# XPression

#### **XPression Distributed Workflow User Guide**

Version 10.0



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David Ross CEO, Ross Video *dross@rossvideo.com* 

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# XPression Distributed Workflow - User Guide

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# Introduction

In today's fast-paced news, sports, branding, and entertainment environments, the best graphics engines are only as good as the workflow tools that take those graphics to air. XPression offers a complete line of hardware and software products for efficient collaboration and media moving.

## **About This Guide**

This user guide describes the XPression MOS, NLE, and Template Builder workflows, their configuration, and functions.

If, at any time, you have a question pertaining to the installation, configuration, or operation of the XPression workflow tools, please contact us at the numbers listed in the section "**Contacting Technical Support**" on page 1–2. Our technical staff are always available for consultation, training, or service.

#### **Documentation Conventions**

Special text formats are used in this guide to identify parts of the user interface, text that a user must enter, or a sequence of menus and submenus that must be followed to reach a particular command.

Bold text	Bold text is used to identify a user interface element such as a dialog box, menu item, or button. For example: In the <b>3D Model Files</b> section, use the <b>Mode</b> list to select the folder used to store 3D model files.
Courier text	Courier text is used to identify text that a user must enter. For example: Enter localhost when the DataLing server is running of the same computer as XPression.
>	Menu arrows are used in procedures to identify a sequence of menu items that you must follow. For example, if a step reads " <b>Display</b> > <b>Widgets</b> ," you would click the <b>Display</b> menu and then click <b>Widgets</b> .

#### **Getting Help**

The **XPression Distributed Workflow User Guide** is supplied as a print-ready PDF file. Locate the guide in the C:\Archive folder to open a guide PDF in Adobe® Reader® for viewing or printing.

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- E-mail: techsupport@rossvideo.com
- Website: http://www.rossvideo.com

# **User Interface Overviews**

This section provides user interface overviews for the various components used in the XPression distributed workflow. For information on the XPression Project Server, refer to the **XPression Project Server User Guide**.

The following user interfaces are discussed in this section:

- The XPression Gateway User Interface
- The XPression ActiveX MOS Plugin User Interface Browse
- The XPression ActiveX MOS Plugin User Interface Graphics
- The XPression ActiveX MOS Plugin User Interface Clips
- The XPression ActiveX MOS Plugin User Interface Edit Graphics
- The XPression ActiveX MOS Plugin User Interface Edit Clips
- The XPression HTML5 MOS Plugin User Interface Overview Browse
- The XPression HTML5 MOS Plugin User Interface Overview Graphics
- The XPression HTML5 MOS Plugin User Interface Overview Edit
- The XPression HTML5 MOS Plugin User Interface Overview OpenMAM
- The XPression NLE Plugin and Edius Plugin User Interface Templates
- The XPression NLE Plugin and Edius Plugin User Interface Edit Mode
- The XPression Template Builder User Interface Templates
- · The XPression Template Builder User Interface Edit Mode
- The XPression Rundown Controller User Interface
- The XPression Remote Sequencer User Interface
- The XPression Remote Sequencer User Interface (Legacy)

#### **The XPression Gateway User Interface**

The following screen capture displays the main elements of the XPression Gateway user interface. Descriptions of individual elements are contained below the diagram.



- Menu Bar use this menu bar to access the Gateway menu.
   MOS Object Monitor — displays the currently monitored and MOS active rundowns on the Gateway
- Output Engines List lists the output engines that have been configured for each XPression system being used for playout.
- 3) Preview and Offline Render Engines List lists the preview engines that have been configured for each XPression Bluebox OFL system being used for motion and still preview in the XPression MOS Plugin, NLE Plugin, Template Builder, and Remote Sequencer.
- MOS Object Monitor displays the currently monitored and MOS active rundowns on the Gateway. Stories that contain graphics can be expanded to view the associated MOS objects.
- 5) Log Area displays the activities of the Gateway. Select a tab to view the activity log for the Gateway, the information sent or received by the Gateway, or the connected plugin clients, user, last activity, and connection time.

#### The XPression ActiveX MOS Plugin User Interface -Browse

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface Browse tab. Descriptions of individual elements are contained below the diagram.

(9	Gaved Items	Filter: Coopes	4
e (F	🗉 📁 💋 Daily	= 05 - story1	
phics (F9) Brows	Persistent     User Farovites     Priver 1     Parsite     Priver 1     Parsite     P	N Content: Scene: Scene: OPEN 2 Channel: 3 In: 00:15:00 Content: asaaaa Content: asaaaaa Content: asaaaaaa Content: asaaaaa Content: asaaaaa Content: asaaaaa Content: asaaaaa Content: asaaaaaa Content: asaaaaa Content: asaaaaaa Content: asaaaaaa Content: asaaaa	Layer: Template Default Duration: 17:35.00
Clips (F7) Gra		Content: <none>   sssssss   BOTTOM LINE Scene: OTS Channel: 4 Layer: Template Default In: 00:15:00 Duration: 17:35:00</none>	
Edit (F8)			
0	igtions • 2 Pression Gateway M2.	OpenMAM •	5 Update story Cancel Edit

- 1) **Saved Items Folders** view and select graphics, clips, or rundowns from the folders list.
- Options Menu use this menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway.
- Thumbnails / List view and select graphics or clips from the Browse tab display results. Use the filter at the top to locate specific graphics or clips.
- Display use the display functions to select the viewing method (Tile, Thumbnail, or List), resize thumbnails, and refresh the display results.
- 5) **Button Controls** use these buttons to connect to an openMAM server, update a story, or cancel an edit.

## The XPression ActiveX MOS Plugin User Interface -Graphics

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface Graphics tab. Descriptions of individual elements are contained below the diagram.



- 1) **Show / Filter** displays the selected show. Use the filter to display specific saved graphic templates.
- 2) **Thumbnails / List** view and select graphics in either thumbnail or list views.
- Options Menu use this menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway.
- 4) **Button Controls** use these buttons to connect to an openMAM server, update a story, or cancel an edit.

## The XPression ActiveX MOS Plugin User Interface -Clips

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface Clips tab. Descriptions of individual elements are contained below the diagram.

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.



- Search Area use the Quick Find search field to display specific saved clips, or click the Show/Hide advanced search button to enter detailed search criteria. Use the Reset search filter button to clear all search fields.
- Options Menu use this menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway.
- 4) **Button Controls** use these buttons to connect to an openMAM server, update a story, or cancel an edit.
- 2) Clips view and select clips from the list.

## The XPression ActiveX MOS Plugin User Interface -Edit Graphics

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface in Edit tab for graphics. Descriptions of individual elements are contained below the diagram.



- Show / Filter displays the selected show. Use the filter to display specific saved graphic templates.
- 2) **Thumbnails / List** view and select graphics in either thumbnail or list views.
- Editor use this area to edit the object/field contents and template playout information. Use the OpenMAM menu to select a MAM system. Click the Save button to 6) save any changes.
- Preview Area view the graphic template and any changes made in the Editor. Use the playback controls to play animations.
- Options Menu use this menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway.
  - 6) **Button Controls** use these buttons to connect to an openMAM server, update a story, or cancel an edit.

## The XPression ActiveX MOS Plugin User Interface -Edit Clips

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface in Edit tab for clips. Descriptions of individual elements are contained below the diagram.

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.



- Search Area use the Quick Find search field to display specific saved clips, or click the Show/Hide advanced search button to enter detailed search criteria. Use the Reset search filter button to clear all search fields.
- 2) Clips view and select clips from the list.
- Editor use this area to edit the object/field contents & template playout information. Use the OpenMAM menu to select a MAM system. Click the Save button to save any changes.
- 4) **Preview Area** preview the clips. Use the playback controls to control preview playback.
- Options Menu use this menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway.
- Button Controls use these buttons to connect to an openMAM server, update a story, or cancel an edit.

#### The XPression HTML5 MOS Plugin User Interface Overview - Browse

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Browse** tab. Descriptions of individual elements are contained below the diagram.

LI _DOC.XPN.IH		? X
XPression Browse Graphics	Edit OpenMAM	(1) <mark>©</mark> ×_
+ ū	A Search C 3	
Saved Items Daily Persistent User Favorites Signification Running Order - ABC	V 1 - Headlines - AM	4
2	S SINGLE ANCHOR 3 - Weather - AM 5 Freedings we are up and up and up WeatherTabs 5	

- 1) Settings use this menu to open the Configuration panel.
- 2) **Saved Items Folders** view and select graphics, clips, or rundowns from the folders list.
- Search use this field to locate specific graphics or clips and then click the **Refresh** icon to update the thumbnail results.
- Display use the display functions to select the viewing method (Grid, Details, or Table), and resize thumbnails,.
- 5) **Thumbnails** view and select graphics or clips in the **Browse** tab display results.

#### The XPression HTML5 MOS Plugin User Interface Overview - Graphics

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Graphics** tab. Descriptions of individual elements are contained below the diagram.



- Search use this field to locate specific graphics or clips and then click the **Refresh** icon to update the thumbnail results.
- Show / Filter displays the selected show. Use the filter to display specific saved graphic templates.
- Expand / Collapse / Thumbnails / List expand or collapse the categories and then view and select graphics in either thumbnail or list views.
- Thumbnails view and select graphics or clips. Double-clicking a thumbnail opens the selected graphic in Edit mode.

#### The XPression HTML5 MOS Plugin User Interface Overview - Edit

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Edit** tab for graphics. Descriptions of individual elements are contained below the diagram.



- Editor use this area to edit the object/field contents and template playout information. Use the OpenMAM menu to select an openMAM system. Click the Save button to save any changes.
- Button Controls use these buttons to spellcheck your edits, update a story, cancel an edit, add the graphic to a story, close the plugin or cancel the operation.
- Preview Area view the graphic template and any changes made in the Editor. Use the playback controls to play animations.

#### The XPression HTML5 MOS Plugin User Interface Overview - OpenMAM

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **OpenMAM** tab. Descriptions of individual elements are contained below the diagram.



1) Button — click to open an asset management system that has been configured in the XPression Gateway.

#### The XPression NLE Plugin and Edius Plugin User Interface - Templates

The following screen capture displays the main elements of the XPression NLE Plugin user interface in Templates mode. Descriptions of individual elements are contained below the diagram.

Filter: <none> Thumbnails List</none>	— 🦪 Anchorc	Filter: <none></none>			Tile
FSCG List	Daily     Daily     Discrete Control     Dersistent     Rundowns	ROSS NEWS 2004	Content: Breaking   ross news 201 Scene: LOWERTHIRD Channel: 1 Layer: Templa In: 00:00.00 Duration: 00:0	4   ross New Ite Default 00.00	
THIS STATE FOR TOO INVOLVENT WAY WAY AND A STATE OF TOO INVOLVENT WAY WAY AND A STATE OF TOO IN IN SECOND STATE OF TOO IN SEC			Content: This is the font for the fsr Scene: FSCG List Channel: 1 Layer: Temple In: 00:00.00 2	ig   This is t Ite Default 00.00	
TITLE Lamins - This is the Fourt Four The PARAGRAPH					
PSCG List Pic TITLE Latinua - Trais is That Point Float Train Trais Sc - Trais is That Point Float Co - Trais I That Point Float Co - Trai					
FSCG Paragraph Pic					
EXEMPT CARTINA - THIS IS THE FORT WORKS WHAT					
				OK	Cancel

- Thumbnails / List view and select templates in thumbnail or list views. Use the filter at the top to locate specific templates.
- Saved Graphics view and select saved graphics. Use the filter at the top to locate specific saved graphics.
- ) **Options and Button Controls** use the menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway. Use the button controls to apply or cancel changes.

#### The XPression NLE Plugin and Edius Plugin User **Interface - Edit Mode**

The following screen capture displays the main elements of the XPression NLE Plugin user interface in Edit Mode. Descriptions of individual elements are contained below the diagram.



- 1) Editor use this area to view and edit the objects and 3) Options and Button Controls use the menu to open fields of the template and to save graphics.
- 2) Preview Area view the template and any changes made in the Editor. Use the playback controls to play animations.
- the Configuration dialog box or to select the primary or secondary MOS Gateway. Use the button controls to apply or cancel changes.

## The XPression Template Builder User Interface -Templates

The following screen capture displays the main elements of the XPression Template Builder user interface in Templates mode. Descriptions of individual elements are contained below the diagram.



- Thumbnails / List view and select templates in thumbnail or list views. Use the filter at the top to locate specific templates.
- Saved Graphics view and select saved graphics. Use the filter at the top to locate specific saved graphics.
- Options and Button Controls use the menu to open the Configuration dialog box or to select the primary or secondary MOS Gateway. Use the button controls to apply or cancel changes.

#### The XPression Template Builder User Interface - Edit Mode

The following screen capture displays the main elements of the XPression Template Builder user interface in Edit Mode. Descriptions of individual elements are contained below the diagram.



- 1) Editor use this area to view and edit the objects and 3) Options Menu use the menu to open the fields of the template and to save graphics.
- 2) Preview Area view the template and any changes made in the Editor. Use the playback controls to play animations.
- Configuration dialog box or to select the primary or secondary MOS Gateway.

#### **The XPression Rundown Controller User Interface**

The following screen capture displays the main elements of the XPression Rundown Controller user interface. Descriptions of individual elements are contained in the legend below the diagram.

	1 2	
	File         Help         Connection Point:         Connection 1	
	File Help     Connection Point:     Connection 1     Connection 1     Connection 2     Connection 1     Connection 2     Connection 2     Connection 2     Connection 2     Connection 2     Connection 3     Connection 3     Connection 3     Connection 4     Connection 4     Connection 4     Connection 4     Connection 4     Connection 4     Connection 4	
	Sort Filter: 4 Apply Settings	
1)	Menu Bar — use this menu bar to access the File and Help menus.       3)       Rundown List — use this to view and sele and show styles.	ct ru

- 2) Toolbar use this toolbar to access Connection Groups.
- ndowns
- 4) Selection Area use this area to filter through rundowns and apply the selected rundown settings.

#### The XPression Remote Sequencer User Interface

The following screen capture displays the main elements of the XPression Remote Sequencer user interface. Descriptions of individual elements are contained below the diagram.



- 1) Menu Bar use this menu bar to access the File, Docking, and Display menus.
- Toolbar use this toolbar to quickly select rundowns, access and edit Connection Points and Channel Groups, select saved docking layouts, and view the status of connections to the Project Server, ClipStore, and DataLing Server.
- Channels use the channels to view, select, and modify the items on a particular channel in the Linear Rundown.
- Scene Manager use this window to view and manage the scenes and scene groups contained in a project.

- 5) **Up Next Preview** use this to preview the upcoming scene.
- Linear Rundown use this to view and control a list of scenes or scene groups.
- 7) **Next Up Preview** displays the upcoming take items in the queue.
- 8) Take Item Inspector / Clip Browser toggle between the Take Item Inspector and the Clip Browser. Use the Take Item Inspector to edit the properties of a selected group or take item. Use the Clip Browser to browse for clips to drop into the Linear Rundown for preview and playout.

# The XPression Remote Sequencer User Interface (Legacy)

The following screen capture displays the main elements of the XPression Remote Sequencer (Legacy) user interface. Descriptions of individual elements are contained below the diagram.

le Douring	Help	Rundown Selection:	Connection Group: ConnectionGroup	• 1 • 0000	
nnection 1					
ake ID	State	Scene	Story Num Name	Content	Next Up Preview
0009			training rundown		Channel 1 - Engine 1
-			Bending iPhones		
0001		L3	Bending iPhones: L3	Breaking News   New iPhones Bend!   Today	
0002		OTS	Bending iPhones: OTS	OTS text   Aviators.tga	
-			Yar		
0003		OTS	Yar: OTS	YAR! / Lighthouse.jpg	
-			Open 3		
0004		L3	Open: L3	anchor name   yada yada   xxxxx	Channel D. Series 1
		1.9	Ian was Here	The she stitled be st	
0005		13	Ian Was Here: L3	This is line 1   This is line 1   xxxxxx	
0006		13	Ian was Here; L3	This is line 1   This is line 1   XXXXX	
0007		13	:43	This is line 1   This is line 1   XXXXXX	4
<b>П</b> . 0000		070	krstory	and de brimeles / das De Trèmele des	
0000		010	100071010	are an analysic process manysinga	
					Channel 4 - Engine 2
			10		Channel 5 - Engine 3

- Menu Bar use this menu bar to access the File, Docking, and Help menus.
- Preview Area displays the upcoming take items in the queue.
- Toolbar use this toolbar to quickly select rundowns, 5) access and edit Connection Points and Channel Groups, and use the Fast Recall feature.
- 3) **Sequencer** use this to view and control a list of scenes or scene groups.
- Status Area displays the current status of the Remote Sequencer.

# **MOS Workflow Setup**

#### Overview

The XPression Gateway serves as a communication hub between the customer supplied newsroom control system and the various XPression components required to complete the XPression MOS workflow. The XPression MOS Plugin, XPression Remote Sequencer, XPression Rundown Controller, XPression preview engine, and Clip Store Server all connect to the XPression Gateway. MOS messages created using the MOS plugin are added to stories in the customer supplied newsroom control system. These MOS messages are then parsed from active rundowns by the XPression Gateway and used to create take items in the necessary XPression playout device.

Before you start using the XPression MOS workflow, the various components and settings need to be configured for operability.

The following topics are discussed in this section:

- Required Components
- Optional Components
- Setting Up the XPression Gateway
- · Setting Up and Using Multiple XPression Gateways
- Setting Up the XPression ActiveX MOS Plugin
- Setting Up the XPression HTML5 MOS Plugin
- Installing an SSL Certificate for the XPression HTML5 MOS Plugin

#### **Required Components**

The following is a list of the required components for the XPression MOS workflow:

- XPression Gateway
- XPression Studio, Prime, or BlueBox OFL (preview engine)
- XPression MOS Plugin or HTML5 MOS Plugin
- XPression Studio/Prime/BlueBox (playout engine)

#### **Optional Components**

The following items are optional for the XPression MOS workflow:

- XPression Project Server
- XPression Remote Sequencer
- XPression Rundown Controller
- XPression Desktop Preview Server
- Supported MAM system
- XPression Clips
- XPression Tessera (requires project-based region mapping and XPression Project Server)

#### For More Information on...

- The XPression Gateway user interface, refer to the section "The XPression Gateway User Interface" on page 2–2.
- The XPression MOS Plugin user interface, refer to the section "The XPression ActiveX MOS Plugin User Interface - Graphics" on page 2–4 and "The XPression ActiveX MOS Plugin User Interface - Clips" on page 2–5.

#### **Setting Up the XPression Gateway**

The following steps explain the XPression Gateway configuration for the MOS workflow.

- If you have any Citrix programs installed, such as GoToMeeting, ensure that the DNE LightWeight Filter is disabled in the Local Area Connection Properties window of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.
- 1. Open the XPression Gateway.
- 2. Click Gateway > Settings.

The XPression Gateway - Settings dialog box opens.

3. Click Gateway to configure the XPression Gateway settings.

The Gateway configuration area opens.

Gateway	MOS Server
Rundowns Client Physics	Media Object Port: 10540
MOS Objects	Running Order Port: 10541
Remote Sequencer	Primary MOS ID: DOC.XPN
Virtual Channel Mapping	Secondary MOS ID:
Channel Groups	NCS ID: INCEPTION
Project Server Clip Store Persistent Templates Saved Items OpenMAM Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	MOS Objects & Messages Parse roStorySend Messages (recommended to leave off) Accept Items With Incorrect MOS ID On't Send Status Messages MOS Message Encoding Use UTF8 Encode MOS Payload Strip Unicode Chars from MOS Abstracts
	QK Cancel

By default, the XPression Gateway - Settings dialog box opens in the Gateway configuration area.

Gateway

- a. In the MOS Server section, use the Media Object Port box to enter or select a port number on which the newsroom control system will accept connections from MOS devices. The default is 10540.
- \* Only change the Media Object Port number if there is a port conflict.
  - **b.** Use the **Running Order Port** box to enter or select a port number on which the MOS will accept connections from the newsroom control system. The default is 10541.
- \* Only change the Running Order Port number if there is a port conflict.

An optional secondary ID can be entered in the Secondary MOS ID box.

d. In the NCS ID box, enter your newsroom control system ID.

- e. In the MOS Objects & Messages section, configure the following options as necessary:
  - Parse roStorySend Messages select this check box to parse all incoming MOS objects, including
    those for unrelated devices. It is recommended that this option is left unselected if not using multiple
    gateways.
- Some newsroom systems require this on for basic functionality (for example, Dalet).

Select the Accept Items With Incorrect MOS ID check box to allow the XPression Gateway to accept items with incorrect MOS IDs. This requires parsing the roStorySend MOS messages to see the other MOS ID objects.

- Don't Send Status Messages select this check box to disable reporting the MOS status of graphics and clips to the NRCS.
- f. In the MOS Message Encoding section, configure the following options as necessary:
  - Use UTF8 select this check box to 8-bit character encoding.
  - Encode MOS Payload select this check box to encode the MOS payload of MOS items to avoid issues with Unicode and older versions of some newsroom systems.
  - Strip Unicode Chars from MOS Abstracts select this check box to strip Unicode characters in the MOS abstracts or slugs if the newsroom system does not support Unicode text.
- 4. Click **Rundowns** to configure the rundown settings.

The **Rundowns** configuration area opens.



Rundowns

- a. In the Settings section, select the Auto Activate New Rundowns check box to automatically trigger new rundowns.
- **b.** Select the **Don't Delete Active Rundowns** check box to prevent rundowns from being removed when they are still activated for playout.
- **c.** Select the **Deactivate rundown** check box to hold a rundown active after the NRCS un-monitors it. Use the minutes box to enter or select an amount of time to wait before deactivating the rundown.

5. Click **Client Plugins** to configure the plugin settings.

The Client Plugins configuration area opens.

Gateway	Global Settings		
Rundowns	Plugin Server Port: 10550 ++		
Client Plugins	✓ Enforce the Gateway's MOS ID	1	
Remote Sequencer	Enable MOS Timing Fields -> Default Inpoint: Default Duration:	00:00:00.00	
Virtual Channel Mapping	Enable Remote Plugin Updates		
Channel Groups	Show Template List on Edit Mode tab	Enable OverDrive Field	s
Preview & Offline Engines	Empty Material Fields Show as <none></none>	Enable Mosart Fields	
Project Server Clip Store Persistent Templates	Disable Channel and Layer     Hide frames in timing fields	Enable Ignite Fields	
Saved Items OpenMAM Dataling	Layer Options Default Layer: Default for Channel		
OverDrive Running Order Export HTTP Server	Render Options     Clients connect directly to offline and preview e	ngines	
Lucid Studio Integration Reserved Client Slots Miscellaneous			
			Consul

#### **Client Plugins**

a. In the **Global Settings** section, use the **Plugin Server Port** box to enter or select a port number on which the XPression MOS Plugin communicates with the XPression Gateway. The default is 10550.

\* Only change the Plugin Server Port number if there is a port conflict.

- b. Configure the following options as necessary:
  - Enforce the Gateway's MOS ID select this check box to set the MOS ID in any connected ActiveX or HTML5 plugin to the MOS ID entered in the XPression Gateway.
     It is recommended that this option is selected.
  - Enable MOS Timing Fields select this check box to allow in and out information to be inserted into the MOS message for autonomous triggering of graphics.
    - > Default Inpoint enter or select a default in point time for the MOS message.
    - > Default Duration enter or select a default duration time for the MOS message.

Check with your newsroom and production automation provider to see if this functionality is supported.

- Enable Remote Plugin Updates select this check box to prompt users of the XPression ActiveX Plugin to update the plugin if the version does not match the version of the XPression Gateway.
- Show Template List on Edit Mode tab select this check box to allow users of the XPression ActiveX Plugin to browse templates while the plugin is in edit mode.
- Empty Material Fields Show as <none> select this check box to remove the display of <none> from empty material fields.
- **Disable Channel and Layer** select this check box to disable the channel and layer settings for the MOS objects.
- Hide frames in timing fields select this check box to hide frames in the ActiveX and HTML5 Plugin timing fields.
- Enable OverDrive Fields select this check box to enable the use of fields for the OverDrive automation system.
- Enable Ignite Fields select this check box to enable the use of fields for the Ignite automated news system.
- Enable Mosart Fields select this check box to enable the use of fields for the Mosart automated news system.

- c. In the Layer Options section, use the Default Layer list to establish default layer assignments for MOS generated take items. The options are:
  - Default for Channel assign take items to the default layer for the framebuffer.
  - Default for Template assign take items to the layer assignment of the scene object.

Use the following default layer options to have scenes play on the selected layer:

- Layer -3 (background)
- Layer -2
- Layer -1
- Layer 0 (middle)
- Layer 1
- Layer 2
- Layer 3 (foreground)
- d. In the **Render Options** section, select the **Clients connect directly to offline and preview engines** check box to direct ActiveX clients to render directly to the offline and preview engines.
- 6. Click MOS Objects to configure the MOS object settings.

The **MOS Objects** configuration area opens.

Gateway	MOS Abstract
Rundowns	Maximum MOS Abstract Length: 95  A characters
Client Plugins	Format: @TEMPLATE@:@CONTENT@
MOS Objects	Apply MOS Abstract format to obiSkin field
Output Engines Virtual Channel Mapping Channel Groups	Options Options Include Item Timing in MOS Editorial Fields
Preview & Offline Engines Project Server	Tessera
Persistent Templates Saved Items OpenMAM	
Dataling OverDrive	
Running Order Export HTTP Server	
Lucid Studio Integration Reserved Client Slots Miscellaneous	
	QK Cancel

#### **MOS Objects**

a. In the MOS Abstract section, use the Maximum MOS Abstract Length box to enter or select a maximum number of characters for the MOS abstracts.

A MOS abstract is a human-readable description of a MOS item. Most newsroom systems will display the MOS abstract to the user in the MOS story. The MOS abstract can be configured to contain a number of different descriptive fields that will automatically be populated based on the contents of the MOS item.

**b.** In the **Format** box, use tags to build a descriptive text string that will be used to format the MOS abstract field. Any characters outside of a given tag will be carried over to the MOS abstract. For example: @TEMPLATE@:@CONTENT@ may become 'Lower Third:First Name'.

The format can also be entered by right-clicking inside the box and selecting **Insert** and the necessary tag from the shortcut menu.

#### The available tags are:

- @TEMPLATE@
- @CLIP@
- @CONTENT@
- @DESCRIPTION@
- @TIMING@
- @INPOINT@
- @OUTPOINT@
- @DURATION@
- @CHANNEL@
- @VCNAME@
- @GWID@
- @TYPE@
- @TAKEID@
- @OUTMETHOD@

Some newsrooms (for example, Autocue) display the ObjSlug field to the user instead of the MOS abstract. Select the **Apply MOS Abstract format to objSlug field** check box to use the MOS abstract format definition to build up the objSlug field.

- c. In the **Options** section, select the **Include Item Timing in MOS Editorial Fields** check box to include the item timing in the editorial time fields of the MOS object.
- **d.** In the **Tessera** section, use the **Value for <itemChannel> field** box to enter the item abstract value for the itemChannel tags of MOS objects when using Tessera with MOS workflow. The default value is **TESSERA**.
- 7. Click Remote Sequencer to configure the Remote Sequencer server port.

The Remote Sequencer configuration area opens.

Gateway Rundowns Client Plugins	Sequencer Server Port: 9001
MOS Objects	Settings
Remote sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved Items OpenMAM Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscelianeous	Purge locally modified MOS Items older than: 7 • • O Days O Hours
	QK Cancel

#### **Remote Sequencer**

- a. In the Server section, use the Sequencer Server Port box to enter or select the port number for the Remote Sequencer.
- b. In the Settings section, use the Purge locally modified MOS Items older than box to enter a time in days or hours to purge modified MOS items on a local folder. Select the Days or Hours radio button to set the respective degree of time until the purge.

8. Click Output Engines to configure the output engine settings.

The Output Engines configuration area opens.

Gateway	- Output Engines			
Rundowns Client Plugins MOS Objects Remote Sequencer	ID Name	Host	Auto Sync	Description
Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved Items	Add	Edit ] [ Qalete		P
Dataling	Tessera Masters / S	Solo Engines		0
OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	Add	Edit		
				QK Cancel

#### **Output Engines**

Use the Output Engines section to add and configure XPression output engines or XPression Tessera masters/single engines for use in a MOS workflow.

#### **Output Engines**

 $\star$  An output engine needs to be added for each XPression system being used for on air playout.

a. In the Output Engines section, click Add.

The XPression Output Engine dialog box opens.

Engine ID —				
Name:	Engine 1			
Description:				
	Synchronize Running Orders on Project Load			
Remote XPression Engine				
Host:	localhost			
Port:	8001			

- b. In the Engine ID section, use the Name box to enter an ID for the output engine.
- c. Use the **Description** box to enter a brief descriptive detail for the output engine.
- d. In the **Remote XPression Engine** section, use the **Host** box to enter the IP address of the XPression system for the output engine.
- e. Use the Port box to enter or select the port number for the XPression system.
- f. Click OK.

The **XPression Output Engine** dialog box closes and the output engine is added to the **Output Engines** list.

#### Tessera Masters / Solo Engines

a. In the Tessera Masters / Solo Engines section, click Add.

The XPression Tessera Master dialog box opens.

_ Tessera Det	ails					
Name:	Tessera 1					
Description:						
	Synchroni	ize Running Orders on P	roject Load			
- Network Set	Network Settings					
Host:	: [localhost					
Port:	8001					
Tessera Out	put Nodes			]		
ID Name		Host	Auto Sync	Description		
Add Edit Delete						
			<u>0</u>	K <u>C</u> ancel		

- b. In the Tessera Details section, use the Name box to enter the name of the Tessera master or solo engine.
- c. Use the Description box to enter a brief descriptive detail for the Tessera master or solo engine.
- d. In the Network Settings section, use the Host box to enter the IP address of the Tessera master or solo engine.
- e. Use the Port box to enter or select the port number for the Tessera master or solo engine.
- f. If using a Tessera master (and not a solo engine), click Add in the Tessera Output Nodes section to add output engines for the Tessera master.

The XPression Output Engine dialog box opens.

Engine ID —				
Name:	Engine 1			
Description:				
	Synchronize Running Orders on Project Load			
Remote XPression Engine				
Host:	localhost			
Port:	8001			
	<u>Q</u> K <u>C</u> ancel			

- g. In the Engine ID section:
  - Use the Name box to enter the name of the Tessera output node.
  - Use the **Description** box to enter a brief descriptive detail for the Tessera output node.
- h. In the Remote XPression Engine section:
  - Use the Host box to enter the IP address of the Tessera output node.
  - Use the Port box to enter or select the port number for the Tessera output node.
- i. Click OK.

The XPression Output Engine dialog box closes and the output node is added to the Tessera Output Nodes list.

j. Repeat steps f to i for any other output nodes.
k. Click OK.

The **XPression Tessera Master** dialog box closes and the Tessera master or solo engine is added to the **Tessera Masters / Solo Engines** list.

- I. Repeat steps **a** to **k** for any other Tessera masters or solo engines.
- 9. Click Virtual Channel Mapping to configure individual outputs on separate devices into a single pool of output channels for operation.

The Virtual Channel Mapping configuration area opens.

Gateway	Channels			
Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines	Name	Output	Layer	Server Channel
Virtual Channel Mapping				
Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved Items OpenMAM Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots				
	<u>A</u> dd	(dt) [elete		
			_	OK Cancel

### Virtual Channel Mapping

Virtual channels represent an individual layer on a specific output. This makes it possible to configure more virtual channels than there are physical outputs because a virtual channel can be configured for one of potentially many layers used on the output.

a. In the Channels section, click Add.

The Virtual Channel Routing dialog box opens.

Channel ID			]
Name: Channel 1			
Description:			
- Engine Routing			
Name	Output	Layer	Server Channel
Desktop Preview Server Channel:	0 [	<b>•</b> •	
		<u>О</u> К	Cancel

- b. In the Channel ID section, use the Name box to enter an ID for the channel.
- c. Use the Description box to enter a brief descriptive detail for the channel.
- d. In the Engine Routing list, select the check box of the engine you want to use.
- e. Click inside the **Output** column of the selected engine and enter or select the output to use for the engine.
- f. Click inside the Layer column of the selected engine and enter or select the layer to use for the engine.
- **g.** If using XPression Clips with the MOS workflow, click inside the **Server Channel** column of the selected engine and enter or select the virtual server channel for previewing and playing out clips.

- **h.** Use the **Desktop Preview Server Channel** box to enter or select a preview output channel from the Desktop Preview Server.
- i. Click OK.

The Virtual Channel Routing dialog box closes and the channel and engine are added to the Channels list.

10. Click Channel Groups to configure channel groups.

The Channel Groups configuration area opens.

Sateway	- Cha	nnel Groups	
Rundowns	ID	Name	Description
Client Plugins	1	Channel Group	
10S Objects			
Remote Sequencer			
Dutput Engines			
/irtual Channel Mapping		5.010	
Channel Groups		Add	it Delete
Preview & Offline Engines			
Project Server	Act	ive Engines	
Clip Store	Virt	ual Channel	Description
Persistent Templates			
Saved Items			
OpenMAM			
Dataling			
OverDrive			
Running Order Export			
ITTP Server			
ucid Studio Integration			
Reserved Client Slots			
Aiscellaneous			

**Channel Groups** 

\* Channel groups must be configured before the MOS workflow is functional.

Channel groups are a way of organizing virtual channels and activating them on multiple output engines in different locations.

The diagram below illustrates just one example of how you might use channel groups to facilitate your workflow.

#### **Channel Groups**



a. In the Channel Groups section, click Add.

The Channel Group Settings dialog box opens.

