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1. MAESTRO SOFTWARE

This revision covers MVP Maestro version 2.2.1 and VIP Maestro 1.7.0. This chapter describes the operation and features of the Maestro graphical design client. The Maestro graphical design client is used for performing display layout for the MVP and VIP products.

1.1. Minimum PC Requirements for Maestro:

- Standard Pentium 4 class machine
- 512MB RAM
- 100Mb Ethernet Card, TCP/IP configured
- 8MB Video card
- 1024x768 screen resolution
- Windows NT4, 2000, XP, Server 2003 operating system
- CD-ROM drive

1.2. Installation Instructions:

- Copy the Maestro Installation software to your PC
- Launch the installation by double-clicking the icon
- Follow the installation instructions detailed on the pop-up windows of the installer
- Upon completion, the desktop will show the “Maestro” icon

1.3. System Configuration

Launch Maestro by double-clicking on the icon on the desktop. If this is the first use of this software, a dialogue window will appear indicating no systems have been defined. The following system creation dialogue will appear:

1.3.1. Setup for VIP:

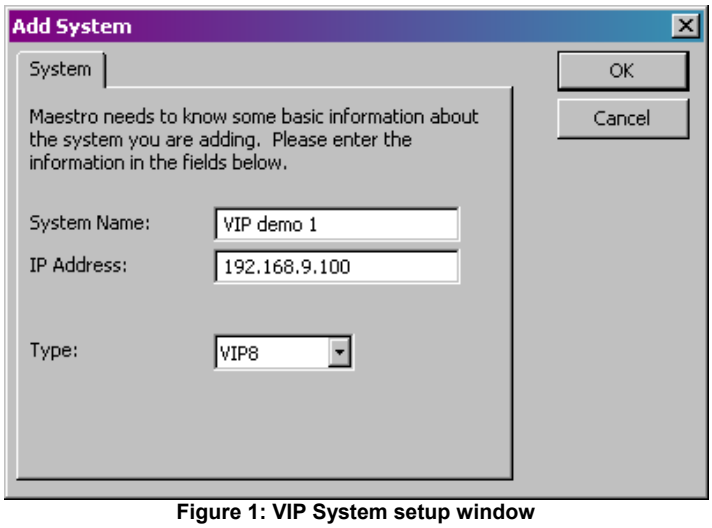


Figure 1: VIP System setup window

Upon entering a System Name and VIP module IP address (which must match the IP address entered initially through the card edge serial port of the VIP), and then identifying the type of VIP, the newly created system will be added to Maestro's "System Manager" page view.

If Maestro has already been used previously to create a system, or has recently been upgraded to a newer version, the systems will appear in the "System Manager" page view. System ID (used for identification by the Maestro software), IP address and VIP Type are displayed for every VIP system.

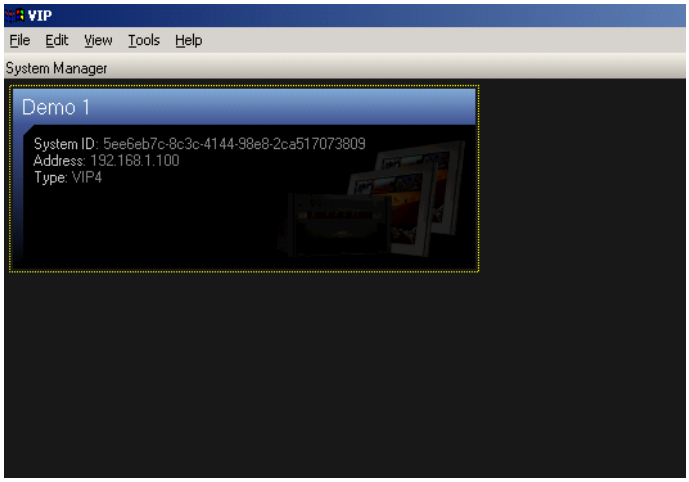


Figure 2: VIP Maestro System Manager Page View

1.3.2. Setup for MVP:

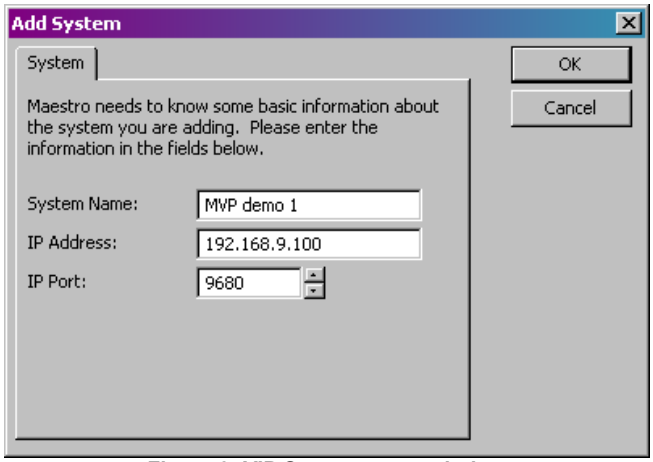


Figure 3: VIP System setup window

Upon entering a System Name and IP address of the MVP server (which must match the IP address entered initially through the card edge serial port of the display card running the MVP server or if running a PC based server the IP address of the PC) and port that matches the IP port defined for the server a System will be added to the "System Manager" page view.

If Maestro has already been used previously to create a system, or has recently been upgraded to a newer version, the systems will appear in the “System Manager” page view. System ID (used for identification by the Maestro software), IP address and Hardware Type are displayed for every system.

1.3.1. VIP System Transfers

Occasionally, previously created VIP systems may need to be transferred from one PC to another. For convenience, data transfer is simplified without the need to re-create all the VIP systems by transferring the contents of the system folders using the following instructions:

1. Go to...C:\Program files\evertz\VIP\Maestro\systems (default VIP Maestro installation folder)
2. Find the System IDs that match those in your VIP Maestro configuration screen
3. Copy these folders over to your freshly installed VIP Maestro on the other computer - in the same sub-directory location
4. Go to ...C:\Program Files\evertz\VIP\Maestro (default VIP Maestro installation folder)
5. Find the file called “system.cfg”
6. Copy this file over to your freshly installed VIP Maestro on the other computer – in the same directory location
7. Upon launching VIP Maestro from the new PC, all previously created VIP systems will appear in the “System Manager” page view

1.3.2. System Configuration

On the “System Manager” page view, system changes/updates (as well as firmware upgrades) are possible by selecting a specific system then mouse right-clicking for additional menu options:

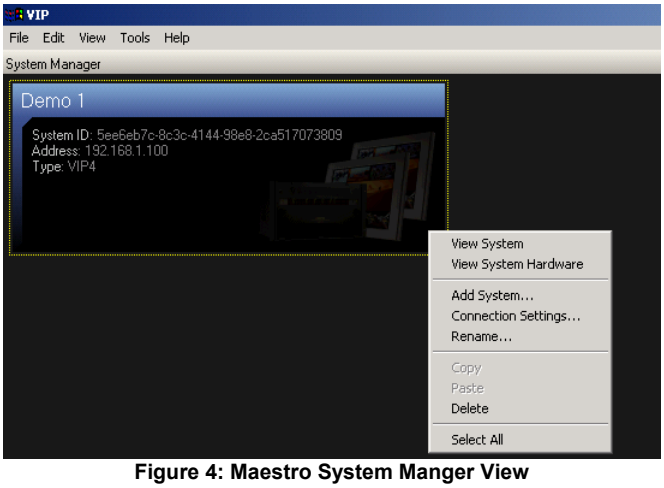


Figure 4: Maestro System Manger View

- View System: opens the selected system to the Display Manager Window
- View System Hardware: view the hardware that makes up the selected system, and provides the option to upgrade the firmware for the selected VIP or MVP modules
- Add System…: utility to add additional systems to configuration screen
- Connection Settings…: sets/updates the IP address of the selected system

