USER MANUAL

nano.Air

EVS

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Regional Contacts

The address and phone number of the EVS headquarters are usually mentioned in the **Help > About** menu in the user interface.

You will find the full list of addresses and phone numbers of local offices either at the end of this user manual (for manuals on hardware products) or on the EVS website on the following page: http://www.evs.tv/contacts

User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: http://www.evs.tv/downloadcenter

Table of Contents

1. Introduction

1.1 Overview

The main purpose of this document is to explain the nanoAir functionality and to define the GUI elements for operations, as well as constraints and limitations.

1.2 General Principles

NanoAir is the interface software dedicated to the clip creation, the playlist creation and the playback of playlists. The user interface has a limited number of windows, which allows users to easily perform simple actions, including loading a playlist on a player channel, modifying some clip or playlist metadata, modifying the playlist content.
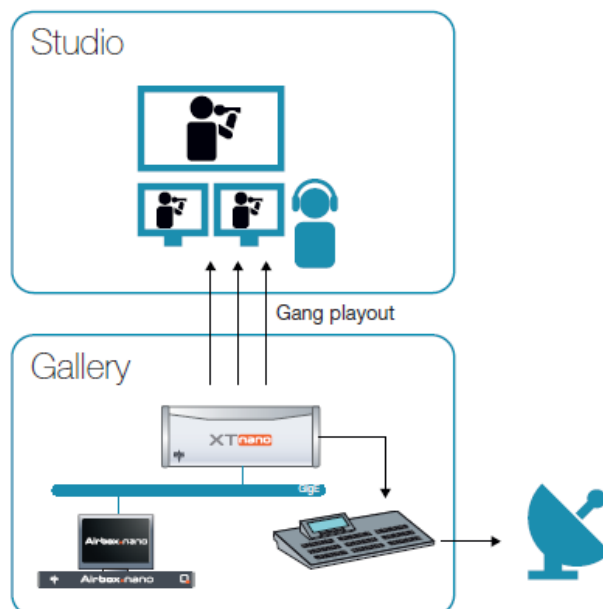
1.3   Hardware Requirements

NanoAir application is installed on:

- o EVS AppServer (NanoAir) 1U
- o EVS XFLY
- o Other EVS workstation upon specific demands

2. Software Installation

2.1 Prerequisites

A nanoAir application can only control a single EVS server at a time. You can shift to another server in the start menu.

The computer which will host nanoAir is connected to the server by EVS LINX protocol

2.2 ComLayer and Server Management

When starting nanoAir application, ComLayer is started in an open status within the same network as the computer equipped with nanoAir.

Some principles that are applied to the ComLayer Management:

- One ComLayer can control only one server at a time. An additional ComLayer is needed to control a second server, and so on.

  The one-to-one relationship between server and ComLayer:
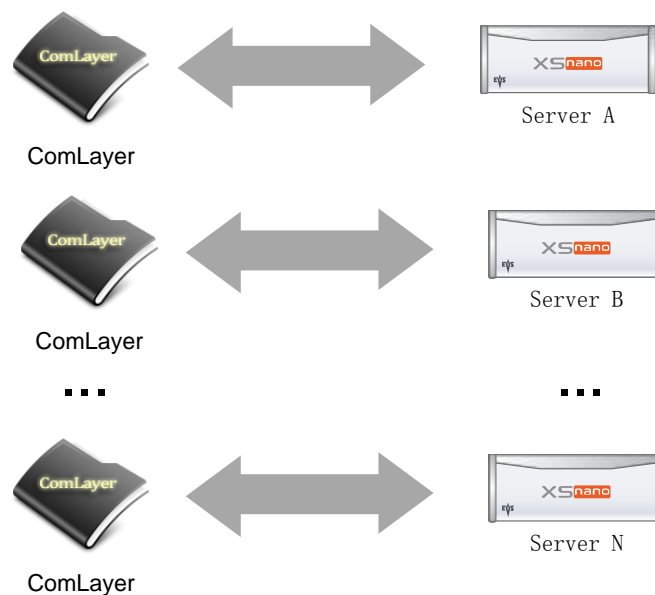
- If the user connects to another server, the ComLayer will automatically disconnect from the previous server and connect to the new server.

