .

From the LSM-VIA Viewer (Clip grid or Search window):

1. Select the clip angle.

   See section Selecting Clips.

2. Clear the flag.

3.5. Working with Playlists

The current chapter describes actions which can be performed on playlists from the various interfaces of LSM-VIA.

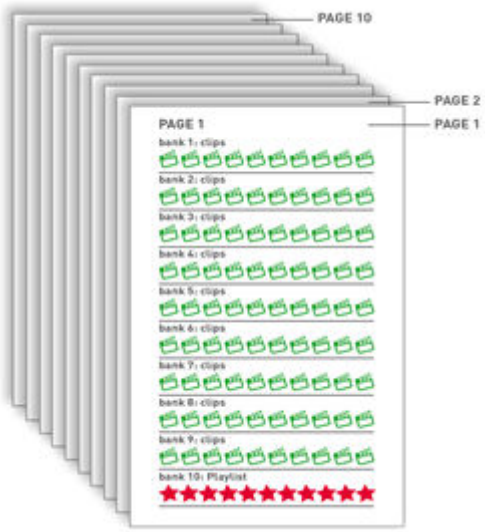
The user interfaces available in Playlist mode and the specific functions are detailed in section Playlist Specific Functions and Interfaces.

3.5.1. Playlist Numbering Hierarchy

Hierarchical Structure

Multicam can store up to 900 (multiplied by the number of cameras) clips and 100 playlists in its libraries (including 10 playlists on page 10 reserved for protocols).

The libraries hierarchical structure can be schematized as follows:



Ten pages contain each ten banks. Each bank has 10 positions.

On each page, the first 9 banks are used for clips. The last bank (10) is used for playlists.

Playlist Numbering

Playlists are stored with a 2-digit code that relates to their location on the EVS video server.

Playlist 11 for instance is stored on Page 1 and is the first playlist on that Playlist bank.

The number of the EVS video server within the network structure is also added to define the precise location of the playlist. For example if playlist 14 is stored on the machine allocated with the network number 2, the playlist will be identified as 14/02.

3.5.2. Playlist Specific Functions and Interfaces

When a playlist is loaded, the Playlist screen appears on the Remote Panel touchscreen. It displays the content of the active playlist. See section The Playlist Screen on the Remote Panel Touchscreen.

On the LSM-VIA Viewer, the Playlist pane can be opened on the right-side of the screen. It displays the active playlist. See section The Playlist Pane on the Viewer.

Both interfaces are synchronized.

The functions available in Playlist mode from the Remote Panel console then appear on the key display of the operational blocks. See section Playlist Mode Commands on the Remote Panel Console.

3.5.2.1. Playlist Modes

Playlist Playout Mode versus Playlist Edit Mode

The playlist can be used according to two different modes:

- The Playlist Edit Mode is used to modify the playlist.
- The Playlist Playout Mode is used to roll the playlist on-air.

Playlist Edit Mode

How to Enter the Playlist Edit Mode

The Edit mode is enabled in one of the following ways:

- when you load the playlist by pressing 

once. See section Loading a Playlist.

  The playlist is then paused on the TC IN of the first playlist element.

- when you start browsing the playlist, would the playlist be loaded in Playout or Edit mode.

  The playlist is then paused at the current TC of the playlist element that was being played out.

NEW !

- when you press the 

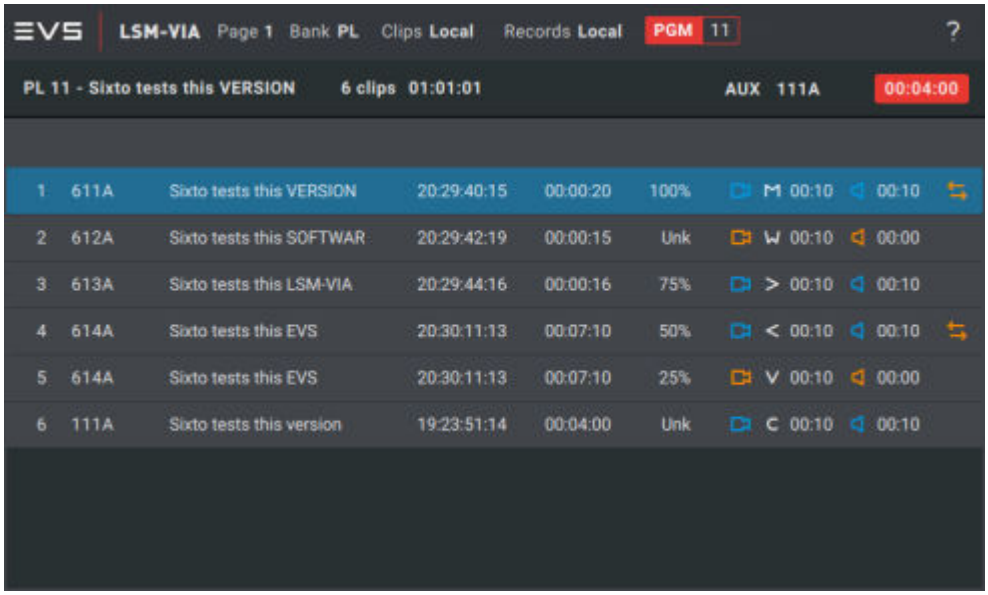
key while the playlist is in Playout mode.

  The playlist is then paused on the TC IN of the playlist element that was being played out.

Playlist Edit Mode Display

On the Remote Panel, the Playlist button is blue.

On the touchscreen, the browsed playlist element is on a blue background and the playlist displays as follows:



On the LSM-VIA Viewer, if the active Playlist of the first connected Remote is loaded on any channel of the local server,

- The playlist element loaded on the player is highlighted in red.
- The playlist element that will be played out next is highlighted in green.

Playlist Playout Mode

How to Enter the Playlist Playout Mode

The Playout mode is enabled by pressing 

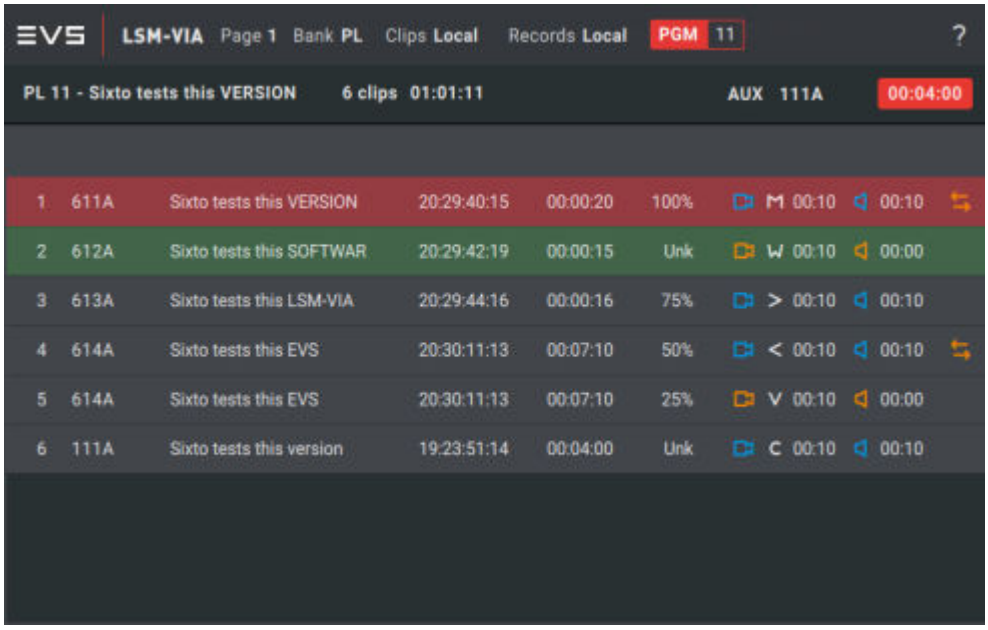
two or three times. See section Loading a Playlist.

Playlist Playout Mode Display

On the remote panel, the Playlist button is red.

On the touchscreen, the playlist displays as follows:

- the current playlist element is on a red background
- the next playlist element is on a green background.

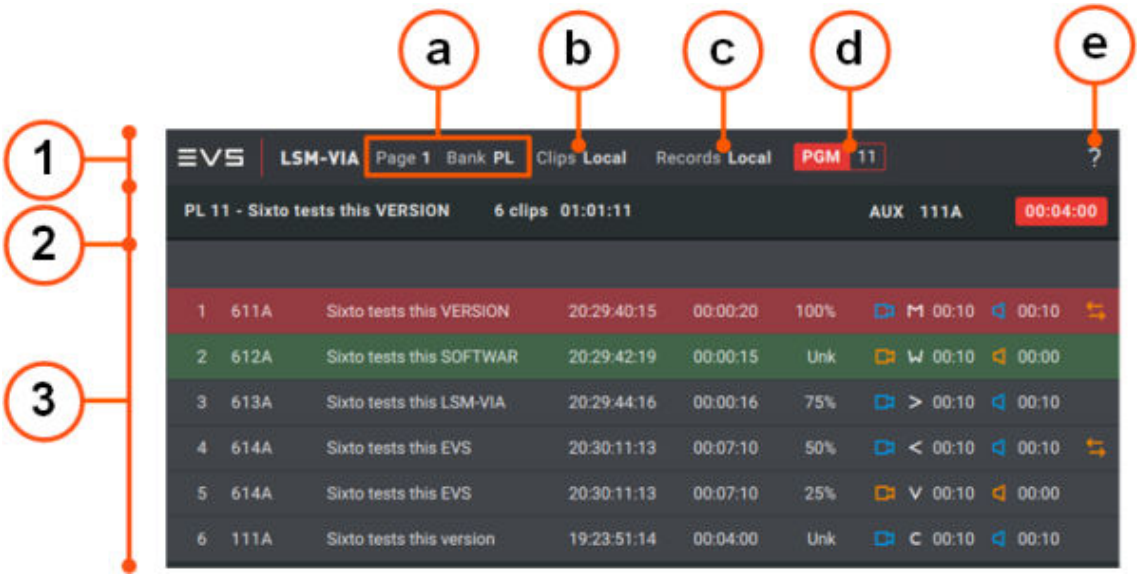


On the LSM-VIA Viewer, the playlist displays as follows:

- the current playlist element is on a red background
- the next playlist element is on a green background.

3.5.2.2. The Playlist Screen on the Remote Panel Touchscreen

On the Remote Panel touchscreen, the active playlist is displayed as follows.



Application Bar (1)

a. Page and Bank Fields

Read-only fields showing the active page and bank.

b. Clip Field

This field specifies on which server the displayed clips are stored on.

- Clip **Local** (default): features the local server.
- Clips **01 - QBO-QTU**: when a remote server has been selected.

  The server netnumber and netname are provided and the purple background highlights the remote state.

c. Records Field

This field specifies to which server the displayed record trains correspond.

Currently, it is always **Local** as the displayed record trains are always those of the local server, that is the server specified in the LSM-VIA configuration tool.

d. Smallest Controlled PGM Field

This field specifies the smallest local PGM controlled by LSM-VIA. This makes it easier for the user to know the PGM some actions will be applied to.

e. About Icon

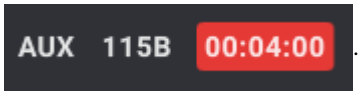
The About icon gives access to the About LSM-VIA window which lists the email addresses and phone numbers of the various EVS support services, and allows you to extract logs.

See section "Extracting Logs" for more information on this subject.

Playlist Summary (2)

The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Number of playlist elements
- Duration of the playlist
- Auxiliary audio clip LSM ID and duration (if an AUX clip has been set)

  If it is shorter than the playlist duration, this is highlighted in red: 

.

Playlist Elements (3)

A playlist element features the following information from left to right:

- Position in the playlist
- Clip LSM ID
- Clip name (if defined)
- TC IN of the clip

  If the User TC has been selected for the clip used, it is written in yellow.
- Duration of the playlist element (hh:mm:ss:ff)
- Speed of the playlist element
- Transition effect information:
  - Video effect icon
    -  blue when video and audio effect durations are the same
    -  orange when video and audio effect durations differ
  - Video transition effect type:
    - C: Cut
    - M: Mix
    - W: Wipe
    - V: Fade to/from (color)
    - <: Fade from (color)
    - >: Fade to (color)
  - Video transition effect duration
  - Audio effect icon

- blue when video and audio effect durations are the same
- orange when video and audio effect durations differ

◦ Audio transition effect duration

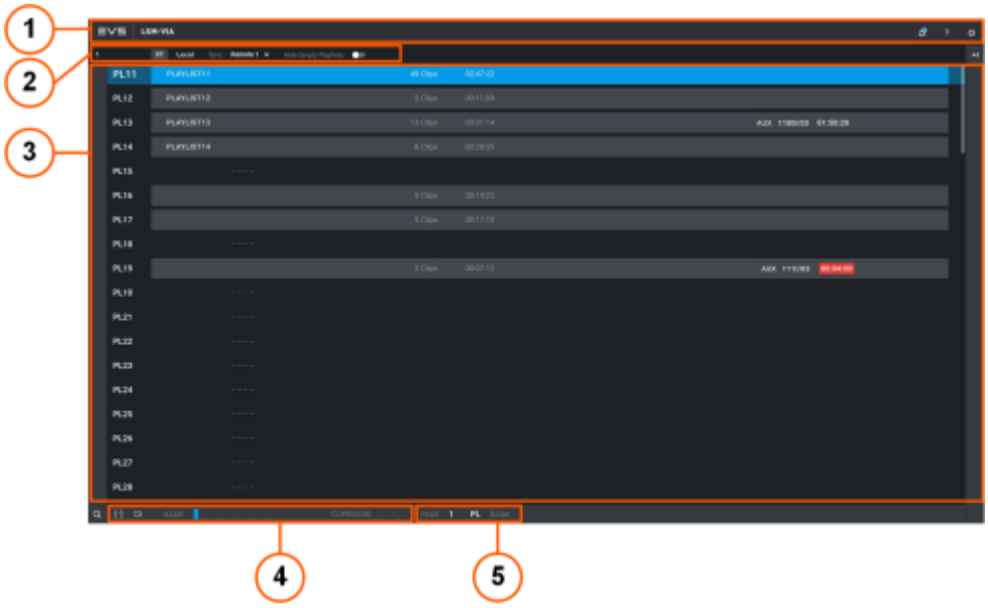
◦ Audio swap icon on the individual elements where:

- an audio swap has been set between some of the audio tracks, or
- one (or more) of the audio tracks has been muted.

Remote clips stored on unavailable remote server are displayed as "Not available" in the playlist.

3.5.2.3. The Playlist Grid on the LSM-VIA Viewer

The Playlist Grid on the LSM-VIA Viewer is displayed when a playlist bank is selected. It contains the areas highlighted on the screenshot below:



Application Bar (1)

See section LSM-VIA Viewer.

Toolbar (2)

Server Field

This field specifies on which server the displayed clips are stored on.

- XT Local (default): features the local server
- XT 05 - JMI-PJA: when a remote server has been selected.

The server netnumber and netname are provided and the purple background highlights the remote state.

See section Connecting to a Network Server.

Sync Field

In this field, select the Remote Panel (of the local server) the LSM-VIA Viewer has to be synchronized to.

By default, the LSM-VIA Viewer is not synchronized to a Remote Panel, and the value is None.

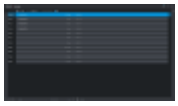
When the LSM-VIA Viewer is synchronized to a Remote Panel, the page/bank navigation on the Remote Panel is automatically applied to the Viewer and vice-versa.

See section How to Synchronize the Navigation.

Hide Empty Playlists

This command is only displayed with the Playlist grid.

It allows you to hide the empty slots and only show the actual playlist slots.



Playlist Grid (3)

The Playlist grid shows all the 90 playlists slots of the selected server. It can be filtered to only show the actual playlists.

Playlist Summary

The Playlist Summary features the following information about each playlist, from left to right:

- Playlist LSM ID
- Playlist name (if defined)
- Number of playlist elements
- Duration of the playlist
- Auxiliary audio clip LSM ID and duration (if an AUX clip has been set)

If it is shorter than the playlist duration, this is highlighted in red: 

.

Color Code

The following color code apply to the playlists.

The selection is blue for local playlists and purple for remote playlists.

Color	Meaning
	Filled playlist position (playlist not selected)

Color	Meaning
	Local playlist selected.
	Remote playlist selected.
	Playlist loaded and selected.
	Playlist loaded and not selected.

Clip Management Area (4)

Currently, this area allows the naming of playlists displayed in the Playlist grid.

Navigation Bar (5)

To display clips in the Clip grid, you can select a server page and bank.

To display playlists, simply select the playlist bank. The page number relates to the clips displayed in the Clip grid.

See section How to Navigate in Pages and Banks from the LSM-VIA Viewer.

3.5.2.4. The Playlist Pane on the Viewer

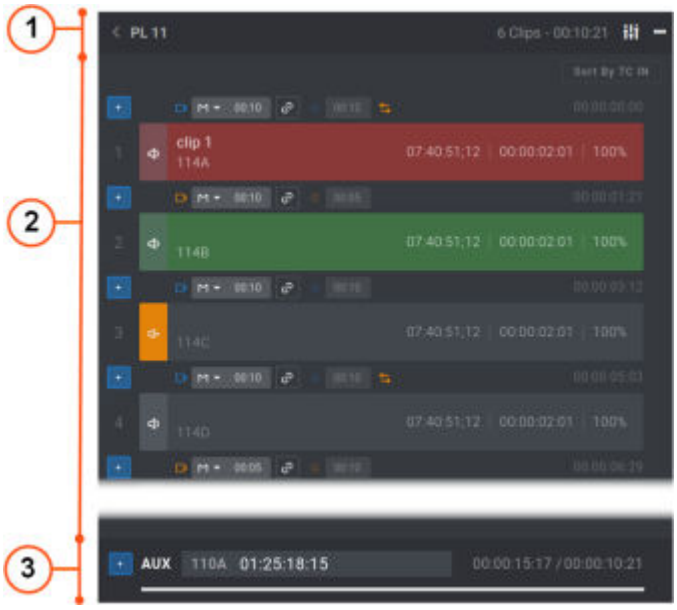
Accessing the Playlist Pane

To display (or hide) the Playlist pane, do one of the following actions:

- Click  (or ) to the top right of the screen.
- Press  +
- Press  . The focus remains on the Clip grid.

Overview of the Playlist Pane on the Viewer

On the LSM-VIA Viewer, the Playlist pane provides a vertical view of the active playlist to the right of the Clip grid.



Playlist Summary (1)

The Playlist Summary features the following information about the active playlist, from left to right:

- Playlist LSM ID

  In case of remote playlist, the remote server ID is also displayed: 

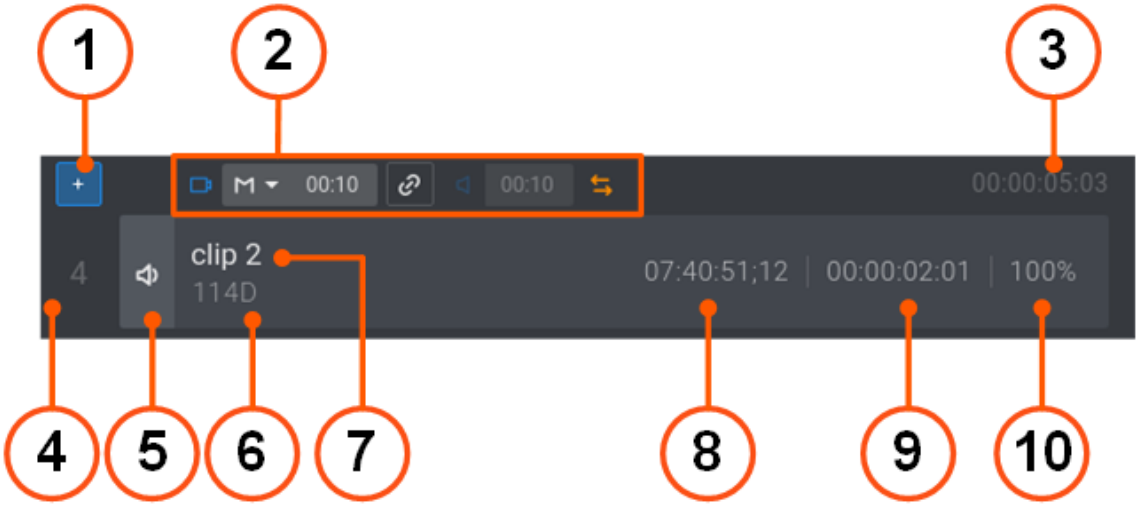
- Playlist name (if defined)
- Number of playlist elements
- Duration of the playlist (or remaining duration during playout)

Playlist Elements (2)

This area represents the playlist content.

Playlist Element Information

For each playlist element, the following information is displayed and some commands are available.



1. Add Clip Button

   This button is used to add a clip selected in the Clip grid into the playlist, or to move a playlist element selected in the playlist.

   It is not available with remote playlists.

2. Transition effect information:

   - Video effect icon:

      blue when video and audio effect durations are the same

      orange when video and audio effect durations differ

   - Video transition effect type: C (Cut), M (Mix), W (Wipe), V (Fade to/from (color)), < (Fade from (color)), > (Fade to (color)).

   - Video transition effect duration field.

   - Link button.

     This button indicates whether the video and the audio transition effect durations are linked or not. It can be used to apply an audio split.

      : the button is not available. It happens when the Advanced Audio Editing setting has not selected or when the specific option has not been included in the package.

      : the video and audio transitions are linked.

      : the video and audio transitions are not linked. They can be independently edited. See section Using the Audio Split Mode.

   - Audio effect icon:

      blue when video and audio effect durations are the same

      orange when video and audio effect durations differ

   - Audio transition effect duration field.

     The field is not available for editing when both transition durations are linked.

   - Audio swap icon  on the individual elements where an audio swap has been set between some of the audio tracks.

In remote playlists, the transition effects cannot be edited so they are grayed out  .

3. Start timecode of the playlist element from the beginning of the playlist

4. Position in the playlist

5. Mute button

   This button is used to mute the audio tracks from the LSM-VIA Viewer.

-  : audio is not muted.
-  : the audio tracks of the element have been muted from the LSM-VIA Viewer or from the Remote Panel.

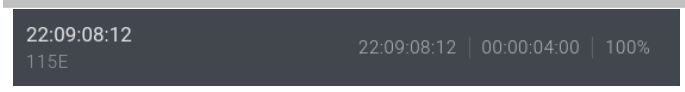
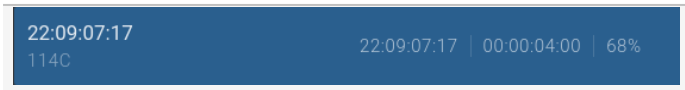
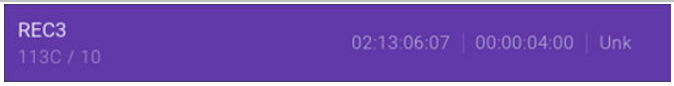
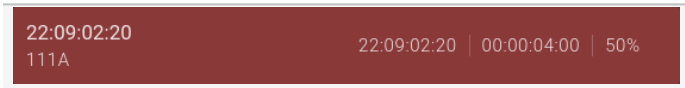
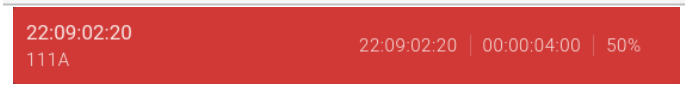
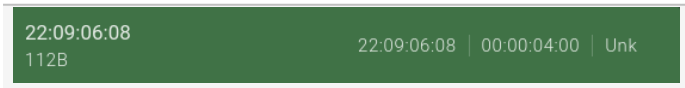
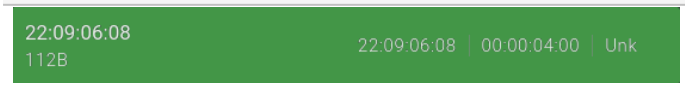
6. Clip LSM ID
7. Clip name (if defined)
8. TC IN of the clip

   If the User TC has been selected for the clip used, it is displayed in yellow.
9. Duration of the playlist element (hh:mm:ss:ff)
10. Speed of the playlist element

Remote clips stored on unavailable remote server are displayed as "Not available" in the playlist.

Color Code

The following color code apply to the playlist elements.

Color	Meaning
	Playlist element not selected.
	Playlist element selected.
	Remote playlist element selected.
	Playlist element loaded on PGM and not selected.
	Playlist element loaded on PGM and selected.
	Playlist element loaded on PRV and not selected.
	Playlist element loaded on PRV and selected.

Auxiliary Audio Clip Area (3)

This area provides information related to the auxiliary audio clip of the playlist (if an AUX clip has been set).

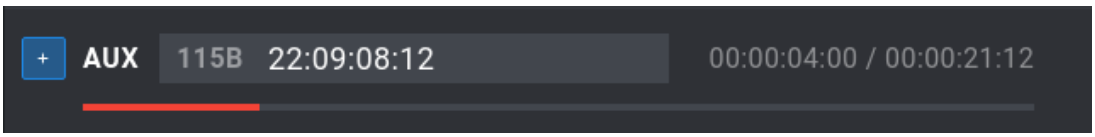
1. Add Aux clip button

   This button is used to define a clip selected in the Clip grid as auxiliary clip of the playlist.

   It is not available with remote playlists.

2. Aux clip LSM ID
3. Aux clip name (if defined)
4. Aux clip duration
5. Playlist duration
6. Graphical representation of the Aux clip duration towards the playlist duration.

   If the Aux clip duration is shorter than the playlist duration, this is represented by a red line:



Shortcuts Available from the Playlist Pane

This list gives a complete overview of all the possible shortcuts on the LSM-VIA Viewer Playlist pane.

To	Press / click	See Section
Move the selection within the Playlist pane.	Up / Down	Selecting Playlist Elements
Select multiple playlist elements.	CTRL+Click	Selecting Playlist Elements
Select a range of multiple playlist elements.	SHIFT+Click	Selecting Playlist Elements
Go to first playlist element.	Home	-
Go to last playlist element.	End	-
Display the previous elements	Page Up	-
Display the next elements	Page Down	-
Delete selected playlist elements.	CTRL+DEL	Deleting Playlists

To	Press / click	See Section
	or ALT+DEL	
Load the selected playlist element on the controlled channels.	ENTER	Loading a Playlist
Play / Pause the media loaded on the controlled channels.	ALT+P	Playing a Playlist
Activate /deactivate the Loop mode	ALT+Y	Playing a Playlist
Recue the loaded media	ALT+R	Loading a Playlist

3.5.2.5. Playlist Mode Commands on the Remote Panel Console

Playlist Playout Mode

When a playlist is loaded in Playout mode, some specific functions are available from the console:

For general functions, see sections Commands on Left Operational Block, Commands on Right Operational Block, Commands on Bottom Operational Block.

Film FX

The **Film FX** function is used to create a film style effect during the playout by replacing one field every two fields.

The audio is also affected by this effect, making it unusable and, therefore, muted.

Press **Film FX** to activate the mode and apply the effect.

Press **Film FX** to deactivate the mode. The **Film FX** mode is automatically deactivated when exiting a playlist.

Next

The **Next** function is used to immediately jump to the next playlist element.

Used while the playlist is paused, the **Next** function loads the next element on its IN point and the playlist remains paused.

Used while the playlist is rolling on air, it will start the transition of the next element with the transition effect listed on the playlist. This can be used if a element is running too long and it is necessary to shorten up the playing time.

The **Next** function will work if it is pressed during a Fade transition effect, but not during a Mix or Wipe effect.

Skip

The **Skip** function is used to skip the next playlist element while the playlist is rolling on-air, so this element will not be played.

While the playlist is rolling, the next element to be played out in the sequence is always displayed on the PRV screen, and with a green background on the touchscreen. The **Skip** function allows the operator to discard elements before they go on-air. The element that will be «skipped» is the one displayed on the PRV screen. This function does not remove the element from the playlist, but it simply allows it to be skipped during playback.

If the key is pressed twice, the next 2 elements will be skipped, and so on.

The **Skip** function will work if it is pressed during a Fade transition effect, but not during a Mix or Wipe effect.

Edit

The **Edit** function is used to leave the Playlist Playout mode and set the playlist in Edit mode.

The playlist is then paused on the TC IN of the playlist element that was being played out.

See section Playlist Modes.

Playlist Edit Mode

When a playlist is loaded in Edit mode, some specific functions are available from the console:

For general functions, see sections Commands on Left Operational Block, Commands on Right Operational Block, Commands on Bottom Operational Block.

Make Loc(al)

The **Make Loc** function allows you to copy locally the remote clips of a local playlist loaded in Edit mode.

See section Making Remote Clips Local in a Playlist.

Oth(er) Angle

The **Oth Angle** function allows you to replace a playlist element with another camera angle.

See section Changing the Camera Angle of a Playlist Element.

Add Cut

The **Add Cut** function allows you to split a playlist element into two elements at a selected point.

See section Adding Cuts in Playlist Elements.

Edit Audio

The **Edit Audio** function is available with the key combination **SHIFT** + **Edit Audio**. It is displayed provided that the Advanced Audio Editing setting has been selected from the configuration tool.

The **Edit Audio** key activates the Edit Audio mode which gives access to advanced audio editing functions, such as the possibility to define a different audio effect duration.

See section Edit Audio and Edit Video Modes Commands on the Remote Panel.

Insert

The **Insert** function allows you to insert a clip within a playlist before, or after, the active playlist element.

It is displayed both on the left operational block and on the bottom operational block.

See section "Adding Clips to a Playlist".

Edit Video

The **Edit Video** function is available with the key combination **SHIFT** + **Edit Video**. It is displayed provided that the Advanced Audio Editing setting has been selected from the configuration tool.

The **Edit Video** key activates the Edit Video mode which gives access to advanced video editing functions, such as the possibility to define a different video effect duration.

See section Edit Audio and Edit Video Modes Commands on the Remote Panel.

Speed

The **Speed** function allows you to edit the speed at which a playlist element will be played.

The **Speed** key enables the Edit Speed mode from which the playback speed of the element is set with the lever.

You have access to the secondary lever range while editing the speed of a playlist element, by pressing **SHIFT** + **2nd Lever** on the Remote Panel console.

See section "Editing Playlist Element Speed".

Effect

The **Effect** function allows you to define transition effects in the playlist.

See section "Adding Transition Effects in a Playlist".

Fx Dur

The **Fx Dur** function allows you to define the duration of transition effects in the playlist.

See section "Adding Transition Effects in a Playlist".

Edit All

The **Edit All** function, available with the key combination **SHIFT** + **Edit All**, allows you to edit all the elements of the playlist at the same time.

Select this function before you perform the requested editing action with one of the following playlist commands: **Speed**, **Effect**, **FX Dur**, **A. Fx Dur**, **V. Fx Dur**.

See sections Editing Playlist Element Speed, Adding Transition Effects in a Playlist, Using the Audio Split Mode.

Delete

The **Delete** function allows you to delete the selected playlist element.

See section "Deleting Playlist Elements".

3.5.3. Managing Playlists

The current chapter mainly describes how a playlist can be created, deleted, copied from the Remote or from LSM-VIA Viewer.

Behavior with a Remote Playlist

A remote playlist cannot be edited. So, the following actions cannot be performed on a remote playlist. In bold, these are the actions described in the Managing Playlists section.

It is not possible to

- add clips to a remote playlist
- merge a playlist into the active remote playlist
- move a playlist element
- sort the elements by TC IN
- delete elements from a remote playlist
- add a Cut in a playlist element
- edit the speed of an element
- edit the transition effect of an element
- edit the effect duration of an element
- set an audio split
- set an audio swap or mute an audio track
- set/update/delete the AUX clip of the playlist

A remote playlist cannot be deleted.

A remote playlist can only be loaded, browsed and played out.

3.5.3.1. Selecting the Active Playlist

About the Active Playlist

A distinction is made between selecting the active playlist and loading a playlist:

- When you load a playlist, you actually load it on a given player channel either to edit it or to play it out.
- When you select the active playlist, you access the playlist location on the server but you do not load it on a player channel. Then, you can insert clips directly in the current playlist without having to load it onto a channel.

At LSM-VIA startup, the active playlist is automatically playlist 11.

Ways to Make a Playlist Active

A playlist can be made active in one of the following ways:

From the Remote Panel:

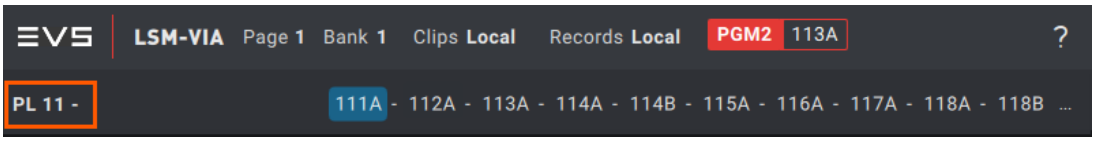
- use the console Functions keys: see section How to Change the Active Playlist from the Remote Panel Console.
- use the **Recall** function: see section Recalling Clips or Playlists by LSM ID from the Remote Panel.

From the LSM-VIA Viewer:

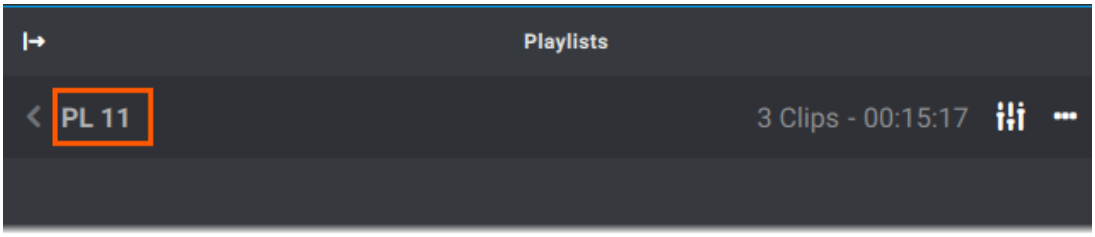
- select the playlist in the Playlist grid: see section How to Change the Active Playlist from the Viewer.
- use the **Recall** function: see section Recalling Media by LSM ID from the LSM-VIA Viewer.

Display of the Active Playlist

- The Function key of the active playlist on the LSM-VIA Remote Panel is red.
- The active playlist LSM ID is displayed on the touchscreen



- The active playlist is displayed on Playlist pane of the LSM-VIA Viewer.



How to Change the Active Playlist from the Remote Panel Console

1. Select a playlist by selecting its page, bank (PL/10) and position.

   The playlist must not be empty.

   a. SHIFT + Page + Fx

   b. SHIFT + F10

   c. Fx

2. Select a playlist position Fx.

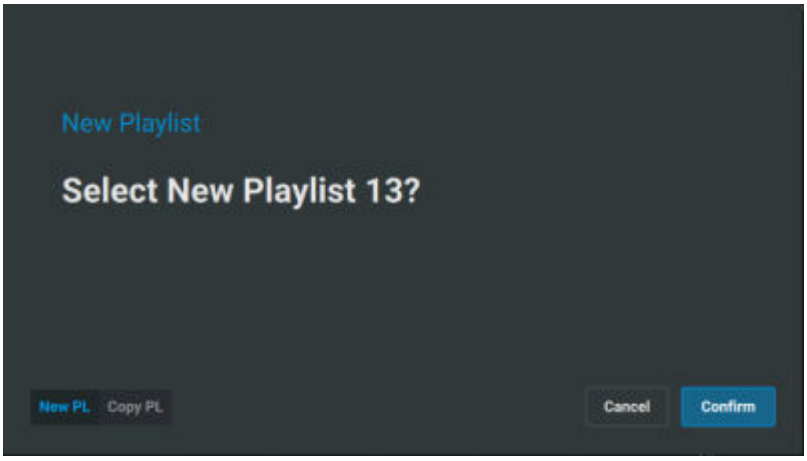
   This can be:

   - an existing playlist: press a colored Function key.