- Rename…: provides a text field to change the name of the previously created system
- Delete: remove the system from Maestro's System Manager page view
- Select All: utility to select all previously created systems, then view system hardware specifications

1.3.3. VIP/MVP System Upgrade Through Maestro

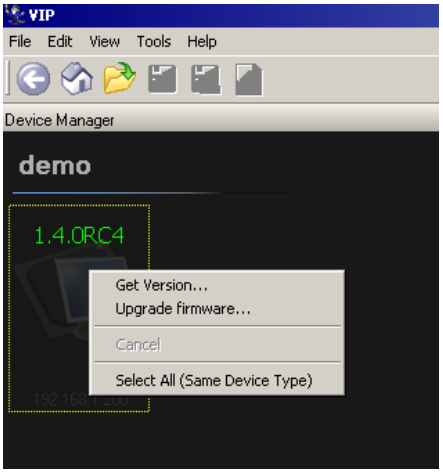


Figure 5: Hardware View

- Select a System
- Right click to show additional configuration menu items
- Select View System Hardware
- Select the hardware to upgrade, right click
- Select Upgrade firmware…
- Locate and select the correct firmware for the selected hardware
- Upgrade and follow progress directly in Maestro page view – when competed the upgrade process, remember to re-start the hardware for the upgrade to take effect.
- Use the "Get version" to display the current firmware version for the hardware

1.4. Display Manager

Double clicking on a System opens the Display Manager Window**.** The display manager displays all of the logical displays in the system. If the system selected is a VIP then only a single display object will be visible, if the selected system is a MVP then several displays may be visible. Select a display and right click to access the following options:

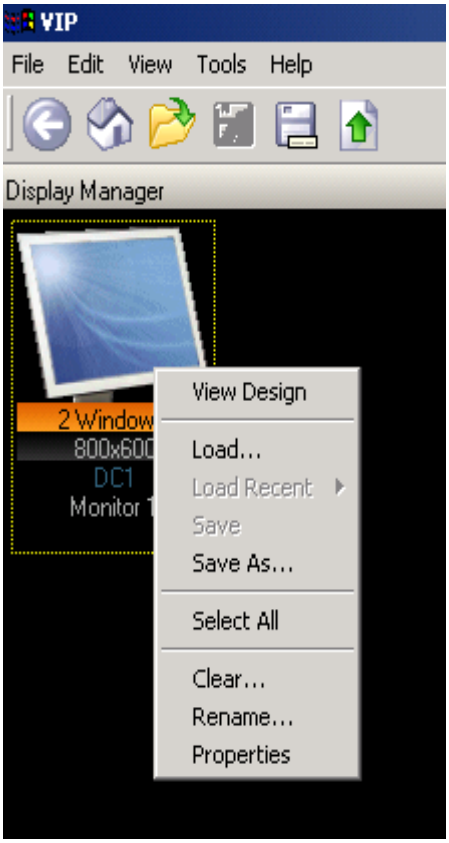


Figure 6: Display Manager View

View Design: opens the selected display to a "canvas" view where the user can enter, create and resize window elements and on screen display graphics
Load…: option to load a previously created preset; this option opens a dialogue window from which a preset can be selected
Load Recent: option to load a recently used preset
Save: save the current preset under the current name (identifier)
Save As…: save the current preset for future recall under the same or a new name (identifier)
Select All: option to select more than 1 display, if present in this Window
Clear…: option to clear the output display of the selected display
Rename…: option to change the name of the display
Properties: **menu to change the background appearance of the selected display**
Note: When loading a previously created preset, it must have been created for the VIP. It is not possible to use a reset created for the MVP system.

1.4.1. Modifying Display View

Maestro allows the user to define how the displays for a system are viewed. This includes the arrangement of these displays as well as the look of the displays (different display icons). The following instructions can be used to modify the display view:

Figure 7: Display Manager Layout View

- Select Layout mode under View menu
- Move display icons around canvas by dragging icon with mouse
- Choose Layout Properties… under View menu, change the background color or load a bitmap image to use a background.
- Right click on a display and select properties, select options tab, customize display properties
- Rest changes by selecting Reset Layout…

1.5. Menus/Tool bars

The following figure depicts the typical Maestro design screen:

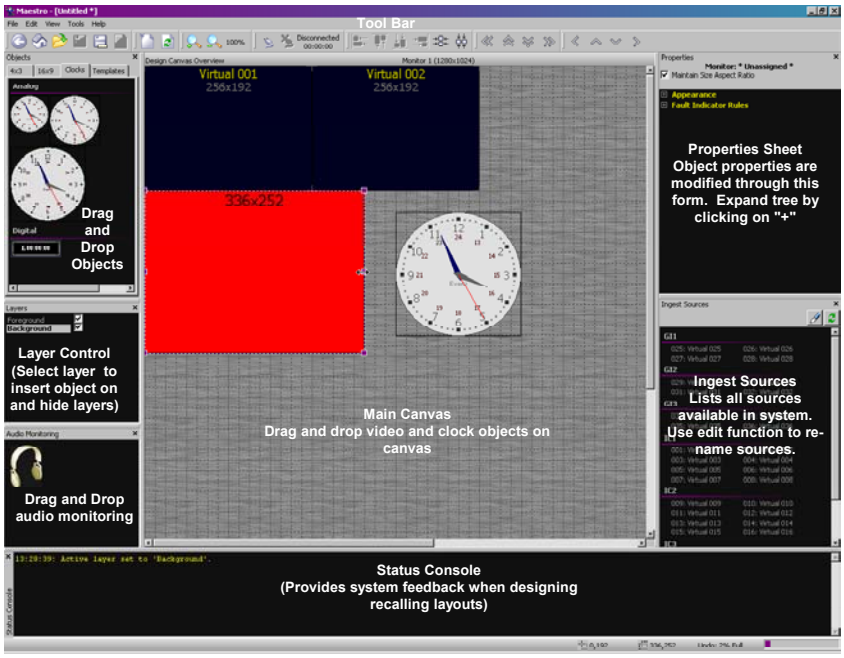


Figure 8: Design Canvas View

Tool bar: see section below for description of each icon
Drag and Drop: video and clock objects
Layer Control: select layer to add objects to, use checkbox to select visibility of each layer.
Audio Monitoring: drag and drop headphones used to select an input to monitor audio
Status Console: provides system feedback when designing layouts.
Property sheet: properties presented for objects on design canvas.
Ingest Sources: Lists all inputs in the system. Use the edit button to re-name input labels in Maestro.

