

Variant Systems Group



ENVIVO STUDIO

User Manual v2.0



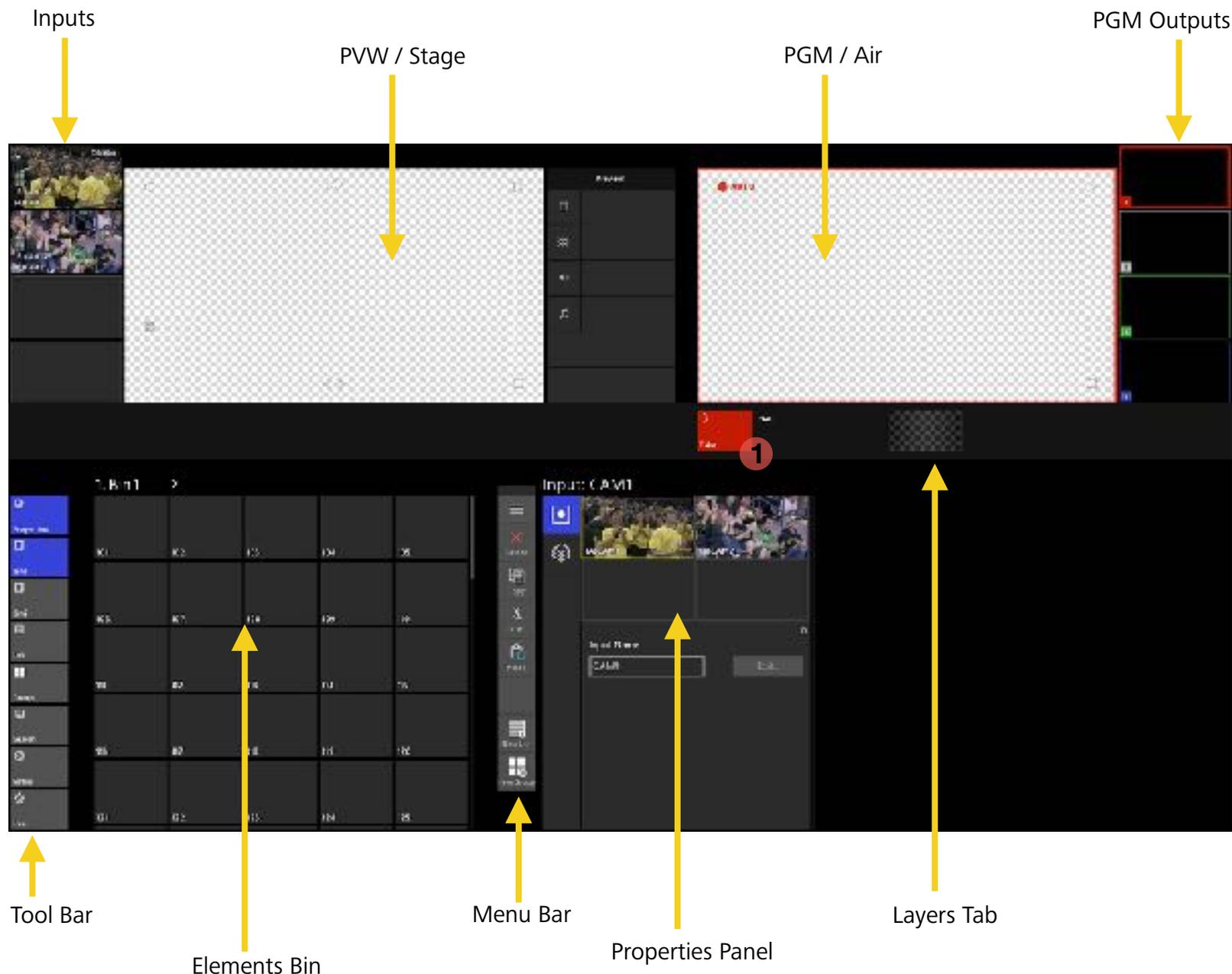
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Envivo Studio User Interface Layout

The main GUI layout allows for multiple Elements (Clip) Bins and Playlists to be viewed at the same time, as well as, some useful tools from the Tool Bar. When more than 4 Inputs or Outputs are used the UI will change in appearance. If zero Inputs are used, the layout shifts to the left and the Outputs increase in size. The minimum number of outputs is 1. The PVW window is designed to let you interact with content prior to taking it to PGM.



Manually Gang multiple Players together by touching more than one at the same time or use Shift and select or CTRL and select with mouse or touch.

To un-gang, select only one player simply select it with mouse or touch.

To "load" an input or element to the PVW Stage, simply touch the item you want.

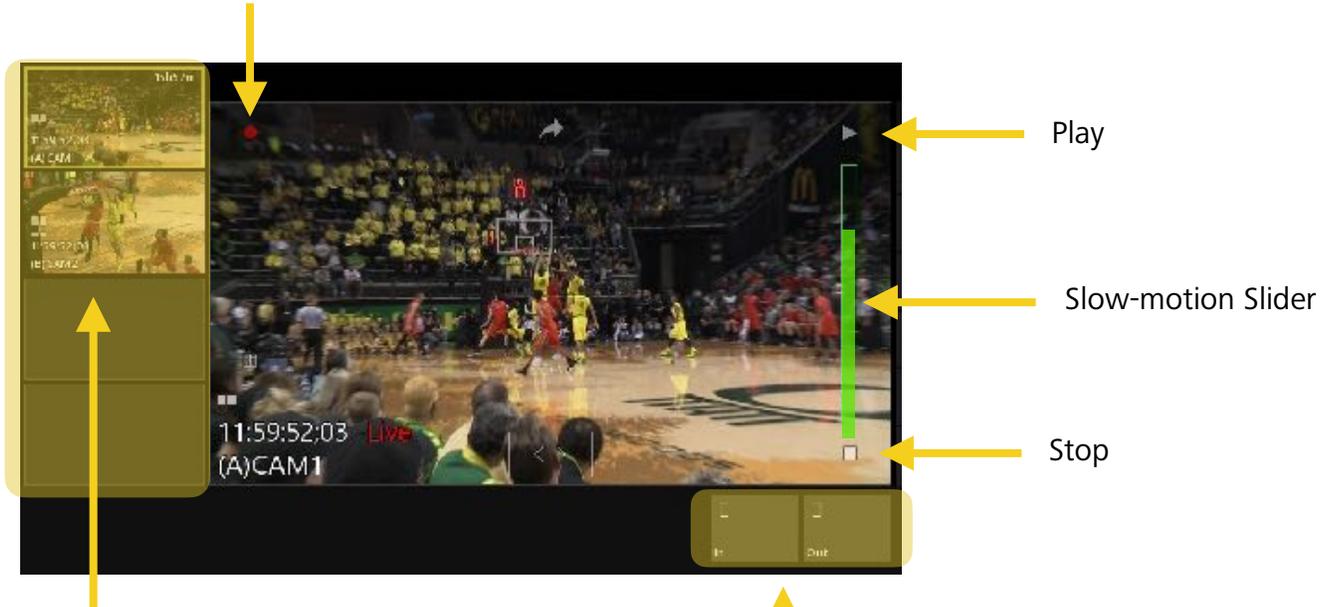
To take the element to PGM Air, select an Output and then click "Take". **1**

Note: The system begins recording inputs immediately at startup.

Working with Live Inputs

The PVW window allows you to work with content before taking it to PGM/Air.

Return to Live (as content is being recorded), if you have paused or stopped a Live input.



Click on any input to use it in the PVW Window.

Use these buttons to create a clip from the Live inputs.



Swipe gesture backwards or forwards for "Jog" control of the content.

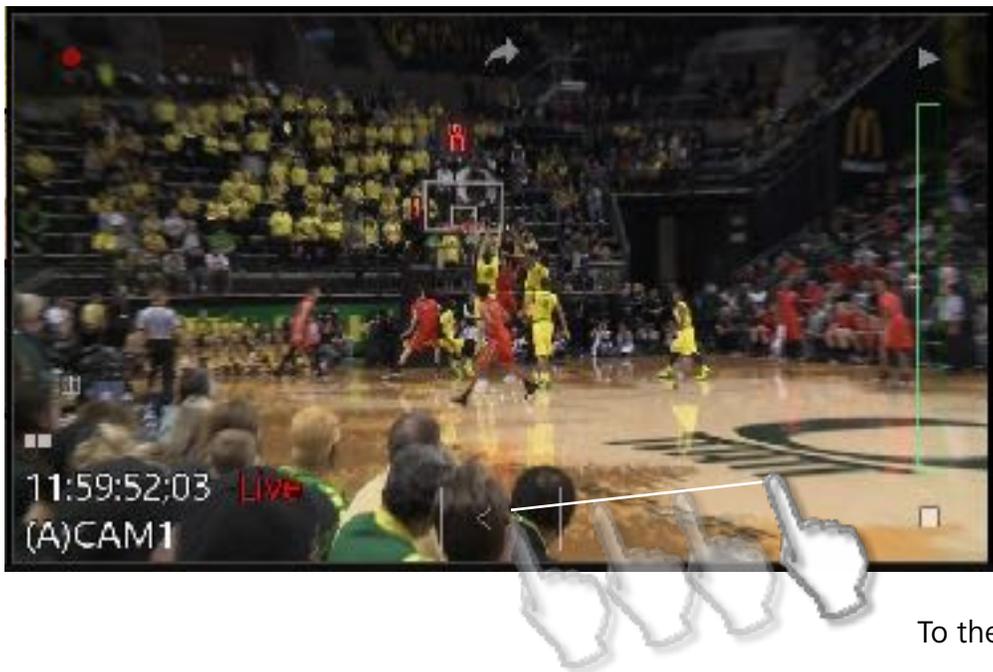
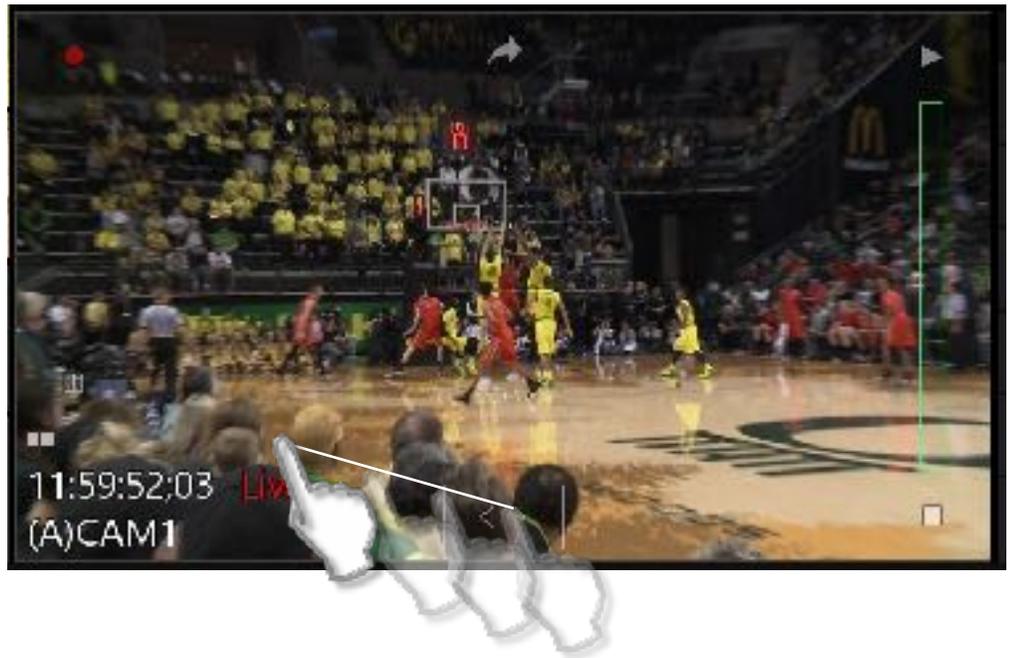
Working with Live Inputs

Shuttle reverse or forward is built into the GUI.

Shuttle control originates from between the two center lines as a Drag and Stretch function.

The longer the stretch, the faster the shuttle.

To the Left is fast rewind.



To the Right is fast forward.

Slow-motion Control

The Slider bar allows for slow-motion control from 0-100% speed.



Indicates speed range

Slide up to increase speed

Slide down to decrease speed

Making a Clip

Find the beginning of the content you want to save as a clip. Press "In"

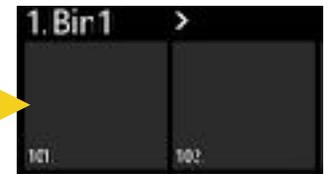
Find the end of the content that you want to save. Press "Out"



Press add clip.



Or click an empty slot where you want it to go.



Naming a Clip

Select the clip that you want to name, and just start typing on the keyboard.



(The notepad can be moved to anywhere on the display.)

A notepad will pop up and the text you are typing will be entered.

Press "Return or Enter" to apply the name to the clip.

Note: A clip name cannot be only 3 or 4 numbers, it must then include a space and character.

3 or 4 numbers only is reserved for the clip address ID.

▼ Cueing a Clip

Click a clip that you want to cue. It will load into the PVW window.



At any time, use the "In" or "Out" buttons to adjust the markers.

↑ **Note:** Drag the "bead" to scrub quickly between the In and Out points.

An **option** to cue content is to type the Numeric Address of the item with a keyboard. In the example below, simply typing 101 and then ENTER results in the clip being cued to the PVW window.



▼ Take To PGM

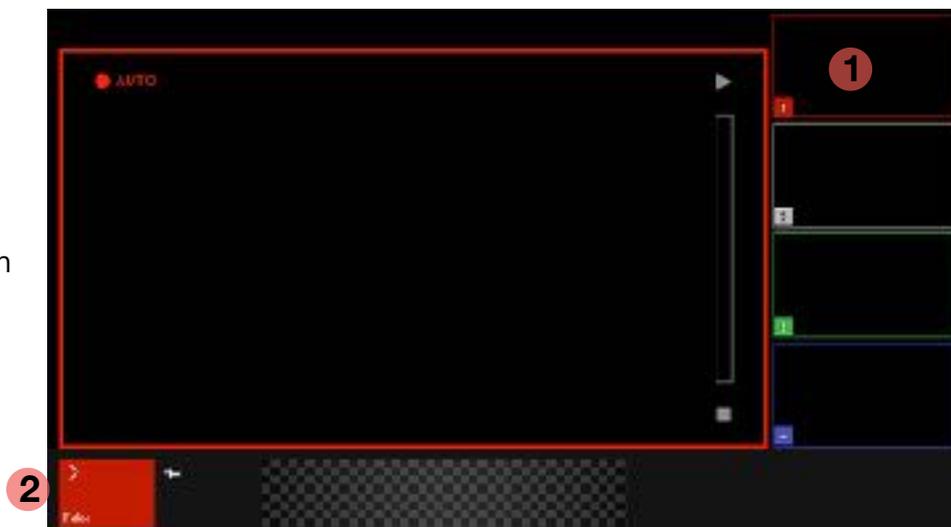
You are ready to take content that was staged in the PVW window and put it on an PGM output.

1 Select a PGM output.

2 Click "Take"

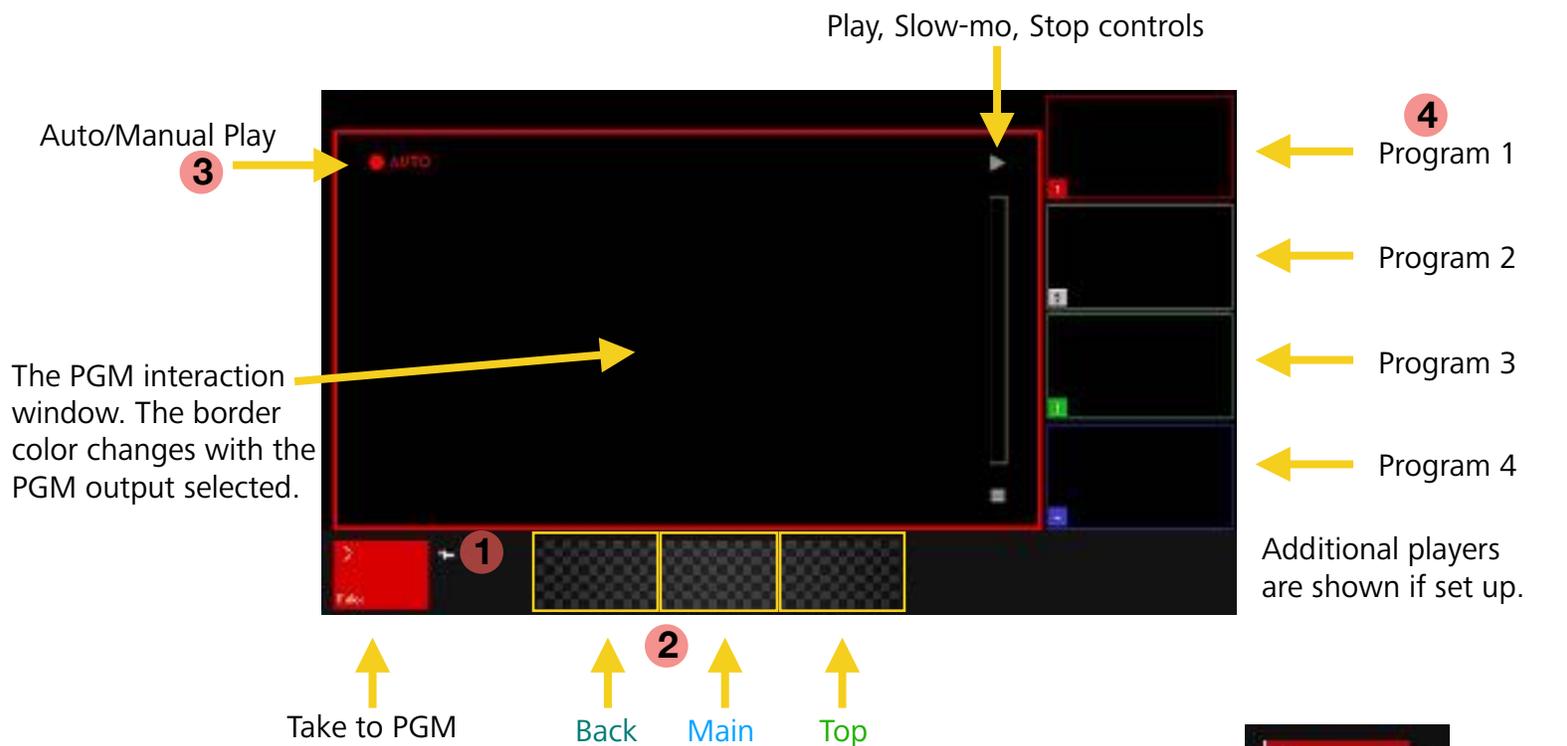
The content on PVW automatically begins playing on the PGM from where it was cued in the PVW window.

See "Working with PGM"

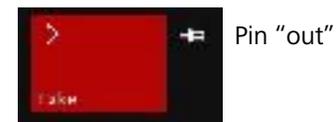


Working with PGM

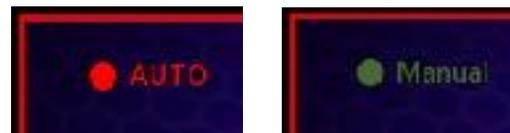
The PGM (Program) UI offers a main window of control and selection of channels or layers.



- 1 "Pin" to hold down the Take button.
When the Pin is "in" the take button, everything selected in Bins or live inputs is instantly put on the selected PGM channel. This skips the workflow step of putting content first on the PVW (Preview/stage) channel first. Click the Pin again to "unpin" the Take button.



- 2 The three layers of a PGM channel.
If the channel is configured for PGM output and not Key output you may have up to 3 layers per PGM output.
Back - where Live inputs default to,
Main - first key layer and where clip content defaults to,
Top - upper-most key layer.