Channel Group		
Name: O	hannel Group	
Description:		
Allowed IPs:		Enter the IP Addresses of any Remote Sequencers that should be allowed to use this Channel Group.
	Add De	(If left empty, all Remote Sequencers are allowed)
Running Order Filter:		Enter a list of running order slugs that this channel group should be allowed to load. Wildcards are allowed, example: "6PM*
		Add Delete (If left empty, all rundows will be allowed)
Active Engines		
Virtual Channel		Description
		QK Cancel

- **b.** In the **Channel Group** section, use the **Name** box to enter a name for the channel group.
- c. Use the **Description** box to enter a brief descriptive detail for the channel group.
- d. Use the Allowed IPs box to limit the Remote Sequencers that can use the new channel group.

Click **Add** and enter the IP addresses of permitted Remote Sequencers. Leaving the field blank allows all Remote Sequencers to use that channel group.

e. Use the Running Order Filter box to limit the running orders that can be loaded to the channel group.

Click **Add** and enter the names of permitted running orders. Wildcards are allowed, such as \*6PM\*, to further filter the running orders. Leaving the field blank allows all running orders to use that channel group.

- f. In the Active Engines section, for each channel, select the check box for the engine(s) that will be active on that channel.
- g. Click OK.

The **Channel Group Settings** dialog box closes and the channel group is added to the **Channel Groups** list.

11. Click Preview & Offline Engines to configure the preview engines.

The Preview & Offline Engines configuration area opens.

Gateway	- Preview & Offline F	Render Engines		
Rundowns	ID Name	Host	Description	
Client Plugins				
MOS Objects				
Remote Sequencer				
Output Engines				
Virtual Channel Mapping				
Channel Groups				
Preview & Offline Engines				
Project Server				
Clip Store				
Persistent Templates				
Saved Items				
OpenMAM				
Dataling				
OverDrive	<u>A</u> dd	Edit Lefets		
Running Order Export	Deduce Devices C			
HTTP Server	Desktop Preview S	erver		
Lucid Studio Integration	Enabled			
Reserved Client Slots	Host: localhost			
Miscellaneous	Port: 7070	Up Next (	Channel: 1	
	10.00			

**Preview & Offline Engines** 

- A preview engine needs to be added for motion and still preview in the XPression MOS Plugin and XPression Remote Sequencer.
  - a. In the Preview & Offline Render Engines section, click Add.

The XPression Preview Engine dialog box opens.

Engine ID	Preview / Offline Render Engine 1
Description:	
Remote XPre	ssion Engine
Host:	localhost
Port:	8001
Options	
Reserve	engine for NLE dient rendering
	QK <u>C</u> ancel

- b. In the Engine ID section, use the Name box to enter an ID for the engine.
- c. Use the **Description** box to enter a brief descriptive detail for the engine.
- **d.** In the **Remote XPression Engine** section, use the **Host** box to enter the IP address of the XPression system for the preview engine.
- e. Use the Port box to enter or select the port number for the XPression system.
- f. In the **Options** section, select the **Reserve engine for NLE client rendering** check box to send preview requests from the NLE to any OFL engine(s) reserved for NLE use.

Any MOS plugin requests will be sent to the non-reserved OFL engines. If all OFL engines in the Gateway have this check box enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this check box enabled, previews from NLE clients will be assigned to any one of the OFL engines.

g. Click OK.

The XPression Preview Engine dialog box closes and the preview engine is added to the Preview & Offline Render Engines list.

If using an XPression Desktop Preview Server, select the **Enabled** check box in the **Desktop Preview Server** section and configure the **Host** and **Port** settings. Use the **Up Next Channel** box to select the preview channel for the preview that is going to air next.

12. Click Project Server to configure the XPression Project Server settings.

The **Project Server** configuration area opens.

Gateway	Project Server
Rundowns	Enabled
Client Plugins	
MOS Objects	Host: localhost
Remote Sequencer	Port: 8181
Output Engines	
Virtual Channel Mapping	Login:
Preview & Offline Engines	Password:
Project Server	Allow all olucin users to access any project
Clip Store	
Persistent Templates	
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Deserved Client Slots	
Miscellaneous	
	QK <u>Cancel</u>

The XPression Project Server is optional for XPression MOS workflow. If you do not have the Project Server, proceed to the next section. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

### **Project Server**

The XPression Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

- The login and password must be configured in the Project Server before you can connect the XPression Gateway.
  - a. In the Project Server section, select the Enabled check box to use the Project Server.
  - b. Use the Host box to enter the IP address of the Project Server.
  - c. Use the Port box to enter or select the port number for the Project Server.
  - d. In the Login box, enter your username for the Project Server.
  - e. In the Password box, enter the password for your Project Server login.
  - f. Select the Allow all plugin users to access any project check box to allow all plugin users to access any project from the Project Server.

13. Click Clip Store to configure the Clip Store Server and settings to use XPression Clips in the MOS workflow.

The Clip Store configuration area opens.

Gateway Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines	Clip Store Server
Clp Store Persistent Templates Saved Items OpenMAM Datalinq OverDrive Running Order Export HTTP Server Luid Studio Integration Reserved Client Slots Miscelianeous	Clips added to running order should be recalled via their Recall ID
	QK Cancel

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips, proceed to the next section. If you are interested in adding the XPression Clips to your workflow, please contact your Ross Video sales representative.

# **Clip Store**

With a Clip Store configured on the XPression Gateway, the XPression MOS Plugin offers the ability to browse, preview, and select clips as MOS items to include in an NRCS running order. It integrates with the XPression output and preview engines and the Remote Sequencer.

- a. In the Clip Store Server section, select the Enabled check box to use the Clip Store Server in the MOS workflow.
- **b.** Use the **Host** box to enter the IP address of the Clip Store Server.
- c. Use the Port box to enter or select the port number for the Clip Store Server.
- d. In the Clips Settings section, use the Default Channel list to select the default engine and channel to which the clips will be assigned.
- e. Select the Clips added to running order should be recalled via their Recall ID check box to retrieve clips added to a rundown using their recall IDs. When this feature is selected, if newer versions of clips are incoded, the new version will be recalled.

14. Click **Persistent Templates** to select and configure a folder for persistent graphics for the XPression Gateway.

The Persistent Templates configuration area opens.

Gateway	XML Watch Folder	
Rundowns	Path:	
Client Plugins		
MOS Objects	Delete source file after parsing	
Remote Sequencer		
Output Engines		
Virtual Channel Mapping		
Channel Groups		
Preview & Offline Engines		
Project Server		
Clip Store		
Persistent Templates		
Saved Items		
OpenMAM		
Dataling		
OverDrive		
Running Order Export		
HTTP Server		
Lucid Studio Integration		
Reserved Client Slots		
Miscellaneous		
		OK Cancel

## **Persistent Templates**

Use persistent templates to save persistent graphics in the XPression MOS Plugin to the XPression Gateway engine.

**a.** Use the **Path** box to enter a file path or click the **Browse** (...) button to open a file browser to select a folder to which graphics will be saved from the XPression MOS Plugin and XPression Template builder.

Select the **Delete source file after parsing** to delete the source file once it has been saved to the watch folder.

15. Click Saved Items to select and configure a graphics folder for the XPression Gateway.

The Saved Items configuration area opens.

Gateway	C Database
Rundowns	Path: C:\SavedGraphics
Clent Plugns MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Dip Store	Date format: dd-mm-yyyy  Purge daily templates after: 30  days (Set to 0 for no purging)
Persistent Templates	
OpenMAM Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	
	QK Cancel

### **Saved Items**

Saved Items are templates that are saved to the XPression Gateway and edited via the XPression MOS Plugin. These pre-populated templates can be saved in user configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user defined duration.

- a. In the **Database** section, use the **Path** box to enter a file path or click the **Browse** (...) button to open a file browser to select a permanent or daily graphics folder.
- b. Use the Date format list to select an order for the date that the graphic was saved. The options are:
  - **dd-mm-yyyy** Day-Month-Year (for example, 15-07-2015)
  - **mm-dd-yyyy** Month-Day-Year (for example, 07-15-2015)
  - yyyy-mm-dd Year-Month-Day (for example, 2015-07-15)
- c. Use the **Purge daily templates after** *X* **days** box to enter or select an amount of days before the daily graphics folder is automatically purged. Set to 0 for no purging.
- 16. Click OpenMAM to configure a supported asset management system.

The OpenMAM configuration area opens.

Gateway	- OpenMAM Servers			
Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates	# Driver	ID	Host	Description
Saved I tems OpenMAM Dataling OverDrive Running Order Export				1
HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	Add	rowser	]	
				QK Cancel

OpenMAM is optional for XPression MOS workflow. If you are not using Dali, MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps asset management systems, proceed to the next section.

If you are configuring an OpenMAM driver, please refer to the section "Adding and Configuring an OpenMAM Server" on page 7–2 for information on configuring theDali, MediaBeacon 3.0, MediaBeacon 5.0, Streamline, and XPression Maps connections.

17. Click Dataling to configure the XPression DataLing Server settings.

The Dataling configuration area opens.

Gateway Rundowns Client Plugins MOS Objects	Dataling Options     Enable Dataling Server     MOS/NLE Plugins connect to Dataling Server directly		
Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines	- Dataling Connection Settings Host: localhost	) Port: (8888 🖹	
Project Server Clip Store Persistent Templates Saved Items OpenMAM			
Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous			
		QK	<u>C</u> ancel

### DataLinq

- a. In the **Dataling Options** section, select the **Enable Dataling Server** check box to enable the connection to the DataLing Server in the **DataLing Connection Settings** section below.
- **b.** Select the **MOS/NLE Plugins connect to Dataling Server directly** check box to directly connect the plugins to the DataLing Server.

Enabling this check box results in DataLinq messaging bypassing the XPression Gateway. Disabling this check box results in the DataLinq messaging traveling through the XPression Gateway and the XPression Gateway managing the connections. This path through the XPression Gateway is required for the HTML5 plugin.

- c. In the Dataling Server section, use the Host box to enter the IP address of the XPression DataLing Server.
- d. Use the **Port** box to enter or select the port number for the XPression DataLing Server.
- 18. Click **OverDrive** to configure the OverDrive connection settings.

The **OverDrive** configuration area opens.

Gateway	OverDrive Settings
Rundowns	C Accent Incoming Connections
Client Plugins	
MOS Objects	Port: 10560
Remote Sequencer	Channel Crount Crosse
Output Engines	Channe droup. Chones
Virtual Channel Mapping	
Channel Groups	
Preview & Offline Engines	
Project Server	
Clip Store	
Persistent Templates	
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Lucid Studio Integration	
Reserved Client Slots	
Miscellaneous	

### **OverDrive**

OverDrive is a production control system that enables control over all the devices used in a production environment.

- a. In the **OverDrive Settings** section, select the **Accept Incoming Connections** check box to enable the XPression Gateway to accept incoming connections from OverDrive for automatic rundown activation.
- **b.** Use the **Port** box to enter or select the port number for the incoming OverDrive connections.
- c. Use the Channel Group list to select a pre-configured channel group for the OverDrive connection.
- Channel groups need to be configured in the Channel Groups configuration area of the XPression Gateway settings before they are available for selection for the OverDrive connection.
- 19. Click Running Order Export to configure the settings for exporting running orders to an XML file.

The Running Order Export configuration area opens.

Gateway	Export Options			
Rundowns	Enable Running	Order Export		
Client Plugins	Start at Curren			
Remote Sequencer	Exclude Stories	with Empty Headline Field		
Output Engines Virtual Channel Manning	Headline Field:	mosExternalMetadata\mosPay	load\Headline	
Channel Groups	Headline Qualifier:	mosExternalMetadata\mosPay	load\HeadlineQualifier	
Preview & Offline Engines	Destination Folder:	C:\ProgramData\Ross Video\X	Pression\RunningOrderExport\	
Project Server				
Clip Store				
Persistent Templates				
Saved Items				
OpenMAM				
Dataing				
OverDrive Rupping Order Export	-			
HTTP Server				
Lucid Studio Integration				
Reserved Client Slots				
Miscellaneous				

## **Running Order Export**

a. In the Export Options section, select the Enable Running Order Export check box to export running orders to an XML file.

The XML file can be used to set up a DataLinq to XPression to use the running order information in graphics.

- **b.** Select the **Start at Current Active Story** check box to place the current on-air story at the top of the XML file.
- c. Select the Exclude Stories with Empty Headline Field check box to ensure that graphics without headlines do not make it to air.
- **d.** Use the **Headline Field** box to enter the path to the customizable headline field in the MOS object to be written to the exported rundown.
- e. Use the **Headline Qualifier** box to enter the path to the customizable headline qualifier in the MOS object to be written to the exported rundown.
- f. Use the **Destination Folder** box to enter a folder path or click the **Browse** (...) button to open a file browser and navigate to the folder to use for the exported running order XML file.

20. Click HTTP Server to enable and configure a web server.

The HTTP Server configuration area opens.

Gateway	Server Settings
Rundowns	Finable Web Server
Client Plugins	Deck 0000
MOS Objects	Port: 9500
Remote Sequencer	Client Timeout: 15 💽 minutes
Output Engines	Plugin Asset Root Folder: C:\Users\msuurgen\Documents\Misc\\Pre
Virtual Channel Mapping	
Channel Groups	Use HTTPS / SSL (requires a pre-installed SSL certificate)
Preview & Offline Engines	Show Add to Story Button
Project Server	Show OK Button
Clip Store	Show Cancel Button
Persistent Templates	Show Update Story Button
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Lucid Studio Integration	
Reserved Client Slots	
Miscellaneous	
	QK Cancel

### **HTTP Server**

- a. In the Server Settings section, select the Enable Web Server check box to use the HTML5 MOS Plugin.
- **b.** Use the **Port** box to enter or select the port number of the HTML5 MOS Plugin.
- c. Use the Client Timeout box to enter or select the number of minutes after which the plugin will timeout.
- d. Use the Plugin Asset Root Folder box to enter a folder path or click the Browse (...) button to open a file browser and navigate to a folder to store the assets used in the plugin. This folder will be seen in the plugin as the root location when the user clicks Select in a material field to browse for an image or video to insert.
- e. Select the Use HTTPS / SSL check box to establish an encrypted link between the web server and the browser.

A pre-installed SSL (Secure Sockets Layer) certificate is required. See "Installing an SSL Certificate for the XPression HTML5 MOS Plugin" on page 3–34.

- f. Select the Show Add to Story Button check box to display the Add to Story button in the HTML5 MOS Plugin interface.
- g. Select the Show OK Button check box to display the OK button in the HTML5 MOS Plugin interface.
- h. Select the Show Cancel Button check box to display the Cancel button in the HTML5 MOS Plugin interface.
- i. Select the **Show Update Story Button** check box to display the Update Story button in the HTML5 MOS Plugin interface.

**21.** Click **Lucid Studio Integration** to configure the Lucid Studio Integration settings and enable the Lucid Studio Engine in a Channel Group.

The Lucid Studio Integration configuration area opens.

Gateway Rundowns Client Plugins MOS Objects Remote Sequencer	Lucid Studio Integration     Enabled Lucid MOS Service Host:     Port:     7790	
Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved Items OpenMAM Dataling OverDrive Running Order Export HTTP Server	Lucid Studio Engines	
Ludd Studio Integration Reserved Client Slots Miscellaneous	Add Edit Delete	1

Lucid Studio Integration

- a. In the Lucid Studio Integration section, select the Enabled check box to enable Lucid Studio integration with MOS.
- **b.** Use the Lucid MOS Service Host box to enter the IP address of the machine running Lucid MOS Service. The **Port** is automatically detected.
- c. In the Lucid Studio Engines section, click Add.

The Lucid Studio Engine dialog box opens.

Name:	Lucid Studio Engine 1
Description:	
	Synchronize Running Orders on Project Load
Connection S	iettings
Host:	localhost
Derte	7791 •

d. In the Lucid Studio ID section, use the Name box to enter a name for the engine.

The default name is Lucid Studio Engine 1.

- e. Use the **Description** box to enter a description, such as the location of the engine (optional).
- f. Ensure the Synchronize Running Orders on Project Load check box is selected.
- **g.** In the **Connection Settings** section, use the **Host** box to enter the IP address of the machine running Lucid Studio.

The **Port** number 7791 is entered by default. If this port is in use, enter a different port number.

22. Click Miscellaneous to configure miscellaneous settings such as the project frame rate and running orders.

The **Miscellaneous** configuration area opens.

Gateway	Misc
Rundowns	Start With Windows
Client Plugins	Show Gateway Online / Offline controls
MOS Objects	
Remote Sequencer	Project Settings
Output Engines	Frames Per Second: 25 *
Virtual Channel Mapping	
Channel Groups	Running Orders Thumbnails
Project Server	Only render on plugin requests
Clip Store	Granhics / Cline
Persistent Templates	Enable graphics tab in plumin
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Lucid Studio Integration	
Reserved Client Slots	
Miscellaneous	
	OK Cancel

#### **Miscellaneous**

- a. In the Misc section, select the Start With Windows box to launch the XPression Gateway upon Windows startup.
- b. Select the Show Gateway Online / Offline controls check box to display the online and offline radio button options in the XPression Gateway interface in order to take the gateway offline so that it will not communicate with the engines when multiple gateways are connecting to shared engines.
- c. In the Project Settings section, use the Frames Per Second box to enter or select a frame rate for projects.
- **d.** In the **Running Orders Thumbnails** section, select the **Only render on plugin requests** box to only render the thumbnails from a running order when selected in the **Browse** tab in the XPression MOS Plugin, as opposed to having them render as soon as the running order is monitored.
- e. In the **Graphics / Clips** section, select the **Enable Graphics tab in plugin** check box to display the Graphics tab in the MOS Plugin interface to use graphics in the MOS workflow.
- f. Select the Enable Clips tab in plugin check box to display the Clips tab in the MOS Plugin interface to use clips in the MOS workflow.
- 23. Click OK.

The XPression Gateway - Settings dialog box closes and the settings are applied to the XPression Gateway.

### For More Information on...

- XPression Project Server, refer to the XPression Project Server User Guide.
- using a secondary gateway, refer to "Setting Up and Using Multiple XPression Gateways" on page 3–22.
- Lucid Studio Integration with MOS, refer to the Lucid Studio User Guide.

# **Setting Up and Using Multiple XPression Gateways**

In the event that the primary XPression Gateway fails, having multiple gateways allows for redundancy. The secondary XPression Gateway must be connected to manually, as the fail-over is not automatic. The following procedures explain the configuration and use of multiple XPression Gateways within a MOS workflow:

- Setting Up Multiple XPression Gateways
- Verify the Connections
- · Switching Over to Another XPression Gateway

# **Setting Up Multiple XPression Gateways**

\* The virtual channel mapping configuration should be identical in both XPression Gateways.

- 1. Configure the primary and secondary XPression Gateway MOS IDs in your newsroom control system.
- 2. Open an XPression Gateway to use as the primary gateway.

**Primary XPression Gateway Configuration** 

a. Click Gateway > Settings.

The XPression Gateway - Settings dialog box opens.

b. Click Gateway.

The Gateway configuration area opens.

Gateway	MOS Server
Rundowns	Media Object Port: 10540
Client Plugins	
MOS Objects	Running Order Port: 10541
Remote Sequencer	Primary MOS ID: XPression
Output Engines	
Virtual Channel Mapping	Secondary MOS ID:
Channel Groups	NCS ID: NCS
Preview & Offline Engines	
Project Server	MOS Objects & Messages
Clip Store	Parse roStorySend Messages (recommended to leave off)
Persistent Templates	Accept Items With Incorrect MOS ID
Saved Items	✓ Don't Send Status Messages
OpenMAM	
Dataling	MOS Message Encoding
OverDrive	Use UTF8
Running Order Export	Encode MOS Payload
HTTP Server	Strip Unicode Chars from MOS Abstracts
Reserved Client Slots	
Miscellaneous	
	OK Cancel

- c. In the MOS Server section, use the Primary MOS ID box to enter the MOS ID for the primary gateway you are using in your newsroom control system. The primary MOS ID is the local MOS ID.
- d. Use the Secondary MOS ID box to enter the MOS ID for the secondary gateway you are using in your newsroom control system.
- e. Use the NCS ID box to enter your newsroom control system ID.
- f. In the MOS Objects & Messages section, select the Parse roStorySend Messages check box.

# g. Click Rundowns.

The Rundowns configuration area opens.

Gateway	Settings
Gateway  Rundowns  Client Plugins  MOS Objects  Remote Sequencer  Output Engines  Virtual Channel Mapping  Channel Groups  Preview & Offline Engines  Project Server  Clip Store  Persistent Templates Saved Items  OpenMAM  Datalinq  OverDrive  Running Order Export  HTTP Server  Reserved Client Slots  Miscellaneous	Settings Auto activate new rundowns Don't delete active rundowns Deactivate rundown 240 1 minutes after NRCS un-monitors it

- h. In the Settings section, ensure that the Auto activate new rundowns check box is disabled.
- i. Click Miscellaneous.

The Miscellaneous configuration area opens.

Cataway	Maa		
Bundowing			
Client Division	Start With Windows		
	Show Gateway Online / Offline controls		
MOS Objects			
Remote Sequencer	Project Settings		
Output Engines	Frames Per Second: 25		
Virtual Channel Mapping			
Channel Groups	- Running Orders Thumbnails		
Preview & Offline Engines			
Project Server			
Clip Store	Graphics / Clips		
Persistent Templates	Enable graphics tab in plugin		
Saved Items	Enable clins tab in plugin		
OpenMAM			
Dataling			
OverDrive			
Running Order Export			
HTTP Server			
Reserved Client Slots			
Miscellaneous			
		ОК	Cancel

- j. In the Misc section, select the Show Gateway Online / Offline controls check box to display the Online/Offline radio button options for the Engine Connections in the XPression Gateway interface.
- k. Click OK.

The XPression Gateway - Settings dialog box closes.

3. On another machine, open the XPression Gateway to use as the secondary gateway.

Secondary XPression Gateway Configuration

a. Click Gateway > Settings.

The XPression Gateway - Settings dialog box opens.

b. Click Gateway.

The Gateway configuration area opens.

Gateway	MOS Server
Rundowns	Media Object Port: 10540
Client Plugins	
MOS Objects	Running Order Port: 10541
Remote Sequencer	Primary MOS ID: XPression2
Output Engines	
Virtual Channel Mapping	Secondary MOS ID:
Channel Groups	NCS ID: NCS
Preview & Offline Engines	
Project Server	MOS Objects & Messages
Clip Store	Parse roStorySend Messages (recommended to leave off)
Persistent Templates	Accept Items With Incorrect MOS ID
Saved Items	✓ Don't Send Status Messages
OpenMAM	
Dataling	MOS Message Encoding
OverDrive	Use UTF8
Running Order Export	Encode MOS Payload
HTTP Server	Strip Unicode Chars from MOS Abstracts
Reserved Client Slots	
Miscellaneous	
	QK Cancel

- c. In the **MOS Server** section, because the primary MOS ID is the local MOS ID, use the **Primary MOS ID** box to enter the MOS ID for the secondary gateway you are using in your newsroom control system. This should be the same ID entered for the secondary MOS ID in the steps for the primary XPression Gateway.
- **d.** Use the **Secondary MOS ID** box to enter the MOS ID for the primary gateway you are using in your newsroom control system. This should be the same ID entered for the primary MOS ID in the steps for the primary XPression Gateway.
- e. Use the NCS ID box to enter your newsroom control system ID.
- f. In the MOS Objects & Messages section, select the Parse roStorySend Messages check box.
- g. Click Rundowns.

The Rundowns configuration area opens.

Gateway	- Settings	_
Rundowns	Auto activate new rundowns	
Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved Items Open/MM Datalinq OverDrive Running Order Export HTTP Server Reserved Client Slots Miscellaneous	Don't delete active rundowns Deactivate rundown	
		el

- h. In the Settings section, ensure that the Auto activate new rundowns check box is disabled.
- i. Click Miscellaneous.

The Miscellaneous configuration area opens.

Catoway	Mere
Bundawar	
Rundowns	Start With Windows
Client Plugins	Show Gateway Online / Offline controls
MOS Objects	
Remote Sequencer	Project Settings
Output Engines	Frames Per Second: 25
Virtual Channel Mapping	
Channel Groups	Running Orders Thumbhails
Preview & Offline Engines	
Project Server	Only render on plugin requests
Clip Store	- Graphics / Clips
Persistent Templates	I Enable graphics tab in plugin
Saved Items	Cardole graphics tablin program     Trackle glass tablic alusia
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Reserved Client Slots	
Miscellaneous	
	OK Cancel

- j. In the Misc section, select the Show Gateway Online / Offline controls check box to display the Online/Offline radio button options for the Engine Connections in the XPression Gateway interface.
- k. Click OK.

The XPression Gateway - Settings dialog box closes.

4. Ensure that the **Online** setting for the **Engine Connections** in the XPression Gateway is selected for only one gateway and disabled for the other.

Gateway					Engine Connections: $\bigcirc$ Offline $\odot$ Online
COUTPUT Eng	gines				
ID Nar	me	Status	Host	Description	
🔵 1 Eng	jine 1	Connected.	localhost:8001	Engine 1	
🔵 2 Eng	gine 2	Connected.	localhost:8001	Engine 2	
Preview an	d Offline Render	Engines			
		Chabus	Heat	Description	

For example, select **Online** in the primary gateway and **Offline** in the secondary gateway.

**XPression ActiveX MOS Plugin Configuration** 

- 5. Configure the XPression ActiveX Plugin to connect to the primary and secondary XPression Gateways:
  - a. In the XPression ActiveX Plugin, click Options > Configuration.

The XPression ActiveX Plugin Configuration dialog box opens.

Gateway Name P	rimary Host	Secondary Host
Add ) Edit ) Delete		
RCS 40S ID: PV.CG.XPNQA2 pell Check Dictionary: English (Canada) Pression Local Preview Engine Active Host Address: Ocalhost	- Misc - Floating Pro Show Timin Show Hours Show temp Use Windo Texture Bro	eview g Fields s in Timing Fields late list on Edit Mode tab ws Explorer instead of owser

b. In the XPression MOS Gateways section, click Add.

The XPression Gateway Config dialog box opens.

– XPression Gatew Name: XPressio	ay Settings In Gateway	
- Primary		
Host Address:		
Server Port:	10550	
- Secondary		
Host Address:		
Server Port:	10550	
	<u>O</u> K	<u>C</u> ancel

- c. In the XPression Gateway Settings section, use the Name box to enter a name for the XPression Gateways.
- **d.** In the **Primary** section, use the **Host Address** box to enter the IP address of the primary XPression Gateway.
- e. Use the Server Port box to enter or select the port number of the XPression Gateway.
- f. In the Secondary section, use the Host Address box to enter the IP address of the secondary XPression Gateway.
- g. Use the Server Port box to enter or select the server port number of the secondary XPression Gateway.

h. Click OK.

The **XPression Gateway Config** dialog box closes and the primary gateway with secondary host is added to the XPression MOS Gateways list.

Gateway Name	Primary Host	Secondary Host
XPression Gateway	127.0.0.1:10550	10.62.134.21:10550
Add     Edit     Delete       NRCS	Misc Floating Preview Show Timing Fie Show Hours in T Show template Use Windows E: Texture Browse	v Ids iming Fields list on Edit Mode tab xplorer instead of r

Repeat steps b to h for any additional gateways.

Existing gateways in the list can be edited by selecting a gateway and clicking **Edit**, or removed by selecting a gateway and clicking **Delete**.

**XPression Remote Sequencer** 

- 6. If using an XPression Remote Sequencer:
  - configure a connection point for the primary XPression Gateway and a connection point for the secondary XPression Gateway.
  - configure a connection group for the primary XPression Gateway connection and a connection group for the secondary XPression Gateway connection.

### For More Information on...

- configuring the XPression Gateway, refer to "Setting Up the XPression Gateway" on page 3–2.
- configuring the XPression MOS Plugin, refer to "Setting Up the XPression ActiveX MOS Plugin" on page 3–29.
- configuring the connection points and groups in the XPression Remote Sequencer, refer to "XPression Remote Sequencer" on page 9–1.

# Verify the Connections

You can ensure the multiple XPression Gateway setup is functional by performing the following steps:

- 1. In the XPression MOS Plugin, click Options > Use Gateway and select:
  - Secondary (if currently using the primary gateway)
  - **Primary** (if currently using the secondary gateway)
- 2. Click Options > Configuration.

The XPression MOS Plugin Configuration dialog box opens.

 In the NRCS section, ensure the MOS ID of the gateway you selected in step 1 of this procedure is displayed in the MOS ID box.

# Switching Over to Another XPression Gateway

- This procedure assumes that the primary gateway is used as the main gateway and that the secondary is used as the fail-over gateway.
- 1. If the primary XPression Gateway fails or is taken offline for maintenance, select Offline for the Engine Connections in the primary XPression Gateway.

Gatewa	iy				Engine Connections: $\odot$ Offline $\bigcirc$ Online
C Outpu	It Engines				
ID	Name	Status	Host	Description	
1	Engine 1	Connected.	localhost:8001	Engine 1	
2	Engine 2	Connected.	localhost:8001	Engine 2	
- Previe	w and Offline Rend	er Engines			
	Name	Status	Host	Description	

- 2. In the secondary XPression Gateway, select Online for the Engine Connections.
- 3. Do the following depending on whether using the ActiveX plugin or HTML5 plugin:
  - In the XPression ActiveX Plugin, click Options > Use Gateway > Secondary.
  - For the HTML5 plugin, the MOS device is configured in the NRCS to connect to a single gateway. Open the HTML5 plugin that is configured for the active XPression Gateway within the NRCS.
- 4. If using the **XPression Remote Sequencer**, select the connection group assigned to the secondary XPression Gateway connection.

### For More Information on...

• selecting a connection group, refer to "Open a Connection Group" on page 9–15.

# **Setting Up the XPression ActiveX MOS Plugin**

The XPression ActiveX plugin is accessed from within the customer supplied newsroom client system. The plugin allows users to edit the contents of templates by manipulating published fields defined during the template creation process. These edited templates can then be added to rundowns as MOS messages in the newsroom system.

- If you have any Citrix programs installed, such as GoToMeeting, ensure that the DNE LightWeight Filter is disabled in the Local Area Connection Properties of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.
- 1. Open the XPression ActiveX Plugin in the newsroom client.

The XPression ActiveX Plugin opens.

Manual Ann

PV Lab APression		? X
	Channel: PVXPN-M3 CH1 (Madonna3) - Layer: Default for Template	Preview 🔻
g Filter:	Description:	
Thumbnails List		
5) S	Variation Trining Out Method:	
phic	Fixed ID: 0004 Graphic Type: Other	
<u>ق</u>	Object / Field Content	
F7)		
0) 84		
o		
<u>_</u>		
E -		
B		
	< preview >	
	OpenMAM V Save D II A	
Options   Reconnecting to gateway		Update Story Cancel Edit

2. Click Options > Configuration.

The XPression ActiveX Plugin Configuration dialog box opens.

ateway Name	Primary Host	Secondary Host
Add ) Setter ) Deferse		
CS OS ID: ell Check ctionary: English (Canada)  ression Local Preview Engline Active tost Address: localhost	Misc	v idds Timing Fields list on Edit Mode ta xplorer instead of rr

3. In the XPression MOS Gateways section, click Add.

The XPression Gateway Config dialog box opens.

- XPression Gateway Settings
Name: XPression Gateway
-
– Primary –
Host Address:
Server Port: 10550
- Secondary
Host Address:
Server Port: 10550
<u>O</u> K <u>C</u> ancel

- 4. In the XPression Gateway Settings section, use the Name box to enter a name for the XPression Gateway.
- 5. In the Primary section, use the Host Address box to enter the IP address of the XPression Gateway.
- 6. Use the Server Port box to enter or select the port number of the XPression Gateway.
- \* You can optionally configure a connection to a second XPression MOS Gateway using the Secondary section.
- 7. Click OK.

The gateway is added to the XPression MOS Gateways list.

Gateway Name	Primary Host	Secondary Host
XPression Gateway	127.0.0.1:10550	-
Add Edit Delete		
NRCS	Misc	
MOS ID:	Floating Preview     Show Timing Fig	N Nda
Spell Check	Show Hours in 1	rimina Fields
Dictionary: English (Canada)	Show template	list on Edit Mode tab
(Pression Local Preview Engine	Use Windows E	xplorer instead of r
Active		
Host Address: localhost		
Server Port: 8001		

 In the NRCS section, use the MOS ID box to enter the MOS ID that has been entered in the XPression MOS Gateway.

If you have selected **Enforce the Gateway's MOS ID** in the **Client Plugins** section of the settings for the XPression Gateway, the MOS ID will automatically appear in the **MOS ID** box.

- 9. In the **Spell Check** section, use the **Dictionary** list to select a language for the spell check. Words can be added to a local dictionary per user.
- **10.** In the **XPression Local Preview Engine** section, select the **Active** check box if you are using a preview engine other than the one configured on the XPression Gateway.
  - a. Enter the IP address of the preview engine in the Host Address box.
  - **b.** Enter or select the port number of the preview engine in the **Server Port** box.

- 11. In the Misc section, configure the following:
  - Floating Preview select this check box to display the preview in a scalable window detached from the plugin.
  - Show Timing Fields select this check box to enable the in point and duration fields to be used by production automation for automatically inserting and removing graphics.
  - Show Hours in Timing Fields select this check box to enable hour counts in the in point and duration timing fields.
  - Show template list on Edit Mode tab select this check box to display the template list in the plugin while in edit mode.
  - Use Windows Explorer instead of Texture Browser select this check box to use Windows Internet Explorer to browse for images and videos instead of the built in texture browser.

# 12. Click OK.

The XPression ActiveX Plugin Configuration dialog box closes.

# For More Information on...

- setting up multiple gateways, refer to "Setting Up and Using Multiple XPression Gateways" on page 3–22.
- using the spell check, refer to "Using Spell Check in the XPression ActiveX MOS Plugin" on page 4-15.