- One computer can open only one ComLayer which should be installed in the same computer, i.e. the ComLayer can only control nanoAir on a single computer.
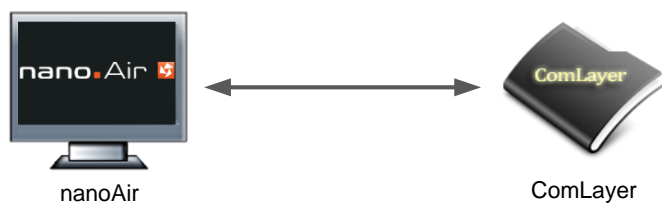
2.3   Installing nanoAir

Before installing nanoAir, you need to configure EVS serial number on your PC, if your PC has been licensed, you can skip configure EVS serial number part. After configuration, you can preceed installing .NET framework and then installing nanoAir application.

To configure EVS serial number, proceed as follows:

1. Run nanoAir installation package and then follow the steps of the Setup wizard.

2. If the computer you are operating is an EVS computer, click Yes and go to the next step.
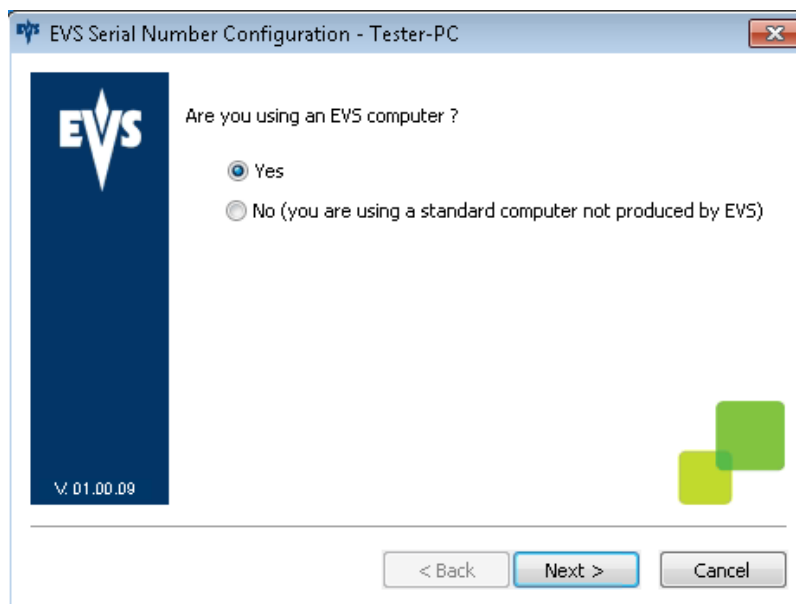
Enter the EVS serial number which is at the back of the computer.