     The selected playlist is now your active playlist. The procedure is finished.

   - an empty playlist position: press a non colored Function key.

The following screen is displayed on the touchscreen:



3. Tap **New PL** to select a new empty active playlist at the selected position: New PL.

4. Validate your action: press ENTER or tap Confirm.

The selected playlist is now your active playlist.

How to Change the Active Playlist from the Viewer

1. Select the playlist in the Playlist grid in one of the following ways:
   - click the playlist line in the Playlist grid

   - press the arrow keys  on your keyboard.

   The playlist line is highlighted.

2. Make sure the focus is on the Playlist grid, not on the Playlist pane.

   See section How to Select the Focused Pane.

3. Set the playlist as the active playlist by pressing 
.

The selected playlist is now your active playlist. It is displayed on the Playlist pane and on the Remote Panel touchscreen.

If a playlist was loaded on the controlled channel when you change the active playlist,

- the new active playlist is then loaded if it is not empty.
- the controlled player channels go back to LIVE if the new active playlist is empty.

3.5.3.2. Adding Clips to a Playlist

Ways to Add Clips to a Playlist

From the Remote Panel

There are different ways to add clips to a playlist from the Remote Panel

- Outside the Playout mode, add the clip angle loaded on the first controlled PGM at the end of the active playlist. See section Adding Clips at the End of the Active Playlist from the Remote Panel.
- Outside the Playout mode, insert the clip loaded on the first controlled PGM before or after the active element of the active playlist.
- In Playlist mode, add the clip angle loaded on the PRV channel at the end of the active playlist.
- In Playlist Edit mode, insert the clip loaded on the PRV channel before or after the active element of the active playlist. See section Inserting Clips in the Loaded Playlist from the Remote Panel.
- Add the clip angle loaded on the smallest controlled PGM at the end of a local playlist mapped to a Shortcut button (Add to Playlist function).

  In case of empty playlist, the playlist is created at the same time.

From the Viewer

- Add one or several clip angle(s) selected from the Clip grid where you want in the playlist.
- Add one or several clip(s) selected from the Clip grid where you want in the playlist.
- Add one or several clip angle(s) selected from the Search window where you want in the playlist.

Default Values

The following settings apply when a clip is added to a playlist.

- Insert in Playlist:

  By default, when a clip is inserted into a playlist from the Remote Panel, it is inserted before the active element in the playlist. This can be changed from the LSM-VIA configuration tool with the Insert in Playlist parameter.

- Default Playlist Speed:

  By default, when an element is added to a playlist, the playlist element speed is set to Unknown, meaning that the speed of the previous element in the playlist will be used as a reference for the current element. The default playlist element speed can be customized from the LSM-VIA configuration tool with the Default Playlist Speed parameter.

- Insert SLSM Native Speed:

  This parameter defines whether an SLSM clip inserted into a playlist will automatically be set to be played out at its native speed, or at the value defined in the Default Playlist Speed parameter.

  By default, when an SLSM clip is inserted into a playlist, its speed is set at the value defined in the Default Playlist Speed parameter. The default SLSM playlist element speed can be customized from the LSM-VIA configuration tool with the Insert SLSM Native Speed parameter.

- Transition Effect settings:

  See sections Adding Transition Effects in a Playlist and Using the Audio Split Mode.

Adding Clips at the End of the Active Playlist from the Remote Panel

1. Make sure you set the requested playlist as the active playlist.

   See section Selecting the Active Playlist.

2. Load a clip.

   The clip is loaded on the first controlled PGM.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

   c. Fx

   See section Loading Clips for other ways to load a clip.

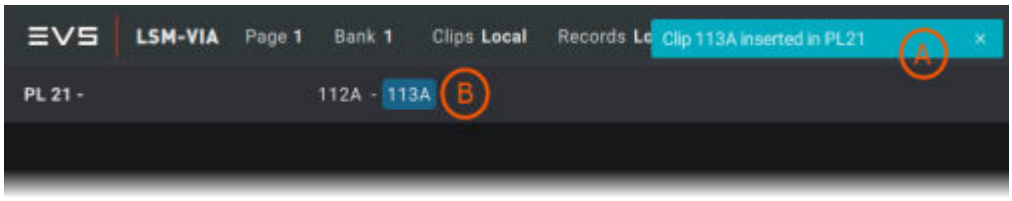
3. If you want to add another clip angle in the playlist, change the clip angle.

   See section Loading Clips for a detailed procedure.

4. Add the loaded clip angle at the end of the active playlist by pressing ENTER.

Each time you add a clip angle to the playlist, you will see:

- a notification on the Remote Panel touchscreen (see A) and on the Viewer.
- the clip angle is displayed as the last playlist element of the active playlist on the touchscreen (see B).



In Always mode, you can also add the clip loaded on the PRV channel at the end of the loaded playlist by pressing the **ENTER** button.

Inserting Clips in the Loaded Playlist from the Remote Panel

Prerequisites

- The channel control mode must be PGM+PRV.

  If the playlist was loaded in Conditional mode (1PGM) when you load a clip, the clip is loaded on the PGM and the Playlist mode is exited.

- The playlist is loaded.
- If the playlist is in Playout mode, loading a clip on the PRV channel is only possible when the Mix on One Channel parameter has been set to Yes.

Limitations

- If the playlist is in Playout mode, it is not possible to insert a clip in it.

How to Insert a Clip in the Loaded Playlist

By default, playlist elements are inserted before the active element in the playlist.

This setting can be changed from the LSM-VIA configuration tool: Insert in Playlist.

1. Load a playlist.

   See section Loading a Playlist.

2. Browse to a playlist element before, or after, which you want to insert a clip.

3. Load the clip to be added to the playlist.

   The clip is loaded on the PRV channel.

4. Insert the loaded clip at the selected position in the loaded playlist in one of the following ways:

   - SHIFT + Insert Browse
   - Insert from the left operational block.

The inserted clip becomes the active element in the playlist.

In Clip mode, you can also insert the loaded clip in the active playlist before or after the active element by using the **Insert** function.

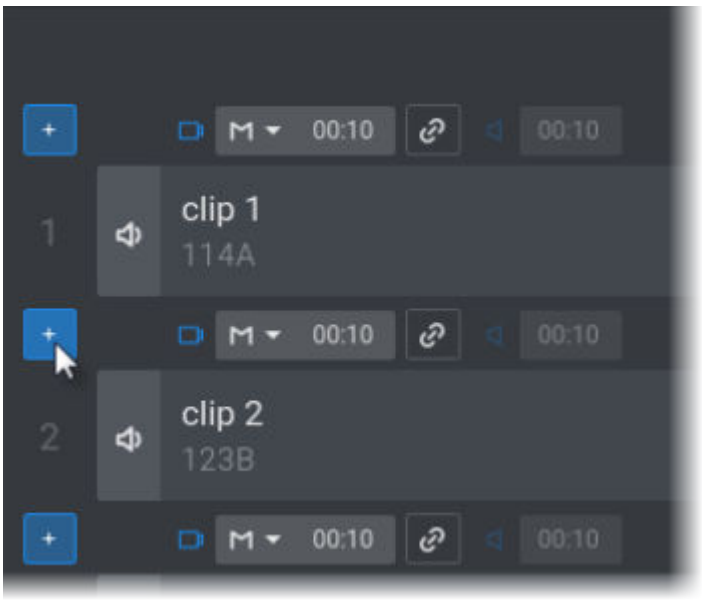
Adding Clips to the Active Playlist from the Viewer

How to Add Clips to the Active Playlist from the Viewer Clip Grid

1. Select
   - the Clip view to add all the angles of a clip: or F2

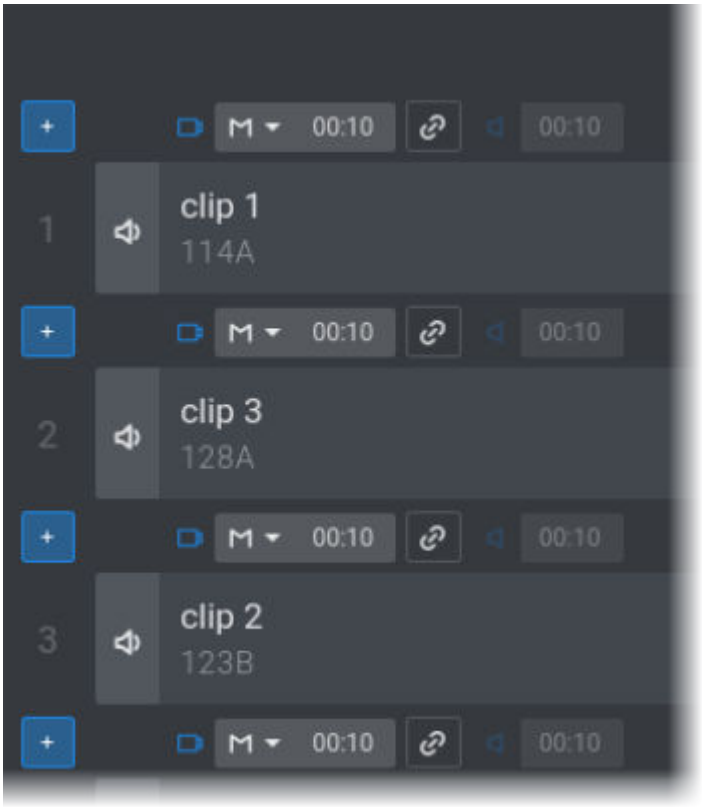
   or
   - the CAM view to add individual CAM angle(s): or F2.
2. Select one or several clip(s) or clip angle(s) in the Clip grid.

   See section Selecting Clips.
3. Click + in the playlist pane where you want to insert the clip(s).



When the playlist is empty, the + button only appears when a clip has been selected.

Clip(s) or clip angles are inserted into the playlist.



Clip Insertion Order

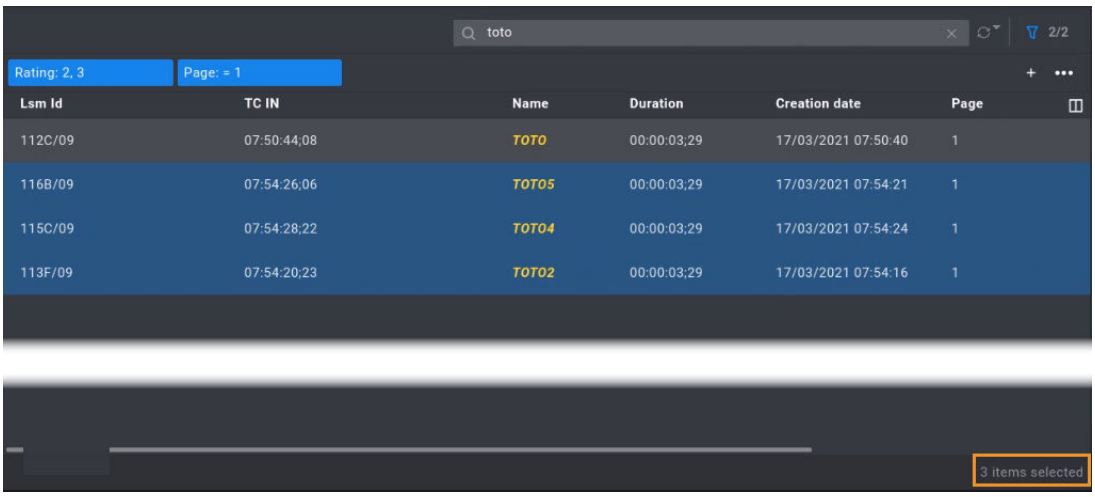
In Clip mode, clip angles are added in the following order: CAM Prefs followed by the other CAMs in alphabetical order.

In Clip mode, when multiple clips have been selected, clip angles are added according to the selection order and in CAM Pref order.

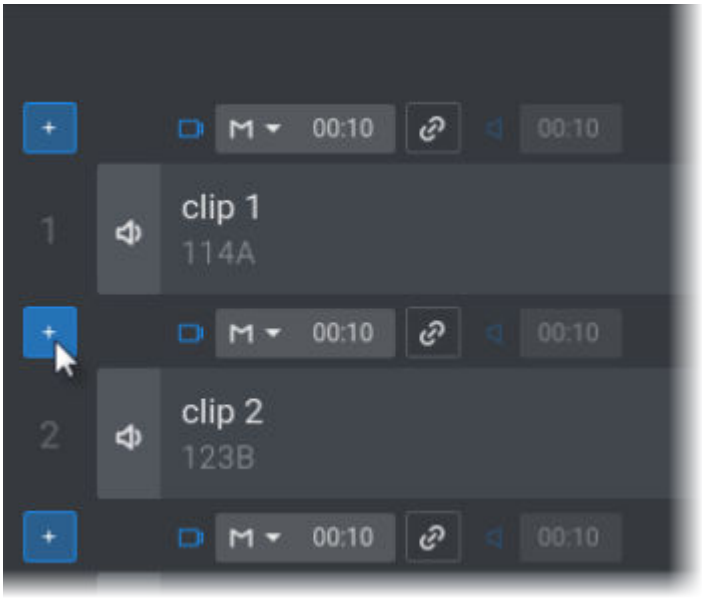
In CAM mode, when multiple clip angles have been selected, clip angles are added according to the selection order.

How to Add Clips to the Active Playlist from the Viewer Search Window

1. Select one or several clip angle(s) in the Search window.



2. Click + in the playlist pane where you want to insert the clip(s).



Clip(s) or clip angles are inserted into the playlist.

> ⚠ With the current version of LSM-VIA, clips are inserted according to the list order, not the selection order.

3.5.3.3. Selecting Playlists

Introduction

A single playlist can be selected from the Playlist grid of the LSM-VIA Viewer screen. See section Navigating in Pages and Banks to know how to navigate to and from the playlist grid (playlist bank view).

How to Select a Playlist

To select a playlist, do one of the following actions:

- click the playlist line in the Playlist grid

- press the arrow keys  on your keyboard.

The playlist is highlighted:

local playlist: 

or

remote playlist: 

3.5.3.4. Naming a Playlist

Introduction

It is possible to name, or rename a local existing playlist from the Viewer.

A remote playlist cannot be renamed.

How to Name a Playlist

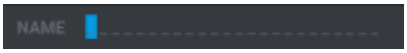
To name a playlist from the LSM-VIA Viewer,

1. Make sure the focus is on the Playlist grid, not on the Playlist pane.

   See section How to Select the Focused Pane.

2. Type a name for the playlist.

   It is entered in the **Name** field of the LSM-VIA Viewer.

3. Select the playlist you want to name.

   - click the playlist line in the Playlist grid 

   or

   - press the arrow keys  on your keyboard.

   The playlist line is highlighted.

   local: 

   remote: 

4. Associate the name with the selected playlist by pressing 
   .

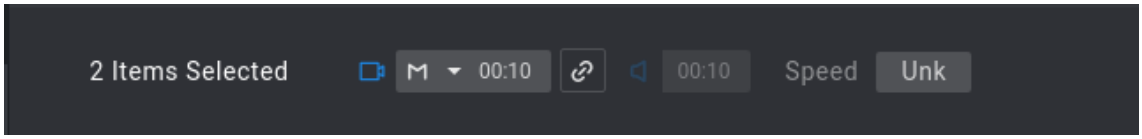
If the playlist is displayed in the Playlist pane, or on the Remote Panel touchscreen, the name is automatically updated.

3.5.3.5. Selecting Playlist Elements

Introduction

A single playlist element can be selected from the Playlist pane of the LSM-VIA Viewer screen. It is then highlighted as described in section The Playlist Pane on the Viewer.

A multiselection is possible as well. Then, the number of selected playlist elements is displayed at the bottom of the Playlist pane.



How to Select Playlist Elements

To select	
a single playlist element	• click the element line in the Playlist pane OR • press the arrow keys ↑ and ↓ on your keyboard.
several non contiguous playlist elements	press Ctrl + click all the playlist elements you want
all elements between two playlist elements	press ⇧ Shift + click the first playlist element, then the last playlist element 

3.5.3.6. Copying Playlists

Principles

- You can copy a local or remote playlist from the LSM-VIA Viewer or from the Remote Panel to the local EVS server.
- Playlist metadata are kept when a playlist is copied.
- The AUX clip, if any, is kept when a playlist is copied.
- Audio swaps are kept when a playlist is copied.
- Remote playlist elements, if any, remain remote playlist elements and clips are not copied locally.

How to Copy a Playlist from the Remote Panel Console

1. Select the playlist to be copied by selecting its page, bank (PL/10) and position.

   The playlist must not be empty.

   a. SHIFT + Page + Fx

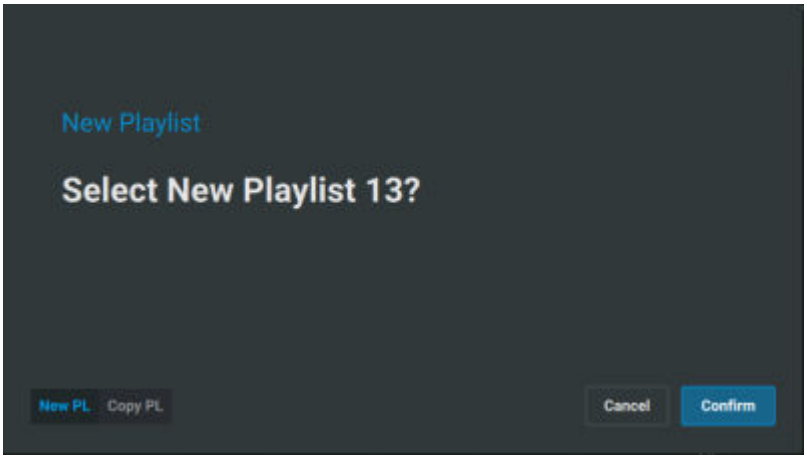
   b. SHIFT + F10

   c. Fx

2. Select an empty playlist position where you want to copy the playlist :

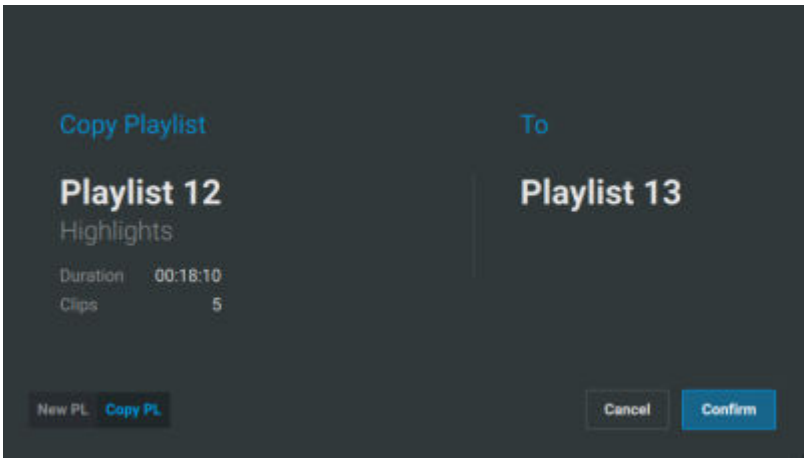
   press a non colored Function key Fx .

   The following screen is displayed on the touchscreen:

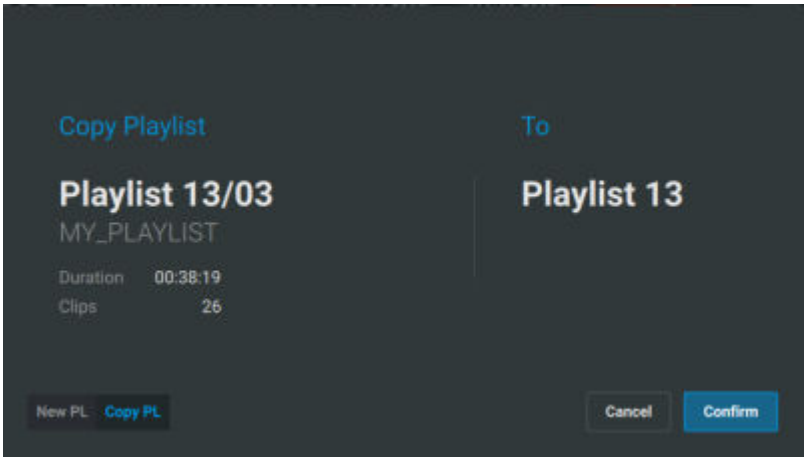


3. Tap **Copy PL** to copy the playlist to the selected position: Copy PL .

   The following screen is displayed on the touchscreen:



   In case the playlist to copy is a remote playlist, it appears as follows:



With the current LSM-VIA version, it is not possible to copy a local playlist to a remote server.

4. Validate your action: press **ENTER** or tap **Confirm**.

The selected playlist is copied to the selected position and it becomes the active playlist.

How to Copy a Playlist from the LSM-VIA Viewer

1. From the Playlist grid, select a playlist.
   - click the playlist line in the Playlist grid 

   or

   - press the arrow keys  on your keyboard.

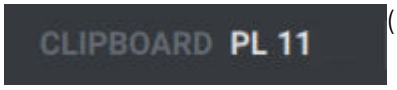
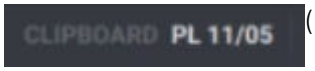
   The playlist line is highlighted.

   local: 

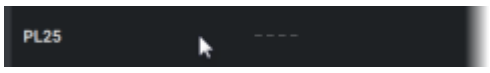
   remote: 

2. Copy the selected playlist by pressing 
.

   The clipboard will reflect the copied playlist ID.

   - 
 (local)
   - 
 (remote)

3. Select an empty playlist position.

   Tap 
 or press  .

   With the current LSM-VIA version, it is not possible to copy a playlist to a remote server.

4. Paste the playlist by pressing Ctrl + V.

The selected playlist is copied to the selected position but it does not become the active playlist.

3.5.3.7. Deleting Playlists

Principles

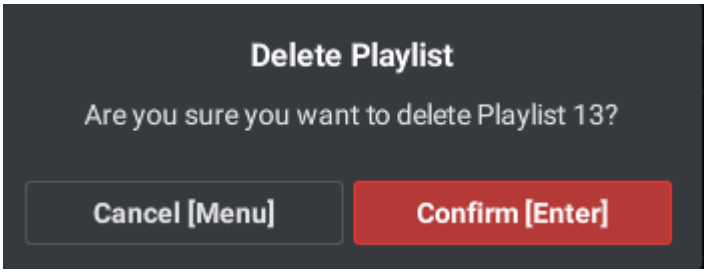
A playlist can be deleted from the Remote Panel or from the Viewer.

- Only the playlist will be deleted, not the clips.
- A loaded playlist cannot be deleted.
- A remote playlist cannot be deleted.

How to Delete a Playlist from the Remote Panel

1. Select the requested page and bank the playlist is stored on.
   a. SHIFT + Page + Fx
   b. SHIFT + F10
2. Press Clear and the playlist position to be deleted: CLEAR + Fx.

   A message appears on the touchscreen:



3. Confirm the action by pressing ENTER or tapping Confirm [Enter].

How to Delete a Playlist from the Viewer

1. Select the playlist to delete from the Playlist grid.
   - click the playlist line in the Playlist grid 

   or

   - press the arrow keys ↑ ↓ on your keyboard.

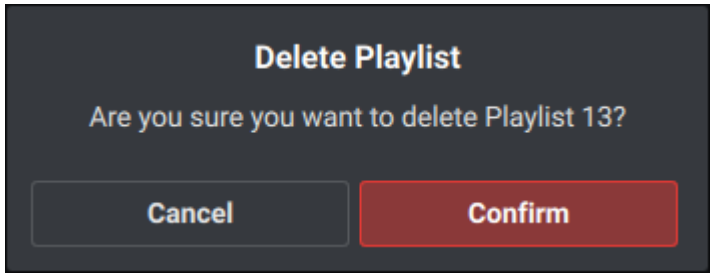
The playlist line is highlighted.

local: 

2. Delete the playlist in one of the following ways:
   - 

   - 

   A message appears on the Viewer:



3. Confirm the action by pressing 

or tapping 

.

A notification is displayed at the top right of the screen to confirm the deletion.

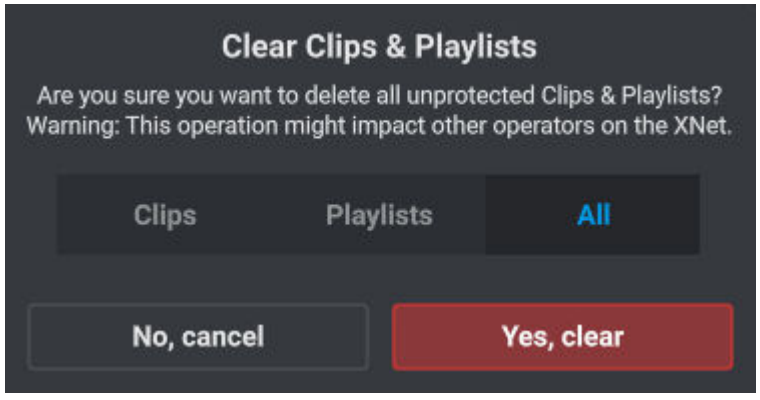
NEW !

How to Delete All Unprotected Playlists

To delete all unprotected playlists,

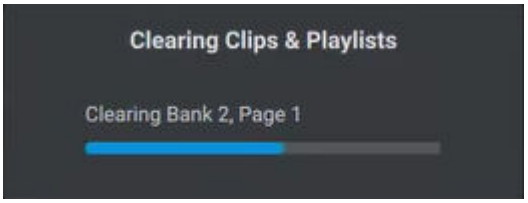
1. On the Remote Panel, press SHIFT + MENU to access the main menu.
2. On the Remote Panel console or touchscreen, press **F7** or tap **Clear Clips and PL**.

   The following screen opens on all the connected remote devices:



3. Select one of the option buttons.
4. Tap **Yes, clear**.

   A progression bar is displayed on screen:



3.5.3.8. Making Remote Clips Local in a Playlist

Making Remote Clips Automatically Local

Principles

- When the prerequisites are met, remote clips can be made automatically local in the following cases:
  - When remote clips are added to a loaded local playlist, the remote clips are automatically copied locally.
  - When a local playlist containing remote clips is being loaded, remote clips are automatically copied locally.
- The remote clips are copied locally on the server page set as **Protocol Receive Page** on Multicam side.
- Remote clips added to a local playlist which is not loaded are not copied yet.
- No local copy occur when a remote playlist is loaded.

Prerequisite

- The **Make Local Auto** Multicam parameter must have been set to **Yes** on the XT-VIA Server side.

Making Remote Clips Manually Local

Principles

A Make Local function is available from the Remote Panel console when a local playlist is loaded in Playlist Edit mode and contains remote clips.

- The remote clips are copied locally on the server page set as **Protocol Receive Page** on Multicam side.
- Remote clips added to the playlist while it is loaded, those clips are not automatically copied locally. The **Make Local** operation must be repeated.
- Remote clips added to a local active playlist which is not loaded are not copied.
- A remote clip inserted several times in a playlist will be copied locally only once and will refer the same local LSM ID.

How to Make Remote Clips Manually Local

- Press **Make Loc** 

During the Make Local process, the **Make Loc** key display has a blinking yellow background.

Once the process ends, the **Make Loc** function is no more available as there is no more remote clip.

3.5.3.9. Exporting Playlists

Introduction

Active playlists can be exported to one or several VIA Xsquare targets.

The **Export Playlist** function is available from the Live Screen.

One or several VIA Xsquare targets can also be mapped to assignable Shortcut keys of the Remote Panel for export purpose.

Prerequisite

VIA Xsquare has been configured from the Infrastructure Settings and it can be joined.

Limitations

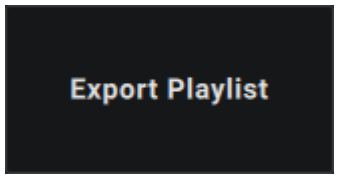
- The active playlist must not be empty.
- Would the playlist contains unavailable clips or black clips, they will not be present in the exported playlist. The transition effect after an unavailable clip will always be a Cut.

Exporting a Playlist

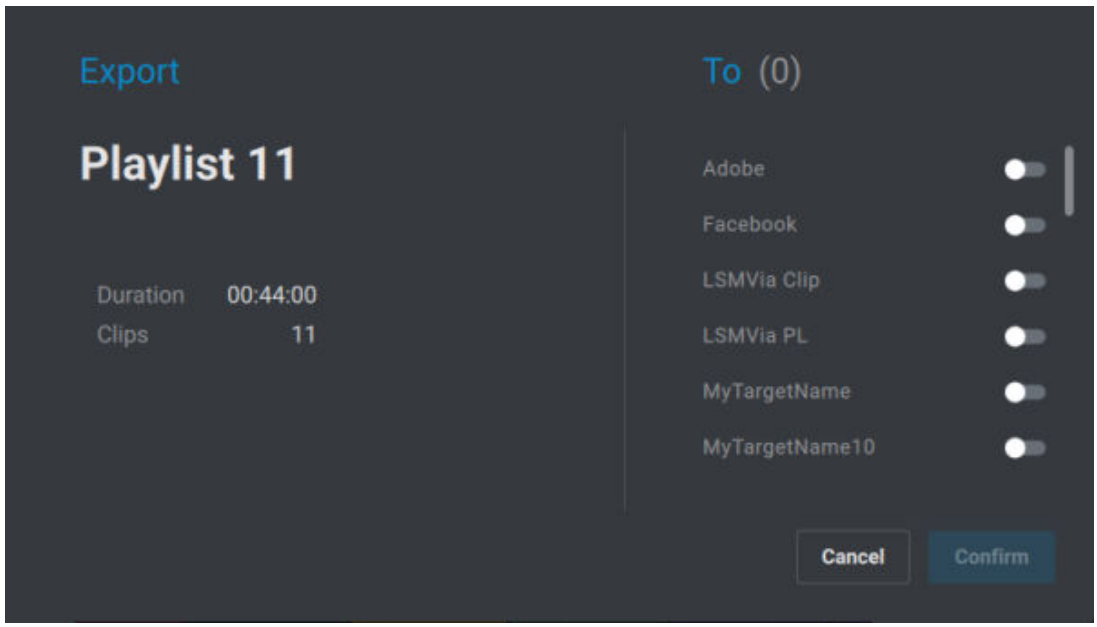
How to Export a Local or Remote Playlist from the Remote Panel Console

The active playlist can be exported as follows.

1. From the Live screen, tap the **Export Playlist** button:



The Export screen opens on the touchscreen.



On the right-side, the list of targets which have been defined in VIA Xsquare are displayed.

2. Select the target(s) to send the playlist to:  .

> You can still cancel the operation by tapping **Cancel** or by pressing the MENU key which is blinking red.

3. Tap Confirm or press ENTER.

The active playlist is sent to the selected target(s). The jobs are managed by VIA Xsquare.

How to Export a Local or Remote Playlist with a Shortcut Button/Key

See section Commands from the Assignable Shortcut Keys to know how to map a VIA Xsquare target to a Shortcut button/key.

This Shortcut button/key allows you to export the active playlist when a train or a playlist is loaded on the smallest controlled PGM.

- Press the Shortcut key on the console or tap the Shortcut button on the touchscreen.

The active playlist is sent to the corresponding target. The job is managed by VIA Xsquare.

Various targets may have been assigned to different Shortcut buttons. So, you can use several Shortcut buttons in a row to export the playlist to several targets.

NEW !

> If a clip is loaded on the smallest controlled PGM, the Shortcut button will trigger the export of the clip.
>
> If a train is loaded on the smallest controlled PGM and at least an IN point or an OUT point has been set, the Shortcut button will trigger the export of a portion of the train.

3.5.3.10. Flattening a Playlist

Introduction

Active playlists can be flattened to the local EVS video server.

The **Flatten Playlist** function is available from the Live Screen. It can also be mapped to an assignable Shortcut key of the Remote Panel. See section Commands from the Assignable Shortcut Keys.

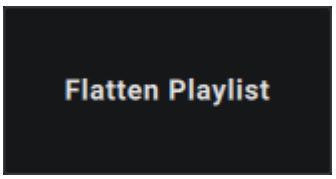
Audio swaps and AUX clip are taken into account in the flattened file.

Prerequisite

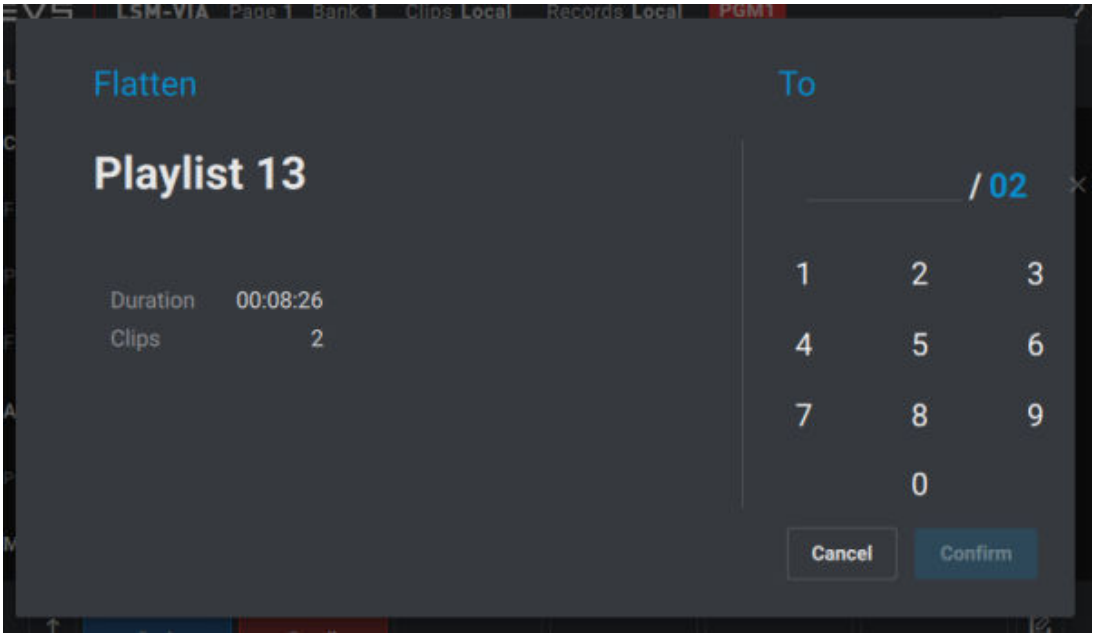
VIA Xsquare has been configured from the Infrastructure Settings and it can be joined.

How to Flatten the Active Playlist from the Remote Panel Live Screen

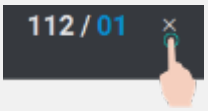
1. From the Live screen, tap the **Flatten Playlist** button:



The Flatten screen opens on the touchscreen.



2. On the numeric pad, enter the location to flatten the playlist to in one of the following ways:
   - type a single digit: the flattened playlist will be saved on the first available slot of the selected page.
   - type two digits: the flattened playlist will be saved on the first available slot of the selected page and bank.
   - type three digits: the flattened playlist will be saved on the first available slot of the selected page, bank and position.

To clear the **LSM ID** field: press CLEAR on the console or tap 

on the touchscreen.

To cancel the operation, tap **Cancel** or press the MENU key which is blinking red.

3. Tap 

or press ENTER.

The active playlist is flattened to the first available slot, depending on the number of digits you entered. The job is managed by VIA Xsquare.