# Setting Up the XPression HTML5 MOS Plugin

The XPression HTML5 Plugin is accessed from within the customer supplied newsroom client system. The plugin allows users to edit the contents of templates by manipulating published fields defined during the template creation process. These edited templates can then be added to rundowns as MOS messages in the newsroom system.

1. Open the XPression HTML5 Plugin in the newsroom client.

The XPression HTML5 Plugin opens.

M7-4RU html5 V.CG.XPNQA4		? X
XPression Browse Graphics	Edît OpenMAM: Streamline - XPN-STREAMLINE 🔻	
+ © ⊘ Saved Items > Daily Dersistent > D User Favorites > ≧ Rundowns	● Search	

2. Click the Configuration button () in the top-right corner of the plugin interface.

The XPression HTML5 Plugin Configuration panel opens.

DOC.XPN		? X
XPression Browse Graphics Clip	os View Edit OpenMAM	
NRCS MOS ID: DOC.XPN Spell-check Dictionary: Select	Misc. Show Timing Fields Show Hours in Timing Fields Show Console Logging MOS Object includes ncsitem/item depth	
	Sav	Cancel

- 3. In the NRCS section, in the MOS ID field, enter the MOS ID that has been entered in the XPression Gateway. If Enforce the Gateway's MOS ID is selected in the Client Plugins section of the settings for the XPression Gateway, the MOS ID will automatically appear in the MOS ID field and editing is disabled.
- 4. In the **Spell Check** section, from the **Dictionary** list, select a language for the spell check. Words can be added to a custom dictionary that is saved on the XPression Gateway and shared by all users.

- 5. In the **Misc** section, configure the following:
  - Show Timing Fields select this check box to add the In Point, Duration and Manual Timing fields to the graphics Editor to allow automation of the graphic.
  - Show Hours in Timing Fields select this check box to enable hour counts in the In Point and Duration timing fields.
  - Show Console Logging select this check box to enable the viewing of the console logs within the HTML5 interface for NRCS troubleshooting that does not facilitate a Chrome browser.
  - **MOS Object includes ncsItem/item depth** if using iNEWS, select this check box to enable MOS objects to include the NRCS item/item depth. It is selected by default.
- 6. Click Save.

The XPression HTML5 Plugin Configuration panel closes.

# Installing an SSL Certificate for the XPression HTML5 MOS Plugin

In order for the XPression HTML5 plugin to operate over SSL/HTTPS connections, an SSL certificate must be purchased and installed on the XPression Gateway server. This section outlines the steps.

# Prerequisites

A purchased SSL certificate from a trusted root authority (our certificates our purchased from DigiCert, so these instructions will use the steps for DigiCert as an example).

# **Buying an SSL Certificate**

To purchase an SSL certificate, a CSR file must be generated and sent to the certificate authority. The CSR file describes the server machine that will hold the certificate as well as the Company and Organization details for the purchaser. This must be generated on the Gateway machine and must be registered against the server/domain that the HTML5 plugins will use to connect to the gateway.

The CSR can usually be generated using a tool provided by the Certificate Authority (or they should provide documentation on how to generate the CSR).

When purchasing from DigiCert, the platform can be specified as "Other". This will provide you with .CRT files containing the certificates.

# Installing the Certificate

DigiCert provides a DigiCert Key Utility that can be used to install the three certificate files (Root, Intermediate, and the actual gateway certificate).

	S	SL Certificates			🕞 Create CSR 🖈 Im	port C Refres	sh	
Â		Issued To	Expire Date	Serial Number	Friendly Name	Isser	^	
	۸	p13n.adobe.io	04-JUL-2023	4034D24256F154B04B		DO_NOT		
SSL	4	*.pipe.aria.microsoft.com	04-JUL-2023	614FFC982E2B628445		DO_NOT		
_	4	*.amazonaws.com	04-JUL-2023	4C880A3C8613BF8C4		DO_NOT	1	
9	4	*.oobestas.adobe.com	04-JUL-2023	21B6C6D5AF1E5E914		DO_NOT		
e Signing	4	*.gstatic.com	09-JAN-2023	4D17D702F60BC09C4		DO_NOT		
	4	*.do.dsp.mp.microsoft.com	09-JAN-2023	52768AAC743AA9A54		DO_NOT		
2	4	*.rossvideo.com	09-JAN-2023	6A2CAB750AD0C4884		DO_NOT		
Tools	4	*.google.com	09-JAN-2023	21DB6633C3DCAEAB4		DO_NOT		
		localhost	26-FEB-2022	7412E0A5F4C5A4B34	IIS Express Develop			
7		*.rossvideo.com	19-JUN-2019	0D6340508149EE07C		DigiCert Inc		
							~	
ccount	<					>		

Once the certificates have been installed, they must be configured and bound to the port that the XPression Gateway will use.

# To install the SSL certificate:

- 1. Open Windows MMC by pressing Win+R, typing MMC and pressing Enter.
- 2. In the Console1 window, from the File menu, select Add/Remove Snap-in....

aliable snap-ins:			Selected snap-ins:	
nap-in	Vendor	۸	Console Root	Edit Extensions
ActiveX Control	Microsoft Cor			Bemaua
Authorization Manager	Microsoft Cor			Renove
Certificates	Microsoft Cor			
Component Services	Microsoft Cor			Move Up
Computer Managem	Microsoft Cor			
Device Manager	Microsoft Cor		Add >	Move Down
Disk Management	Microsoft and		Add >	
Event Viewer	Microsoft Cor			
Folder	Microsoft Cor			
Group Policy Object	Microsoft Cor			
IP Security Monitor	Microsoft Cor			
IP Security Policy M	Microsoft Cor			
Link to Web Address	Microsoft Cor	5		Advanced
l				

3. In the Available snap-ins list, double-click Certificates.

Certificates snap-in		×
This snap-in will always manage certificates for: My user account Service account Computer account		
	< Back Next >	Cancel

4. In the Certificates snap-in dialog, select Computer Account and click Next.

Select Computer		×
Select the computer you want t This snap-in will always mana	his snap-in to manage. ge: mputer this console is running on)	
O Another computer:	Browse	
Allow the selected comp only applies if you save t	uter to be changed when launching from the command line. This he console.	
	< Back Finish Cancel	

5. In the Select Computer dialog, select Local Computer and click Finish.

- 6. In the Add or Remove Snap-ins dialog, click OK.
- 7. Click **Personal > Certificates** and find the certificate. In this example, it is \*.rossvideo.com.

Conso	le Roct	Issued To	Issued By	Expiration Date	Intended
Cel	tificates (Local Computer)	at.rossvideo.com	DigiCert SHA2 Secure Server CA	6/19/2019	Server Au
	Personal Certificates Trusted Root Certification Authorities Entermice Trust	localhost	localhost Dev Certification Authority	2/26/2022 12/31/2039	Server Au Server Au
> 1	Intermediate Certification Authorities Trusted Publishers				
> 🗳	Untrusted Certificates Third-Party Root Certification Authorities				
	Client Authentication Issuers Preview Build Roots				
> 🖺	Other People eSIM Certification Authorities				
> 2	Homegroup Machine Certificates MSIEHistoryJournal				
	PrivateLeftStore Remote Desktop Certificate Enrollment Requests				
> 🖺	Smart Card Trusted Roots Trusted Devices				

8. Double click the certificate and go to Details->Thumbprint.

🛺 Certi	ficate				×
General	Details	Certification P	ath		
Show:	<all></all>		$\sim$		
Field Siss Val Su Pu Pu Th	uer lid from bject blic key blic key pi umbprint a4349E	arameters 0654761c0f	Value NVIDIA GameStr November 29, 20 NVIDIA GameStr RSA (2048 Bits) 05 00 713ea4349b654 4e0e6bfd68717	eam Server D16 11:38:27 PM D36 11:38:27 PM eam Server 761c0f4e0e6b	~
		[	Edit Properties	Copy to File	
				OK	

- 9. Copy and paste the thumbprint text to a clipboard or notepad.
- **10.** Open the Windows command prompt console as administrator and run the following command:

netsh http add sslcert ipport=0.0.0.0:9443 certhash=%thumbprint% appid= {3CF6A009-07A4-4A80-BB43-F3A6E147B00A}

where %thumbprint% should be the thumbprint you copied from MMC.

A message should be received indicating successful installation of the certificate.

#### To remove a certificate from a port:

• Open the Windows command prompt console as administrator and run the following command:

```
netsh http delete sslcert ipport=0.0.0.0:9443
```

Existing bindings must be deleted before a certificate can be reassigned to an existing port.

# To see a list of bound SSL certificates to ports:

• Open the Windows command prompt console as administrator and run the following command: netsh http show sslcert

If the certificate is correctly bound, it should show up like this:

IP:port		0.0.0:9443
Certificate Hash		ff13964b09b055be3e275b5d3b935568a72462b0
Application ID		{3cf6a009-07a4-4a80-bb43-f3a6e147b00a}
Certificate Store Name		(null)
Verify Client Certificate Rev	10	cation : Enabled
Verify Revocation Using Cache	d	Client Certificate Only : Disabled
Usage Check		Enabled
Revocation Freshness Time		0
URL Retrieval Timeout		0
Ctl Identifier		(null)
Ctl Store Name		(null)
DS Mapper Usage		Disabled
Negotiate Client Certificate		Disabled
Reject Connections		Disabled
Disable HTTP2		Not Set

# **Configuring the XPression Gateway**

Enable the use of HTTPS/SSL in the HTTP Server configuration.

When HTTPS is enabled, the port will be forced to 9443.



# Troubleshooting

If there are issues with the webserver starting on XPression Gateway; this command can be run from the Windows command prompt console to view what URLs have been registered with the Web Server:

netsh http show urlacl

There should be three URLs registered against 9500 (if not using HTTPS), and 9443 (if using HTTPS):

Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/plugin/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/STATIC/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/CLIENT/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/plugin/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/STATIC/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/CLIENT/ ;;WD)

These URLs can be deleted if necessary, and the gateway should recreate them as needed, with the following command (repeated 3 times for each of client, static, and plugin):

netsh http delete urlacl url=https://+:9443/CLIENT

# **Certificate Not Attached to Private Key**

If the certificate is manually imported into the personal certificate store (by right-clicking import in the MMC certificate plugin); the certificate may not be linked with the private key.

This is visible by the certificate missing the "key" icon in its thumbnail:

Console1 - [Console Root\Certificates (Local Compu	iter)\Personal\Certificates]		
File Action View Favorites Window Help ← → 2			
<ul> <li>Console Root</li> <li>Certificates (Local Computer)</li> </ul>	Issued To	Issued By DigiCert SHA2 Secure Server CA	Expiration Date 6/19/2019
<ul> <li>Personal</li> <li>Certificates</li> <li>Trusted Root Certification Authorities</li> </ul>	编 localhost 编 localhost	localhost Dev Certification Authority	2/26/2022 12/31/2039

If this is the case, open up the certificate and find its serial number:

neral	Details Certification Pat	h	
now:	<ali></ali>	~	
Field		Value	^
Ve	rsion	V3	
Se	rial number	0d6340508149ee07c954a7e8	٦
Sig	nature algorithm	sha256RSA	
Sig	nature hash algorithm	sha256	
Iss	suer	DigiCert SHA2 Secure Server C	
Va	lid from	Wednesday, September 26, 20	
Va	lid to	Wednesday, June 19, 2019 8:0	
Su	bject	*.rossvideo.com, Ross Video Li	
- 1	1.0.1	DOI (2010 D' 1	1

Then open the Windows command prompt console as administrator and run the following command:

certutil -repairstore my %serialnumber%

where <code>%serialnumber%</code> is replaced with the serialnumber of the certificate.

# **MOS Workflow Operation**

This section describes how to use the templates and saved graphics in the XPression MOS Plugin.

The following topics are discussed in this section:

- Using Graphics in the XPression ActiveX MOS Plugin
- Using Clips in the XPression ActiveX MOS Plugin
- Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin
- Using Spell Check in the XPression ActiveX MOS Plugin
- Changing Existing XPression ActiveX MOS Plugin Items to a Template in a Different Project
- Using Streamline OpenMAM with the XPression ActiveX MOS Plugin
- Using Graphics and Clips in the XPression HTML5 MOS Plugin

# For More Information on...

• The XPression MOS Plugin and XPression HTML5 MOS Plugin user interfaces, refer to the section "User Interface Overviews" on page 2–1.

# Using Graphics in the XPression ActiveX MOS Plugin

The Graphics tab in the XPression ActiveX Plugin is used for adding graphics to the story in the NRCS or for adding a clip to a material in a graphic.

- 1. Open the XPression ActiveX Plugin in the newsroom client.
- 2. In the XPression ActiveX Plugin, click Graphics.

The **Graphics** tab opens.



- 3. Select one of the following viewing methods for the graphics browser:
  - Thumbnails click this tab to view the graphics in a thumbnail layout.
  - List click this tab to view the graphics in a name list.
- 4. Select and edit your graphics:
  - To select graphics from the Project Server, refer to the section "Browsing Graphics From Project Server" on page 4–3.
  - To select graphics without Project Server, refer to the section "Browsing Graphics Without Project Server" on page 4–3.
  - To edit graphics, refer to the section "Editing Graphics" on page 4-4.
  - To browse the metadata of a graphic or template, refer to the section "Browsing the Metadata of a Graphic or Template" on page 4–5.

**Browsing Graphics From Project Server** 

- If a revision of a project is published in XPression, the XPression ActiveX Plugin will receive a notification of the revision.
  - a. Click Browse (...).

The Show, Category and Style Selection dialog box opens.

	Description	
🖯 📢 Global 2013	2	2
- Election		
Finance		1
Full_Frames		
Lower_Third		
- Opens		
Show Filter:		
Name	Description	
😔 Local		
National		
		1450

- b. Select a show and category from the Show and Category tree.
- c. In the Style list, select a style.
- d. Click OK.

The **Show, Category and Style Selection** dialog box closes and the graphics associated with the selected style are available for selection in the **Thumbnails** / **List**.

Use the **Filter** box to enter a graphic name or keyword to search for specific graphics. The filter also searches the metadata of graphics when available.

e. Double-click a graphic from the Thumbnails or List.

**Browsing Graphics Without Project Server** 

Browse graphics in the **Thumbnails** / List. Use the **Filter** box to enter a graphic name or keyword to search for specific graphics. The filter also searches the metadata of graphics when available.

 $\star$  The available graphics are dictated by what has been loaded on the preview engine. This must be done manually.

**Editing Graphics** 

Modifying the text template data fields of MOS items in XPression prevents the changes from being overwritten by new updates in the XPression ActiveX Plugin.

a. In the Graphics tab, double-click a graphic from the Thumbnails, List, or Saved Graphics.

The template opens in the Edit tab.

9	Show: Ross News	FSCG	List [edit mode]			Preview 🔻
l e	Filter:		M6 CI 🔹 Layer: Default for	•		
Brow	Thumbnails List	Description:				
ohics (F9)	■ No Category (41)	In Point: 00: 19.	00 Duration: 17:35.00 ual Timing			
Grai		Object / Field	Content		TITLE	
		Pause? (Y or N)	Y		SUBTITLE	/
E E		Rows (1-6)	6		THIS IS THE FONT FOR THE FSC     THIS IS THE FONT FOR THE FSC	G
lips	Open	TopLine	title		A THIS IS THE FONT FOR THE FSC	0
Ľ		BottomLine	Subtitle		THIS IS THE FONT FOR THE FSC	Ğ
6		Line1	This is the font for the fscg		THIS IS THE FONT FOR THE FSC	
Ē		Line2	This is the font for the fscg			
12	R	Line3	This is the font for the fscg			
	SHOW BUG	Line4	This is the font for the fscg			
		Line5	This is the font for the fscg			
		Line6	This is the font for the fscg			
	ROSS NEWS 2014			-		
	LOWERTHIRD (Transition	-	Spellcheck Save			
0	tions  Connected to XPression Gate	eway M2.			OpenMAM 👻 Update Si	tory Cancel Edit

The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field** and **Content** lists. If **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text, global list, and DataLinq values.

Users can play animations from the graphic using the playback controls below the preview window.

- Fixed Take ID numbers can be assigned to MOS objects. For more information, refer to "Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin" on page 4–14.
  - b. Edit clip information such as Channel, Layer, Description, In Point, and Duration as necessary.

Select the **Manual Timing** check box to use a manual time instead of the in point/duration timing fields of the graphic when under automation control.

If using XPression Tessera, use the **Channel** list to select a source rather than a channel (for example, Source 1, Source 2, etc.).

c. Edit the Object / Field information in the Content column. The changes appear in the preview.

The information can also be selected by clicking on the object in the preview window.

Clear a field by right-clicking it and selecting **Clear Field** from the shortcut menu; or revert to the template values by selecting **Revert all fields to template values**.

d. Click Add To Story.

You can also click and drag from the preview window to the newsroom client interface.

You can open a graphic from the story in the NRCS to edit or update by double-clicking it. The graphic will open in the Edit tab and a colored bar at the top of the edit tab indicates that the graphic was opened from the NRCS. Once edited/updated, click Update Story to update the story or apply the changes.
Browsing the Metadata of a Graphic or Template

Metadata is an option that can be designed into a scene.

- a. In the Graphics or Edit tab, right-click on a graphic or template from the Thumbnails, List, or Saved Graphics.
- b. Select Browse Metadata.

The Browse Metadata window opens.

– Metadata –		
0000		
ak metadata		
	Patrick Twomey	
- As Title	Fellini	
Subject		
		<u>O</u> K

- 5. Save and select your saved graphics:
  - To save your graphics, refer to the section "Saving Graphics" on page 4-5.
  - To select your graphics, refer to the section "Selecting Saved Graphics" on page 4–6.

**Saving Graphics** 

- a. Edit a template in the Edit tab (refer to "Editing Graphics" on page 4-4).
- b. Click Save.

The Save Item to Folder dialog box opens.

Select a location to save this item:	
⊙ Save as Daily Item	
O Save to Specific Folder	
💋 Saved Items 💽	
🖃 👘 Daily	
📁 02-03-2015	
— 📁 03-02-2015	
— 📁 05-11-2014	
- 📁 06-01-2015	
- 📁 06-10-2014	
- 💭 07-02-2015	
- 💋 07-07-2015	
— 💭 mo	
🗌 🦳 💭 vince	
— 📁 07-08-2015	
- 💭 07-10-2015	
	1
Name: OY. Cancel	J

- c. Select one of the following save options:
  - Save as Daily Item select this radio button to save the graphic to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.
  - Save to Specific Folder select this radio button to save the graphic to a specific folder selected from the Saved Items folder structure.
- d. Enter a Name for the graphic and click OK.

The Save Item to Folder dialog box closes and the graphic is saved.

#### **Selecting Saved Graphics**

In the **Browse** tab, select a graphic from the **Saved Items** folder structure. These graphics need to have been pre-populated with information and saved to a user specified folder.

Graphics can also be browsed from the **Rundowns** area. This enables users to select graphics used in MOS rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

Users can create new folders in the Saved Items folder on the XPression Gateway. These folders will appear in the Saved Items folder structure in the XPression ActiveX Plugin. Folders can also be deleted from the Saved Items folder on the XPression Gateway by right-clicking and selecting **Delete Folder**.

Graphics can also be saved to the daily folders. These folders are auto-generated with the current date and can be set to purge after a specified period of time.

#### Exporting a Graphic to a PNG File

The preview image for a graphic can be saved as a PNG file.

a. In the preview section, right-click on the preview image and select Export Image from the shortcut menu.

A Save As file browser opens.

- b. Use the file browser to locate a folder in which to save the .png file.
- a. Click Save.

#### For More Information on...

- Saved Items folders, refer to the section "Setting Up the XPression Gateway" on page 3-2.
- creating user input controls for static text, global list, and DataLinq objects, refer to the *XPression Help File* in XPression.
- XPression Project Server, refer to the XPression Project Server User Guide.

# **Using Clips in the XPression ActiveX MOS Plugin**

- XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and are interested in adding it to your workflow, please contact your Ross Video sales representative.
- If using a Project Server and a revision of a project is published in XPression, the XPression ActiveX Plugin will receive a notification of the revision.

The Clips tab in the XPression ActiveX Plugin is used for adding clips to the story in the NRCS.

## **Selecting and Searching Clips**

- 1. Open the XPression ActiveX Plugin in the newsroom client.
- 2. In the XPression ActiveX Plugin, click Clips.

The Clips tab opens.

(9	Quick Find:						💡 Cre	ate Placeho	der
/se (l	#	Thumbnail	Name 🔺	In Point	Out Point	Length	Format	Flags	Audio
Brow	± 1	11 81	000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		
nics (F9)	2		000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		
Grap	3	A	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920×1080@29.97		
os (F7)	4	4	000227_VTXHD	00:00:00.00	00:00:42.12	00:00:42.13	1920x1080@29.97		
G	5		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97		
dit (F8)	6	e y	000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97i	LE	
ū	7		063011-53-1080p2997	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	8		063011-53-1080p2997 - Copy (2)	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	9		063011-53-1080p2997 - Copy (2) - Copy	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	4								Y
Og	tions 🔻	Connected t	o XPression Gateway M2.			OpenMAM	▼ Update Story	Cancel	Edit

3. Click on a clip to select it or use the Advanced Search Options to locate a specific clip:

#### Advanced Search Options

Click the **Show/Hide advanced search options** (**S**) buttons to open and close the advanced search options.

- Name use this box to enter the name of a clip to search.
- Recall ID use this box to enter a recall ID to search.
- Source use this box to enter a location to search for a clip.
- **ID Min** use this box to enter or select a minimum clip ID number to search.
- ID Max use this box to enter or select a maximum clip ID number to search.
- Duration Min use this box to enter a minimum duration time to search for the clip.
- Duration Max use this box to enter a maximum duration time to search for the clip.
- **Project** use this list to select a project to search for the clip.
- Added Min use the calendar to select a minimum date to search that the clip was added.
- Added Max use the calendar to select a maximum date to search that the clip was added.
- Expires Min use the calendar to select the minimum expiry date to search for the clip.
- Expires Max use the calendar to select the maximum expiry date to search for the clip.
   Never Expires select this check box to search for a clip with no expiry date set.
- Audio Ch Min use this box to enter or select a minimum amount of embedded audio channels to search for the clip.

- Audio Ch Max use this box to enter or select a maximum amount of embedded audio channels to search for the clip.
  - > No Audio select this check box to search for a clip with no embedded audio.
- Reset Filter click this button to clear all the fields in the Advanced Search Options.
- Show all sub clips select this check box to display any sub clips of a clip in the Clip Browser list when performing an advanced search.
- 4. Click Save default search criteria (III) to save the search criteria as a default if necessary.

### **Create a Clip Placeholder**

A placeholder based on recall ID can be created for a clip to be placed into a rundown. The recall ID is what will link the new MOS object with a current or future clip from the Clip Store.

- Placeholder recall IDs can only be created if the Clips added to running order should be recalled via their Recall ID check box is enabled in the Clip Store settings in the XPression Gateway. Also, the Create Placeholder button will not appear unless all Clip Stores in the workflow have the recall ID option Allow same Recall ID to be used in different projects disabled in their Clip Store Managers.
- 1. Open the XPression ActiveX Plugin in the newsroom client.
- 2. In the XPression ActiveX Plugin, click Clips.

The Clips tab opens.

(9)	Quick Find	: [					💡 Cre	eate Placeh	older
se (F	#	Thumbnail	Name 🔺	In Point	Out Point	Length	Format	Flags	Audio
Brow	± 1	11 pl	000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		
ics (F9)	2		000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97		
Graph	3	Ą	000226_VTXHD	00:00:00.00	00:00: <mark>4</mark> 3.09	00:00:43.10	1920x1080@29.97i		
s (F7)	4	4	000227_VTXHD	00:00:00.00	00:00:42.12	00:00:42.13	1920x1080@29.97i		
5	5		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97		
lit (F8)	6	-3	000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97	LE	
ш	7		063011-53-1080p2997	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	8		063011-53-1080p2997 - Copy (2)	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	9		063011-53-1080p2997 - Copy (2) - Copy	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@29.97p	LE HF	
	Pat								T
On	ntions -	Connected	to XPression Gateway M2			OpenMAM	▼ Undate Story	Cancel	Edit
			a second s						

3. Click Create Placeholder.

The Create a clip placeholder dialog box opens.

Recall ID:	 	 
Clip Name:		
Description:		

4. Use the Recall ID box to enter a placeholder recall ID for the MOS object.

5. Use the Clip Name box to enter a name for the clip placeholder.

This does not have to match the clip name in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful name.

6. Use the **Description** box to enter a brief description for the clip placeholder.

This does not apply to the clip in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful description.

7. Click OK.

A clip placeholder recall ID is created that can be dragged and dropped into the rundown. However, a clip with the newly created recall ID will need to be ingested for it to function properly.



If a clip exists in the rundown that already uses the recall ID entered, a notice is displayed in the **Create a clip placeholder** dialog box.

Recall ID:	1238		
Clip Name:			
Description:			
A dip in the C	ipStore already exists with the recall ID: 1	1238	
Name	000228_VTXHD_interlaced_upper		
Date Added	: 12-Aug-2019 15:45:13		5
Remove Re	call ID		
ClipStore: Co	nnected	QK	Gancel

If necessary, the existing recall ID can be removed from the existing clip by clicking Remove Recall ID.

# **Editing Clips**

1. Double-click a clip from the list of clips.

The clip opens in the Edit tab.



The graphic is visible in the preview window and the clip info will be displayed in the **Timing** and **Source Information** sections.

Users can play the clip using the playback controls below the preview window.

- Fixed Take ID numbers can be assigned to MOS objects. For more information, refer to "Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin" on page 4–14.
- 2. Edit clip information such as Channel, Layer, and Description as necessary.
- 3. Click Update Story.

You can also click and drag from the thumbnail list to the newsroom client interface.

### Saving Clips, Selecting Saved Clips, and Exporting to PNG

- 1. Save your clips, select your saved clips, and export a clip to PNG:
  - To save your clips, refer to the section "Saving Clips" on page 4–10.
  - To select your clips, refer to the section "Selecting Saved Clips" on page 4–11.
  - To export a clip to a PNG file, refer to the section "Exporting a Clip to a PNG File" on page 4–11. Saving Clips
  - a. Edit a clip in the Edit tab (refer to "Editing Clips" on page 4–10).

#### b. Click Save.

The Save Item to Folder dialog box opens.

Select a location to save this item:
⊙ Save as Daily Item
O Save to Specific Folder
🧔 Saved Items
– 📁 Daily
- 🥥 02-03-2015
💭 03-02-2015
💭 05-11-2014
- 📁 06-01-2015
- 💭 06-10-2014
- 💭 07-02-2015
- 📁 07-07-2015
— 💭 mo
- 💭 vince
- 💭 07-08-2015
07-10-2015
Name: Cancel

- **c.** Select one of the following save options:
  - Save as Daily Item select this radio button to save the clip to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.
  - Save to Specific Folder select this radio button to save the clip to a specific items folder selected from the Saved Items folder structure.
- d. Use the Name box to enter a name for the saved clip.
- e. Click OK.

The Save Item to Folder dialog box closes and the clip is saved.

Selecting Saved Clips

In the **Browse** tab, select a clip from the **Saved Items** folder structure. These clips need to have been pre-populated with information and saved to a user specified folder.

Clips can also be browsed from the **Rundowns** area. This enables users to select clips used in MOS rundowns that are being monitored by the XPression Gateway.

The clips can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

Users can create new folders in the Saved Items folder on the XPression Gateway. These folders will appear in the Saved Items folder structure in the XPression ActiveX Plugin.

Clips can also be saved to the daily folders. These folders are auto-generated with the current date and can be set to purge after a specified period of time.

Exporting a Clip to a PNG File

The preview image for a clip can be saved as a PNG file.

a. In the preview section, right-click on the preview image and select **Export Image** from the shortcut menu.

A Save As file browser opens.

- **b.** Use the file browser to locate a folder in which to save the .png file.
- a. Click Save.

# Adding a Clip to a MOS Graphic

1. Open a graphic in the Edit tab that contains a video or image Object / Field.

(9	Show: Ross News			FSCG List Pic [edit mo	de]				Preview 🔻
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	LOWERTHIRD (Transition				Spellcheck	Save	<u> </u>		
O	tions  Connected to XPression Gate	eway M	12.			Openi	1AM 👻	Update Story	Cancel Edit

2. Click the Clips tab.

The Clips tab opens.

(9:	Quick Fin	d: [						💡 Crea	te Placeho	older )
se (F	#	Thumbnail	Name 🔺	In Point	Out Point	Length	Format		Flags	Audio
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s (F7)	4	4	000227_VTXHD	00:00:00.00	00:00:42.12	00:00:42.13	1920x1080@	29.97		
Clip	5	• / •	000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@	29.97		
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	9		063011-53-1080p2997 - Copy (2) - Copy	00:00:00.00	00:00:19.29	00:00:20.00	1920x1080@	29.97p	LE HF	
								_		-
_		142 200				(	1		-	P
Op	tions •	Connected	to XPression Gateway M2.			OpenMAM	▼ Update	Story	Cancel	Edit

3. Click and drag a clip over the Edit tab.

The Edit tab opens.

G Show: Ross News		FSCG List Pic [edit mode]		Preview 🔻
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	Line1	This is the font for the fscg		THIS IS THE FORT FOR THE FSCS     THIS IS THE FORT FOR THE FSCS
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R0SS NEWS 2014				
LOWERTHIRD (Transition	-	Spellcheck Save		
Options  Connected to XPression Gates	way M2.	Ope	nMAM 👻	Update Story Cancel Edit

4. Drop the clip onto the video or image Field / Object.

The clip is added to the video or image **Field / Object** selected in the graphic and the clip is displayed in the preview for the graphic.

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(f) □ No Category (41)	In Point: 00:19.	00 Duration: 17:35.00		
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lit (F8)	Line2 Line3	This is the font for the fscg This is the font for the fscg		
SHOW BUG	Line4 Line5	This is the font for the fscg This is the font for the fscg	- 11	
	Line6 Rows (1-6)	This is the font for the fscg 6	- 11	
ROSS NEWS 2014	Pause? (Y or N)	Y		
LOWERTHIRD (Transition	-	Spellcheck	ave 🕨 🕨	
Options  Connected to XPression Gatewa	ay M2.		OpenMAM 👻	Update Story Cancel Edit

#### For More Information on...

- Saved Items folders, refer to the section "Setting Up the XPression Gateway" on page 3-2.
- assigning Take IDs to MOS objects, refer to "Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin" on page 4–14.
- XPression Clips, refer to the XPression Clips User Guide.

# Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin

Take ID numbers can be assigned to graphics and clips in the XPression ActiveX Plugin.

- ★ Take IDs on the Remote Sequencer will not match the Take IDs assigned to the XPression Sequencer items.
- In Edit, right-click inside the top section of the XPression ActiveX Plugin editor and select Assigned Fixed ID. The Set Take ID dialog box opens.

O Fixed Ta	ke ID: 0	
	L	
	_	 

- 2. Select one of the following:
  - Automatically Generate Take ID select this radio button to automatically assign a Take ID based on the next available Take ID number. This is the default setting.
  - Fixed Take ID select this radio button to manually assign a static Take ID.
    - Use the box to enter or select a Take ID number.
- When a fixed Take ID is assigned, no checks or safeguards are performed to prevent duplicate IDs from being used in the rundown. When two rundowns are loaded in the XPression Sequencer with duplicates, one of the Take IDs will automatically be renumbered. It is recommended that when two rundowns use duplicate Take ID numbers that only one rundown be activated at a time.

It is also recommended that all static Take IDs be assigned numbers over 2000 to avoid conflicts between automatically generated Take ID numbers and the static Take ID numbers.

3. Click OK.

The Set Take ID dialog box closes.

When the Take ID is set, you recall and edit the graphic or clip from the rundown and the fixed ID is retained in the rundown only.

# Using Spell Check in the XPression ActiveX MOS Plugin

The XPression ActiveX Plugin offers spell check with a local dictionary to which words can be added on a per user basis.

1. In the XPression ActiveX Plugin, click **Options** > **Configuration**.

The XPression ActiveX Plugin Configuration dialog box opens.

- 2. In the Spell Check section, use the Dictionary list to select a language for the spell check.
- 3. Click OK.

The XPression ActiveX Plugin Configuration dialog box closes.

4. Open a graphic in the **Edit** tab of the XPression ActiveX Plugin.

9	Show: Ross News	FSCG	List [edit mode]		Preview 🔻
Se (F	Filter: <pre></pre>	Channel: M4+, M	M6 CI 🔻 Layer: Default for	•	
l ag	Thumbnails List	Description:		-	
		In Point: 00, 10	00 Duration 17:25.00	=	
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Gra	UNIC	Object / Field	Content		TITLE
		Pause? (Y or N)	Y		SUBTITLE
E		Rows (1-6)	6		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG
l is	Open	TopLine	title		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG
		BottomLine	Subtitle		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG
6		Line 1	This is the font for the fscg		- INISIS THE PORT POR THE PSEC
۱Ë		Line2	This is the font for the fscg		
12	R	Line3	This is the font for the fscg		
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		Line5	This is the font for the fscg		
		Line6	This is the font for the fscg		
	ROSS NEWS 2014			-	
	LOWERTHIRD (Transition		Spellcheck Save	<u> </u>	
0	ptions 🔻 Connected to XPression Gateway	M2.			OpenMAM 👻 Update Story Cancel Edit

5. Click inside the **Content** cell of a text **Object / Field**.

Any existing text content is highlighted.

6. Highlight a specific word or enter and highlight a new word to use for the spell check.

#### 7. Click Spellcheck.

- If the word is spelled correctly, or it has already been added to the dictionary, an information window opens that indicates that the spell check is complete.
- If the word is spelled incorrectly, or has not been added to the dictionary, the **Spell Check** dialog box opens.

