

Still Store – Loading Stills (Playback)

The screenshot shows the 'Still Store' interface with several callouts:

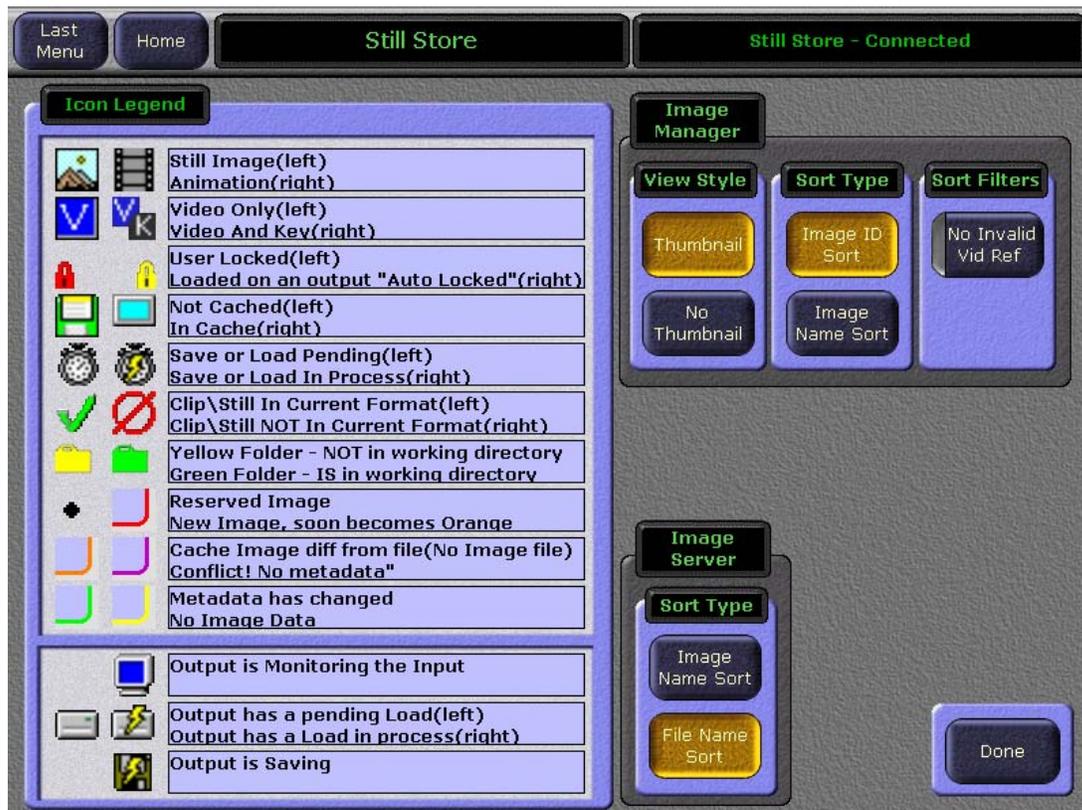
- 1. Choose an Output Channel.** Points to the 'Output 6 Still 1-2' section on the right.
- 2. Make sure "Auto Load" is selected.** Points to the 'Auto Load' button in the center.
- 3. Choose Still to be loaded.** Points to a still thumbnail in the grid on the left.
- Image information, part of the Metadata.** Points to the metadata text: 'Label: Still 1-2', 'ID: 2', 'File: 10000002', 'Still-Video only', 'Frames: 1, 1080i'.
- Note: This path where stills and clips are saved is the Image Server of choice. Selecting this window will display all of the active Image Servers.** Points to the path field: '//Default/User/0FOLDER1/'.

At the bottom right, there is a logo for Thomson with a stylized 'G' and 'V'.

Steps to load a Still/Clip:

1. Select a Still Store Channel Output. This is the output buffer (RAM) used to hold the stills being used.
2. Select the Still or Clip to be loaded
3. After loading the Still or Clip number will appear in the Still Output

Still Store – Legend and Options



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Menu: Still Store / Playback



Reserved Image - An image selected by the operator to be loaded into cache. Reserved Images can come from multiple directories and/or drives.

Image Data – The part of the image file that contains the information for the actual image.

Meta Data – The part of the image file that contains information such as, cropping, positioning, In and Out points and loop data on an animation.

Cache – RAM that holds image files for playback.

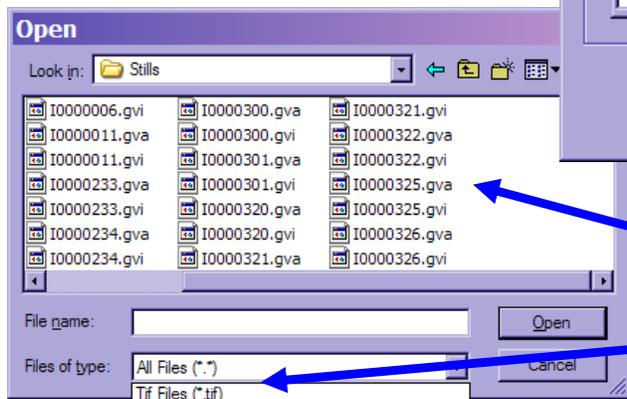
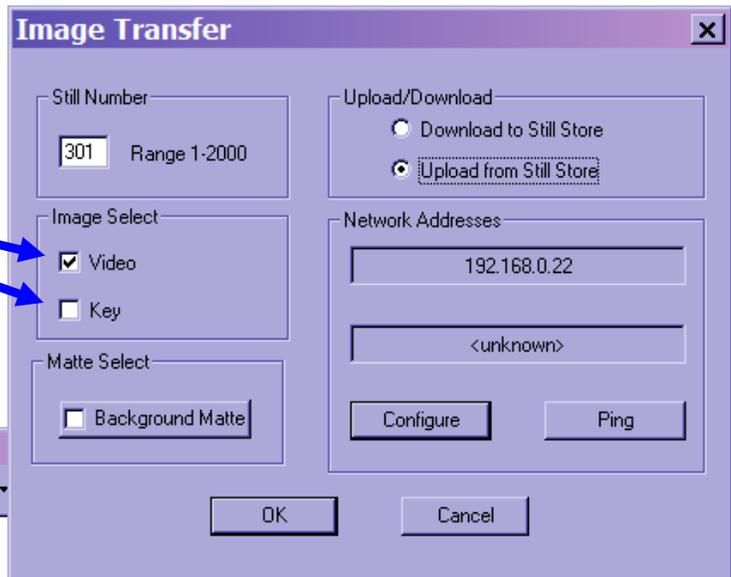
Image Server – Network Drives with stored image files.

Video Only Files – These files only require one channel for playback. If keyed the image will fill full raster.

Video/Key Files – These are image files that have an associated key signal. These files require two playback channels, one for video and one for key.

Still Store Loader Transfer

Video and Key are transferred individually.



Files can be Tif, Bmp, or the internal gvi, gva format.