3.5.4. Editing Playlists

A playlist can be created from the Remote or from LSM-VIA Viewer.

Then, various editing actions are possible from one interface or the other, or from both.

Behavior with a Remote Playlist

A remote playlist cannot be edited. So, the following actions cannot be performed on a remote playlist. In bold, these are the actions described in the Editing Playlists section.

It is not possible to

- add clips to a remote playlist
- merge a playlist into the active remote playlist
- move a playlist element
- sort the elements by TC IN
- delete elements from a remote playlist
- add a Cut in a playlist element
- edit the speed of an element
- edit the transition effect of an element
- edit the effect duration of an element
- set an audio split
- set an audio swap or mute an audio track
- set/update/delete the AUX clip of the playlist

A remote playlist cannot be deleted.

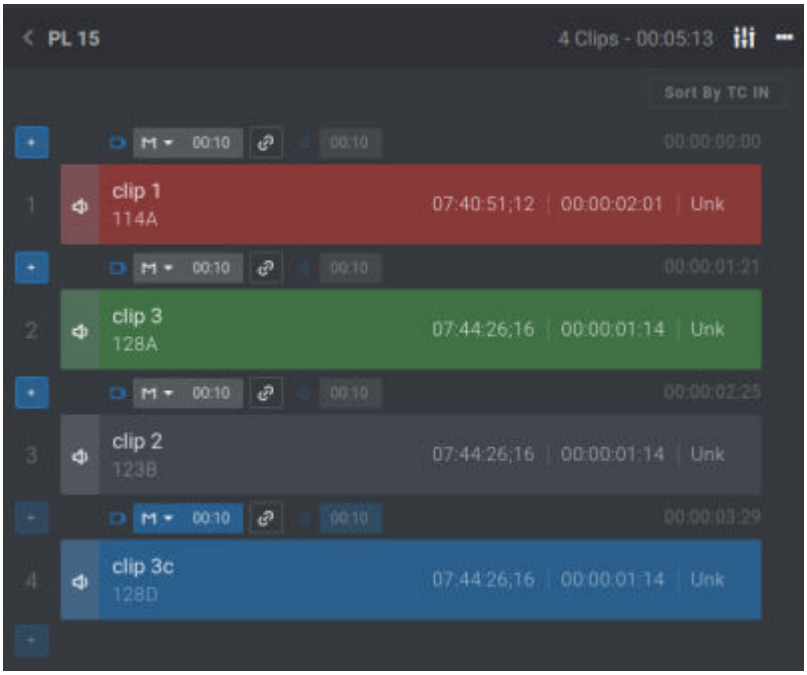
A remote playlist can only be loaded, browsed and played out.

3.5.4.1. Moving Playlist Elements

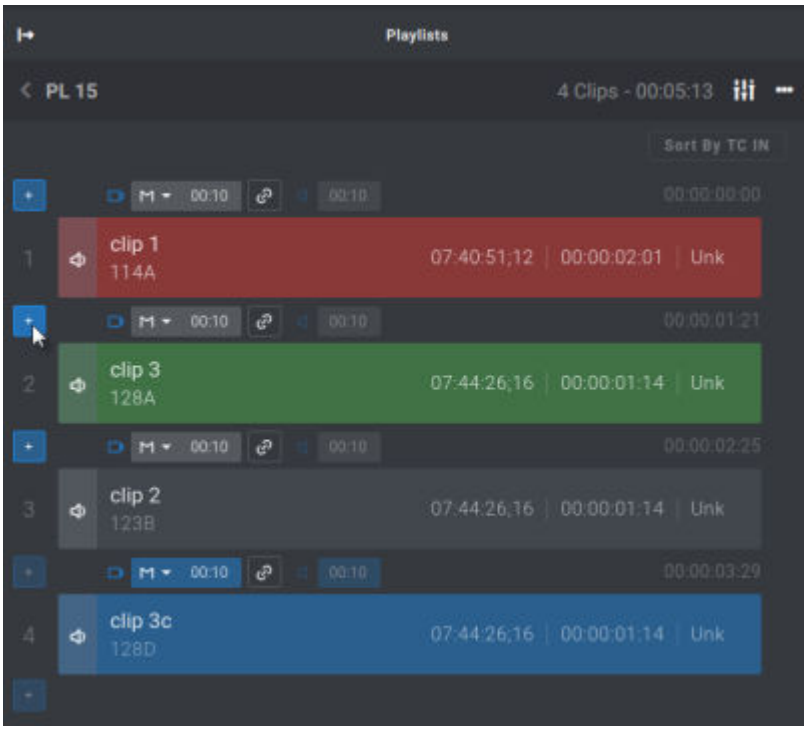
How to Move Playlist Elements from the Viewer

1. Select the playlist element(s) in the Playlist pane.

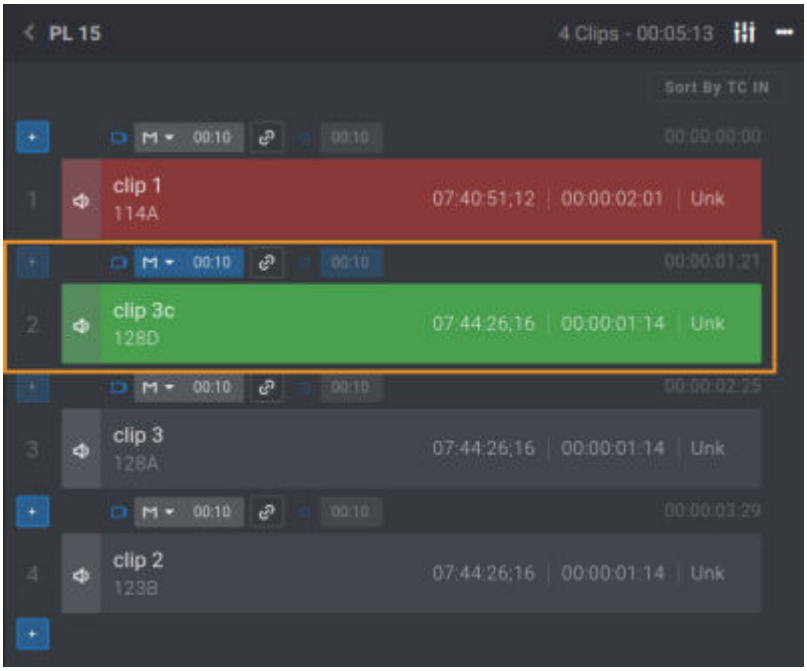
   It is highlighted in blue.



2. Click + in the Playlist pane where you want to move the clip(s).



Clip(s) are moved within the playlist.



3.5.4.2. Sorting Playlist Elements by TC IN

Introduction

From the Playlist pane of the LSM-VIA Viewer, it is possible to sort the playlist elements by TC IN. The sorting is done on the TC displayed in the TC IN column.

> ⚠ This operation will change the order of the playlist elements, and reset the transitions to the default values.

Limitations

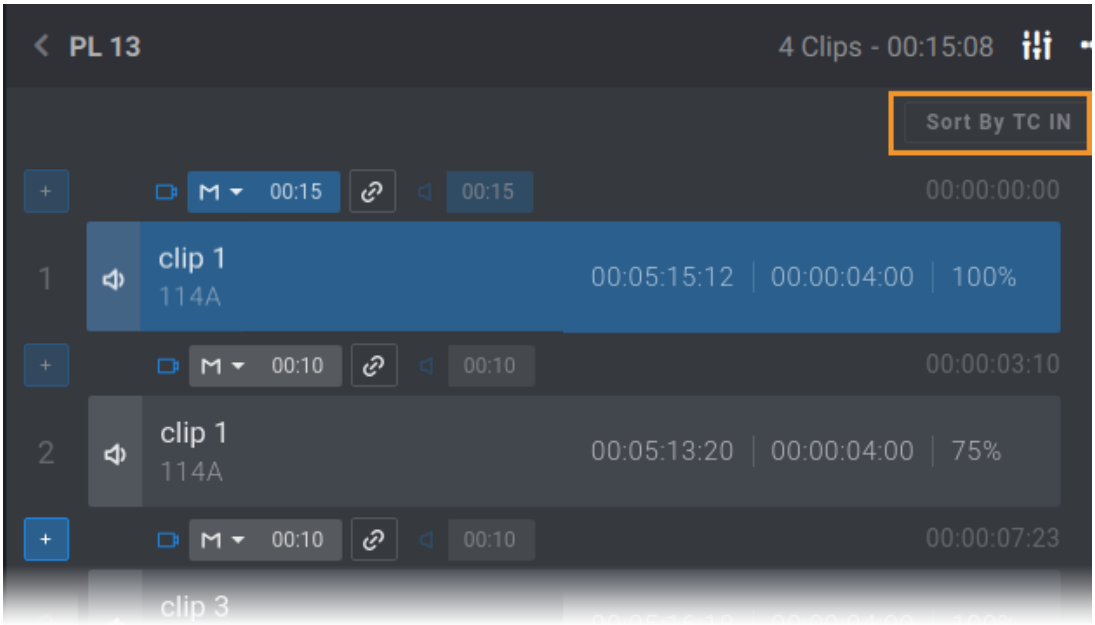
- The active playlist must be local.
- The playlist must not be loaded.

How to Sort Elements by TC IN from the Viewer

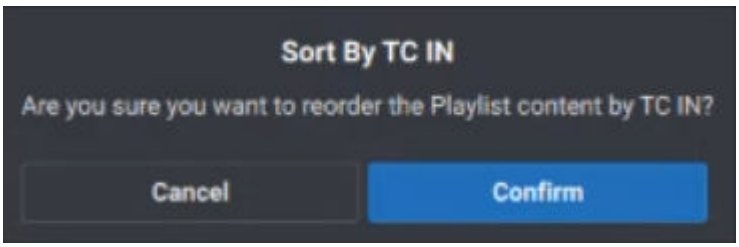
1. Make sure you set the requested playlist as the active playlist.

   See section Selecting the Active Playlist.

2. From the Playlist pane, click **Sort by TC IN** at the top of the playlist.



3. Click **Confirm** to the message displayed.



The playlist elements are sorted by TC IN.

3.5.4.3. Adding a Playlist into Another Playlist

Introduction

When you insert a playlist into another one, all playlist elements from the selected playlist are inserted at the requested position into the second playlist. A playlist can also be appended at the end of another one.

The transition effects and the elements speed defined in the source playlist are kept in the destination playlist.

A playlist can be added to the active playlist without any impact on the playout.

These actions can be done from the LSM-VIA Viewer.

How to Insert a Playlist into Another Playlist

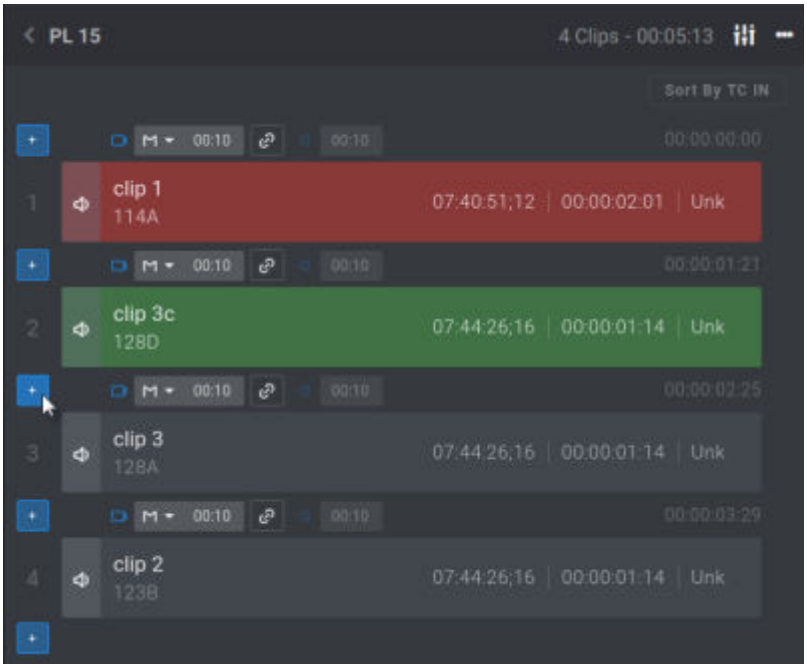
To insert a playlist into another playlist,

1. Make sure you set the requested playlist as the active playlist.

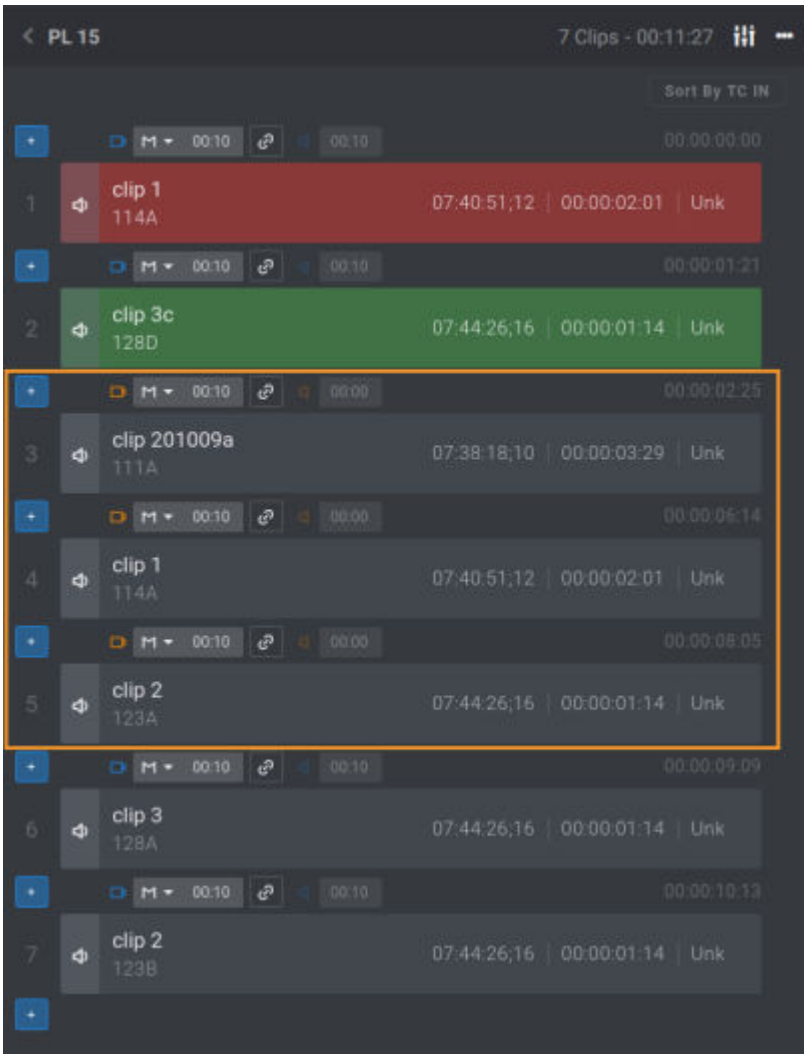
   See section Selecting the Active Playlist.

2. From the Playlist grid, select the playlist to add into the active playlist.

3. Click + in the playlist pane where you want to insert the playlist.



The playlist is inserted into the active playlist.



How to Append a Playlist at the End of Another Playlist

1. From the Playlist grid, select the playlist to append to another playlist.

2. Copy the playlist: press Ctrl + C.

3. In the Playlist grid, select the destination playlist.

4. Paste the copied playlist: press Ctrl + V.

The first playlist is appended at the end of the second one.

3.5.4.4. Changing the Camera Angle of a Playlist Element

Context of Use

From the Remote Panel, you can replace a playlist element with another camera angle if the material is still available in a local or remote record train.

The **Other Angle** is an option only present when a local playlist is in Playlist Edit mode and in PGM+PRV.

It searches for the local and network trains that include the TC IN of the playlist element to replace and load them on the PRV channel, at the TC IN of the loaded playlist element. Then, it creates a new clip from the selected record train, on the playlist receive page of the local server, with the TC IN and TC OUT of the replaced element. It also inherits its name, metadata and playlist attributes like transition effect and duration, speed, ...

If a local clip already exists for the selected angle with the same TC IN and TC OUT, no clip is created. The existing clip is used in the playlist and it keeps its name and metadata.

How to Change the Camera Angle of a Playlist Element

1. Load the playlist.

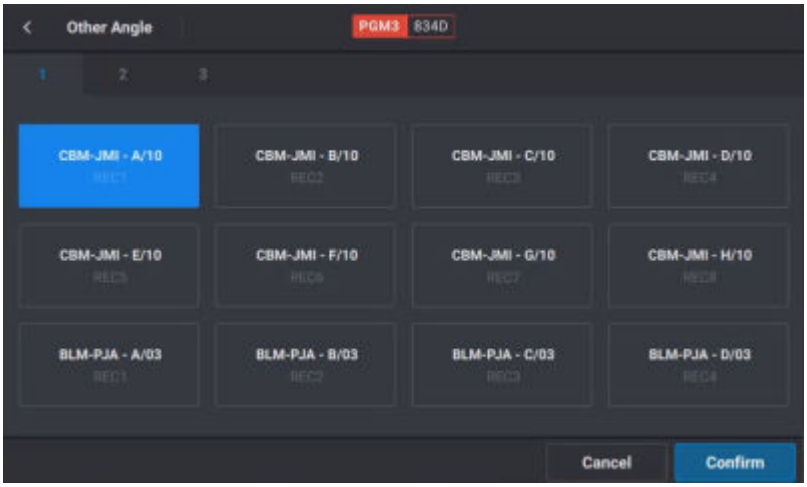
2. Browse to the playlist element you want to replace.

   The Playlist Edit mode is enabled.

3. Press Oth Angle.

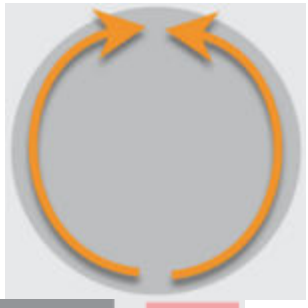
   The Other Angle mode is activated. This triggers a search among the network trains based on the TC IN of the selected playlist element.

   The results are displayed on the touchscreen and loaded on the PRV:

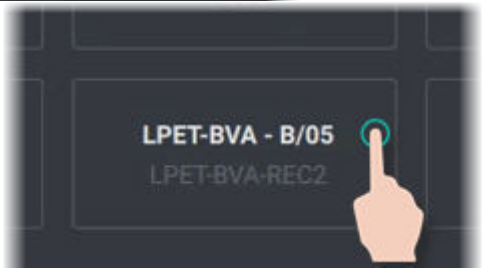


They are sorted by server network ID (local server first).

The controlled PGM and the LSMID of the element loaded on the PGM are displayed on top of the screen.

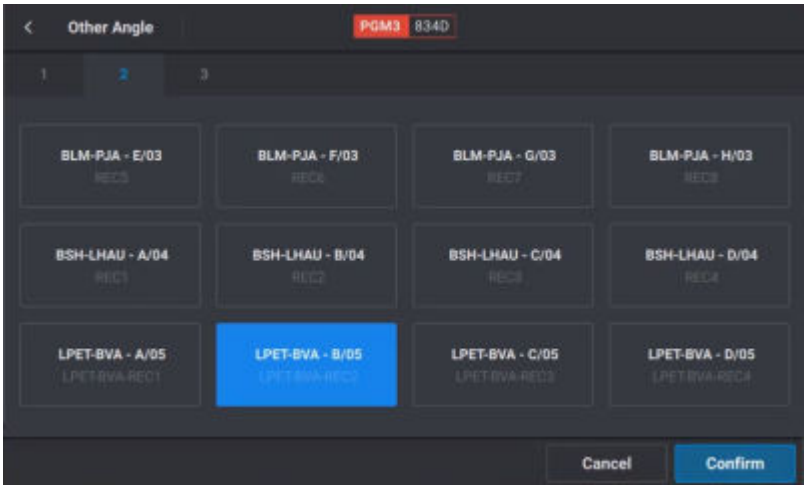
4. Browse through the result list in one of the following ways:
   - use the jog  to jump from one result to another when the Browse mode is activated 

.
   - tap the page number on the touchscreen 

or swipe the screen horizontally and then tap the train of your choice 

.

The selected result is displayed on a blue background and the record train is loaded on the PRV channel.



5. To browse through a result,
   a. Press **Browse** to deactivate the mode.
   b. Browse through the train with the jog.
6. Validate your action by pressing ENTER or tapping Confirm.

A clip is automatically created with the TC IN and TC OUT of the clip used in the playlist and it replaces the element in the playlist.

To leave the Other Angle screen without selecting a train

- tap < on the upper left corner, or
- press MENU on the Remote Panel.

3.5.4.5. Clearing IN/OUT Points of Playlist Elements

You can clear the Short IN point and/or the Short OUT point of a playlist element to increase its duration.

To...	press...
clear the Short IN point from the current element	CLEAR+ Goto IN / IN
clear the Short OUT point from the current element	CLEAR+ Goto OUT / OUT

Short IN and/or Short OUT points are removed. Only the Protect IN and/or Protect OUT points are kept.

3.5.4.6. Trimming Playlist Elements

Introduction

Every playlist element can be trimmed independently of all other angles of the clip. This will only affect the selected playlist element.

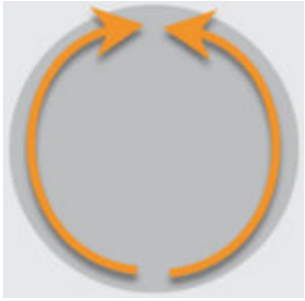
The procedure hereafter describes the retrim operation in Playlist Edit mode but this may also be done in Playout mode without interrupting the playlist playout. Once a new OUT point has been set on a playlist element, the transition effect will be applied and the next element will be played.

How to Trim a Playlist Element

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Browse through the playlist element to the place where you want to set the new IN point, or a new OUT point.

4. Set a new IN point by pressing 

and/or set a new OUT point by pressing 

.

If the playlist element duration is too short, first clear the IN or OUT point to be able to access the guardband material, then set the new IN or OUT point at the desired position.

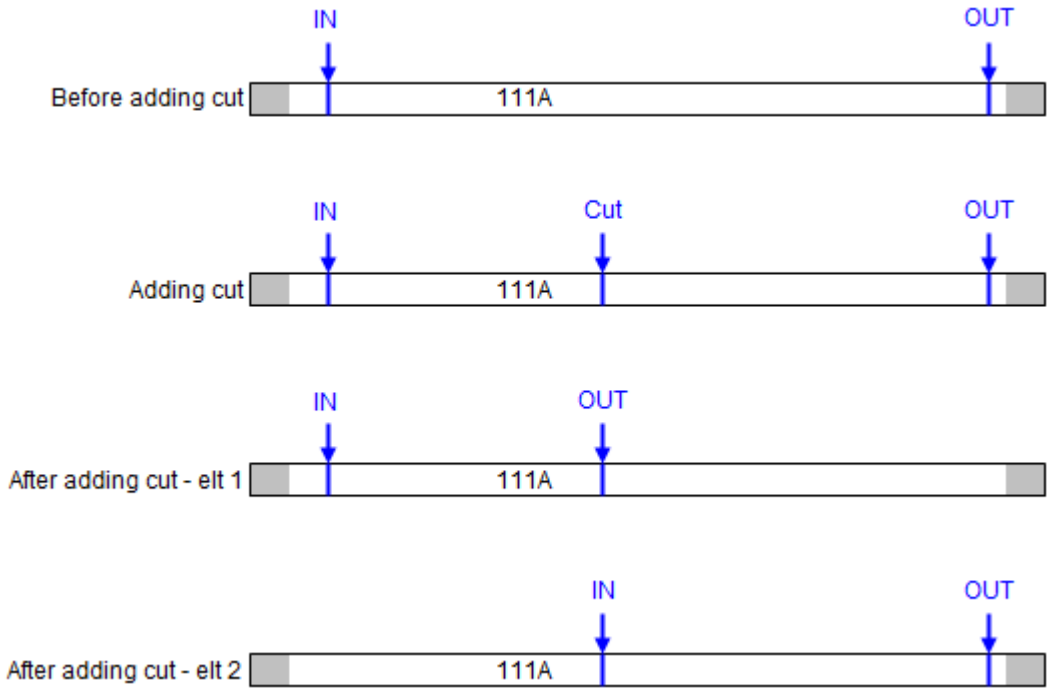
See also Clearing IN/OUT Points of Playlist Elements.

3.5.4.7. Adding Cuts in Playlist Elements

Description

The **Add Cut** command is used to cut a playlist element in two elements. Actually, it duplicates the playlist element and adjusts the SHORT IN and SHORT OUT points of these new duplicated elements:

- On both elements, the LSM ID, the name and the guardbands are kept unchanged as in the original one.
- In the first duplicated element, the SHORT IN point is left unchanged while the SHORT OUT point is adjusted to the cut point.
- In the second duplicated element, the SHORT OUT point is left unchanged while the SHORT IN point is adjusted to the cut point as illustrated hereunder.



- The transition applied at the cut point is a Mix of 0 frame for both audio and video.

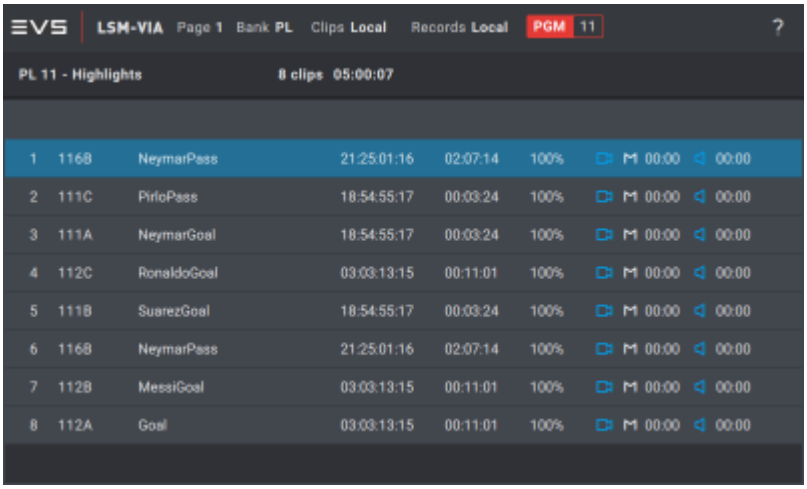
The **Add Cut** command is available from the Remote Panel.

The **Add Cut** operation is not possible in the following cases:

- within a video effect.
- within an audio effect beginning or finishing the original element.

How to Add Cut to a Playlist Element

1. Load the playlist.



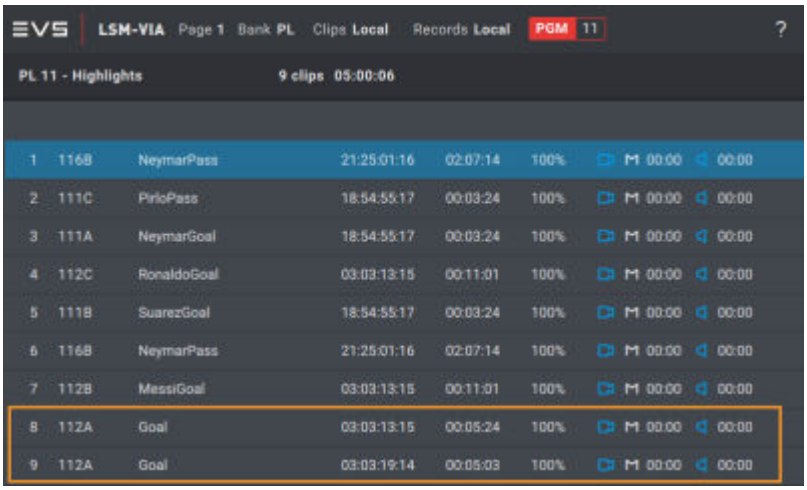
2. Browse to the playlist element.

   The Playlist Edit mode is enabled.

3. Browse through the playlist element to the position where you want to add a cut.

4. Press Add Cut.

   The playlist element is cut in two parts that keep the same LSM ID.



3.5.4.8. Editing Playlist Element Speed

Default Value

By default, when an element is added to a playlist, the playlist element speed is set to 100%.

The default playlist element speed can be edited from the LSM-VIA configuration tool with the Default Playlist Speed parameter.

Afterwards, the playlist element speed can be individually edited from the Remote Panel or the Viewer as described hereafter.

Limitation

When an audio split has been set on the transition before and/or after the playlist element, the **Unknown** and the **0%** speed values are not available from the lever.

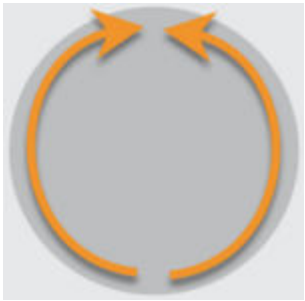
How to Edit the Playlist Element Speed from the Remote Panel

To edit the speed of one or several playlist elements,

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Speed mode by pressing 

.

4. (optional) If you need to access the secondary lever range, press SHIFT + 

. Only the positive speed values are available.

5. Change the speed by using the lever:  or  .

6. (optional) Repeat steps 2 to 4 for other playlist elements.

7. Confirm the operation and exit the Edit Speed mode by pressing 

or by pressing ENTER.

You can also edit the speed of all the playlist elements at once by pressing SHIFT + Edit All / Delete before entering the Speed mode (Speed). The playlist must be in Edit mode.

How to Edit the Playlist Element Speed from the Viewer

To edit the speed of a playlist element,

1. Click in the **Speed** field of the element: 100%.
2. Enter a value for playlist element speed, e.g. 50%.

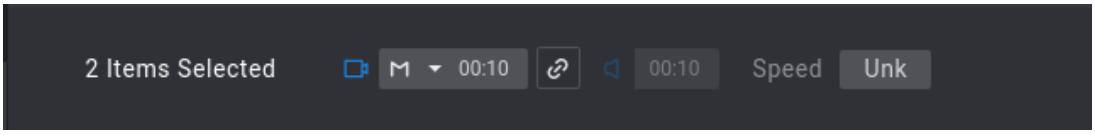
   Possibles values are:

   - from 0 to 400%
   - Unknown

How to Edit the Speed of Several Playlist Elements at Once from the Viewer

1. Select the playlist element(s) in the Playlist pane.

   The number of selected items is displayed at the bottom of the pane.



2. Click in the **Speed** field: Speed Unk.
3. Enter a value for playlist element speed, e.g. Speed 66%.

   Possibles values are:

   - from 0 to 400%
   - Unknown

3.5.4.9. Deleting Playlist Elements

How to Delete the Last Playlist Element from the Active Playlist

To delete the last playlist element of the active playlist,

1. If necessary, change the active playlist by selecting its page, bank (10) and position.

   a. SHIFT + Page + Fx

b. SHIFT + Fx

c. Fx

2. Delete the last playlist element by pressing CLEAR + ENTER.

3. Repeat step 2 to remove other playlist elements at the end of the playlist.

If the playlist is loaded in PGM+PRV, the deleted element is loaded on the PRV channel.

How to Delete Any Playlist Element from the Active Playlist

To delete a playlist element of the active playlist,

1. Load the playlist by pressing 

.

   See section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See section Browsing a Playlist.

3. Delete the playlist element by pressing 

.

If the playlist is loaded in PGM+PRV, the deleted element is loaded on the PRV channel.

How to Delete a Playlist Element from the Viewer

1. Select the playlist element(s) in the Playlist pane.

2. Delete the element(s) in one of the following ways:

   or

If an element you have just deleted is added to the playlist once again, the transition effect and the element speed previously defined on the element are kept.

3.5.5. Transition and Audio Operations

This chapter describes the ways to apply transition effects between playlist elements, how to define an audio split, how to swap or mute audio tracks, and how to assign an auxiliary audio clip to a playlist.

Behavior with a Remote Playlist

A remote playlist cannot be edited. So, the following actions cannot be performed on a remote playlist. In bold, these are the actions described in the Transition and Audio Operations section.

It is not possible to

- add clips to a remote playlist
- merge a playlist into the active remote playlist
- move a playlist element
- sort the elements by TC IN
- delete elements from a remote playlist
- add a Cut in a playlist element
- edit the speed of an element
- edit the transition effect of an element
- edit the effect duration of an element
- set an audio split
- set an audio swap or mute an audio track
- set/update/delete the AUX clip of the playlist

A remote playlist cannot be deleted.

A remote playlist can only be loaded, browsed and played out.

3.5.5.1. Transition Effects

You can apply effects on the audio and video transitions of an element in a playlist. For each transition, you can define the effect type and duration. Available transition effects are explained in section Overview of the Transition Effects.

By default, a mix transition effect (audio and video) is applied to each new element inserted into the playlist. However, you can change the type of transition effect, or its duration, as explained in section Adding Transition Effects in a Playlist.

With the current version of LSM-VIA, the type of the audio transitions is tied to the type of the video transitions.

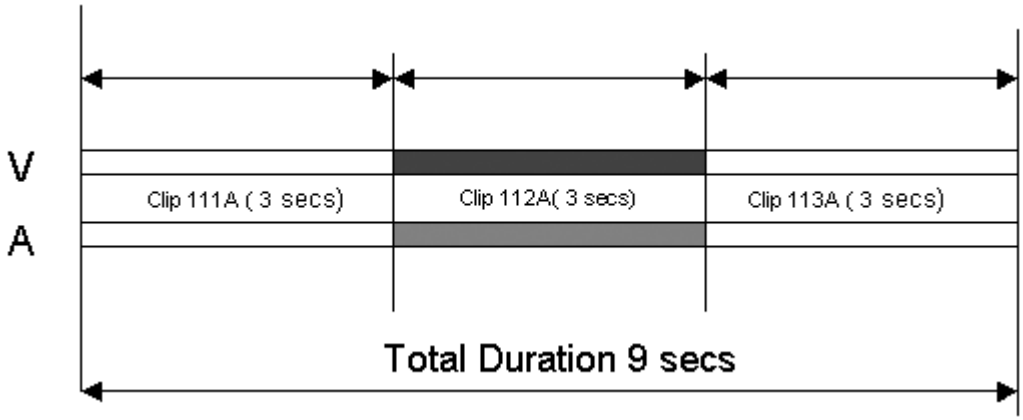
With the Conditional mode, transition effects are played only if the Mix-on-one channel parameter is set.

3.5.5.1.1. Overview of the Transition Effects

Illustrations

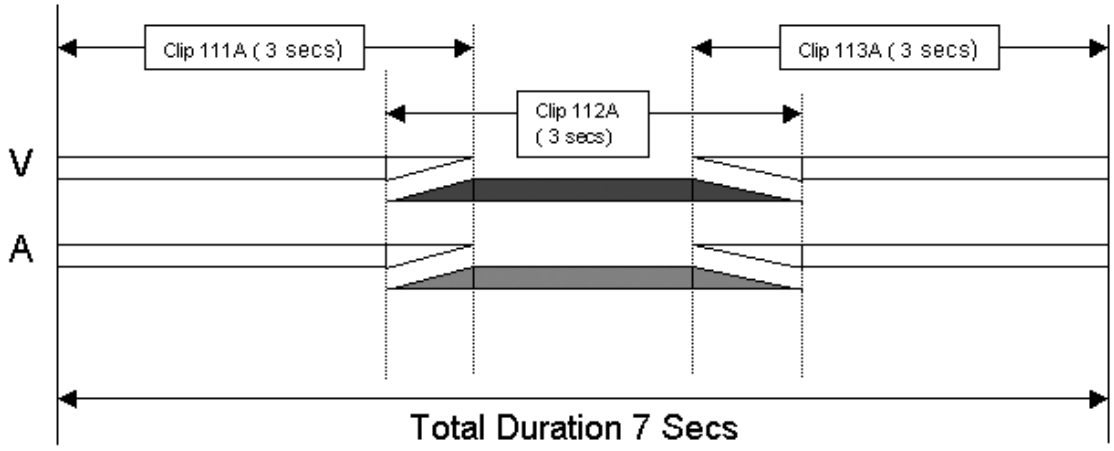
The following drawings show that the transition effects are applied to the material included in the playlist element, not on the guardbands.