XPression	Ignore
Suggestions	Change
Expression	
Repression	Add
Impression	
Oppression	
Depression	Cancel

#### 8. Do one of the following:

- Click Ignore to return to the XPression MOS Plugin without making any changes.
- Select a word from the Suggestions list and click Change to correct the spelling.
- Click Add to add the word to the dictionary.

An information window opens indicating the spell check is complete.

9. Click **OK** to exit the information window.

Depending on the actions taken in Step 8, the text content is either the same or corrected/changed.

# Changing Existing XPression ActiveX MOS Plugin Items to a Template in a Different Project

Existing MOS items can be changed to a template in a different project when the Object / Field names are the same in the templates in both projects. This enables quick and easy transfer of MOS items for templates between multiple projects.

- 1. Open a project in the XPression ActiveX Plugin.
- 2. Double click a graphic from the template in the **Graphics** tab.
- 3. The selected item opens in the Edit tab.

G Show: Ross News	FSCG	List [edit mode]		Preview	<b>-</b> )	
Hiter:     <a href="http://www.com/com/com/com/com/com/com/com/com/com/</td> <td>Channel: M4+, M Description: In Point: 00:19.</td> <td>M6 Cl V Layer: Default for</td> <td colspan="4"></td>	Channel: M4+, M Description: In Point: 00:19.	M6 Cl V Layer: Default for				
Carbics	Dbject / Field	ual Timing Content		TITLE		
	Pause? (Y or N) Rows (1-6)	Y 6		SUBTITLE  THIS IS THE FONT FOR THE FSCG THIS IS THE FONT FOR THE FSCG		
Ö Open	TopLine BottomLine	title Subtitle		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG		
(F8)	Line1 Line2	This is the font for the fscg This is the font for the fscg		THIS IS THE FONT FOR THE FSCG		
SHOW BUG	Line3	This is the font for the fscg This is the font for the fsca				
	Line5	This is the font for the fscg				
R055 NEWS 2014			▼			
		Spellcheck Save				
Options  Connected to XPression Gateway	M2.			OpenMAM  Update Story Cancel	Edit	

4. Click Browse (...).

The Show, Category and Style Selection dialog box opens.

Show and Category			
	Description		1 100
😑 🚱 Global 2013	2		
- Election			
- Finance			
Ful_Frames			
Lower_Third			
- Opens			V
Show Filter:			]
Name	Description		
🚱 Local			
National			
		<u>о</u> к	Cancel

- 5. In the **Style** list, select a style. The new style can come from the show and category already selected, or from a different show and category in the **Show and Category** list.
- 6. Click OK.

The **Show**, **Category and Style Selection** dialog box closes and the graphics associated with the selected style are available for selection in the **Thumbnails** / **List**.

The **Object / Field** and **Content** lists are grayed out, indicating that the previous project's MOS items have been copied to the clipboard.

- 7. Press and hold Shift.
- 8. Double-click an item from the Thumbnails or List.

The item opens in the editor and any corresponding **Object / Field** items and their **Content** are populated from the previous project.

# Using Streamline OpenMAM with the XPression ActiveX MOS Plugin

The XPression ActiveX Plugin can be used with Ross Video's Streamline browser-based media asset management system to seamlessly drag and drop Streamline media assets into the XPression ActiveX Plugin.

The following topics are covered in this section:

- Adding an Integrated Streamline Browser to the XPression ActiveX MOS Plugin
- Opening Streamline in the XPression ActiveX MOS Plugin
- Adding Streamline Assets to a Template

### Adding an Integrated Streamline Browser to the XPression ActiveX MOS Plugin

To add an integrated Streamline browser to the XPression ActiveX Plugin, select the **Integrated Streamline Browser** check box when installing the plugin (it is selected by default):

Select Components Which components should be installed?			
Select the components you want to install; install. Click Next when you are ready to co	lear the compor ntinue.	ients you do no	t want to
Custom installation			<b>•</b>
VPression ActiveX NCS Plugin			16.0 MB
☑ Integrated Streamline Browser			130.2 MB
Current selection requires at least 146.9 ME	of disk space.		
	< Back	Next >	Cancel

Streamline can then be accessed within the plugin using the Assets tab.

### **Opening Streamline in the XPression ActiveX MOS Plugin**

1. Open the XPression ActiveX Plugin.

😨 Show: Ross News 📖	FSCG	List [edit mode]			Preview 🔻
g Filter: <pre></pre>	Channel: M4+, M	M6 CI 👻 Layer: Default for	•		
Thumbnails List	Description:				
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je Open	TopLine	title		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG	
	BottomLine	Subtitle		THIS IS THE FONT FOR THE FSCG     THIS IS THE FONT FOR THE FSCG	
8	Line1	This is the font for the fscg			
	Line2	This is the font for the fscg			
	Line3	This is the font for the fscg			
SHOW BUG	Line4	This is the font for the fscg			
	Line5	This is the font for the fscg			
	Line6	This is the font for the fscg			
DOC NEW CODE					
		Spellcheck Save			
Options  Connected to XPression Gateway	M2.			OpenMAM 👻 Update Story	Cancel Edit

2. Click the **OpenMAM** drop-down list and select a Streamline server.

Streamline opens	in	the	XPression	Asset	Browser.
------------------	----	-----	-----------	-------	----------

Streamline - Streamline Main Server	👻 🔁 Refresh		Settings 🔻
	streamlin	e	
	Username		
	Password		
	∨ Advanced	Login	
			Socket Connection Established

- 3. Use the **Username** box to enter a login name.
- 4. Use the **Password** box to enter the password for the username.
- 5. Click Login.

The Streamline MAM browser opens.

Stream	line - Streamline Main Server 💿 🔹 🛛	🔁 Refresh				Setting	s 🔻		
<b>A</b>	🚞 Assets						X		
Upload	😍 Download 区 Delete  🔒	Edit Mode Disabled 🕀 Auto R	Refresh Enabled 📕 Targe	ets 🕖 7ransco	xde	🚆 List 📕 Tik	e		
-	급 Saved Searches 💋 Search E	Editor Keyword	Provid	der 3 selected	-				
Assets	Created By No Filter 🛇 Date Created No Filter 🔇 Type No Filter 🚱 Add Filters								
Ż		Thumbnail	Name	Format	Transcoders	Categor	_		
Approvals	4 퉬 Assets		Dice	MPEG-4		√idec ≜			
	🛛 🔒 Folder 2		XPN	MPEG-4		Video			
New Order	My Other Folder		WarmUp	MPEG-4		Video			
	🖻 🕌 Testing		IceRoss-BS	MPEG-4		Video			
Work Orders			World Jrs Goal 1 Replay	MPEG-4		Video	Size		
2			strawberry_in_milk-BS	MPEG-4		Video			
Help			Save_Replay-BS	MPEG-4		Videc			
		4		1050 1		• • • •			
	Page 1 of 3 i⊲ <⊲ ▶> ▶i					Show: 5 25 5(	<u>) 100</u>		
	60 Total Assets 149344.11 MB L	Jsed 106302.89 MB Free			60	Assets Match Sea	arch		
😢 Logout	Logged in as Administrator 🛛 🛉 📫	😌 No messages in queue			Socket (	Connection Establis	shed		

\* In the Streamline browser, click **Settings** to set the browser to stay on top and/or close on drop.

#### For More Information on...

• the Streamline MAM system, refer to the Streamline Online Help file.

# Adding Streamline Assets to a Template

 In the XPression ActiveX Plugin, select a template to edit that contains a video shader. The template opens in the **Edit** tab.

(9)	Show: Ross News	P.	5CG Paragraph Pic [edit mode]		Preview
) Browse (F	Filter: <a href="https://www.none-status-sta</th> <th>Channel: M4+, Description:</th> <th>M6 CHANNEL1   Layer: Default for Terr</th> <th>plate 🔻</th> <th>]</th>	Channel: M4+, Description:	M6 CHANNEL1   Layer: Default for Terr	plate 🔻	]
Graphics (F9	ROSS NEWS 2014	Object / Field	nual Timing		TITLE Surrey • THIS IS THE FORT WERE WRAP
ips (F7)	LOWERTHIRD (Transition	TopLine BottomLine	title Subtitle This is the fant word wran		
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Edit (	Banner (Transition Logic)		Spelicheck Sa	ve	│ ○॥□ ▲│━ <b>ा</b> =
Opt	tions   Connected to XPression Gateway	M2.		OpenM	MAM 👻 Update Story Cancel Edit

2. Open Streamline in the XPression Asset Browser and select a media asset.

Stream	line - Streamline Main Server 🛛 🔹 🛛	Refresh				Settings 💌			
•	🚞 Assets					? X			
Upload	😍 Download 🛞 Delete								
Assets	Saved Searches 🖉 Search I 🖉 Created By No Filter 😵 Date C	Editor Keyword	Prov	ider <u>3 selecte</u>	d 👻				
		Thumbnail	Name	Format	Transcoders	Categor			
Approvals	<ul> <li>▲ ▲ Assets</li> <li>▶ ▲ Folder 2</li> </ul>		Dice	MPEG-4		Videc 👚			
20			XPN	MPEG-4		Video			
New Order	My Other Folder		WarmUp	MPEG-4		Videc			
	Testing		IceRoss-BS	MPEG-4		Videc			
Work Orders			World Jrs Goal 1 Replay	MPEG-4		√idec Size			
			strawberry_in_milk-BS	MPEG-4		Videc			
Help			Save_Replay-BS	MPEG-4		√ider			
		4			R.				
	Page 1 of 3 14 <4 +> +1 Show: 5 25 50								
	60 Total Assets 149344.11 MB L	Jsed 106302.89 MB	Free			60 Assets Match Search			
📀 Logout	Logged in as Administrator 🛛 🛉 📫	😳 No messages in q	ueue		s	ocket Connection Established			

3. Drag and drop the selected media asset onto the **Object / Field** of the selected template.

The media asset is added to the template.

(9 Sł	how: Ross News			FSC	G Paragraph	Pic [edit mode]						Preview	•
ohics (F9) Browse (F	iter: <a href="https://www.commons.org"><a href="https://www.commons.org">https://www.commons.org</a> Thumbnails List</a>		Channel: M Description: In Point: 00	14+, M 0: 19.0 ] Manu	6 CHANNEL1 0 tal Timing	Layer: Default f     Duration: 17:35.0	for Templa	te 🔹	T	ITLE	7		
Grag	ROSS NEWS 2014		Object / Field		Content						THIS IS THE P	ONT WORD WRAP	
- L	OWERTHIRD (Transition		TopLine		title								
(F7			BottomLine		Subtitle					1000			
Clips			Line1		This is the fon	t word wrap							
			🕀 🗾 FS Image	e	XPN								
Edit (F8)	Banner (Transition Logic)	•				Spellcheck	Save.	•		00 🖬		<b>_</b> _	-
Optio	ns 🔻 Connected to XPression Gatew	vay N	12.					OpenM.	AM 👻	Update	Story	Cancel Edit	

#### For More Information on...

• the Streamline MAM system, refer to the Streamline Online Help file.

# Using Graphics and Clips in the XPression HTML5 MOS Plugin

The **Graphics** tab in the XPression HTML5 Plugin is used for adding graphics to the story in the Newsroom Computer System (NRCS). The **Clips** tab in the XPression HTML5 Plugin is used for adding clips to the story in the Newsroom Computer System (NRCS) or for adding a clip to a material in a graphic.

- The Add to Story, Update Story, OK, and Cancel buttons in the XPression HTML5 Plugin can be conditionally rendered using the HTTP Server settings in the XPression Gateway - Settings dialog box.
- XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and are interested in adding it to your workflow, please contact your Ross Video sales representative.
- If using a Project Server and a revision of a project is published in XPression, the XPression HTML5 Plugin will receive a notification of the revision.

The following topics are covered in this section:

- Browsing Graphics
- Opening Graphics
- Saving and Exporting Graphics
- Replacing and Converting Graphics
- Editing Graphics in the XPression HTML5 MOS Plugin
- Selecting Images and Video for Graphics in the XPression HTML5 MOS Plugin
- Searching, Viewing, and Editing Clips
- Saving and Selecting Saved Clips
- · Adding a Clip to an XPression HTML5 MOS Plugin Graphic
- Using Spellcheck
- Adding Resources from Streamline OpenMAM
- Using the Preview Window

## **Browsing Graphics**

The **Browse** tab in the XPression HTML5 Plugin is used for selecting graphics that have been pre-populated with information and saved to a user-specified folder. You can also delete graphics, add or delete folders, browse the metadata of a graphic and copy a MOS object to a text editor, for troubleshooting purposes.

Graphics can also be browsed from the **Rundowns** area. This enables users to select graphics used in MOS rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

#### To select a graphic:

1. In the XPression HTML5 Plugin, click Browse.

The Browse tab opens.

M7-4RU html5 🛛 🔛 🖡	V.CG.XPNQ	A4						? X
XPression	Browse	Graphics	Edit	OpenMAM:	Streamline - XPN-STR	REAMLINE	•	
+     □       Saved Items       >       Daily       Persistent       >       User Favorites       >       Rundowns			Q Sea	rch .	2	No graphics found.		

- 2. In the Browse tab, click on a folder in the Saved Items folder structure or in the Rundowns.
- 3. Double-click on a graphic to select it.

The graphic opens in the Edit tab.

#### To delete a graphic:

- 1. In the XPression HTML5 Plugin, click **Browse**.
- 2. In the Browse tab, in the folder structure, browse to the graphic to be deleted.
- 3. Select the graphic and click on the options button (1) in the bottom-right corner of the graphic.



4. Select Delete Item.

The Delete Item confirmation dialog opens.



5. Click Delete.

#### To add a folder:

- 1. In the XPression HTML5 Plugin, click **Browse**.
- 2. Select a folder in the folder structure.

Folders can be added to the **Daily** and **Persistent** folders and to the sub-folders of the **User Favorites** folder, but not to the top-level **User Favorites** or **Rundowns** folders.

3. Click Add (+) at the top of the folder structure.

The New Folder dialog opens.

New Folder		
Name:		
	Cancel	ОК

- 4. In the Name field, enter a name for the folder.
- 5. Click OK.

The new folder appears as a sub-folder in the structure.

#### To delete a folder:

- 1. In the XPression HTML5 Plugin, click **Browse**.
- 2. Select a folder in the folder structure.

Folders can be deleted from the **Daily** and **Persistent** folders and from the sub-folders of the **User Favorites** folder, but not from the top-level **User Favorites** or **Rundowns** folders.

3. Click the trash can icon at the top of the folder structure.

The **Delete Folder** confirmation dialog opens.



4. Click Yes.

The folder and its contents are deleted from the folder structure.

#### To browse the metadata of a graphic:

- 1. In the **Graphics** or **Browse** tab, select a graphic and click on the options button (1) in the bottom-right corner of the graphic.
- 2. Select Browse Metadata.

DOC.XPN							?	x
XPression	Browse Graphics	Clips View E	dit OpenMA	м				
+ 🖞 C		Q Search	ິ					۲
Saved Items		Saved Name	Scene	Thumbnail	Content	Description	In	
<ul> <li>■ 24-09-2020</li> <li>■ Persistent</li> <li>&gt; ■ User Favorites</li> <li>&gt; ■ Rundowns</li> </ul>		Browse Metadat Copy MOS Delete Item	BULLETS		OFF TITLE  _		00:00.00	

#### The Metadata window opens.

Value
Headshot
Five bullet points

#### To Copy MOS:

- 1. 1. In the **Graphics** or **Browse** tab, select a graphic and click on the options button (**I**) in the bottom-right corner of the graphic.
- 2. Select Copy MOS.

DOC.XPN						? X
XPression Browse Graphics	Clips View E	dit OpenMA	м			
+ 0 0	Q Search	<b>2</b>				
Saved Items	Saved Name	Scene	Thumbnail	Content	Description	In
<ul> <li>24-09-2020</li> <li>Persistent</li> <li>User Favorites</li> <li>Rundowns</li> </ul>	Browse Metadal Copy MOS Delete Item	ta SBULLETS		OFF TITLE  _		00:00.00

- 3. Open a text editor.
- 4. Right-click and select Paste.

The MOS data for the graphic is copied into the text editor.

## **Opening Graphics**

Graphics do not have to be opened from a show on a project server, but it is recommended. Graphics can also be opened from an openMAM system.

#### To open a graphic:

- 1. Open the XPression HTML5 Plugin in the newsroom client.
- 2. In the XPression HTML5 Plugin, click Graphics.

The Graphics tab opens. By default, it will show graphics from the last show that was opened.

M7-4RU html5 V.CG.XPI	NQA4			<u>? X</u>
XPression Brows	e Graphics Edit Ope	INMAM: Streamline - XPN-STREAML	INE 👻	¢
Q Search	C	Show: ROSS IBC 2018 EVENII	NG NEWS	21 @
v FULLSCREEN (22)				
TITLE Conference of the second secon			Padral line   index Tank	
PS BULLETS	material video	Scene iu		
	MO ADRIAN VINCE INGRID MIKE BILLY JEFF GARNER DEEPA KEN	918715.000	THIS IS AUTOGOUREZE THIS IS WORDWRAP	
Red Connector	Scene7	Scene4	Sceneó	Î .

3. To select graphics from a different show, click **Show**. The **Show** button is not available if there is no project server.

The Show, Category, and Style window opens.

M7-4RU html5 V.CG.XPNQA4	4			? X
XPression Browse	Graphics Edit OpenMA	M: Streamline - XPN-STREAMLINE	•	
-Show		Category		
Q Fiter		Name		
Name	Description		No categories found	
002_Headshot Fullscreens				
003_Trial Promo				
3 Monitor		Style		
32bit dropzone		Name	Description	
5 Monitor and Duel			No styles found	
World News				
Premier test				
				Cancel

4. Click the Browse tab and select another show, category, and/or style and click OK.

Use the search **Filter** box to enter a show name to quickly retrieve a show instead of scrolling through the list of shows.

5. Click the **Collapse all** button () in the top-right corner to view the category headings of the graphics and then click a heading to expand the category containing the graphic to add to the story.

Click the **Expand all** button (2) to expand all the category headings of the graphics.

6. Click the Change view type and scale button ( ) in the top-right corner to open the settings:



Select one of the following viewing methods for the graphics browser:

- **Grid** click this tab to view the graphics in a grid layout.
- List click this tab to view the graphics in a name list.
- Size bar click on the bar and drag it either in the plus direction or the minus direction to adjust the thumbnail size in the **Graphics** tab.
- 7. Double-click a graphic to select it and click Add To Story.

The graphic is added to the story that is currently open in the **Story Editor Panel** of the NRCS. It appears as a MOS object placeholder in the NRCS and reflects the MOS abstract as configured in the Gateway. It displays the channel, layer, graphic name, etc.



8. Click Save in the Story Editor Panel to save the graphic in the story.

## **Saving and Exporting Graphics**

#### To save a graphic to a folder:

1. Click the options button (1) in the top-right corner of the graphics editor and select **Save to folder** from the menu.

DOC.XPN														? X
XPress	ion	Brows	e Gi	aphics	Clips	View	Edi	t OpenMAM						
FS BULLET	S						^ I	Save to folder						
Channel:	<none></none>		-				ſ	Revert all fields to te	mplate values	LE	_			
Layer:	Channel	l Default	•				_	Export preview imag	e to file					
Description:								Enable take ID input		- stra	3			
Take ID:								Disable take ID input		NAME BLIN				
Object / Field	Co	ontent					ļ					and a second sec		
BREAKING ON	/ <b>o</b> OF													
TITLE		TLE										2		
								Spellcheck				Add To Story	ок	Cancel

The Save Item to Folder dialog opens.

Save Item To Folder	
Select an option:	
Save to specific folder	
Saved Items Daily Persistent V IIII User Favorites IIII ihughes	
Name:	
	Save

- 2. Select one of the following save options:
  - Save as daily item select this radio button to save the graphic to a daily items folder. This will create a folder for the current date. The path, date format, and purge frequency are set in the XPression Gateway > Saved Items panel.
  - Save to specific folder select this radio button to save the graphic to a specific folder selected from the Saved Items folder structure.
- 3. In the Name field, enter a name for the graphic.
- 4. Click Save.

The Save Item to Folder dialog closes and the graphic is saved.

The folder might have to be refreshed to see the added graphic.

#### To export a preview image of the graphic:

1. With the graphic open in the **Graphic Editor**, click the options button (**II**) in the top-right corner of the **Editor** and select **Export preview image to file** from the sub-menu.

DOC.XPN	? X
XPression Browse Graphics Clips View Edit OpenMAM	<u> </u>
FS BULLETS ^ Save to folder Channel: <none></none>	
Layer: Channel Default  Channel Default Channel Default Channel Default Channel Channe	
Disable take ID input	
Spellcheck Update Story Cancel Edit Add To Sto	ry OK Cancel

2. In the Save As window, navigate to a folder to store the image and click Save.

If the **Save As** window does not open, it is because this option has not been selected in the web browser settings. To enable the **Save As** window, edit the web browser settings to allow the file browser to open to select a specific folder. Otherwise, the image will be saved in **Downloads**.

# **Replacing and Converting Graphics**

#### To replace graphic templates:

- 1. Double-click a graphic in the NRCS to select it for editing.
- 2. From the **Graphics** tab, select the graphic template to use instead.
- 3. Click the options button (1) in the bottom-right corner of the graphic and select **Replace Template** from the sub-menu.



The Replace Template confirmation dialog opens.

Replace template		
This will replace the template for the edited MOS item and ro you sure you want to continue?	eset all field content.	Are
	Cancel	ок

#### 4. Click OK.

The original graphic is replaced with the new graphic and all field content is reset.

5. Click Add to Story to save the new graphic.

#### To convert graphic templates:

- 1. From the Graphics tab, double-click a graphic to open it.
- 2. Edit the graphic.
- 3. To change the template of the graphic, before adding it to the story, click the **Graphics** tab again and select the graphic to use instead.
- 4. Click the options button (II) in the bottom-right corner of the graphic and select **Convert Template** from the sub-menu.



The Convert Template confirmation dialog opens.



### 5. Click OK.

The template is replaced, but field content in the original template that corresponds with the new template is maintained.

## Editing Graphics in the XPression HTML5 MOS Plugin

The **Edit** tab in the XPression HTML5 Plugin is used for editing graphics and saving graphics. A preview image of the graphic can also be exported to a file.

To edit a graphic:

1. Double-click the MOS object placeholder representing the graphic in the Story Editor Panel of the NRCS.

The Graphic Editor displays Edit Mode at the top to indicate that the graphic can now be edited.



The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field Content** section.

When using static text, if **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text values.

★ The text fields will reflect the design of the scene. This could be a simple text field or drop down lists, radio buttons, combo boxes, or check boxes supplied by static lists, global lists, or DataLinq lists.

2. Edit graphic information such as Channel, Layer, Description, In Point, and Duration as necessary.

These settings are only available if they have been set up in the **Configuration** panel. See "**Setting Up the XPression HTML5 MOS Plugin**" on page 3–32.

3. Select the Manual Timing check box to use a manual time instead of the In Point /Duration timing fields of the graphic when under automation control.

The Manual Timing check box is only available if it has been set up in the **Configuration** panel. See "Setting Up the XPression HTML5 MOS Plugin" on page 3–32.

If using an XPression Tessera project, use the **Channel** list to select a source rather than a channel (for example, Source 1, Source 2, etc.).

4. To assign a Take ID to the graphic, click the options button (1) in the top-right corner of the Graphic Editor and select Enable take ID input from the sub-menu.



Take ID input can be disabled after enabling by selecting Disable take ID input.

By default, Automatic is selected in the Take ID field, which assigns a Take ID based on the next available Take ID number. For more information, refer to "Assigning Take IDs to MOS Objects in the XPression ActiveX MOS Plugin" on page 4–14.

5. Click a field in the **Content** column to edit it.

Alternatively, the object can be selected by clicking it in the preview window.

The changes appear in the preview window. Animations from the graphic can be played by using the playback controls below the preview window.

The preview window can be opened in a floating window by clicking the icon in the bottom-right corner. It can then be resized and moved to another screen.

6. To revert to the default values for each field, click the options button () in the top-right corner of the **Graphics** Editor and select Revert all fields to template values.

DOC.XPN						? X
XPress	sion Brow	vse	Graphics Clips View	Edi	t OpenMAM	\$
FS HEADSH				~ 1	Save to folder	
Channel:	<none></none>	•		1	Revert all fields to template values	
Layer:	Channel Default	•			Export preview image to file	
Description:					Enable take ID input	
In Point:	00:00.00		Duration: 00:00.00		Disable take ID input	
Manual Timing:				1		
Take ID:						
Object / Field	Content					
					Spelicheck Update Story Cancel Edit Add To Story OK C	ancel

7. Click Update Story.

## Selecting Images and Video for Graphics in the XPression HTML5 MOS Plugin

- 1. Open the XPression HTML5 Plugin in the newsroom client.
- 2. In the XPression HTML5 Plugin, open a graphic template that contains a video shader.
- 3. Click Add To Story, then double-click the MOS object placeholder representing the graphic in the Story Editor.
- 4. In the Graphic Editor, in the Object/Field Content section, click in the Content field beside the video shader object.



5. Click Select and browse to the folder containing the graphic or video to use.

Monitor_1			^ <b>!</b>		
Channel:	Channel 1	<b>T</b>	1		
Layer:	Channel Default	•			
Description:					
In Point:	00:00.00				
Duration:	00:00.00				
Manual Timing:					
Out Method:	NONE	•			
Take ID:					
Object / Field Content					
🖾 Video [	Select <nc< td=""><td>one&gt;</td><td>×</td></nc<>	one>	×		
TITLE T	ITLE				
SUBTITLE					

6. Click the thumbnail of the graphic or video and then click Select.

DOC.XPN.IH					? X
Select Texture: root Video					
a Filter 😂					
Flag Wave_1avi	map holder.avi	PERSONAL PROPERTY OF CONTRACT OF CONTRACT.	SW_EG V2.svi		
				Cancel	elect

- 7. Make other changes to the template if necessary and click **Update Story**.
- 8. In the Story Editor, click Save.

## Searching, Viewing, and Editing Clips

- 1. Open the **XPression HTML5 Plugin** in the newsroom client.
- 2. In the XPression HTML5 Plugin, click Clips.

The Clips tab opens.



Use the Search box to locate a specific clip if necessary.

3. Double-click a clip to view it.

The clip opens in the View tab.



The clip is visible in the preview window and the clip info will be displayed in the **Timing** and **Source Information** sections.

- 4. Edit clip information such as Channel, Layer, and Description as necessary.
- 5. Change the Take ID if necessary:
  - a. Click the options button (
    ) and select Enable take ID input.

Disable the Take ID input by selecting Disable take ID input.

- **b.** In the **Take ID** box, enter or select a take ID for the clip.
- 6. Click Add To Story.

## **Saving and Selecting Saved Clips**

- 1. Save clips and select saved clips:
  - To save your clips, refer to the section "Saving Clips" on page 4-39.
  - To select your clips, refer to the section "Selecting Saved Clips" on page 4–39.

Saving Clips

- a. Edit a clip in the View tab (refer to "Searching, Viewing, and Editing Clips" on page 4–38).
- **b.** Click the options button (**T**) and select **Save to folder**.

The Save Item To Folder dialog box opens.

Save Item To Folder	
Select an option: Save as daily item Save to specific folder	
Saved Items Daily Persistent Subset Favorites	
Name:	
	Cancel

- c. Select one of the following save options:
  - Save as daily item select this radio button to save the clip to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.
  - Save to specific folder select this radio button to save the clip to a specific items folder selected from the Saved Items folder structure.
- d. Use the Name box to enter a name for the saved clip.
- e. Click Save.

The Save Item to Folder dialog box closes and the clip is saved.

#### **Selecting Saved Clips**

In the **Browse** tab, select a clip from the **Saved Items** folder structure. These clips need to have been pre-populated with information and saved to a user specified folder.

Clips can also be browsed from the **Rundowns** area. This enables users to select clips used in MOS rundowns that are being monitored by the XPression Gateway.

The clips can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

Users can create new folders in the Saved Items folder on the XPression Gateway or the through the plugin. These folders will appear in the Saved Items folder structure in the XPression HTML5 Plugin.

Clips can also be saved to the daily folders. These folders are auto-generated with the current date and can be set to purge after a specified period of time.

## Adding a Clip to an XPression HTML5 MOS Plugin Graphic

1. Open a graphic in the Edit tab that contains a video or image Object / Field.

DOC.XPN		? X
XPressio	<b>N</b> Browse Graphics Clips View Edit OpenMAM	
FS BULLETS	^ I	
Channel: <no< td=""><td>e&gt; • • TITLE</td><td></td></no<>	e> • • TITLE	
Layer: Cha	nnel Default 🔻	
Description:		
Take ID: Auto	matic 🔍	
Object / Field	Content	
BREAKING ON/O	OFF Line 3	
TITLE	TITLE Line 4	
SUBTITLE	NAME Line 5	
LINE 1	Line 1	
LINE 2	Line 2	
LINE 3	Line 3 🕨 🕨 🖬 📑 🛧 💶 🔤 🖓	
1.11.107 #	1147 M	
	Spelicheck Update Story Cancel Edit Add To Story OK Ca	ncel

2. Click the Clips tab.

The Clips tab opens.



3. Click and drag a clip over the Edit tab.

The Edit tab opens.


4. Drop the clip onto the video or image Field / Object.

The clip is added to the video or image **Field / Object** selected in the graphic and the clip is displayed in the preview for the graphic.

DOC.XPN		? X
XPressio	DN Browse Graphics Clips View Edit OpenMAM	(z.
FS BULLETS		
TITLE	TITLE	
SUBTITLE		
LINE 1	Line 1	
LINE 2	Line 2	
LINE 3	Line 3	
LINE 4	Line 4	
LINE 5	Line 5 NAME Line 5	
IMAGE ON/OFF	ON	
🕂 🖾 IMAGE	Still 02	
TITLE IMAGE	NAME REAL REAL REAL REAL REAL REAL REAL REA	
	Spelicheck Update Story Cancel Edit Add To Story OK Canc	cel

#### For More Information on...

- Saved Items folders, refer to the section "Setting Up the XPression Gateway" on page 3-2.
- XPression Clips, refer to the XPression Clips User Guide.

#### **Using Spellcheck**

The XPression HTML5 Plugin offers spell check with a local dictionary to which words can be added on a per user basis. The dictionary used is set up in the **Configuration** panel. See **"Setting Up the XPression HTML5 MOS Plugin**" on page 3–32.

#### To spell check a graphic:

- 1. Select a graphic either from the Story Editor or from the Graphics tab.
- 2. Click Spellcheck.

The **Spellcheck** dialog opens. The first word in the graphic that is incorrectly spelled or not in the dictionary appears in the **Not in dictionary** field.



- 3. Do one of the following:
  - Click Ignore to ignore that word without making any changes.
  - Click Add to Dictionary to add the word to the dictionary.
  - Select a word from the Suggestions list and click Change to correct the spelling.
     An information window opens indicating that the spell check is complete once all the text fields have been spell checked.
- 4. Click OK.

Depending on the actions taken in Step 3, the text content is either the same or corrected/changed.

#### Adding Resources from Streamline OpenMAM

An integrated Streamline openMAM browser can be used in the XPression HTML5 Plugin for adding images and video to graphics in the XPression HTML5 Plugin. For information about configuring an asset management system, see "Adding and Configuring an OpenMAM Server" on page 7–2.

Images and video can be dragged and dropped directly from Streamline openMAM into the XPression HTML5 Plugin.

#### To drag and drop an image or video from Streamline into the XPression HTML5 Plugin:

- 1. Open the Xpression HTML5 Plugin in the newsroom client.
- 2. Click Add To Story, then double-click the MOS object placeholder representing the graphic in the Story Editor.
- 3. Do one of the following:
  - Access Streamline from the OpenMAM Tab.
  - Access Streamline from the Streamline button in the Edit Tab.

**OpenMAM Tab** 

a. In the XPression HTML5 Plugin, click the OpenMAM tab.

Streamline opens in a new window. If using iNEWS, open Streamline manually.

#### **Edit Tab**

a. In the Graphic Editor, in the Object/Field Content section, click in the Content field beside the video shader object.

Monitor_1			
Channel	: Channel 1	-	
Layer	: Channel Default	-	
Description			
In Point	00:00.00		
Duration	: 00:00.00		
Manual Timing			
Out Method	NONE	-	
Take ID			
Object / Field	Content		
🖾 Video	<none></none>		
TITLE	TITLE		
SUBTITLE			

The Streamline icon (2) with a Select button is displayed.

Monitor_1			
Channel:	Channel 1	•	- 1
Layer:	Channel Default	•	
Description:			
In Point:	00:00.00		
Duration:	00:00:00		
Manual Timing:			
Out Method:	NONE	-	
Take ID:			
Object / Field (	Content		
🖾 Video 👔	Select <n< td=""><td></td><td>×</td></n<>		×
TITLE 1	ITLE		
SUBTITLE			

**b.** Click the Streamline icon ()).

Streamline opens in a new window.

- 4. Log in to Streamline and browse to the image or video to use.
- 5. Select the image or video.
- 6. Drag and drop the image or video into the image field in the **Object / Field** section of the **Graphic Editor** in the XPression HTML5 Plugin.



- 7. Click Update Story.
- 8. In the Story Editor, click Save.

#### **Using the Preview Window**

Use the **Preview** window to preview the graphic that is open in the **Edit** tab.



**Play** — click this button to play the preview of the graphic.

**Stop** — click this button to stop the preview of the graphic.

**Pre-load all frames** — click this button to pre-load all preview frames of the graphic to avoid displaying blank preview images when scrubbing over the preview timeline. The button appears **red** when frames are not pre-loaded and changes to **green** after being clicked and all frames have been successfully loaded.