1.5.1. File Drop-down Menu

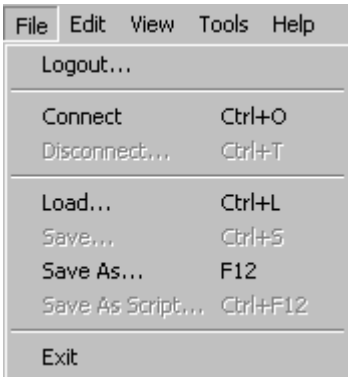


Figure 9: File Menu View

Load…: Select a preset from the preset catalog and load it
Save…: Save the current layout to the preset catalogue
Save as…: save the current design under a new name or directory
Upload…: sends the configuration, as created on the design canvas to the module for display (this is only available for the VIP series product line, this option is not applicable for MVP)
Exit: Quits Maestro

1.5.2. Edit Drop-down Menu

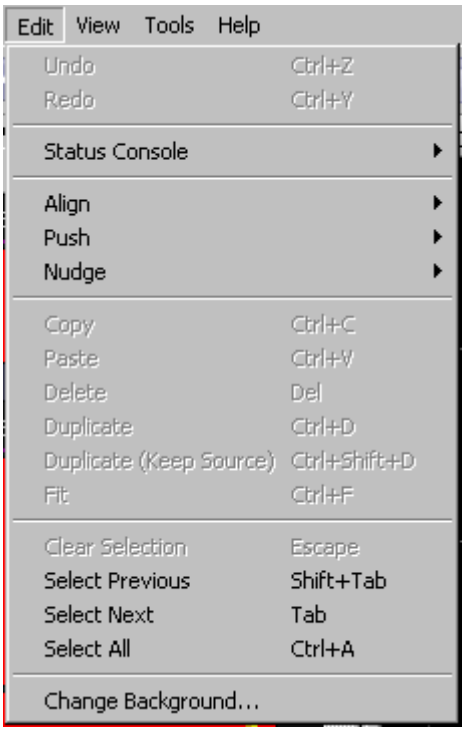


Figure 10: Edit Menu View

Undo: undo an action performed on the design canvas
Redo: if an action has been undone, it can be re-inserted
Status Console: adjust the level at which Maestro will send out status logs for the session. Options include:

- Clear Console
- Save Console to File…
- Add Trace…
- Delete Trace…
- Reset…
- Show Masks

Align: align objects on the design canvas
Push: push objects on the design canvas
Nudge: move objects on design canvas in single increments
Copy: copies the selection to the clipboard
Paste: inserts the last copied clipboard contents at the insertion point
Delete: deletes the selection
Duplicate: copy and paste object combined
Duplicate (Keep Source): duplicate video object with input assigned
Fit: option to take the selected window and best fit to the available canvas resolution
Clear Selection: Un-select the current selection
Select Previous, **Select Next** and **Select All**: object selection options
Change Background: option to change the appearance of the background display.

1.5.3. View Drop-down Menu

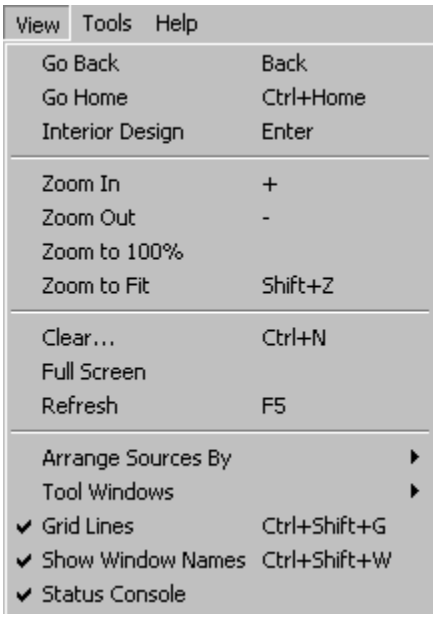


Figure 11: View Menu View

Go Back: returns to the previous page (Back), Home page or Design view
Go Home: returns the user to the System Manager page view
Interior Design: upon selection of a window on the Design Canvas, this option forwards the user to the Interior Design page view. The same action is also possible by double-clicking the selected window in the Design Canvas page view
Zoom In: magnify the canvas view beyond 100%
Zoom Out: de-magnify the canvas view to fit the entire display's dimensions in the available canvas manager's boundary (< 100%)
Zoom to 100%: reset the view to 100%
Zoom to Fit: resize the Canvas page view to show the limits of the display resolution
Clear…: menu option to clear current display
Full Screen: expand Maestro to take up the entire available display surface
Refresh: refresh the screen view
Arrange Sources By: sort the ingest source list using selected categories

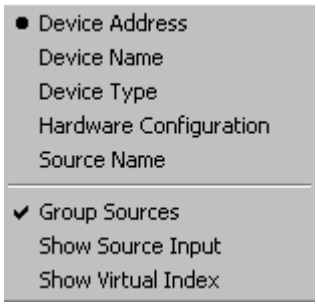


Figure 12: Arrange Sources View

Device Address: IP address of input card
Device Name: Alphanumeric sort based on name of hardware
Device Type: Hardware type sort
Hardware Configuration: address and name sort
Source Name: alphanumeric sort based on input labels
Group Sources: group inputs based on above sort criteria
Show Source Input: view source input spigot alphanumberic
Show Virtual Index: view source virtual number

Tool Windows:
Ingest Sources: show/hide
Objects: show/hide
Properties: show/hide
Grid Lines: show/hide grid lines on the canvas window
Show Window Names: option to display window indicator labels
Status Console: show/hide status console window

1.5.4. Tools Drop-down Menu

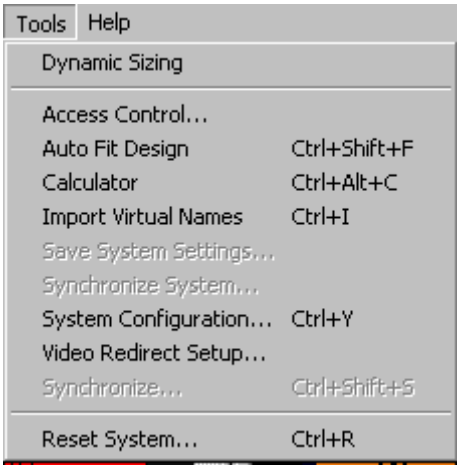


Figure 13: Tools Menu View

Dynamic Sizing: turns on/off dynamic sizing - allows for the video object to size at the same time as the monitor object. This item must be enabled for the ability to increase or decrease the scaling of a selected input window in the Canvas page view.
Access Control… add new users and user privileges to operate the Maestro software
Auto Fit Design: option to take all windows and best fit in the available canvas resolution
Calculator: Quick access option to the Windows®-installed calculator
Import Virtual Names: From an external text file, import user-configured names instead of "virtual 001", etc. as shown in the "Ingest Sources" window
Save System Settings: forces system settings to be stored to database plus forces hardware to save current settings to non-volatile memory.
System Configuration: setup system configuration, see section below for more details
Video Redirect Setup: setup video route function
Synchronize…: used with VIP hardware to pull back current layout from hardware and display in Maestro
Reset System…: resets VIP/MVP systems displays back to factory default

1.5.5. Help Drop-down Menu

Figure 14: Help Menu View

Keyboard Map…: displays all keyboard commands (see Appendix A)
About…: displays the current version of Maestro

1.5.6. Title Block, Menu Bar and Icon Bar

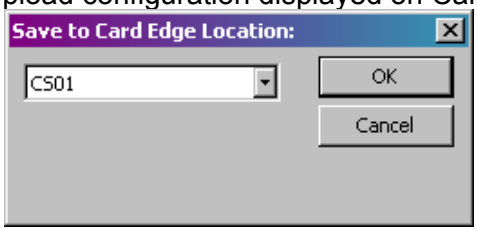
Return to the previous page view

Return to the System Manager page view

Open preset catalog to load preset

Preset Save and Save As options

VIP: Upload configuration displayed on Canvas page view to VIP output



MVP: Save layout as a script (scripts are used for preset recall by 3000DCP or GPI, VGPI)

Clear display canvas
Refresh layout

Zoom In (+) or Zoom Out (-): increases/decreases the Main Canvas display size from 10% to 150%.

Align: when a window has been selected on the main canvas, it can be horizontal/vertical-aligned center aligned. When multiple objects are selected on the main canvas, align left/right/top/bottom can be performed using these icons

Push: when a window has been selected on the main canvas, it can be positioned to various boundaries using these arrowed icons (Extreme positioning)

Nudge: when a window has been selected on the main canvas, it can be moved to various locations within the boundaries using these arrowed icons (Incremental positioning)

1.5.7. System Configuration Setup

Use the System Configuration Setup dialog box to setup the MVP/VIP display properties, which include GPO assignments (MVP only), resolution, and severity control. The System Configuration can be selected under the Tools file menu. Each device in the list can be selected and given a unique configuration in the system.

