

11 Meta Gadgets

vsmStudio

Manual



JHA / BME 12.05.2011

Copyright

All rights reserved. Permission to reprint or electronically reproduce any document or graphic in whole or in part for any reason is expressly prohibited, unless prior written consent is obtained from L-S-B GmbH. All entries in this document have been thoroughly checked; however no guarantee for correctness can be given.

L-S-B GmbH cannot be held responsible for any misleading or incorrect information provided throughout this manual.

L-S-B GmbH reserves the right to change specifications at any time without notice.

© L-S-B Broadcast Technologies GmbH, April 2011 Gustav-Stresemann-Str. 8 D-55411 Bingen www.l-s-b.de

Content

1	Display of Meta Gadget Containers	4
2	Objects in Meta Gadget Containers	5

In the vsmStudio software, Gadgets (see chapter 10) and other objects can be assigned to signals directly using meta gadgets. With Dynamic Attachment Scripts, it is possible to refer from a signal to an object deposited in a meta gadget. meta gadgets containing objects, such as signals, GP-I/Os, Gadget parameters, etc. are called meta gadget containers. Meta gadgets are also used by some modules.

The icon to open *Meta Gadgets* is located directly to the right of the gadget symbol (see chapter 19).

1 Display of Meta Gadget Containers

🚝 Signal Paths 📃 🗖 🗙			ı x	Meta Gadgets						
## Assignment						🔷 Meta Gadgets				
Signal Path Name	7.	VM	Layer	Moor	Info ^	😻 Audio In 1	A	lias	Component	Туре
Audio In 1						Audio In 2				
Audio In 2		S: 000002	Audio	S: 00011		🖤 Audio In 3				
Audio In 3		S: 000003	Audio	S: 00012		🖤 Audio In 4				
Audio In 4		S: 000004	Audio	S: 00013		🗤 🧇 Audio In 5				
Audio In 5		S: 000005	Audio	S: 00014		Audio In 6				
Audio In 6		S: 000006	Audio	S: 00015	-	w Audio In 7				
Audio In 7		S: 000007	Audio	S: 00016		Audio In 8				
Audio In 8		S: 000008	Audio	S: 00017		W Audio In 9				
Audio In 9		S: 000009	Audio	S: 00018		Audio In 10				
Audio In 10		S: 000010	Audio	S: 00019						
		T. 000004		T 00040						

Drag and drop signal paths into meta gadgets

The meta gadget view is divided into two parts: The required files from the signal path list (see chapter 5.1 Signal Path List) are placed on the left side. Initially, the meta gadget containers are coloured grey to show that the containers are empty and contain no meta gadgets. As soon as a specific object is assigned to a signal, the container's colour changes to blue.

💽 Meta Gadgets	
Meta Godgets	
Audio In 1	Alias Co
Audio In 2	Do
🖤 Audio In 3	
Meta gadge	t container

The meta gadgets assigned to the currently selected signal path are shown on the right side.

2 Objects in Meta Gadget Containers

The following objects can be placed in a meta gadget container:

- Physical and virtual signals (see chapter 5)
- GP-I/Os (see chapter 15)
- Storage discs
- Gadget parameter (see chapter 10).

As with gadgets (see chapter 10), the names of the meta gadgets can be changed through an entry in the field *Alias*. If the meta gadgets to be added are not signals, they can be dragged and dropped directly onto the name of the meta gadget container on the left side.

Both meta gadget containers and meta gadgets can be deleted by pressing Ctrl X.