**Jump to preview frame** — click this button to move the preview timeline of the graphic to the preview frame.

**Scrub bar** — click and hold the scrub bar and move left or right along the timeline to scroll through the preview of the graphic or click inside the timeline to move the preview and scrub bar to the selected point inside the timeline.

**Open in floating window** — click this button to open the Preview window in a separate floating window. To close the floating Preview window, click the **Close floating window** button (**S**).

## **NLE Workflow Setup**

### Overview

The XPression Gateway serves as a communication hub between the XPression NLE plugins, XPression Template Builder, or Edius plugins installed on NLE workstations running supported NLE software and the Bluebox Offline Engines rendering XPression templates. These renderings are transported over TCP/IP to be applied to the users editing timeline.

Before you start using the XPression NLE workflow, the various components and settings need to be configured for operability.

The XPression NLE Plugin is supported in Adobe Premier Pro 2019.

The following topics are discussed in this section:

- Required Components
- Optional Components
- · Setting Up the XPression Gateway for the XPression NLE Plugin and Edius Plugin
- Setting Up the XPression Gateway for the XPression Template Builder

### **Required Components**

The following is a list of the required components for the XPression NLE workflow:

- XPression Gateway
- Studio, Prime, or BlueBox OFL (preview engine)
- · XPression NLE Plugin, XPression Template Builder, or Edius Plugin
- The XPression Edius Plugin requires the Microsoft Visual Studio 2013 redistributable in order to install. This is automatically done during installation, however, an internet connection is required to connect to the Microsoft website during the install.

## **Optional Components**

The following items are optional for the XPression NLE workflow:

- XPression Project Server
- Supported MAM system

#### For More Information on...

- The XPression Gateway user interface, refer to the section "The XPression Gateway User Interface" on page 2–2.
- The XPression NLE Plugi and XPression Edius Plugin user interface, refer to the section "The XPression NLE Plugin and Edius Plugin User Interface Templates" on page 2–12 and "The XPression NLE Plugin and Edius Plugin User Interface Edit Mode" on page 2–13.
- The XPression Template Builder user interface, refer to the section "The XPression Template Builder User Interface - Templates" on page 2–14 and "The XPression Template Builder User Interface - Edit Mode" on page 2–15.

# Setting Up the XPression Gateway for the XPression NLE Plugin and Edius Plugin

The following steps explain the XPression Gateway configuration for the NLE workflow when using the NLE Plugin or Edius Plugin.

- If you have any Citrix programs installed, such as GoToMeeting, ensure that the DNE LightWeight Filter is disabled in the Local Area Connection Properties window of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.
- 1. Open the XPression Gateway.
- 2. Click Gateway > Settings.

The XPression Gateway - Settings dialog box opens.

Gateway	MOS Server
Rundowns Clent Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups	Media Object Port: 10540 ••• Running Order Port: 10541 •• Primary MOS ID: DOC.XPN Secondary MOS ID: NCS ID: INCEPTION
Channel Groups Preview & Offline Engines Project Server Clip Store Persistent Templates Saved I Items OpenMAM Datalinq OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscelianeous	MOS Objects & Messages  Parse roStorySend Messages (recommended to leave off)  Accept Lenis With Incorrect MOS ID  Don't Send Status Messages  MOS Message Encoding  Use UTF8 Encode MOS Payload Strip Unicode Chars from MOS Abstracts
	OK Carrel

3. Click Client Plugins to configure the client plugin settings.

The Client Plugins configuration area opens.

Rundowns     Plugin Server Port:     10550 ▲・       Clent Plugins     Image: Server Port:     10550 ▲・       MOS Objects     Image: Server Port:     10550 ▲・       Remote Sequencer     Image: Server Port:     100:00:00.00       Output Engines     Image: Server Port:     100:00:00.00       Virtual Channel Mapping     Image: Server Port:     100:00:00.00       Channel Groups     Image: Show Template List on Edit Mode tab     Image: Enable Mosart       Project Server     Image: Show Template Initiations     Image: Server       Image: Saved Items     Image: Saved Items     Image: Saved Items       OpenN4AM     Default Layer:     Default Containel       Dataling     Default Layer:     Default Containel	
Clent Plugins       ✓ Enforce the Gateway's MOS ID         MOS Objects       ✓ Enforce the Gateway's MOS ID         Remote Sequencer       ✓ Enable MOS Timing Fields -> Default Inpoint:       00:00:00.00         Output Engines       ✓ Enable Remote Plugin Updates       ●         Virtual Channel Mapping       ← Enable Remote Plugin Updates       ●         Channel Groups       → Enable Remote Plugin Updates       ●         Project Server       ● Disable Channel and Layer       ● Enable Ignite F         ● Disable Channel and Layer       ● Enable Ignite F       ●         Persistent Templates       Saved Items       ● Default Layer: Default for Channel       ▼         OperMAM       ●       ●       ●       ●         Dataling       ●       ●       ●       ●         OverDrive       ●       ●       ●       ●	
Clip Store Persistent Templates Saved Items OpenMAM Default Layer: Default for Channel  OverDrive Descriptions Default Layer: Default for Channel	ve Fields Fields
OverDrive Render Options	
Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	

**Client Plugins** 

- a. In the Global Settings section, select the Enable Remote Plugin Updates check box to prompt users of the XPression NLE Plugin or Edius Plugin to update the plugin if the version does not match the version of the XPression Gateway.
- **b.** Select the **Show Template List on Edit Mode tab** check box to allow users of the XPression NLE Plugin or Edius Plugin to browse templates while the plugin is in edit mode.
- 4. Click Preview & Offline Engines to configure the preview engines.

The Preview & Offline Engines configuration area opens.

Gateway	- Preview & Offine P	Render Engines		
Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Gruns	ID Name	Host	Description	
Preview & Offline Engines				
Project Server Clip Store Persistent Templates Saved Items OpenMAM Datalinq OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	Add Desktop Preview S Enabled Host: localhost Port: 7070	Edit Qelete erver •• Up Next C	hannel: 1 *.	
			QK	<u>C</u> ancel

**Preview & Offline Engines** 

- A preview engine needs to be added for every XPression Bluebox OFL system being used for motion and still preview in the XPression NLE Plugin and Edius Plugin.
  - a. In the Preview & Offline Render Engines section, click Add.

The XPression Preview Engine dialog box opens.

Engine ID
Name: Preview / Offline Render Engine 1
Description:
Remote XPression Engine
Host: localhost
Port: 8001
Coptions
Reserve engine for NLE dient rendering
<u>Q</u> K <u>C</u> ancel

- b. In the Engine ID section, use the Name box to enter an ID for the engine.
- c. Use the Description box to enter a brief descriptive detail for the engine.
- d. In the **Remote XPression Engine** section, use the **Host** box to enter the IP address of the XPression system for the preview engine.
- e. Use the Port box to enter or select the port number for the XPression system.

f. In the **Options** section, select the **Reserve engine for NLE client rendering** check box to send preview requests from the NLE to any OFL engine(s) reserved for NLE use.

Any MOS plugin requests will be sent to the non-reserved OFL engine(s). If all OFL engines in the Gateway have this check box enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this check box enabled, previews from NLE clients will be assigned to any one of the OFL engines.

g. Click OK.

The **XPression Preview Engine** dialog box closes and the preview engine is added to the **Preview & Offline Render Engines** list.

5. Click Project Server to configure the XPression Project Server settings.

The **Project Server** configuration area opens.

Gateway	Project Server
Rundowns	
Client Plugins	enabled
MOS Objects	Host: localhost
Remote Sequencer	Port: 8181
Output Engines	
Virtual Channel Mapping	Login:
Channel Groups	Password:
Preview & Offline Engines	
Project Server	Allow all plugin users to access any project.
Clip Store	
Persistent Templates	
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Lucid Studio Integration	
Reserved Client Slots	
Miscellaneous	
	OK Cancel

The XPression Project Server is optional for XPression NLE workflow. If you do not have the Project Server, proceed to step 6. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

#### **Project Server**

The XPression Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

The login and password must be configured in the Project Server before you can connect the XPression Gateway.

- a. In the Project Server section, select the Enabled check box to use the Project Server.
- b. Use the Host box to enter the IP address of the Project Server.
- c. Use the Port box to enter or select the port number for the Project Server.
- d. In the Login box, enter your username for the Project Server.
- e. In the Password box, enter the password for your Project Server login.

6. Click Saved Items to select and configure a graphics folder for the XPression Gateway.

The Saved Items configuration area opens.

Gateway	Database	
Rundowns	Path: C:\SavedGraphics	
Cleft Hugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store Descietate Tamplatar	Date format: dd-mm-yyyy v Purge daily templates after: 30 v days (Set to 0 for no purging)	
Saved Items		
OpenMAM Datalinq OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous		
	QKQance	5

#### **Saved Items**

Saved Items are templates that are saved to the gateway and edited via the XPression NLE Plugin and Edius Plugin. These pre-populated templates can be saved in user configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user defined duration.

- a. In the **Database** section, use the **Path** box to enter a file path or click the **Browse** (...) button to open a file browser to select a permanent or daily graphics folder.
- b. Use the Date format list to select an order for the date that the graphic was saved. The options are:
  - dd-mm-yyyy Day-Month-Year (for example, 15-07-2015)
  - mm-dd-yyyy Month-Day-Year (for example, 07-15-2015)
  - yyyy-mm-dd Year-Month-Day (for example, 2015-07-15)
- c. Use the **Purge daily templates after** *X* **days** box to enter or select an amount of days before the daily graphics folder is automatically purged. Set to 0 for no purging.
- 7. Click **OpenMAM** to configure a supported asset management system.

The **OpenMAM** configuration area opens.

Gateway	OpenMAM Servers		
Rundowns Client Plugins MOS Objects Remote Sequencer Dutput Engines /irtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Lip Store	# Driver ID	Host	Description
Persistent Templates Saved Items OpenMAM			
Dataining OverDrive Running Order Export HTTP Server Lucid Studio Integration	Add Edis Delete		
Reserved Client Slots Miscellaneous	Client Plugins		

OpenMAM is optional for XPression NLE workflow. If you are not using MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps asset management systems, proceed to step 9.

If you are configuring an OpenMAM driver, please refer to the section "Adding and Configuring an OpenMAM Server" on page 7–2 for information on configuring the MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps connections.

8. Click Reserved Client Slots to reserve IP slots for NLE clients.

The Reserved Client Slots configuration area opens.

Gateway	- NL	E	
Rundowns	#	IP Address	Description
Client Plugins			
MOS Objects			
Remote Sequencer			
Output Engines			
Virtual Channel Mapping			
Channel Groups			
Preview & Offline Engines			
Project Server		Add	Edit Delete
Clip Store			
Persistent Templates			
Saved Items			
OpenMAM			
Dataling			
OverDrive			
Running Order Export			
HTTP Server			
Lucid Studio Integration			
Reserved Client Slots			
Miscellaneous			
			QK Cancel

**Reserved Client Slots** 

Reserved Client Slots are a list of NLE client IP addresses that can always connect. If the reserved client list is less than the maximum number of allowed clients, then the extra slots can be connected by anyone but only as many as are remaining, even if no reserved IPs are being used. Reserved IPs will always connect.

a. In the NLE section, click Add.

The Reserved Slot dialog box opens.

Slot	
IP Address:	
Description:	
	<u>OK</u>

- b. In the Slot section, use the IP Address box to enter an IP address to reserve for the floating NLE client.
- c. Use the Description box to enter a brief descriptive detail for the IP address reservation.
- d. Click OK.

The Reserved Slot dialog box closes and the IP address is added to the NLE reserved client list.

9. Click OK.

The XPression Gateway - Settings dialog box closes and the settings are applied to the XPression Gateway.

If access to a reserved IP address is attempted, or if the maximum amount of licenses are in use, the following warning message is sent by the XPression Gateway:

Message from gateway: Maximum number of floating NLE client licenses exceeded: licenses used: 3 of 5 (3/5 reserved slots)
ОК

#### For More Information on...

• XPression Project Server, refer to the *XPression Project Server User Guide*.

## Setting Up the XPression Gateway for the XPression Template Builder

The following steps explain the XPression Gateway configuration for the XPression Template Builder in an NLE workflow.

- 1. Open the XPression Gateway.
- 2. Click Gateway > Settings.

The XPression Gateway - Settings dialog box opens.

3. Click Preview & Offline Engines to configure the preview engines.

The Preview & Offline Engines configuration area opens.

Gateway	- Preview & Offin	e Render Engines		1
Rundowns	ID Name	Host	Description	
Client Plugins				
MOS Objects				
Remote Sequencer				
Output Engines				
Virtual Channel Mapping				
Channel Groups				
Preview & Offline Engines				
Project Server				
Clip Store				
Persistent Templates				
Saved Items				
OpenMAM				
Dataling				
OverDrive	Add	Edit Delete		
Running Order Export				
HTTP Server	- Desktop Preview	Server		
Lucid Studio Integration	Enabled 🗌			
Reserved Client Slots	Host: localho	st		
Miscellaneous	Port: 2020	In Next C	hannali [	
	FUEL 1070	ophexic		
	11			11
			QK	Gancel

**Preview & Offline Engines** 

- A preview engine needs to be added for every XPression Bluebox OFL system being used for motion and still preview in the XPression Template Builder.
  - a. In the Preview & Offline Render Engines section, click Add.

The XPression Preview Engine dialog box opens.

Engine ID	eview / Offline Render Engine 1
Description:	
Remote XPressi	on Engine
Host: lo	calhost
Port: 80	01 •
Options	
Reserve eng	ine for NLE dient rendering
	<u>Q</u> K <u>C</u> ancel

- b. In the Engine ID section, use the Name box to enter an ID for the engine.
- c. Use the Description box to enter a brief descriptive detail for the engine.
- **d.** In the **Remote XPression Engine** section, use the **Host** box to enter the IP address of the XPression system for the preview engine.
- e. Use the Port box to enter or select the port number for the XPression system.

f. Click OK.

The XPression Preview Engine dialog box closes and the preview engine is added to the Preview & Offline Render Engines list.

4. Click **Project Server** to configure the XPression Project Server settings.

The Project Server configuration area opens.

Gateway	Project Server
Rundowns	
Client Plugins	
MOS Objects	Host: localhost
Remote Sequencer	Porte (8181
Output Engines	
Virtual Channel Mapping	Login:
Channel Groups	
Preview & Offline Engines	Password:
Project Server	Allow all plugin users to access any project.
Clip Store	
Persistent Templates	
Saved Items	
OpenMAM	
Dataling	
OverDrive	
Running Order Export	
HTTP Server	
Lucid Studio Integration	
Reserved Client Slots	
Miscellaneous	
Miscellaneous	
Miscellaneous	

The XPression Project Server is optional for XPression Template Builder workflow. If you do not have the Project Server, proceed to step 5. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

#### **Project Server**

The XPression Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

- The login and password must be configured in the Project Server before you can connect the XPression Gateway.
  - a. In the Project Server section, select the Enabled check box to use the Project Server.
  - b. Use the Host box to enter the IP address of the Ptoject Server.
  - c. Use the Port box to enter or select the port number for the Project Server.
  - d. In the Login box, enter your username for the Project Server.
  - e. In the Password box, enter the password for your Project Server login.

5. Click Saved Graphics to select and configure a graphics folder for the XPression Gateway.

The Saved Graphics configuration area opens.

Gateway	C Database	
Rundowns	Path: C:\SavedGraphics	
Clent Hugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines Project Server Clip Store	Date format: dd-mm-yyyy • Purge daily templates after: 30 •• days (Set to	0 for no purging)
Persistent Templates		
OpenMAM Dataling OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous		
		QK <u>C</u> ancel

#### **Saved Graphics**

Saved Graphics are templates that are saved to the gateway and edited via XPression Template Builder. These prepopulated templates can be saved in user configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user defined duration.

- a. In the **Database** section, use the **Path** box to enter a file path or click the **Browse** (...) button to open a file browser to select a permanent or daily graphics folder.
- **b.** Use the **Purge daily templates after** *X* **days** box to enter or select an amount of days before the daily graphics folder is automatically purged. Set to 0 for no purging.
- 6. Click **OpenMAM** to configure a supported asset management system.
- OpenMAM is optional for XPression Template Builder. If you are not using MediaBeacon 3.0 or MediaBeacon 5.0 asset management systems, proceed to step 7.

If you are configuring an OpenMAM driver, please refer to the section "Adding and Configuring an OpenMAM Server" on page 7–2 for information on configuring the MediaBeacon 3.0 and MediaBeacon 5.0 connections.

7. Click OK.

The XPression Gateway - Settings dialog box closes and the settings are applied to the XPression Gateway.

#### For More Information on...

• XPression Project Server, refer to the XPression Project Server User Guide.

## **NLE Workflow Operation**

This section describes how to use the templates and saved graphics in the XPression NLE Plugin and Edius Plugin. The following topics are discussed in this section:

- Using Graphics in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin
- Using Clips in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin
- Assigning Take IDs to Objects
- Using Spell Check in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin

#### For More Information on...

- The XPression NLE Plugin and Edius Plugin user interface, refer to the section "The XPression NLE Plugin and Edius Plugin User Interface - Templates" on page 2–12 and "The XPression NLE Plugin and Edius Plugin User Interface - Edit Mode" on page 2–13.
- The XPression Template Builder user interface, refer to the section "The XPression Template Builder User Interface - Templates" on page 2–14 and "The XPression Template Builder User Interface - Edit Mode" on page 2–15.

## Using Graphics in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin

The Graphics tab is used for adding graphics to the story in the NRCS.

- 1. Open the XPression NLE Plugin, XPression Template Builder, or Edius Plugin in the newsroom client.
- 2. Click Graphics.

The **Graphics** tab opens.



- 3. Select one of the following viewing methods for the graphics browser:
  - Thumbnails click this tab to view the graphics in a thumbnail layout.
  - List click this tab to view the graphics in a name list.
- 4. Select and edit your graphics:
  - To select graphics from the Project Server, refer to the section "Browsing Graphics From Project Server" on page 6–3.
  - To select graphics without Project Server, refer to the section "Browsing Graphics Without Project Server" on page 6–3.
  - To edit graphics, refer to the section "Editing Graphics" on page 6-4.
  - To browse the metadata of a graphic or template, refer to the section "Browsing the Metadata of a Graphic or Template" on page 6–5.

**Browsing Graphics From Project Server** 

- If a revision of a project is published in the NLE Plugin, Template Builder, and Edius Plugin will receive a notification of the revision.
  - a. In the Graphics tab, click Templates.
  - b. Click Browse (...).

The Show, Category and Style Selection dialog box opens.

	Description	
🖯 📢 Global 2013	2	
- Election		
Finance		
Full_Frames		
Lower_Third		
- Opens		
ihow Filter:		
Name	Description	
- 🚱 Local		
🛞 National		

- c. Select a show and category from the Show and Category tree.
- d. In the Style list, select a style.
- e. Click OK.

The **Show, Category and Style Selection** dialog box closes and the graphics associated with the selected style are available for selection in the **Thumbnails** / **List**.

Use the **Filter** box to enter a graphic name or keyword to search for specific graphics. The filter also searches the metadata of graphics when available.

f. Double-click a graphic from the Thumbnails or List.

**Browsing Graphics Without Project Server** 

In the **Graphics** tab, browse graphics in the **Thumbnails** / **List**. Use the **Filter** box to enter a graphic name or keyword to search for specific graphics. The filter also searches the metadata of graphics when available.

 $\star$  The available graphics are dictated by what has been loaded on the preview engine. This must be done manually.

**Editing Graphics** 

Modifying the text template data fields of MOS items in XPression prevents the changes from being overwritten by new updates in the MOS Plugin.

a. In the Graphics tab, double-click a graphic from the Thumbnails, List, or Saved Graphics.

The template opens in the Edit tab.

୍ତ	Show: IBC 2017		FS	SPORTS HEADSHOT		Preview 🔻
vse (F	Filter: <pre></pre>		Description:			]
Bro	Thumbnails List		Object / Field	Content		
6			BREAKING ON/	NOT BREAKING		
S F	E FOLL SCREEN (27)	R	TITLE	AROUND THE HORN		
phic			🕀 🗾 HEADSHOT			
ŝ			SUBTITLE			ARDUND THE HORN
2						
S (F	ES RUILIETS					
ē	TS BOLLE TS					
E						RUSS
ŧ						<u> </u>
_	Scene16					
	Scene15	T				
	Templates Presets			Spellcheck	Save	
Og	tions 🔻 Connected to XPression Gat	eway.				OpenMAM 👻

The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field** and **Content** lists. When using static text, if **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text values.

Users can play animations from the graphic using the playback controls below the preview window.

Use the **Filter** box to enter a graphic name or keyword to search for specific graphics. The filter also searches the metadata of graphics when available.

- Fixed Take ID numbers can be assigned. For more information, refer to "Assigning Take IDs to Objects" on page 6–12.
  - b. Edit the Object / Field information in the Content column. The changes appear in the preview.

The information can also be selected by clicking on the object in the preview window.

Clear a field by right-clicking it and selecting **Clear Field** from the shortcut menu; or revert to the template values by selecting **Revert all fields to template values**.

c. Click Save.

You can also click and drag from the preview window to the newsroom client interface.

When using the NLE Plugin or Edius Plugin, you can open a graphic from the story in the NRCS to edit or update by double-clicking it. The graphic will open in the Edit tab. Once edited/updated, click Save to apply the changes. Browsing the Metadata of a Graphic or Template

- a. In the Graphics or Edit tab, right-click on a graphic or template from the Thumbnails, List, or Saved Graphics.
- b. Select Browse Metadata.

The Browse Metadata window opens.

Metadata		
0000		
ak metadata		
- Author	Patrick Twomey	
	Fellini	
Subject		
		<b>T</b>
٩		
		<u>o</u> k

- 5. Save and select your saved graphics:
  - To save your graphics, refer to the section "Saving Graphics" on page 6-5.
  - To select your graphics, refer to the section "Selecting Saved Graphics" on page 6–6.

**Saving Graphics** 

- a. Edit a template in the Edit tab (refer to "Editing Graphics" on page 6-4).
- b. Click Save.

The Save Item to Folder dialog box opens.

Select a location to save this item:	
⊙ Save as Daily Item	
O Save to Specific Folder	
🧔 Saved Items	
– 🧊 Daily	
💭 02-03-2015	
- 💭 03-02-2015	
- 💭 05-11-2014	
— 💭 06-01-2015	
💭 06-10-2014	
— 💭 07-02-2015	
- 🧔 07-07-2015	
— 🥥 mo	
👘 👘 vince	
— 💭 07-08-2015	
- 📁 07-10-2015	T
Name:	

- c. Select one of the following save options:
  - Save as Daily Item select this radio button to save the graphic to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.
  - Save to Specific Folder select this radio button to save the graphic to a specific folder selected from the Saved Items folder structure.
- d. Click OK.

The Save Item to Folder dialog box closes and the graphic is saved.

**Selecting Saved Graphics** 

In the **Browse** tab, select a graphic from the **Saved Items** folder structure. These graphics need to have been pre-populated with information and saved to a user specified folder.

Graphics can also be browsed from the **Rundowns** area. This enables users to select clips used in rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

Users can create new folders in the Saved Items folder on the XPression Gateway. These folders will appear in the Saved Items folder structure in the NLE Plugin, Template Builder, and Edius Plugin.

Graphics can also be saved to the daily folders. These folders are auto-generated with the current date and can be set to purge after a specified period of time.

Exporting a Graphic to a PNG File

The preview image for a graphic can be saved as a PNG file.

a. In the preview section, right-click on the preview image and select Export Image from the shortcut menu.

A Save As file browser opens.

- b. Use the file browser to locate a folder in which to save the .png file.
- a. Click Save.

**Utilizing Saved Graphics in Template Builder for Playout** 

Saved graphics and clips can be dragged and dropped into the **Sequencer** in XPression to generate take items for playback.

If using Project Server, this drag and drop will initiate deployment of the required project to the playout engine. If not using Project Server, take items created by drag and drop must be manually synchronized with the correct project.

Copying and pasting graphics only works from Template Builder to a newsroom system. It does not function like the Template Builder drag and drop feature.

#### For More Information on...

- Saved Items folders, refer to the section "Setting Up the XPression Gateway for the XPression NLE Plugin and Edius Plugin" on page 5–2.
- assigning Take IDs, refer to "Assigning Take IDs to Objects" on page 6-12.
- creating user input controls for static text objects, refer to the XPression Help File in XPression.
- XPression Project Server, refer to the XPression Project Server User Guide.

# Using Clips in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin

- XPression Clips is optional for XPression and the XPression NLE workflow. If you do not have XPression Clips and are interested in adding it to your workflow, please contact your Ross Video sales representative.
- If using a Project Server and a revision of a project is published in the NLE Plugin, Template Builder, and Edius Plugin will receive a notification of the revision.

The Clips tab is used for adding clips to a template. The Clips tab in the NLE Plugin and Edius Plugin can also be used for adding clips to the story in the NRCS.

#### Selecting and Searching Clips

- 1. Open the XPression NLE Plugin, XPression Template Builder, or Edius Plugin.
- 2. Click Clips.

The Clips tab opens.

(9)	Quick Find	l: [								
se (F	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	6
Brow	1		000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		n/a	
ics (F9)	2		000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Graph	3	A	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
s (F7)	4		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97i		n/a	
Clip	5		000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97i	LE	n/a	
dit (F8)	6		1080i2997_upper_keyed_49Mbps_withAudio_1	00:00:00.00	00:02:00.03	00:02:00.04	1920x1080@29.97i		2	
ŭ	7		1080p2997_keyed_52Mbps_withAudio	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	8		1080p2997_keyed_52Mbps_withAudio - Copy (2)	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	9		1080p2997_keyed_52Mbps_withAudio - Copy (2) - Copy	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
-	10	6	108007007 keved 57Mbos withAudia - Conv. (3)	00.00.00 00	00+01+50 20		1970×1080@79 97n	IFHE	2	Y
On	tions 🔻	Connected	to XPression Gateway.						inenMAM	-

3. Click on a clip to select it or use the Advanced Search Options to locate a specific clip:

**Advanced Search Options** 

Click the **Show/Hide advanced search options** (**S**/**(**) buttons to open and close the advanced search options.

- Name use this box to enter the name of a clip to search.
- Recall ID use this box to enter a recall ID to search.
- Source use this box to enter a location to search for a clip.
- ID Min use this box to enter or select a minimum clip ID number to search.
- ID Max use this box to enter or select a maximum clip ID number to search.
- Duration Min use this box to enter a minimum duration time to search for the clip.
- Duration Max use this box to enter a maximum duration time to search for the clip.
- **Project** use this list to select a project to search for the clip.
- Added Min use the calendar to select a minimum date to search that the clip was added.
- Added Max use the calendar to select a maximum date to search that the clip was added.
- Expires Min use the calendar to select the minimum expiry date to search for the clip.
- Expires Max use the calendar to select the maximum expiry date to search for the clip.
  - > Never Expires select this check box to search for a clip with no expiry date set.

- Audio Ch Min use this box to enter or select a minimum amount of embedded audio channels to search for the clip.
- Audio Ch Max use this box to enter or select a maximum amount of embedded audio channels to search for the clip.
  - ightarrow No Audio select this check box to search for a clip with no embedded audio.
- **Reset Filter** click this button to clear all the fields in the Advanced Search Options.
- Show all sub clips select this check box to display any sub clips of a clip in the Clip Browser list when performing an advanced search.

#### **Editing Clips**

1. Double-click a clip from the list of clips.

The clip opens in the **Edit** tab.

(9)	Quick	Find	:	Į (	8	0	00226_VTXH	D [edit mode]						Preview 🔻
vse (F		#	Thumbnail	Name 🔺		Channel: M4+, M6 CHAN	NEL1	<ul> <li>Layer: Default</li> </ul>	t for Templat	te 🔹				
Brov	÷	1	11 1	000225_VTXHD		Description:								
nics (F9)		2	ЦĄ	000226_VTXHD		Clip Name: 000226_VTXHD		- Source Informat	ion					
Grapt		3	ĻĄ	000226_VTXHD		Position: 00:00: In: 00:00:	00.25 00.00	Resolution: Frame Rate:	1920x1080 29.97fps (ir	nterlaced)				
ps (F7)		4	4	000227_VTXHD		Out: 00:00: Length: 00:00:	43.09 43.10	File Size: Bit Depth:	141.8 MB 24 bits		P		1	
ē		5		000228_VTXHD		Durduon. Honoo acca	•	Audio Channels: Codec UID:	0 XPVC		1			
lit (F8)		6		000229_VTXHD				Duration:	00:00:43.1	0	-	_	1	
ŭ		7		063011-53-1080p										
		8		063011-53-1080p										
		9		063011-53-1080										
				Þ	•			Spellc	neck	Save			4	
O	tions	. •	Connected t	to XPression Gatew	ay I	42.				OpenMAM	1 -	Update Sto	ry	Cancel Edit

The graphic is visible in the preview window and the clip info will be displayed in the **Timing** and **Source Information** sections.

Users can play the clip using the playback controls below the preview window.

- Fixed Take ID numbers can be assigned. For more information, refer to "Assigning Take IDs to Objects" on page 6–12.
- 2. Use the **Description** box to enter a brief descriptor as necessary.
- 3. Click Save.

You can also click and drag from the thumbnail list to the newsroom client interface if using the NLE Plugin or Edius Plugin.

#### Saving Clips, Selecting Saved Clips, and Exporting to PNG

- 1. Save your clips, select your saved clips, and export a clip to PNG:
  - To save your clips, refer to the section "Saving Clips" on page 6-8.
  - To select your clips, refer to the section "Selecting Saved Clips" on page 6–9.
  - To export a clip to a PNG file, refer to the section "Exporting a Clip to a PNG File" on page 6–9. Saving Clips
  - a. Edit a clip in the Edit tab (refer to "Editing Clips" on page 6-8).

#### b. Click Save.

The Save Item to Folder dialog box opens.

Select a location to save this item:
⊙ Save as Daily Item
O Save to Specific Folder
🧔 Saved Items
- 💋 Daily
- 📁 02-03-2015
💭 03-02-2015
💭 05-11-2014
- 📁 06-01-2015
- 📁 06-10-2014
- 📁 - 💭 07-02-2015
- 🧀 07-07-2015
— 🥥 mo
🗌 🦳 💭 vince
- 📁 07-08-2015
07-10-2015
Name: Cancel

- c. Select one of the following save options:
  - Save as Daily Item select this radio button to save the clip to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.
  - Save to Specific Folder select this radio button to save the clip to a specific items folder selected from the Saved Items folder structure.
- d. Use the Name box to enter a name for the saved clip.
- e. Click OK.

The Save Item to Folder dialog box closes and the clip is saved.

Selecting Saved Clips

In the **Browse** tab, select a clip from the **Saved Items** folder structure. These clips need to have been pre-populated with information and saved to a user specified folder.

Clips can also be browsed from the **Rundowns** area. This enables users to select clips used in rundowns that are being monitored by the XPression Gateway.

The clips can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

Users can create new folders in the Saved Items folder on the XPression Gateway. These folders will appear in the Saved Items folder structure in the NLE Plugin, Template Builder, and Edius Plugin.

Clips can also be saved to the daily folders. These folders are auto-generated with the current date and can be set to purge after a specified period of time.

Exporting a Clip to a PNG File

The preview image for a clip can be saved as a PNG file.

a. In the preview section, right-click on the preview image and select **Export Image** from the shortcut menu.

A Save As file browser opens.

- **b.** Use the file browser to locate a folder in which to save the .png file.
- a. Click Save.

#### Adding a Clip to a Graphic

1. Open a graphic in the Edit tab that contains a video or image Object / Field.

😙 Show: IBC 2017		) FS	SPORTS HEADSHOT		Preview	-
ଞ୍ଚ Filter: <none></none>		Description:				
Thumbnails	List	Object / Field	Content		j	
	-	BREAKING ON/	NOT BREAKING			
	_	TITLE	AROUND THE HORN			
aphic		🕀 🗾 HEADSHOT				
G		SUBTITLE			AROUND THE HORN	
1)						
또 FS BULLETS	_					
5						
-					RISS	
: (F8					R	7
Edit						
Scene16						
Conno15						
Templates	Presets		Spellcheck	Save		
Options  Connected to )	Pression Gateway				OpenMAM	-

2. Click the Clips tab.

The Clips tab opens.

(9:	Quick Find	:								
se (F	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	E
Brow	1		000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		n/a	
nics (F9)	2	LA	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Graph	3	A	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
os (F7)	4		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97i		n/a	
Ū	5		000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97i	LE	n/a	
dit (F8)	6		1080i2997_upper_keyed_49Mbps_withAudio_1	00:00:00.00	00:02:00.03	00:02:00.04	1920x1080@29.97i		2	
ш	7	6	1080p2997_keyed_52Mbps_withAudio	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	8	6	1080p2997_keyed_52Mbps_withAudio - Copy (2)	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	9	6	1080p2997_keyed_52Mbps_withAudio - Copy (2) - Copy	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	10		108007907 keved 57Mbos withAudia - Coox (3)	00.00.00.00	00+01+50 20	00.02.00 02	1070v1080@70 07n	IFHE	2	¥
Op	tions 🔻	Connected	to XPression Gateway.						OpenMAM	•

3. Click and drag a clip over the Edit tab.

The Edit tab opens.

(9)	Show: IBC	2017		FS	SPORTS HEADSHOT					Preview 🔻
wse (F	Filter: </td <td>ione&gt;</td> <td>]</td> <td>Description:</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	ione>	]	Description:						
Bro	Thum	bnails	List	Object / Field	Content					
6		(U) (27)		BREAKING ON/	NOT BREAKING					
IC (		REEN (27)	- 8	TITLE	AROUND THE HORN					
raph				🕀 🗾 HEADSHOT						_
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		Scene15								
	Тетр	lates	Presets		Spellcheck	Save		4		
Op	tions 🔻	Connected to XPre	ssion Gateway.							OpenMAM 👻

4. Drop the clip onto the video or image Field / Object.

The clip is added to the video or image **Field / Object** selected in the graphic and the clip is displayed in the preview for the graphic.