- 3 Auto/Manual Play toggle selection.
In Auto, the content plays as soon as the Take button is used.
In Manual, the content will load to the PGM channel, but will not play until the Play button is used on the GUI, the hardware control panel, or a VDCP/Dashboard command is received.
- 4 PGM (Program) outputs (sometimes called "AIR" or "Player") can be selected individually, by clicking one at a time, as group with the Shift key on a keyboard, multiple fingers, or with the CTRL key on the a keyboard.

Adjusting In and Out Points for a Clip

Cue the clip. Shuttle or Jog to where you want to update the In or Out point.



Simply use the “Mark In” or “Mark Out” button to set a new point.



↑ **Option:** Drag the “bead” to scrub quickly between the In and Out points.

Adjusting In and Out Points During Live Recording

During a Live Recording, at any time you may update the In and Out points by clicking them.



Double tap the In or Out THUMBNAIL to jump to that point in time.

If you update the In-point to a timecode AFTER the Out-point, the Out-point will be deleted and a new In-point and Thumbnail are created.

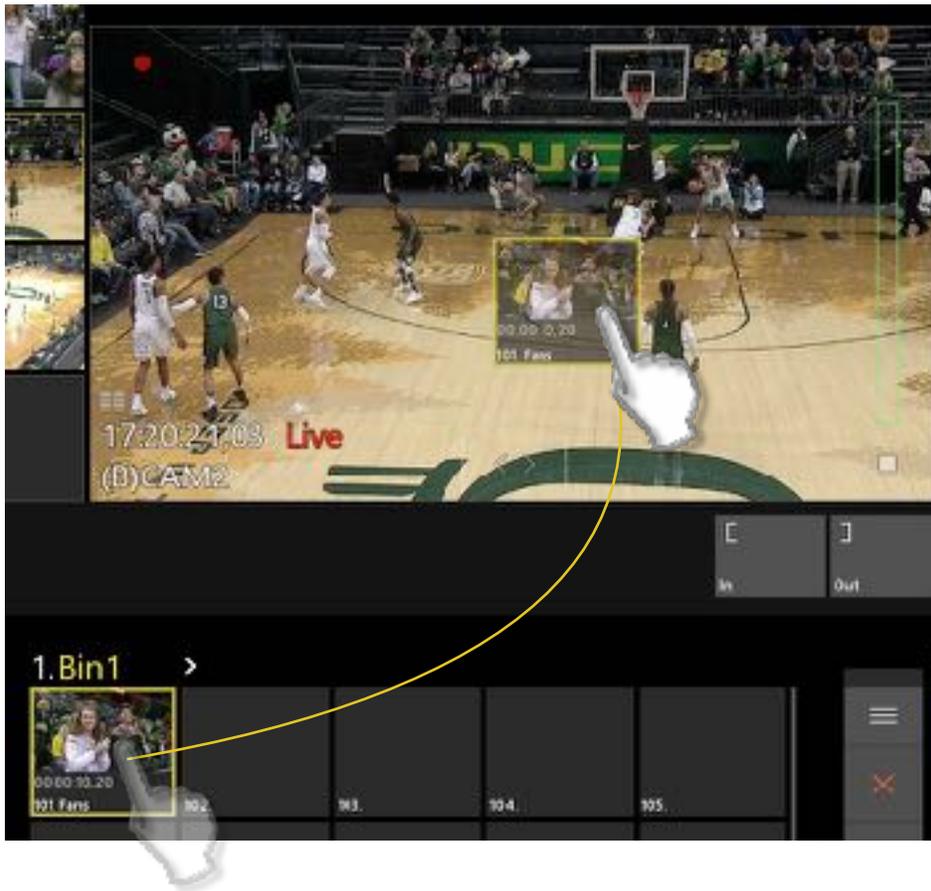
Only after touching “Add Clip” or an empty Slot in an Asset Bin, will a clip be created.

It is possible to create a clip by only using an In-point or an Out-point, and the system will use the (User Setup) Default duration to create the clip’s needed In or Out point.

Guardbands in the User Setup may be used to establish a “maximum In” and “maximum Out” that will be also be preserved when the clip is created. Guardbands are limited to 30 seconds.

Return Clip's Original Recording

Sometimes, after an operator has created a clip, they may want to return to WHEN the clip was created at that exact time. A clip may be used to reach the point in time from when it was created.



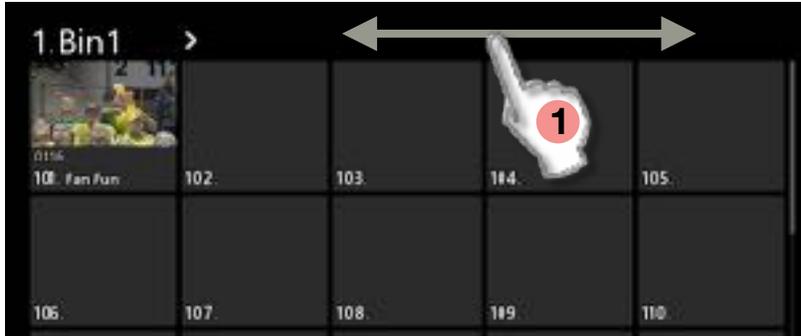
Drag the clip from the Asset Bin and drop it onto a Player. The system will use the Clip's In-point as a point of reference on the Record Train and snap to that moment in time, and even the Input Angle will match the Angle that was dropped on the Preview window.

Now, new clips can be created from the same time.

Note: If the content has been consumed by the record loop, the system will cue to as close as possible to the original clip's timecode, therefore, the head of the record loop.

Changing Bins

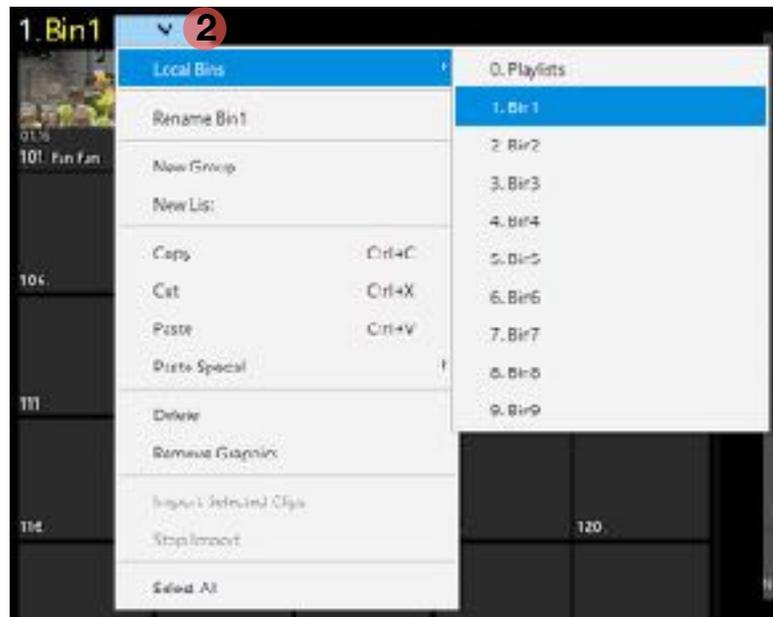
Another way to change from one bin to another is to swipe across the top of the bins.



- 1 Scrolling from right to left or left to right will reveal additional bins.

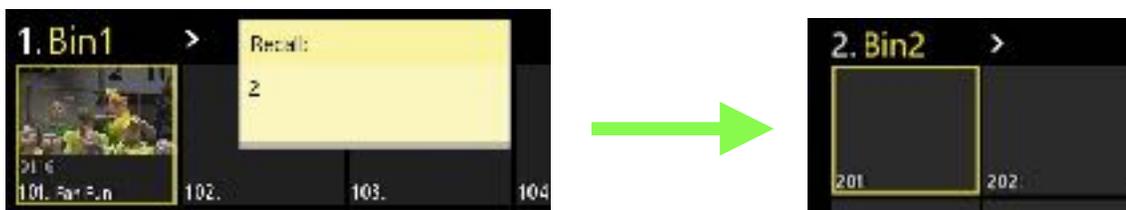
Bin 0 "Playlists" is the farthest left and Bin 9 is the farthest right.

An **option** to change bins is to use the drop down menu, **2** and then select the bin you want to display.



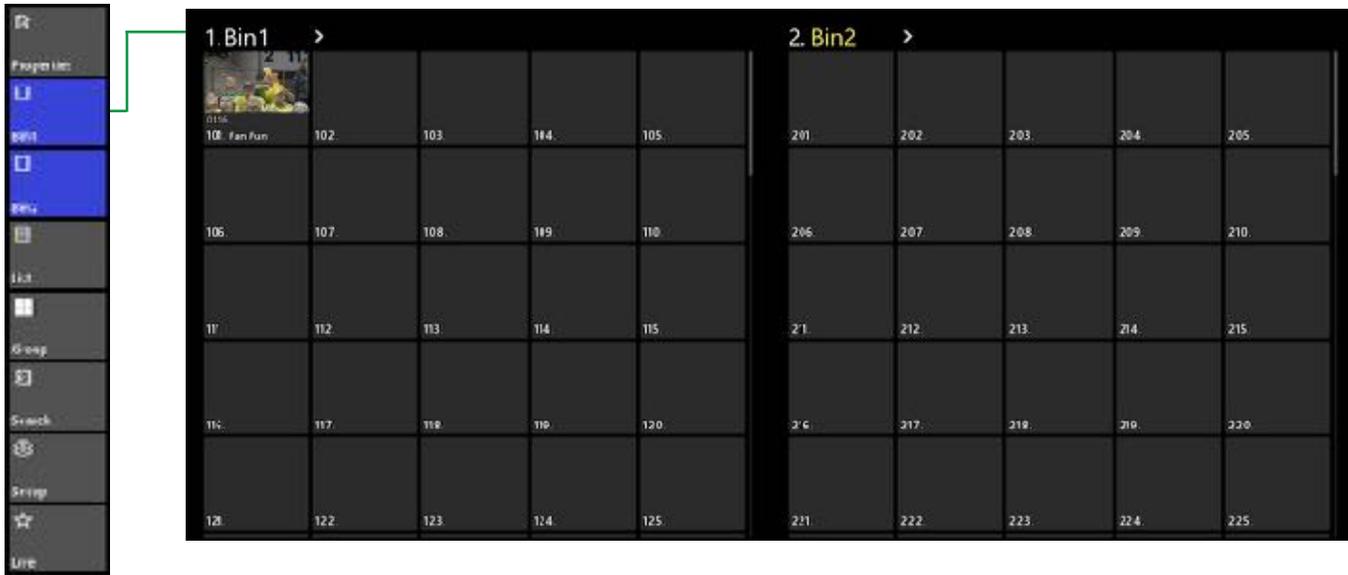
Changing Bins Numeric Recall

Simply typing the number of the Bin you want to display, and ENTER, will take you there.

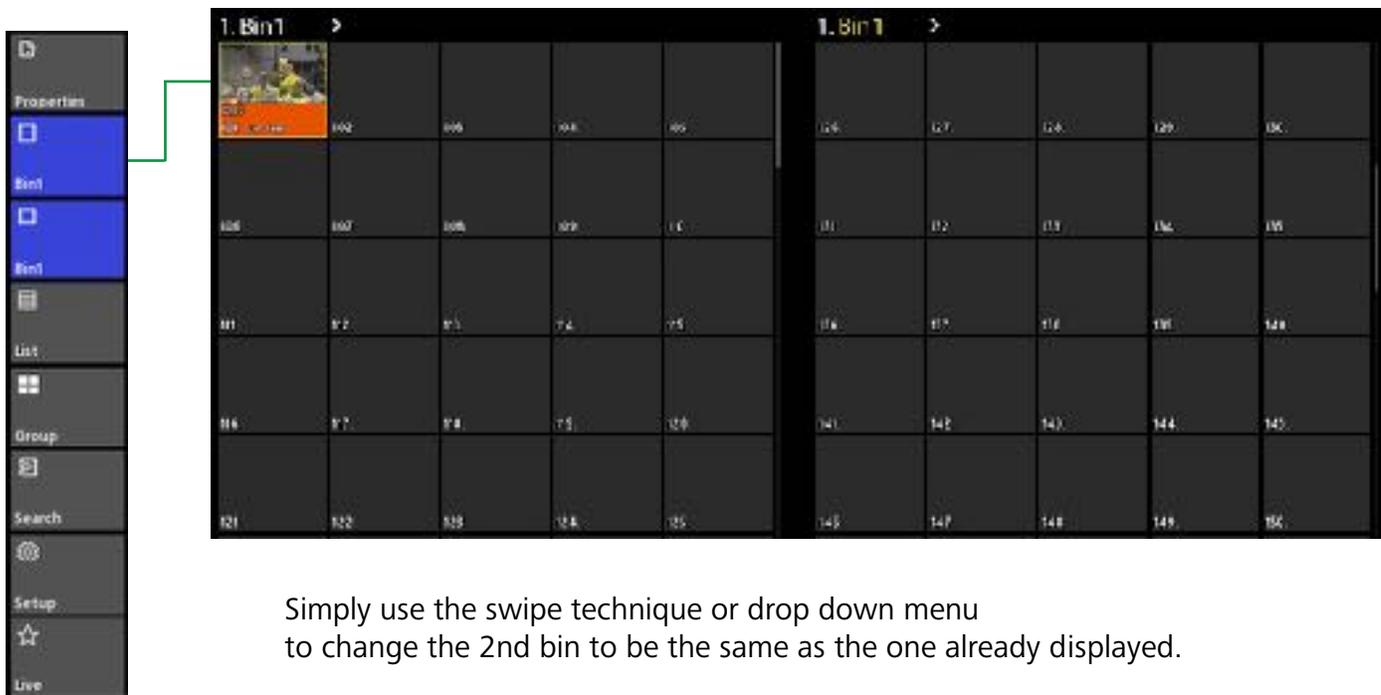


Multiple Bins

Two Bins can be shown at the same time.



The same bin may be displayed twice. This is a great way to show 50 items from the same bin.



Simply use the swipe technique or drop down menu to change the 2nd bin to be the same as the one already displayed.

Menu Bar

The Menu Bar is a set of functions that are always ready and available. Even though the Menu Bar cannot be hidden, but it may be moved to anywhere in the GUI.

The 3-line menu offers:

- Minimize (show Windows Desktop)
- Menu Labels (toggle to show Copy, Cut, Paste...)
- Restart
- Exit

These items do exactly what they say.

Creates a new list in a Bin (see "Working with Lists")

Creates a new Group in a Bin (see "Working with Groups")

Menu Bar - Bin Items

Items in the bins are not limited to only Clips and Still images, they can also be Playlists, Groups, and complex Keys.



- 1 Select an empty slot and then select "New List" 2
- or "New Group" 3 from the Menu Bar.



The result is a slot that is ready for content.

For more details, please see "Working with Lists" and "Working with Groups" in this document.



Moving Clips Between Bins

Select a clip and drag it from one bin to another. This action is the same as Cut/Paste.



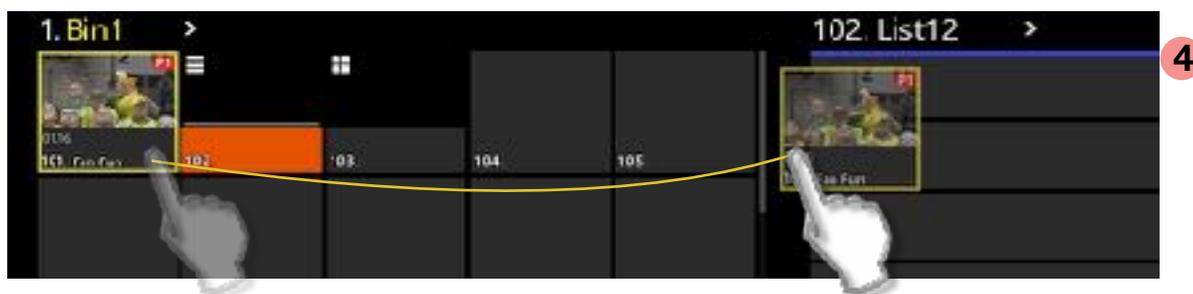
Multiple clips may be moved at the same time by selecting one to begin with, holding the "Shift" key and selecting the last clip in the group to be moved. Click and drag the FIRST clip in the Group to the new location, even if it is in the same bin. Holding the "Control" key while making the selection will keep those clips in the order they were selected prior to the Cut/Copy/Paste function.

- 1 Another **option** is to use the Bin Drop Down Menu and utilize Cut/Paste or Copy/Paste functions.
- 2 A second **option** is to use the MENU Bar and select a function.
- 3 A third **option** is to use Ctrl+C, Ctrl+X, and Ctrl+V keyboard commands.



Drag Items to Playlists

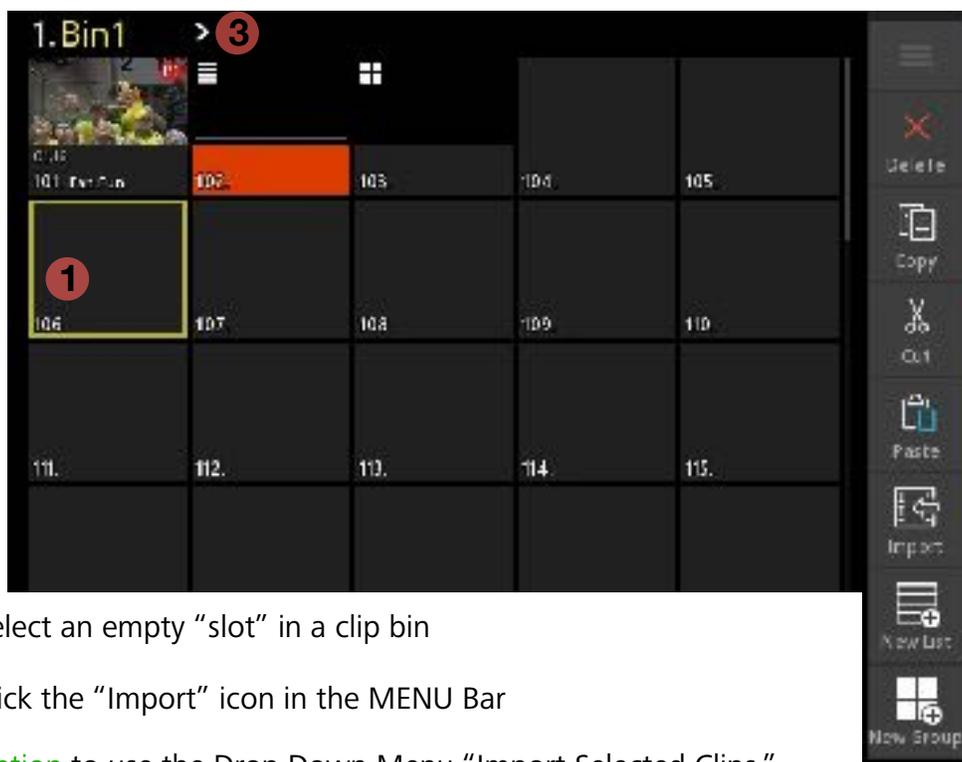
A clip or group of clips may be dragged directly onto a Playlist. The clip(s) will be added to the end of the playlist.