Normal Playlist with Cuts



Playlist with 1:00 sec Effect Duration

In a playlist, the video and audio effects end at the OUT point of an element. The total duration of the playlist is shortened by the length of the effect.



Available Video Transition Effects

Different types of video transition effects can be applied to playlist elements.

Cut

No transition effect is applied between both elements.

Mix

Dissolve effect between both elements.

Wipe

The last images of the previous element is gradually replaced by the first images of the next element.

The wipe effect is shown as a vertical line moving across the video.

The direction of the Wipe effect (left to right, right to left) is defined in the LSM-VIA configuration. By default, it is **Vert. L>R**.

Fade from color (<)

A Fade Out effect from a defined color is applied to the first frame of the playlist element (on which the effect is defined). The previous element ends in Cut mode.

The color of the Fade effect is defined in the LSM-VIA configuration. Possible values are: **Black** (default), **White**.

In the drawing below, the previous element is displayed in red, the next element is green, and the fade in black:

Fade to color (>)

A Fade In effect to a defined color is applied to the previous playlist element up to the transition in Cut mode to the next element (on which the effect is defined).

The color of the Fade effect is defined in the LSM-VIA configuration. Possible values are: **Black** (default), **White**.

In the drawing below, the previous element is displayed in red, the next element is green, and the fade in black:

Fade to/from color (V fade)

A Fade In effect to a defined color is applied to the previous element up to its OUT point and a Fade Out effect from the same color is applied to the next element (on which the effect is defined) from its IN point. The effect duration must be a multiple of 2 frames.

The color of the Fade effect is defined in the LSM-VIA configuration. Possible values are: **Black** (default), **White**.

In the drawing below, the previous element is displayed in red, the next element is green, and the fade in black:

Available Audio Transition Effects

The following table shows which audio transition effect is applied depending on the defined video transition effect.

Audio Effect / Video Effect	Cut	Mix	Fade from Mute	Fade to Mute	V Fade to/from Mute
Cut	√	√			
Mix		√			
Wipe Left → Right		√			
Wipe Right → Left		√			
Fade from Color			√		
Fade to Color				√	
V Fade to/from Color					√

3.5.5.1.2. Adding Transition Effects in a Playlist

Default Values

The following settings apply when a clip is added to a playlist.

- Transition Effect

  By default, the video and audio effect of an element added to a playlist is a Mix. The effect can be edited from the Remote Panel or from the Viewer.

- Effect Duration

  The default effect duration is defined in the configuration tool, by the Default Effect Duration (Frames) parameter. The default value can be changed from the configuration tool. The duration of a video effect added to a playlist element can be edited from the Remote Panel or from the Viewer.

- Video Transition Effect - Fade Color

  When a Fade video transition effect is selected, its color is black by default. This can be changed from the LSM-VIA configuration tool with the Fade Effect Color parameter.

- Video Transition Effect - Wipe Type

  When a Wipe video transition effect is selected, its direction is, by default, from Left to Right. This can be changed from the LSM-VIA configuration tool with the Wipe Effect Type parameter.

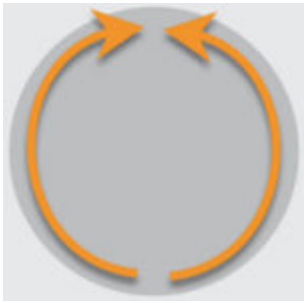
How to Edit a Transition Effect from the Remote Panel

To edit simultaneously the video and the audio transition effect, proceed as follows:

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

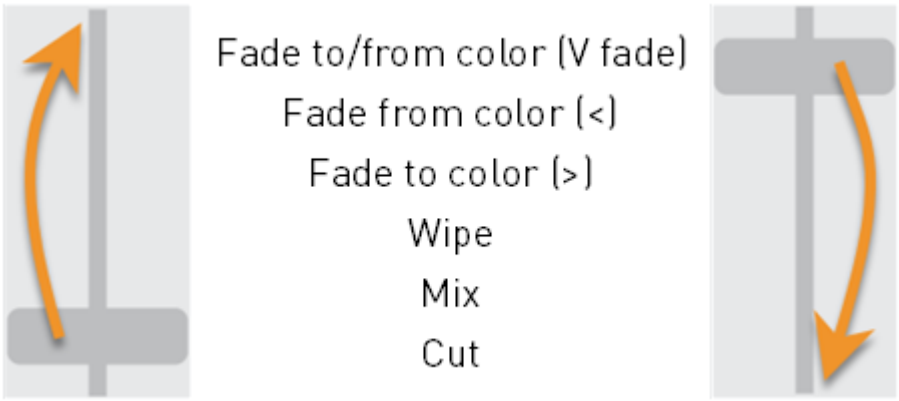
   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Transition Effect mode by pressing Effect.

4. Move the lever to select the transition effect.

   The effects order from the bottom to the top is as follows.



   As the audio transition effect is linked to the video transition effect, it is edited according to the Available Audio Transition Effects table.

5. (optional) Repeat steps 2 to 4 for other playlist elements.

6. Confirm the operation and exit the Transition Effect mode by pressing Effect or by pressing ENTER.

You can also edit the transition effect of all the playlist elements at once by pressing SHIFT + Edit All / Delete before entering the Transition Effect mode (Effect). The playlist must be in Edit mode.

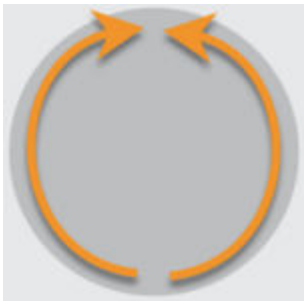
How to Edit a Transition Effect Duration from the Remote Panel

To edit simultaneously the video and the audio transition effect durations, proceed as follows:

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element: 
.

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

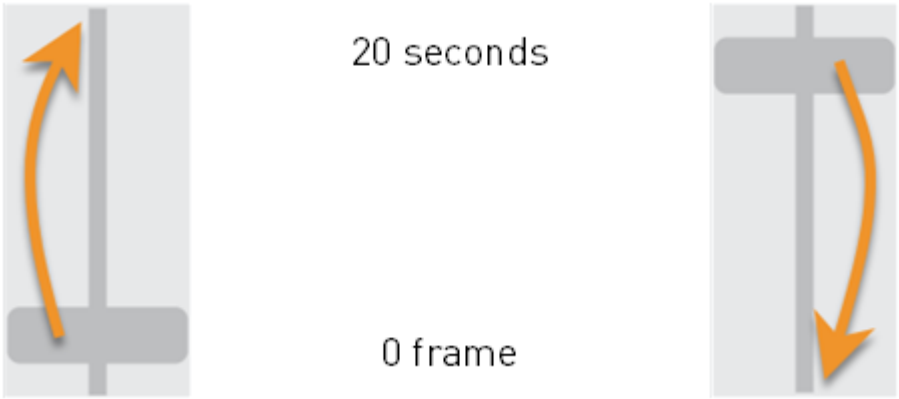
3. Enter the Transition Effect Duration mode by pressing 

.

   The **Fx Dur** key display is highlighted.

4. Move the lever to select the transition effect duration.

   The values range from 0 frame (0%) to 20 seconds (100%).



5. (optional) Repeat steps 2 to 4 for other playlist elements.

6. Confirm the operation and exit the Transition Effect Duration mode by pressing 

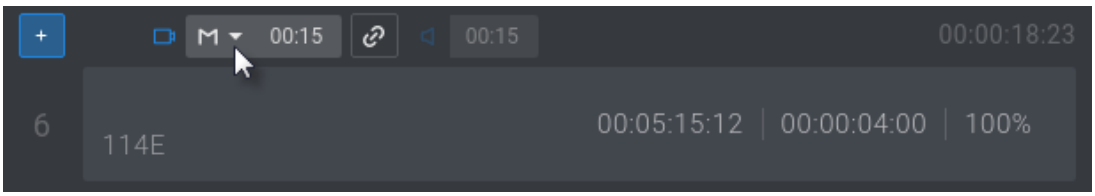
or by pressing **ENTER**.

You can also edit the transition effect duration of all the playlist elements at once by pressing SHIFT + Edit All Delete before entering the Transition Effect Duration mode (Fx Dur). The playlist must be in Edit mode.

How to Edit the Transition Effect of a Playlist Element from the Viewer

To edit simultaneously the video and the audio transition effect, proceed as follows:

1. Click the arrow next to the effect type for the element you want to edit:

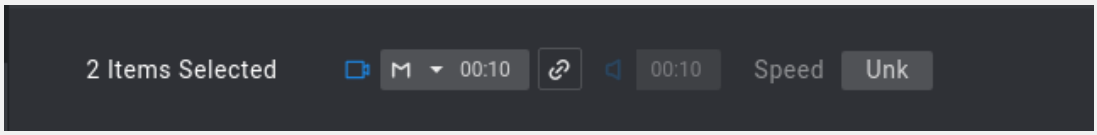


2. Select the desired effect from the menu:

As the audio transition effect is linked to the video transition effect, it is edited according to the Available Audio Transition Effects table.

You can also edit the transition effect type of several playlist elements at once.

1. Select the elements. See section Selecting Playlist Elements.
2. Follow the above procedure from the bottom of the Playlist pane:

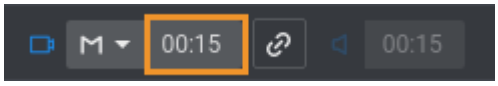


How to Edit the Transition Effect Duration of a Playlist Element from the Viewer

To edit simultaneously the video and the audio transition effect durations, proceed as follows:

1. Make sure that both the video transition and the audio transition are linked.
   - In case the **Link** button is not available ( ), they are automatically linked.

- In case the **Link** button is available, it must look as  .

2. Click in the **Video Effect Duration** field: 

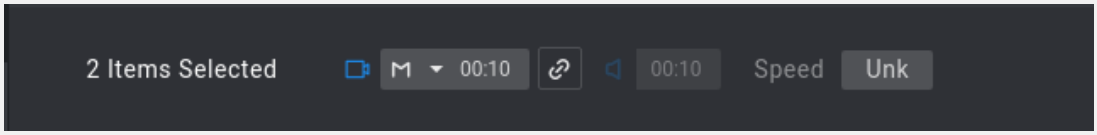
3. Enter a value for the transition effect duration (from 0 frame to 20 seconds).

The audio transition effect duration is updated as well.

In case the video and the audio transition effect durations were not the same, the same offset is applied between the two after editing the video transition duration. See section Using the Audio Split Mode.

You can also edit the transition effect duration of several playlist elements at once.

1. Select the elements. See section Selecting Playlist Elements.
2. Follow the above procedure from the bottom of the Playlist pane:



3.5.5.2. Edit Audio and Edit Video Modes

Advanced modes are available to

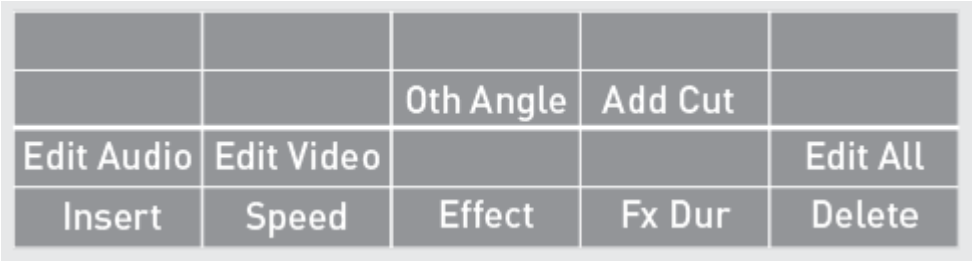
- define different transition effect durations for the video and for the audio (audio split). See section Extending or Reducing a Transition in Audio Split Mode.
- delay or advance the beginning of an audio or video transition. See section Advancing or Delaying a Transition in Audio Split Mode.
- swap audio tracks (audio swap). See section Swapping or Muting Audio Tracks.
- mute audio tracks. See section Swapping or Muting Audio Tracks.

The Remote Panel console functions specific to the Edit Audio mode and the Edit Video mode are described in section Edit Audio and Edit Video Modes Commands on the Remote Panel.

3.5.5.2.1. Edit Audio and Edit Video Modes Commands on the Remote Panel

Availability of the Edit Audio and Edit Video Modes

The **Edit Audio** and the **Edit Video** functions are available from the Remote Panel console in Playlist Edit mode provided that the Advanced Audio Editing setting has been selected from the configuration tool:



Edit Audio Mode

When the Edit Audio mode is activated, some specific functions are available from the console:

A. Advanc(e)

The **A. Advanc(e)** function is used to advance the beginning of the audio transition for the selected playlist element.

See sections Using the Audio Split Mode and Advancing or Delaying a Transition in Audio Split Mode.

A. Delay

The **A. Delay** function is used to delay the beginning of the audio transition for the selected playlist element.

See sections Using the Audio Split Mode and Advancing or Delaying a Transition in Audio Split Mode.

A. Fx Dur

The **A. Fx Dur** function is displayed in place of the **Fx Dur** function when the **Edit Audio** mode is activated.

This function allows you to define a duration of the audio transition effect different than the video transition duration for the selected playlist element (audio split).

See sections Using the Audio Split Mode and Extending or Reducing a Transition in Audio Split Mode.

Swap

The **Swap** function is available with the key combination **SHIFT** + **Swap** when the Edit Audio mode has been activated.

The **Swap** key activates the Swap mode from which you can select the audio tracks to be swapped or muted.

See section Swapping or Muting Audio Tracks from the Remote Panel.

Edit Video Mode

When the Edit Video mode is activated, some specific functions are available from the console:

V. Advanc(e)

The **V. Advanc(e)** function is used to advance the beginning of the video transition for the selected playlist element.

See sections Using the Audio Split Mode and Advancing or Delaying a Transition in Audio Split Mode.

V. Delay

The **V. Delay** function is used to delay the beginning of the video transition for the selected playlist element.

See sections Using the Audio Split Mode and Advancing or Delaying a Transition in Audio Split Mode.

V. Fx Dur

The **V. Fx Dur** function is displayed in place of the **Fx Dur** function when the **Edit Video** mode is activated.

This function allows you to define a duration of the video transition effect different than the audio transition duration for the selected playlist element (audio split).

See sections Using the Audio Split Mode and Extending or Reducing a Transition in Audio Split Mode.

Limitation

When the loaded playlist element has a speed = 0%, the following functions are not displayed: A. Advance, A. Delay, A. Fx Dur, V. Advance, V. Delay, V. Fx Dur.

3.5.5.2.2. Using the Audio Split Mode

About Audio Split

The Audio Split mode makes it possible to:

- Apply transition effect durations which are different on the audio and video tracks. See section Extending or Reducing a Transition in Audio Split Mode.
- Delay or advance the beginning of an audio or video transition. See section Advancing or Delaying a Transition in Audio Split Mode.

The audio split is often used to start the transition of the audio track before the one of the video. This gives an artistic effect to the playlist and offers a smoother transition to the audience.

The transition effect of the audio track remains linked to the video transition effect even if an audio split is defined.

Prerequisite

- The Advanced Audio Editing setting must have been selected from the configuration tool to allow users to define an audio split.

Default Value

The following setting applies when a clip is added to a playlist.

- Audio Effect Duration

  The default audio effect duration is defined in the configuration tool, by the Audio Effect Duration parameter. It will apply to each clip added to a playlist. So, if this value differs from the Default Effect Duration value, the element added to the playlist will have a video transition effect duration different than the audio transition effect duration.

  The default value can be changed from the configuration tool.

  The duration of an audio effect added to a playlist element can be edited from the Remote Panel or from the Viewer.

Limitation when Speed = 0%

An audio split cannot be set on a playlist element with a speed = 0%.

Therefore, if the Default Playlist Speed is set to 0% and the Audio Effect Duration is configured to differ from the Default Effect Duration value, when a clip is added to a playlist, the audio effect duration will be the same as the video effect duration.

3.5.5.2.2.1. Extending or Reducing a Transition in Audio Split Mode

Description

The audio or the video transition duration of a playlist element can be changed from the Remote Panel or from the LSM-VIA Viewer.

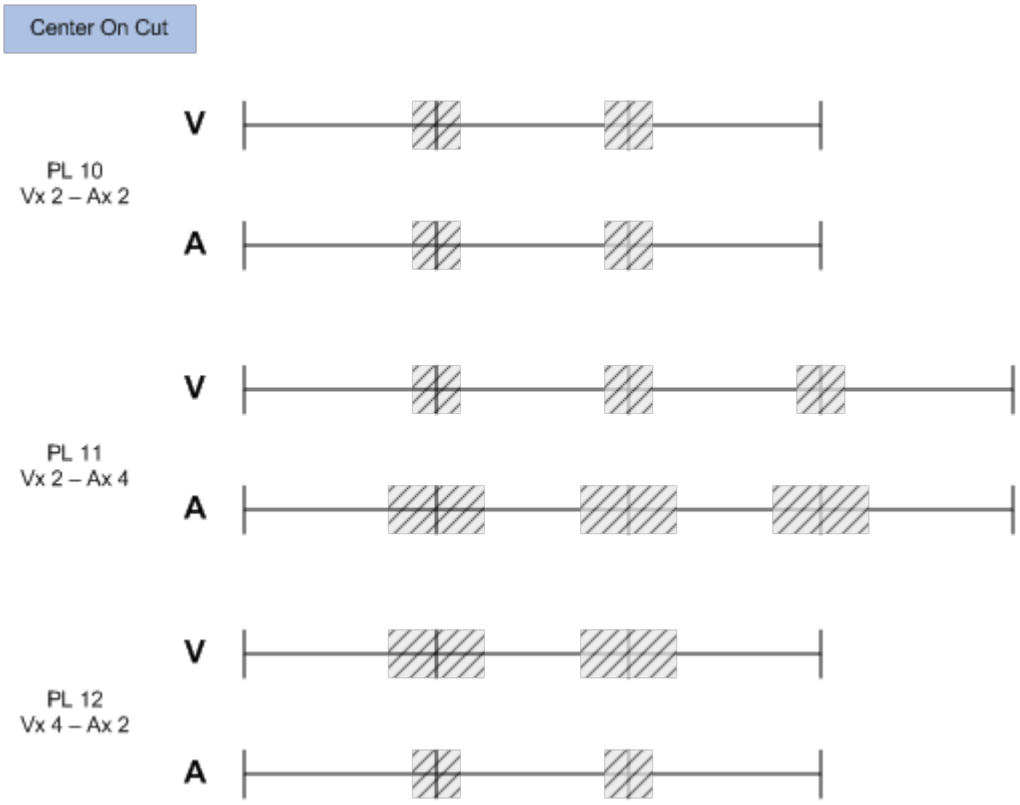
Transition Mode

With the current version of LSM-VIA, video and audio transitions are Center Cut. This means that the transition is extended / reduced equally in both directions.

Possible Cases

The following schemas show, for the Center Cut transition mode, a playlist with:

- the same video and audio transitions (no audio or video split) on playlist 10
- an extended audio transition on playlist 11
- an extended video transition on playlist 12.



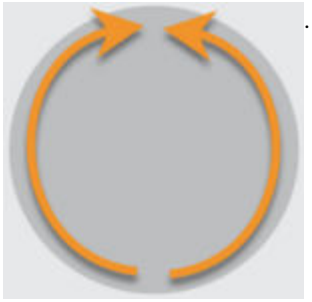
How to Edit an Audio Transition Effect Duration from the Remote Panel

To edit the audio transition effect duration of a playlist element without impacting the video transition effect duration,

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element: 
.

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Audio mode by pressing SHIFT + Edit Audio Insert.

   The **Edit Audio** key display is highlighted and the Audio Effect Duration function (A. Fx Dur) becomes available.

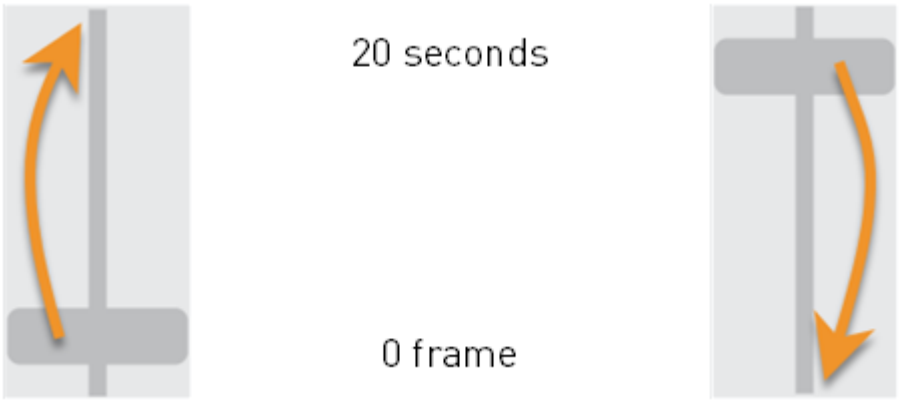
Edit Audio	Edit Video	Swap		Edit All
A. Advanc	A. Delay		A. Fx Dur	Delete

4. Enter the Audio Transition Effect Duration mode by pressing A. Fx Dur.

   The **A. Fx Dur** key display is highlighted A. Fx Dur.

5. Move the lever to select the transition effect duration.

   The values range from 0 frame (0%) to 20 seconds (100%).



6. (optional) Repeat steps 2 to 4 for other playlist elements.

7. Confirm the operation and exit the Audio Transition Effect Duration mode by pressing A. Fx Dur or by pressing ENTER.

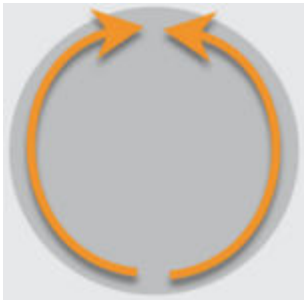
You can also edit the audio effect duration of all the playlist elements at once by pressing SHIFT + Edit All / Delete before entering the Audio Transition Effect Duration mode (A. Fx Dur). The playlist must be in Edit mode.

How to Edit a Video Transition Effect Duration from the Remote Panel

To edit the video transition effect duration of a playlist element without impacting the audio transition effect duration,

1. Load the playlist by pressing 

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Video mode by pressing SHIFT + Edit Video / Speed.

   The **Edit Video** key display is highlighted and the Video Effect Duration function (V. Fx Dur) becomes available.

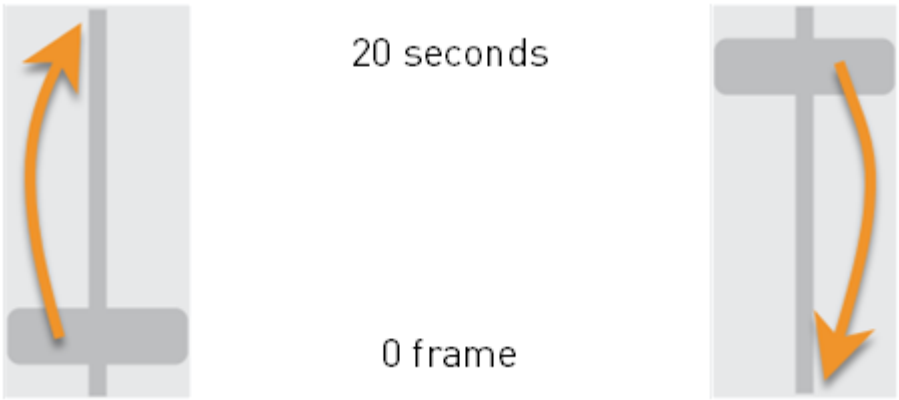
Edit Audio	Edit Video			Edit All
V. Advanc	V. Delay		V. Fx Dur	Delete

4. Enter the Video Transition Effect Duration mode by pressing V. Fx Dur.

   The **V. Fx Dur** key display is highlighted V. Fx Dur.

5. Move the lever to select the transition effect duration.

   The values range from 0 frame (0%) to 20 seconds (100%).



6. (optional) Repeat steps 2 to 4 for other playlist elements.

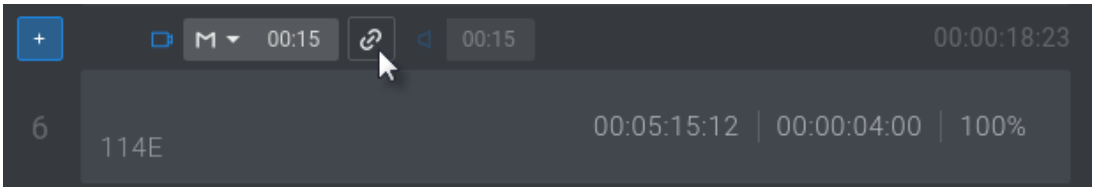
7. Confirm the operation and exit the Video Transition Effect Duration mode by pressing V. Fx Dur or by pressing ENTER.

You can also edit the video effect duration of all the playlist elements at once by pressing SHIFT + Edit All / Delete before entering the Video Transition Effect Duration mode (V. Fx Dur). The playlist must be in Edit mode.

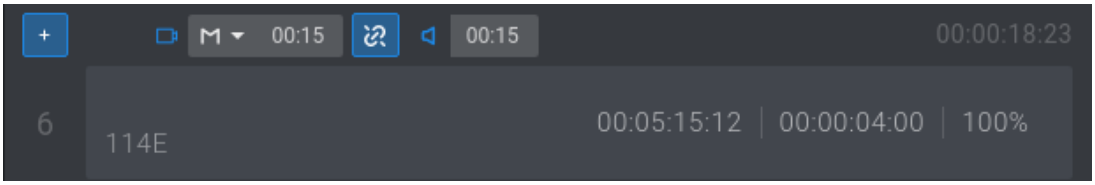
How to Edit an Audio Transition Effect Duration from the Viewer

To edit the audio transition effect duration of a playlist element without impacting the video transition effect duration,

1. Click the **Link** button:

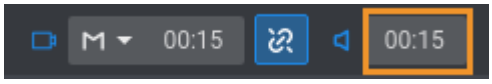


The button shows an **Unlinked** icon and the **Audio Transition Duration** field becomes available:



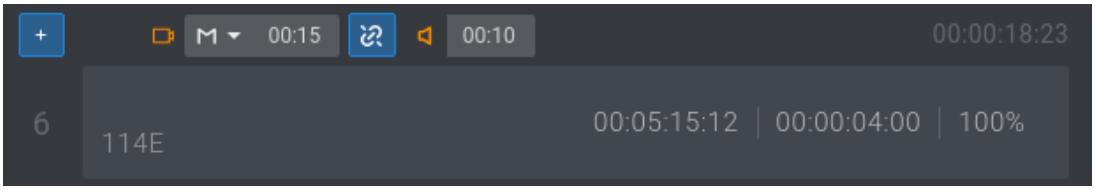
2. Edit the audio transition effect duration:

   a. Click in the **Audio Effect Duration** field.



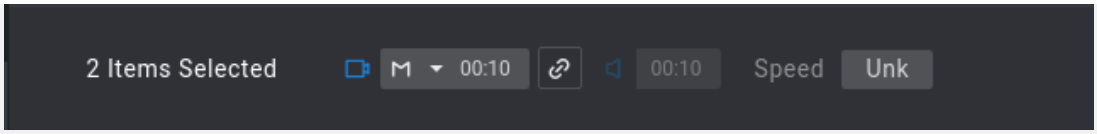
   b. Enter a value for the transition effect duration. Possible values range from 0 frames to 20 seconds.

   The **Video** and the **Audio** icons turn orange to highlight the difference.



You can also edit the audio effect duration of several playlist elements at once.

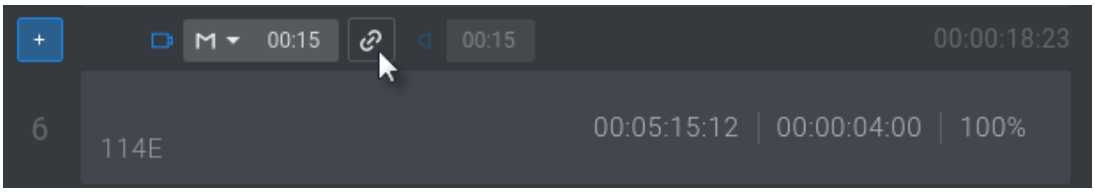
1. Select the elements. See section Selecting Playlist Elements.
2. Follow the above procedure from the bottom of the Playlist pane:



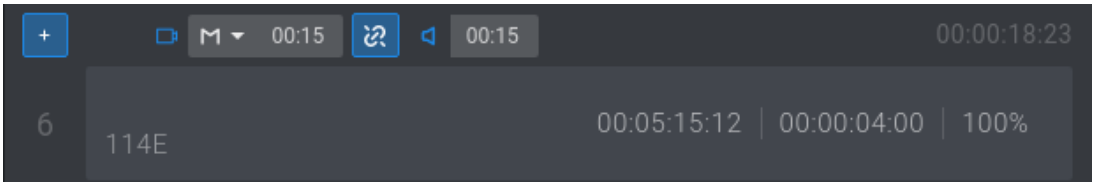
How to Edit an Video Transition Effect Duration from the Viewer

To edit the video transition effect duration of a playlist element without impacting the audio transition effect duration,

1. Click the **Link** button:



The button shows an **Unlinked** icon and the **Audio Transition Duration** field becomes available:

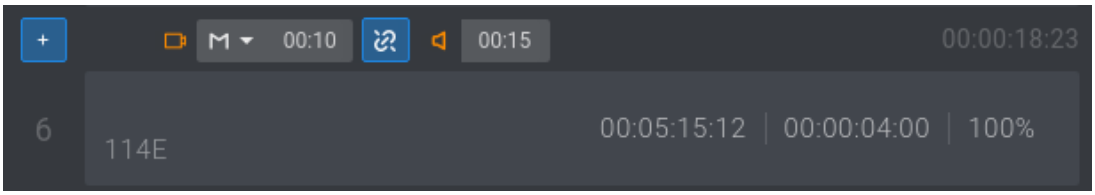


2. Edit the video transition effect duration:

   a. Click in the **Video Effect Duration** field.

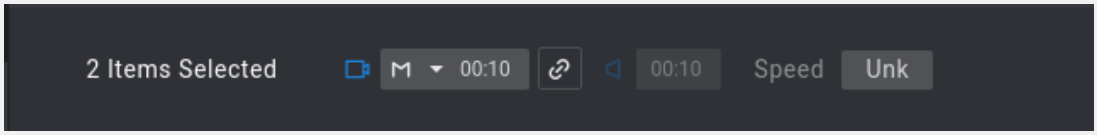
   b. Enter a value for the transition effect duration. Possible values are from 0 frames to 20 seconds.

   The **Video** and the **Audio** icons turn orange to highlight the difference.



You can also edit the video effect duration of several playlist elements at once.

1. Select the elements. See section Selecting Playlist Elements.
2. Follow the above procedure from the bottom of the Playlist pane:



3.5.5.2.2.2. Advancing or Delaying a Transition in Audio Split Mode

Description

You can advance or delay the beginning of the audio transition compared to the video transition of a playlist element, or you can advance or delay the beginning of the video transition compared to the audio transition.

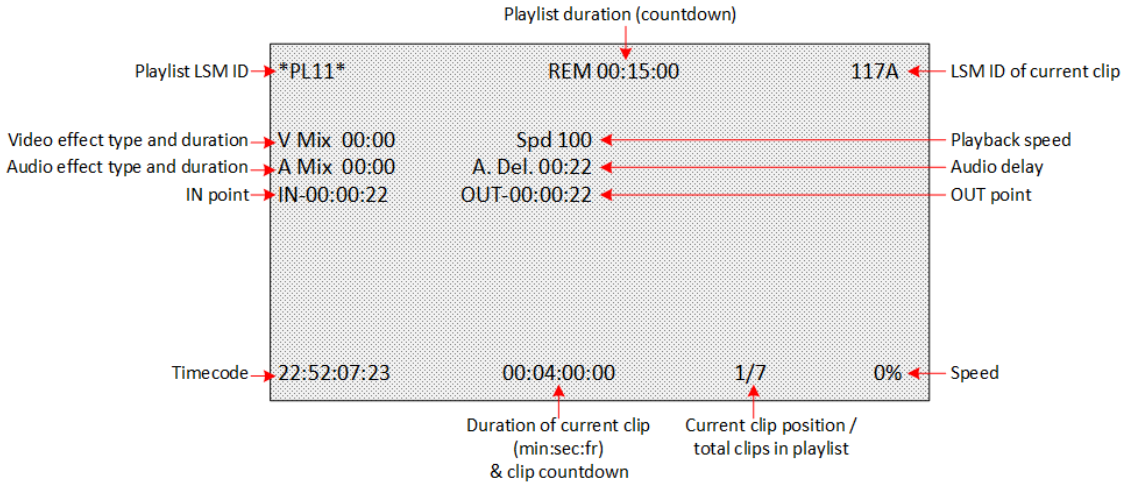
This can be done from the Remote Panel.

Principles

- The offset does not impact the transition duration.
- The audio transition effect remains linked to the video transition effect.
- If the speed of the playlist element before and/or after the edited transition was set to Unknown, it is automatically updated to 100%.
- The offset cannot go outside the guardbands.
- The offset may not result in an overlap of two consecutive transition effects:
  - A Delay offset cannot go beyond the beginning of the transition of the next playlist element.
  - An Advance offset cannot go beyond the end of the transition of the previous playlist element.
- The **Edit All** function is not available with none of the 4 following modes: Audio Advance, Audio Delay, Video Advance, Video Delay.
- When playing a playlist with an Audio Split, the speed cannot be adjusted. The speed must be changed on the playlist elements in Edit mode.

OSD Display

On the monitor display, additional information is shown when the Audio Split mode is active:



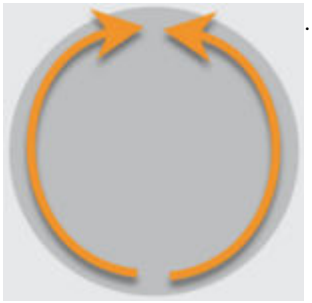
How to Insert an Audio Delay or Advance from the Remote Panel

To delay or advance the beginning of the audio transition effect of a playlist element,

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Audio mode by pressing SHIFT + Edit Audio / Insert.

   The **Edit Audio** key display is highlighted and the Audio Delay function (A. Delay) and the Audio Advance function (A. Advanc) become available.

Edit Audio	Edit Video	Swap		Edit All
A. Advanc	A. Delay		A. Fx Dur	Delete

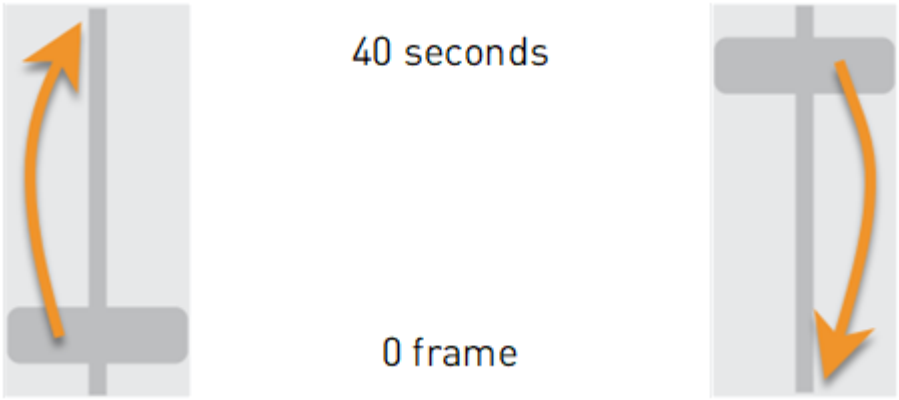
4. To enter
   - the Audio Delay mode, press Edit Video / A. Delay.