And then click Finish.
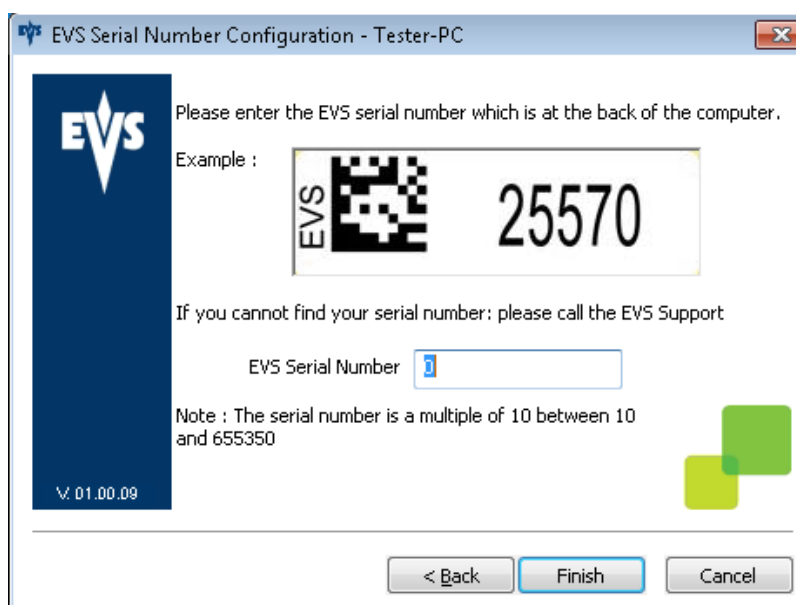
3. If the computer you are operating now is not an EVS computer, click **No** and go to the next step. Enter the EVS serial number which is at the back of the computer
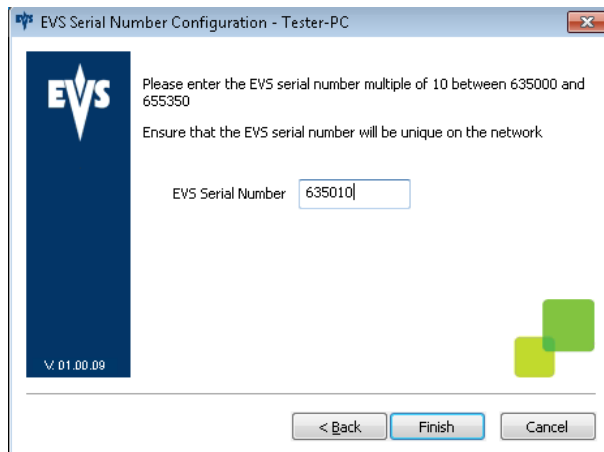
4. A progress bar shows the installation progress:
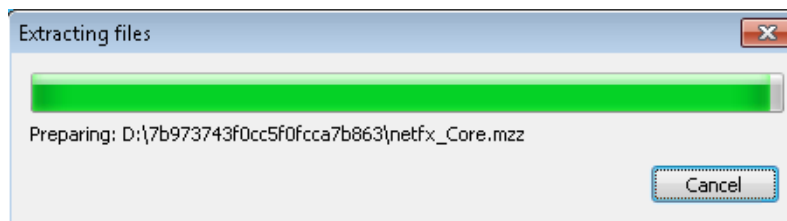
5. The .NET Framework, if not yet installed, will be installed on your computer.
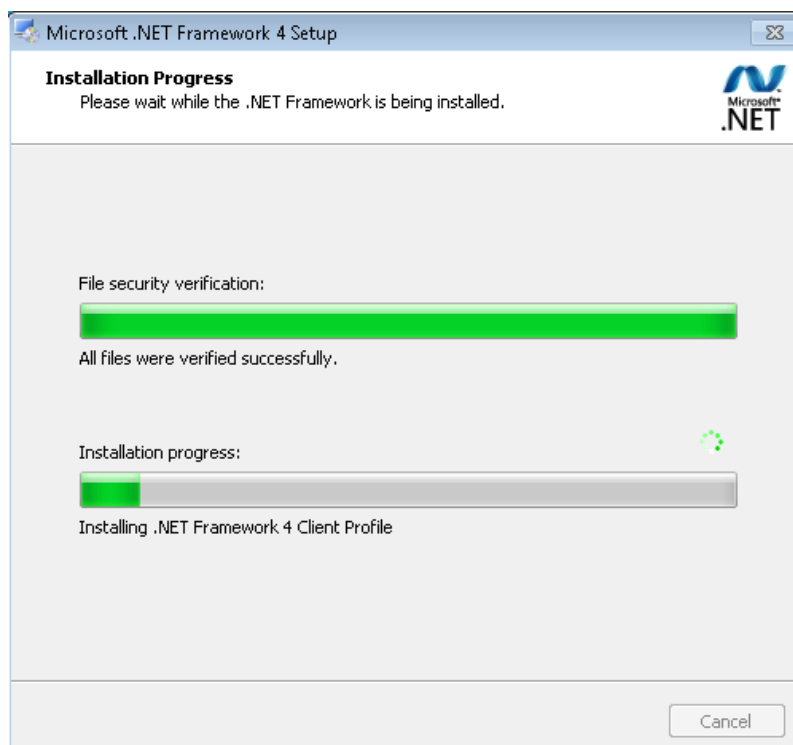
6. You must **manually** restart your computer.

To install nanoAir, proceed as follows:

1. Run nanoAir installation package again and then follow the steps of the Setup wizard and click Next.
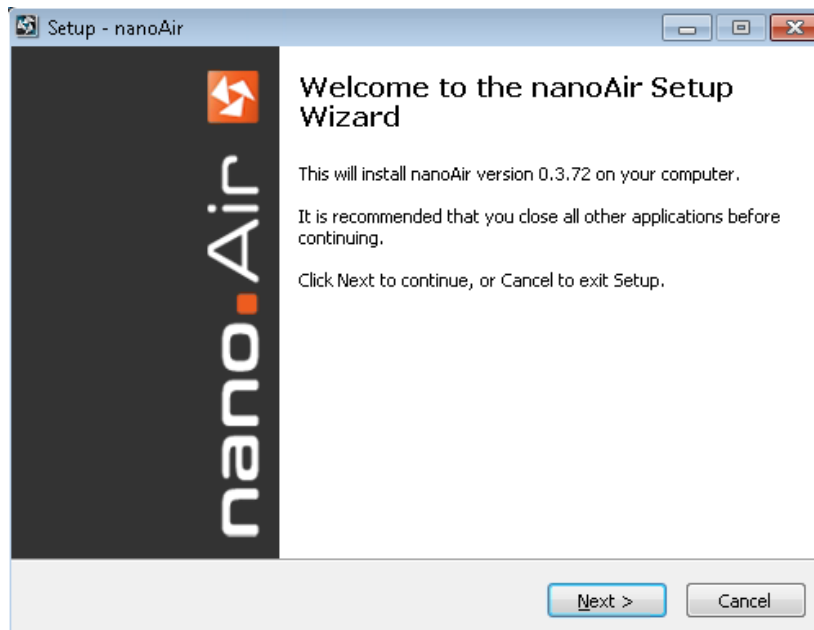
2. Select "*I accept the agreement*" and then click Next.