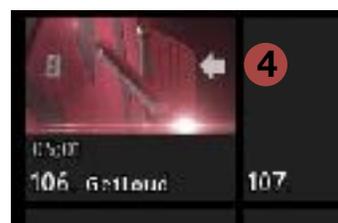
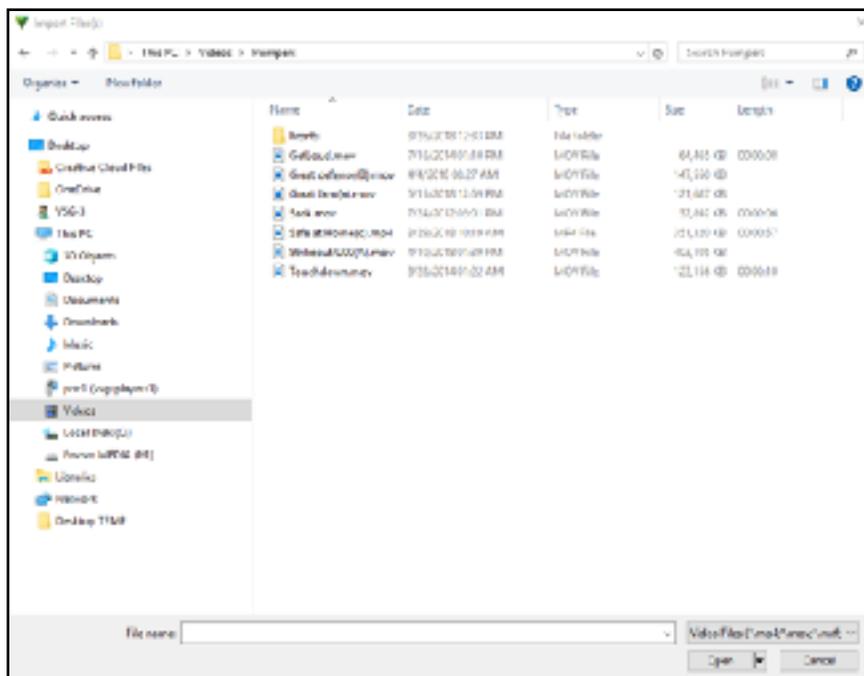
- 4 The Blue line will show where in the list items are to be dropped.

Importing an Item

Importing content as a clip is a very simple process. Nearly any type of video format can be imported for play back. Multiple clips may be selected for import at the same time.



- 1 Select an empty "slot" in a clip bin
- 2 Click the "Import" icon in the MENU Bar
- 3 Option to use the Drop Down Menu "Import Selected Clips."



- 4 As the import begins, a thumbnail is created and a white arrow shows import in progress.

Windows Explore opens.

Select the Items for import and click "Open".

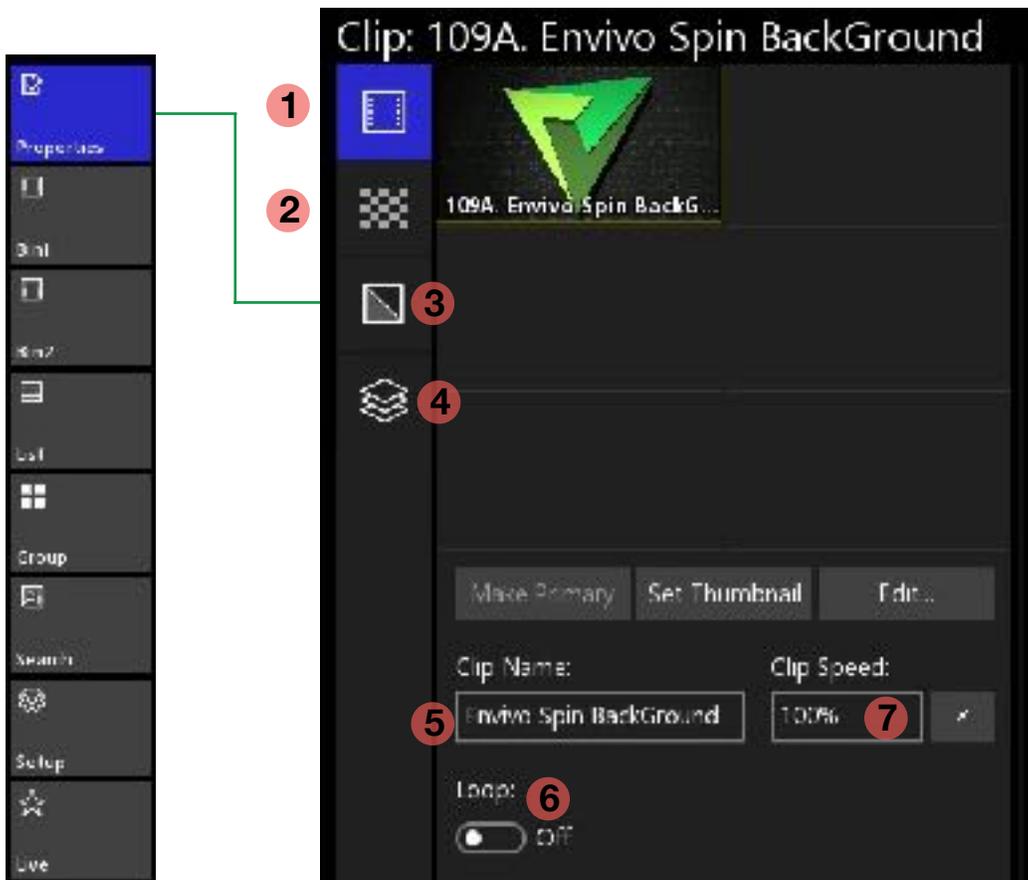
Supported files to import are video clips and stills (.png, .jpg, .tiff, and .bmp) in this version.

Note: 4k clips are not supported, and will not import unless using a 4k/UHD system.

Once import is complete, the arrow will disappear.

Properties of an Item

Use the Too Bar “Properties” to modify some parameters of an item.



The Properties Tool will change based on what has been selected.

You may also select from the various Pages of the property items such as

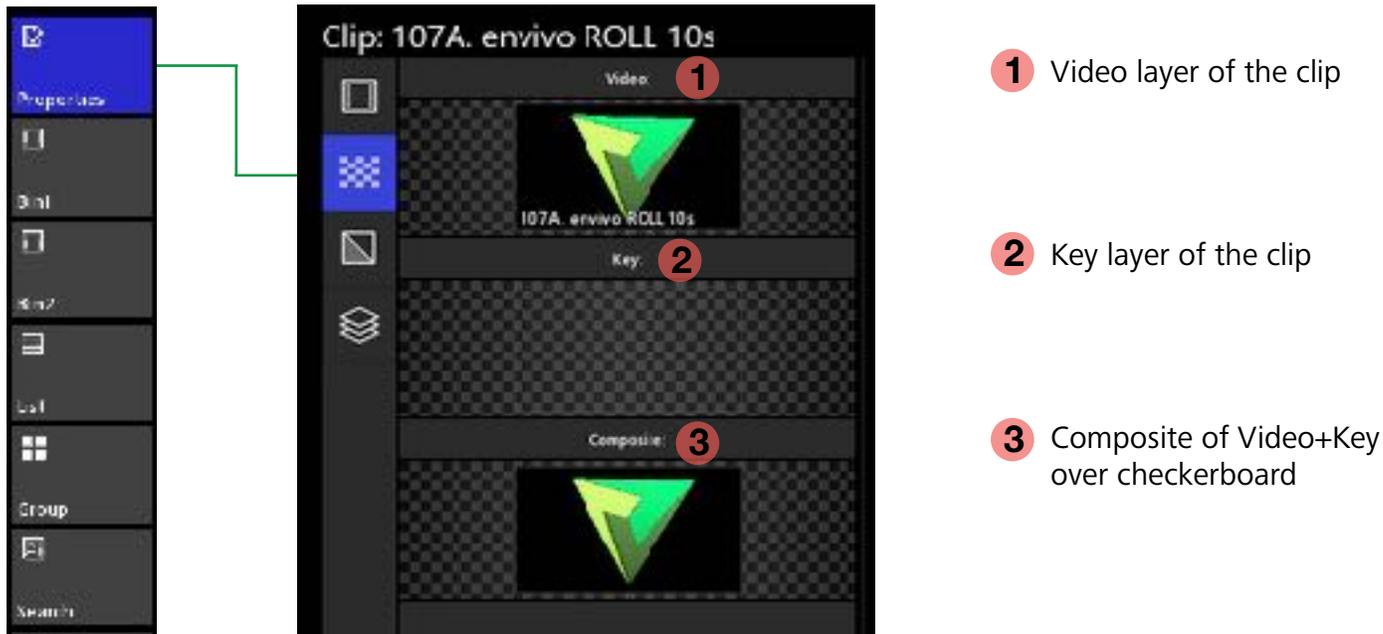
- 1 Video Page
- 2 Transparencies Page (see “Working with Transparencies”)
- 3 Mix Page (see “Working with Mix”)
- 4 Layers Page (see “Working with Layers”)

Properties of a clip on the Video Page, 1 offer functions such as

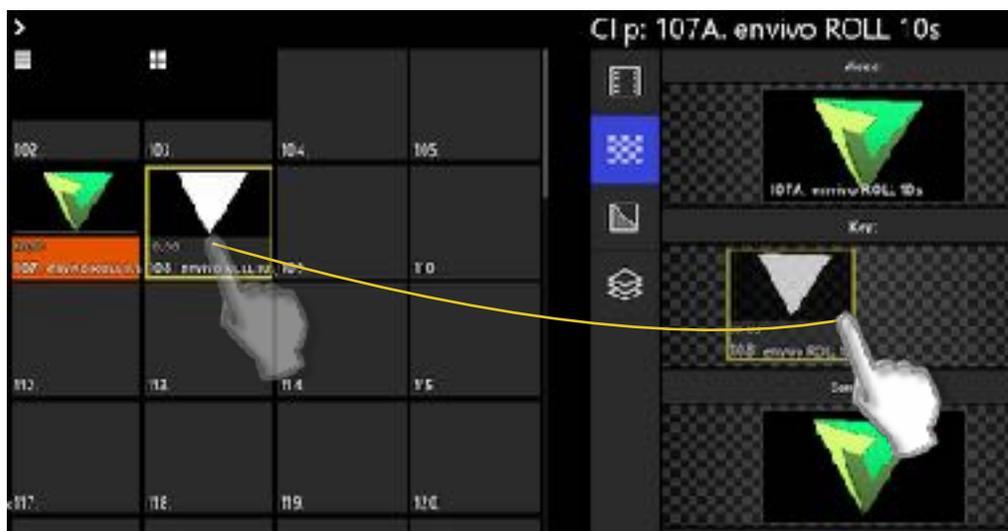
- 5 naming a clip
- 6 enabling the loop of a clip and
- 7 setting the speed of a clip before it gets cued or placed in a playlist.

Working with Transparencies

When Video+Key content is imported as two different files and are intended to be used together, they can be “merged” in Studio to act as one file with transparency.



In this example, two files were imported. A video file and a video-key file.



Drag (don't click) the Key element into the Key layer.



Notice that once the Key is added, the checkerboard shows through in the composite.



Working with Mix

You may establish some presets of how the item behaves when it begins and finishes playing on PGM.

Clip: 107A. envivo ROLL 10s

Start Mix: None **1**

End Mix: Dissolve **2** 00:00:00:08 **5**

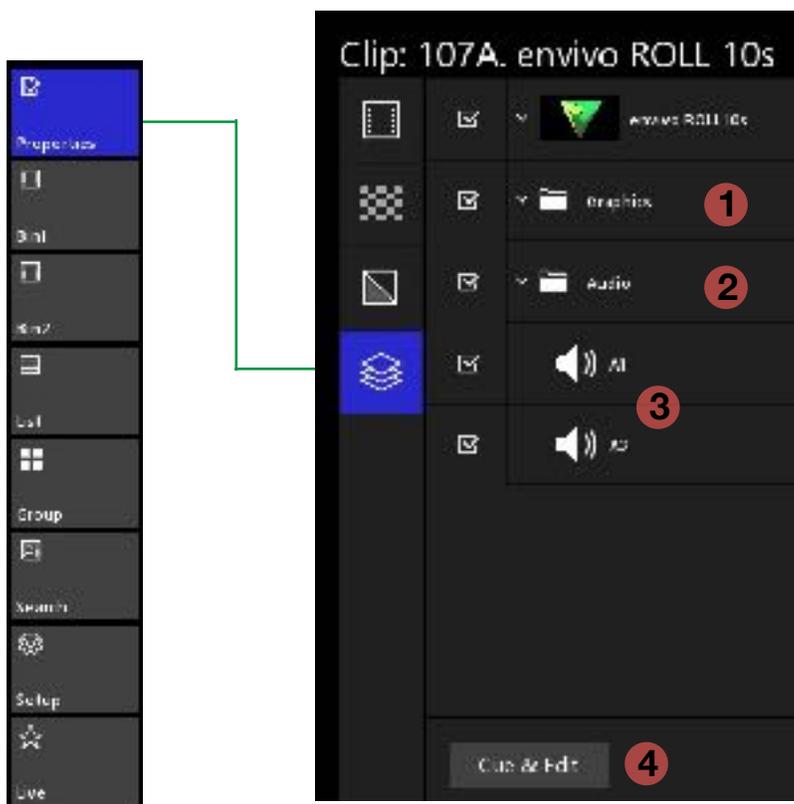
End Mode: Freeze **3**

Loop: off **4**

- 1** Choose between None, Cut, and Dissolve as the element begins to play.
- 2** Choose between None, Cut, and Dissolve when the element ends play.
- 3** Choose either Freeze or Eject when the element reaches the end of play.
- 4** Choose Loop "On" or "Off". This may affect "Start Mix" and "End Mix"
- 5** Copy this action to the clip board and use it with other elements.

Working with Layers

You will find this function available for clips in bins, clips in playlists, and live inputs.

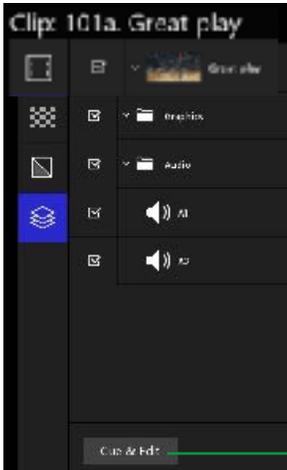


This panel allows you to apply some functions like watermarks (Branding) and muting audio channels. This area will continue to develop with software updates.

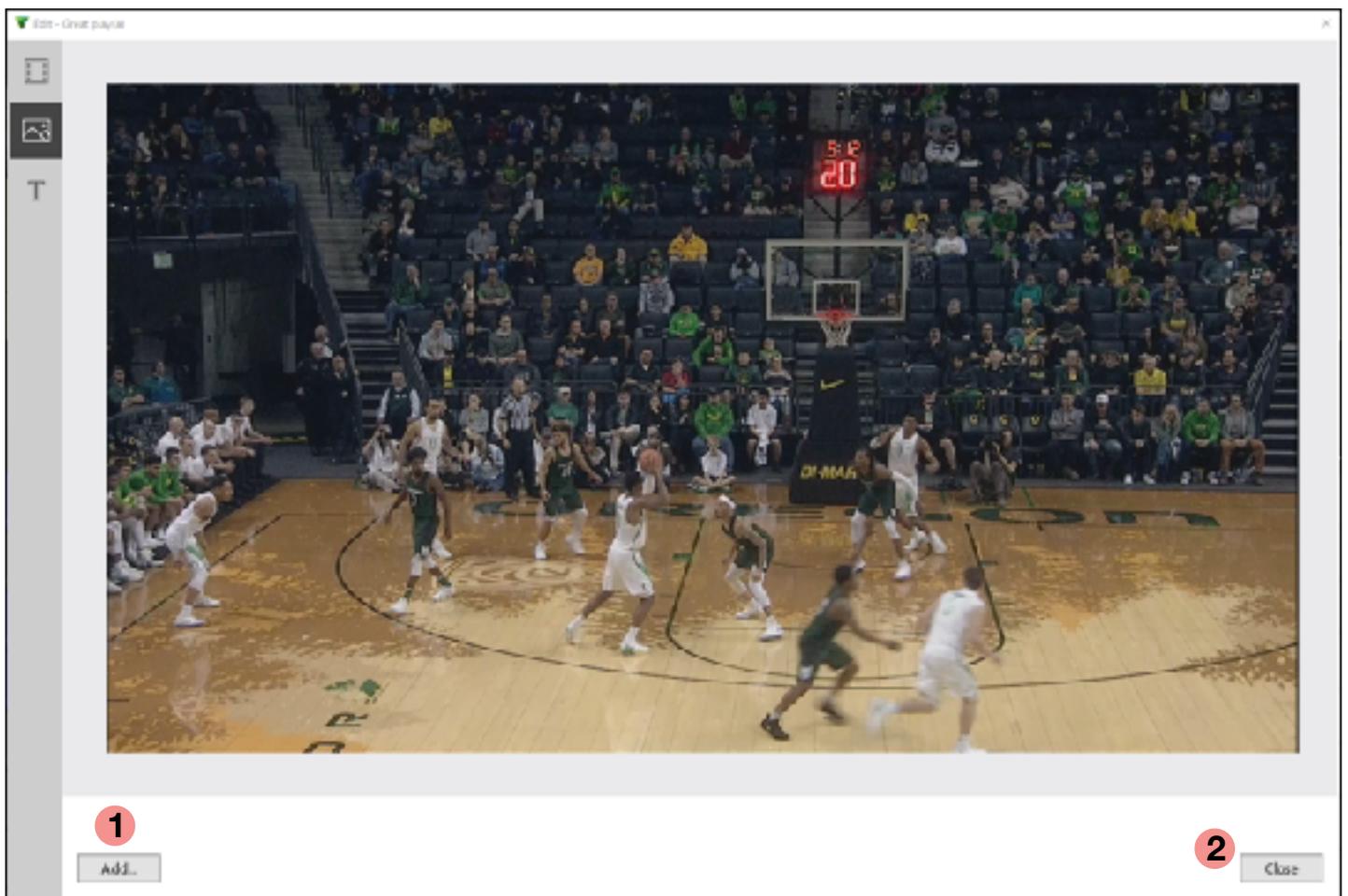
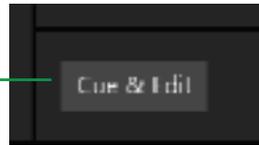
- 1 If Graphic Overlays have been applied they are shown here and may be disabled, enabled with the checkbox, copied, pasted, or deleted from this panel.
- 2 Audio may be fully disabled by unchecking the box.
- 3 Independent audio track may be muted by unchecking the box.
- 4 Launches the Graphic Layer Edit Tool. (see "Graphic Layer Edit Tool")

Graphic Layer Edit Tool

You will find this function available for clips in bins, clips in playlists, and live inputs.



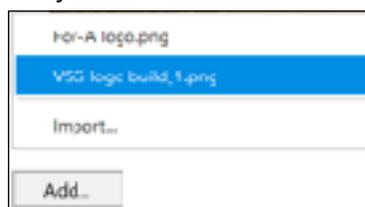
Select the "Cue & Edit" button, this will cue the select clip's In point.



- 1** Gains access to graphic layers on the system, even if they need to be imported.