GPO configuration:

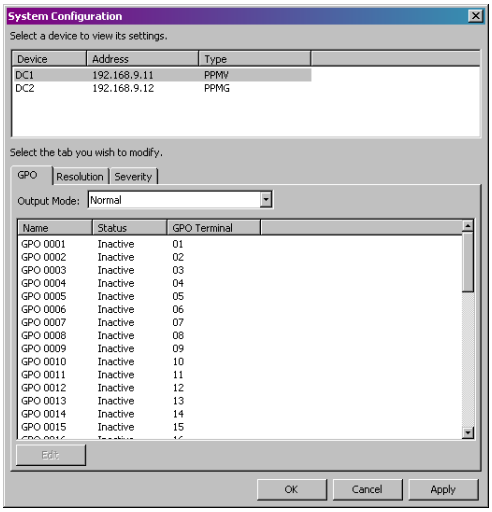


Figure 15: System Configuration Window (GPO View)

Output Mode:
Normal: when GPI trigger is applied GPO output will be active until trigger is removed.
Exclusive: the next GPI will release any previous triggers and apply trigger to the most recent
Latching: when a GPI is applied the GPO will latch in an active state after the GPI trigger has been removed.
Both: this setting applies both a latch and exclusive behavior

Resolution:
Use the resolution tab to setup the output resolution of the selected display card from the device list.

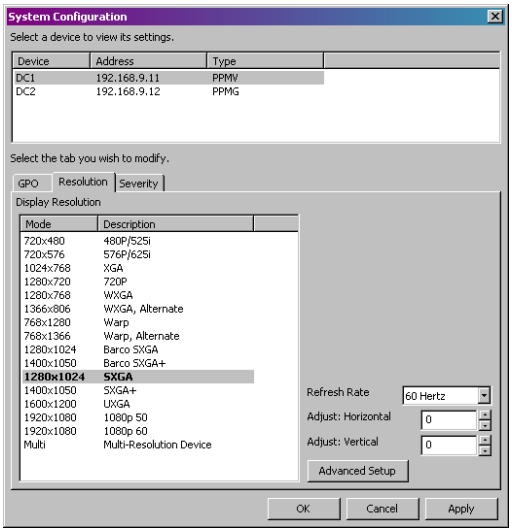
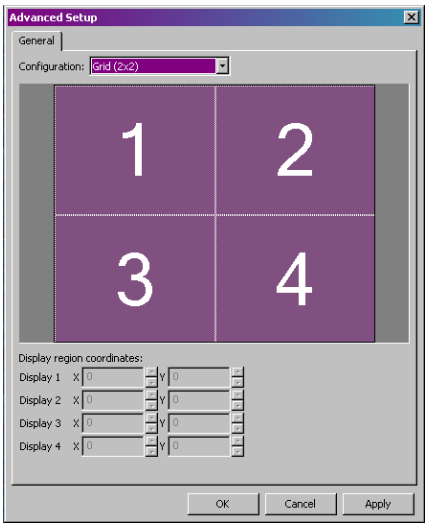


Figure 16: System Configuration Window (Resolution View)

Refresh Rate: choose between 50Hz and 60Hz output refresh rate.
**Note: the output refresh rate should match the input frame rate. If using a mix input format solution (50 and 60Hz) then choose the output refresh rate that matches the majority of inputs.
Adjust Horizontal: adjust horizontal offset of the active picture on the output, increment pixel based.
Adjust Vertical: adjust vertical offset of the active picture on the output, increment line based.
Advanced Setup: see figure below.

Advanced Property:

The advanced setup property is for enabling MVP+ features of the MVP. This property is only applicable when using quad output cards (PPMV, PPMG).



Configuration: set the logical assignment of the 4 outputs to create a single "virtual wall".

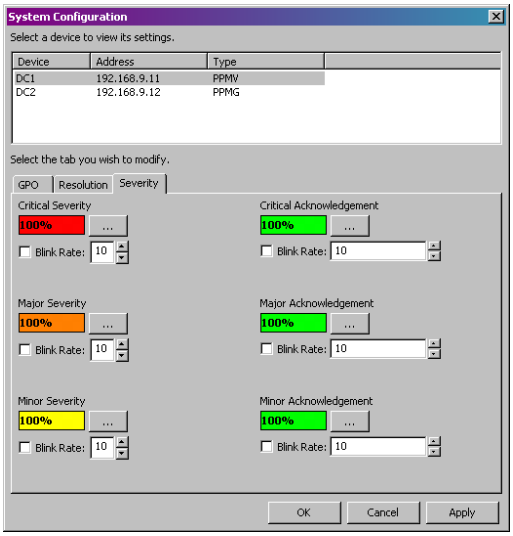
1x4 display mode
4x1 display mode
2x2 display mode

Display Region Coordinates: setup display overlap.

Figure 17: Resolution View (Advanced View)

Severity:

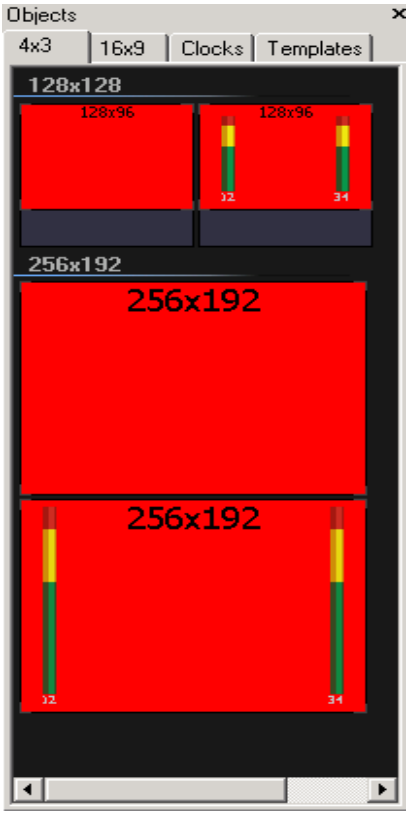
Use the severity tab to configure the visual properties for window based alarms/tally triggers.



Colour: choose the active colour for Critical, Major, and Minor.
Blink Rate: activate blink and set rate.
Acknowledgement: set the acknowledge property for faults that have been acknowledged via VLPRO.

Figure 18: System Configuration Window (Severity View)

1.5.8. Drag-and-drop Objects



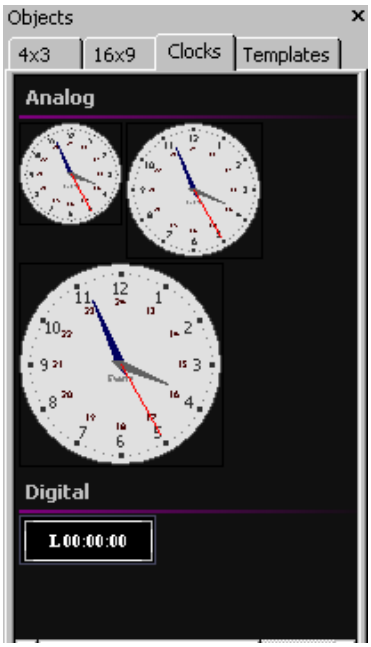
Creating an Object: From the Objects window, create a new 4:3 or 16:9 aspect ratio window by selecting the appropriate tab. Then select one of the factory default windows from the list ad drag-and-drop it onto the Design Canvas Window. The video object will appear as a red rectangle on the canvas and will not appear on the output display, until a video source has been assigned. This can be done by either dragging a source from the Ingest Sources Window and dropping it over the video window container or by typing in the source input number directly from the keyboard.