3. Select the destination directory to install the new software application and then click **Next**. The installer proposes a default path for the installation. i.e.: C:\Progam Files\EVSBroadcast Equipment\NanoAir.
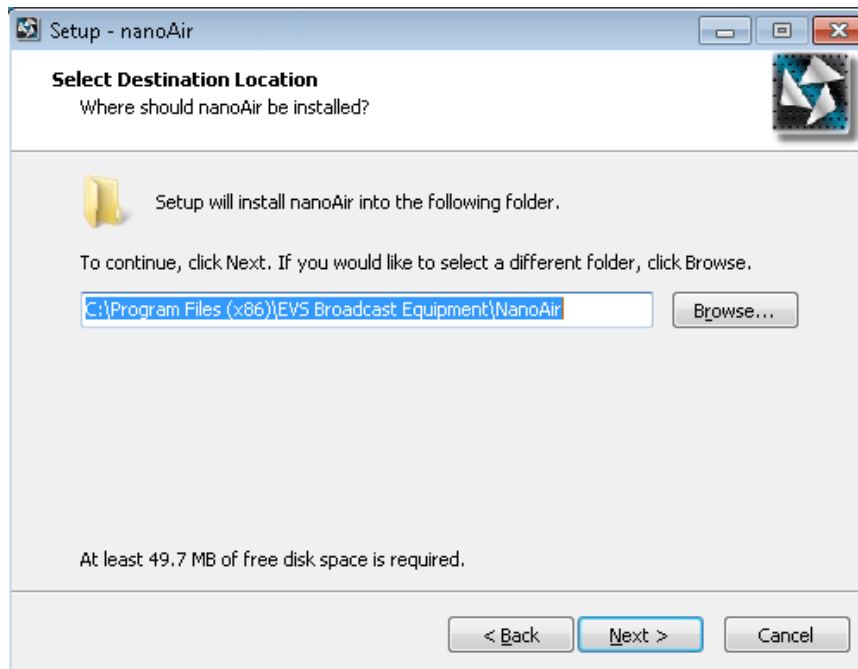
4. The following step gives the choice between a full installation in silent mode or an advanced installation with manual selection.
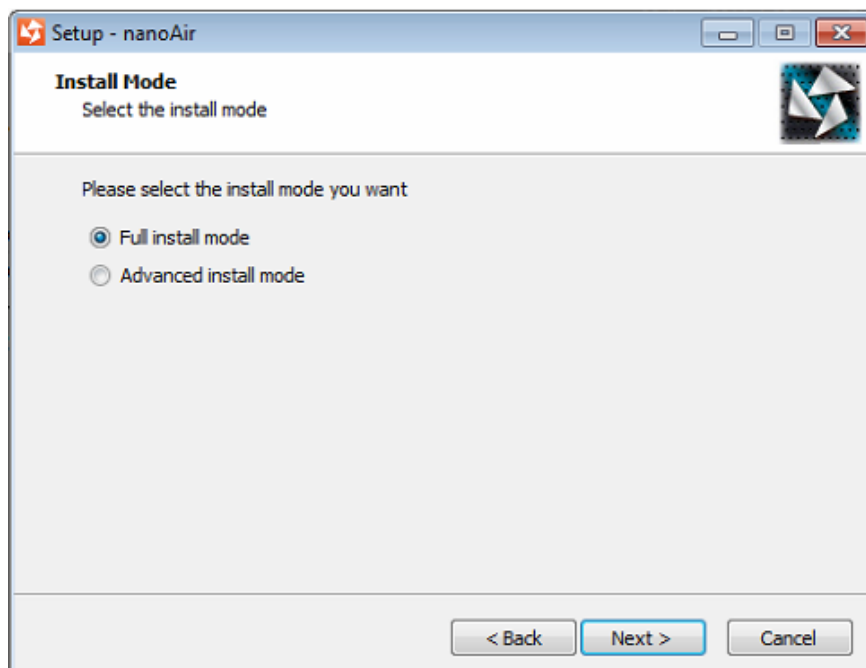
5. Select the components to install, and then click **Next**.