(9)	Show: IBC 2017			FS SPORTS HEADSHO	т			Prev	iew 🔻
vse (F	Filter: <pre></pre>		Description:						
Brow	Thumbnails List		Object / Field	Content					
6			BREAKING ON/	NOT BREAKING					
CS (F		F	TITLE	AROUND THE HORN					
aphic			E 🖬 HEADSHOT	000226_VTXHD					
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3						4	ROUND THE H	ORN	
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ē								I	
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(F8									-
Ē									
-	Scene16								
	Scene15							•	
	Templates Presets				Spelicheck Save.			-	
Op	tions  Connected to XPression Ga	iteway.						Open	MAM 👻

#### For More Information on...

- Saved Items folders, refer to the section "Setting Up the XPression Gateway for the XPression NLE Plugin and Edius Plugin" on page 5–2.
- assigning Take IDs, refer to "Assigning Take IDs to Objects" on page 6–12.
- XPression Clips, refer to the XPression Clips User Guide.

## Assigning Take IDs to Objects

Take ID numbers can be assigned to graphics and clips in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin.

- **\*** Take IDs on the Remote Sequencer will not match the Take IDs assigned to the XPression Sequencer items.
- 1. In Edit, right-click inside the top section of the editor and select Assigned Fixed ID.

The Set Take ID dialog box opens.

S Automatically a	enerate rake i	U	
O Fixed Take ID:	0		

- 2. Select one of the following:
  - Automatically Generate Take ID select this radio button to automatically assign a Take ID based on the next available Take ID number. This is the default setting.
  - Fixed Take ID select this radio button to manually assign a static Take ID.

Use the box to enter or select a Take ID number.

When a fixed Take ID is assigned, no checks or safeguards are performed to prevent duplicate IDs from being used in the rundown. When two rundowns are loaded in the XPression Sequencer with duplicates, one of the Take IDs will automatically be renumbered. It is recommended that when two rundowns use duplicate Take ID numbers that only one rundown be activated at a time.

It is also recommended that all static Take IDs be assigned numbers over 2000 to avoid conflicts between automatically generated Take ID numbers and the static Take ID numbers.

3. Click OK.

The Set Take ID dialog box closes.

When the Take ID is set, you recall and edit the graphic or clip from the rundown and the fixed ID is retained in the rundown only.

# Using Spell Check in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin

The NLE Plugin, Template Builder, and Edius Plugin offer spell check with a local dictionary to which words can be added on a per user basis.

1. Click Options > Configuration.

The respective **Configuration** dialog box opens for the NLE Plugin, Template Builder, or Edius Plugin.



- 2. In the Spell Check section, use the Dictionary list to select a language for the spell check.
- 3. Click OK.

The Configuration dialog box closes.

4. Open a graphic in the Edit tab of the XPression MOS Plugin.

(9)	Show: IBC 2017	FS	SPORTS HEADSHOT					Preview 🔻
vse (F	Filter: <none></none>	Description:						
Clips (F7) Graphics (F9) Brow	Thumbnails     List       Pierre     □       FULL SCREEN (27)       FS BULLETS	Dbject / Field BREAKING ON/ TITLE I I HEADSHOT SUBTITLE	Content NOT BREAKING AROUND THE HORN		IARO	UND TI	HE HORN	
Edit (F8)	Scene16			•		9	ROSS	
	Templates Presets		Spellcheck	Save		4		
Op	tions 🔻 Connected to XPression Gateway.							OpenMAM 👻

5. Click inside the Content cell of a text Object / Field.

Any existing text content is highlighted.

6. Highlight a specific word or enter and highlight a new word to use for the spell check.

#### 7. Click Spellcheck.

- If the word is spelled correctly, or it has already been added to the dictionary, an information window opens that indicates that the spell check is complete.
- If the word is spelled incorrectly, or has not been added to the dictionary, the **Spell Check** dialog box opens.

Not in dictionary: XPression	
XPression	Ignore
Suggestions	Change
Expression	
Repression	Add
Oppression	
Depression	Cancel

#### 8. Do one of the following:

- Click **Ignore** to return to the Edit tab without making any changes.
- Select a word from the Suggestions list and click Change to correct the spelling.
- Click Add to add the word to the dictionary.

An information window opens indicating the spell check is complete.

9. Click **OK** to exit the information window.

Depending on the actions taken in Step 8, the text content is either the same or corrected/changed.

## OpenMAM

★ OpenMAM is optional for XPression MOS and NLE workflows.

This section describes how to setup OpenMAM for the XPression MOS and NLE workflows.

The following topics are discussed in this section:

- Adding and Configuring an OpenMAM Server
- Using OpenMAM Filter Strings With Streamline

## Adding and Configuring an OpenMAM Server

OpenMAM is optional for XPression MOS and NLE workflows.

This section explains the procedure for adding an OpenMAM server for the XPression MOS and NLE workflows and provides instructions for configuring each driver.

- 1. In the XPression Gateway, click Gateway > Settings.
  - The XPression Gateway Settings dialog box opens.
- 2. Click **OpenMAM** to configure a supported asset management system.

The **OpenMAM** section opens.

Gateway	- Open	MAM Servers			
Rundowns	# 0	Driver	ID	Host	Description
Client Plugins					
MOS Objects					
Remote Sequencer					
Output Engines					
Virtual Channel Mapping					
Channel Groups					
Preview & Offline Engines					
Project Server					
Clip Store					
Persistent Templates					
Saved Items					
OpenMAM					
Dataling					
OverDrive					
Running Order Export					Þ
HTTP Server	A	td	Delete		
Lucid Studio Integration					
Reserved Client Slots	Client	Plugins			
Miscellaneous		isable local asset b	rowser		

3. In the OpenMAM Servers section, click Add.

The Add OpenMAM Server dialog box opens.

#	Name	Description	
1	Dali Driver	XPression Dali Driver	
2	XPression Maps	XPression Maps	
3	MediaBeacon (v3.0) Driver	MediaBeacon (v3.0) Driver	
4	MediaBeacon (v5.0+) Driver	MediaBeacon (v5.0+) Driver	
5	Streamline Driver	XPression Streamline Driver	

- 4. In the Select OpenMAM Driver section, select an OpenMAM driver. The available options are:
  - Dali Driver
  - XPression Maps
  - MediaBeacon (v3.0) Driver
  - MediaBeacon (v5.0+) Driver
  - Streamline Driver
- 5. Click OK.

The driver configuration dialog box of the selected asset management system opens.

#### **Dali Driver**

Configuration	Local Cache
Server ID -	
Server ID:	DALI
Description:	
Connection 9	iettings
Server URL:	http://
Path to Dali F	lugin:
	QK <u>C</u> ancel

- a. In the Server ID section, use the ID box to assign the Dali Driver server ID. Make a note of this ID because it will be the same for any other XPression device connecting to the Dali Driver server.
- b. Use the Description box to enter a brief descriptive detail for the server.
- c. In the Connection Settings section, use the Server URL box to enter the URL of the Dali Driver server.
- d. Use the Path to Dali Plugin box to enter the file path for the Dali Driver Web Client executable.
- e. Click the Local Cache tab.

The Local Cache tab is displayed.

Configuration Local Cache
Local Asset Cache Settings
Retrieve assets from a local Asset Cache Server
Path:
<u>Q</u> K <u>C</u> ancel

- f. In the Local Asset Cache Settings section, select the Retrieve assets from a local Asset Cache Server check box to retrieve assets from a cache server.
- g. Use the Path box to enter the location of the local server or click Browse (...) to select a location.
- h. Click OK.

The Dali Server Configuration dialog box closes and the server is added to OpenMAM Servers list.

**XPression Maps** 

Server ID	
ID:	
Description:	
Connection S	Settings
Server URL:	http://
Plugin App:	
	<u>O</u> K <u>C</u> ancel

- **a.** In the **Server ID** section, use the **ID** box to assign the XPression Maps server ID. Make a note of this ID because it will be the same for any other XPression device connecting to the XPression Maps server.
- b. Use the Description box to enter a brief descriptive detail for the server.
- c. In the Connection Settings section, use the Server URL box to enter the URL of the XPression Maps server.

- d. Use the Plugin App box to enter the file path for the XPression Maps Web Client executable.
- e. Click OK.

The XPression Maps Server dialog box closes and the server is added to OpenMAM Servers list.

MediaBeacon (v3.0) Driver

_ Server Info —	
ID:	
Description:	
- Connection Se	ttings
Host:	
Port:	8080
Login:	
Password:	
	QK <u>C</u> ancel

- **a.** In the Server Info section, use the **ID** box to assign the MediaBeacon server ID. Make a note of this ID because it will be the same for any other XPression device connecting to the MediaBeacon server.
- **b.** Use the **Description** box to enter a brief descriptive detail for the server.
- c. In the Connection Settings section of the MediaBeacon Driver Configuration dialog box, use the Host box to enter the IP address of the MediaBeacon server.
- d. Use the Port box to enter or select the port number for the MediaBeacon server.
- e. In the Login box, enter the username configured on the MediaBeacon server.
- f. In the Password box, enter the password for the MediaBeacon username.
- g. Click OK.

The **MediaBeacon Driver Configuration** dialog box closes and the server is added to OpenMAM Servers list.

#### MediaBeacon (v5.0+) Driver

To connect the XPression Gateway to a MediaBeacon 5.0+ server, you must first register the MediaBeacon plugin on the MediaBeacon server.

Configuration Local Cache					
Connection Settings					
Plugin ID: 1 Register Plugin					
- Server Settings					
ID: MEDIABEACON					
Description:					
IP Address:					
Port: 80					
<u>Ω</u> κ	<u>C</u> ancel				

- a. In the Connection Settings section of the Configuration tab, use the Plugin ID box to enter or select the plugin identification number.
- **b.** In the **Server Settings** section, use the **ID** box to assign the MediaBeacon server ID. Make a note of this ID because it will be the same for any other XPression device connecting to the MediaBeacon server.
- c. Use the Description box to enter a brief descriptive detail for the server.
- d. Use the IP Address box to enter the IP address of the MediaBeacon server.
- e. Use the **Port** box to enter or select the port number for the MediaBeacon server. This port number must be set to 80.

f. If this is the first device you are connecting to the server, click **Register Plugin** to be redirected to the MediaBeacon login screen in Google Chrome. Enter the login information.

Once the login information has been entered, you should see a message indicating the plugin has been successfully registered.

- $\star$  The plugin only has to be registered once. When configuring other engines, use the same plugin ID.
  - g. Click the Local Cache tab.

The Local Cache tab is displayed.

Configuration Local Cache					
Local Asset Cache Settings					
Retrieve assets from a local Asset Cache Server					
Path:					
<u>Q</u> K <u>C</u> ancel					

h. In the Local Asset Cache Settings section, select the Retrieve assets from a local Asset Cache Server to retrieve assets from a cache server.

Use the Path box to enter the location of the local server or click Browse (...) to select a location.

i. Click OK.

The **MediaBeacon Driver Configuration** dialog box closes and the server is added to OpenMAM Servers list.

Streamline Driver

Configuration	Local Cache
Server ID —	
MOS ID:	TREAMLINE
Description:	
Connection Se	ttings
Server URL:	ttp://
API Key:	
Miscellaneous S	ettings
Streamline Ve	sion: Version 3.x+
	QK <u>C</u> ancel

- a. In the Server ID section, use the MOS ID box to assign the MOS ID of the Streamline server.
- **b.** Use the **Description** box to enter a brief descriptive detail for the server.
- c. In the Connection Settings section, use the Server URL box to enter the URL of the Streamline server.
- d. Use the API Key box to enter the API key of the Streamline user.
- e. In the Miscellaneous Settings section, select the Allow use of unapproved assets check box if allowing the use of unapproved assets.
- f. Use the Streamline Version menu to select the version of Streamline software being used in the workflow.

g. Click the Local Cache tab.

The Local Cache tab is displayed.

Configuration	Local Cache			
Local Asset Cad	ne Settings			
Retrieve assets from a local Asset Cache Server				
Path:				
		<u>o</u> k	<u>C</u> ancel	

h. In the Local Asset Cache Settings section, select the Retrieve assets from a local Asset Cache Server to retrieve assets from a cache server.

Use the Path box to enter the location of the local server or click Browse (...) to select a location.

i. Click OK.

The Streamline Server dialog box closes and the server is added to OpenMAM Servers list.

- 6. In the Client Plugins section, select the Disable local asset browser check box to disable browsing of the local cache.
- 7. Click OK.

The XPression Gateway - Settings dialog box closes.

#### For More Information on...

• configuring the Parse roStorySend messages in the XPression Gateway settings, refer to "Setting Up the XPression Gateway" on page 3–2.
## **Using OpenMAM Filter Strings With Streamline**

- OpenMAM is optional for XPression MOS and NLE workflows.
- \* Streamline 4.1 or higher.

The following steps explain the how to use user input controls to dynamically adjust openMAM filters for the faces of background, quad, sphere, cube, cylinder, torus, and slab objects in XPression when using Streamline.

- 1. Enable the OpenMAM properties tab in the Object Inspector:
  - a. In the XPression click Edit > Preferences.

The **Preferences** dialog box opens.

Editor Hardware Renderer	- On Startup
Viewports Dath Deviations	Do Not Create Untitled Project
Folders	Switch To Sequencer Mode
In Memory Cache	Confirmation
Sequencer	On Object Deletion
Sequencer (cont.)	On Object Has Children
XML Take Item List	
Fonts	_ Settings
Remote Server	Default Animation Controller Length: 200 rames
CII	Default Text Object Rendering Priority: Text On Top
Video Engine	Text of top
OpenMAM	Default Continuous Animation Sync: Reset
As Run Log	Default Keyframe Interpolation:
Advanced	
Localization	
	QK Cancel

b. Click Remote Server.

The **Remote Server** panel opens.

Editor	TCP Server
Hardware Renderer	Port: 8001
Viewports	
Path Persistence	Automation
Folders	Show Automation / OpenMAM Properties Tab in Object Inspector
In Memory Cache	
On Disk Cache	Dashboard RPC Control Server
Sequencer	Parts (2020 A
Sequencer (cont.)	Port: 8020
XML Take Item List	
Fonts	
Remote Server	
CII	
Video Engine	
OpenMAM	
As Run Log	
Advanced	
Localization	
Help	<u>O</u> K <u>C</u> ancel

- c. In the Automation section, select the Show Automation / OpenMAM Properties Tab in Object Inspector check box to display the OpenMAM tab in the Object Inspector of a selected background, quad, sphere, cube, cylinder, torus, or slab object.
- d. Click OK.

The Preferences dialog box closes.

2. In the Scene Manager, select the scene that contains an object and text to use for the openMAM filter.



**a.** In the **Object Manager**, select the text object and enter a meaningful name in relation to the filter to be created. For example; GraphicType.

Object Manager											Ψ×
� � ∳ ∳ ₿	₽{ <mark>0</mark>	0									
Object	9	» (8	MCEP	Alpha	X-Pos	Y-Pos	Z-Pos	X-Rot	Y-Rot	Z-Rot	X-
OpenMam_Filter_test				100.0							
- 🗾 DirLight1	6			100.0	960.00	360.00	200.00	0.00	0.00	0.00	
- Ab GraphicType	6	D	P	100.0	172.80	916.00	0.00	0.00	0.00	0.00	
L Quad1	6	D		100.0	960.00	540.00	0.00	0.00	0.00	0.00	

b. In the Object Inspector, click the Data Source tab.

The Data Source tab is displayed.

Object Inspector - G	raphicType - Text Obj	ject						<b>q</b> ×
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	< >
Select Data Sou	irce							
Static Text	🔿 DataLing 🛛 🔿 Wid	lget						
Enable User I	input Controls							
Type: Combob								
Allow A								

c. In the Select Data Source section of the Data Source tab, select the Static Text radio button.

- d. Select the Enable User Input Controls check box and:
  - Use the Type list to select a user input control for the filter. For example; Radio Buttons.
  - De-select the Allow custom values check box.

Object Inspector - Gr	aphicType - Text Obj	iect						э <b>џ</b> ×
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	< >
- Select Data Sou	rce		Use	er Control				
Static Text	🔾 DataLing 🛛 🔾 Wid	get	Inp	ut Source: ③ Static	List 🔿 Global List	O Dataling		
			De	scription				
Enable User I	input Controls							
Type: Radio Bu	ttons 💌							
Allow (	custom values							
				dd Edit Dele	ete Import Exp	ort Assign Colu	mns 👎 🖌	Ŷ

- e. In the User Control section, select the Static List radio button.
- f. Click Add to add a radio button to the list and enter a description. Repeat this step for the necessary radio buttons for the Streamline folders. For example; OTS, Headshot, Generic.

Object Inspector - Gr	aphicType - Text Ob	ject					□ ‡ ×
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting < >
Select Data Sou	rce		Us	er Control			
Static Text	🔾 DataLing 🔷 Wid	lget	In	put Source: ③ Static	List 🔿 Global List	<ul> <li>Dataling</li> </ul>	
			De	escription			
Enable User I	nput Controls		го	rs			
Type: Radio Bu	ttons 💌		He	adshots			
			Ge	neric			
	Custom values			Add Edit Dele	ie Import Exp	oort Assign Col	umns 👎 🛧

- g. Right-click inside the list and select Add Column from the shortcut menu.
  - The Add New Column dialog box opens.



In the Add New Column dialog box, use the name box to enter the column name 'Filter' and click OK.
 The new column is added to the list.



i. Click inside the **Filter** row of a radio button description (for example 'OTS') and enter the file path to the respective Streamline folder (for example '/images/OTS') on the Streamline server. Repeat this step for all respective radio button filter rows.

Object Inspector - G	raphicType - Text Obj	ject						□ <b>џ</b> ×
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	< >
Select Data Sou	rce		U	ser Control				
Static Text	🔿 DataLing 🛛 🔿 Wid	lget	Ir	nput Source: ③ Static	List 🔿 Global List	<ul> <li>Dataling</li> </ul>		
			D	escription		Filter		
Enable User 1	Input Controls		0	TS		/images/OTS		
Type: Radio Bu	ittons 💌		н	eadshots		/images/Headshots		
			G	eneric		/images/Generic		
				Add Edit Dele	te Import Exp	bort Assign Colu	umns 🐺	<b>\</b>

Entering a '\*' variable for the generic filter will create a file path to the root folder in Streamline.

3. In the Object Manager, select the object to use for the openMAM filter. For example, a quad.

Object Manager										<b>p</b> ×			
<b>☆</b> ♦ ♦ ♦ 📴 📴													
Object	0	B MCEP Skgd	Alpha	X-Pos	Y-Pos	Z-Pos	X-Rot	Y-Rot	Z-Rot	X-			
OpenMam_Filter_test			100.0										
- 💋 DirLight1	0		100.0	960.00	360.00	200.00	0.00	0.00	0.00				
- Ab GraphicType	0	2	100.0	172.80	916.00	0.00	0.00	0.00	0.00				
Quad1	0	P	100.0	960.00	540.00	0.00	0.00	0.00	0.00				

a. In the Object Inspector, click the Template Links tab.

The Template Links tab opens.

Object	Inspector - Qua	d1 - Quad Ob	iject							□ <b>म</b> ×
Tr	ansform	Rendering	Materials	DataLing	Texture Coords		Lighting	Continuous Anim.	Template Links	< >
_ Tem	plate Links —					- Pub	lished Object	Order		
🗌 🗆 Pu	ıblish Object			Update Ta	ake Item Data	+	* * *		Unpublish A	All Objects
ID	Туре	Published	Description			ID	Object Name	2		
	Material					1	GraphicType			
1	Position									
2	Rotation									
3	Scale									
4	Pivot									
5	Visihilitv									

b. In the Template Links section, select the Publish Object check box to publish the selected object.

Object	Inspector - Qua	d1 - Quad Ob	oject							с <b>џ</b> ×
Tr	ansform	Rendering	Materials	DataLing	Texture Coords		Lighting	Continuous Anim.	Template Links	< >
_ Tem	plate Links —					- Pub	lished Object	Order		
Pu Pu	ıblish Object			Update Ta	ke Item Data	-	* * ±		Unpublish	All Objects
ID	Туре	Published	Description			ID	Object Nam	e		
0	Material	<ul><li>✓</li></ul>				1	GraphicType			
1	Position					2	Quad1			
2	Rotation									
3	Scale									
4	Pivot									
5	Visibility				<b>V</b>					

c. In the Object Inspector, click the OpenMAM tab.

The **OpenMAM** tab is displayed.

Object Inspector -	Object Inspector - Quad1 - Quad Object										
Materials	DataLing	Texture Coords	ds Lighting Continuous Anim. Template Links Effects OpenMAM								
Face	OpenMAM Filter		penMAM Options								
1 Quad1		F	ilter String:								

- d. In the list of object faces in the **OpenMAM** tab, select the face of the object to which a filter string is to be applied.
- e. In the **OpenMAM Options** section, use the **Filter String** box to enter a filter string to link the object face in Streamline. For example, '@GraphicType@'.

Obj	Dbject Inspector - Quad 1 - Quad Object										
	Materials	DataLing	Texture Coo	rds	Lighting	Continuous Anim.	Template Links	Effects	OpenMAM	< >	
	Face	OpenMAM Filter		_ Op	enMAM Options –						
1 Quad1 @GraphicType@ Filter String: @GraphicType@											

- 4. Click Save Project and Publish To Project Server ().
- 5. Open the project in the XPression Plugin.
- 6. Open the scene with the openMAM filters in the Edit tab of the plugin.



a. In the Object / Field list, click on the Content row for the GraphicType.

The user input controls created in XPression for the scene are displayed. In this example, radio buttons for OTS, Headshots, and Generic.

9	Show:	openmam_filter	)		OpenMam_Filter_test			Preview 🔻
/se (F	Filter:	<none></none>		EL 1	- Layer:	efault for Template	•	
Brow	1 % 1	Thumbnails List	Description:					
6	E No	a I (, I) Category (1)	In Point: 00:00:1	15.00	Duration:	00:00:25.00		
l cs (			🗌 Manı	ual Timing	Out Method:	NONE	•	
Grap					Graphic Type:	Other	•	
			Object / Field	Content				
Clips (F)	Ope	enMam_Filter_test	GraphicType	<ul> <li>OTS</li> <li>Headshots</li> <li>Generic</li> </ul>				
<u>_</u>			🗾 Quad 1					
Edit (F								•
						Spellcheck	Save	
O	tions	<ul> <li>Connected to Gateway 2RU PV - PV.CG.X</li> </ul>	PNQA4.			OpenMAM 👻	Update Story	Cancel Edit

b. Select one of the radio buttons. For example, Headshots.

()	Show: openmam_filter		OpenMa	m_Filter_test			Preview 🔻
Se (F	Filter: <pre> // Filter: </pre>	Channel: CHANN	IEL 1	- Layer:	Default for Template	•	
Brow	Thumbnails List	Description:					
6	唐 音   旦   ■ No Category (1)	In Point: 00:00:	15.00	Duration:	00:00:25.00		
ICS (F		Man	ual Timing	Out Method:	NONE		
raph				Graphic Type:	Other		
F		Object / Field	Content	oropine ryper			
E		GraphicType	Headshots				
Clips	OpenMam_Filter_test	Quad 1	<none></none>				
H							
Edit (F8)							S.
6	ntions. 💌 Connected to Gateway 2811 PV - PV CG XE	NOA4.			Spellcheck	Save	

c. In the Object / Field list, click the Streamline button ()) for an object face.

Login to Streamline, if prompted.

The Streamline **XPression Asset Browser** browser opens on the folder of the selected user input control. In this example, Headshots.

XPression Ass	set Browser					8	
	Streamline - XPN-STREAMLINE	E 🔹 🔻 🛛 🔁 Refres	sh ]			Clear Filter 📔 Settings 🔻	
€	a Assets						
Upload	😍 Download 区 Delete	Edit Mode Enabled	Auto Refresh Enabled	Storages	🕖 Transcode	List 📑 Tile	
-	급 Saved Searches 🏒	Search Editor Keyword		Provider 3	selected	•	
Browse	Created By: None Created: None Type: None 😮 Add Filters						
		Thumbnail	Name	Format	Transcoders	Category F	
Approvals	4 🛐 Local		No Assets Found				
- C	4 🕌 Images						
New Order	ERANCHISE						
<b></b>	Generic					Size	
Work Orders	leadshots						
3	) NEWS MINI						
Help	🐌 ots						
		4				•	
		Page 1 of 1 14 <4 >>	►I			Show 5 25 50 100	
	88 Total Assets					0 Assets Match Search	
😒 Logout	Logged in as pvxpression						

To access a different folder in the Streamline XPression Asset Browser, in the plugin, select a different user input control for the object face (for example, **OTS**) and click the **Streamline** button (**S**).

The Streamline XPression Asset Browser opens on the folder of the newly selected user input control.

XPression Ass	et Browser					8	
	Streamline - XPN-STREAMLINE	🔹 🗸 🔂 Refres	h			Clear Filter 🔰 Settings 🔻	
<b>⊕</b>	🛅 Assets					?	
Upload	😍 Download 🚫 Delete	Edit Mode Enabled 🔥	Auto Refresh Enabled	Storages	🕖 Transcode	List 🛄 Tile	
-	급 Saved Searches 🏒 S	Search Editor Keyword		Provider 3	selected	<b>v</b>	
Browse	Created By: None 😮 Date Created: None 😮 Type: None 😳 Add Filters						
	*** ***	Thumbnail	Name	Format	Transcoders	Category F	
Approvals	<ul> <li>Example</li> <li>Images</li> <li>CUSTOM</li> <li>FRANCHISE</li> </ul>	Rot	ascension_1_1_Koala	JPEG		Image :	
Work Orders	Generic Generic Headshots Kews MINI CTS					Sze	
		•				•	
		Page 1 of 1 14 <4 >> >	⊳1			Show <u>5</u> 25 <u>50</u> <u>100</u>	
	88 Total Assets					1 Assets Match Search	
📀 Logout	Logged in as pvxpression						

# **XPression Rundown Controller**

★ The XPression Rundown Controller is optional when using an XPression workflow.

The XPression Rundown Controller is used to activate rundowns from the XPression Gateway for playout in the XPression Sequencer.

Before you start using the XPression Rundown Controller, the remote connection points need to be configured. A connection point is a link between the XPression Rundown Controller and an XPression Gateway.

The following topic is discussed in this section:

- Add a Remote Connection Point
- Edit a Remote Connection Point
- Delete a Remote Connection Point
- Select Rundowns

### Add a Remote Connection Point

A connection point is a link between the XPression Rundown Controller and the XPression Gateway. Use the following procedure to add a connection point between the XPression Rundown Controller and an XPression Gateway.

1. In the XPression Rundown Controller, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.



2. Click the Add button to add a remote connection point.

The Remote Connection Point dialog box opens.

Connection ID	
Name:	Connection 2
Category:	<b></b>
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway
Host:	
Port:	9001
	<u>O</u> K <u>C</u> ancel

- a. In the Connection ID section, use the Name box to enter a name for the connection.
- b. Use the Category list to select or enter a category to identify the connection point.
- c. Use the **Description** box to enter a descriptor for the connection.
- d. In the **Remote Address** section, use the **Connection Type** list to select a connection type for the remote address.
- e. Use the Host box to enter the remote host IP address.
- f. In the Port box, enter or select the host port number of the remote address.
- 3. Click OK.

The **Remote Connection Point** dialog box closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

4. Click OK.

### **Edit a Remote Connection Point**

Use the following procedure to edit a connection point between the XPression Rundown Controller and an XPression Gateway.

1. In the XPression Rundown Controller, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.

#	Name	Host Address	Category / Location	Туре	Description		Last Known Versio
<u> </u>			1				
A	vdd	<u>E</u> dit <u>D</u> elete					
						OK	Canad
						<u>O</u> K	

- 2. In the **Remote Connections Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the Edit button.

The Remote Connection Point dialog box opens.

Connection ID	
Name:	Connection 1
Category:	<b>•</b>
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway 🗸
Host:	
Port:	9001
	<u>O</u> K <u>C</u> ancel

- a. In the Connection ID section, use the Name box to edit the name of the connection.
- **b.** Use the **Category** list to select or edit a category to identify the connection point.
- c. Use the **Description** box to enter or edit the descriptor for the connection.
- d. In the **Remote Address** section, use the **Connection Type** list to select a connection type for the remote address.
- e. Use the Host box to select or edit the remote host IP address.
- f. In the **Port** box, select or edit the host port number.
- 4. Click OK.

The **Remote Connection Point** dialog box closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

### **Delete a Remote Connection Point**

Use the following procedure to delete a connection point between the XPression Rundown Controller and an XPression Gateway.

1. In the XPression Rundown Controller, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.

#	Name	Host Address	Category / Location	Туре	Description	Last Known Versio
<u> </u>						P
A	<u>v</u> dd	<u>E</u> dit <u>D</u> elete	]			
						OK Cancel

- 2. In the **Remote Connection Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the Delete button.

A Warning box opens.

♪	Are you sure you want to delete this engine?						
	<u>Y</u> es <u>N</u> o						

4. Click Yes.

The **Warning** box closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

## Select Rundowns

Select rundowns to update the XPression Gateway for the playout engine.

- 1. In the Rundown List, select the check box of the rundown(s) to use in the playout engine.
- The Sort Filter box can be used to enter a rundown or keyword to move the rundown to the top of the rundown list.

File Help	Connection Point: Connection 1							
6pm-New	✓ 6pm-News							
Globe N	Globe News							
0 😳	News							
	TMS							
Noon-New	15							
I NOOII-New	15							
Sort Filter:			Apply Settings					

2. If applicable, select the radio button of the style(s) template to use.

#### 3. Click Apply Settings.

The rundown selections are sent to the XPression Gateway and are available for playout in the playout engine.

# **XPression Remote Sequencer**

The XPression Remote Sequencer is used to control remote XPression engines and playout graphics and clips from a MOS rundown.

This section describes how to configure the remote sequencer preferences, reset the layout, configure connection points and groups, select rundowns, and control sequence playout.

The following topics are discussed in this section:

- Configuring Smart GPI / RossTalk
- Setting Preferences
- Saving and Resetting the Layout
- Adding a Remote Connection Point
- Editing a Remote Connection Point
- Deleting a Remote Connection Point
- Selecting a Channel Group
- Selecting Active Rundowns
- Keyboard / GPI Mapping
- Channels
- Scene Manager
- Up Next Preview
- Linear Rundown
- Take Item Inspector
- Clip Browser
- Control Sequence Playout

# **Configuring Smart GPI / RossTalk**

Use the following procedure to configure the Smart GPI / RossTalk Settings for the XPression Remote Sequencer.

1. In the XPression Remote Sequencer, use the File menu to select Hardware Setup.

The Hardware Setup dialog box opens.

GPI	GPI Boards					
Nr.	Brand	Туре	State	Last Result		
-	Add Configure	Delete				
				Clos	e	

2. In the GPI Boards tab, click Add.

The Add New GPI Board dialog box opens.

Brand: Smart	GPI / RossTalk		•
		<u>о</u> к	<u>C</u> ancel

- 3. Use the Brand list to select a GPI board. The available option is:
  - Smart GPI / RossTalk
- 4. Click OK.

The Smart GPI / RossTalk Setup dialog box opens.

Settings State: Enabl	ed 💌	Mode:	<ul> <li>⊙ Serial RS232</li> <li>○ TCP</li> <li>○ UDP</li> </ul>	
- RS232 GPI Set	tings		Incoming Network Settings -	
Port:	Comport 1	•	TCP Port: 7788	*
Baudrate:	9600	┍╵└	Curies ine Neimerk Settinger	
Data Bits:	8	$\mathbf{P}$	Hostname:	
Parity:	None	•	TCP Port: 7788	
Stop Bits:	1	┍╵└		
Flow Control:	Hardware	•	<u>o</u> k	<u>C</u> ancel

- 5. In the Settings section, select Enabled from the State list. Select Disabled to turn off Smart GPI/RossTalk.
- 6. Select a Mode for Smart GPI/RossTalk:
  - Serial RS232 select to use RS232 to send Smart GPI/RossTalk signals to XPression Remote Sequencer.
  - **TCP** select to use TCP/IP to send Smart GPI/RossTalk signals to XPression Remote Sequencer.
  - **UDP** select to use UDP sockets to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

#### 7. Configure the selected GPI mode.

Serial RS232

- a. In the RS232 GPI Settings box, use the Port list to select the Communication port that receives GPI signals.
- b. Use the Baudrate list to select the communication speed for GPI signals.
- c. Use the Data Bits list to select the number of bits used to represent one character of data for GPI signals.
- d. Use the Parity list to select the method used to check for lost data in a GPI signal.
- e. Use the Stop Bits list to select the number of bits used to indicate the end of a byte in a GPI signal.
- f. Use the Flow Control list to select the data transmission rate controller for a GPI signal.

When using Smart GPI/RossTalk, the flow control can be set to **Hardware** or **None**, but it must be set the same in both XPression and the transmitting device.

TCP

- a. In the **Incoming Network Settings** box, use the **TCP Port** box to enter or select the communication port that receives GPI signals from an external source.
- **b.** In the **Outgoing Network Settings** section, use the **Hostname** box to enter the host name of a remote device that is to receive RossTalk messages from the local XPression engine.
- c. Use the TCP Port box to enter or select the communication port that receives the signals.

UDP

- a. In the **Incoming Network Settings** box, use the **UDP Port** box to enter or select the communication port that receives GPI signals from an external source.
- 8. Click OK.