     The **A. Delay** key display is highlighted Edit Video / A. Delay.
   - the Audio Advance mode, press Edit Audio / A. Advanc.

     The **A. Advanc** key display is highlighted Edit Audio / A. Advanc.

5. Move the lever to select the offset of the audio transition towards the video transition.

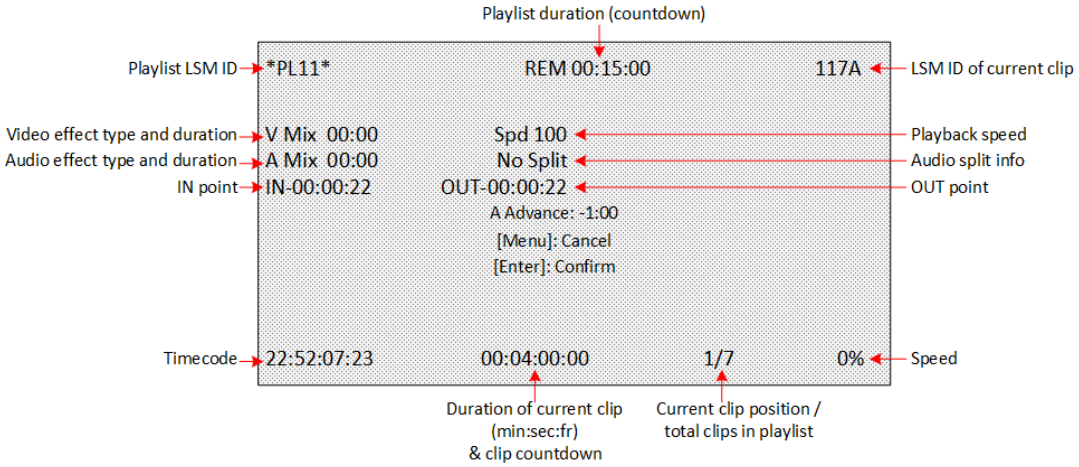
   The values range from 0 frame (0%) to 40 seconds (100%).



The scale is as follows:

- every 2 frames from 0 to 8 seconds
- every second from 12 to 40 seconds.

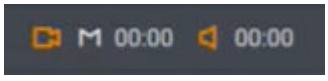
The Audio Delay or the Audio Advance offset is displayed on the OSD: A. Delay: + xx:xx or A. Advance: - xx:xx:



You can still cancel the operation by pressing the **MENU** key which is blinking red or by pressing Edit Video / A. Delay (A. Delay mode) or Edit Audio / A. Advanc (A.Advance mode).

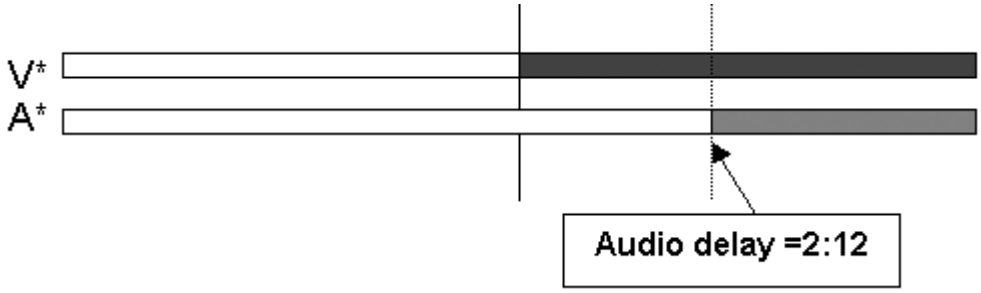
6. Confirm the offset by pressing the **ENTER** key which is blinking red.

The **Video** and the **Audio** icons turn orange on the Remote panel touchscreen and on the LSM-VIA Viewer Playlist pane to highlight the desynchronization of the video and audio tracks.



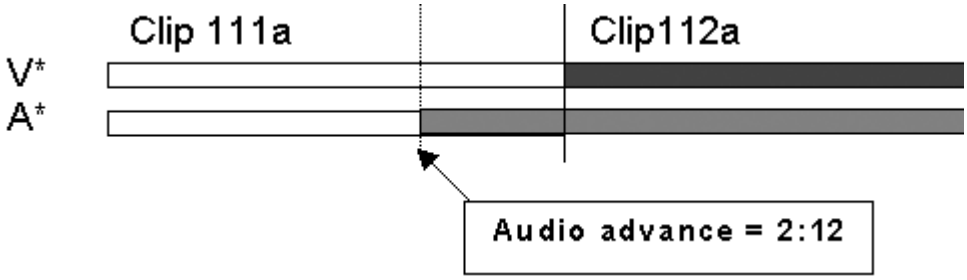
In Audio Delay mode:

The audio of the previous playlist element is extended from its end and the audio of the element being edited is shortened:



In Audio Advance mode:

The audio of the previous playlist element is reduced from its end and the audio of the element being edited is extended:



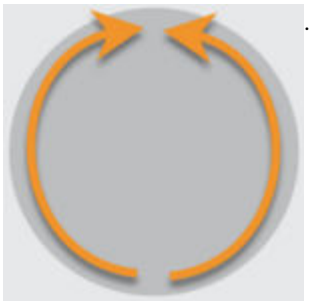
How to Insert a Video Delay or Advance from the Remote Panel

To delay or advance the beginning of the video transition effect of a playlist element,

1. Load the playlist by pressing 

.

   See also section Loading a Playlist.

2. Browse to the playlist element:  .

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Video mode by pressing SHIFT + Edit Video / Speed.

   The **Edit Video** key display is highlighted and the Video Delay function (V. Delay) and the Video Advance function (V. Advanc) become available.

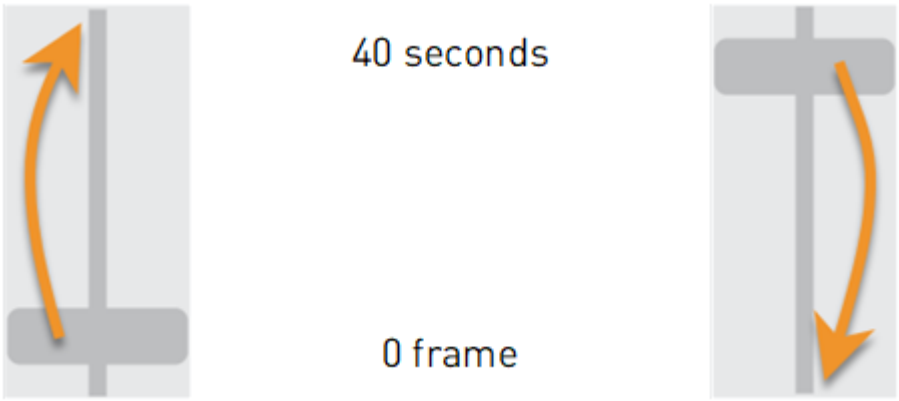
Edit Audio	Edit Video			Edit All
V. Advanc	V. Delay		V. Fx Dur	Delete

4. To enter
   - the Video Delay mode, press Edit Video / V. Delay.

     The **V. Delay** key display is highlighted Edit Video / V. Delay.
   - the Video Advance mode, press Edit Audio / V. Advanc.

     The **V. Advanc** key display is highlighted Edit Audio / V. Advanc.
5. Move the lever to select the offset of the video transition towards the audio transition.

   The values range from 0 frame (0%) to 40 seconds (100%).



The scale is as follows:

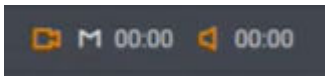
- every 2 frames from 0 to 8 seconds
- every second from 12 to 40 seconds.

The Video Delay or the Video Advance offset is displayed on the OSD: V. Delay: + xx:xx or V. Advance: - xx:xx.

You can still cancel the operation by pressing the MENU key which is blinking red or by pressing Edit Video / V. Delay (V. Delay mode) or Edit Audio / V. Advanc (V.Advance mode).

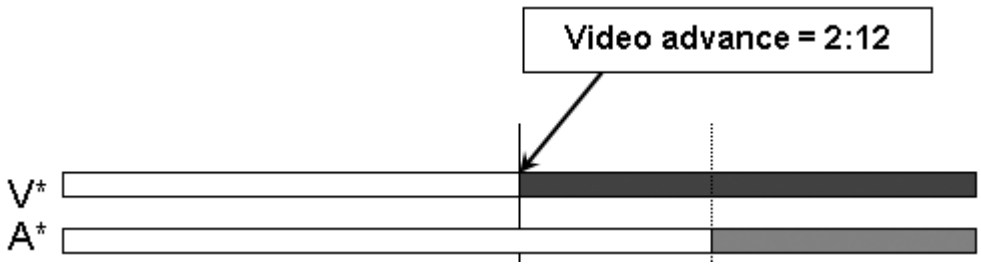
6. Confirm the offset by pressing the ENTER key which is blinking red.

The **Video** and the **Audio** icons turn orange on the Remote panel touchscreen and on the LSM-VIA Viewer Playlist pane to highlight the desynchronization of the video and audio tracks.



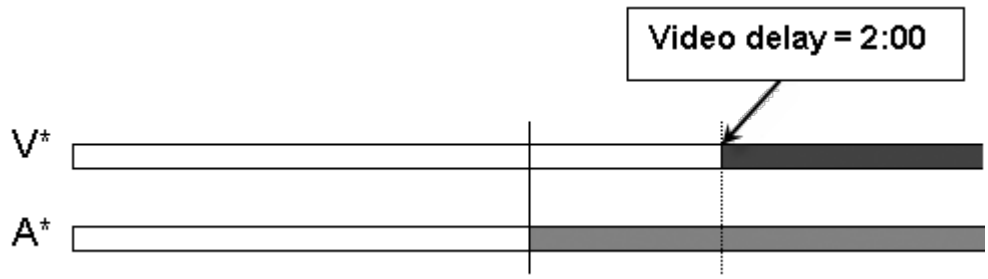
In Video Advance mode:

The video of the previous playlist element is reduced from its end and the video of the element being edited is extended:



In Video Delay mode:

The video of the previous playlist element is extended from its end and the video of the element being edited is shortened:



3.5.5.2.3. Swapping or Muting Audio Tracks

The Audio Swap mode makes it possible to swap or mute audio tracks between two points in a playlist.

An audio swap or the mute only affects the current playlist element and applies to the whole playlist element form its IN point to its OUT point, independently of the timecode the user is placed on when the swap is defined.

This can only be set in Playlist Edit mode.

3.5.5.2.3.1. The Audio Swap Screen

Purpose

The Audio Swap screen shows the matrix with all the IN and OUT audio tracks of the current playlist element and its actual audio status. It is available from the Remote Panel.

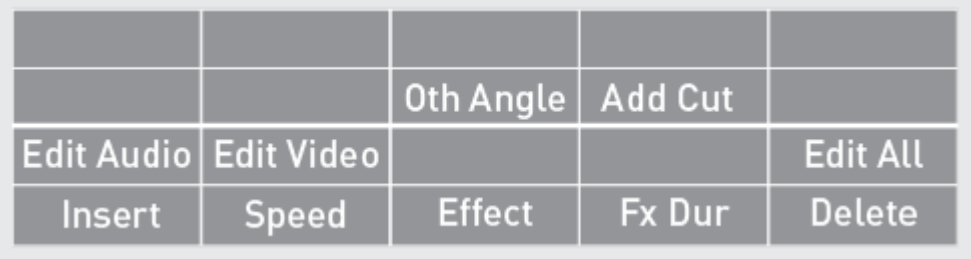
From here, you can check the audio status of a playlist element, swap some audio tracks, or mute some audio output tracks.

Accessing and Leaving the Audio Swap Screen

Prerequisites

1. The Advanced Audio Editing setting must have been selected from the configuration tool to allow users to define an audio swap or to mute an audio track.

   Then, the following commands are available from the Remote Panel console in Playlist Edit mode.



2. The Edit Audio mode must be activated to make the **Swap** function available.

How to Access the Audio Swap Screen

To access the Audio Swap screen,

- press SHIFT + Swap from the console

How to Leave the Audio Swap Screen

To leave the Audio Swap screen, do one of the following actions:

- tap  on the upper left corner of the Audio Swap screen.
- press MENU on the Remote Panel.
- press SHIFT + Swap on the console

Overview of the Audio Swap Screen

Title bar (1)

Page title and button to leave the page.

Controlled Channel (2)

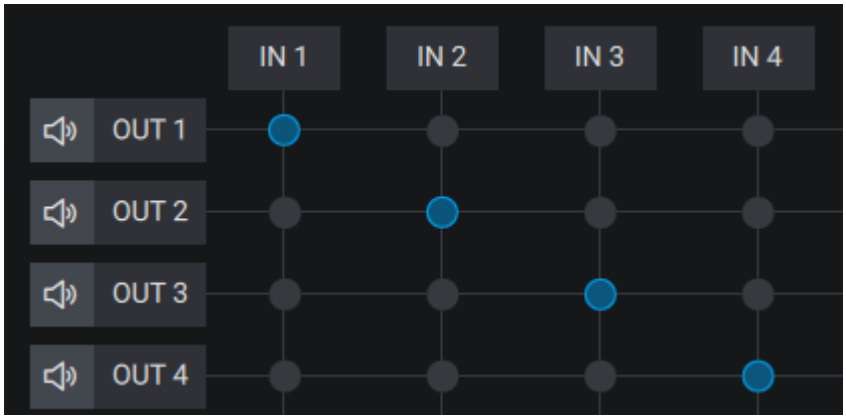
- Smallest controlled PGM.
- LSM ID of the playlist element loaded on the smallest controlled PGM.

Audio Swap Matrix (3)

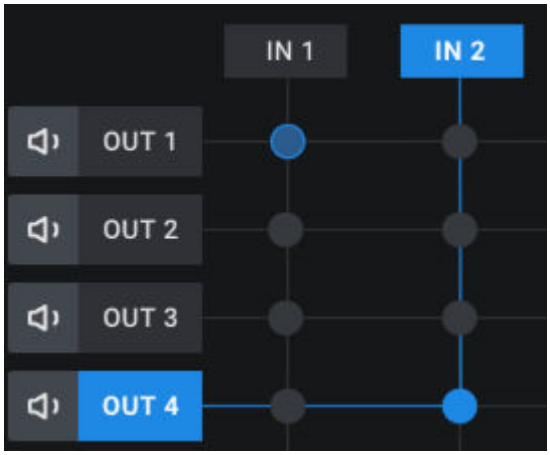
Input audio tracks (3a) and output audio tracks (3b) from the current playlist element. The number of tracks displayed represent the actual number of tracks of the playlist element (2, 4, 8 or 16).

On the matrix (3c), blue dots are displayed at the intersection of the IN track and the OUT track it is routed to.

By default, IN 1 is routed to OUT 1, IN 2 to OUT 2, ...



Tracks are highlighted in blue when an audio swap has just been set but not yet saved.



A **Mute** button is available next to each OUT track. When the track has been muted, the button turns orange as well as the intersection dot.

Cancel / Confirm Buttons (4)

Buttons used to cancel or apply the Audio Swap operation.

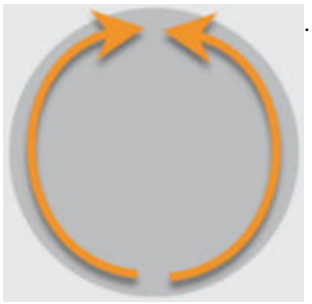
3.5.5.2.3.2. Swapping or Muting Audio Tracks from the Remote Panel

How to Enter the Audio Swap Mode

1. Load the playlist by pressing 

.

   See also se ction Loading a Playlist.

2. Browse to the playlist element: 
.

   The Playlist Edit mode is enabled.

   See also section Browsing a Playlist.

3. Enter the Edit Audio mode by pressing SHIFT + Edit Audio / Insert.

   The **Edit Audio** key display is highlighted and the Swap function becomes available.

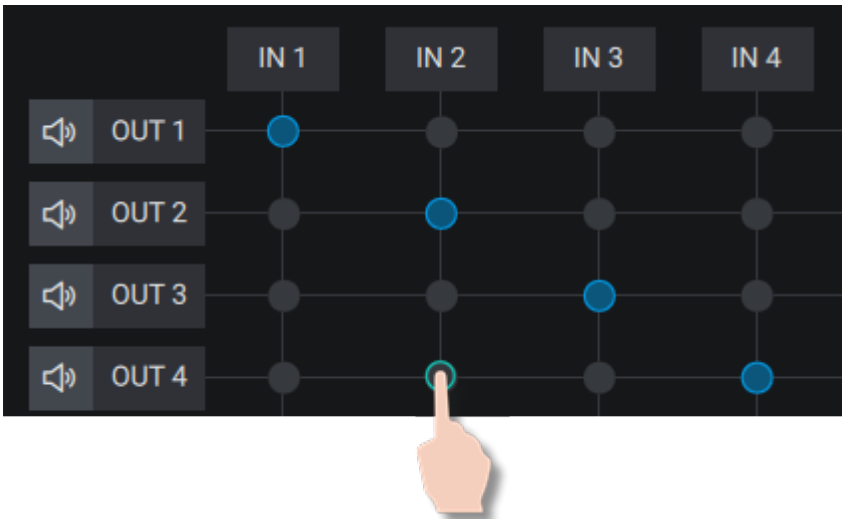
Edit Audio	Edit Video	Swap		Edit All
A. Advanc	A. Delay		A. Fx Dur	Delete

4. Enter the Swap mode by pressing SHIFT + Swap.

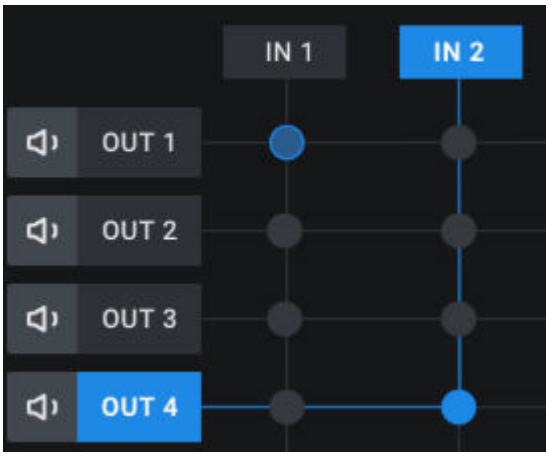
   The **Swap** key display is highlighted Swap and the Audio Swap screen is displayed on the remote touchscreen.

How to Set an Audio Swap

1. Enter the Audio Swap mode as described in section How to Enter the Audio Swap Mode.
2. To swap audio tracks, tap the bullet at the intersection of the IN and OUT tracks.



   The audio swap is highlighted as follows until you confirm the action:



3. (optional) Repeat step 5 to swap several audio tracks if needed.

> The same IN track can be routed to different OUT tracks, but several IN tracks cannot be routed to the same OUT track.

4. Tap **Confirm** or press **Enter**.

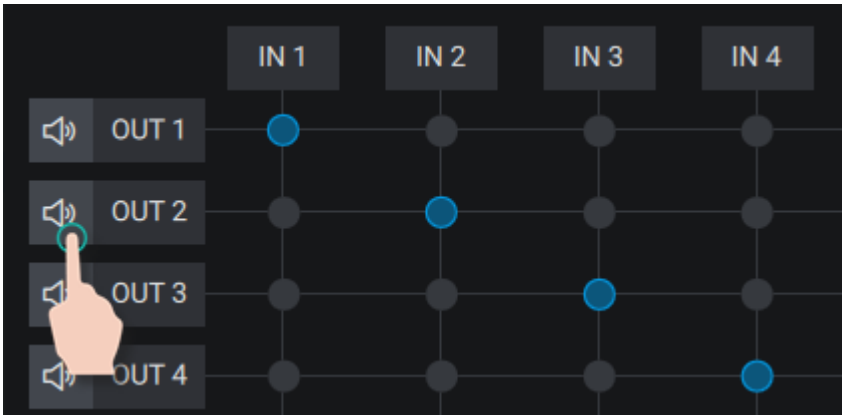
The audio swap is applied to the whole playlist element.

The audio swap is shown on the Remote Panel touchscreen .

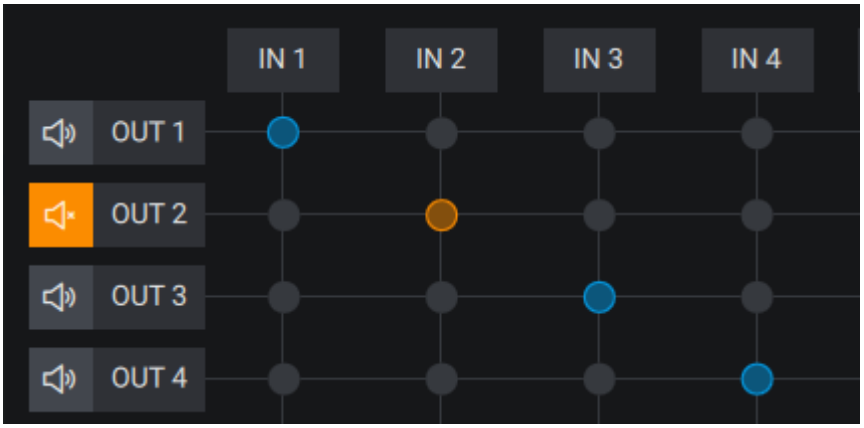
The audio swap is indicated on the OSD.

How to Mute an Audio Track from the Remote

1. Enter the Audio Swap mode as described in section How to Enter the Audio Swap Mode.
2. To mute an audio output track, tap the **Mute** button next to this audio track.



The button turns orange as well as the intersection dot.



3. Tap **Confirm** or press **Enter**.

The audio mute is applied to the whole playlist element.

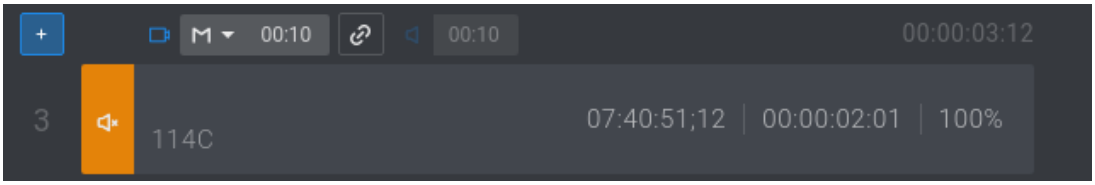
The audio mute is shown on the Remote Panel touchscreen .

The audio mute is indicated on the OSD.

How to Mute the Audio Tracks from the LSM-VIA Viewer

- Click the **Mute** button for the playlist element you want to mute.

The button turns orange.



3.5.5.3. Adding an Auxiliary Audio Clip to a Playlist

About AUX Clip

An auxiliary (AUX) clip is a stereo audio track (e.g. sport comments, music, jingles, ambient sound) which can be added to the active playlist.

The auxiliary audio clip selected is always played back with normal speed (100%), whatever the selected playback speed for the video.

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

If the duration of the AUX clip is longer than the playlist duration, the auxiliary audio clip keeps playing even after the video has stopped. If it is shorter, the audio clip ends itself before the end of the playlist, when the audio clip reaches its OUT point.

Default Value

- AUX Track Output

  By default, when an AUX clip is added to a playlist, it is played out from the the audio outputs assigned to the PRV channel.

  This can be changed from the LSM-VIA configuration tool with the AUX Track Output parameter. Other values are:

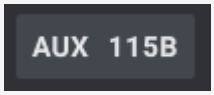
  - PRV outputs and outputs 7/8 or outputs 15/16
  - PGM audio outputs.

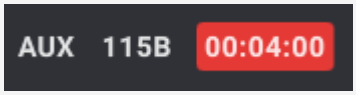
Limitations

- The active playlist must be local.

Display of Auxiliary Clip

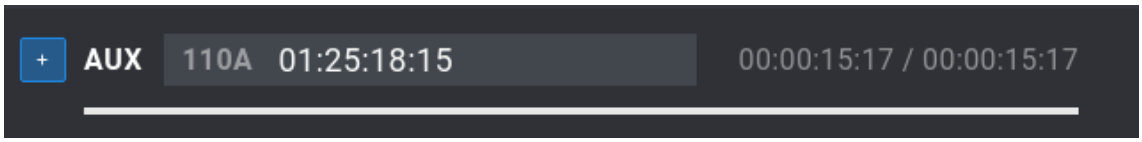
On the Remote Panel touchscreen, the AUX clip LSM ID is displayed to the right of the Playlist Summary line.

	Remote Panel Touchscreen
Clip mode / Live mode	The AUX clip LSM ID is displayed on the Clip screen and on the Live screen. 
Playlist mode	The AUX clip LSM ID and duration are displayed on the Playlist screen.

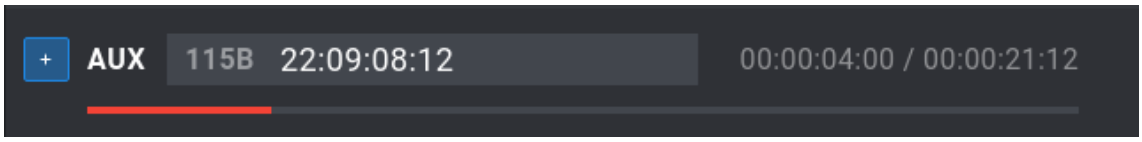
	Remote Panel Touchscreen
	If the AUX clip duration covers the whole playlist duration, it is diplayed as follows:  If the AUX clip duration is shorter than the playlist duration, this is highlighted in red: 

In the Playlist pane of the Viewer, the AUX clip LSM ID and name are displayed at the bottom of the Playlist pane.

If the AUX clip duration covers the whole playlist duration, this is represented by a white line:

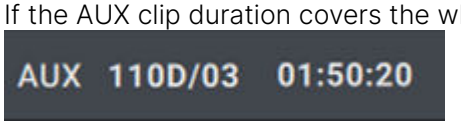


If the AUX clip duration is shorter than the playlist duration, this is represented by a red line:

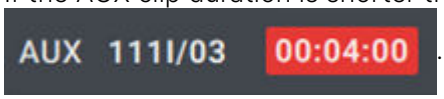


In the Playist grid of the Viewer, the AUX clip LSM ID and duration are displayed for each playlist where an AUX clip has been set.

If the AUX clip duration covers the whole playlist duration, this is represented as follows:



If the AUX clip duration is shorter than the playlist duration, this is highlighted in red:



Adding an Auxiliary Clip from the Remote Panel

How to Add an Auxiliary Clip from the Remote Panel

1. Make sure you set the requested playlist as the active playlist.

   See section Adding Clips to a Playlist.

2. Load a clip.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

c. Fx

3. Set the clip as the AUX clip for the active playlist by pressing AUX.

How to Remove an Auxiliary Clip from the Remote Panel

1. Make sure you set the requested playlist as the active playlist.

   See section Adding Clips to a Playlist.

2. Load a clip set as the AUX clip for the active playlist.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

   c. Fx

3. Remove the AUX clip from the active playlist by pressing CLEAR + AUX.

Adding an Auxiliary Clip from the Viewer

How to Add an Auxiliary Clip from the Viewer

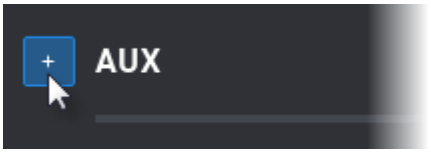
1. Make sure you set the requested playlist as the active playlist.

   See section Adding Clips to a Playlist.

2. Select a clip.

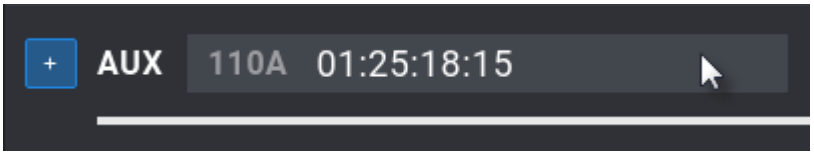
   See section Selecting Clips.

3. Set the clip as the AUX clip for the active playlist.

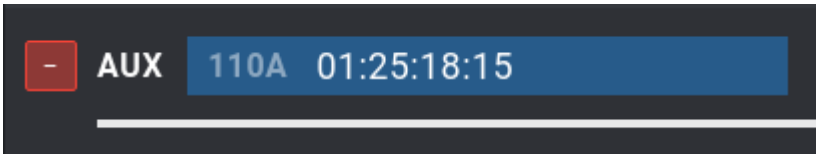


How to Remove an Auxiliary Clip from the Viewer

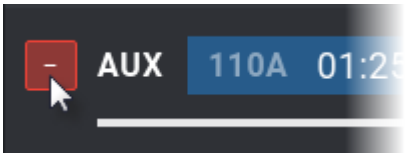
1. Click in the **AUX Clip** field



The field is highlighted and a Remove button is available:



2. Remove the AUX clip from the active playlist.



3.5.6. Loading, Browsing and Playing Playlists

This chapter describes the different ways to load a playlist, and the loading behavior depending on the channel control mode. It also explains the various ways to browse a playlist and gives explanation about the playlist rollout.

It is possible to load, browse and play a remote playlist.

3.5.6.1. Loading a Playlist

Ways to Load a Playlist

A playlist can be loaded in different ways.

- Loading a Playlist in Edit Mode from the Remote panel
- Loading a Playlist in Playout Mode on the Active Element from the Remote panel
- Loading a Playlist in Playout Mode on the First Element from the Remote panel
- Loading a Playlist in Playout Mode on the First Element from the Viewer
- Loading a Playlist in Playout Mode on the Selected Element from the Viewer
- Loading Media from the Shotbox

The loading behavior, according to the channel control mode, is explained in section Playlist Conditional and Always Modes - Loading Behavior.

The display of a loaded playlist on the console is shown in section Playlist Specific Functions and Interfaces.

Playlist Conditional and Always Modes - Loading Behavior

The Conditional or Always mode determines the way a playlist will be loaded.

By default, the Always mode is active. The default setting can be changed from the LSM-VIA configuration tool, with the Default Playlist Load Mode parameter

The table below summarizes the playlist loading behavior.

Channel Control Mode	Always	Conditional
PGM+PRV	PGM+PRV	PGM+PRV
Multi PGM, with control of a single PGM	PGM+PRV	1 PGM (controlled PGM)
Multi PGM, with control of more than one PGM	PGM+PRV	PGM+PRV

The loading behavior in PGM+PRV is as follows:

- the first playlist element is loaded on the PGM.
- the second playlist element is loaded on the PRV.

In Multi-PGM mode, when a single PGM is controlled and the playlist is NOT loaded in PGM+PRV:

- Only the first playlist element is loaded on the controlled channel.

The Conditional mode is intended to be used, for example, in one of the following cases:

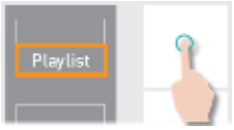
- to load and control several playlists simultaneously
- to load the same playlist on two different channels, for example to play it on a channel and edit it on another channel.

Loading a Playlist from the Remote Panel

How to Load a Playlist in Edit Mode

To load a playlist in Edit mode, on the TC IN of an element,

1. Select the playlist by selecting its page, bank (PL/10) and position.
   a. SHIFT + Page + Fx
   b. SHIFT + F10
   c. Fx
2. Load the playlist by pressing **Playlist** once.



The Playlist Edit mode is enabled.

The element loaded is the one where the playlist was the last time it has been accessed.

How to Load a Playlist in Playout Mode on the Active Element

To load a playlist in Playout mode, on the TC IN of the element where it was in Edit mode,

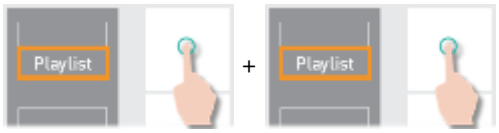
1. Select the playlist by selecting its page, bank (PL/10) and position.

   a. SHIFT + Page + Fx

   b. SHIFT + F10

   c. Fx

2. Load the playlist in Playout mode by pressing **Playlist** twice.



   The Playlist Playout mode is enabled.

How to Load a Playlist in Playout Mode on the First Element

To load a playlist in Playout mode, on the TC IN of the first playlist element,

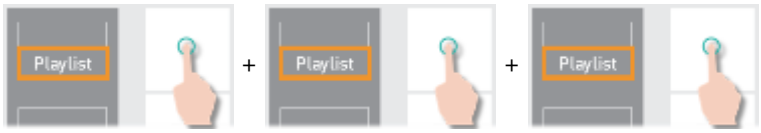
1. Select the playlist by selecting its page, bank (PL/10) and position.

   a. SHIFT + Page + Fx

   b. SHIFT + F10

   c. Fx

2. Load the playlist in Playout mode on its first element by pressing **Playlist** three times.



   The Playlist Playout mode is enabled.

Loading a Playlist from the Viewer

Loading Behavior

The loading behavior follows the control mode and the controlled players of the first connected Remote, regardless of whether the LSM-VIA Viewer is synchronized to the Remote or not.

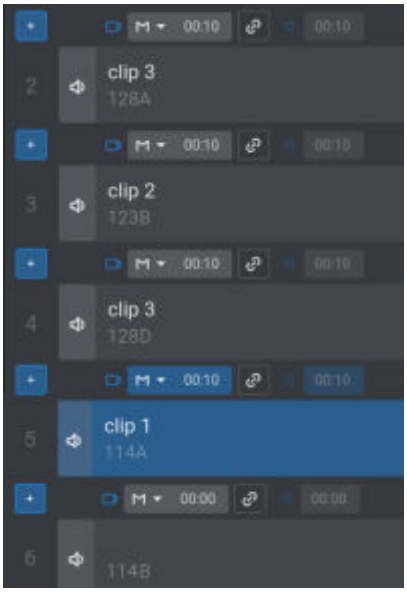
If there is no Remote connected to the Viewer, the playlist will be loaded in PGM+PRV.

How to Load a Playlist in Playout Mode on the Selected Element

When a playlist is loaded and displayed in the Playlist pane, you can load it on the TC IN of a selected element.

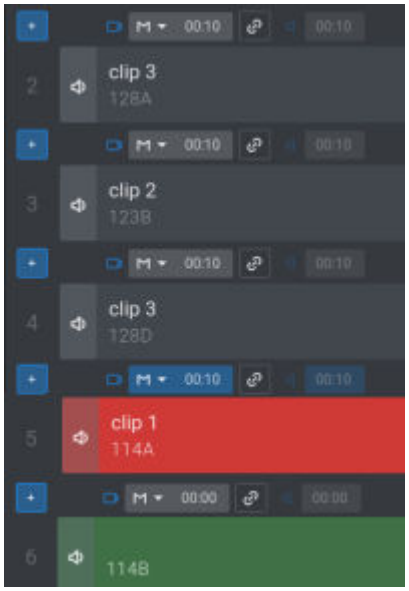
1. Select the playlist element.

   The playlist element line is highlighted in blue.



2. Load the playlist in Playout mode on this element by pressing Enter.

The playlist is loaded on the selected element.



Recuing a Playlist from the LSM-VIA Viewer

To recue a loaded playlist on the IN point of the first playlist element,

- Press Alt + R.

When a Remote Panel is linked to the LSM-VIA Viewer, the **Recue** command applies to media loaded on the PGMs controlled by the Remote Panel, regardless of the Viewer pane which has the focus on.

In case no Remote Panel is connected to LSM-VIA, the **Recue** command applies to the media loaded on the smallest PGM of the server.