Deleting an object: to delete an object after it has been created, select the object to be deleted and press the delete key on the keyboard, or mouse right-click and select "Delete" from the menu.

Templates: after saving a custom video object layout as a template, the templates will be stored under the Templates tab and can be recalled in future window designs.

After creating a video object on the Canvas page view, additional on screen display graphics may be added. See the next section for "window dressing" options.

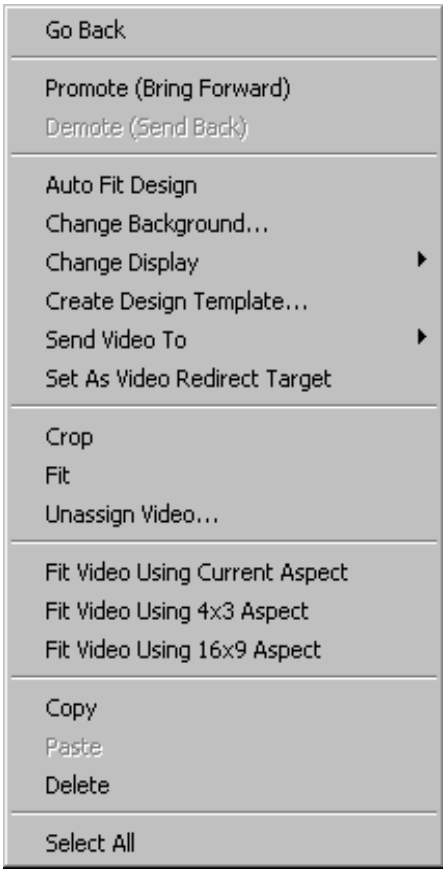
Figure 19: Objects form (4:3 templates)



Add a clock by selecting the Clocks tab from the Objects form and dragging one of the clocks on to the design canvas. (Analog clocks are only available for the MVP)

Figure 20: Objects form (Clock templates)

1.5.9. Window Parameter Right-click Menu Options



When selecting a window from the Canvas page view, then right clicking, the menu to the left appears with the following options:

Go Back: Returns to the Display Manager page view
Promote (Bring Forward): move video object from bottom layer to top layer (allows for window overlap, MVP only)
Demote (Send Back): move video object from top layer to bottom layer (allows for window overlap, MVP only)
Auto-fit Design: automatically resizes on screen display elements to fit the Canvas' resolution
Change Background…: Option to change the background of the display
Change Display: switch from current display to an alternate display
Create Design Template: Create a template from the selected window that is then stored in the "Template" tab of the Object window, and can be reused in future.
Send Video To: used in video re-direct feature to send input video to target display (MVP only)
Save As Video Redirect Target: setup for video re-direct feature (MVP only)

Figure 21: Monitor Object right click menu

Crop: crop monitor dimension to match interior object (video monitor, clock object, etc.)
Fit: option to take the selected window and best fit to the available canvas resolution
Fit Video Using Current Aspect: sizes the active picture to fit within window and maintain irregular aspect ratio
Fit Video Using 4x3 Aspect: sizes the active picture to fit within window and force the aspect to 4:3
Fit Video Using 16x9 Aspect: sizes the active picture to fit within window and force the aspect to 16:9
Copy, Paste Delete: Options to copy, paste and/or delete the selected window
Select All: Option to select all window elements in the Design Canvas page view

1.6. Customizing Objects on Design Canvas

1.6.1. Monitor Object Properties:

Drag and drop the monitor object from the Objects form on to the design canvas. Up to 120 video objects can be placed on a single display card.

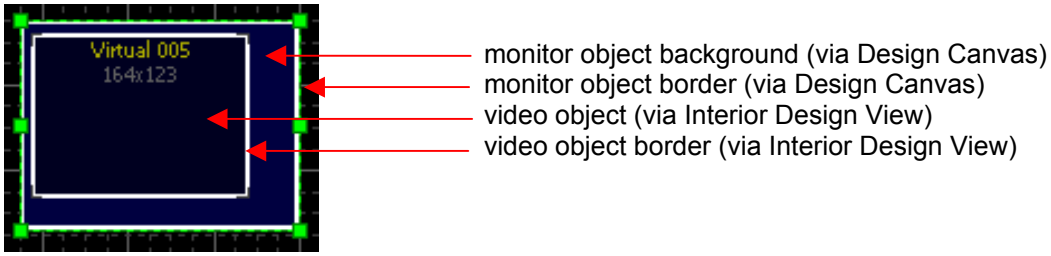


Figure 22: Monitor Object / Video Object

Select a video object from the design canvas, view the properties for the selected object by viewing the properties window.

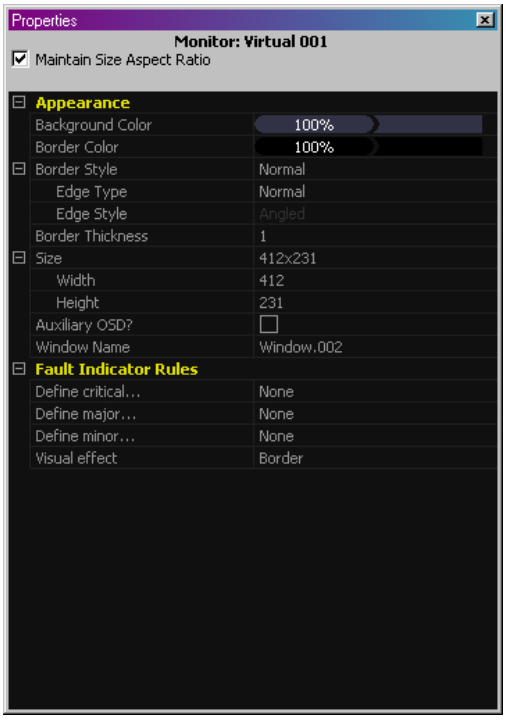


Figure 23: Monitor Object Property Sheet

Maintain Size Aspect Ratio: enable aspect ratio to lock aspect ratio when size property modified.
Appearance:
Background Colour: change background colour of monitor object
Border Colour: change border colour of monitor object
Border Style (MVP only):
Edge Type: select border perspective effect
Edge Style: select the border effect
Border Thickness: set border width
Size: set window width and height
Auxiliary OSD (MVP only): display caption/subtitle
Window Name: change default window name
Fault Indicator Rules: setup window based fault/tally triggers
Visual Effect: select how the fault/tally will be displayed, using background or border or both

1.6.2. Monitor Object Properties General

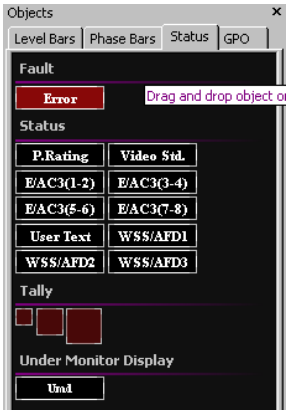
Double click the monitor object on the canvas to view the interior of the object. From this view you can add audio level bars, fault messages, UMDs, etc.

Audio Level Bars 1/2, 3/4, 5/6, 7/8: add audio level bars to video object to view audio level for assigned video input.
Use property sheet to configure the size, colour, turn scales on and off and set orientation of level bar.

Figure 24: Monitor Objects components (audio level bars)

Phase Bars 1/2, 3/4, 5/6, 7/8: add phase bars to video object to view phase for assigned video input.
Use property sheet to configure the size, colour, and turn scales on and off.