The Smart GPI/RossTalk is displayed in the GPI Board list.

9. Click Close.

The Hardware Setup dialog box closes.

#### For More Information on...

• configuring and working with GPIs, refer to the GPI White Paper available from Ross Video.

# **Setting Preferences**

Use the following procedure to configure the settings for the XPression Remote Sequencer.

1. In the XPression Remote Sequencer, use the File menu to select Preferences.

The Preferences dialog box opens.

2. Click the General panel to set project preferences for the XPression Remote Sequencer.

Channel Colors	Sequencer     Zoop On End     Center online item in view     Advance focus after taking item offline (with minus key)
	Display Preferences  Highlight online and cued items  Channel Sequencers should follow linear sequencer  Only the channel accigned to the selected item should follow  Show empty stories in MOS rundowns  Show preview image / layer list for individual channels
	QK Qancel

- a. In the Sequencer section, select the Loop On End check box to loop the cursor to the start of a rundown when it has reached the end.
- b. Select the Center online item in view check box to center the online take item in the view of the rundown.
- c. Select the Advance focus after taking item offline (with minus key) to advance to the focus to the next take item after taking a take item offline using the minus (-) key.
- **d.** In the **Display Preferences** section, select the **Highlight online and cued items** check box to distinguish online and cued items in the Linear Rundown and Channel lists by highlighting them.
- e. Select the Channel Sequencers should follow linear sequencer check box to have the channel sequencers items follow the up next items in the linear sequencer (all channel items highlight/focus to the next/upcoming item in the list).

Select the **Only the channel assigned to the selected item should follow** check box to have only the item focused in the Linear Rundown follow in the channel list.

- f. Select the **Show empty stories in MOS rundowns** check box to display stories in the rundown that don't contain items.
- **g.** Select the **Show preview image / layer list for individual channels** check box to display the preview image and layers for a selected item in individual channels.

3. Click the **Channel Colors** panel to configure channel colors for the XPression Remote Sequencer.

General	Channel Colors				
Channel Colors	Ch #	Name	Color		
	1	Channel Color 1			
	2	Channel Color 2			
	3	Channel Color 3			
	4	Channel Color 4			
	5	Channel Color 5			
	6	Channel Color 6			
	7	Tessera			
	Use C	hannel Colors	Default		
			OK Cancel		

- a. In the **Channel Colors** section, select the **Use Channel Colors** check box to colorize Next Up Preview thumbnails, Linear Rundown Take IDs, Virtual Channel columns, and Channel Take Item lists.
- **b.** Click inside the **Color** column of a **Ch #** to open the **Color Editor** to configure a custom color for the channel:

Basic Colors					
Custom Colors					
Define Custom Colors >>					
01	Consul				
<u>O</u> K	Cancel				

- Use the **Basic Colors** section to simply select a preexisting color from the list and Click **OK**.
- Use the **Custom Colors** section to select a color from the list of custom created colors. Click **Define Custom Colors** to open a color spectrum to configure a specific color:



Configure the color mode for the custom color as HSL, RGB, or by simply using the scale and the color box:

- > H select this option, then use one of the following methods to set the hue value for the new color:
  - In the box to the right of this option, enter or select the hue value.
  - Place the slider along the scale to set the hue value.
  - After setting this value, the S and L color values can be set by clicking a color in the color box.

 ${\bf S}$  — select this option, then use one of the following methods to set the saturation value for the new color:

- In the box to the right of this option, enter or select the saturation value.
- Place the slider along the scale to set the saturation value.
- After setting this value, the H and L color values can be set by clicking a color in the color box.

 ${\rm L}$  — select this option, then use one of the following methods to set the lightness value for the new color:

- In the box to the right of this option, enter or select the lightness value.
- Place the slider along the scale to set the lightness value.
- After setting this value, the H and L color values can be set by clicking a color in the color box.
- > R select this option, then use one of the following methods to set the red value for the new color:
  - In the box to the right of this option, enter or select the red value.
  - Place the slider along the scale to set the red value.
  - After setting this value, the G and B color values can be set by clicking a color in the Color Box.
- **G** select this option, then use one of the following methods to set the green value for the new color:
- In the box to the right of this option, enter or select the green value.
- Place the slider along the scale to set the green value.
- After setting this value, the R and B color values can be set by clicking a color in the Color Box.
- > B select this option, then use one of the following methods to set the blue value for the new color:
  - In the box to the right of this option, enter or select the blue value.
  - Place the slider along the scale to set the blue value.
  - After setting this value, the R and G color values can be set by clicking a color in the Color Box.
- > Scale place the slider along this scale to set the selected color value.
  - Color Box click a color in this box to set the color values that are not selected.

Once a custom color has been created, click **Add to Custom Colors** to add the color to the **Custom Colors** list and click **OK**.

- c. Click the Default button to use the default channel colors.
- 4. Click OK.

The **Preferences** dialog box closes.

#### For More Information on...

• enabling the **Parse roStorySend Messages** check box to use the **Show Story Number Column** feature, refer to "**Setting Up the XPression Gateway**" on page 3–2.

### Saving and Resetting the Layout

To save the layout:

In the XPression Remote Sequencer, click the Save docking layout button (
 ) to save a layout.

 The Save Docking Layout dialog box opens.



- 2. Use the Name box to enter a name for the layout.
- 3. Click OK.

The layout is saved.

The layout is now available to select in the layouts list as well as the default layout.

#### To reset the layout:

 In the XPression Remote Sequencer, use the Docking menu to select Reset Layout (or press Ctrl+Alt+R). A Warning box opens.



2. Click Yes.

The Warning box closes and the XPression Remote Sequencer layout is reset.

### **Adding a Remote Connection Point**

A connection point is a link between the XPression Remote Sequencer and the XPression Gateway. Use the following procedure to add a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.



2. Click the Add button to add a remote connection point.

The Remote Connection Point dialog box opens.

Connection ID	
Name:	Connection 2
Category:	· · ·
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway 👻
Host:	
Port:	9001
	<u>O</u> K <u>C</u> ancel

- a. In the Connection ID section, use the Name box to enter a name for the connection.
- **b.** Use the **Category** list to select or enter a category or location to identify the connection point. For example Site 1, Site 2, etc.
- c. Use the **Description** box to enter a descriptor for the connection.
- **d.** In the **Remote Address** section, use the **Connection Type** list is automatically populated with the XPression Gateway.
- e. Use the Host box to enter the remote host IP address.
- f. In the **Port** box, enter or select the port number set in the Remote Sequencer configuration area of the XPression Gateway settings.
- 3. Click OK.

The **Remote Connection Point** dialog box closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

4. Click OK.

### **Editing a Remote Connection Point**

Use the following procedure to edit a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, click File > Connection Points.

The Remote Connection Points dialog box opens.

Remot	e Connections						
#	Name	Host Address	Category / Location	Туре	Description	L	ast Known Versic
1	Connection 1	localhost:9001		Gateway		x	Pression Gatewa
							Þ
<u>A</u> d	d <u>E</u> dit.						
						<u>O</u> K	

- 2. In the **Remote Connections Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the Edit button.

The Remote Connection Point dialog box opens.

Connection ID —	
Name:	Connection 1
Category:	•
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway
Host:	
Port:	9001
	OK Cancel

- a. In the Connection ID section, use the Name box to edit the name of the connection.
- **b.** Use the **Category** list to edit the category or location that identifies the connection point. For example, Site 1, Site 2, etc.
- c. Use the **Description** box to edit the descriptor for the connection.
- d. In the Remote Address section, the Connection Type list is automatically populated and not editable.
- e. Use the Host box to edit the IP address of the machine hosting the XPression Gateway.
- f. In the **Port** box, select or edit the port number according to the number configured in the Remote Sequencer configuration area of the XPression Gateway settings.
- 4. Click OK.

The **Remote Connection Point** dialog box closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

### **Deleting a Remote Connection Point**

Use the following procedure to delete a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.

- Remot	e connections	1	1	1	1		
#	Name	Host Address	Category / Location	Туре	Description	La	ast Known Versio
1	Connection 1	localhost:9001		Gateway		XF	Pression Gatewa
Ť							
Ad	d <u>E</u> dit	. <u>D</u> elete					
						<u>O</u> K	<u>C</u> ancel

- 2. In the **Remote Connection Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the **Delete** button.

A Warning box opens.

Are you sure you want to delete this engine?				
	Yes	No		

4. Click Yes.

The **Warning** box closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

# **Selecting a Channel Group**

Channel groups are created in the XPression Gateway settings, in the Channel Groups configuration area. A channel group can be selected once a connection point has been established to an XPression Gateway with channel groups configured.

This procedure describes how to select a channel group in the XPression Remote Sequencer.

- 1. In the XPression Remote Sequencer toolbar, use the Gateway list to select a connection point.
- 2. Use the Channel Group list to select a channel group.

The selected channel group opens in the Remote Sequencer as configured in the Gateway.



For More Information on...

• creating channel groups, see "Channel Groups" on page 3-10.

## **Selecting Active Rundowns**

Active rundowns can be selected to open in the XPression Remote Sequencer for playout.

- 1. In the XPression Remote Sequencer toolbar, click the **Rundown Selection** browse button or press **Ctrl + R**.
  - The Select Active Rundowns dialog box opens.

✓ [INEWS]XPN QA4 Rundown		
World News		
current production		
ROSS IBC 2018 EVENING NEWS		
Sort Hiter:		
	<u>о</u> к	<u>C</u> ancel

2. In the Rundown List, select the check box of the rundown(s) to open in the remote sequencer.

The **Sort Filter** box can be used to enter a rundown or keyword to move the rundown to the top of the rundown list.

3. Click OK.

The selected rundown(s) and associated style open in the remote sequencer.



### **Create a Manual Rundown**

Manual rundowns can be created in the XPression Remote Sequencer that are not linked to a MOS NRCS.

1. In the Linear Rundown window of the XPression Remote Sequencer, click Rundowns > Open / Manage Rundowns.

Filter: **Running Order** Created Туре Status may 28 18 Jun 2020, 14:39:53 Manual Rundown Available 18 Jun 2020, 14:39:53 Manual Rundown Active on VINCE-M8-4RU single engine Open Rundown New Rundown... Delete ... Import... Export .. Close

The Manage Rundowns dialog box opens.

2. Click New Rundown.

The Create Rundown dialog box opens.

Rundown Name:	Untitled Rundown		
		QK	Cancel

Other options include:

- Delete click to delete a selected rundown.
- Import click to import a rundown from any selected location.
- **Export** click to export a selected rundown to a desired location.
- 3. In the Rundown Name box, enter a name for the rundown.

4. Click OK.

The Create Rundown dialog box closes and the rundown is added to the list.

Filter:			
	Created	Туре	Status
01 Rundown	17 Sep 2020, 11:56:49	Manual Rundown	Available
may 28	18 Jun 2020, 14:39:53	Manual Rundown	Available
single engine	18 Jun 2020, 14:39:53	Manual Rundown	Active on VINCE-M8-4RU
New Rundown Delete Import	Export		Open Rundown Close

5. Select the new rundown and click **Open Rundown**.

The rundown opens in the Linear Rundown window and in the Channel columns.

Connection 1	I - Linear Rundown						ġ.
Rundowns	• 🚯 🗛	A					
Take ID	State	Scene	Story Num	Th	Name	Content	Next Up Preview
-					single engine	[Manual Rundown]	CHANNEL 1 - XPRESSION GO, MADO
0004				· · · · ·	1		
0000					Story		
0001		L3		100	L3	BREAKING NEWS / TITLE GO	
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		-	dynamic	%feed% / xxx	
-	Not Activated				01 Rundown	[Manual Rundown]	
0001				·	Story 1		CHANNEL 2 - XPRESSION GO, MADO
4			1			Þ	
Status: Read	dy						

6. Select an item from the Scene Manager or Clip Browser and drag and drop the item into the linear rundown list or a channel. Repeat for as many items as necessary.

The items are added to the rundown or cha	nnel.
---	-------

Rundowns	- 🍋 🖌	"A					
Take ID	State	Scene	Story Num	Th	Name	Content	Next Up Preview
		13		1052	L3	BREAKING NEWS / TITLE	CHANNEL 1 - XPRESSION GO, MADO
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		-	dynamic	%feed% / xxx	
	Not Activated				01 Rundown	[Manual Rundown]	6
0001					Story 1		
0002	Not Active	Scene 14		1.00	Scene 14	<none> / 1</none>	
0003	Not Active	Scene43		2 00	Scene43	<none>/2</none>	
0004	Not Active	Scene42		3 30	Scene 42	<none>   3</none>	CHANNEL 2 - XPRESSION GO, MADO
0005	Not Active	Scene 39		۰.	Scene39	<none>   6</none>	10 Terror
						E I	NEED TO AREA

7. Right-click on the rundown and select Activate Rundown.

The Select Active Rundowns dialog box opens.

01 Rundown	Manual	Rundown
🐼 XPN Trial		
	<u>o</u> k	Cancel

8. Select the check box for the rundown and click **OK**.

The rundown is activated.

Rundowns	- 🐔	A	"A						
Take ID	Sta	te	Scene	Story Num	Th	Name	Content	_	Next Up Preview
0000			13		1007	L3	BREAKING NEWS / TITLE	-	CHANNEL 1 - XPRESSION GO, MADO
0002			RUN DOWN SPREAD		1	RUN DOWN SPREADSHEET			
0003			dynamic		1	dynamic	%feed% / xxx		
•						01 Rundown	[Manual Rundown]		8-63
0001						Story 1			
0002			Scene 14		۰.	Scene 14	<none> / 1</none>		
0003			Scene43		2 🛲	Scene 43	<none> / 2</none>		
0004			Scene42		3 80	Scene 42	<none> / 3</none>		<ul> <li>CHANNEL 2 - XPRESSION GO, MADO</li> </ul>
0005			Scene39		4 <del></del>	Scene39	<none> / 6</none>	*	1
4							Þ		

Inactive rundowns can be closed by clicking **Rundowns** > **Close Inactive Rundowns**. Only active rundowns will remain visible in the list.

# Keyboard / GPI Mapping

Keyboard and GPI mapping enables many of the Remote Sequencer functions to be assigned to keyboard shortcuts or GPI input triggers. Many of the existing default keyboard shortcuts can also be customized.

The following topics are discussed in this section:

- Create a Custom Keyboard Map
- Assign a Global Shortcut
- Assign a Local Shortcut
- Create a Custom Smart GPI / RossTalk Map

#### **Create a Custom Keyboard Map**

1. In XPression Remote Sequencer, click File > Keyboard / GPI Mapping.

The Keyboard / GPI Mapping dialog box opens.

🛧 🤣 🏟 🎽 🧯 🖉 🚋 Current Keyboard Map	: <pre><default></default></pre>	▼ 🚰 The <de< th=""><th>fault&gt; keyboard map cannot be edited.</th><th></th><th></th></de<>	fault> keyboard map cannot be edited.		
Function	Quickmenu Key	Direct Access Shortcut	GPI		Filter:
Global Shortcuts (can be executed from anywhere)					Available Global Functions
🖹 Quick Menu		F11			Functions
- Clear Channel 1		CTRL+F1			Channel Functions
- Clear Channel 2		CTRL+F2			E File Menu
- Clear Channel 3		CTRL+F3			
- Clear Channel 4		CTRL+F4			Display Menu
- Take Channel 1		F1			■ Rundown
- Take Channel 2		F2			
- Take Channel 3		F3			
- Take Channel 4		F4			
- Cue Item Channel 1		SHIFT+F1		1	
- Cue Item Channel 2		SHIFT+F2			
- Cue Item Channel 3		SHIFT+F3			
Cue Item Channel 4		SHIFT+F4			
Local Shortcuts (requires component to have focus)					
+ Main Menu					
E Rundown					
1			Þ		T
- Shortcut Details	- Function Op	tions		_	Description
Function:					
Name:					
Shortcut: Set					
Include In Quick Menu 🛛					
Quick Key:					
					<u>O</u> K <u>C</u> ancel

2. Click the Save Keyboard Mapping (
 ) button to create a new custom keyboard mapping. The default keyboard map can not be edited.

The Save Keyboard Mapping dialog box opens.



- 3. In the Save Keyboard Mapping dialog box, enter a name for the new custom keyboard mapping.
- 4. Click OK.

The added custom keyboard mapping appears in the Current Keyboard Map list and is saved as a .kbd file.

#### For More Information on...

- assigning a Global Shortcut, refer to "Assign a Global Shortcut" on page 9-19.
- assigning a Local Shortcut, refer to "Assign a Local Shortcut" on page 9-22.

### **Assign a Global Shortcut**

Global Shortcuts represent functions that can be assigned to keyboard hotkeys that are active at any time while XPression Remote Sequencer is running.

#### 1. In XPression Remote Sequencer, click File > Keyboard / GPI Mapping.

The Keyboard / GPI Mapping dialog box opens.

🛧 🧈 💠 🍃 🖁 💈 🕞 🚋 Current Keyboard Map	: <default></default>	▼ 🥂 The <def< th=""><th>ault&gt; keyboard map cannot be edited.</th><th></th></def<>	ault> keyboard map cannot be edited.	
Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:
Global Shortcuts (can be executed from anywhere)				Available Global Functions
🗏 Quick Menu		F11		Functions
- Clear Channel 1		CTRL+F1		
- Clear Channel 2		CTRL+F2		€ File Menu
- Clear Channel 3		CTRL+F3		Docking Menu
- Clear Channel 4		CTRL+F4		Display Menu
- Take Channel 1		F1		1 Rundown
- Take Channel 2		F2		
- Take Channel 3		F3		
- Take Channel 4		F4		
- Cue Item Channel 1		SHIFT+F1		
- Cue Item Channel 2		SHIFT+F2		
- Cue Item Channel 3		SHIFT+F3		
Cue Item Channel 4		SHIFT+F4		
Local Shortcuts (requires component to have focus)				
🗄 Main Menu				
E Rundown				
٩				
- Shortcut Details	Function Op	tions		Description
Function:				
Name:				
Shortcut: Set				
Include In Quick: Menu 🗷				
Quick Key:				
				OK Cancel

- 2. Select a a keyboard map from the Current Keyboard Map list or create a custom keyboard map.
- 3. In the Available Global Functions list, drag and drop the Group function or click the Add Group (
  ) button in the toolbar to create a group branch in the Global Shortcuts tree.
- 4. In the Available Global Functions list, select a function and drag and drop it into the desired spot in the Global Shortcuts tree to add the function.

Entering a function in the Filter box lets you search the Available Global Functions list for a specific function.

5. In the **Global Shortcuts** table, right-click on an item in the shortcuts tree and select **Assign Shortcut** to assign a custom keyboard control to the selected item.

Function		Quickmenu Key	Direct Access Shortcut	GPI	
Global Shortcuts (can be ex	ecuted from anywhere)				-
- Quick Menu			F11		
- Clear Channel 1	- Clear Channel 1		CTRL+F1		
- Clear Channel 2	el 2 <u>Clear Shortcut</u> el 3 <u>Assign Shortcut</u> <u>Clear Shortcut</u> Revert to Default		CTRL+F2		
- Clear Channel 3			CTRL+F3		
- Clear Channel 4	Edit GPI Assignm	ent	CTRL+F4		
Take Channel 1     Clear GPI Assignment		ment	F1		
- Take Channel 2	Delete	Del	F2		
- Take Channel 3			F3		
- Take Channel 4			F4		
- Cue Item Channel 1			SHIFT+F1		
- Cue Item Channel 2			SHIFT+F2		
- Cue Item Channel 3			SHIFT+F3		
Cue Item Channel 4			SHIFT+F4		
Local Shortcuts (requires co	mponent to have focus)				
+ Main Menu					
+ Rundown					
					-
2					

- 6. In the Shortcut Details section, perform the following:
  - a. In the Name box, edit the name of the selected item if necessary.
  - **b.** In the **Shortcut** box, enter a keyboard shortcut to assign to the selected item by entering the command on the keyboard.

The assigned keyboard shortcut appears in the **Shortcut** box and in the row for the selected item under the **Direct Access Shortcut** column in the **Global Shortcuts** table.

If the assigned keyboard shortcut is already in use by another item, a hazard icon  $(\mathbf{n})$  will appear next to the command in the **Direct Access Shortcut** column. Place the cursor over the hazard icon to view where the conflict occurs.

c. Select the Include In Quick Menu check box to include the keyboard shortcut in a Quick Menu.

Quick Menus are shortcut menus that appear when a Quick Key for a Global Shortcut is entered. The keyboard shortcuts available for the selected Global Shortcut are listed in the Quick Menu that appears. This feature only applies to Global Shortcut branches that contain children nodes.

In the Quick Key box, enter a letter or number as the Quick Menu command.

7. In the options section located to the right of the **Shortcut Details** section, configure the shortcut options (if options are available) of various functions:

**Clear Single Channel Options** 

• Framebuffer — use the list to select a framebuffer for clearing the channel.

**Cue Item Options** 

- Select **Current Sequence Item** to apply the shortcut to the current focused item in a sequencer, or select **Take ID** and enter or select a Take ID number in the box to apply the shortcut to the specific Take ID.
- Channel use the list to assign a channel if using current sequence item.
- Move Sequencer Focus to Item check this box to the set sequencer focus to the selected Take ID.

**Focus Channel Options** 

• **Channel** — use the list to assign the linear sequence or a channel to set the focus.

**Next Item Options** 

• Channel — use the list to assign the linear sequence or a channel to the next item.

**Next Story Options** 

• Channel — use the list to assign a channel to the next story.

**Previous Item Options** 

- Channel use the list to assign the linear sequence or a channel to the previous item.
- **Previous Story Options**
- Channel use the list to assign a channel to the previous story.

Swap Channel Options

• **Channel** — use the list to assign a channel to swap.

**Take Offline Options** 

- Select **Current Sequence Item** to apply the shortcut to the current item in a sequence, or select **Take ID** and enter or select a Take ID number in the box to apply the shortcut to the specific Take ID.
- Channel use the list to assign a channel if using current sequence item.

**Take Options** 

- Select **Current Sequence Item** to apply the shortcut to the current item in a sequence, or select **Take ID** and enter or select a Take ID number in the box to apply the shortcut to the specific Take ID.
- Channel use the list to assign a channel if using current sequence item.
- Move Sequencer Focus to Item select this box to the set sequencer focus to the selected Take ID.
- Advance Sequence After Take check this box to advance to the next Take Item in the sequence after the current or selected Take Item has finished playing.

8. Click OK.

For More Information on...

• creating a custom keyboard map, refer to "Create a Custom Keyboard Map" on page 9-18.

### Assign a Local Shortcut

Local shortcuts represent keyboard hotkeys that apply to one particular component of XPression Remote Sequencer, such as the File menu, and are only active when the particular component of XPression Remote Sequencer has keyboard/mouse focus.

#### 1. In XPression Remote Sequencer, click File > Keyboard / GPI Mapping.

The Keyboard / GPI Mapping dialog box opens.

🛧 🤣 💠 🍃 🧯 🚦 📑 🚋 Current Keyboard	Map: <pre><default></default></pre>	▼ 🤧 The <defa< th=""><th>ault&gt; keyboard map cannot be edited.</th><th></th></defa<>	ault> keyboard map cannot be edited.	
Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:
Global Shortcuts (can be executed from anywhere	<u>=</u> )			Available Global Functions
🗄 Quick Menu		F11		Functions
- Clear Channel 1		CTRL+F1		Channel Functions
- Clear Channel 2		CTRL+F2		Eile Menu
- Clear Channel 3		CTRL+F3		Docking Menu
- Clear Channel 4		CTRL+F4		Display Menu
- Take Channel 1		F1		+ Rundown
- Take Channel 2		F2		
- Take Channel 3		F3		
- Take Channel 4		F4		
- Cue Item Channel 1		SHIFT+F1		
- Cue Item Channel 2		SHIFT+F2		
- Cue Item Channel 3		SHIFT+F3		
Cue Item Channel 4		SHIFT+F4		
Local Shortcuts (requires component to have focu	ıs)			
🛨 Main Menu				
🕑 Rundown				
4				<b>v</b>
Shortcut Details	- Function Op	otions		Description
Function:				
Name:				
Shortcut:	±			
Indude In Quick Menu 🛛				
Quick Key:				
				OK Cancel

- 2. Select a a keyboard map from the Current Keyboard Map list or create a custom keyboard map.
- 3. In the Local Shortcuts table, right-click on an item in the shortcuts tree and select Assign Shortcut to assign a custom keyboard control to the selected item.
- 4. In the Shortcut Details section, perform the following:
  - a. In the Name box, edit the name of the selected item if necessary.
  - **b.** In the **Shortcut** box, enter a keyboard shortcut to assign to the selected item by entering the command on the keyboard.

The assigned keyboard shortcut appears in the **Shortcut** box and in the row for the selected item under the **Direct Access Shortcut** column in the **Local Shortcuts** table.

If the assigned keyboard shortcut is already in use by another item, a hazard icon (**n**) will appear next to the command in the **Direct Access Shortcut** column. Place the cursor over the hazard icon to view where the conflict occurs.

#### 5. Click OK.

#### For More Information on...

creating a custom keyboard map, refer to "Create a Custom Keyboard Map" on page 9–18.
# Create a Custom Smart GPI / RossTalk Map

- 1. Use the Hardware Setup dialog box to configure a GPI board for XPression Remote Sequencer.
- 2. In XPression Remote Sequencer, click File > Keyboard / GPI Mapping.

The Keyboard / GPI Mapping dialog box opens.

🛧 🤣 💠 🎁 👸 📑 📷 Current Keyboard Map	: <default></default>	▼ 🤔 The <def< th=""><th>ault&gt; keyboard map cannot be edited.</th><th></th><th></th></def<>	ault> keyboard map cannot be edited.		
Function	Quickmenu Key	Direct Access Shortcut	GPI		Filter:
Global Shortcuts (can be executed from anywhere)					Available Global Functions
Quick Menu		F11			Functions
- Clear Channel 1		CTRL+F1			• Channel Functions
- Clear Channel 2		CTRL+F2			E File Menu
- Clear Channel 3		CTRL+F3			Docking Menu
- Clear Channel 4		CTRL+F4			Display Menu
- Take Channel 1		F1			■ Rundown
- Take Channel 2		F2			
- Take Channel 3		F3			
- Take Channel 4		F4			
- Cue Item Channel 1		SHIFT+F1			
- Cue Item Channel 2		SHIFT+F2			
- Cue Item Channel 3		SHIFT+F3			
Cue Item Channel 4		SHIFT+F4			
Local Shortcuts (requires component to have focus)					
🛨 Main Menu				ľ	
🕀 Rundown					
1			Þ		<b>T</b>
Shortcut Details	- Function Op	tions			Description
Function:					
Name:					
Shortcut: Set					
Include In Quick Menu 🛛					
Quick Key:					
					<u>O</u> K <u>C</u> ancel

3. Create a custom keyboard mapping that includes global shortcuts.

4. In the Global Shortcuts tree, right-click on a global shortcut and select Edit GPI Assignment.

The same GPI trigger can be assigned to multiple global functions to execute them in order.

Function	Quickmenu Key	Direct Access Shortcut		GPI		
Global Shortcuts (can be executed from anywhere)						
🚊 Quick Menu		F11				
- Clear All Channels			Aution Cha			
- Clear Single Channel			Assign Shot	cut		
- Clear Channel 1		CTRL+F1	Revert to D	efault		
- Clear Channel 2		CTRL+F2	Edit GPI As	signment		
- Clear Channel 3		CTRL+F3	Clear GPI A	ssignment		
- Clear Channel 4		CTRL+F4	<u>D</u> elete	Del		
- Take						
- Take Offline						
- Take Channel 1		F1				
- Take Channel 2		F2				
- Take Channel 3		F3				
Take Channel 4		F4				
- Cue Item						
- Cue Item Channel 1		SHIFT+F1				
- Cue Item Channel 2		SHIFT+F2				
- Cue Item Channel 3		SHIFT+F3				
- Cue Item Channel 4		SHIFT+F4				
<b>n</b>						

a. Select a GPI board from the list.

Function	Quickmenu Key	Direct Access Shortcut	GPI
Global Shortcuts (can be executed fro	m anywhere)		
🗄 Quick Menu		F11	
Clear All Channels			Unassigned
- Clear Single Channel			Unassigned 1. Smart GPI / RossTa
- Clear Channel 1		CTRL+F1	3
- Clear Channel 2		CTRL+F2	
- Clear Channel 3		CTRL+F3	
- Clear Channel 4		CTRL+F4	
- Take			
- Take Offline			
- Take Channel 1		F1	
- Take Channel 2		F2	
Take Channel 3		F3	
- Take Channel 4		F4	
- Cue Item			
- Cue Item Channel 1		SHIFT+F1	
- Cue Item Channel 2		SHIFT+F2	
- Cue Item Channel 3		SHIFT+F3	
- Cue Item Channel 4		SHIFT+F4	
4			

b. In the GPI box, enter or select a GPI input to assign to the selected global shortcut.

If the assigned GPI input is already in use by another item, a hazard icon (**1**) will appear next to the GPI details in the GPI column. Place the cursor over the hazard icon to view where the conflict occurs.

5. Click OK.

#### For More Information on...

- adding a Smart GPI/RossTalk board, refer to "Configuring Smart GPI / RossTalk" on page 9–2.
- creating a custom keyboard, refer to "Create a Custom Keyboard Map" on page 9–18.
- configuring and working with GPIs, refer to the *GPI White Paper* available from Ross Video.

# Channels

The Remote Sequencer can have up to eight channels configured in the XPression Gateway. Channels are distinguished by number and color. Each channel lists all items that have been assigned to the respective channel.

CHANNEL 1 [Connection	1] 🗆 🕮	CHANNEL 2 [Connection	n 1] 🗆 🗘	CHANNEL 3 [Connection	n 1] 🗆 🖡	CHANNEL 4 [Connectio	n 1] 🗆 📮
	▼Channel 1		▼Channel 2		▼Channel 3		▼Channel 4
	-3		-3		-3		-3
	-2		-2		-2		-2
	-1		-1		-1		-1
TITLE	0	TITLE	0		0	AOSS -	0
- Calman Storpers 201217	1		1		1	ELECTION	1
- Degraditediregi	2		2		2	2010	2
	3 S: (PPR) Start Of		- 3		3		3
	0025 Name:		0026 Name:		0031 Name:		0032 Name:
	Content		Content		Content		Content
Take ID State	e Scene	Take ID Stat	e Scene	Take ID Sta	te Scene	Co	ontent
							<b>A</b>
		0023	GMA L3r			DOWA	
0025	FS BULLE			0027	FS MAP RE	10mm	
0029	L3 DOUBLE AI	0026	FS PICTURE	0031	ELECTION FS	TON TRANSITION 20	18   ELECTION
			Þ				

### **Channel User Interface**

Take items in the Channel windows are displayed in black and blue text:

- Black items are from the NRCS and can not be deleted in a Channel list.
- · Blue items are added locally and can be deleted in a Channel list.

Local items can be dragged and dropped into rundowns, including MOS rundowns. However, MOS items can not be dragged and dropped into other places in rundowns because their order is determined by the MOS rundown.

When editing existing items, no further MOS updates for that item will be applied unless the local changes are reverted by right-clicking on the item and selecting **Revert changes to MOS item** from the shortcut menu.

Local modifications can be purged by configuring the purge settings in the Settings section of the Remote Sequencer panel in the Gateway Settings. For more information, refer to step step **7** on page 3-6 of "**Setting Up the XPression Gateway**".

The Channel window contains a preview thumbnail of the selected scene in the top-left corner as well as the following:

**Channel** — displays the channel number and lists the layers, take ID, scene name, and the text object content for the selected scene.

Take ID — use this column to select or enter an identification number for a take item.

State (read-only) — this column displays the current playout state of a take item.

**Scene** (read-only) — this column displays the scene or scene group name of a take item. When using clips, it will list whether the item is a clip or a still. When a clip is played, it displays a progress bar and a timer that counts down the time remaining in the clip (XPression Clips Option only).

**Thumbnail** (read-only) — this column displays a thumbnail of the scene.

Story Num (read-only) — this column displays the MOS story number column from the NRCS.

Name (read-only) — this column displays the name for a take item.

**Content** (read-only) — this column displays text object content provided to a take item. Content values for a take item are set in the Template Data tab of the Take Item Inspector window.

**Virtual Channel** — this column displays the channel number assigned to the take item. Click inside the column to open a list of the virtual channels and select a channel to assign the take item to that channel.

Layer — use this column to select or enter the output framebuffer layer to place a take item.

In Point (read-only) — lists the drop frame timecode starting point for the clip.

Out Point (read-only) — lists the drop frame timecode ending point for the clip.

Duration (read-only) — this column displays the time duration of a take item.

Description (read-only) — this column displays the number of entries in a particular scene group.

Right-clicking on the column headers and selecting **Columns** allows the selection of specific columns for the list to be hidden or displayed. The columns can also be reordered by dragging individual columns to another location. Selecting **Reset To Default** will reset the list to the default layout.

### **Shortcut Menu**

Right-click on a take item to access the following shortcut menu:

Cue — select this command to cue the selected take item.

**Take Offline** — select this command to take the selected take item off-line.

Focus in Linear Sequence — select this command to set the focus in the linear rundown on the selected item in the channel window.

**Revert changes to MOS Item** — select this command to revert a MOS take item to its original settings if changes have been made.

Layer > Default For Channel — select this command to use the take item on the default layer for the channel.

**Layer** > **Default For Template** — select this command to use the take item on the default layer of the template for the item.

Copy — select this command to copy the selected take item.

**Paste** — select this command to paste a copied take item into another channel or the sequence list in the Linear Rundown window. Pasting a copied take item from one channel to another will place the take item on the channel in which it is pasted.

**Delete Item** — select this command to remove the selected take item from the channel. The associated scene or scene group is not deleted. Only manually edited take items can be deleted; NRCS take items can not be deleted.