![pencil icon] **Note**

XSquare is installed by default as it is required to run nanoAir. If you need to update nanoAir only, you can unselect XSquare and click **Next**.

---
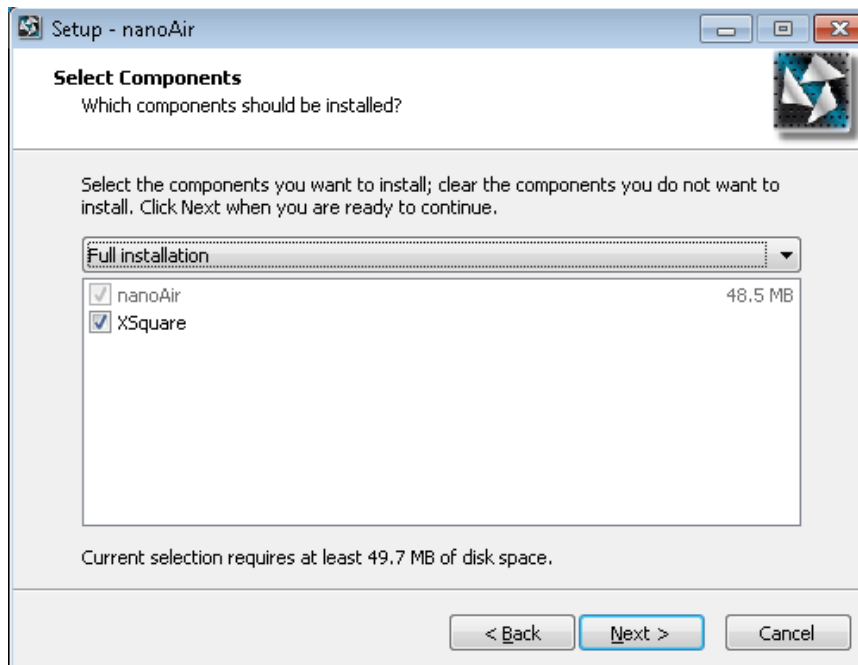
6. Click **Browse** and select a folder in which nanoAir shortcuts are saved, and then click **Next**. The installer proposes a default shortcut for the installation. i.e.: \EVSBroadcast Equipment\NanoAir.
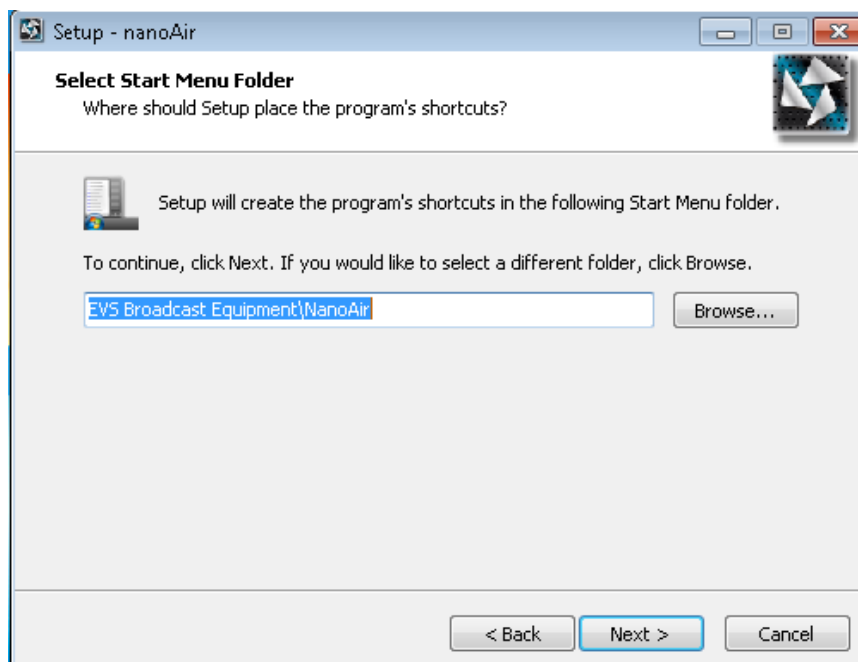
7. Select **Create a desktop icon** to create a shortcut on the desktop.