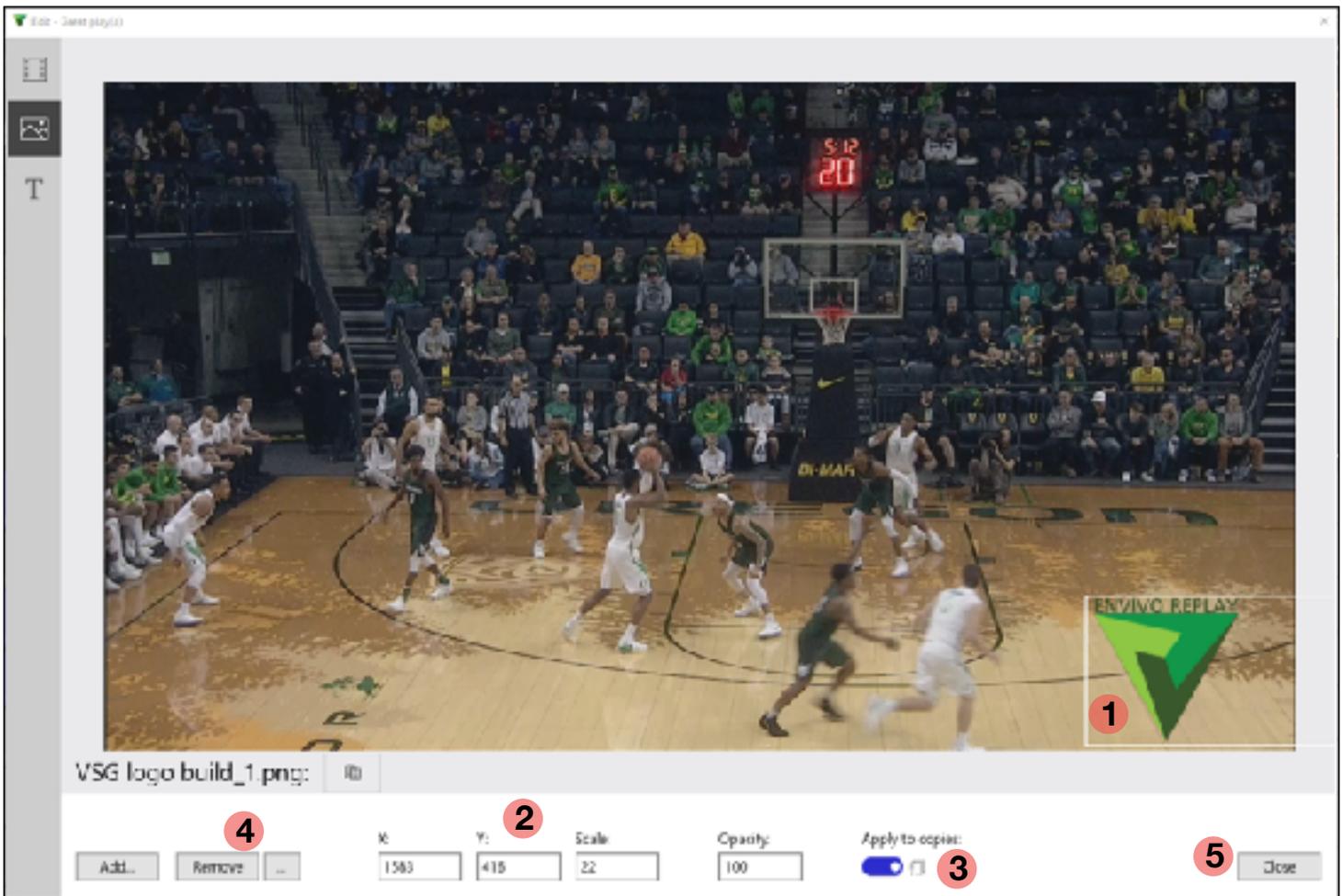
When selecting "Import..." Windows navigation opens to locate .jpg, .bmp, or .png files.

Imported files will be added to the Graphics Folder on the Media Drive. Once imported, they will show on the "Add..." list.

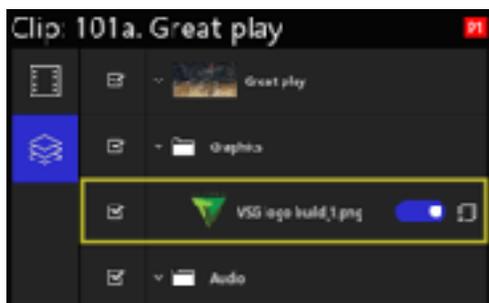


- 2** Closes the window.

Graphic Layer Edit Tool (cont.)



- 1 With two fingers, pinch to squeeze or expand the graphic. Use one finger to position it.
- 2 Manually enter information as an option to guarantee an exact style.
- 3 Enable (blue) that if copies are made or the clip is added to a playlist, the graphic will persist.
- 4 Remove the selected graphic layer. The "..." allows complete removal of the graphic from all instances on the system, including removal from the Graphics folder on the Media Drive.
- 5 Close the window to apply changes and continue.



Option: Select the Graphic Layer and use Keyboard commands to Copy (Ctrl+C) and Paste (Ctrl+V) the graphic to other clips in bins or clips in playlists.

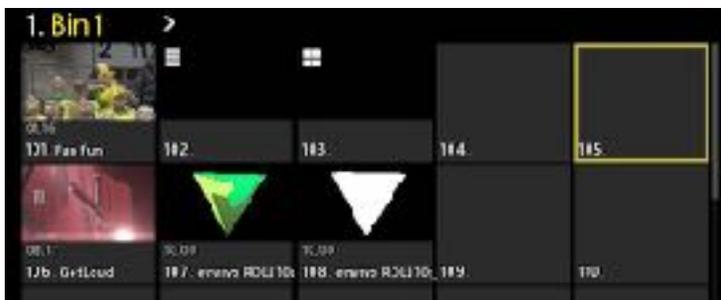
Delete →
Copy →
Cut →
Paste →



Another option is to use the MENU Bar and use the buttons to Copy/Paste or delete.

Working with Lists

There are two places where Lists may be created. A List may be created in any Bin or in the Playlist Bin.



The list is created with an icon of 3 lines in the upper left corner. You may name the list before adding content.



Either select an empty Slot in a Bin or click "New List" in the Menu Bar.

1 The "List" button in the Tool Bar may be used to Hide/Show the list.

1

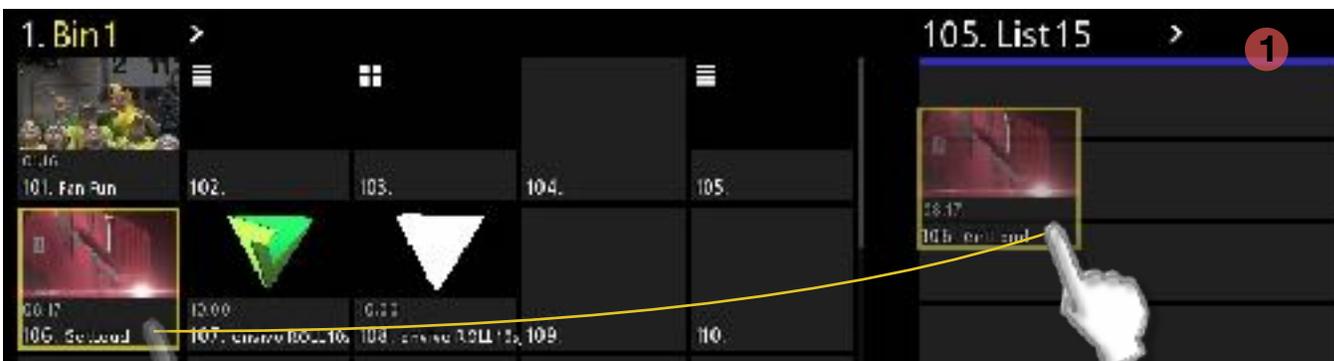
Option: Select an empty slot in the Playlists Bin (Bin 0)



There are a total of 99 playlists in the Playlists Bin for you to use. These lists may also be created and edited in Envivo Replay and then used in Envivo Studio.

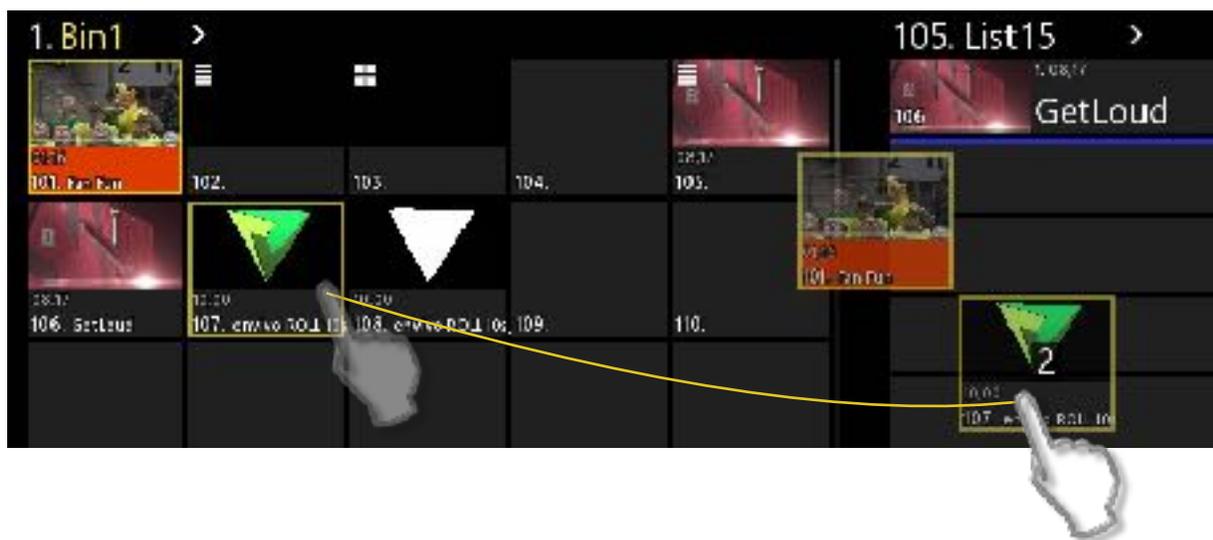
Building Playlists

Select content and drag it from the bin to a Playlist. Content in a list is called an "Event."



1 The blue line will tell you where in the list it will drop.

Hold down the "Control" key on the keyboard to make specific selections and move them as a group into the playlist.



Option: Drag content from a Bin onto a Playlist Slot in the Playlists Bin.



Changing the Order of Clips in a Playlist

At any time, you may drag an Event (clip) and change the order it will play in the playlist. Begin by selecting the clip and moving it slightly left or right.



Again, the blue line in the playlist shows you where the clip will be moved to.

Cuing a Playlist

Click the first Event in the Playlist or click the List in the Bin. **1**
This will load the playlist in to the PVW window or PGM, if the Pin is in "Take."



- 2** Playlist status
- 3** Playlist count UP timer
- 4** Playlist count DOWN timer
- 5** Playlist element counter
- 6** Element count DOWN timer

Option: A third option to cue a Playlist is to type the numeric address of the Element. In this example, typing **105 Enter** will cue the list.

Manually Advancing a Playlist

While a playlist is playing you may manually advance the playlist to the next clip event by clicking the RED **1** "Take" button under the PGM window.

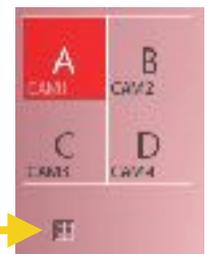


The "Take" button is very powerful and allows you to jump to anything that is selected. It can be any clip in a playlist, a clip in a Clip Bin, or even another playlist.

Properties of an Event in a Playlist



- 2** One way to change the angle of an Event in the playlist is to select a different angle from one of the thumbnails, and then touching **3** "Replace Angle". Another way is to cue the Event in the playlist and use the "Angle Selector" button in the Player window.
- 4** Edit the name of the Event. This does not change the name of a Clip in the Clip Bin.
- 5** Change the speed of a clip by entering a percentage value 1-800%



▼ Add Transitions to Clips in a Playlist

Add a dissolve transition to selected Events (content) in the List. Content in a list is called an Event. Each Event may have a different duration of transition. The transitions are applied to the outgoing frames of the selected Event.

Select the Events that you want to add an “out-going” transition to, this will add it to the end of the Event you have selected.

Select the “Add Transition” button from the Menu Bar.

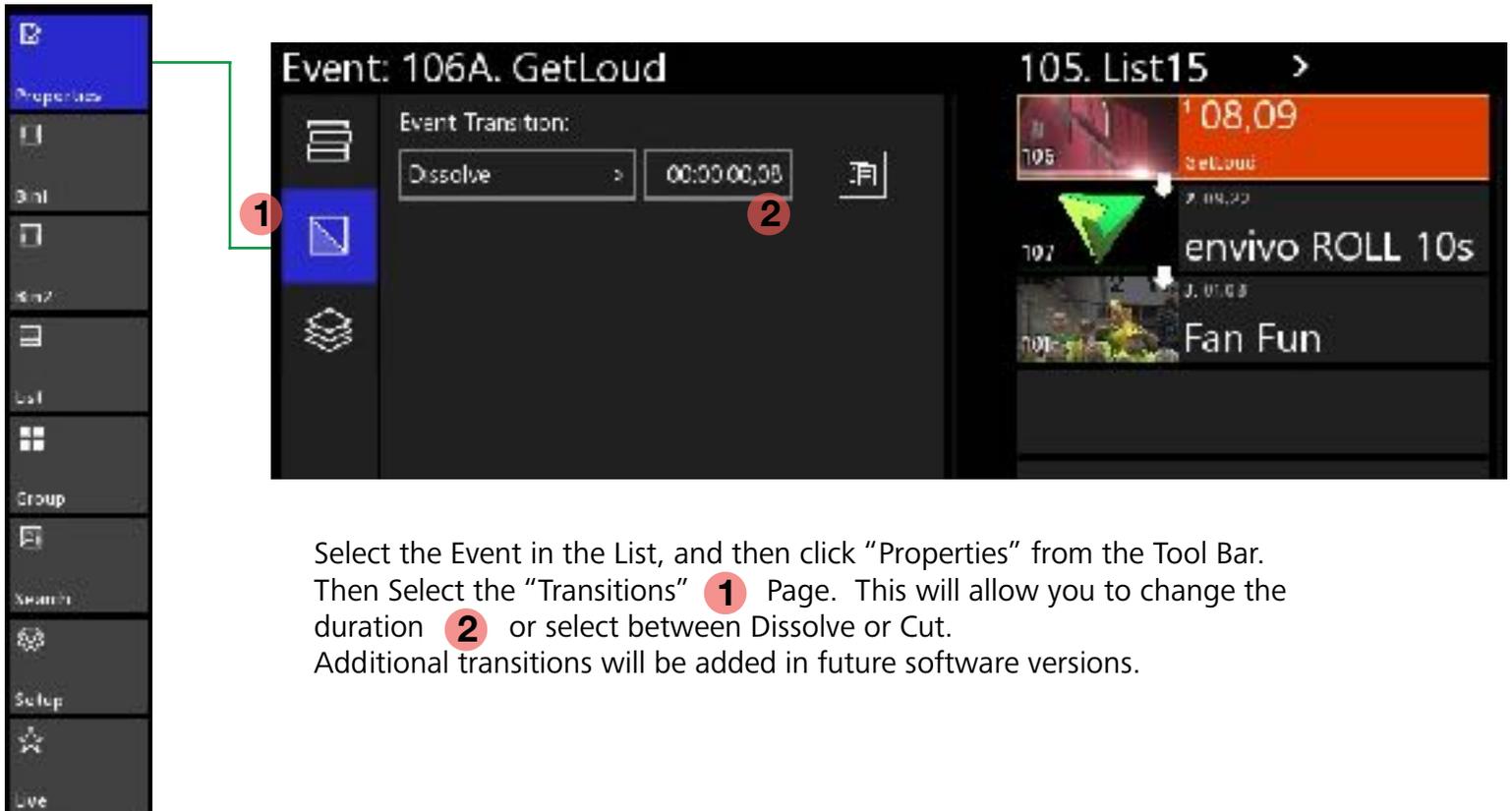
Note: an Event must first be selected for this icon to appear.



A white arrow is added to alert you that a transition has been added.

At any time you may toggle the “Add Transition” button to remove an existing transition.

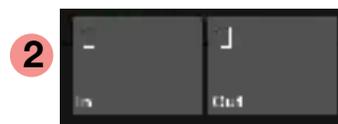
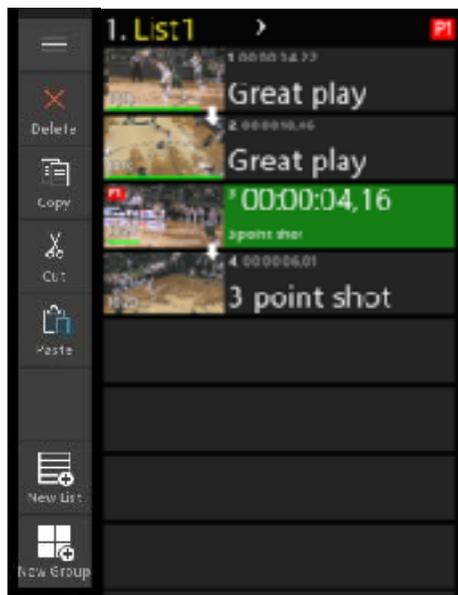
▼ Change the Duration of a Transition



Select the Event in the List, and then click “Properties” from the Tool Bar. Then Select the “Transitions” **1** Page. This will allow you to change the duration **2** or select between Dissolve or Cut. Additional transitions will be added in future software versions.

Editing a Clip in a Playlist

Besides moving clips around in a playlist, it is common to want to change the In and Out points of clips in a playlist. This can be done without ever affecting the original clip in the Clip Bin.

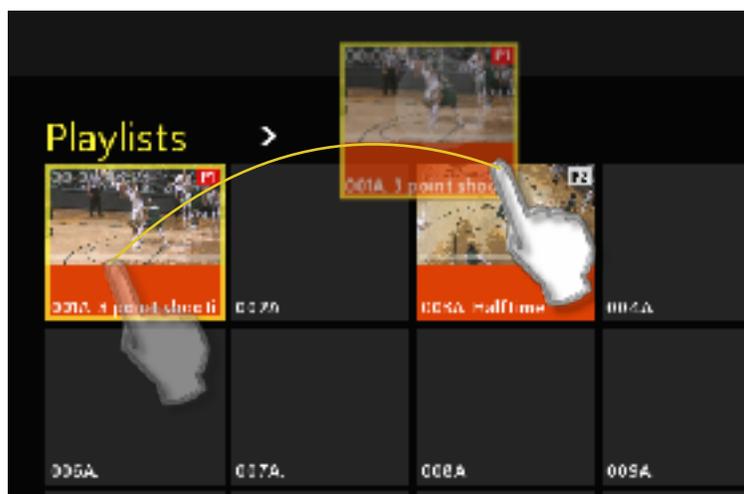


- 1 Cue the Event (clip) in the Playlist to be edited.
- 2 Use the "In" or "Out" buttons to make the clip shorter.
- 3 To make clips longer (by using guardband material) Select the "Trim" button. It will turn blue. You now may scrub into the content prior to the In-point and after the Out-point. Use the "In" or "Out" button to set new points.



Click "Trim" again to exit Trim mode, or by selecting another clip in the playlist will also exit Trim mode.

Combining Playlists



Access the Playlist Bin view.

To move a PL from one "slot" to another, simply drag and drop. This action is the same as Cut/Paste.

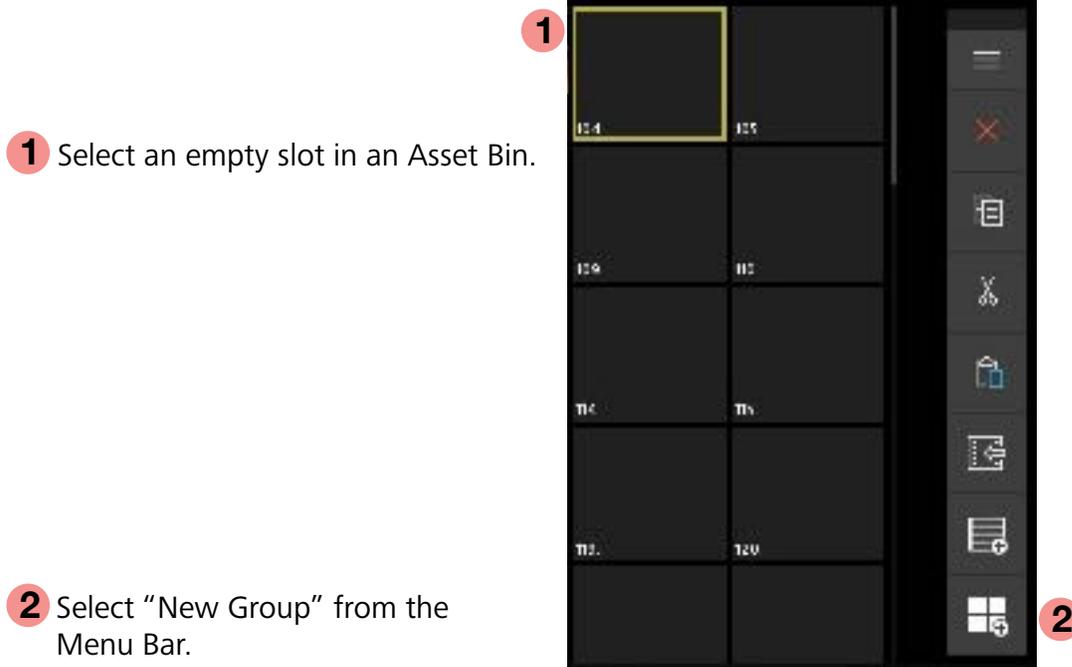
To combine Playlists, select the Playlist you want to copy and "Copy" it. 4
Select the Playlist you want to add to and click Paste. 5



This will combine the playlist by adding the incoming clips to the end of the target playlist.