3.5.6.2. Browsing a Playlist

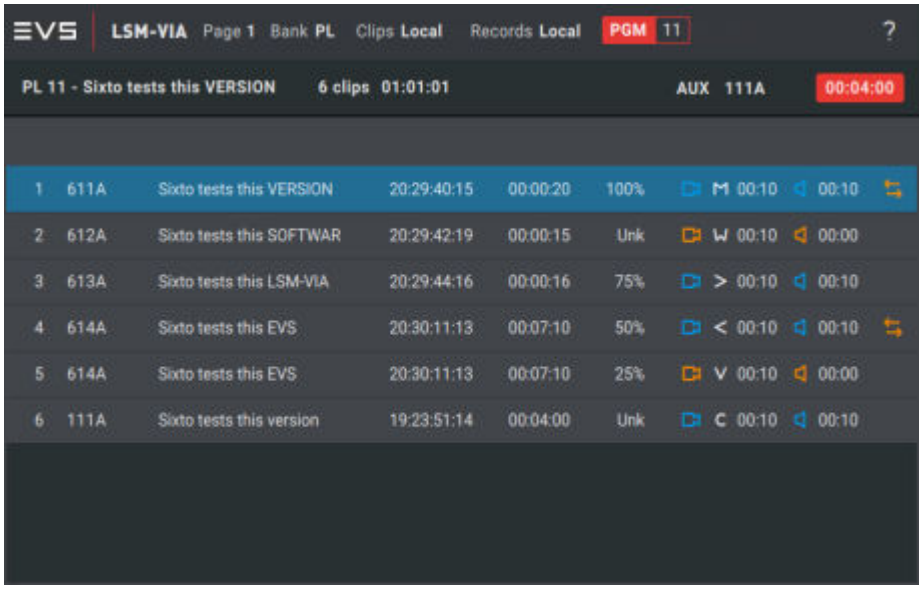
How to Browse in a Playlist

When the playlist is loaded, you can browse it as follows:

- Browse through the playlist items with the jog.

If the playlist was in Playout mode, the Playlist Edit mode is enabled.

The playlist element being browsed is displayed on a blue background on the Remote Panel touchscreen.



You can use the jog in association with the Fast Jog option to multiply the browsing speed up to 20x. See section Fast Jog.

How to Browse from a Playlist Element to Another

The **Browse** function is only available when a playlist is loaded.

1. Press **Browse** 

.

   If the playlist was in Playout mode, it is paused.

   The Browse mode is enabled: 

.

2. Browse through the playlist with the jog to jump from the TC IN of a playlist element to the TC IN of the next playlist element.

   If the playlist was in Playout mode, the Playlist Edit mode is enabled.

The **Browse** function can be disabled in one of the following ways:

- press **Browse** again
- press **E/E** or **Return**
- press **Play**
- use the lever

How to Go to IN/OUT Points in a Playlist Element

When you have loaded a playlist, you can easily move to the IN / OUT points of the current playlist element.

To...	press...
load the frame matching the IN point	SHIFT + Goto IN / IN
load the frame before the OUT point	SHIFT + Goto OUT / OUT

The playlist switches to Edit mode if it was in Playout mode.

How to Return to a Given TC in the Record Train

When you are browsing a playlist element, you can load back the record train at a given timecode of the playlist element if that timecode is still available in the record train.

1. In the playlist element, jog to the timecode you want to find back in the record train.

2. Use the Return function to load the record train at the same timecode: SHIFT + Return / E/E.

3.5.6.3. Playing a Playlist

How to Play a Playlist

Playback Speed Options

The lever allows you to play the loaded media or to modify the playout speed.

The lever can work according to different modes.

- standard mode
- second lever range mode
- PGM Speed mode
- VarMax mode

> The **PGM Speed** mode, the **VarMax** mode and the **Second Lever Range** mode are mutually exclusive.

See section LSM-VIA Remote Panel Console.

How to Play a Playlist from the Remote Panel

When a playlist is loaded, you can play it as follows.

- Press the **Play** key Recall / Play to play the playlist. Each element is played at its preset speed.

  If the speed for a supermotion clip is set to “UNK”, pressing the **Play** key on that element will start the playback of the playlist at the speed specific to the SLSM camera (for example 33% with SLSM 3x cameras).

When using the **Play** key to start playing the playlist, it is recommended to set the lever at the top position (100%). If the lever is in low position and the operator touches it by mistake while the playlist is rolling, the playlist could freeze on air.

- Use the lever to play the current playlist element at a speed between 0 and 100%, depending on the lever position.

The preset speed for the current playlist element is canceled and set by the lever position only.

The next playlist element will be played out at its defined speed as long as you do not change the lever position.

- When the playlist has been played out, you can recue it to the beginning by pressing the Playlist key again.
- To come back to live, press the E/E key.

How to Play a Playlist in Loop Mode

1. Enter the **Loop** mode by pressing SHIFT + Loop Playlist.
2. Move the lever or press Recall Play.

The **Loop** key display is highlighted on the console.

L is displayed on the OSD.

How to Play a Playlist from the LSM-VIA Viewer

To play a playlist,

1. Load the playlist.

   See section Loading a Playlist from the Viewer.

   The playlist line is highlighted in red.

2. Press Alt + P.

To pause a playlist which is being played out,

- Press Alt + P.

When a Remote Panel is linked to the LSM-VIA Viewer, the **Play**/**Pause** command applies to media loaded on the PGMs controlled by the Remote Panel, regardless of the Viewer pane which has the focus on.

In case no Remote Panel is connected to LSM-VIA, the **Play**/**Pause** command applies to the media loaded on the smallest PGM of the server.

Remote clips stored on unavailable remote server are skipped when the playlist is rolling.

Playlist Speed

- As soon as the lever is used to start the playback or during playback, the pre-set speed for the current clip is canceled and set by the lever position only.
- The playlist will return to pre-set speed mode as soon as another clip with a pre-set speed is found.
- If the speed for a supermotion clip is set to “UNK”, pressing the PLAY key on that clip will start the playback of the playlist at the speed specific to the SLSM camera (for example 33% with SLSM 3x cameras).

When using the PLAY key to start the playlist, it is recommended to set the lever at the top position (100%). If the lever is in low position and the operator touches it by mistake while the playlist is rolling, the playlist could freeze on-air.

Playlist Effects

You need to roll a playlist with effects in PGM/PRV mode or with the Mix on one channel feature activated on the PGM for the effects to be applied during playout.

3.6. Operations on Network

This chapter is dedicated to specific operations which can be done on remote media. For example, you will find how to connect to remote servers, how to access remote trains and create shortcuts to them, how to map clips or playlists to a Shotbox screen for quick access.

General operations which are done on remote media in the same way as on local media are not repeated in the current chapter.

3.6.1. Accessing Network Servers

The list of online servers of the XNet, which means the local server and the remote ones, is available from the Recall screen of the Remote Panel, and from the LSM-VIA Viewer.

3.6.1.1. The Recall Screen

Purpose

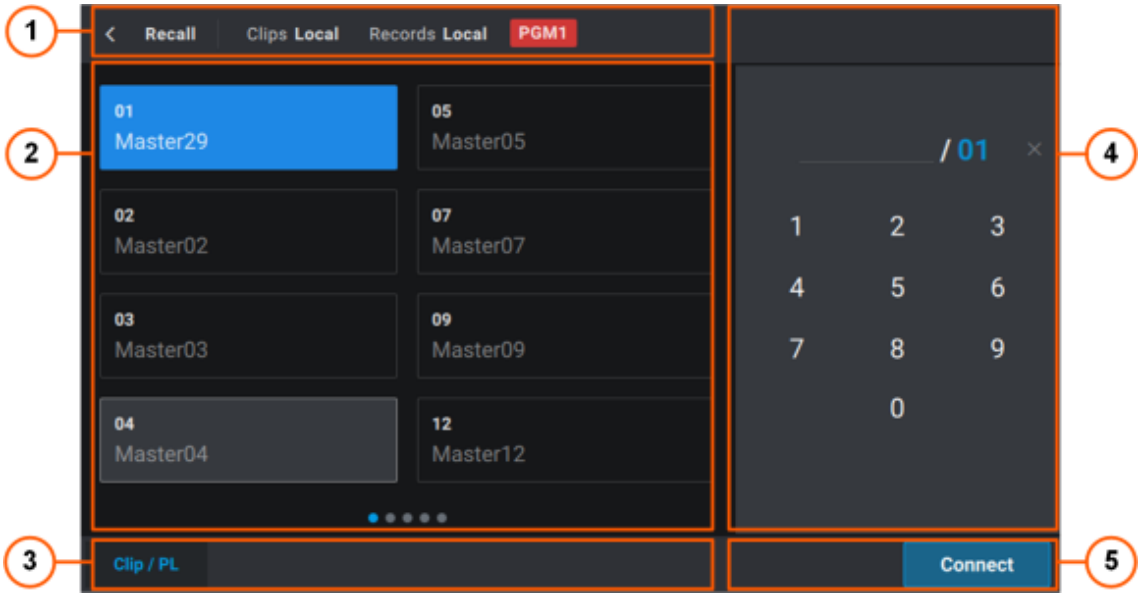
The list of servers available on the network is displayed in the Recall screen of the Remote Panel touchscreen.

The following actions are possible from this screen:

- connecting to a server, local or remote.
- quickly loading a local or remote clip or playlist (Recall function).

By default, the local server is selected.

Overview of the Recall Screen



Title Bar (1)

This area displays the page title and allows users to leave the page.

It also gives information on the server currently connected to (local or remote) and the smallest controlled PGM (displayed on a red background).

List of Servers (2)

This area displays all the online servers on the XNet with their Net ID and name.

Up to 8 server buttons are displayed by page.

The local server is selected by default. It is shown as a gray box when it is not selected. Any selected server is displayed as a blue box.

Toolbar (3)

Not used in the current version.

Numeric Pad (4)

This area is used to enter the LSM ID of the clip or playlist to recall.

See section Recalling a Clip with its LSM ID.

Connection / Call Buttons (5)

The **Connect** button is used to connect to the selected server.

The **Call** button (only displayed when a LSM ID has been entered) is used to recall a selected clip or playlist.

Accessing and Leaving the Recall Screen

How to Access the Recall Screen

To access the Recall screen,

- press SHIFT + Recall / Play on the console

How to Leave the Recall Screen

To leave the Recall screen, do one of the following actions:

- tap  on the upper left corner of the Recall screen.
- press MENU on the Remote Panel.

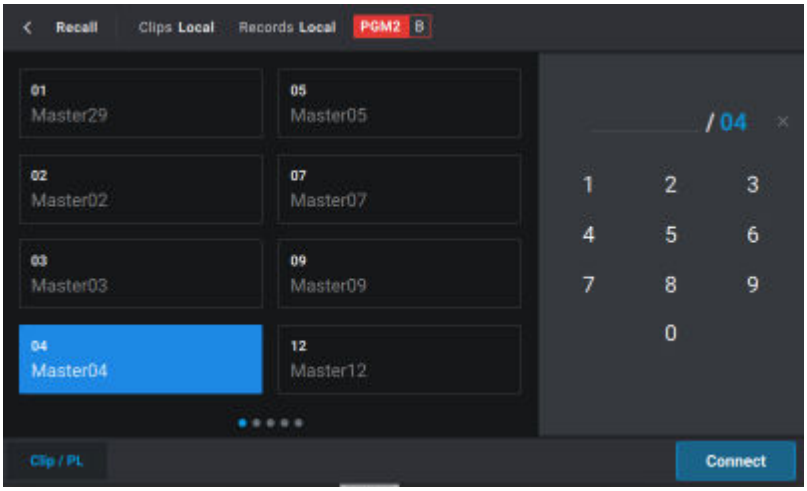
3.6.1.2. Connecting to a Network Server

How to Connect to a Server from the Remote Panel

1. Select the Recall function.

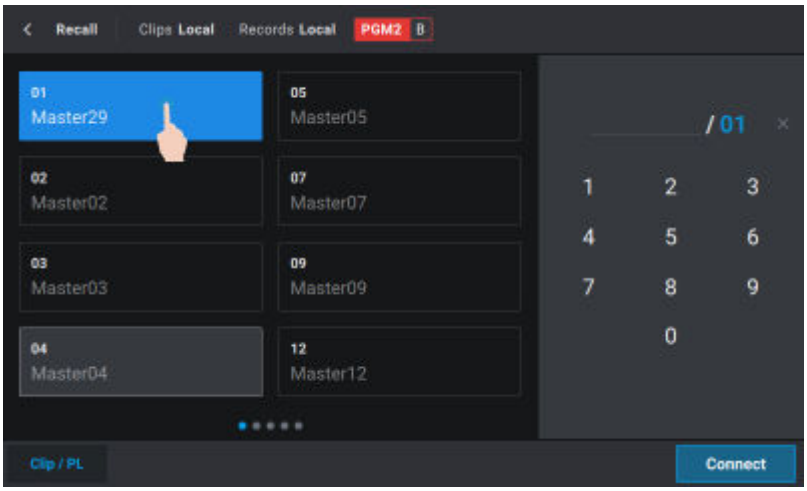
   SHIFT + Recall / Play

   The Recall screen opens on the touchscreen. By default, the local server is selected (blue highlighted).



2. Select a server from the left side of the screen.

   The local server is displayed on a gray box.



3. Validate your action: press ENTER on the console or tap Connect on the touchscreen.

You can navigate through the pages and banks of the server.

See section Navigating in Pages and Banks.

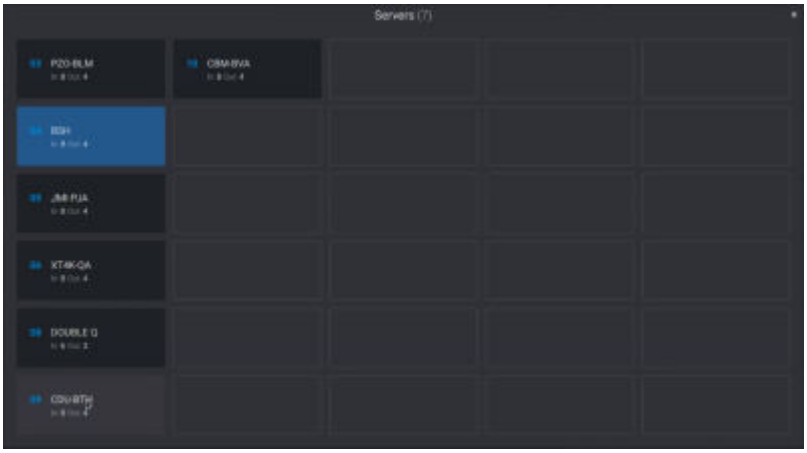
How to Connect to a Server from the Viewer

1. Click the **Server** field XT Local

   or

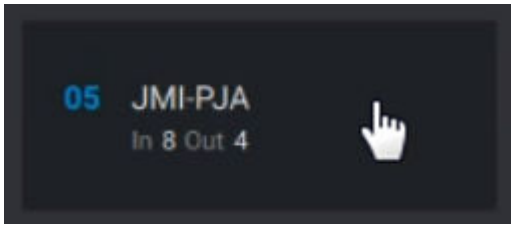
   press **F9** on the keyboard F9.

   The Servers screen is displayed:

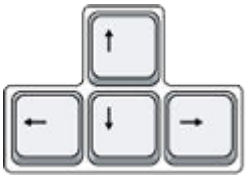


The server currently selected is displayed as a blue box. The local server is shown as a gray box when it is not selected.

2. Select a server:

   ◦ click 

   or

   ◦ press  , then 

To close the Servers screen without selecting a server, do one of the following actions:

- press X in the top right corner
- press 

- press 

to go back to the local server.

LSM-VIA is connected to the selected server.

It is shown in the **Server** field on a purple background: 

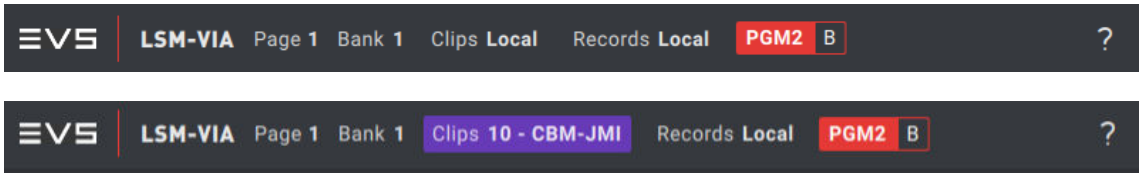
Display of Local and Remote Information

Display on the Remote Panel Touchscreen

On the Remote Panel touchscreen, the active page and bank are displayed in the App bar.

- The first time you connect to that server, Page 1 Bank 1 is displayed.
- The next time you connect to that server, the page and bank displayed are those where you were the last time it has been accessed, provided that the server has not been turned off in the meantime.

The **Clip** field of the App bar gives indication on the local or the remote server connected to. A purple background highlights the remote state of the selected server. See section LSM-VIA Remote Panel Touchscreen.

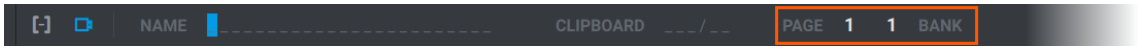


Display on the Remote Panel Console

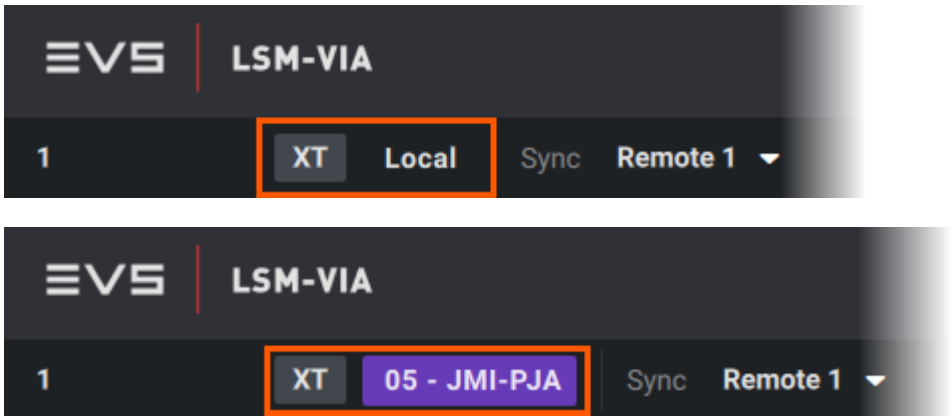
On the Remote Panel console, the function keys corresponding to filled in clip positions in the bank are green on the local server, or purple on a remote server.

Display on the LSM-VIA Viewer

On the LSM-VIA Viewer, the active page and bank are displayed at the bottom of the screen. The first time you connect to that server, Page 1 Bank 1 is displayed.



The **Server** field of the App bar gives indication on the local or the remote server connected to. A purple background highlights the remote state of the selected server.



In the Clip grid, the selection is blue for local clips, and purple for remote clips.

See section The Clip Grid on LSM-VIA Viewer.

How to Connect Back to Local Server

You can quickly connect to the local server when you are connected to a remote server.

- From the console, press SHIFT + Local B.
- From LSM-VIA Viewer, press Alt + L.

It goes back to the same page/bank where you were before the connection to the remote server.

The Clip grid no longer shows the remote clips.

If you are connected to a remote server and remote trains are loaded, the Back to Local operation will

- not only connect back to the local server,
- but also reload the local trains.

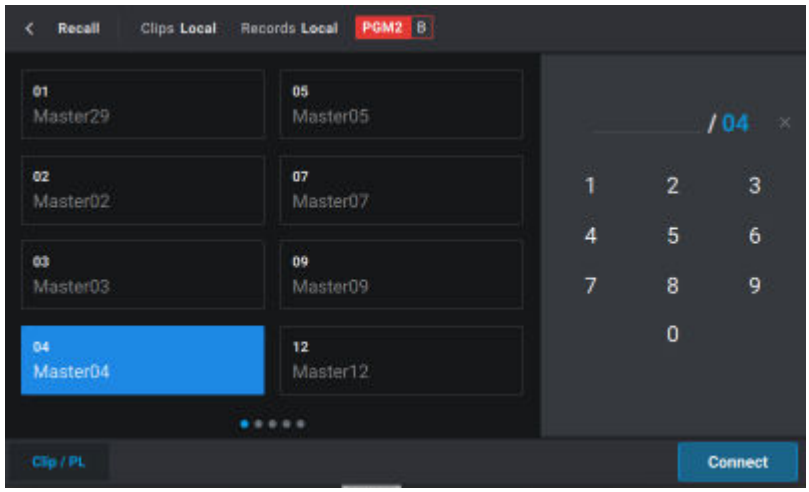
3.6.1.3. Recalling Clips or Playlists by LSM ID from the Remote Panel

The Recall function allows you to quickly find back a local or remote clip or playlist by selecting directly its LSM ID, without having to go back to the right page and bank.

1. Select the Recall function.

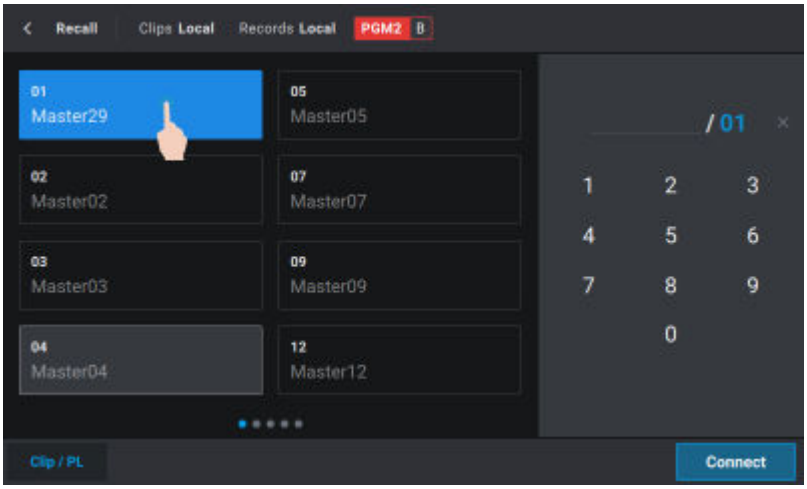
   SHIFT + Recall / Play

   The Recall screen opens on the touchscreen. By default, the local server is selected (blue highlighted).



2. Select a server from the left side of the screen.

   The local server is displayed on a gray box.



3. Select the clip or playlist LSM ID in one of the following ways:

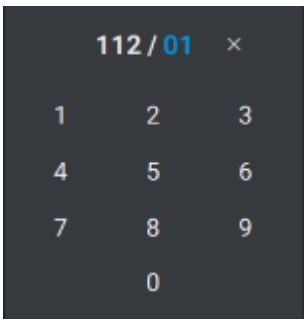
   - press the function keys on the Remote Panel,

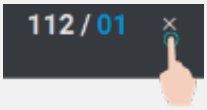
     Fx Fx Fx (clip)

     Fx F10 Fx (playlist)

   or

   - use the numeric pad on the touchscreen.



To clear the **LSM ID** field: press CLEAR on the console or tap  on the touchscreen.

4. Validate your action: press ENTER on the console or tap Call on the touchscreen.

Clips:

When the clip LSM ID does not exist, the field displaying the LSM ID turns red and the Remote Panel beeps.

When the LSM ID exists, the clip angles are loaded on the controlled play channels taking the controlled PGMs and preferred CAMs into account.

Playlists:

If the recalled playlist is empty, you have the possibility

- to immediately set it as the active playlist.
- to copy the currently active playlist into the recalled playlist and set this latter as active.

The recalled playlist becomes the active playlist, provided that it is not a remote playlist.

To leave the Recall screen without recalling a media

- tap  on the upper left corner, or
- press MENU on the Remote Panel.

3.6.1.4. Recalling Media by LSM ID from the LSM-VIA Viewer

Introduction

From the LSM-VIA Viewer, you can easily load a local or remote train or clip, or you can make a playlist active by simply typing its LSM ID.

Writing Rules for a Train LSM ID

- to load a local train: type the LSM ID without network number, e.g. **b**.
- to load a remote train: type the LSM ID and the network number of a remote server, e.g. **b/03** or **b/3**.

Writing Rules for a Clip LSM ID

- to load a clip in Clip mode, type the LSM ID without cam angle, e.g. **112**.

  The preferred clip angle will be loaded on the smallest PGM controlled by the first connected Remote Panel, the secondary clip angle is loaded on the next PGM, ...

  In case no Remote Panel is connected to LSM-VIA, the preferred clip angle will be loaded on the smallest PGM of the server.

- to load a clip in CAM mode, type the LSM ID with cam angle, e.g. **112C**.

  The clip angle will be loaded on the smallest PGM controlled by the first connected Remote Panel.

  In case no Remote Panel is connected to LSM-VIA, the clip is loaded on the smallest PGM of the server.

- to load a local clip: type the LSM ID without network number, e.g. **112** or **112C**.
- to load a remote clip: type the LSM ID and the network number of a remote server, e.g. **112/9** (or **112/09**) or **112C/9** (or **112C/09**).

Writing Rules for a Playlist LSM ID

- to make a local playlist active: type the LSM ID without network number, e.g. **14**.

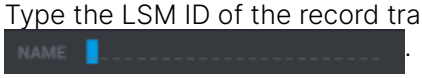
- to make a remote playlist active: type the LSM ID and the network number of a remote server, e.g. **14/03** or **14/3**.

This can be an empty playlist.

How to Recall a Train, Clip or Playlist from the LSM-VIA Viewer

1. Make sure the focus is on the Clip grid, not on the Playlist pane.

   See section How to Select the Focused Pane.

2. Type the LSM ID of the record train, clip or playlist in the **Name** field of the LSM-VIA Viewer: 

.

3. Press 

to load the train or clip or to make the playlist active.

3.6.2. Accessing Network Record Trains

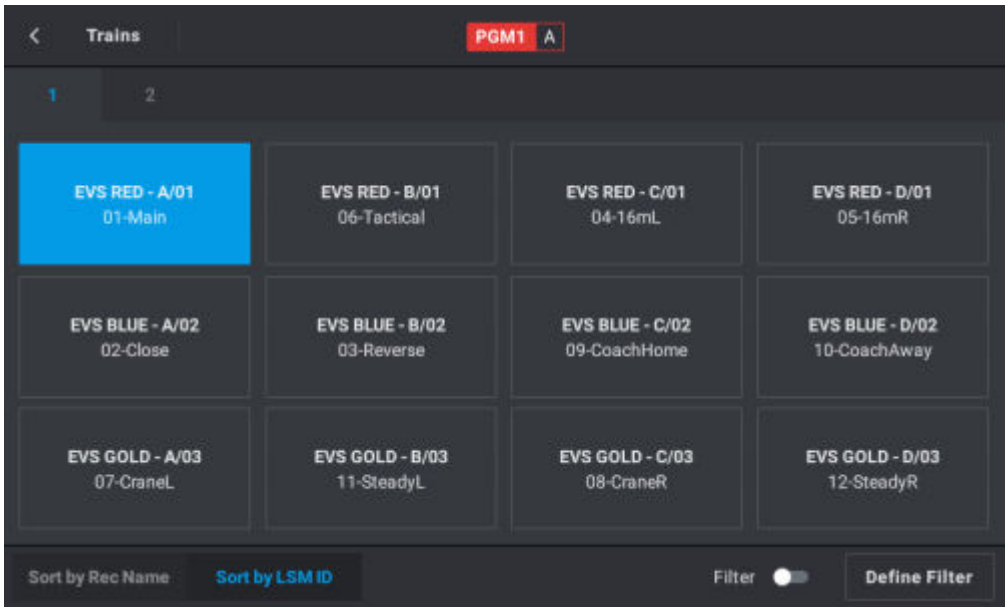
Record trains from the online remote servers of the network can be accessed from the Trains screen.

Filters can be defined on frequently-used local or remote trains to be able to quickly load them.

3.6.2.1. The Trains Screen

Overview of the Trains Screen

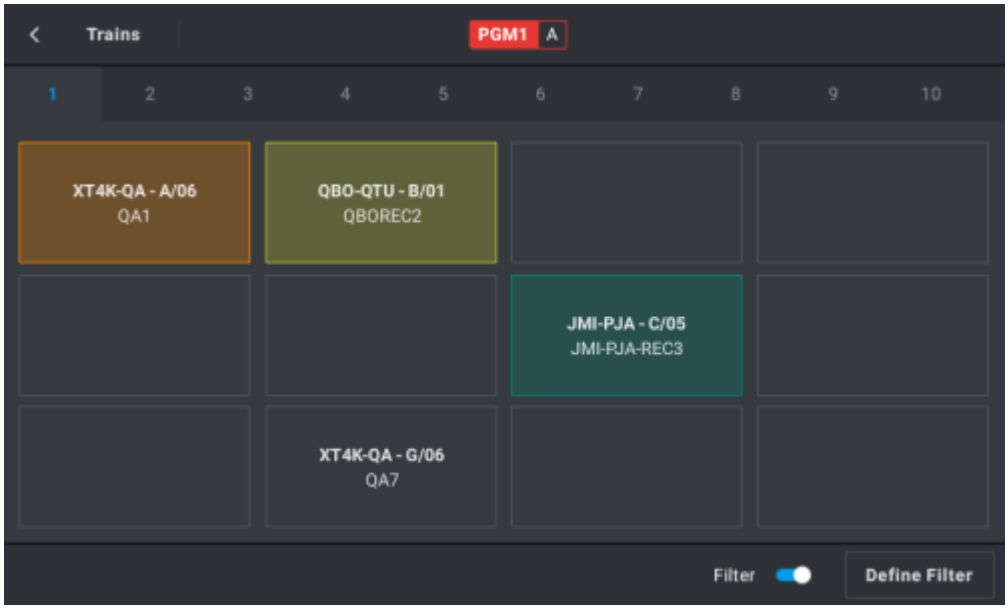
The Trains screen displays all the record trains from the online servers of the XNet, which means the local server and the remote ones. By default, they are sorted by LSM ID.



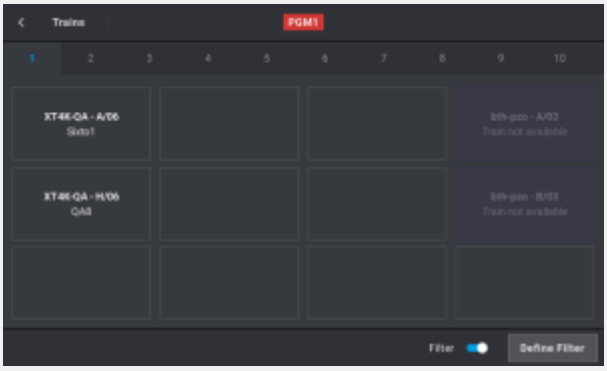
Each record train is represented by a box identified with:

- server name - record train LSM ID.
- record train name.

When the Filter mode is enabled, the Trains screen only displays the record trains which have been assigned to the filter. See section Setting Filters to Record Trains.



If filters had been defined on remote record trains before the corresponding server went disconnected, filter boxes are still displayed but not available.



Accessing and Leaving the Trains Screen

To access the Trains screen,

- press SHIFT + Trains on the console

To leave the Trains screen, do one of the following actions:

- tap < on the upper left corner of the Trains screen.
- press MENU on the Remote Panel.

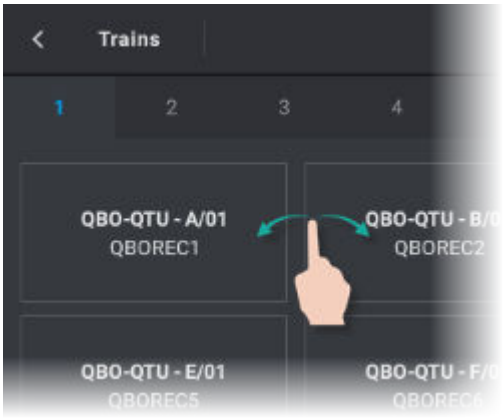
Navigating through the Trains Screen

You can navigate through the pages of the Trains screen in one of the following ways:

- Tap the page number from the ribbon to display the corresponding page.

In case more than 9 pages exist, tap >> to be able to access more pages.

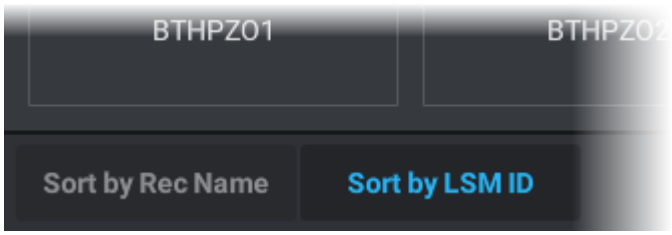
- Swap the screen horizontally.



Sorting the Record Trains

The record trains can be sorted according to the record train name or to the train LSM ID (default).

From the Trains screen, two tabs are available at the bottom left corner.

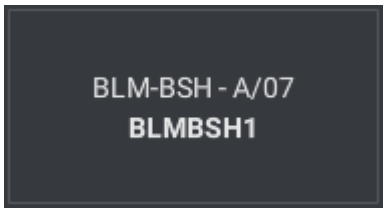


Sort by LSM ID

The server name - record train LSM ID (first line) is written in bold in each record train box.

Sort by Rec Name

The record train name (second line) is written in bold in each record train box.



3.6.2.2. Setting Filters to Record Trains

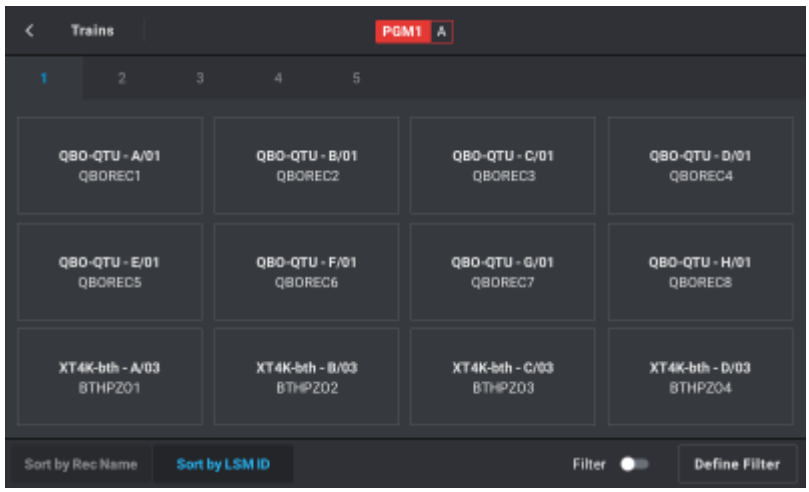
About Filters

Frequently-used trains can be mapped to selected boxes on the Trains screen to allow users a quick access to them. This is done by defining filters on the trains and enabling the Filter mode. Ten pages of 12 buttons can be used to map record trains to the filter.

How to Define a Filter on a Record Train

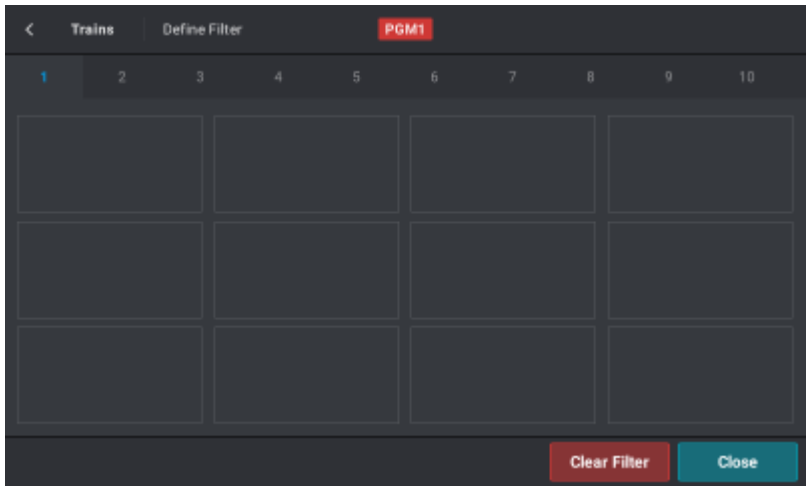
1. Select the **Trains** function by pressing SHIFT + Trains.