    If it is not selected, the shortcut won't display on the desktop.

    Click **Next**.
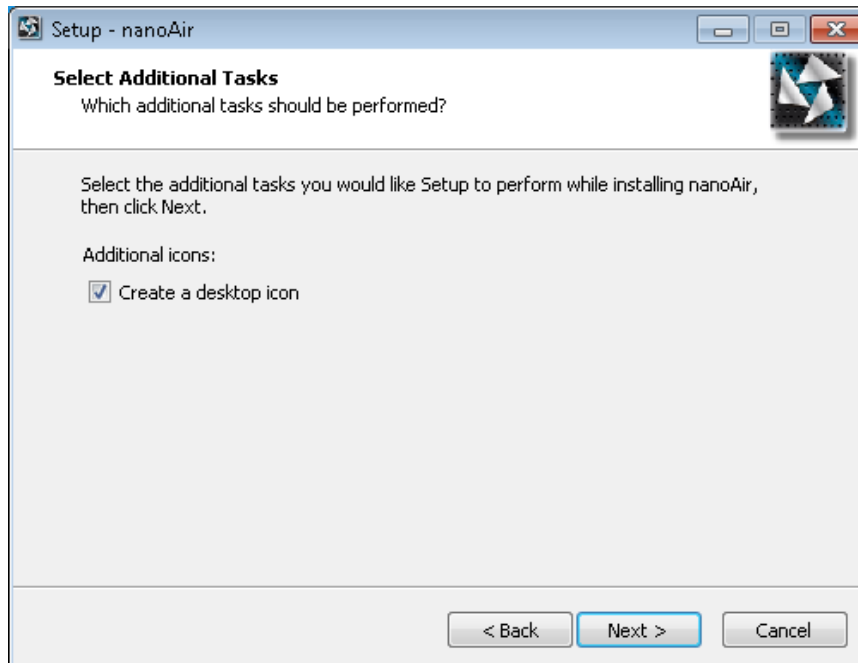
8. Click **Install** and wait until the installation is completed. This can last a couple of minutes.
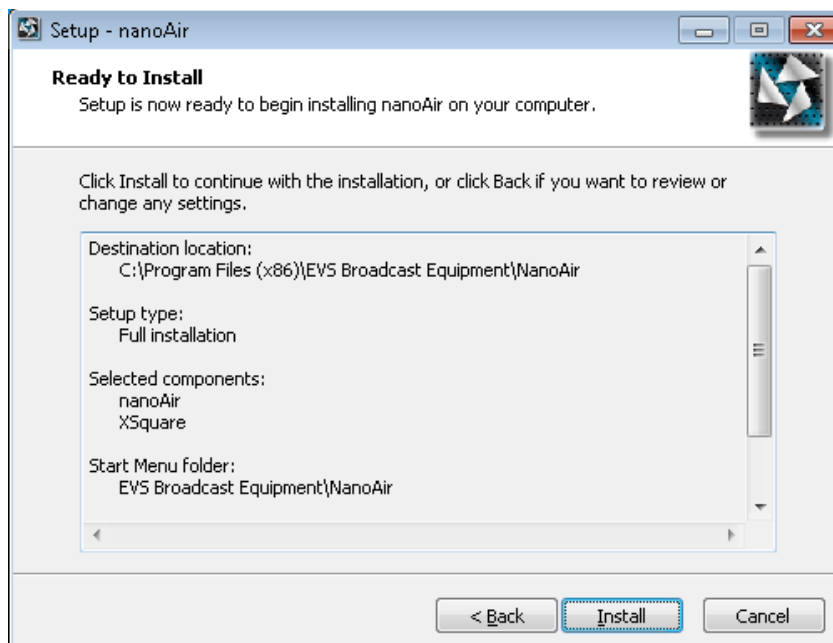
9. Select the first option to restart you computer now or select the second option to restart your computer later. The first option is highly recommended.