Groups - Creating a Group

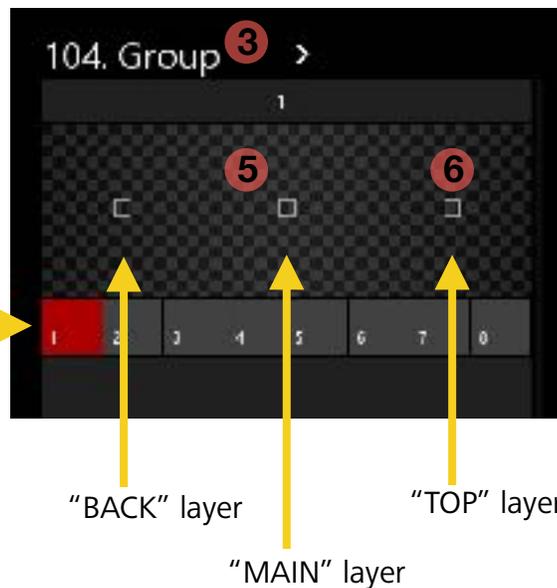
Groups are powerful tools to instantly play the same content on multiple outputs, different content on separate outputs, or a mixture of both, all under a single click.



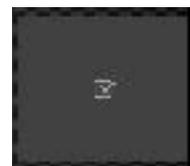
3 A Group Editor window will appear, creating a MASTER Group.

Output Channel Selector **4**

4 Choose the Output channels that will be the target for the content. One element may have multiple Output targets.



6 "Clear Layer" check box. When this box is checked, it will turn gray, and when the group is taken to PGM, anything previously on PGM, on the checked layer, will be removed or Cleared.



Groups - Creating a Group

Drag/drop elements to the layer that is going to host the element. Live inputs typically go to the BACK layer, while keyable graphics land on the MAIN or TOP layers. This is not required, you may move elements to any layer you want.



1 The Blue line shows the layer that will host the content.



2 Drag/drop another element to the empty space below the first group to create a second group within Master Group.



The result when adding elements.

Groups - Example Groups



One Live source targeting 4 outputs.



One source with 1 keyable graphic layer.



Multiple sources targeting multiple outputs.
(see next page for "Recalling a Group")



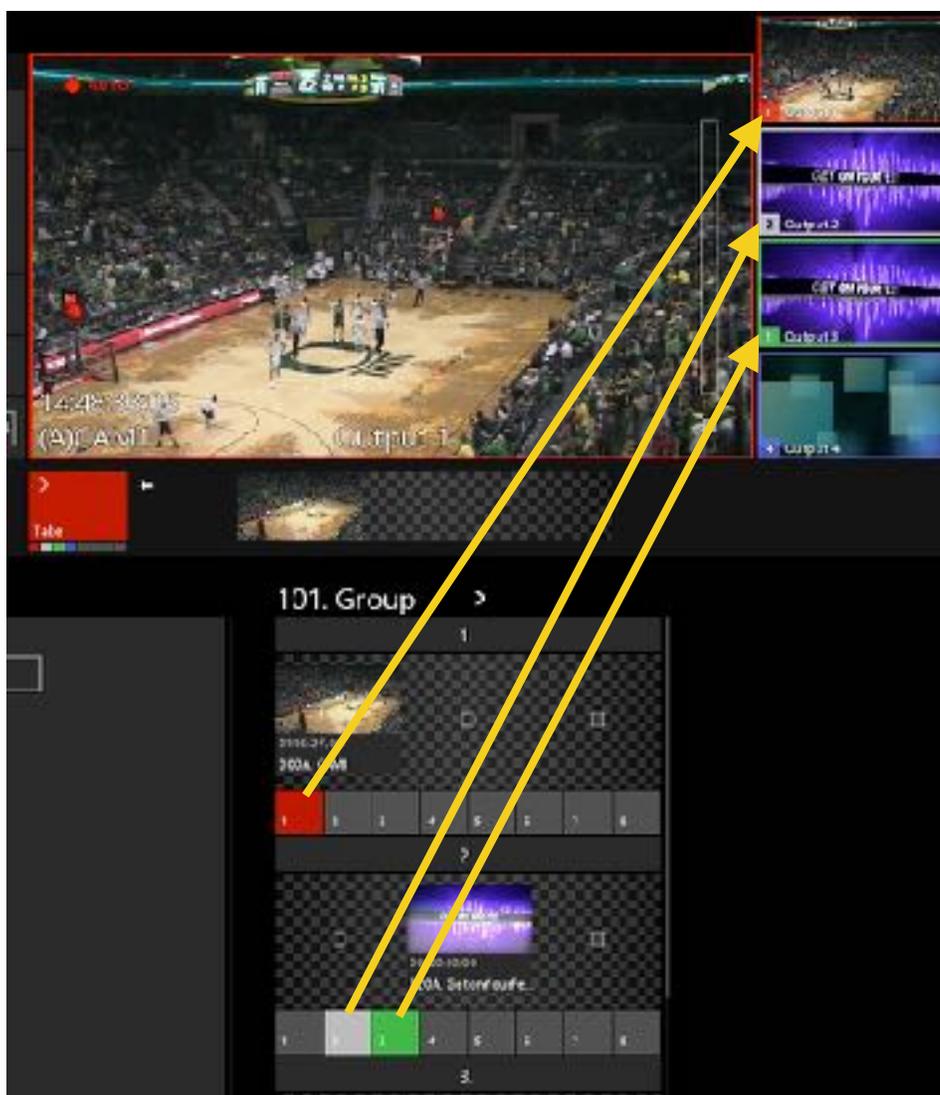
One source with 2 keyable graphic layers.



- 1 "Clearing" a layer may be performed by checking the box in the layer. This will remove any other elements that are possibly in the path of the incoming content and "Clears" the path before going on PGM.

Groups - Recall a Group

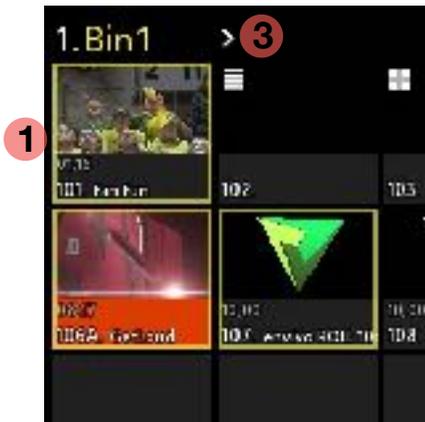
Just like Clips and Lists, Groups may be recalled numerically. Simply type on the keyboard the Slot number. Hitting "Enter" on the keyboard will result in a "TAKE" action. Another option is to click on the slot and hit "Take."



The target color and number in the Group Editor corresponds with the boarder color and number of the AIR channel.

Exporting a Clip

A single clip, or group of clips may be exported to any location that the system has Read/write permission to.



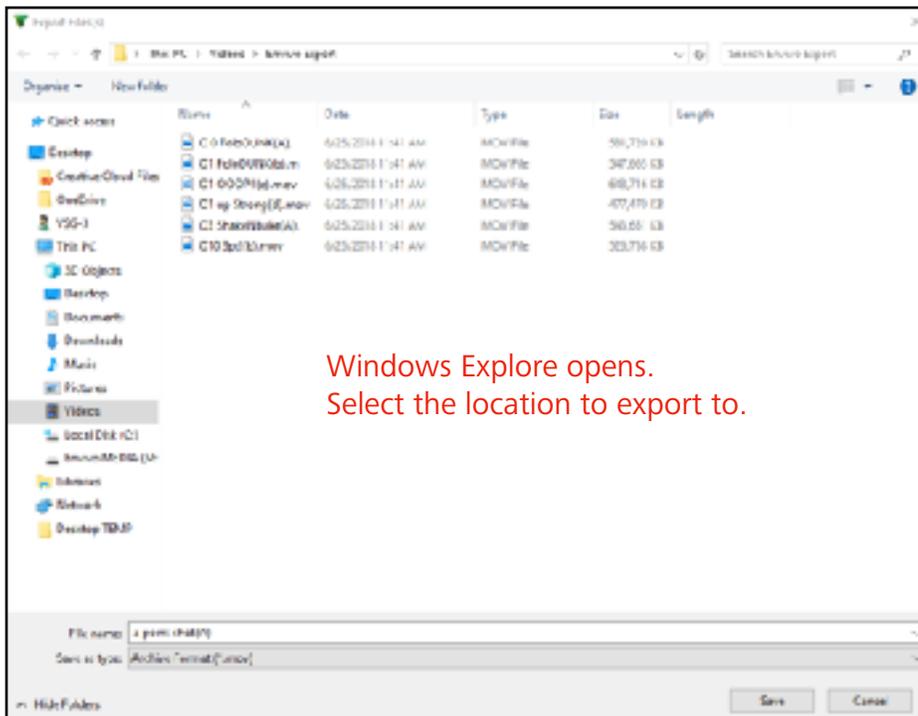
- 1 Select a clip or group of clips in a clip bin
- 2 Click the "Export" icon in the MENU Bar
- 3 The Drop Down Menu provides an Export option

2

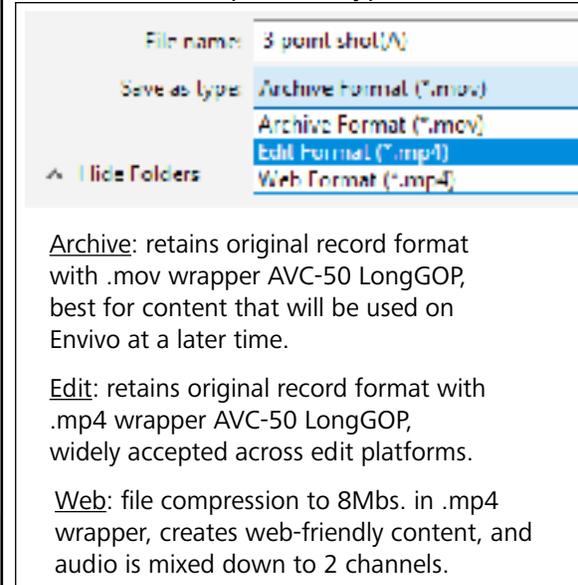


Note:

Groups can only be exported as Archive for later use on an Envivo system.



Choose an export file type:



Click "Save"



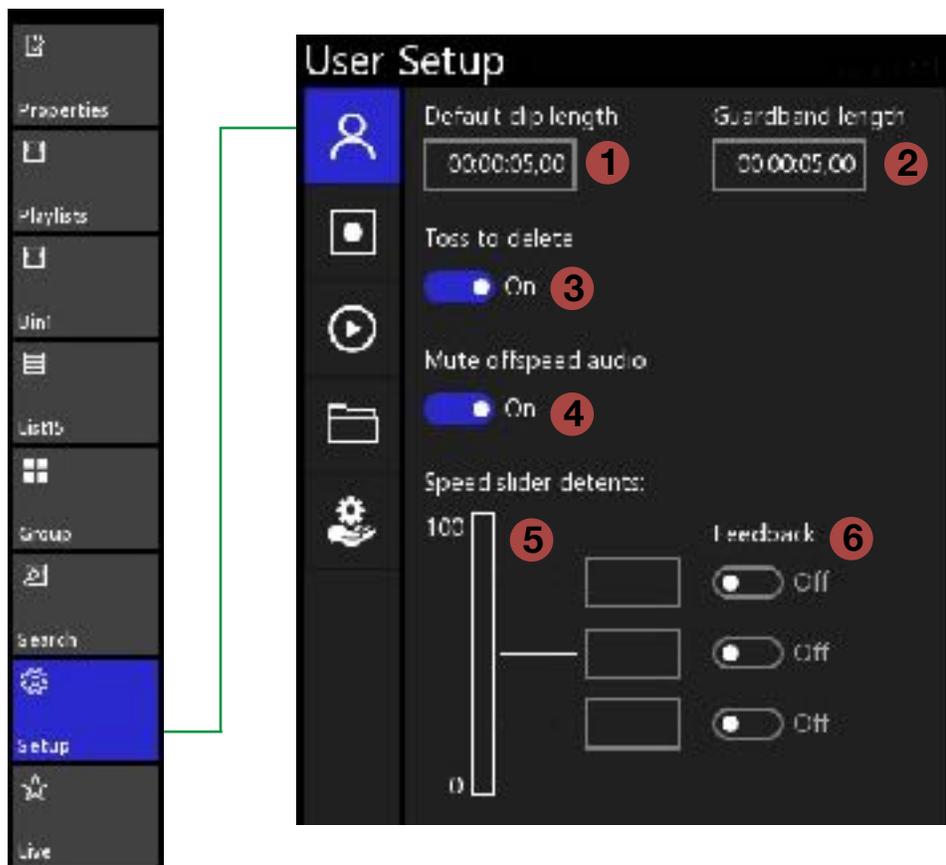
- 4 As the Export begins, a white arrow on the thumbnail shows export in progress.

Once export is complete, the arrow will turn clear.



Setup / User Setup

The User Setup page allows for users to customize some of the operations. Changes are instant and settings will remain the same upon each application restart.

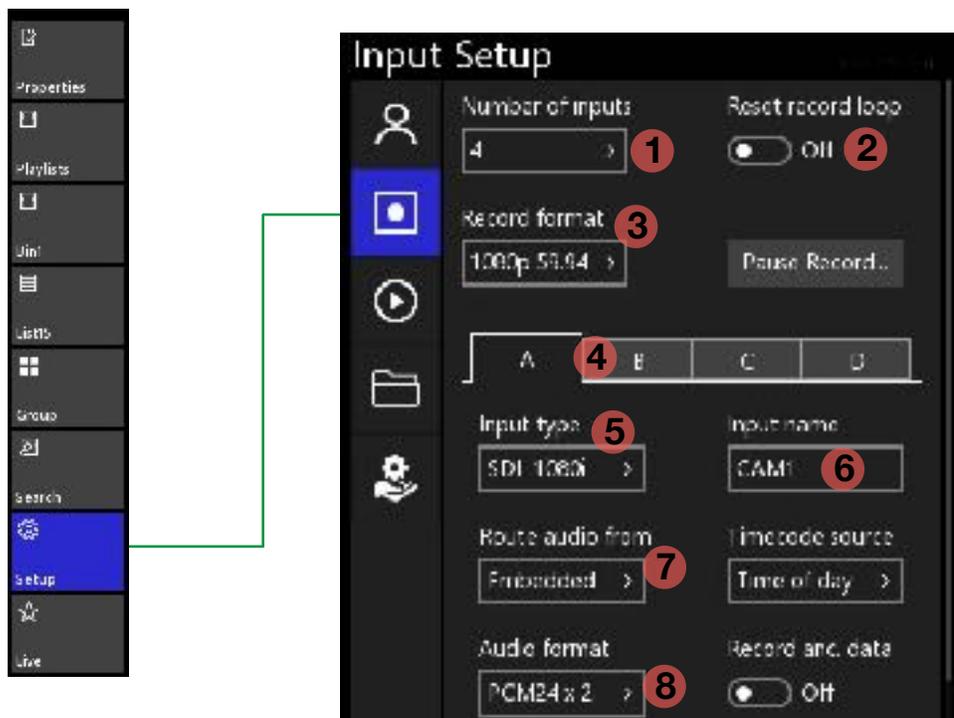


- 5** Detent “notches” appear on the Player window next to the Slider bar.

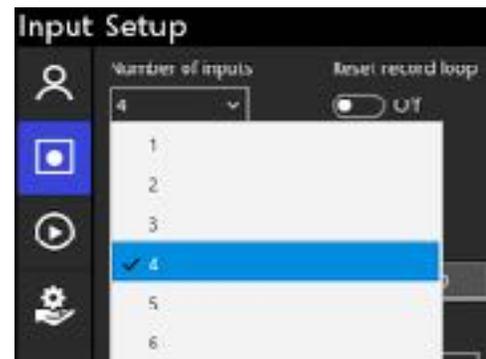
- 1** Sets the default clip length when only the “IN” or “OUT” button is used to create a clip.
- 2** Sets the Guardband length (the amount of content created both prior to the “IN” and after the “OUT” point) sometimes known as “Edit Handles.”
- 3** Allows for “Toss” gesture by selecting a clip and swipe-tossing it off of the display to throw it away. This will delete clip content from Clip Bins. A clip tossed out of a playlist will not delete the original clip in the Clip Bin.
- 4** Turns off audio during playback if the speed is not 100% speed. Clips played at 99% or below and 101% and above, the audio will be muted.
- 5** Enter speed values to impact Slow-motion slider detents. A lower value cannot be entered in a box above a higher value.
- 6** Feedback enables Haptic feedback that is built into the “Brick” slow-motion controller. Haptic feedback will trigger when the detent value is achieved.

Setup / Input Setup

The Input Setup page allows for modifications to the system. Some choices will have instant affect, while others may require an Envivo Studio application restart.



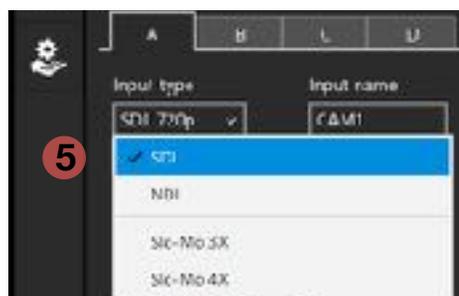
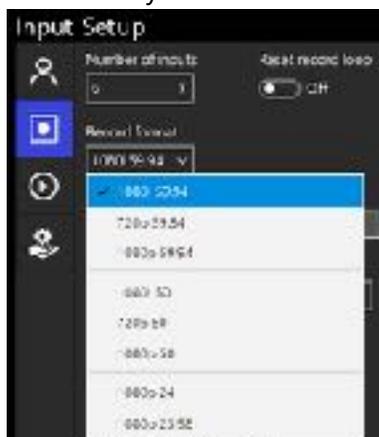
- 1 Choose the number of inputs you want to record.



- 2 Reset the record loop will delete the Record Trains from the Media Drive on the next Application restart.

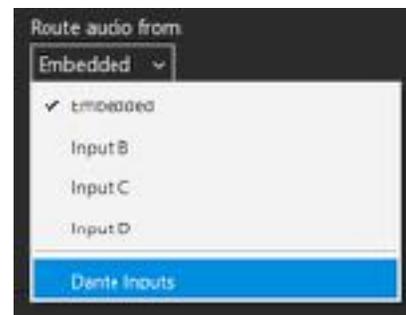
Clips and Playlists will remain in Bins and will not be deleted upon record loop reset.

- 3 Choose the record format for the system.



NDI selection may require an App relaunch to see NDI sources.