Figure 25: Monitor Objects components (Phase Bars)



Fault: add a fault message to video object.
Use property sheet to configure the fault trigger settings and visual properties.
Status:
P Rating: status window that displays XDS program rating for input
Video Std: status window that displays video standard of input
E/AC3(x-y) (MVP only)**:** status window that displays the format of encoded audio for input
User Text: user-defined label
WSS/AFD1-3 (MVP only): status window that displays ARC data
Tally: tally object

Figure 26: Monitor Objects components (Status options)

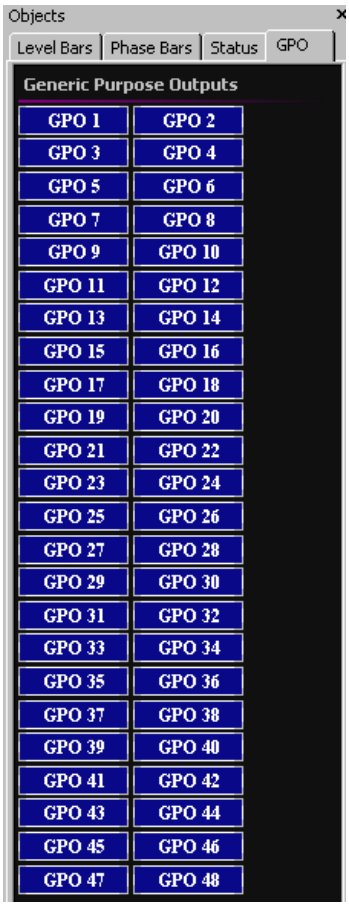


Figure 27: Monitor Objects components (GPO)

GPO: add a GPO to a specific input that can be triggered based on the fault condition for the assigned input.

To configure the trigger settings for the GPO

1.6.3. Fault, UMD and Tally Object Properties

Add a fault, tally or UMD to the selected window through the Status tab (left). After adding the status item click on the object to reveal available configurations in the Properties Window.

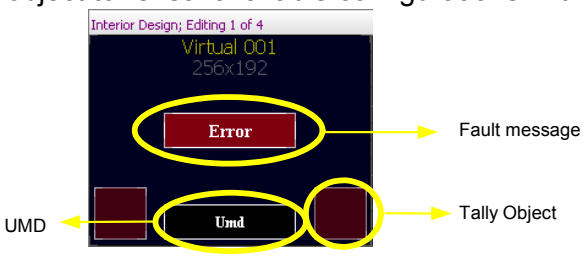
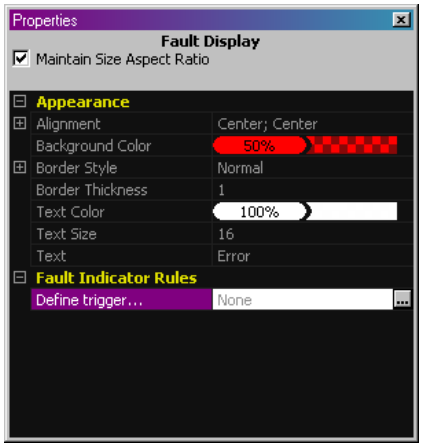


Figure 28: Monitor Objects components diagram

1.6.3.1. Fault Object Properties

Add a fault message to the monitor object by selecting the status tab from the Objects form and dragging and dropping the Fault Message icon onto the object. A maximum of 8 fault messages can be displayed in one object.



Alignment: set the alignment for the text message on the fault indicator
Background Color: set the color and opacity of the fault indicator
Border Style (MVP only): define border effect
Border Thickness: set the thickness of the selected fault message's border
Text color: set the color and opacity of the text used in the fault message
Text: enter a fault message to be displayed when the fault is triggered
Define trigger: option sets the trigger for this fault, see figure below for details.

Figure 29: Fault Object property sheet

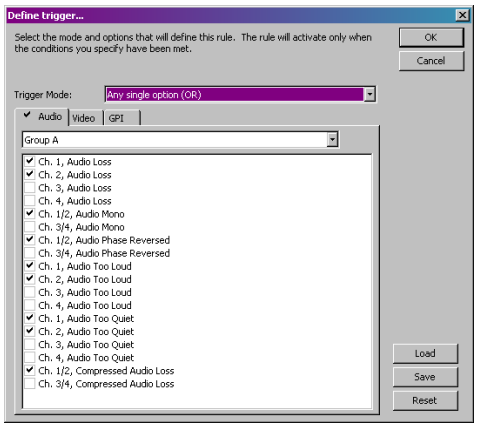


Figure 30: Define Fault message Trigger Form

Trigger Mode: Choose the trigger logic to be applied for triggering fault message.
AND = all triggers select must be true for fault message to be displayed
OR = any of the triggers can be true for fault message to be displayed
Dynamic Trigger 1/2/3 = this is allows for a dynamic GPI (GPI assigned to input) to trigger fault message
Audio: place a check next to audio fault to be used to trigger fault message.
Video: place a check next to video fault to be used to trigger fault message.
GPI: place a check next to a GPI used to trigger fault message.

Note: use the save button at bottom right of form to save fault trigger setup. Use the load button to recall previously saved fault triggers. The reset button un-selects all selected triggers.

1.6.3.2. UMD Object Properties

Add a UMD object to the monitor object by selecting the status tab from the Objects form and dragging and dropping the UMD icon onto the object. A maximum of 4 UMDs for VIP and 8 UMDs for the MVP can be displayed in one object.

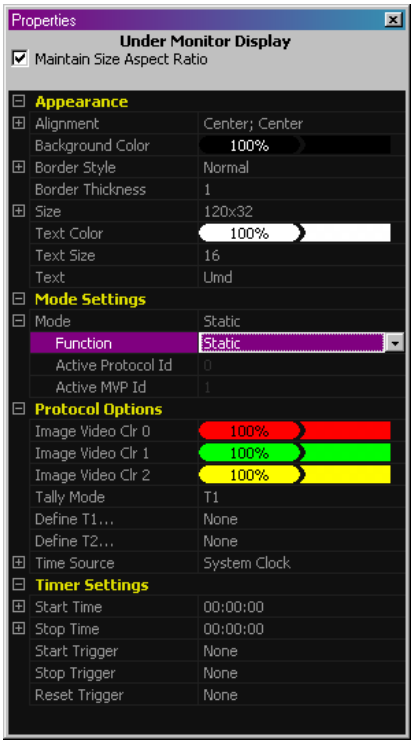


Figure 31: UMD property sheet

Alignment: set the alignment for the text message on the UMD
Background color: set the color and opacity of the UMD
Border Style (MVP only): define border effect
Border Thickness: set the border thickness around UMD
Size: set the size of the UMD messages using the size property form
Text color: set the color and opacity of the text used on the UMD message
Text: enter a UMD message to be displayed
Function: select a mode of operation for the UMD
Timer: use UMD to perform simple up/down count
Dynamic Protocol: use protocol based source labels retrieve protocol id from assigned input
Protocol Id: use protocol based source label
MVPid: use source label assigned via SNMP (VLPRO)
Source Id: use decoded source id from VANC data
Static: user defined using property sheet
VITC: use decoded VITC from VANC data
Active Protocol Id: assign protocol id for UMD (not dynamic)

Active MVPid: assign MVPid numeric vaule for UMD
Protocol Options: define Image Video UMD properties for UMD including trigger and text colour.
Timer Source: choose timer clock reference
Timer Settings: define trigger setup for UMD
Start Time: set timer start time
Stop Time: set timer stop time
Start Trigger: define trigger for starting timer
Stop Trigger: define trigger for stopping timer
Reset Trigger: define trigger for resetting timer

*****Note: protocol options for the MVP and VIP offer a simple way to provide labels to inputs sourced directly from routers using common protocol interfaces like Image Video and TSL. Protocol ids are used by these systems to reference a specific destination on the router and send the source label based on cross-point configurations of the router. The interface to the MVP and VIP for these protocols is supported using either RS-232/422 or Ethernet.***

1.6.3.3. Properties Window – 4 State Tally

Add a Tally object to the monitor object by selecting the status tab from the Objects form and dragging and dropping the Tally icon onto the object. A maximum of 2 UMDs for VIP and 2 UMDs for the MVP can be displayed in one object.