### **Scene Manager**

Use the Scene Manager window to view all of the scenes and scene groups contained in a rundown.

Show — displays the show that is open in the Scene Manager. Click **Browse** (...) to open the Show, Category, and Style Selection dialog box to select a new show, category, or style to open in the Scene Manager.

Filter — use this box to search for scenes using words to filter for specific scene names.

Thumbnails — click this tab to view the scenes as a list of thumbnails that display an image of the scenes.

List — click this tab to view the scenes as a list of scene names.

Use the toolbar to adjust the display of the Scene Manager:

Expand Categories — click this button to expand all categories in the Scene Manager.

**Collapse Categories** — click this button to collapse all categories in the Scene Manager.

**Resize Thumbnails** / **Resize Items** — click this button to resize the thumbnails or items (depending on the which display is selected). Use the scroll bar that opens to slide the bar right to increase the size or left to decrease the size.

### Show, Category, and Style Selection

Use the Show, Category, and Style Selection dialog box to select a new show, category, or style to open in the Scene Manager.

1. In the Scene Manager, click Browse (...).

The Show, Category, and Style Selection dialog box opens

Show and Category			
Name	Description		
🖃 🔛 News Hour			
- Templates			
E Ross World News			
i templates			
ch ann crìthann (			
Style			
Name	Description		
		01/	

- 2. Select a show and category from the Show and Category tree.
- 3. In the Style list, select a style.
- 4. Click OK.

The **Show**, **Category and Style Selection** dialog box closes and the graphics associated with the selected style are available for selection in the **Thumbnails** / **List**.

### Adding Scenes to the Linear Rundown

Scenes can be added to the Linear Rundown from the Scene Manager.

- 1. Select a scene in the Scene Manager.
- 2. Drag and drop the scene onto the sequence in the Linear Rundown window.

The scene is added to the Linear Rundown where it was dropped within the sequence.

### **Up Next Preview**

Use the Up Next Preview window to view the next scene in the sequence of the Linear Rundown.



Play Animation — click this button to play a preview of the scene.

Pause Animation — click this button to pause the preview of the scene when playing.

**Stop Animation** — click this button to stop the preview of the scene when playing.

Move to Preview Frame — click this button to move the scroll bar to the preview frame of the scene.

Scroll Bar — click and hold on the scroll bar and move it forward or backward along the timeline to view specific parts of the scene.

### Linear Rundown

Use the Linear Rundown window to view and manage the scenes and scene groups to playout from a sequence, in the order from top to bottom. The sequence is populated by opening rundowns and by dragging scenes or scene groups from the Scene Manager or clips from the Clip Browser into the sequence list.

Connection 1 - Linear Rundown 4									
Take ID	State	Scene	Story Num	Th	Name	Content		Next Up Preview	
0022		WNTwDM Standby Slide		CTARONY STARONY	3 - NEWS: WNTwDM Standby Slide			CHANNEL 1 - MADONNA5, MADONNA	
0023		GMA L3rd			3 - NEWS: GMA L3rd	xxxxxxxx   xxxxxxxxxxxxx   Develop		2 - SPORTS: GOLF PLAYER CARD (ma	
0024		L3 WEEKEND PROMOS			3 - NEWS: L3 WEEKEND PROMOS	Weekend Promo Tomorrow		GOLP TOURNAMENT NAME ROUND X TSTALL - 9	
					04 - IBC				
1 0025		FS BULLETS		1	04 - IBC: FS BULLETS	OFF   TITLE     Cañon   €   Arizona Sc			
0026		FS PICTURE BOX			04 - IBC: FS PICTURE BOX	OFF   TITLE   SUBTITLE   VERTICAL   1			
0027		FS MAP REVEAL			04 - IBC: FS MAP REVEAL	OFF   TITLE   SUBTITLE   <none></none>		LAST NAME FARWAYS END GREENS ENDER PUTTS ENDER	
1 0028		RUN DOWN SPREAD			04 - IBC: RUN DOWN SPREADSHEET				
0029		L3 DOUBLE ANCHOR		<u></u>	04 - IBC: L3 DOUBLE ANCHOR	ANDREW SAMPSON   GREG KUH		CHANNEL 2 - MADONNA5, MADONNA	
0030		MONITOR LOGO		1015	04 - IBC: MONITOR LOGO	BREAKINGWD		2 - SPORTS: V-Deauty	
0031		ELECTION FS HEADS		111	04 - IBC: ELECTION FS HEADSHOT	TITLE   SUBTITLE   3   <none>   NAME</none>			
/ 🖉 0032		ELECTION TRANSITION		and the	04 - IBC: ELECTION TRANSITION	2018   ELECTION	T		
						Þ			
Status: Ready	/								

### Linear Rundown User Interface

Take items in the Linear Rundown window are displayed in black and blue text:

- Black items are from the NRCS and con not be deleted in the Remote Sequencer Linear Rundown.
- Blue items are added locally and can be deleted in the Remote Sequencer Linear Rundown.

Local items can be dragged and dropped into rundowns, including MOS rundowns. However, MOS items can not be dragged and dropped into other places in rundowns because their order is determined by the MOS rundown.

When editing existing items, no further MOS updates for that item will be applied unless the local changes are reverted by right-clicking on the item and selecting **Revert changes to MOS item** from the shortcut menu.

Local modifications can be purged by configuring the purge settings in the Settings section of the Remote Sequencer panel in the Gateway Settings. For more information, refer to step step **7** on page 3-6 of "**Setting Up the XPression Gateway**".

The Linear Rundown window contains the following interface items:

Take ID — use this column to select or enter an identification number for a take item.

State (read-only) — this column displays the current playout state of a take item.

**Scene** (read-only) — this column displays the scene or scene group name of a take item. When using clips, it will list whether the item is a clip or a still. When a clip is played, it displays a progress bar and a timer that counts down the time remaining in the clip (XPression Clips Option only).

Thumbnail (read-only) — this column displays a thumbnail of the scene.

Story Num (read-only) — this column displays the MOS story number column from the NRCS.

Name (read-only) — this column displays the name for a take item.

**Content** (read-only) — this column displays text object content provided to a take item. Content values for a take item are set in the Template Data tab of the Take Item Inspector window.

**Virtual Channel** — this column displays the channel number assigned to the take item. Click inside the column to open a list of the virtual channels and select a channel to assign the take item to that channel.

Layer — use this column to select or enter the output framebuffer layer to place a take item.

In Point (read-only) — lists the drop frame timecode starting point for the clip.

Out Point (read-only) — lists the drop frame timecode ending point for the clip.

Duration (read-only) — this column displays the time duration of a take item.

Description (read-only) — this column displays the number of entries in a particular scene group.

Right-clicking on the column headers and selecting **Columns** allows the selection of specific columns for the list to be hidden or displayed. The columns can also be reordered by dragging individual columns to another location. Selecting **Reset To Default** will reset the list to the default layout.

When the Enable Edit button (Enable Edit) in the toolbar at the top of the Remote Sequencer interface is enabled, it will enable framebuffer/layer changes in the linear rundown and template data modifications. The button is green when enabled and gray when disabled.

**Next Up Preview** (read-only) — displays a preview list of the upcoming scenes in the sequence list. Channel and take item info is displayed, as well as a preview thumbnail.

### **Shortcut Menu**

Right-click on a take item to access the following shortcut menu:

**Cue** — select this command to cue the selected take item(s).

Take Offline — select this command to take the selected take item off-line.

**Revert changes to MOS Item** — select this command to revert a MOS take item to its original settings if changes have been made.

Layer > Default For Channel — select this command to use the take item on the default layer for the channel.

Layer > Default For Template — select this command to use the take item on the default layer of the template for the item.

Copy — select this command to copy the selected take item.

**Paste** — select this command to paste a copied take item into another area of the sequence or into a Channel window list. Pasting a copied take item into a different channel than to which it is set will place the take item on the channel in which it is pasted.

**Delete Item** — select this command to remove the selected take item from the sequence list. The associated scene or scene group is not deleted.

# **Take Item Inspector**

Click the **Take Item Inspector** tab to open the Take Item Inspector. Use the Take Inspector Item window to view and set properties for the take item selected in the Linear Rundown window.

### Take Item Tab User Interface

Use this tab to set the properties for a take item. Edits to take items are live/dynamic.

Take Item Inspector	
Take Item Template Data	
- Entry	- M05
Name: 1 - ROSS VIDEO NEWS: Record2	ObjID: {8DE9E6D1-3757-4015-B38F-91EABE53C4F3}
	ItemID: {982D5B95-86E7-41FF-90E7-ABEFF67A1229}
Target	StoryID: 62168980
Framebuffer: CHANNEL 3	
Layer: 0	

Take Item Inspector Clip Browser

#### Entry

Use this section to enter or change the name of the take item.

Name (read-only) — displays the name of the selected take item.

#### Target

Use this section to configure the playout settings for the take item.

Framebuffer — use the Framebuffer list to select the default channel used to playout the take item.

Layer — use this list to select the layer of the output framebuffer on which to playout the take item.

#### MOS

This section lists the MOS details of the take item.

**ObjID** (read-only) — displays the Object ID.

ItemID (read-only) — displays the Item ID.

StoryID (read-only) — displays the Story ID.

### **Template Data Tab User Interface**

Use this tab to edit published fields.

Take Item Inspector		<b>t</b> ×
Take Item Tem	iplate Data	
00 1 1 0		golf tournament name: round x
Objects	Values	с С
± LEAGUE	All	
■ TITLE	golf tournament name: round x	
E SUBTITLE	golf course title (city, st)	
■ PLAYER HEADSHOT		
PLAYER FLAG CODE		
PLAYER FIRST NAME	first name	↓
PLAYER LAST NAME	last name	< >
		Static
Take Item Inspector Clip	Browser	

Selecting a published object in the Up Next Preview window will highlight/select that published object in the Template Data tab list.

#### **Object List**

This table lists the template objects and attributes, and their values.

Select Previous Object — click this button to select the previous object.

Select Next Object — click this button to select the next object.

**Expand All Object Nodes** — click this button to expand all objects.

**Collapse All Object Nodes** — click this button to collapse all objects.

Refresh the template data fields from the MOS Gateway — click this button to refresh the template data fields using the values from the XPression Gateway.

Objects — this column lists the template objects. Expand the template objects to view the attributes.

Values — this column lists the value of the template data associated with the attribute.

#### Static

Use this tab to configure text object attributes or to select static text items from previously configured user input controls.

#### Image Files

Select this tab to open the list of image file thumbnails. Double-click an image file thumbnail to apply the image as the value of the object attribute.

File Drop-Down List — use this list to select a location/folder of an image.

**Browse** — click this button to move up a location/folder level.

**OpenMAM** — click this button to select and open an OpenMAM server to browse images on that server.

Icon Size — use this list to select a display size for the image thumbnails in the list of image files.

#### **Video Files**

Select this tab to open the list of video material thumbnails. Double-click a video file thumbnail to apply the video file as the value of the object attribute. If the object had originally been assigned a video file, the properties of that video will be applied to the newly assigned video.

File Drop-Down List — use this list to select a location/folder of an image.

**Browse** — click this button to move up a location/folder level.

OpenMAM — click this button to select and open an OpenMAM server to browse videos on that server.

#### **Object Properties**

When an object is expanded in the Object List, specific properties applicable to the selected object are available for editing, such as position, scale, etc.

Position — configure the following settings to adjust the position of the object:

- X use this box to enter or select the X coordinate for the object location.
- Y use this box to enter or select the Y coordinate for the object location.
- Z use this box to enter or select the Z coordinate for the object location.

Rotation - configure the following settings to adjust the rotation of the object:

- X use this box to enter or select the degrees to rotate an object around the X axis.
- Y use this box to enter or select the degrees to rotate an object around the Y axis.
- Z use this box to enter or select the degrees to rotate an object around the Z axis.

Scale - configure the following settings to adjust the scale of the object:

- X use this box to enter or select the scale factor to apply to an object along the X (horizontal) axis.
- Y use this box to enter or select the scale factor to apply to an object along the Y (vertical) axis.
- Z use this box to enter or select the scale factor to apply to an object along the Z (depth) axis.
- XYZ select this option to equally adjust the Y and Z scale factors when changing the X scale factor. Changing the Y or Z scale factor does not adjust the X scale factor.
- XY select this option to equally adjust the Y scale factor when changing the X scale factor. Changing the Y scale factor does not adjust the X scale factor.
- XZ select this option to equally adjust the Z scale factor when changing the X scale factor. Changing the Z scale factor does not adjust the X scale factor.
- None select this option to independently change scale factors.

Pivot — configure the following settings to adjust the pivot point of the object:

- X use this box to enter or select the X coordinate for the object pivot point.
- Y use this box to enter or select the X coordinate for the object pivot point.
- Z use this box to enter or select the X coordinate for the object pivot point.

Visibility - select this check box to make the object visible in the scene. It is selected by default.

Texture Position — configure the following settings to adjust the position of the texture applied to the object:

- X use this box to enter or select the X coordinate for the texture location.
- Y use this box to enter or select the Y coordinate for the texture location.

Texture Scale - configure the following settings to adjust the scale of the texture applied to the object:

- X use this box to enter or select the scale factor to apply to the texture along the X (horizontal) axis.
- Y use this box to enter or select the scale factor to apply to the texture along the Y (vertical) axis.

# **Clip Browser**

Click the **Clip Browser** tab to open the Clip Browser if not already open. Use the Clip Browser to drag and drop clips into sequences in the Linear Rundown window or onto channels as take items.

Clip Browser \$\$									
Quick Find:									
# Thumbnail Name 🔺	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recall ID	Project
1 V-Vegas1_1080i2997	00:00:00.00	00:00:38.01	00:00:38.02	1920×1080@29.97i		2	24 bits	25079	Test 10
2 V-Beauty	00:00:00.00	00:03:38.17	00:03:38.18	1920x1080@29.97i		2	24 bits	25078	Test 10
3 TakeItem	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97i		2	32 bits	25081	
4 Kerner RENDER 1_00000	00:00:00.00	00:00:23.27	00:00:23.28	1920x1080@29.97p		n/a	32 bits	25075	Test 10
Take Item Inspector Clip Browser									

### **Clip Browser User Interface**

The Clip Browser contains a toolbar for searching clips and a list of clips available to use as take items.

#### **Clip Browser Toolbar**

Use the toolbar for searching clips.

Quick Find — use this box to enter keywords to search for clips listed in the Clip Browser.

Show/Hide advanced search options — click this button to show or hide the Advanced Search Options in the Clip Browser.

**Reset search filter** — click this button to clear the Quick Find box and any entries in the fields of the Advanced Search Options.

#### **Advanced Search Options**

Use the Advanced Search Options to enter specific criteria for locating a clip.

Name — use this box to enter the name of a clip to search.

Recall ID — use this box to enter a recall ID to search.

**Source** — use this box to enter a location to search for a clip.

Duration Min — use this box to enter a minimum duration time to search for the clip.

Duration Max — use this box to enter a maximum duration time to search for the clip.

**Project** — use this list to select a project to search for the clip.

Added Min — use the calendar to select a minimum date to search that the clip was added.

Added Max — use the calendar to select a maximum date to search that the clip was added.

**Expires Min** — use the calendar to select the minimum expiry date to search for the clip.

Expires Max — use the calendar to select the maximum expiry date to search for the clip.

Never Expires — select this check box to search for a clip with no expiry date set.

Audio Ch Min — use this box to enter or select a minimum amount of embedded audio channels to search for the clip.

Audio Ch Max — use this box to enter or select a maximum amount of embedded audio channels to search for the clip.

No Audio — select this check box to search for a clip with no embedded audio.

Reset Filter — click this button to clear all the fields in the Advanced Search Options.

Show all sub clips — select this check box to display any sub clips of a clip in the clip list when performing a search.

#### **Clip List**

Drag clips from the list and drop them into the sequence in the Linear Rundown window or a specific channel for playout.

# (read-only) — list number in the Clip Browser list. A '+' indicates that the clip listing can be expanded to show any associated sub clips.

**Thumbnail** — provides a thumbnail image of the clip or still. Thumbnails can be enlarged by clicking and dragging the right border of the thumbnail column title. Review a flip book playout of the clip by hovering the cursor over the thumbnail. The flip book is rendered over a checkerboard pattern so that the alpha channel is visible unless the clip is full frame. Still image thumbnails display an icon ( $\leq$ ) indicating that they are still images and not clips.

Name (read-only) — lists the name of the clip.

In Point (read-only) — lists the drop frame timecode starting point for the clip.

Out Point (read-only) — lists the drop frame timecode ending point for the clip.

**Length** (read-only) — lists the drop frame timecode duration of the clip.

**Format** (read-only) — lists the formatting used for the clip.

**Flags** (read-only) — if using clips that have been transcoded by the XPression INcoder that include tags in the filename, this column lists the tags that have been parsed from the filename of the clip. The possible flags include:

- LE indicates that looping has been enabled.
- **HF** indicates that the clip will hold the last frame.

Audio Ch (read-only) — lists the amount of audio channels embedded in the clip.

Bit Depth (read-only) — lists the quality of the signal quantization for the clip.

Recall ID (read-only) — lists the ID number for the clip when it is recalled.

Project (read-only) — lists the name of the project to which the clip has been added.

Added (read-only) — lists the date the clip was added to the project.

**Expires** (read-only) — lists the expiry date for the clip, if applicable.

Codec (read-only) — lists the codec format of the clip.

File Ext (read-only) — lists the file type of the clip.

File Size (read-only) — lists the file size of the clip.

Alpha — provides a thumbnail of the clip with the alpha channel visible.

**First Frame TC** — lists the timecode for the first frame of the clip.

### **Control Sequence Playout**

Multiple take item groups can be played out using the XPression Remote Sequencer. Items can be played out using the Linear Rundown or the Channel windows.

#### Control sequence playout using the linear rundown:

- 1. Open a Connection Group.
- The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.
- 2. In the Linear Rundown window, select the take item group that contains the take items to playout.
- 3. Double-click a take item to playout the selected take item.

The selected take item plays out through the default output, and the **State** changes to **online** for take items or **Active** for take item groups. In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press Number Pad - to stop the playout of an online take item or Active take item group.

#### Control sequence playout using channel windows:

- 1. Open a Connection Group.
- The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.
- 2. In a Channel window, select the take item group that contains the take items to playout.
- 3. Double-click a take item to playout the selected take item.

The selected take item plays out through the default output, and the **State** changes to **online** for take items or **Active** for take item groups. In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press Number Pad - to take a take item or Active take item group offline.

### **Keyboard Control**

The keyboard number pad can also be used to control the playout of a sequence in the Linear Rundown window. The following keyboard shortcuts are available in the Sequencer:

- Cursor Up Arrow select the previous take item in the sequence.
- Cursor Down Arrow select the next take item in the sequence.
- Ctrl-Home select the first take item in the sequence.
- Ctrl-End select the last take item in the sequence.
- Number Pad + playout the selected take item and select the next take item in the sequence.
- Number Pad — take a take item or Active take item group offline.
- Number Pad Enter playout the selected take item. This shortcut requires the Fast Recall feature to be enabled.
- Number Pad +/- increase (+) or decrease (-) the speed of a roll/crawl while it is online.
- Number Pad . cue a take item in the sequence.

# XPression Remote Sequencer (Legacy)

The XPression Remote Sequencer is used to control remote XPression engines and playout graphics and clips from a MOS rundown.

Before you start using the XPression Remote Sequencer, the remote sequencer needs to be setup. This section describes how to configure the remote sequencer preferences, reset the layout, configure connection points and groups, select rundowns, and control sequence playout.

The following topic is discussed in this section:

- Configuring Smart GPI / RossTalk
- Setting Preferences
- · Resetting the Layout
- Adding a Remote Connection Point
- Editing a Remote Connection Point
- Deleting a Remote Connection Point
- Selecting a Channel Group
- Selecting Active Rundowns
- Control Sequence Playout

# **Configuring Smart GPI / RossTalk**

Use the following procedure to configure the Smart GPI / RossTalk Settings for the XPression Remote Sequencer.

1. In the XPression Remote Sequencer, use the File menu to select Hardware Setup.

The Hardware Setup dialog box opens.

GPI	Boards				
Nr.	Brand	Туре	State	Last Result	
-	Add Configure	Delete			
					Close

2. In the GPI Boards tab, click Add.

The Add New GPI Board dialog box opens.

Brand: Smart	GPI / RossTalk		•
		<u>о</u> к	<u>C</u> ancel

- 3. Use the Brand list to select a GPI board. The available option is:
  - Smart GPI / RossTalk
- 4. Click OK.

The Smart GPI / RossTalk Setup dialog box opens.

Settings State: Enabl	ed 💌	Mode:	<ul> <li>⊙ Serial RS232</li> <li>○ TCP</li> <li>○ UDP</li> </ul>	
- RS232 GPI Set	tings		Incoming Network Settings -	
Port:	Comport 1	•	TCP Port: 7788	*
Baudrate:	9600	┍╵└	Curies ine Neisserk Settinger	
Data Bits:	8	$\mathbf{P}$	Hostname:	
Parity:	None	-	TCP Port: 7788	 ••
Stop Bits:	1	┍╵└		
Flow Control:	Hardware	•	<u>o</u> ĸ	<u>C</u> ancel

- 5. In the Settings section, select Enabled from the State list. Select Disabled to turn off Smart GPI/RossTalk.
- 6. Select a Mode for Smart GPI/RossTalk:
  - Serial RS232 select to use RS232 to send Smart GPI/RossTalk signals to XPression Remote Sequencer.
  - **TCP** select to use TCP/IP to send Smart GPI/RossTalk signals to XPression Remote Sequencer.
  - **UDP** select to use UDP sockets to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

#### 7. Configure the selected GPI mode.

Serial RS232

- a. In the RS232 GPI Settings box, use the Port list to select the Communication port that receives GPI signals.
- b. Use the Baudrate list to select the communication speed for GPI signals.
- c. Use the Data Bits list to select the number of bits used to represent one character of data for GPI signals.
- d. Use the Parity list to select the method used to check for lost data in a GPI signal.
- e. Use the Stop Bits list to select the number of bits used to indicate the end of a byte in a GPI signal.
- f. Use the Flow Control list to select the data transmission rate controller for a GPI signal.

When using Smart GPI/RossTalk, the flow control can be set to **Hardware** or **None**, but it must be set the same in both XPression and the transmitting device.

TCP

- a. In the **Incoming Network Settings** box, use the **TCP Port** box to enter or select the communication port that receives GPI signals from an external source.
- **b.** In the **Outgoing Network Settings** section, use the **Hostname** box to enter the host name of a remote device that is to receive RossTalk messages from the local XPression engine.
- c. Use the TCP Port box to enter or select the communication port that receives the signals.

UDP

- a. In the **Incoming Network Settings** box, use the **UDP Port** box to enter or select the communication port that receives GPI signals from an external source.
- 8. Click OK.

The Smart GPI/RossTalk is displayed in the GPI Board list.

9. Click Close.

The Hardware Setup dialog box closes.

#### For More Information on...

• configuring and working with GPIs, refer to the GPI White Paper available from Ross Video.

# **Setting Preferences**

Use the following procedure to configure the settings for the XPression Remote Sequencer.

1. In the XPression Remote Sequencer, use the File menu to select Preferences.

The Preferences dialog box opens.

2. Click the General panel to set project preferences for the XPression Remote Sequencer.



- a. In the **Sequencer** section, select the **Loop On End** check box to loop the cursor to the start of a rundown when it has reached the end.
- **b.** Select the **Show Story Number Column (ENPS)** check box to add a column with the story number of the rundown (ENPS only).
- c. Select the Center online item in view check box to center the online take item in the view of the rundown.
- d. Select the Group items into stories check box to group items in the rundown into their individual stories.
- e. Select the Advance focus after taking item offline (with minus key) to advance to the focus to the next take item after taking a take item offline using the minus (-) key.
- 3. Click the Channel Colors panel to select the channel colors for the XPression Remote Sequencer.

General	Channel Colors						
Channel Colors	Ch #	Name	C   C	olor			
	1	Channel Color 1					
	2	Channel Color 2					
	3	Channel Color 3					
	4	Channel Color 4					
	5	Channel Color 5					
	6	Channel Color 6					
	✓ Use C	ihannel Colors	[	D <u>e</u> fault			
			<u>o</u> k	Cancel			

a. In the **Channel Colors** section, select the **Use Channel Colors** check box to colorize Next Up Preview thumbnails, Linear Rundown Take IDs, Virtual Channel columns, and Channel Take Item lists.

**b.** Click inside the **Color** column of a **Ch #** to open the **Color Editor** to configure a custom color for the channel:



- Use the **Basic Colors** section to simply select a preexisting color from the list and Click **OK**.
- Use the **Custom Colors** section to select a color from the list of custom created colors. Click **Define Custom Colors** to open a color spectrum to configure a specific color:



Configure the color mode for the custom color as HSL, RGB, or by simply using the scale and the color box:

- > H select this option, then use one of the following methods to set the hue value for the new color:
  - In the box to the right of this option, enter or select the hue value.
  - Place the slider along the scale to set the hue value.

- After setting this value, the S and L color values can be set by clicking a color in the color box.

 ${\bf S}$  — select this option, then use one of the following methods to set the saturation value for the new color:

- In the box to the right of this option, enter or select the saturation value.
- Place the slider along the scale to set the saturation value.
- After setting this value, the H and L color values can be set by clicking a color in the color box.

 ${\rm L}$  — select this option, then use one of the following methods to set the lightness value for the new color:

- In the box to the right of this option, enter or select the lightness value.
- Place the slider along the scale to set the lightness value.
- After setting this value, the H and L color values can be set by clicking a color in the color box.

- > R select this option, then use one of the following methods to set the red value for the new color:
  - In the box to the right of this option, enter or select the red value.
  - Place the slider along the scale to set the red value.
  - After setting this value, the G and B color values can be set by clicking a color in the Color Box.
- > G select this option, then use one of the following methods to set the green value for the new color:
  - In the box to the right of this option, enter or select the green value.
  - Place the slider along the scale to set the green value.
  - After setting this value, the R and B color values can be set by clicking a color in the Color Box.
- > B select this option, then use one of the following methods to set the blue value for the new color:
  - In the box to the right of this option, enter or select the blue value.
  - Place the slider along the scale to set the blue value.
  - After setting this value, the R and G color values can be set by clicking a color in the Color Box.
- > Scale place the slider along this scale to set the selected color value.

Color Box — click a color in this box to set the color values that are not selected.

Once a custom color has been created, click **Add to Custom Colors** to add the color to the **Custom Colors** list and click **OK**.

- c. In the Channel Colors section, select a Ch # and click the Delete button to delete the name and associated color from the list.
- d. Click the **Default** button to use the default channel colors.
- 4. Click OK.

The Preferences dialog box closes.

# **Resetting the Layout**

- 1. In the XPression Remote Sequencer, use the Docking menu to select Reset Layout.
  - A Warning box opens.



2. Click Yes.

The Warning box closes and the XPression Remote Sequencer layout is reset.

# **Adding a Remote Connection Point**

A connection point is a link between the XPression Remote Sequencer and the XPression Gateway. Use the following procedure to add a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.



2. Click the Add button to add a remote connection point.

The Remote Connection Point dialog box opens.

Connection ID	
Name:	Connection 2
Category:	· · ·
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway 👻
Host:	
Port:	9001

- a. In the Connection ID section, use the Name box to enter a name for the connection.
- **b.** Use the **Category** list to select or enter a category or location to identify the connection point. For example Site 1, Site 2, etc.
- c. Use the **Description** box to enter a descriptor for the connection.
- **d.** In the **Remote Address** section, use the **Connection Type** list is automatically populated with the XPression Gateway.
- e. Use the Host box to enter the remote host IP address.
- f. In the **Port** box, enter or select the port number set in the Remote Sequencer configuration area of the XPression Gateway settings.
- 3. Click OK.

The **Remote Connection Point** dialog box closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

4. Click OK.

The Remote Connection Points dialog box closes.

# **Editing a Remote Connection Point**

Use the following procedure to edit a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, click File > Connection Points.

The Remote Connection Points dialog box opens.

Remo	e Connections —						
#	Name	Host Address	Category / Location	Туре	Description		Last Known Versio
1	Connection 1	localhost:9001		Gateway			XPression Gatewa
							Þ
Ad	d <u>E</u> dit	<u>D</u> elete					
						OK	Canad
						<u>O</u> K	

- 2. In the **Remote Connections Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the Edit button.

The Remote Connection Point dialog box opens.

Connection ID —	
Name:	Connection 1
Category:	· ·
Description:	
Remote Address -	
Connection Type:	XPression MOS Gateway 👻
Host:	
Port:	9001
	<u>O</u> K <u>C</u> ancel

- a. In the Connection ID section, use the Name box to edit the name of the connection.
- **b.** Use the **Category** list to edit the category or location that identifies the connection point. For example, Site 1, Site 2, etc.
- c. Use the **Description** box to edit the descriptor for the connection.
- d. In the Remote Address section, the Connection Type list is automatically populated and not editable.
- e. Use the Host box to edit the IP address of the machine hosting the XPression Gateway.
- f. In the **Port** box, select or edit the port number according to the number configured in the Remote Sequencer configuration area of the XPression Gateway settings.
- 4. Click OK.

The **Remote Connection Point** dialog box closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

The Remote Connection Points dialog box closes.

# **Deleting a Remote Connection Point**

Use the following procedure to delete a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the XPression Remote Sequencer, use the File menu to select Connection Points.

The **Remote Connection Points** dialog box opens.

Remot	e connections						
#	Name	Host Address	Category / Location	Туре	Description	Last	Known Versio
1	Connection 1	localhost:9001		Gateway		XPres	sion Gatewa
Ĩ							
Ad	d	Delete					
						<u>o</u> k	<u>C</u> ancel

- 2. In the **Remote Connection Points** dialog box, select a remote connection point from the **Remote Connections** list.
- 3. Click the Delete button.

A Warning box opens.

⚠	Are you sure you want to delete this engine?						
	<u>Yes</u> <u>N</u> o						

4. Click Yes.

The **Warning** box closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connection Points** dialog box.

5. Click OK.

The Remote Connection Points dialog box closes.

# **Selecting a Channel Group**

Channel groups are created in the XPression Gateway settings, in the Channel Groups configuration area. A channel group can be selected once a connection point has been established to an XPression Gateway with channel groups configured. This procedure describes how to select a channel group in the XPression Remote Sequencer.

- 1. In the XPression Remote Sequencer toolbar, use the Gateway list to select a connection point.
- 2. Use the Channel Group list to select a channel group.

The selected channel group is opened.



For More Information on...

• creating channel groups, see "Channel Groups" on page 3-10.

# **Selecting Active Rundowns**

Active rundowns can be selected to open in the XPression Remote Sequencer for playout.

1. In the XPression Remote Sequencer toolbar, click the **Rundown Selection** browse button.

The Select Active Rundowns dialog box opens.

<b>I</b>	INEWS]XPN QA4 Rundown
	World News
	AMERICA
	Arizona
	IBC 2018
Sort Fi	lter:
	<u>O</u> K <u>C</u> ancel

- In the Rundown List, select the check box of the rundown(s) to open in the remote sequencer.
   The Sort Filter box can be used to enter a rundown or keyword to move the rundown to the top of the rundown list.
- 3. Click OK.

The selected rundown(s) and associated style open in the remote sequencer.

	ing F	Rundown Selection:	Gatev	vay: 2ru	Channel Group: st	tudio A	- M6-2 - 3 outs		• 00	000	
2ru											-
Take ID	State	Scene	Story Num	Name	Content	1	/irtual Channel	Layer	In Point	0 N	lext Up Preview
<b>v</b> 0005				[INEWS]XPN QA4 Rundown							CHANNEL 1 - MADONNA6-2
				StudioA							StudioA: FS HEADSHOT
0001		FS HEADSHOT		StudioA: FS HEADSHOT	OFF   TITLE   SUBTITLE   1		CHANNEL 1	Default		00	TITLE
0002		FS BULLETS	s1	StudioA: FS BULLETS	OFF   title     Line 1   Line 2		CHANNEL 2	Default	00:00:15.00	00	
0003		L3	s1	StudioA: L3	BREAKING NEWS   TITLE GO		CHANNEL 3	Default	00:00:15.00	00	
0004		L3 DOUBLE ANCHOR	s1	StudioA: L3 DOUBLE ANCHOR	ALIKHAN MANJI   GREG KUH		CHANNEL 4	Default	00:00:15.00	00	
											NAME
											CHANNEL 2 - MADONNA6-2
											TITLE
											-Line 5
											CHANNEL 3 - MADONNA6-2
											StudioA: L3
											ANA TITLE COES HERE
•											CHANNEL 4
Status: Ready	1										

# **Control Sequence Playout**

Multiple take item groups can be played out using the XPression Remote Sequencer.

- 1. Open a Connection Group.
- The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.
- 2. Select the take item group that contains the take items to playout.
- 3. In the **Sequencer**, double-click a take item to playout the selected take item.

The selected take item plays out through the default output, and the **State** changes to **online** for take items or **Active** for take item groups. In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press Number Pad - to stop the playout of an online take item or Active take item group.

### **Keyboard Control**

The keyboard number pad can also be used to control the playout of a sequence. The following keyboard shortcuts are available in the Sequencer:

- Cursor Up Arrow select the previous take item in the sequence.
- Cursor Down Arrow select the next take item in the sequence.
- Ctrl-Home select the first take item in the sequence.
- **Ctrl-End** select the last take item in the sequence.
- **Number Pad +** playout the selected take item and select the next take item in the sequence.
- Number Pad — stop the playout of an online take item or Active take item group.
- Number Pad +/- --- increase (+) or decrease (-) the speed of a roll/crawl while it is online.
- Number Pad . cue a take item in the sequence.

Notes:

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