- 7

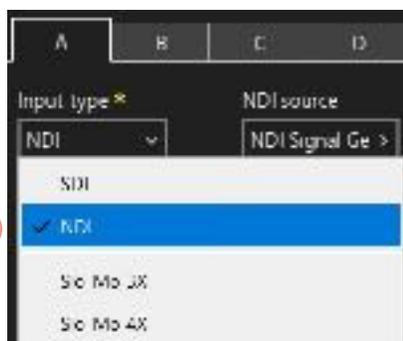


- 7 Select where Embedded audio is to be recorded from, or select Dante Audio Inputs. All inputs may record the same input source. (For DANTE Settings, SEE "Input Setup - DANTE Audio")

- 4 Selects the input channel you want to modify.

- 5 Informs you what the current input format is coming into the system, and allows NDI or Super Slow-mo selections.

- 5



- 6 Name the input channel. This updates the name on the Display as well as the "Angle Selector" button.

- 8 Choose the number of audio tracks to record, from 2,4,8, or none.

Setup / Input Setup

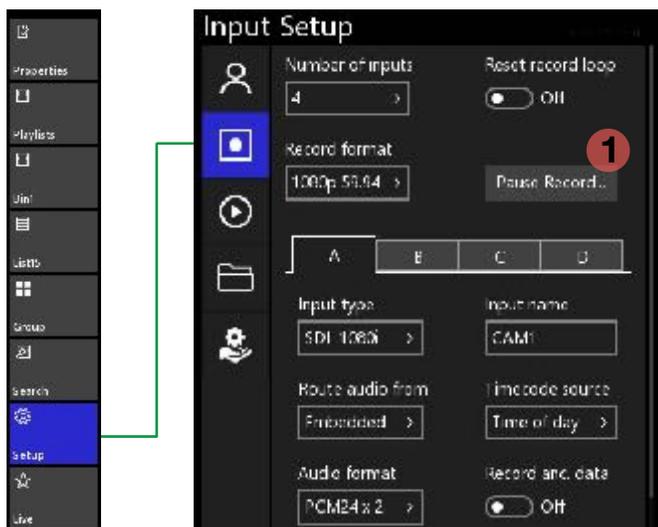
Embedded audio groups may be selected up to 2 Groups per input.



Each group is 4 channels of embedded audio. Each video input allows for up to 8 channels.

Setup / Input Setup - Pause Record

To Pause the recording and continue to use Envivo Studio, select "Pause Record..."



- 1 Select the "Pause Record..." button. This will reveal a Question Box.



- 2 Choose "Yes" to stop recording on the inputs.



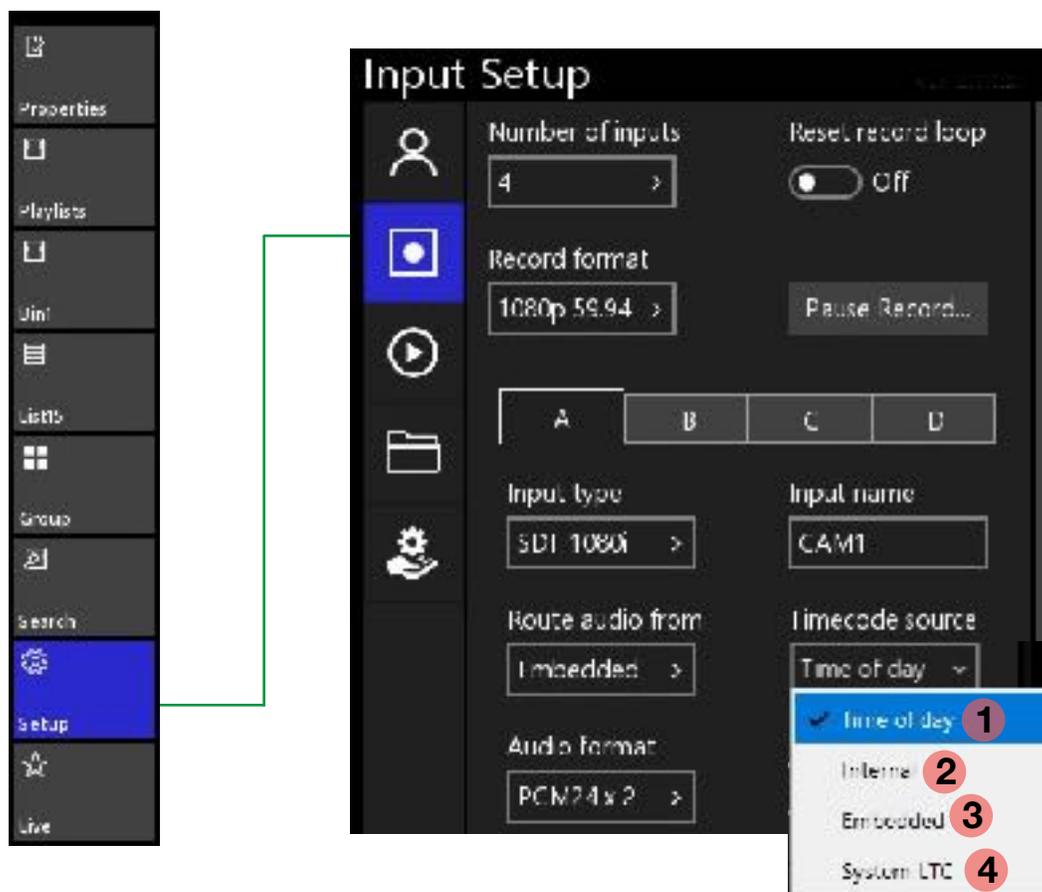
- 3 To Resume recording and append the record train, select "Resume Record" in either the Input Setup panel, or by clicking on one of the UI input windows.



NOTE: You will still have full use of clips, playlists, and you may create clips from content that was previously recorded and is part of the Record Train.

Setup / Input Setup TimeCode

To modify the TimeCode source that is to be used for each record channel.



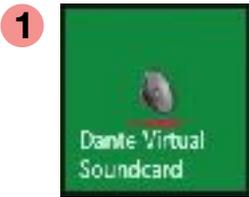
Note: Changes made, affect the record channel immediately and do not require a restart.

- 1** Time of Day: based on the internal Windows Clock that the PC runs on.
(Note: Do NOT change PC Clock while running Envivo Studio. Exit first, set the clock, and launch the Studio App.)
- 2** Internal: Starts at Zero Time when the application was launched, acts as counter time.
- 3** Embedded: The time source that is delivered in the VITC video source.
- 4** System LTC: Analogue "Line-in" input to the motherboard.

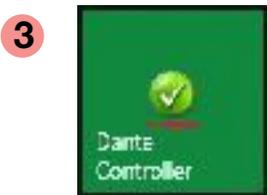


Setup / Input Setup - DANTE Audio

Prepare Dante Audio for use in Envivo Studio.



From the Windows Start Menu launch the Dante Virtual Soundcard.



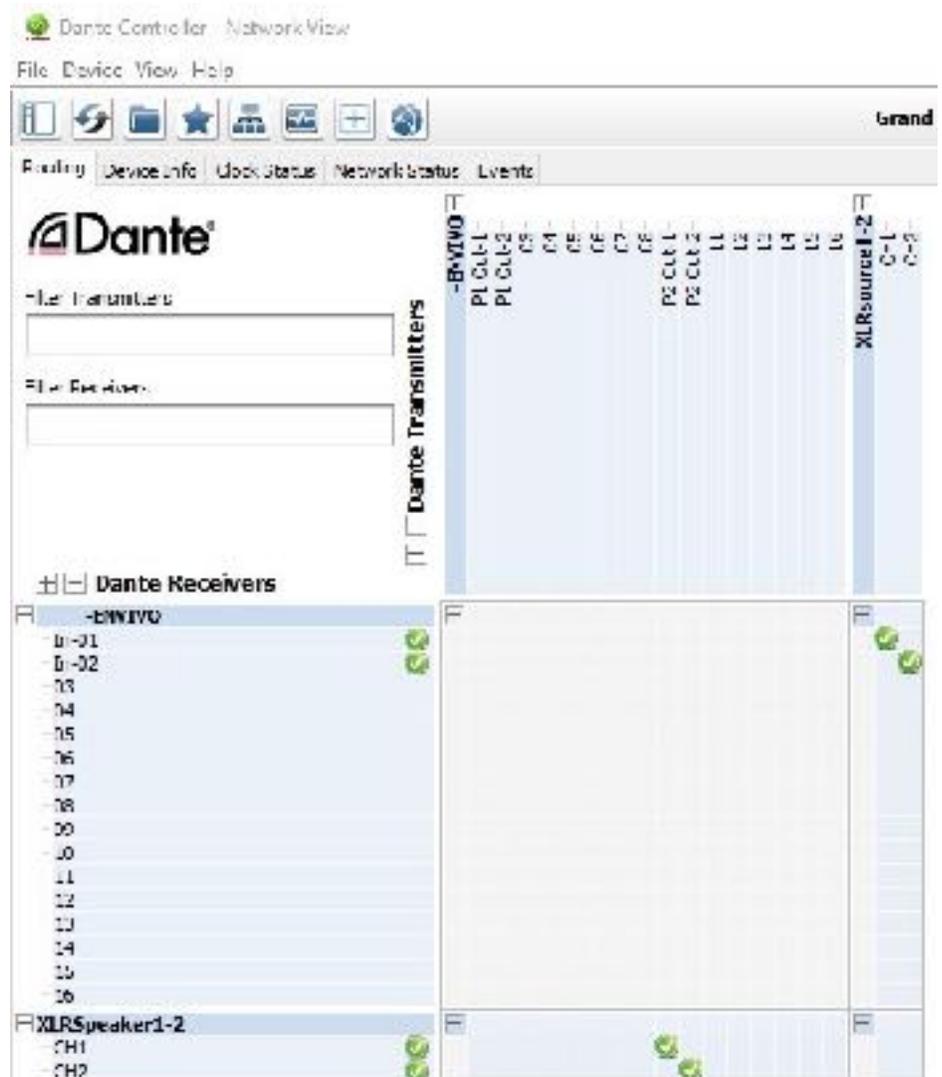
From the Windows Start Menu launch the Dante Controller.

With assistance from Engineering, verify the Dante crosspoint are correctly checked.

Close the Dante Controller window when finished and return to Envivo.



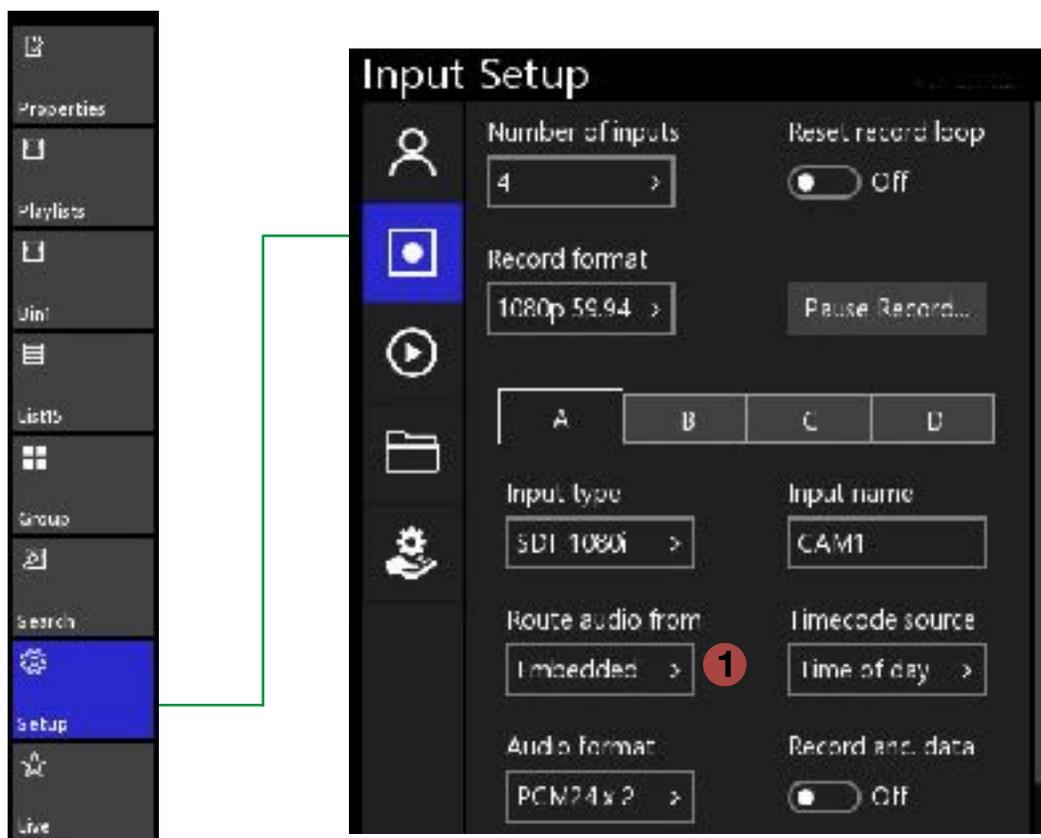
Verify these settings are correct and then close the DVS window.
(NOTE: IP Addresses vary between systems.)



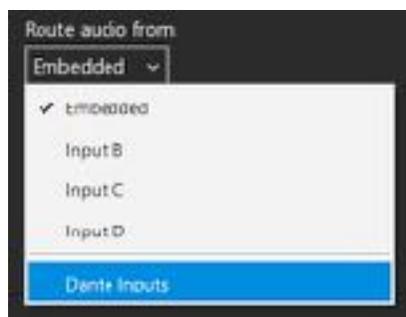
Setup / Input Setup - DANTE Audio

Once Dante is setup, Envivo will retain the settings for the next time the application is started.

*Always be aware of changes that may have been made to the Dante Matrix.



1 Select Dante Inputs



An application restart may be required for changes to take affect.

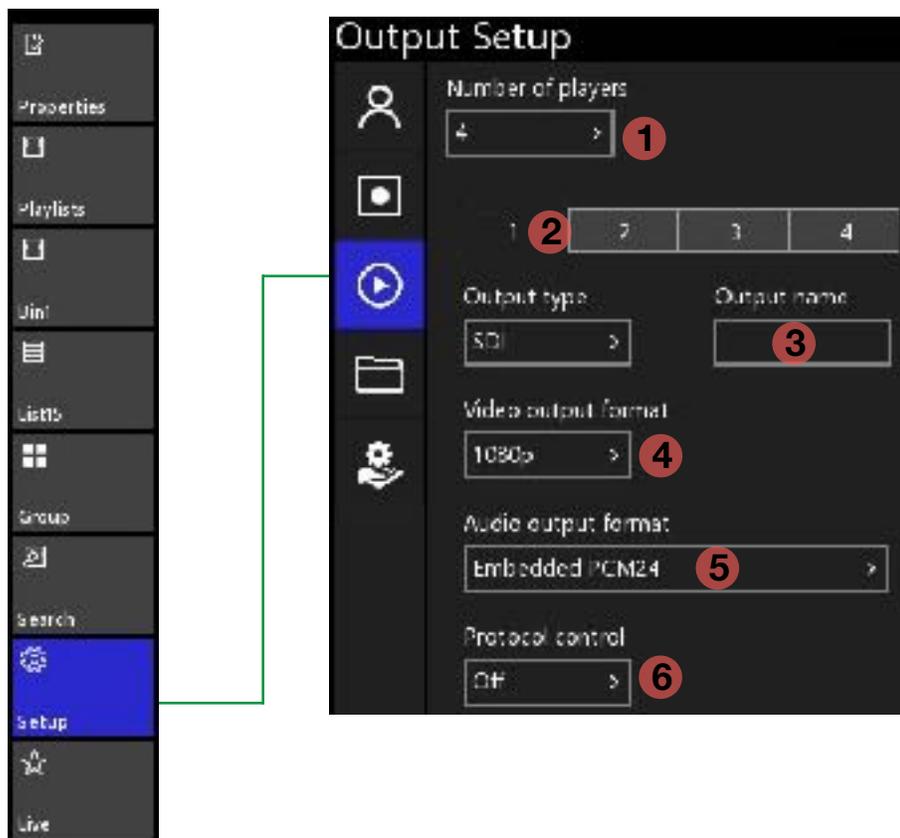
2 Select the pairs of Dante Inputs to record for that video input. Up to 4 pairs may be selected.



Regardless of the order that the pairs are selected, the lowest numbered pair will be designated to the first two channels for that input and so on.

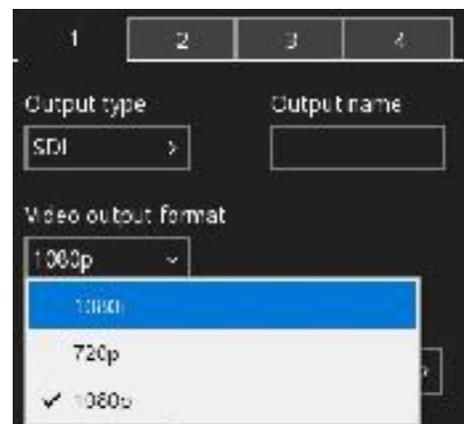
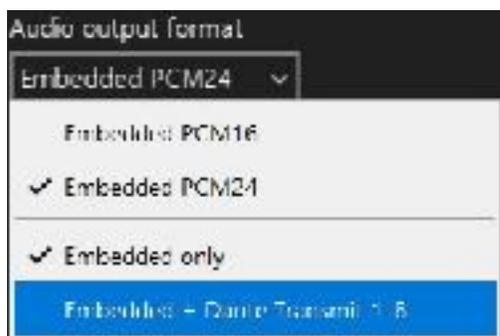
Setup / Output Setup

The Output Setup page allows for modifications. Some choices will have instant affect, while others may require an Envivo Studio application restart.



- 1** Choose the number of players you want to use.
- 2** Select the Player channel you want to modify.
- 3** Allows you to label the Player channel on the GUI display screen.
- 4** Select the output video format. An application restart will be required to make the format change. (For NDI, see next page.)

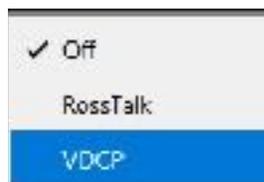
- 5** Choose the audio output format, or Dante Audio.



Each Player channel may be different from the other, so be sure to check them all.

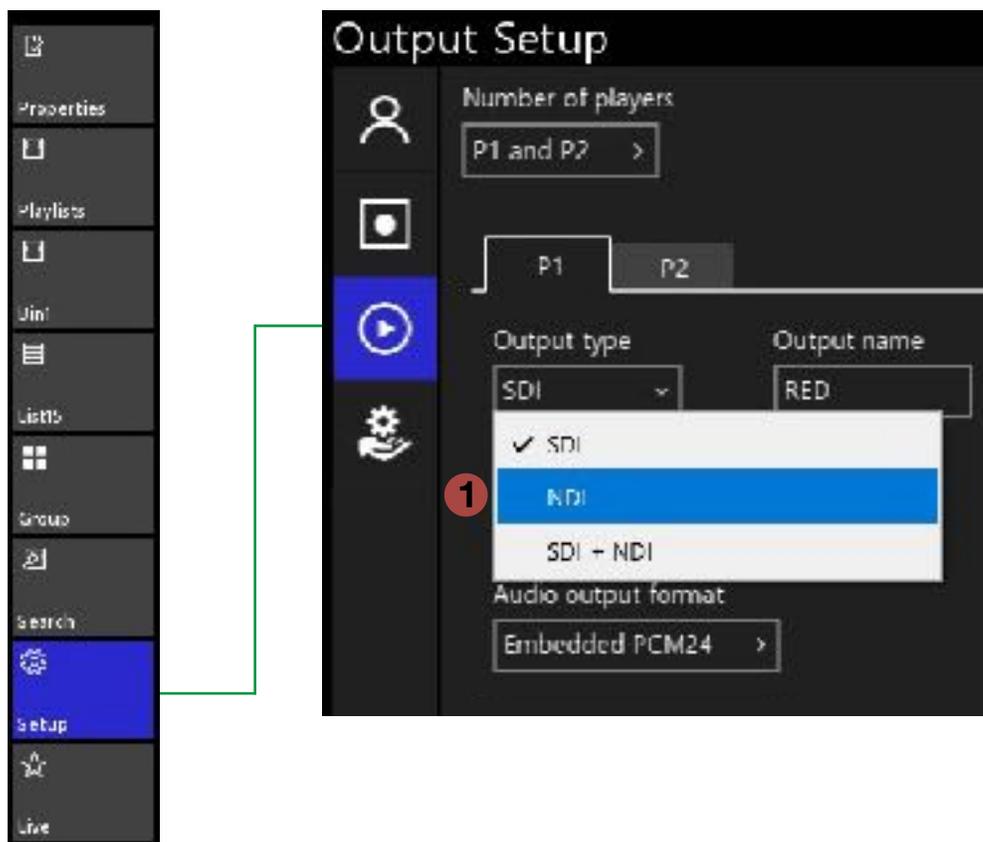
An application restart may be required for changes to take affect.