   The **Trains** screen opens on the touchscreen.



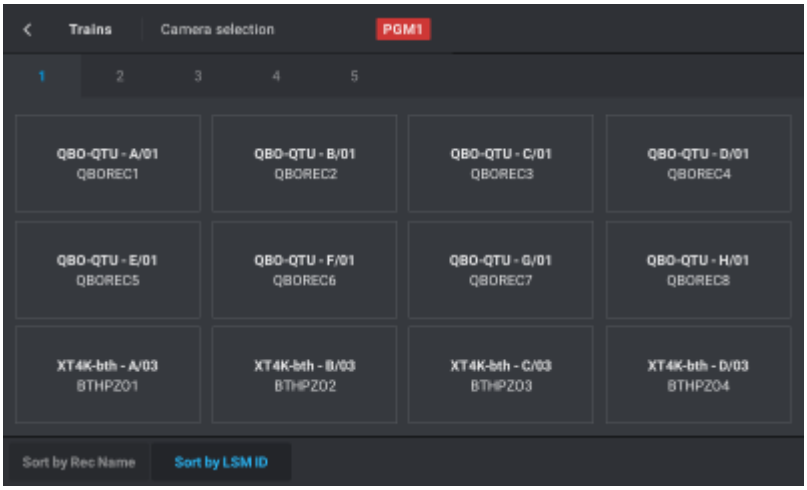
2. Tap the **Define Filter** button at the bottom right: Define Filter.

   The Trains - Define Filter screen is displayed. When no filter has been defined yet, it is empty.

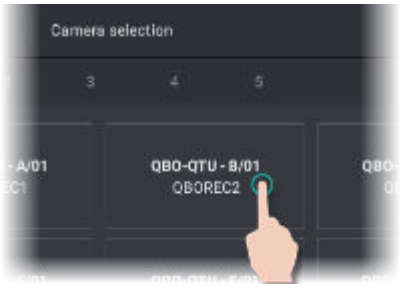


3. Tap an empty box, where you want to map a record train.

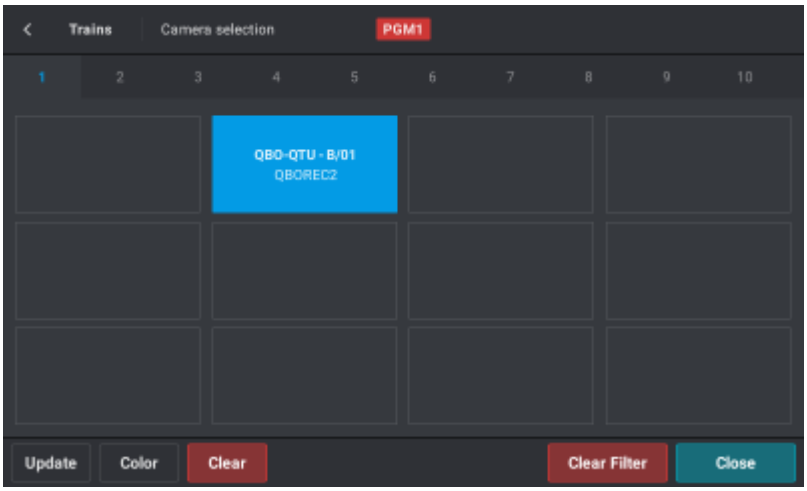
The Trains - Camera Selection screen is displayed:



4. Tap the box of the required record train.



The train is mapped to the selected box in the Define Filter screen.

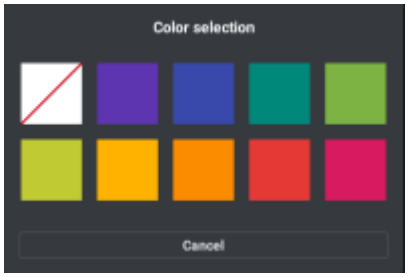


if you repeat the step 3 to map another record train, the sort option and the page previoulsy selected on the Camera Selection screen are automatically displayed.

5. (optional) To assign a color to the record train box:

   a. Tap the **Color** button: Color.

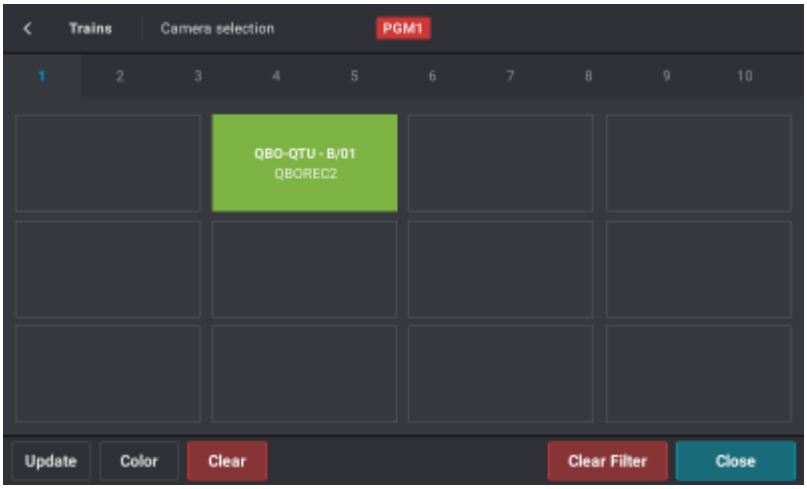
   The color palette is displayed:



   b. Select a color:

   - Tap a color square, or
   - Tap the first square (white square) to restore the default color (gray).

   The color is assigned to the selected box.



6. Tap the **Close** button: Close.

Possible Actions on the Filters

Button	Description
Update	Tap Update to change the record train mapped to the selected box.
Color	Tap Color to be able to select a color for the selected box.

Button	Description
Clear	Tap Clear to remove the record train mapped to the selected box.
Clear Filter	Tap Clear Filter if you want to remove all record trains mapped to boxes in the Define Filter screen.

3.6.2.3. Loading a Record Train from the Trains Screen

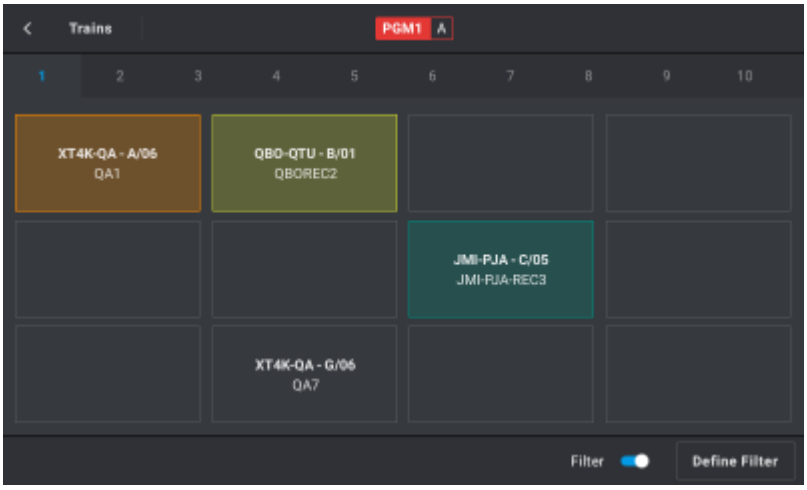
How to Load a Record Train

To load a record train on the smallest controlled PGM shown at the top of the screen PGM1,

1. Access the Trains screen by pressing SHIFT + Trains.

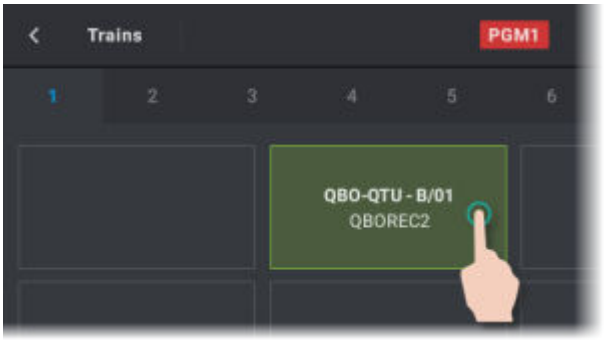
2. (optional) Activate the Filter mode by tapping the **Filter** toggle button to only display your selection of record trains: Filter.

   The Trains screen only displays the record trains defined in the filter.

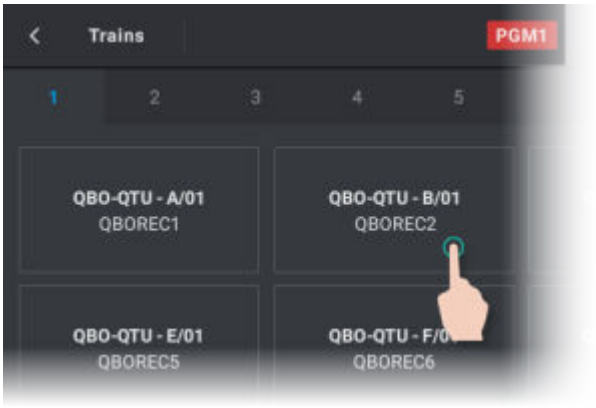


3. Tap the box of the record train to be loaded.

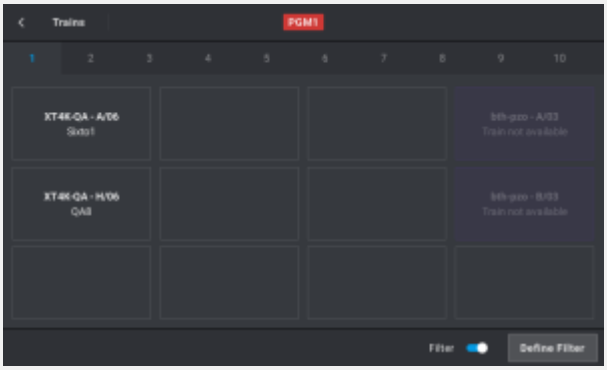
   - with Filter mode activated:



   - with Filter mode disabled:



If filters had been defined on remote record trains before the corresponding server went disconnected, filter boxes are still displayed but not available.



The box of the loaded record train is highlighted (blue by default). If a colored filter had been associated with the record train, the box is colored accordingly and highlighted.

Loading Behavior

- If the smallest controlled PGM is LIVE, the record train is loaded LIVE (5 seconds back in time for remote record trains).
- If the smallest controlled PGM is located at a past TC, the record train is loaded on the same TC.
- The current speed of the smallest controlled PGM is taken into account when loading a record train.
- If the record train being loaded does not have material for the given TC, the record train is loaded LIVE.
- If the record train being loaded has several times the same TC, the record train is loaded on the TC recorded last.
- E/E will trigger a Live command on the controlled record trains. If one of them is a remote one, E/E does not go back to the local server : it performs the Live command on the remote record train.
- Camera buttons (A, B, C...) remain plugged to the local server if a remote record train has been loaded on the smallest controlled PGM.

3.6.2.4. Loading Back the Local Record Train (Back to Local)

Principles

When remote trains have been loaded on the player channels, you can quickly load the local record trains.

Camera Assignment

The default camera assignment to PGMs is restored as follows:

- In PGM+PRV, CAM A is assigned to PGM and CAM B is assigned to PRV.
- In Multi PGM, CAM A is assigned to PGM1, CAM B to PGM 2, and so on.

Multi-Operator Mode

In a Multi-Operator configuration, the Back to Local operation only affects the Player channels of the operator executing the command.

How to Load Back the Local Record Train (Back to Local Train)

To load back the local record trains, do one of the following actions:

- From the console, press SHIFT + Local B.
- From LSM-VIA Viewer, press Alt + L.

3.6.3. Using the Shotbox for Quick Actions

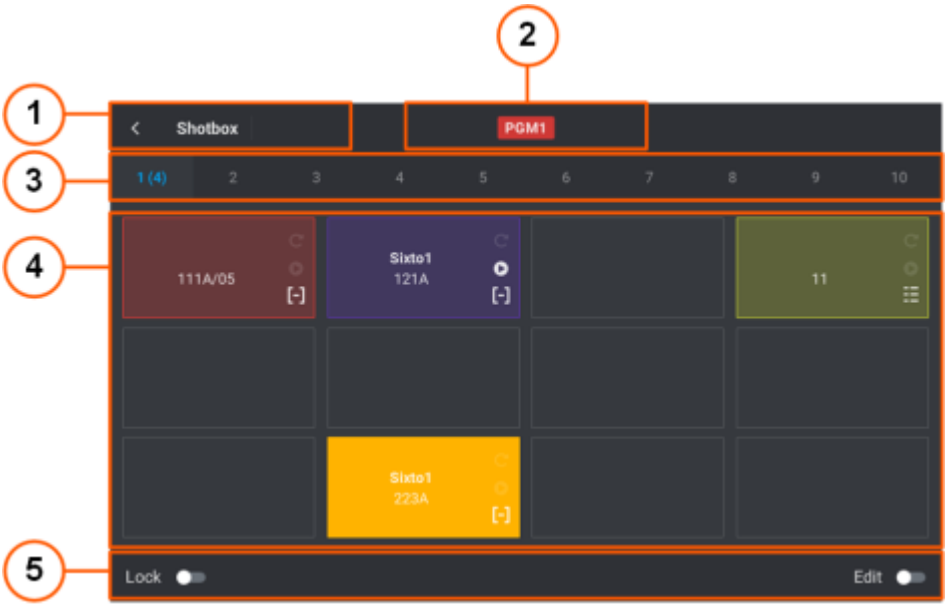
The Shotbox allows users to have a quick access to frequently-used media (local or remote clips or playlists).

You can currently map local or remote clips or playlists to boxes in the Shotbox, so, you will be able to quickly load or play these clips or playlists very rapidly during operation.

3.6.3.1. The Shotbox Screen

Overview of the Shotbox Screen

The Shotbox differs slightly in use mode or edit mode, but it contains the same areas highlighted on the screenshot below.



Title bar (1)

Page title and button to leave the page.

Controlled Channel (2)

- Smallest controlled PGM: displayed on a red background in Use mode and in Edit mode.
- LSM ID of the clip angle or playlist loaded on the smallest controlled PGM: only displayed in Edit mode and if such a media is loaded.

Page Tabs (3)

Tabs corresponding to the various pages where you can store media. The number of items present on each page is displayed next to the page number.

Tap the requested tab or swipe to the page using the touchscreen.

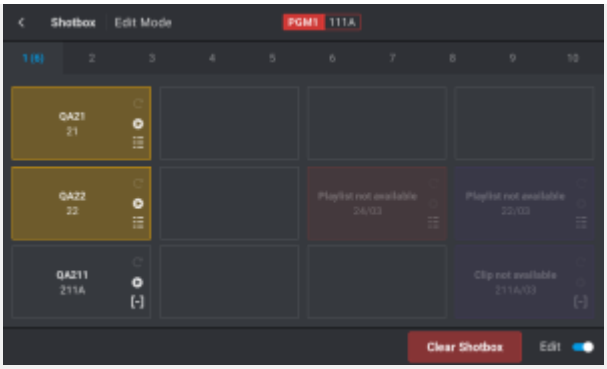
Media Grid (4)

Boxes corresponding to clips [-] or playlists you can access rapidly.

Information can include: media name, clip CAM angle, remote server ID, LSM ID.

At startup, media that had been mapped to the Shotbox and that have been deleted afterwards are not shown anymore on the Shotbox.

If a remote media had been mapped before the corresponding server went disconnected, the box is still displayed but is not available.



Toolbar (5)

Commands, mainly in edit mode, to perform several actions with the Shotbox.

How to Access and Leave the Shotbox

To access the Shotbox,

- press the **Shotbox** button on the console: 

To leave the Shotbox, do one of the following actions:

- tap  on the upper left corner of the Shotbox page.
- press MENU on the Remote Panel.
- press the Shotbox button once again.

How to Lock the Shotbox

If the Shotbox is not locked, which is the case by default, it will close when you:

- perform a command that requires the touchscreen to be updated.
- press E/E to go back to the train head.

If the Shotbox is locked, it will remain open on the touchscreen if you perform any action.

To lock the Shotbox, tap the Lock toggle button to activate the Lock option on the Shotbox toolbar:


3.6.3.2. Adding Media to the Shotbox

You can currently map local or remote clips or playlists to boxes in the Shotbox, when it is in Edit mode, so that you will be able to access these clips or playlists very rapidly later on during operation.

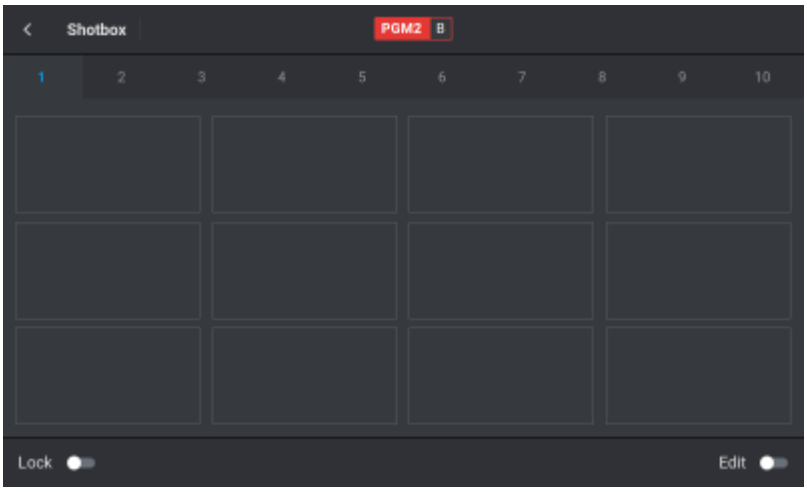
How to Add Media to the Shotbox

To add a clip or playlist to the Shotbox,

1. Open the Shotbox by pressing the Shotbox key: 

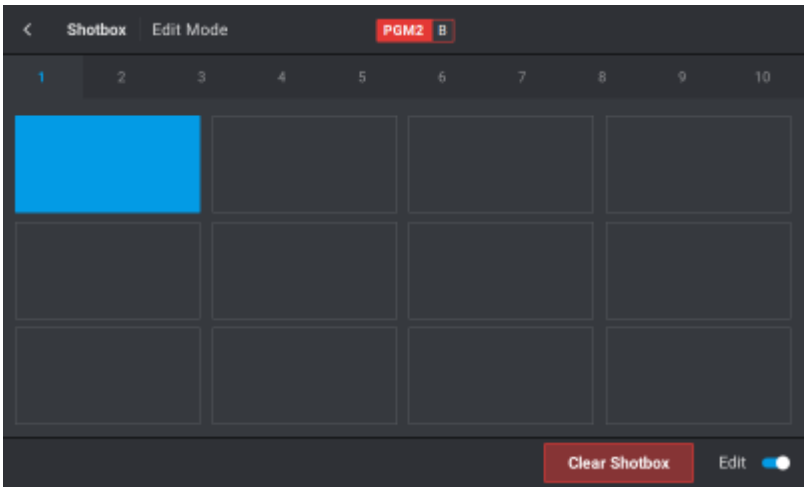
.

   The **Shotbox** screen opens on the touchscreen.

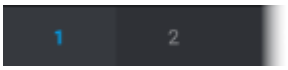


2. Tap the **Edit** toggle button 

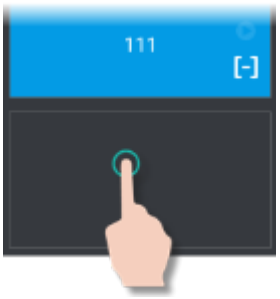
to enter the Edit mode:



3. Tap the tab of the page where you want to store the quick link to your media. Page 1 is open by default.



4. Tap the box where you want to store the quick link to your media.



   Then, the system behavior depends on the media currently loaded on the smallest controlled PGM.

If a clip or playlist is loaded, its LSM ID is written next to the PGM name: 

- If a playlist is loaded, it is automatically mapped to the selected box.

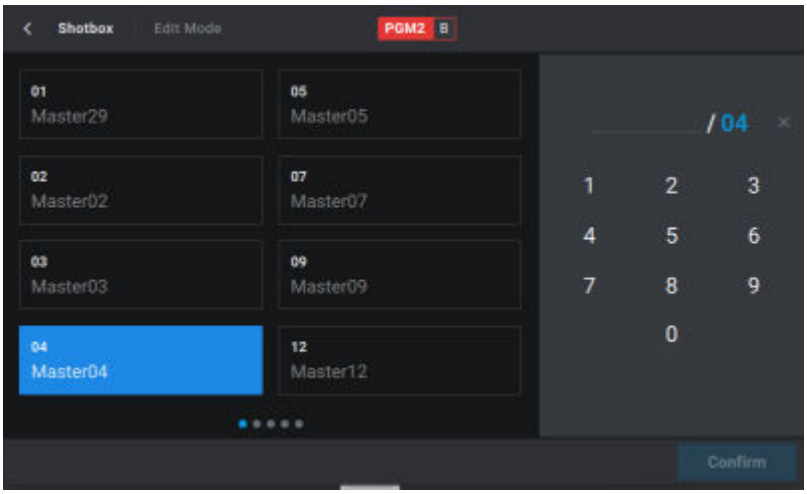
  Go to step 8.

- If a specific CAM angle of a clip is loaded, it is automatically mapped to the selected box.

  Go to step 8.

If you want to create a link to another media, you first need to unload the media.

- If a train is loaded, the following screen is displayed allowing you to select a media to map: playlist or entire clip (all clip angles).

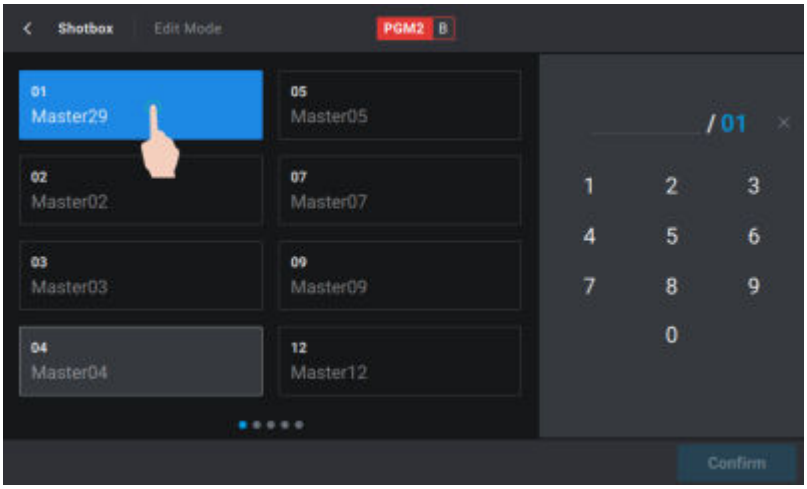


  By default, the local server is selected (blue highlighted).

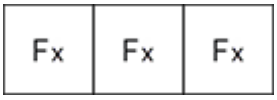
  Go to step 5.

5. Tap the EVS server where the requested media is stored.

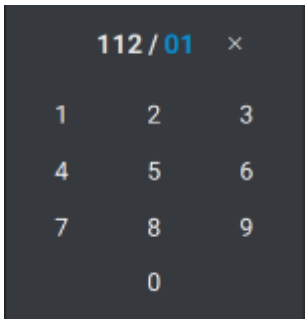
   The local server is displayed on a gray box.

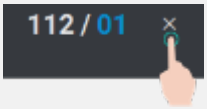


6. Enter the media LSM ID in one of the following ways:

- press the function keys on the Remote Panel: 

- use the numeric pad on the touchscreen



To clear the **LSM ID** field: press CLEAR on the console or tap  on the touchscreen.

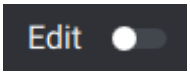
7. Validate your action by pressing ENTER or tapping 

.

   The LSM ID is displayed in red if the media does not exist.

8. (Optional) Define options for the selected media.

   See section Possible Actions in Edit Mode.

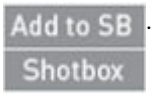
9. Tap the **Edit** toggle button  to quit the Edit mode.

The selected media is now mapped to a box in the Shotbox.

How to Add Media to the Shotbox (Quick Procedure)

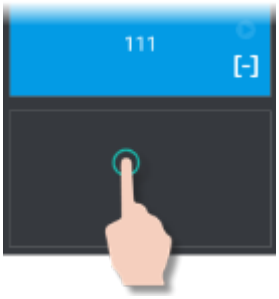
To quickly map the clip CAM angle or the playlist loaded on the smallest controlled PGM to a Shotbox button.

Its LSM ID is shown next to the PGM name: 

1. Enter the Shotbox Edit mode by pressing SHIFT + 

.

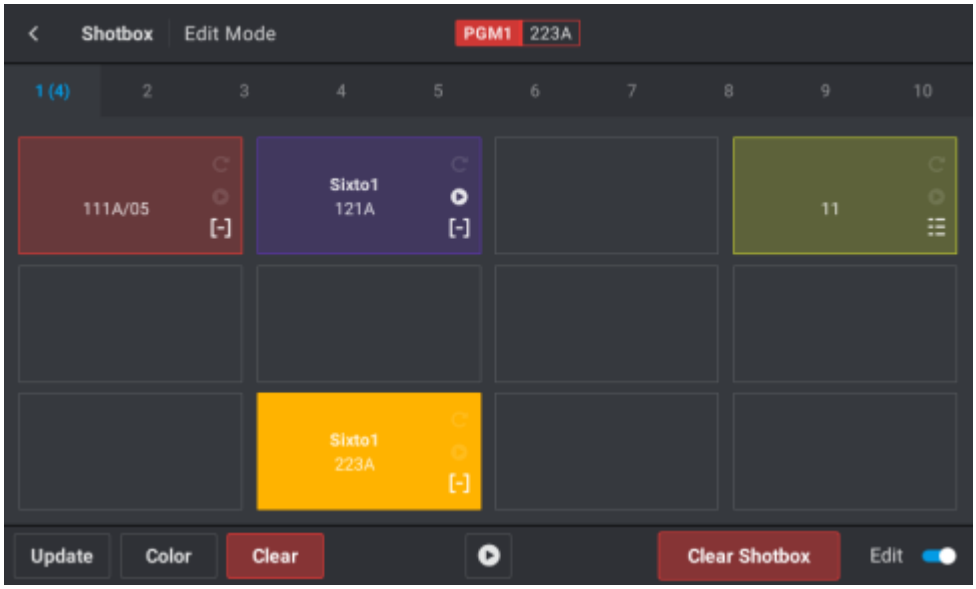
2. Tap the box where you want to store the quick link to your media.



The loaded media is now mapped to the selected box in the Shotbox.

Possible Actions in Edit Mode

In Shotbox Edit mode, the following commands are available in the toolbar when a box is selected.



Button	Description
Update	Tap Update to change the media mapped to the box.
Color	Tap Color to be able to select a color for the box.
Clear	Tap Clear to remove the media mapped to the box.
	Tap the Play button if you want the media to be directly played out when the user taps the box in the Shotbox. By default, the media is loaded but not played out.
Clear Shotbox	Tap Clear Shotbox if you want to remove all media mapped to boxes in the Shotbox.

3.6.3.3. Loading Media from the Shotbox

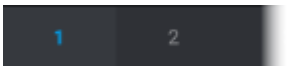
The Shotbox allows you to quickly load or play a local or remote media (clip or playlist) you have previously added to the Shotbox.

How to Load Media Mapped on the Shotbox

1. Open the Shotbox by pressing the Shotbox key: 

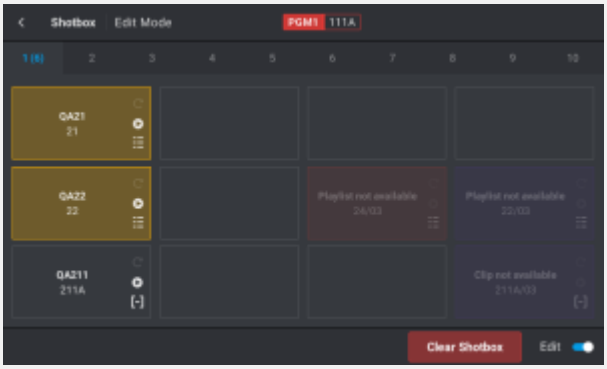
.

2. Tap the tab of the page where the media you want to load is stored.



3. Tap the box corresponding to the media you want to load.

If a remote media had been mapped before the corresponding server went disconnected, the box is still displayed but is not available.



The corresponding media is loaded.

Loading Behavior

- A mapped playlist is loaded in PGM+PRV, unless the Remote Panel is configured in Multi-PGM mode with a single controlled PGM.
- A mapped clip CAM angle is loaded on the smallest controlled PGM.

If you control more than one channel, other CAM angles from the same clip are loaded on the additional controlled channels.

- A mapped clip (all its angles) is loaded as follows:
  - the CAM angle corresponding to the preferred CAM (as set at mapping) is loaded on the smallest controlled PGM.
  - other CAM angles from the same clip are loaded on the additional controlled channels.

Media Playout Behavior

- When the **Play** button has been selected (white  icon), the media is loaded and played out.
- Otherwise, the media is simply loaded.

3.6.4. Pushing Clips to Network Servers

Introduction

The **Push** function allows operators to easily send a copy of a clip to other machines, called push machines, on the network, via the GbE network or XNet.

This can be executed from the Remote Panel.

Servers can be set as favorite targets. So, the **Push to Favorites** function will be used to quickly push a clip to a preselection of servers.

Principles

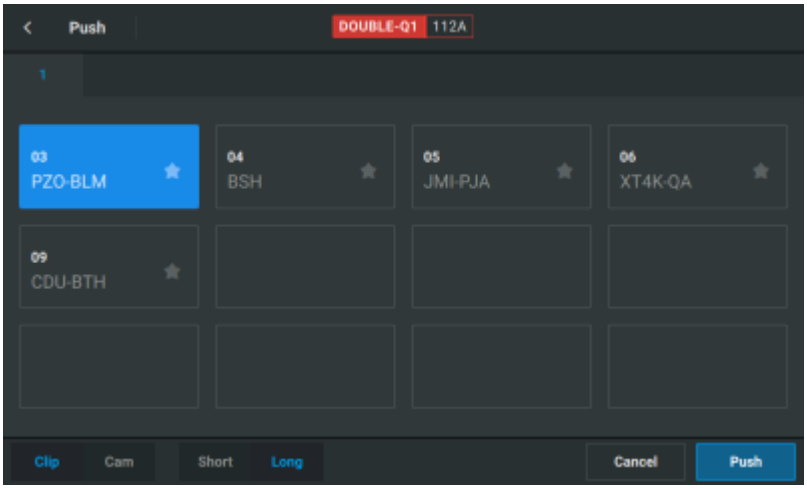
- It is not possible to push remote clips to other servers. Only local clips can be pushed.
- Local clips can be pushed to a network server even if the **Clip Edit by Network** parameter has not been set to **Yes** on that server.
- The clip destination ID will be the first available position(s) on the "push received page" from the destination server. This setting is managed on Multicam side.
- Originals Cam Prefs will not be kept. This will be managed by Multicam.

How to Push Clips to a Target Server

1. Load a clip on the smallest controlled PGM.
   a. SHIFT + Page + Fx
   b. SHIFT + Fx
   c. Fx

   See section Loading Clips for other ways to load a clip.
2. Select the **Push** function on the Remote Console panel: Push.

   The Push screen is displayed on the touchscreen.



3. Select up to 5 target servers where you want to send the clip by taping their box.

4. Tap
   - **Clip** to push all the clip angles: Clip

or

   - **Cam** to push the controlled CAM angles of the clip: Cam.

5. Tap
   - **Short** to push the clip without its guardbands: Short.

   or
   - **Long** to push the clip with its guardbands: Long.

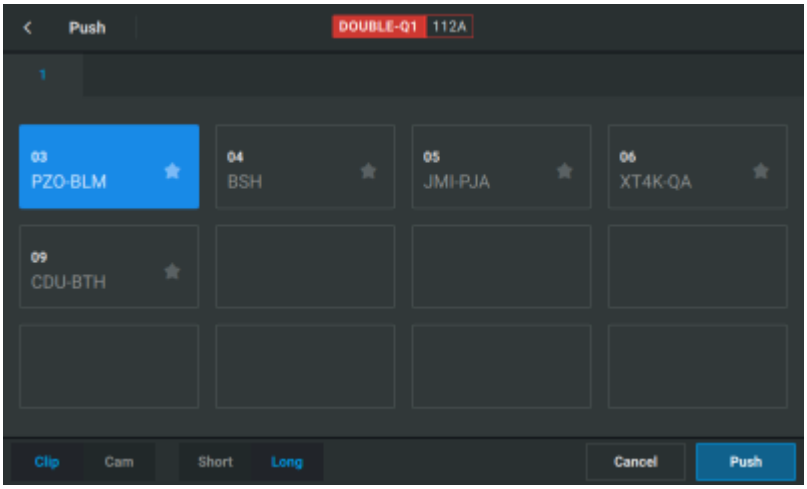
6. Validate your action: press ENTER or tap Push.

The clip is pushed to the selected server. The sender and the receiver get notifications.

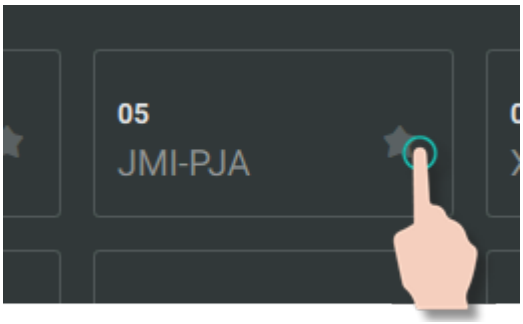
How to Define Favorite Target Servers

1. Access the Push screen by pressing Push.

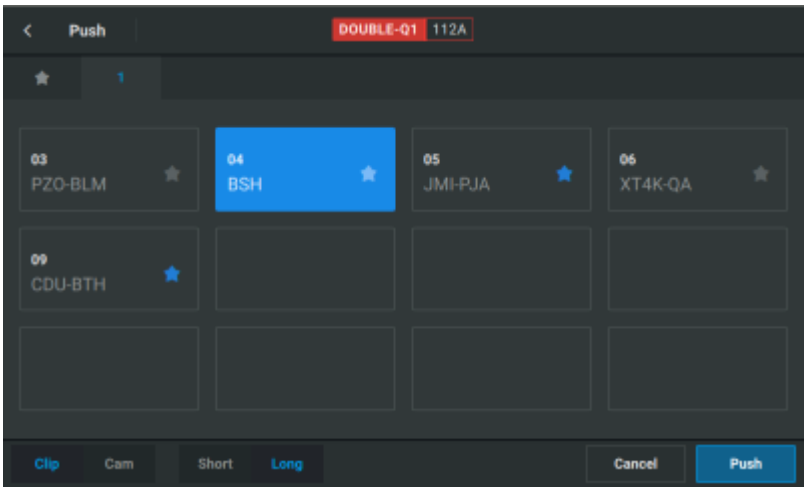
   The Push screen opens on the touchscreen.