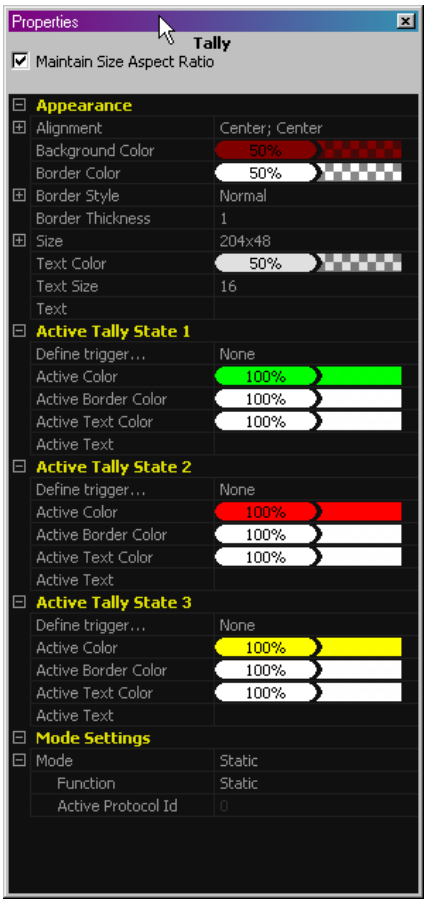


Figure 32: Tally object property sheet

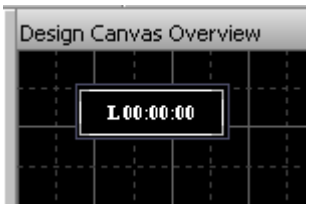
Alignment: set the alignment for the text message on the tally indicator
Background Color: set the color of the tally indicator
Border Color: set the color of the tally's border
Border Style (MVP only): define border effect
Border Thickness: Set the thickness of the tally's border
Size: set the size of the tally
Text color: set the color and opacity of the inactive text used on the tally message
Text: enter a tally message to be displayed when the tally is not activated
Define Trigger: option sets the trigger (fault, GPI or Virtual GPI) for this on-screen indicator.
Active Color: set the color and opacity for the active tally indicator
Active Text Color: set the color and opacity of the active text
Active Text: enter an optional message to be displayed on the tally object when triggered
Mode: Select static or dynamic mode. This supports Image Video protocol and TSL protocol.

***Note: the tally object supports 4 operational states on the MVP. This allows for three separate triggers with three different display characteristics.**

1.6.4. Clock Object Properties

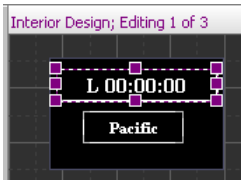
From the Clocks tab in the Objects Window, select the clock, drag and drop it onto the Canvas page. Up to 20 clock objects can be displayed on a display card at the same time.

1.6.4.1. Digital Clock



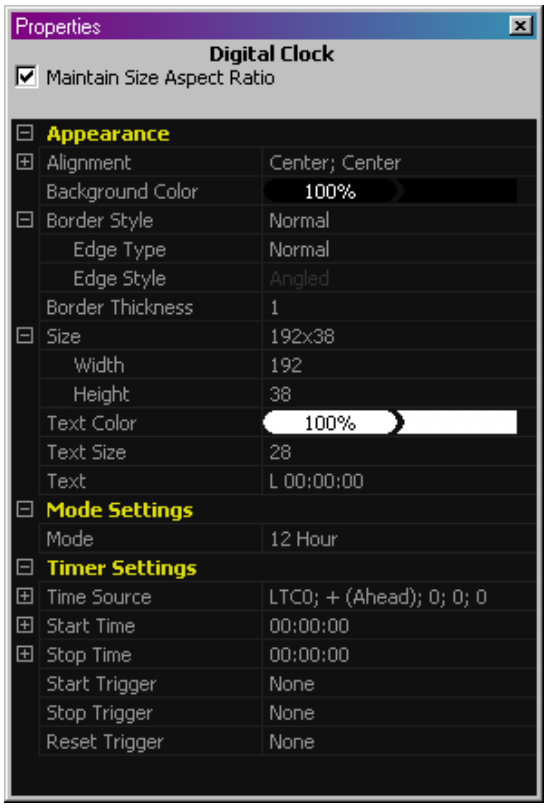
Drag and drop the digital clock from the Object form onto the Design Canvas, move the clock to appropriate area of display by dragging and dropping or by using the alignment and movement utilities.

Figure 33: Clock object container



Double click on the clock container to enter interior design mode for the clock. Add a label to the clock by dragging the label object from the Objects form onto the clock container.
Select the clock object to change the clock properties:

Figure 34: Interior view of clock



Alignment: set the alignment for the text message on the tally indicator
Background Color: set the color of the tally indicator
Border Color: set the color of the tally's border
Border Style (MVP only): define border effect
Border Thickness: Set the thickness of the tally's border
Size: set the size of the tally
Text color: set the color and opacity of text
Mode Setting: 12 hour, 24 hour, up/down timer
Time Source: select the time reference for the clock
Start Time: in up/down timer mode set start time for count
Stop Time: in up/down timer mode set stop time for count
Start Trigger: option sets the trigger (fault, GPI or Virtual GPI) to trigger the start of timer
Stop Trigger: option sets the trigger (fault, GPI or Virtual GPI) to trigger the stop of timer
Reset Trigger: option sets the trigger (fault, GPI or Virtual GPI) to trigger the reset of timer.

Figure 35: Digital clock object property sheet

Note: Always use LTC time for time of day reference, the system clock reference is not a valid source of accurate time and can not be used if recalling layouts from DCP or GPI, etc.

1.6.4.2. Analog Clock (MVP only)

Drag and drop the analog clock from the Object form onto the Design Canvas, move the clock to appropriate area of display by dragging and dropping or by using the alignment and movement utilities.

The analog clock shares similar properties as the digital clock, see section above for specific details.

Figure 36: Analog clock object

2. Specialty Features

2.1. Global Presets (MVP only)

Global Presets can be used to load presets to all of the displays in the system at the same time with a single click. Global presets are saved to the Global Presets form located in the display manger view. A Global Preset load is a feature similar to a macro which allows you to make several specific display preset loads under a single double click.

Figure 37: Global Preset Form

- The Global Presets form displays all of the previously constructed Global Presets in the Preset Catalog.
- To create a new Global Preset click on the “Create Global Preset…” button on the form.