- 6** If integrating with other systems, such as a switcher or Dashboard choose the control protocol or set to Off.



Setup / Output Setup

To Enable the NDI output and make it available to NDI compliant devices as a source

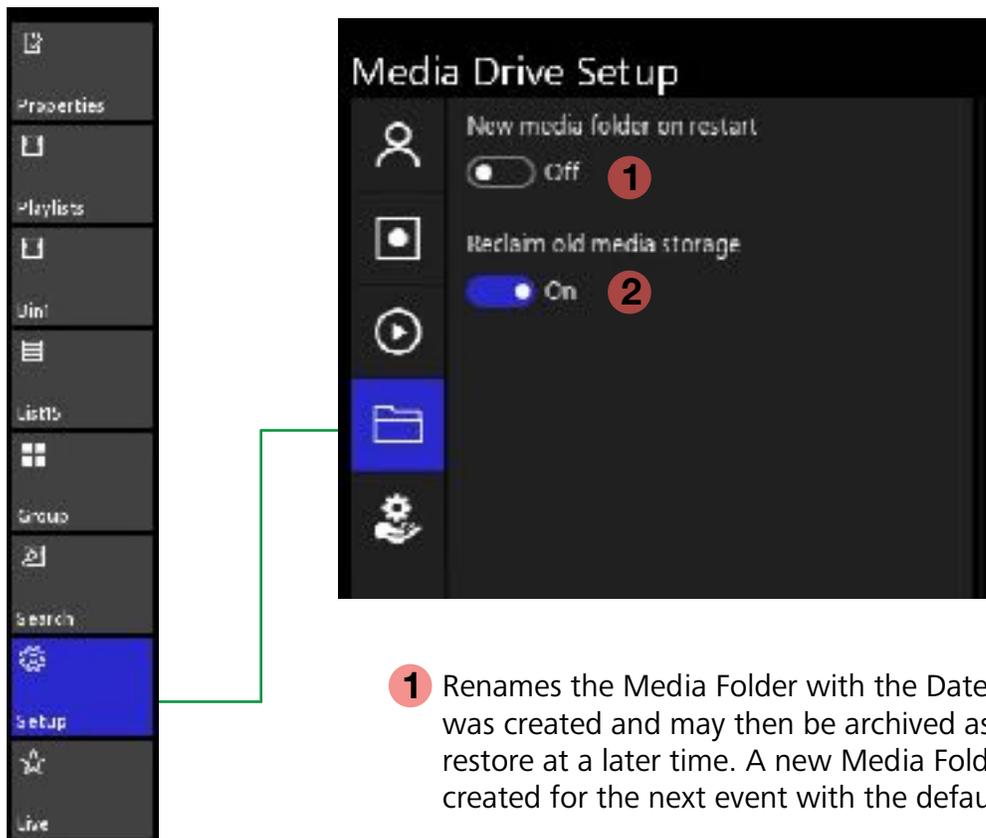


1 Choose the Output selection to be either NDI or SDI + NDI.

2 Restart the Envivo App to make the Envivo outputs available to other NDI enabled products.

Setup / Media Drive

To make changes to the Media folder on the Media Drive (M:) you must restart the App to activate the changes.



- 1 Renames the Media Folder with the Date and Time the folder was created and may then be archived as a complete event to restore at a later time. A new Media Folder is then also created for the next event with the default name "Media".
- 2 When using Envivo Studio with Envivo Replay on the same hardware, the raw-record media drive is shared between the two applications, and with "Reclaim" enabled the system will over-write the oldest recorded content from Envivo Replay before it over-writes old content from Envivo Studio record trains.
(Note: Clips a playlists are preserved in both applications when not in use.)



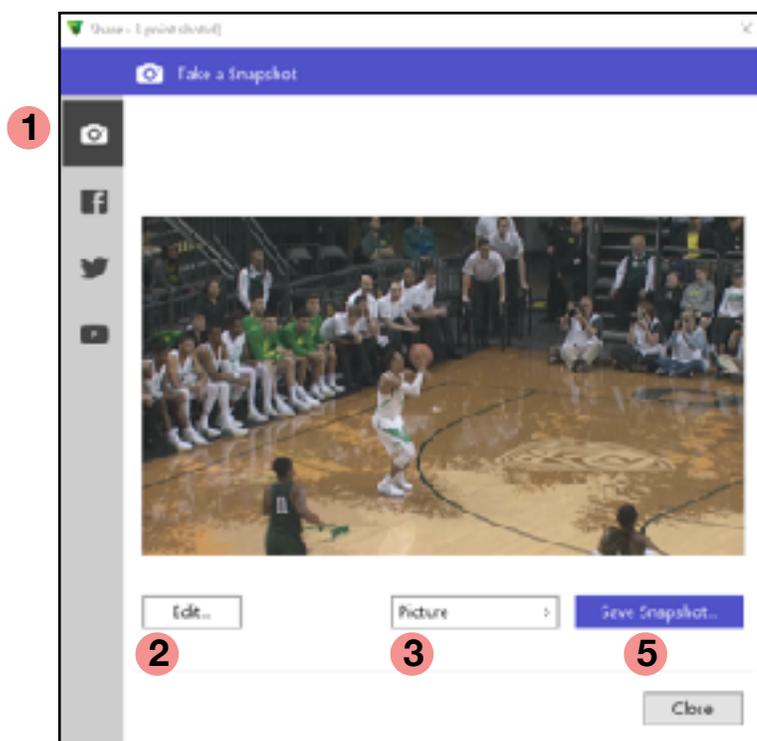
Service Page.
Shows active licenses

Social Media Sharing

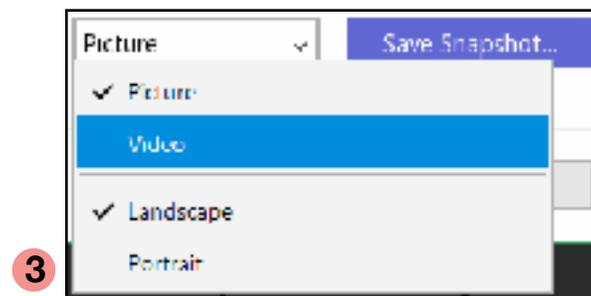
Sharing still images, clips, and playlists with social media outlets is built into the Envivo Studio PVW window.

Click the Sharing icon

Note: it is assumed the system has an internet connection to post to the content directly to Social Media sites.

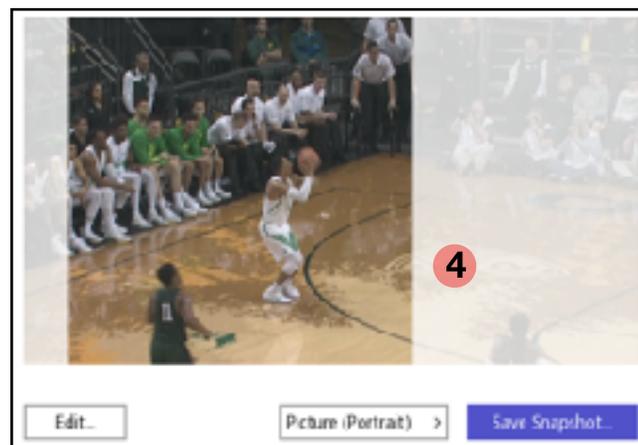


- 1 Choose the Social outlet to publish to. Snapshot saves to a system location.
- 2 Add or remove Graphic Branding.



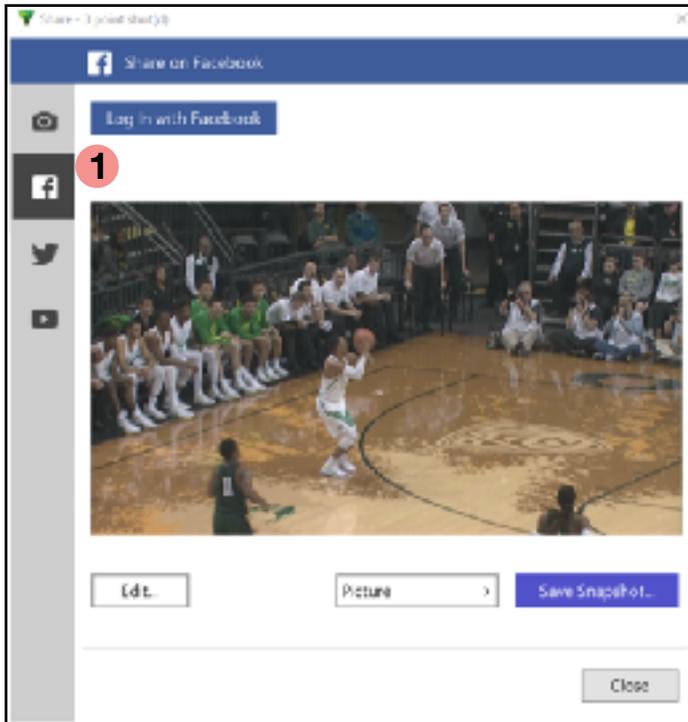
- 3 Choose from a still image or moving video. Choose Landscape or Portrait mode.

- 4 In Portrait mode you may reposition the screen to extract the correct image.
- 5 Save the image or Close the window.



Social Media Sharing - Facebook

Registering publishing authorization with Facebook.

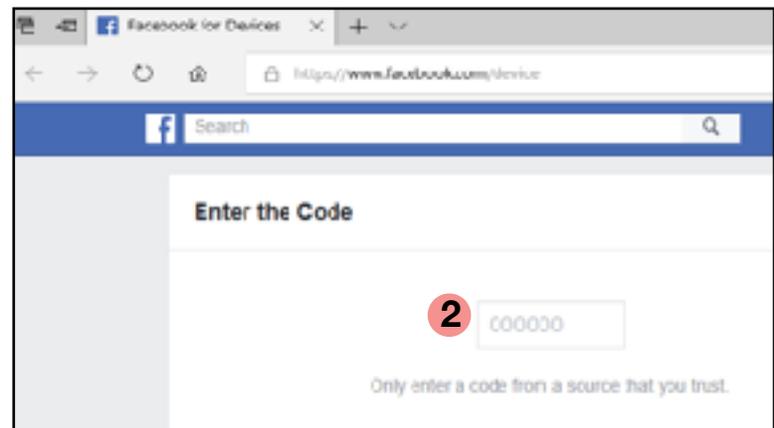


- 1 Registering for the first time, the user is presented with Log In button.

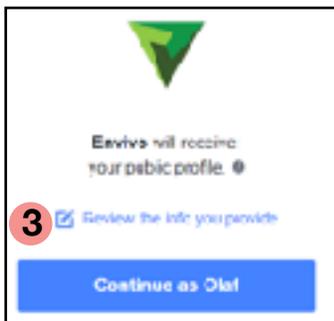


Internet Explorer automatically launches to the Device Registration Page.

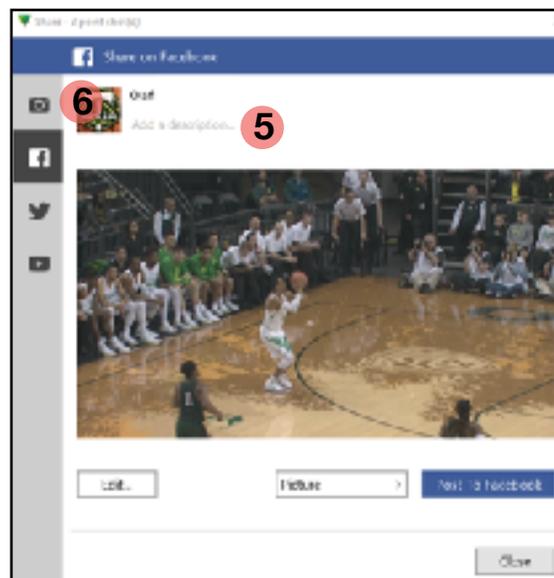
- 2 Enter the Code, given by Envivo Studio, into the browser's box.



- 3 Review and select appropriate choices



- 4 Click "OK" to finalize registration.



- 5 Add a description prior to publishing.

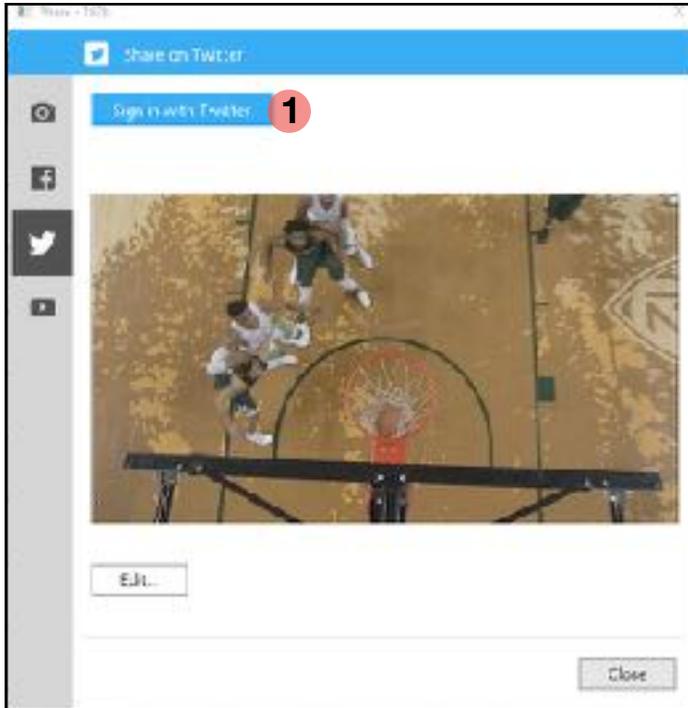
Note: Multiple accounts may be added and then selected from, click the icon.

Registration will remain active until the account is deleted.



Social Media Sharing - Twitter

Registering publishing authorization with Twitter.



1 Registering for the first time, the user is presented with Sign In button.

4 You are presented with a code...



5 Enter the code into the box on Envivo.

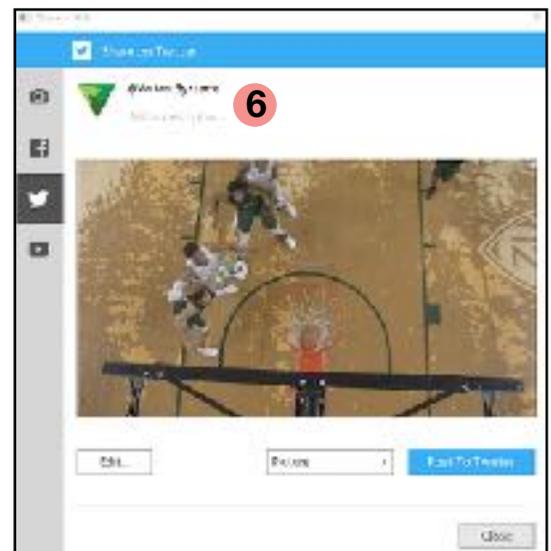
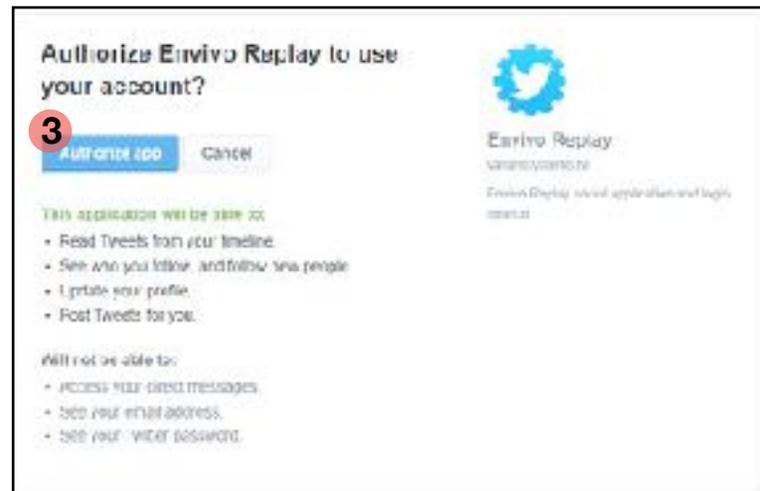


Click "OK" to finalize registration.



2 This code is provided once you Authorize the App.

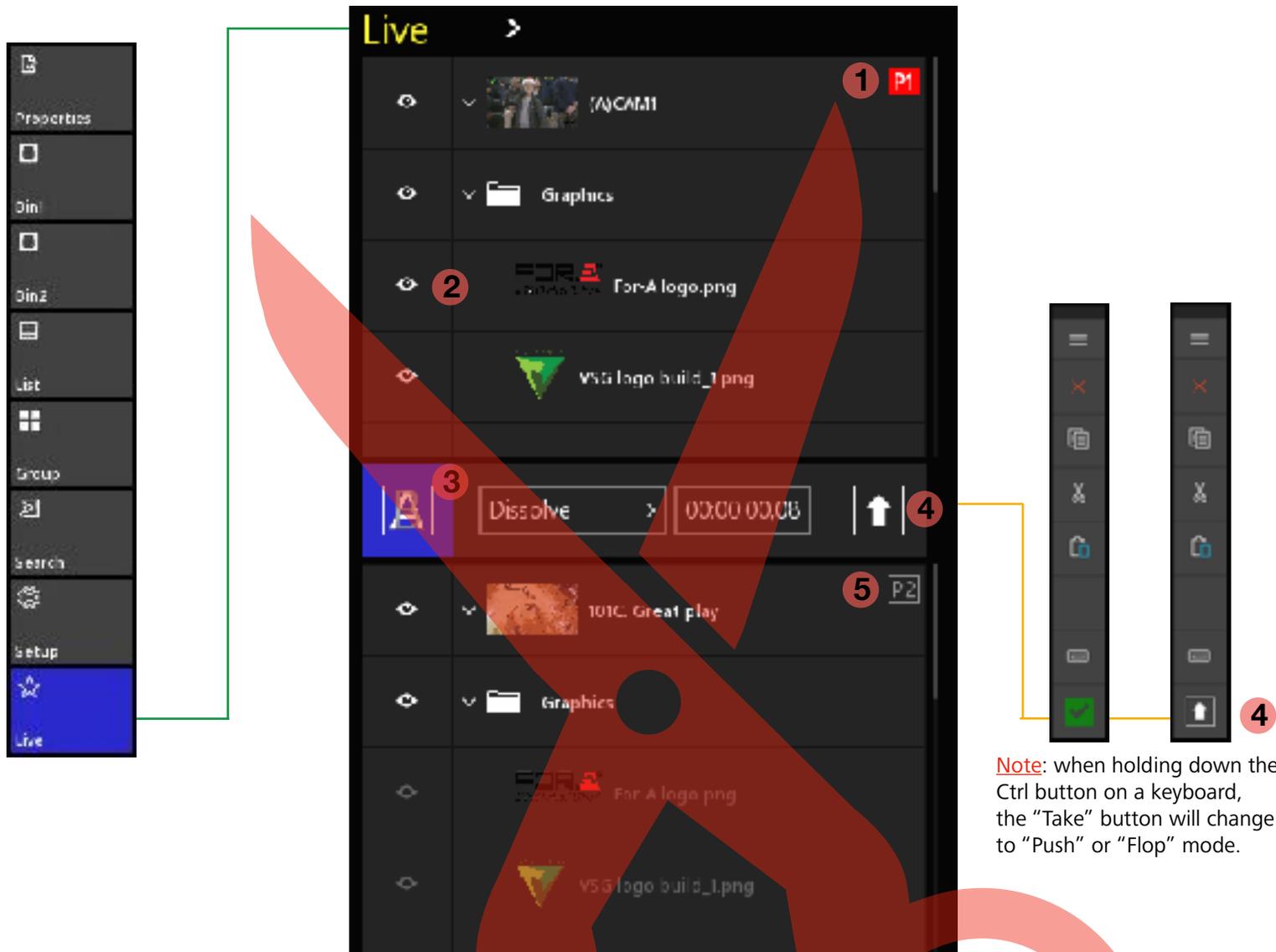
3 Internet Explorer automatically launches to the Device Registration Page. You may need to log into Twitter First.