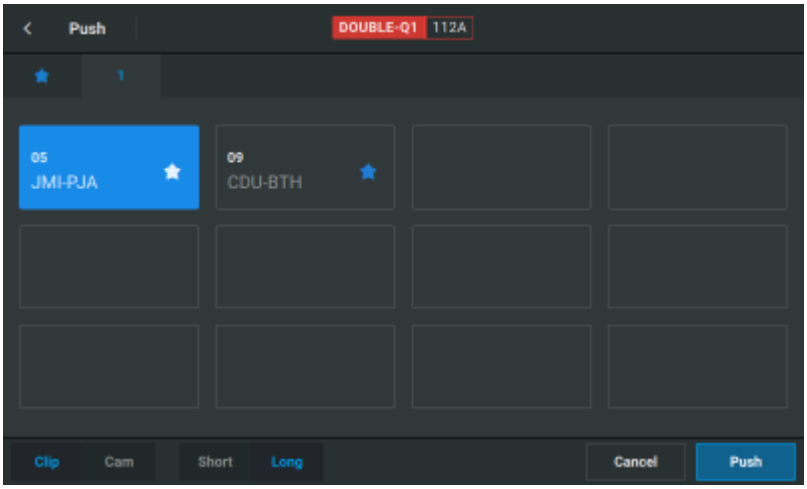
2. Set up to 5 favorite target servers by taping the star.



The star of the server(s) set to favorite(s) is highlighted in blue (or white if the server box is selected):



The Favorites tab ( ) appears as first tab in the Push screen as soon as one star has been selected. It shows the server(s) set as favorite targets, ordered by Net number.



How to Push Clips to Favorites

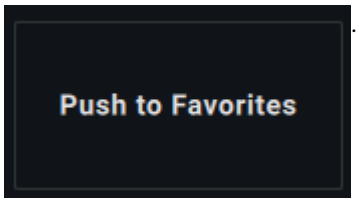
1. Load a clip on the smallest controlled PGM.

   a. SHIFT + Page + Fx

   b. SHIFT + Fx

   c. Fx

   See section Loading Clips for other ways to load a clip.

2. From the Clip screen on the Remote Panel touchscreen, tap 

.

The clip is pushed to the selected server(s) with the settings (Clip/CAM - Short/Long) used for the last Push action.

The sender and the receiver get notifications.

3.7. Advanced Modes

This chapter is dedicated to specific channel control modes.

With the current version of LSM-VIA, this encompasses the Split Screen mode.

3.7.1. Split Screen Mode

Purpose

NEW ! The Split Screen mode is a specific channel control mode used to display the media loaded on a pair of PGM channels together on a single PGM output (odd player) and to control both channels at the same time. The second PGM switches to black.

Three Split Screen mode options are available:

- Vertical split: media are displayed on the left and right sides of the PGM1 screen.
- Horizontal split: media are displayed on the top and bottom parts of the PGM1 screen.
- Split mix: media images are mixed together on the entire PGM1 screen.

You can fully control both parts of the Split Screen as two separate player channels.

Conditions

- The Split Screen mode is only available when the Split Screen license code has been installed on the local EVS video server (XT-VIA or XT-GO).

  Installing a new license code requires a reboot of Multicam, therefore it will also require a restart of LSM-VIA.

- The Split Screen mode is not available when
  - The operator only has access to 1 PGM.
  - A playlist is loaded on one of the controlled PGMs.
- A playlist cannot be loaded in Split Screen mode.
- The pairs of PGM channels can be: PGM1/PGM2, PGM3/PGM4, PGM5/PGM6.

Limitations

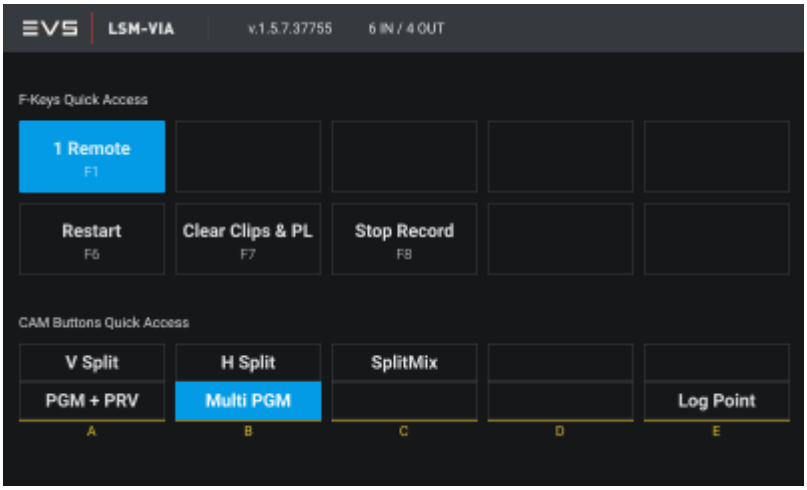
- On an XT-VIA server, the Split Screen function is supported with the following limitations:
  - The Split Screen function is available in HD (720p, 1080i, 1080p), and UHD-4K.
  - In UHD-4K, it is only available in two-sample interleave, not in square division.

3.7.1.1. Controlling Channels

How to Select the Split Screen Mode as Channel Control Mode

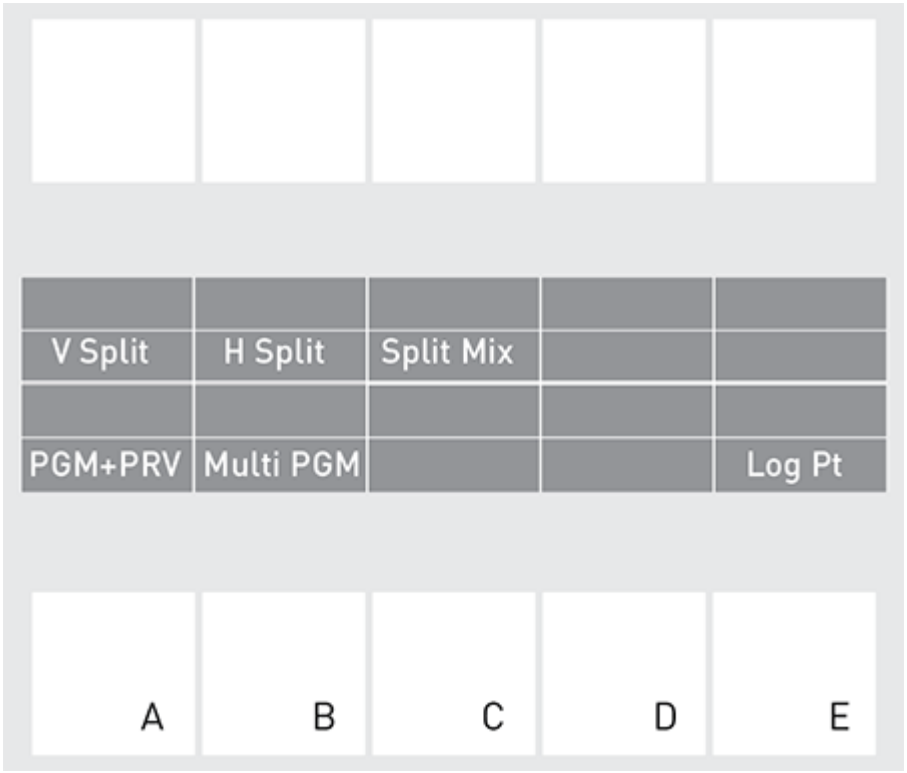
1. On the Remote Panel, press SHIFT + MENU.

   The main menu is displayed on the touchscreen:

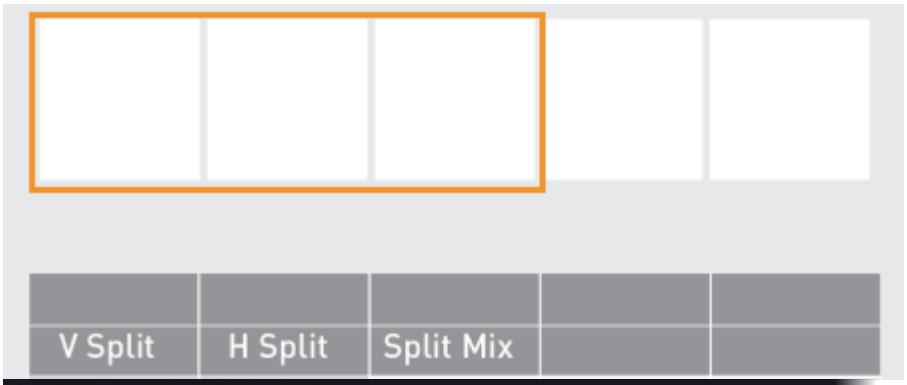


The active control mode is displayed on a blue background on the touchscreen.

The following options are displayed on the console:



2. To enable one of the Split Screen modes from the Remote Panel console or touchscreen, press or tap the corresponding option:

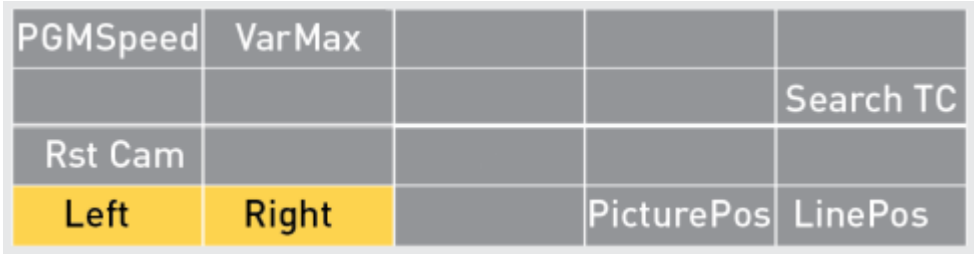


OR

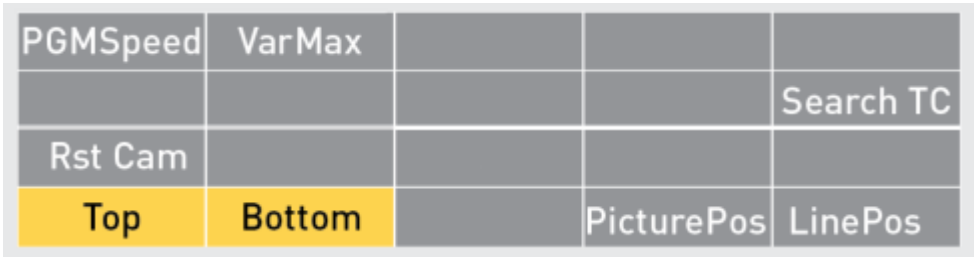
How to Select the Controlled Channel / Part of the Screen

As soon as a Split Screen mode has been selected, both parts of the screen are selected and the corresponding channels are controlled by default. So, both options are highlighted on the console.

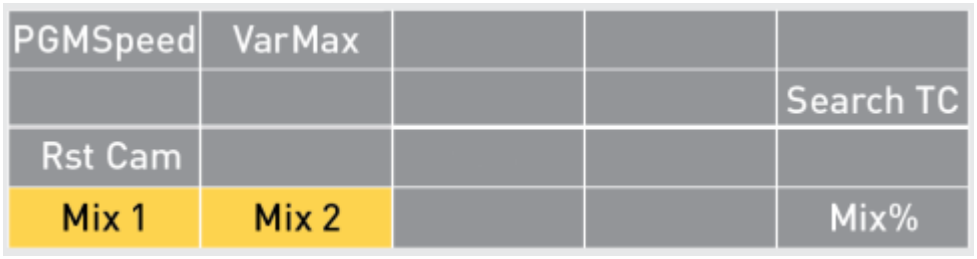
- V Split:



- H Split:



- SplitMix:



To control a single channel when you are controlling 2 channels,

- Press once the button of the channel to control.

  e.g. in V Split, to control the Left channel, press Left

  Then, only the Left channel is highlighted.

To control the other channel when you are controlling a single channel,

- Press once the button of the channel to control.

  e.g. in V Split, to control the Right channel when only the Left channel is being controlled, press Right.

To control both channels when a single one is being controlled

- Press the button of the channel being controlled.

  e.g. in V Split, to control both the Left and the Right channels when only the Left channel is being controlled, press Left.

3.7.1.2. Split Screen Mode Commands on the Remote Panel

In Split Screen mode, some specific functions are available from the console on the left operational block.

- V Split:

Rst Cam	Local	Sync		
Left	Right		PicturePos	LinePos

- H Split:

Rst Cam	Local	Sync		
Top	Bottom		PicturePos	LinePos

- SplitMix:

Rst Cam	Local	Sync		
Mix 1	Mix 2			Mix%

PicturePos

The **PicturePos** function is available when the V Split or the H Split mode has been activated.

The **PicturePos** key is used to adjust the position of the picture(s) from the channels controlled in the Split Screen mode.

See section Operations in Split Screen Mode.

LinePos

The **LinePos** function is available when the V Split or the H Split mode has been activated.

The **LinePos** key is used to adjust the position of the line separating the two pictures.

See section Operations in Split Screen Mode.

Sync

The **Sync** function is available with any of the three Split Screen modes when a single part of the screen is controlled.

The **Sync** key is used to synchronize the timecode of the controlled part of the screen with the timecode of the uncontrolled part.

See section Operations in Split Screen Mode.

Mix%

The **Mix%** function is available when the SplitMix mode has been activated.

The **Mix%** key is used to adjust the transparency percentage of both pictures.

See section Operations in Split Screen Mode.

3.7.1.3. Operations in Split Screen Mode

How to Adjust the Position of the Picture(s)

With the V Split mode and the H Split mode, you can change the position of one or both picture(s) displayed on the Split screen.

1. Select the part(s) of the screen you want to adjust by pressing
   - **Left** and/or **Right** in V Split
   - **Top** and/or **Bottom** in H Split

   The selected parts are highlighted.
2. Press 

.

   The key display is highlighted.
3. Use the jog to move the position of the picture(s).
4. Press 

to leave the adjustment mode.

To reset the position of the picture(s) to the default value,

1. Select the part(s) of the screen you want to control.
2. Press CLEAR + 

.


You can select the part of the screen after the CLEAR key has been pressed.

How to Adjust the Position of the Separation Line

With the V Split mode and the H Split mode, you can change the position of the separation line between the two pictures displayed on the Split screen.

By default, the line is positioned in the center of the Split screen (50-50).

1. Press 

.

   The key display is highlighted.
2. Use the jog to move the position of the line.
3. Press 

to leave the adjustment mode.

To reset the line position to the default value,

- Press CLEAR + LinePos.

How to Adjust the Transparency Percentage of the Pictures in SplitMix Mode

With the SplitMix mode, you can change the percentage of transparency of the two pictures displayed on the Split screen.

By default, the transparency percentage is 50%-50% between the two images.

The range can go from 0%-100% to 100%-0%.

1. Press  .

   The key display is highlighted.

2. Use the jog to change the transparency percentage of the two images.

3. Press  to leave the adjustment mode.

To reset the percentage of transparency to the default value,

- Press CLEAR +  .

How to Synchronize the Timecode of the Two Parts of the Screen

The Sync function can be used with any of the three Split Screen modes.

1. Select the part of the screen you want to synchronize with the other one by pressing the corresponding key on the Remote Panel

2. Press SHIFT + Sync.

The timecode of the controlled player is synchronized with the timecode of the uncontrolled player channel.

4. Maintenance

Here, you will find the chapters dealing with maintenance operations you can performed on LSM-VIA.

4.1. Managing Licenses

License Code

A valid license key dedicated to LSM-VIA must be installed on the XClient-VIA:

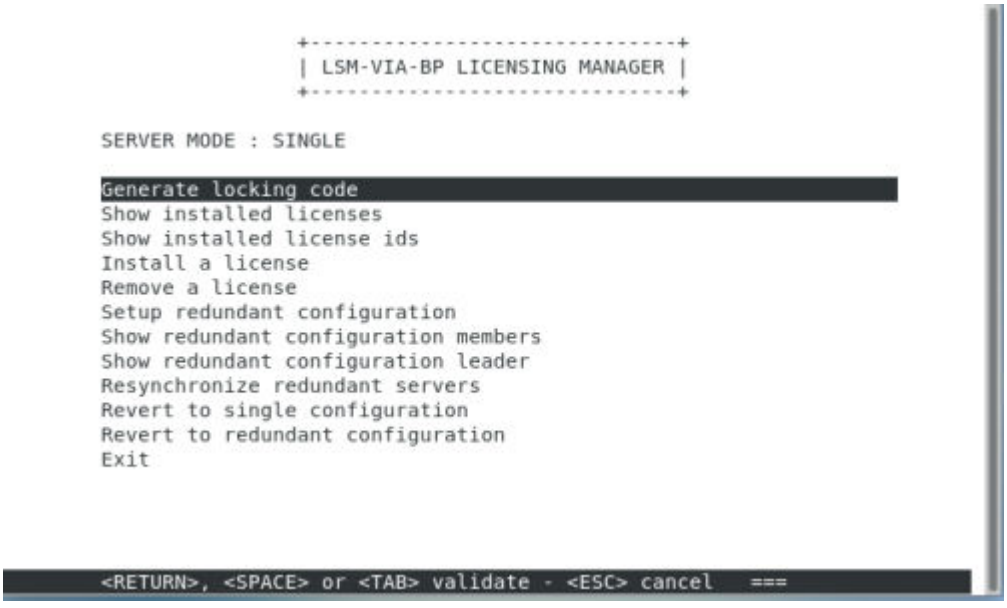
- LSM-Via-PACK

How to Request and Import the License Key

1. Open the LSM-VIA Licensing Manager by clicking on the desktop shortcut: 

.

   The following panel opens with a command line and various menu options to perform the various steps.



2. Generate the locking code by selecting the first option.

   The screen will display the device's unique locking code.

3. Send this code to EVS support, in order to receive the specific license file for this device.

4. When you receive the file containing the license key from the EVS Support, install the license as follows:

   a. From the LSM-VIA Licensing Manager, select the **Install a license** option.

b. Drag & drop the file or enter the file path on the displayed screen.

5. Once the license(s) are installed, select the **Show installed licenses** option to display them.

4.2. Viewing and Managing Notifications

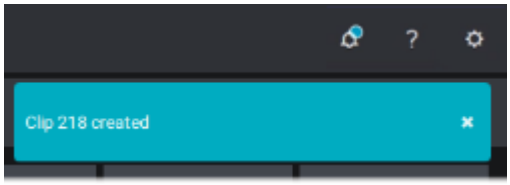
Notification Types

LSM-VIA can issue notifications of four different categories to which colors are associated:

- information (blue)
- success (green)
- warning (orange)
- error (red)

Temporary Notification Messages

Each time a notification is issued, a colored rectangle pops up at the top right of the LSM-VIA Viewer and of the Remote Panel touchscreen. The color corresponds to the issued notification type.

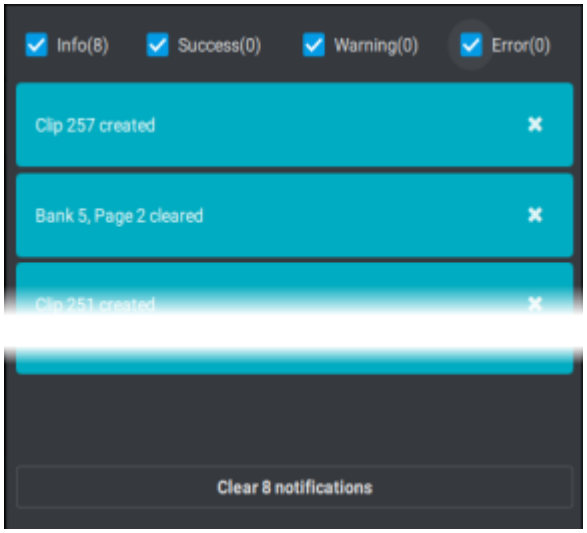


The Display Info & Success Notifications setting allows you to enable or disable the pop-up display for these two types of notifications. By default, they are not shown. The Warning and Error notification pop-up are displayed in any case.

Notification Pane

List of all the Notifications

The Notification pane provides the list of all notifications generated in the current session since the last purge.

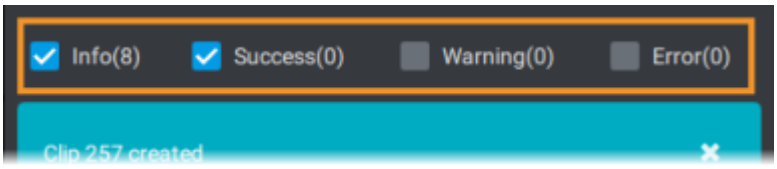
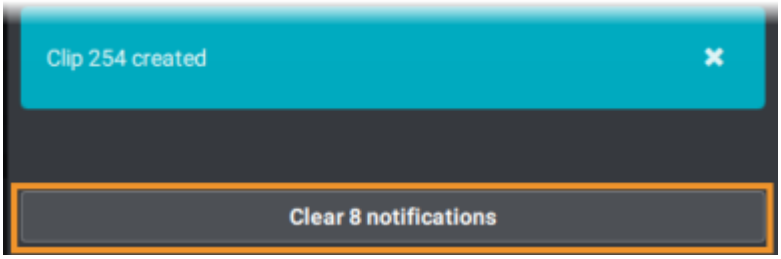


It is accessible by clicking the **Notification** icon at the top right of the LSM-VIA Viewer.

- If the Notification pane does not contain any message, the **Notification** icon looks as follows: .
- If the Notification pane contains at least one message, a circle having the color of the most urgent notification is over the **Notification** icon: .

The notifications from all the categories are available from the Notification pane and are not impacted by the Display Info & Success Notifications setting.

Filtering or Clearing the Notifications

In order to ...	tap ...
filter notifications by types	Select or clear the notification types you do not want to display at the top of the Notification pane: 
clear one notification	Click the cross on the right of the notification: 
clear all notifications	Click the Clear x notifications button at the bottom of the Notification pane: 

4.3. Extracting Logs

About Logs

If you face an issue during the live production, you can set directly thereafter a reference point that will be added to the logs you will provide to the Support team. This will help the Support team spot more easily when and where you have faced the issue.

Afterwards, you will have to extract the logs, so you will get a single archive package named with the date and time that you will send to the Support team.

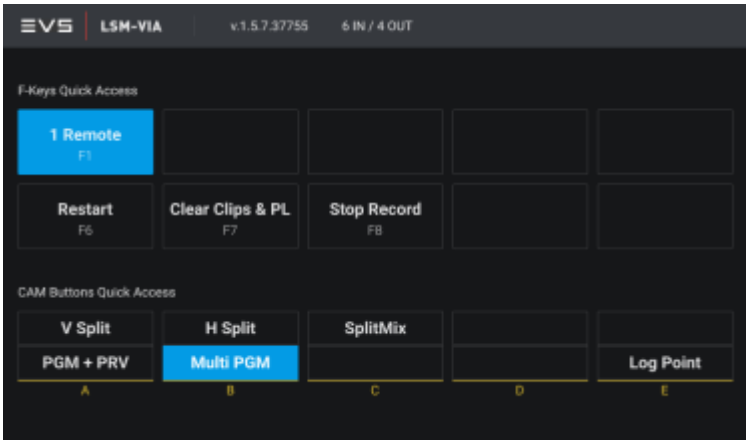
How to Define a Reference Point for Logs

To set a reference point that will be added to the logs to provide to the Support team,

1. From the Clip or Playlist screen, access the Main menu.

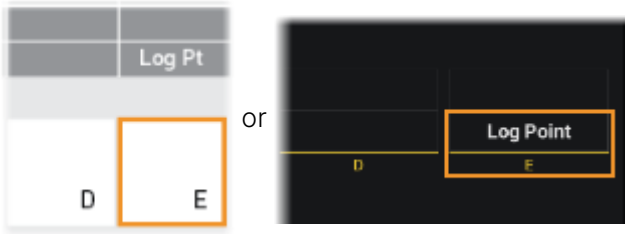
   SHIFT + MENU

The Main menu opens:



2. On the Remote Panel console or touchscreen, press or tap Log Point to add a log point to the logs.

   You can define several log points if needed.



How to Extract Logs for the LSM-VIA System

Make sure the LSM-VIA application is started on the XClient-VIA and the remote is connected to the XClient-VIA.

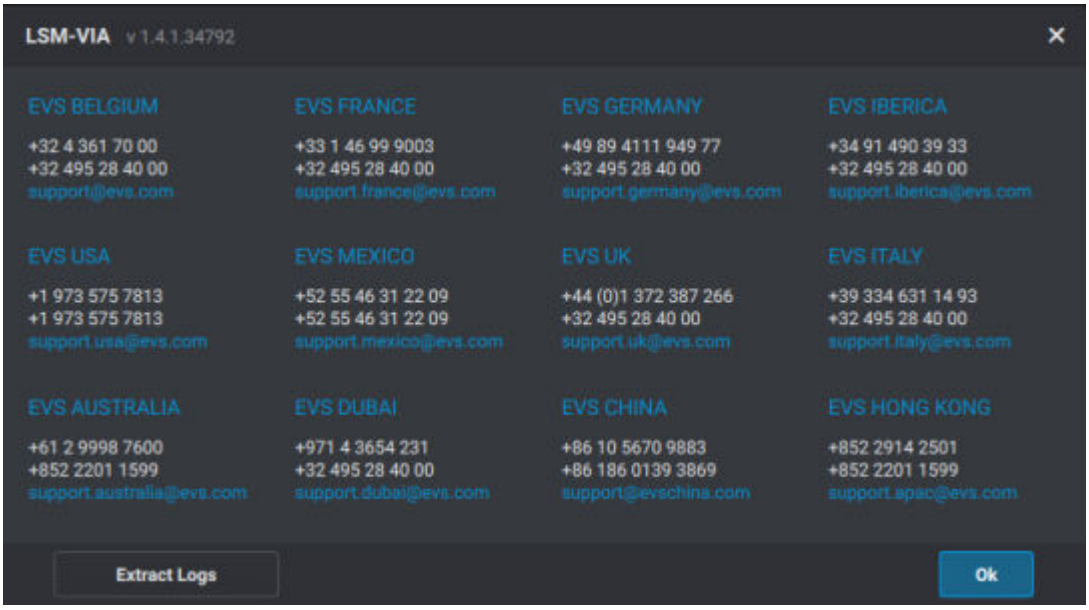
So, you will extract the logs from the Remote Panel or from the Viewer after you have logged in. In this case, the full logs (from the LSM-VIA Remote Panel and from the LSM-VIA workstation) are extracted whatever the device from which you extract the logs.

How to Extract Logs from the Remote Panel

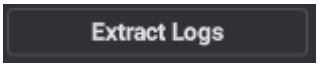
If more than one USB key is connected to the Remote Panel, the logs will be extracted to the USB key that was first connected. For simplicity's sake, we recommend to keep only one USB key connected to the Remote Panel.

1. (optional) Plug a USB key (formatted in FAT32) onto the Remote Panel.
2. From the Application bar, on the touchscreen, tap the  button.

   The following window opens:



3. From the About window, tap the **Extract Logs** button.



A message informs you that the logs have been extracted. The archive package is stored in the folder /var/log/EVSLogs/lsm-via/history on the XClient-VIA.

They are extracted to the USB key too, in case one is plugged onto the Remote Panel.

How to Extract Logs from the Viewer

1. From the Application bar, click the  button.

2. Select **Extract logs** from the menu.

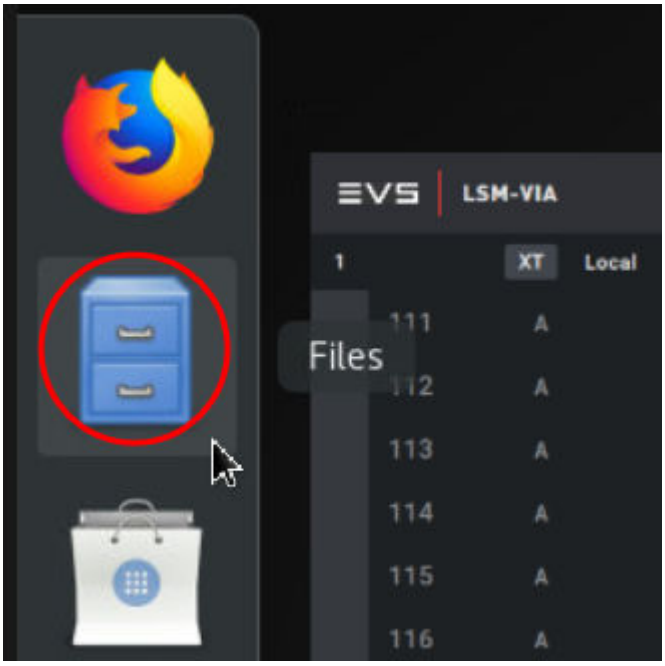
A message informs you that the logs have been extracted. The archive package is stored in the folder /var/log/EVSLogs/lsm-via/history.

How to Get all the Logs from the Entire System

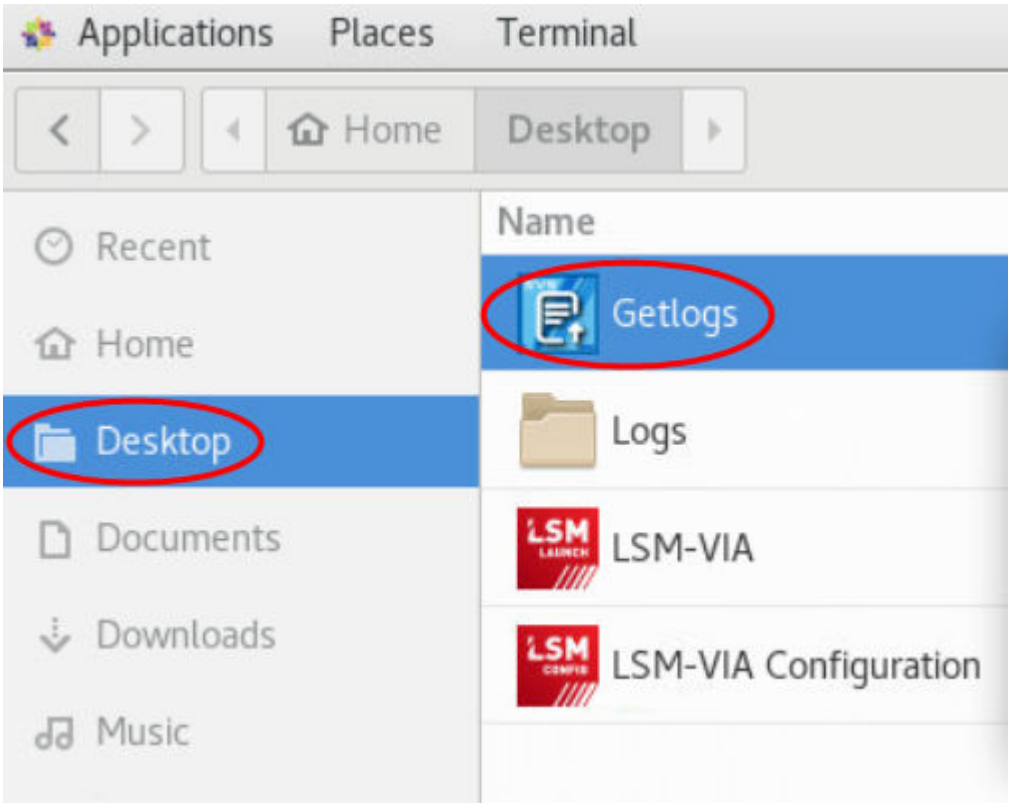
In case of an Active Directory user, the log extraction for the whole environment must be done manually after the extraction from the remote or the LSM-VIA Viewer.

The Getlogs tool will not only retrieve the logs extracted in the previous step for LSM-VIA but also all the other logs.

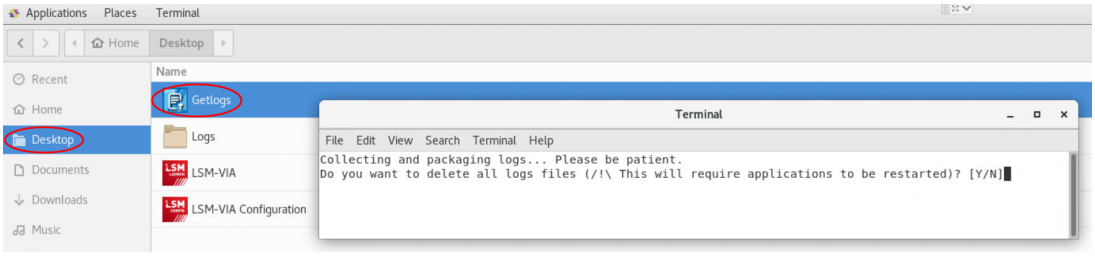
1. From the XClient-VIA desktop, press the Windows key and then select **Files**.



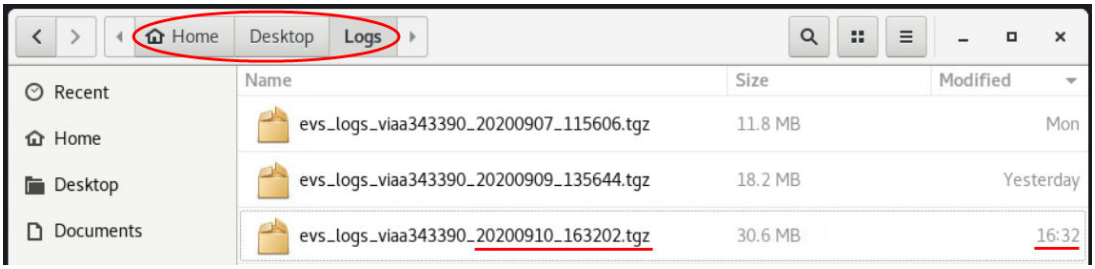
2. Browse to **Desktop** and run **Getlogs**.



3. Wait until you get the message "Do you want to delete all logs files".



The archive package is stored under Home/Dektop/Logs:



4. Retrieve the archive package in one of the following ways:
   - Plug a USB key onto the XClient-VIA and copy the archive package to it.
   - Transfer the archive package with Filezilla (sftp connection).

Alternative Procedure in Case of Problems

In some cases, you may not be able to collect all the LSM-VIA logs:

- The LSM-VIA application cannot be started.
- You have problems to log in the Remote. You can extract the logs from the Remote Panel to a USB key before logging in.

Then, retrieve the logs as follows:

1. Run the Getlogs from the XClient-VIA desktop to get its logs. See section How to Get all the Logs from the Entire System.
2. Extract the logs from the Remote Panel on a USB key. See section How to Extract Logs from the Remote Panel.

   In this case, only the logs of the LSM-VIA Remote Panel are extracted.
3. Collect the logs from the server LSM-VIA is connected to.

5. Resources

Here, you will find resources in pdf format: LSM-VIA installation and configuration manual and LSM-VIA user manual.

5.1. Copyright

Disclaimer

This manual and the information contained herein are the sole property of EVS Broadcast Equipment SA and/or its affiliates (EVS) and are provided “as is” without any expressed or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. In particular, EVS makes no warranty regarding the use or the consequences of use of this manual and the information contained herein. Furthermore, EVS may not be held liable for any direct or indirect, incidental, punitive or consequential loss, damage, cost or expense of any kind whatsoever and howsoever resulting from the normal or abnormal use of this manual and the information contained herein, even if advised of the possibility of such loss, damage, cost or expense.

While every effort has been made to ensure that the information contained in this manual is accurate, up-to-date and reliable, EVS cannot be held liable for inaccuracies or errors that may appear in this publication. The information in this manual is furnished for informational purpose and use only and subject to change without notice.

This manual cancels and replaces any previous versions thereof.

Copyright

Trademarks

All product and brand names are registered trademarks and trademarks of EVS or of their respective owners.

Improvement Requests

Your comments will help us improve the quality of the user documentation. Please send improvement requests, or report any error or inaccuracy on this user manual by e-mail to doc@evs.com.

Regional Contacts

You will find the full list of addresses and phone numbers on the following webpage: http://www.evs.com/contact.

User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: https://www.evs.com/en/download-area.

→ evs.com