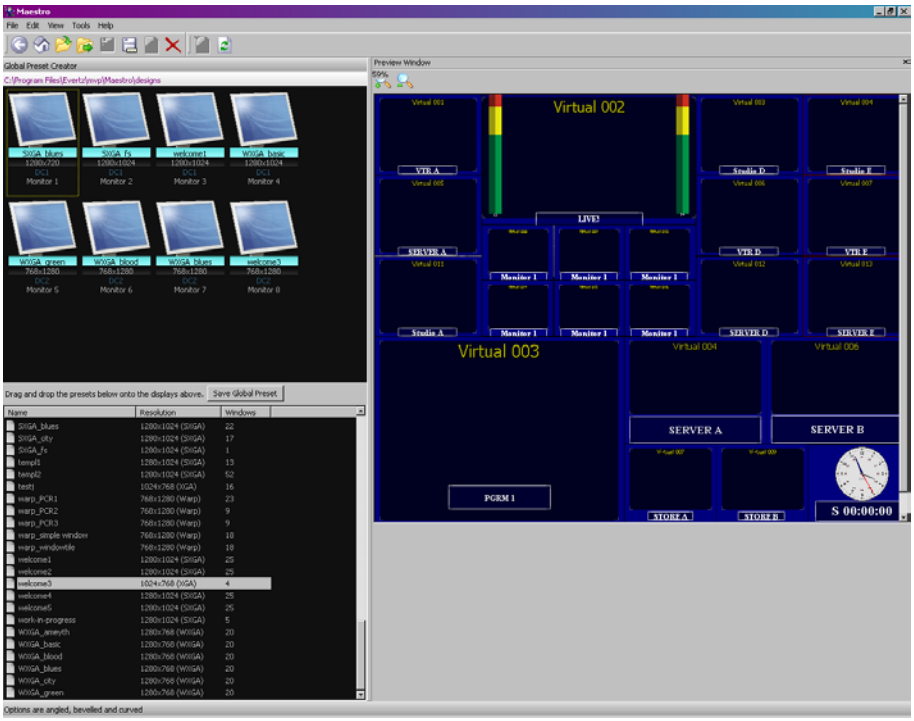


Figure 38: Global Preset Setup Form

- After clicking the “Create Global Preset…” button the above page will be appear.

- The upper left window displays the output displays in the system.
- The lower left window displays the single presets available in the preset catalog.
- The window to the right previews the selected preset from the preset catalog.
- Drag and drop a preset from the preset catalog onto one of the displays.
- Continue to drag presets on to the displays that you wish to assign for a global preset recall.
- Click on the “Save Global Preset” button and provide a name to save the Global Preset.
- Click the back button to go back to the Display Manager view.

Double click on the Global Preset icon to recall the presets for the assigned displays.

Note: if a preset that is used by the global preset is modified or deleted it will affect the global preset.

2.2. Video Re-direct

Video Re-direct can be used to select an input from a layout and send that input to a target display. This feature will effect the physical output of the MVP, it can be used to choose a window from a mosaic view and send it to a QC position for full screen analysis. To setup the video redirect use the following instructions:

- Create a layout that you intend to use as a re-direct target. The layout below is an example of what the layout might look like.
- Right click on the video object you wish to designate as the re-direct target, then select “Set as video redirect target”.
- Save the redirect target preset. (File / Save As)
- Using the Tools menu, select “Video redirect setup…”

Figure 39: Example Redirect layout

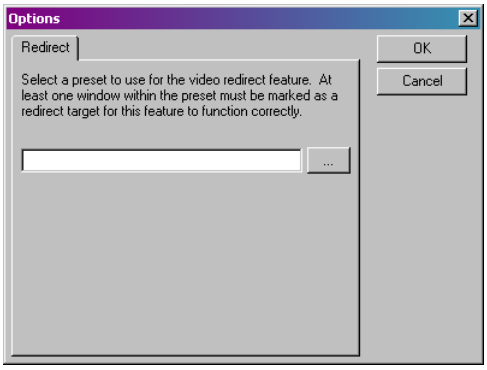


Figure 40: Define Trigger Form

- Use the browse button to select the re-direct preset created. Click OK when complete.
- Load display 1, for example with a preset containing several video windows.
- Right click on any of the windows on display 1, and select “Send Video to…..”
- Select a display to use for the re-direct display. The display can be the same display that you are using, or any other display that is available in the system.
- After selecting the display to send the video to you will see the re-direct preset loaded with the video selected on the target display.

3. Glossary

Auxiliary On-Screen Display (OSD) - Renamed from closed captioning

Desktop Control Panel (DCP) - Remote device that via Ethernet connection allows control over the MVP system.

General Purpose Input (GPI) - An external stimulus applied to the 3000BHP-AUX/7767BHP-AUX break out panel that can trigger an event inside the MVP/VIP system

General Purpose Output (GPO) - An event inside MVP system that can trigger an external stimulus from the 3000BHP-AUX/7767BHP-AUX

LTC (LTC0) – linear time code, time code generated by a master clock and connected to the display card via the 3000BHP-AUX/7767BHP-AUX break out panel

On board Server – The MVP on-board server refers to a server that runs on the master display card in the MVP frame. This is typically the case in systems where there are only 1 or 2 display cards (1 to 8 displays).

OV (Octal Video) - Video input module with eight inputs

PC server (Stand alone server) – The MVP stand alone server refers to a server that runs on the a PC. This is typically the case in systems where there is greater than 2 display cards.

PPV, PPMV - Video output modules

Under Monitor Display (UMD) - Historical term used in video industry to denote a text display directly underneath a video source. Used to label a video source (ex. Camera 1)

Vertical Interval Time Code (VITC) - Time reference that is embedded in a video stream

4. Maestro Shortcut keys

Common Key Bindings
<RIGHT MOUSE>: Show context menu
<SCROLL WHEEL>: Window scroll
Backspace : Go to previous screen
CTRL + <LEFT MOUSE> : Drag selection mode
CTRL + A : Select all
CTRL + C : Copy selection
CTRL + Home : Go to system level
CTRL + SHIFT + C : Clear console
CTRL + V : Paste copied selection
Del : Delete selection where applicable
Esc : Clears selection
F5 : Refresh

System Manager
CTRL + H : View selected system's hardware
Enter : View selected system
SHIFT + Tab : Selects previous system
Tab : Selects next system

Device Manager
CTRL + L : Load upgrade file
SHIFT + Tab : Selects previous device
Tab : Selects next device

Display Manager
ALT + Enter : Change selected display properties
CTRL + F12 : Save as script
CTRL + L : Load a preset on selected display
CTRL + N : Clear contents on selected display
CTRL + O : Connect
CTRL + R : Reset the system
CTRL + S : Save display preset
CTRL + SHIFT + L : Layout properties
CTRL + SHIFT + R : Reset layout
CTRL + T : Disconnect
CTRL + Y : System configuration
CTRL+SHIFT+R : Rename Display
Enter : Go to selected display's design
F12 : Save display preset as
Left Arrow : Select previous display
Right Arrow : Select next display
SHIFT + L : Layout mode
SHIFT + Tab : Selects previous display
Tab : Selects next display

Preset Catalog
CTRL + L : Load a preset
Down Arrow : Select next preset

Enter : Load selected preset onto display
Up Arrow : Select previous preset

Design Studio
+ : Zoom out
0-9 : Zoom in
ALT+<LEFT MOUSE> (on object sizer) : Disable dynamic sizing
CTRL + ALT + C : Calculator
CTRL + D : Fit
CTRL + Down Arrow : Upload
CTRL + F : Import virtual names
CTRL + F12: Load a preset
CTRL + I : Clear
CTRL + L : Reset system
CTRL + Left Arrow : Save display preset
CTRL + N : View grid lines
CTRL + R : View window names
CTRL + Right Arrow : Window scroll down
CTRL + S : Window scroll left
CTRL + SHIFT + D : Window scroll up
CTRL + SHIFT + G : Window scroll right
CTRL + SHIFT + W : System configuration
CTRL + Up Arrow : Nudge down
CTRL + Y : Interior Design
Down Arrow : Save display preset as
Enter : Nudge left
F12 : Window page down
Left Arrow : Window page up
Page Down : Nudge right
Page Up : Push selected object to bottom edge
Right Arrow : Push selected object to left edge
SHIFT + Down Arrow : Push selected object to right edge
SHIFT + Left Arrow : Selects previous display
SHIFT + Right Arrow : Push selected object to top edge
SHIFT + Tab : Zoom to fit
SHIFT + Up Arrow : Selects next display
SHIFT + Z : Nudge up
Tab : Selects next display
Up Arrow : Nudge selected object up