6 Your account name is now shown for posting.

Live

The Live Page in the Toolbar allows for some added functionality as impacts Live inputs and outputs.



Note: when holding down the Ctrl button on a keyboard, the "Take" button will change to "Push" or "Flop" mode.

- 1** Alerts you to which player is actively selected and which input angle is currently feeding the input.
- 2** Quickly allows to enable or disable Graphic Branding layers on Live inputs. Click the "eye".
- 3** Enable or disable transitions between live sources, replay angles, and when the "Take"  button is used.
- 4** "Push" or "Flop" button (depending on the setting in the Live Pull Down Menu) when pressed.



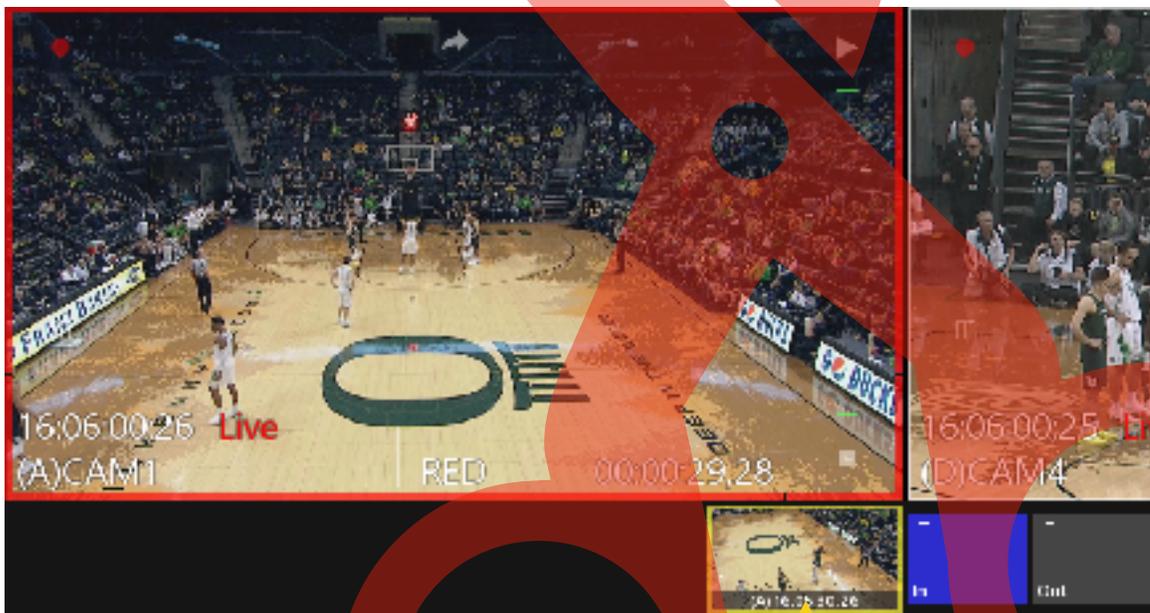
-  P2 content will Push to P1
-  P1 content will Push to P2
-  P1 content will Flop with P2

- 5** Alerts you to Player 2 status similar to what was just covered for Player 1.

Adjusting In and Out Points for a Clip

Adjusting In and Out Points During Live Recording

During a Live Recording, at any time you may update the In and Out points by touching them.



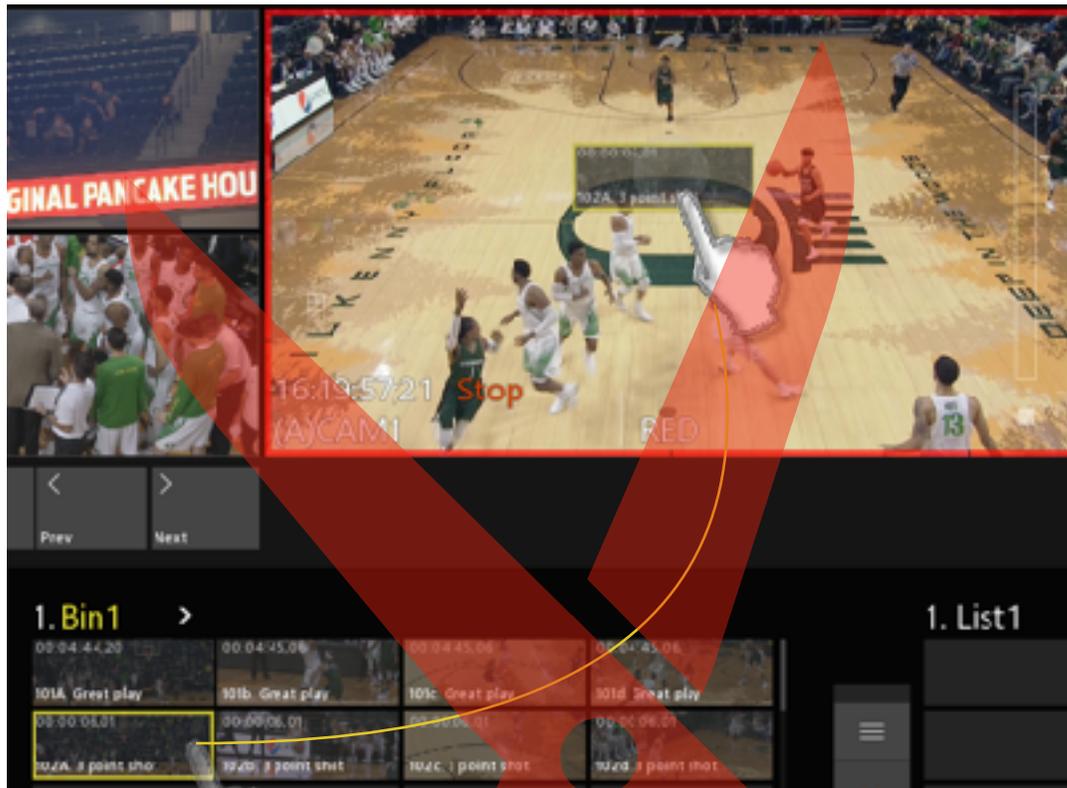
Double tap the In or Out THUMBNAIL to jump to that point in time. If you update the In-point to a timecode AFTER the Out-point, the Out-point will be deleted and a new In-point and Thumbnail are created.

Only after touching “Add Clip” or an empty Slot in a Clip Bin, will a clip be created. It is possible to create a clip by only using an In-point or an Out-point, and the system will use the (User Setup) Default duration to create the clip’s needed In or Out point.

Guardbands in the User Setup may be used to establish a “maximum In” and “maximum Out” that will be also be preserved when the clip is created. Guardbands are limited to 30 seconds.

Return to Recording from When the Clip Was Created

Sometimes, after an operator has created a clip, they may want to return to WHEN the clip was created at that exact time. A clip may be used to reach the point in time from when it was created.



Drag the clip from the Clip Bin and drop it onto a Player. The system will use the Clip's In-point as a point of reference on the Record Train and snap to that moment in time, and even the Input Angle will match the Angle that was dropped on the Player.

Now, new clips can be created from the same time period.

Note: If the content has been consumed by the record loop, the system will cue to as close as possible to the original clip's timecode, therefore, the head of the record loop.

Menu Bar - Exit

Exiting the system and Shutting down.



- 1 From the Menu Bar, touch the 3-lines icon and select "Exit."

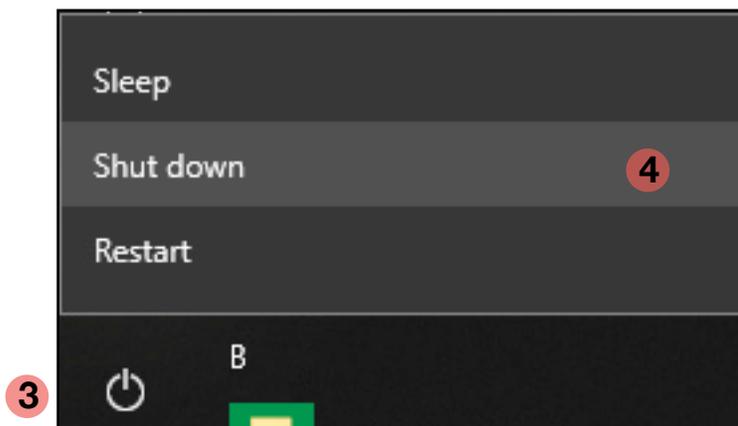
"Minimize" hides Envivo Studio to the Windows Taskbar and shows the desktop.

"Restart" is a quick close and relaunch of Envivo Studio.



- 2 From the Popup window, select "OK".

- 3 Once the Application has closed, from Windows Desktop, on the bottom Left, select the "Power" icon.



- 4 Select "Shut down".

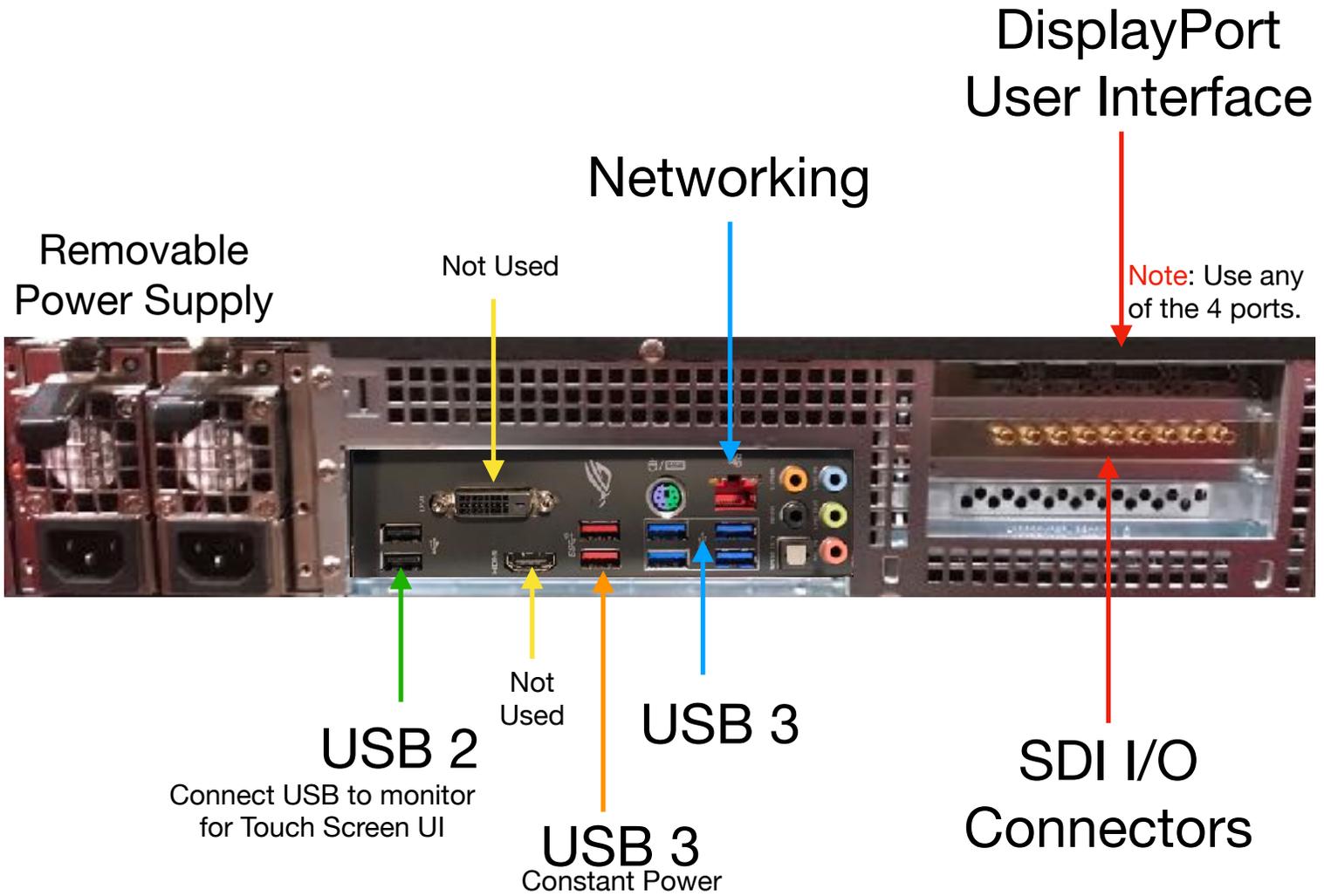
Variant Systems Group



APPENDIX

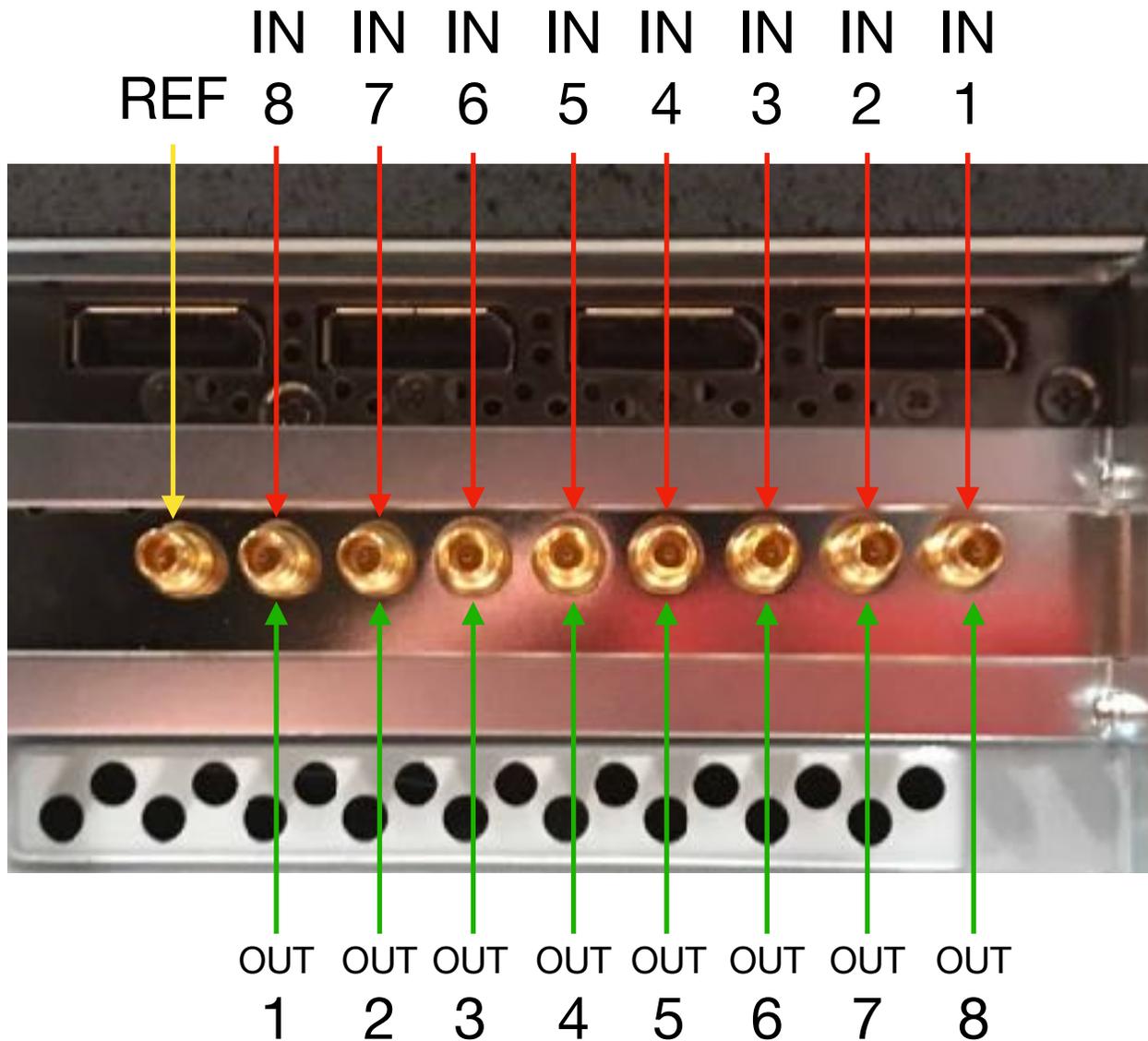
Connections and I/O

2RU system back plane.



Connections and I/O - SDI

2RU system back plane.

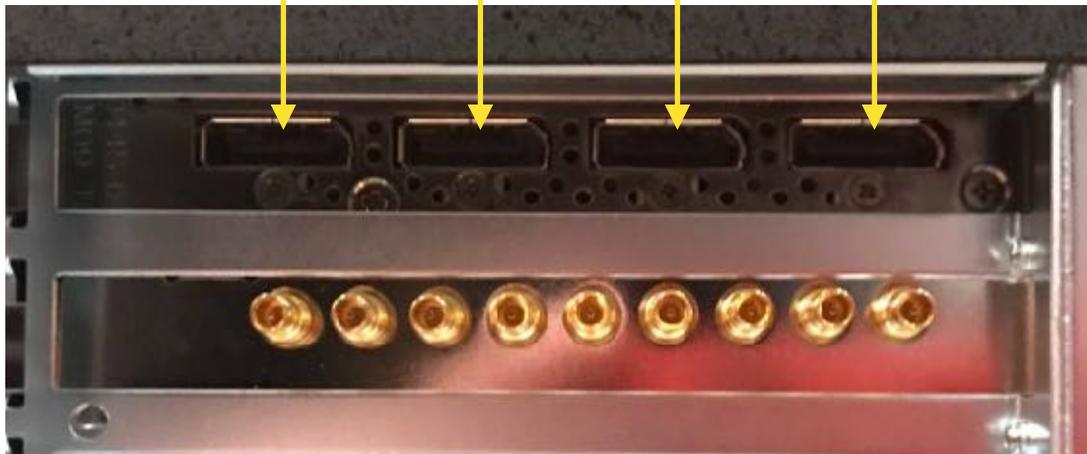


Studio channels are bi-directional, based on the setup, each channel will be either an Input or Output.

Connections and I/O - Monitor

2RU system back plane.

DisplayPort Monitor



Note: Use any of the DisplayPort connections for Envivo Studio user interface. If only using one monitor, **ALSO** use the Display Emulator (included).



Windows needs to have multiple displays in “DUPLICATE” mode NOT “Extend”. The Windows shortcut to this mode is Windows Key+ p, then select “Duplicate”.

It may be necessary to do this prior to plugging in the Display Emulator



Variant Systems Group



For more information and video training,
please visit
<http://variantsystems.tv/Support/supportindex.html>