And then click **Finish** to finish installation.
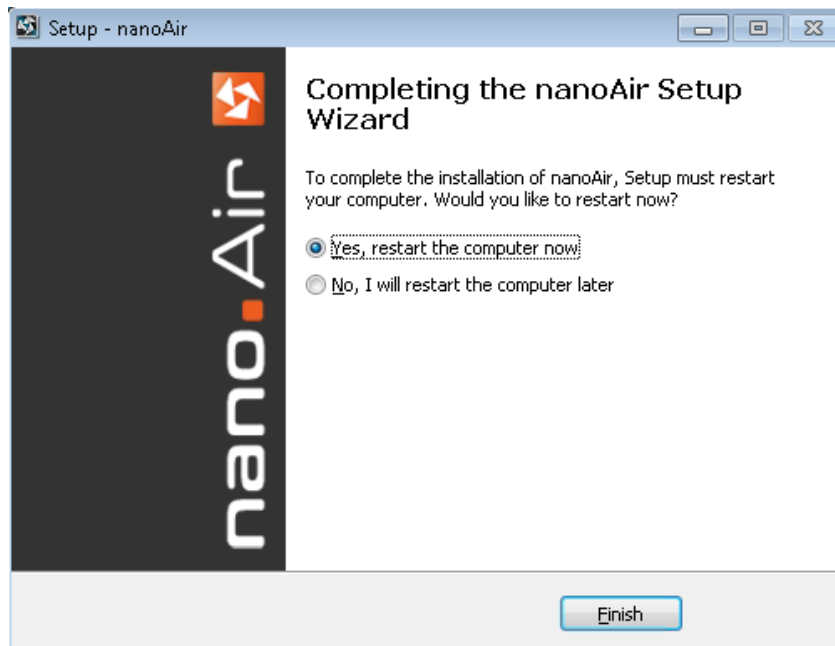
Six applications are installed successfully with the following icons:

Main applications:

XSquare suite for Import/Export Facilities and Thumbnails' creation:

And Xsecure manager for Key/Code management:

3. StartUp and Configuration

The purpose of this chapter is to describe how to start up the server, and configure it.

3.1   Selecting Server

3.1.1   Starting the NanoAir Application

You perform the server selection and channel configuration selection after opening the nanoAIR application.

Double click the nanoAir icon on the desktop to open the application. This opens an initialization window, followed by the Server Configuration window.

> **Note**
>
> ComLayer is the link between the computer and the server. This application is automatically launched at NanoAir Startup.

3.1.2 The Server List

The EVS server channels are configured in the Server Configuration window.

You will access the configuration window from the server list, where all servers are listed in alphabetical order and named with the following pattern:

`<SERVERNAME_SERIALNUMBER_ VERSION NUMBER>.`

The current configuration is represented by color icons for the recorder and player channels.

Area Description
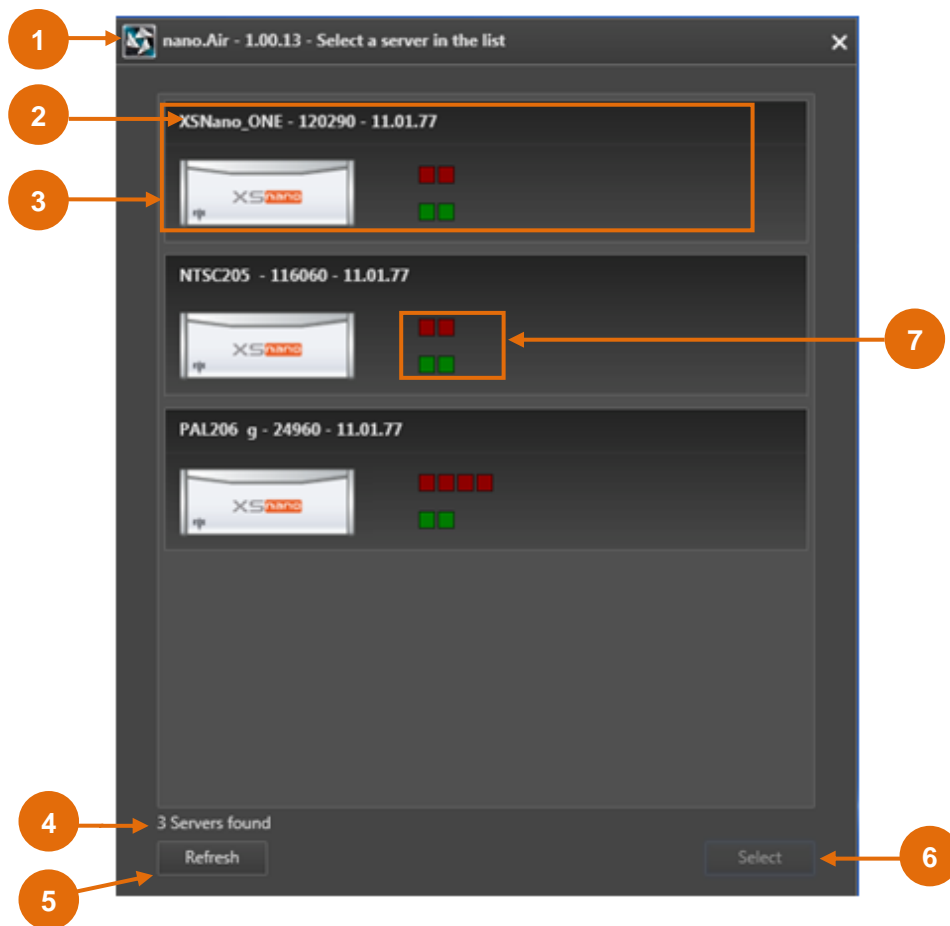
The server list lists all servers detected via LINX protocol:

Area	Name	Description
1	Title bar nano.Air - 1.00.13 - Select a server in the list	Title bar that displays the current nanoAir version and the window name.
2	Server Information NTSC205 - 116060 - 11.01.77	Area that shows the server name, server Serial Number and the Multicam version installed.
3	**Server Configuration** panel XSNano_ONE - 120290 - 11.01.77 XSnano	Area that includes the configuration information: the server type, the recorder and player channel configuration.
4	**Number of Server** found 3 Servers found	Area that shows the number of servers detected by the ComLayer.
5	**Refresh** button Refresh	Button to refresh the server list.
6	**Select** button Select	Click on the Select button to select a server or double-click on the server area
7	**Channel Configuration**	Area that allows the channels configuration selection.

3.1.3 Selecting the Channels' configuration

To configure channels, proceed as follows:

1. Double-click the **nanoAir.exe** icon .

    The server list turns up.

2. Select one server in the list: the server area lights blue and the Configuration button appears.
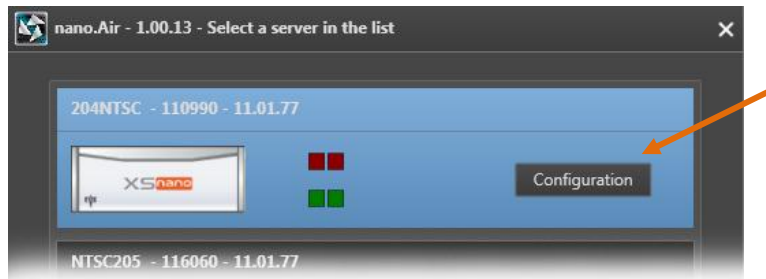
3. Click on the configuration button to open the Server Configuration window related to the server:
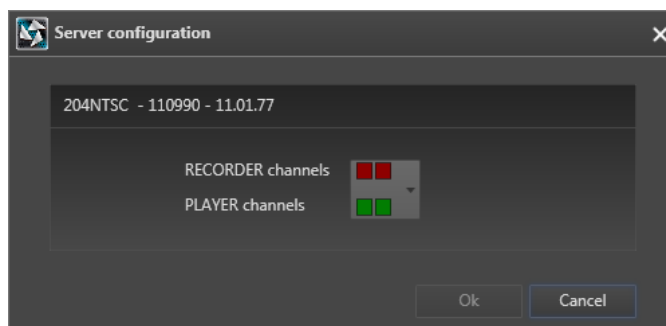
4. Click the arrow next to the **channel configuration** field and select the requested channel configuration in the drop-down list.
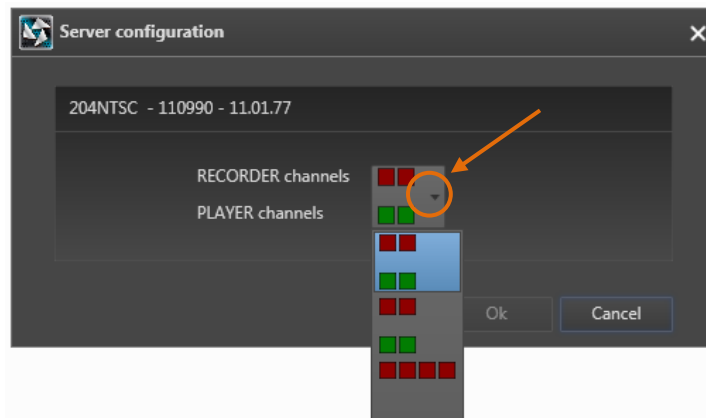
> **Note**
>
> Only the config lines defined on the XSNano server appear in the drop-down list.

5. Click **OK** to validate your selection. The application pops up a window asking you to confirm you want to restart the server. Click **OK** button to restart the server and validate this configuration, or click **Cancel** to abort the operation.
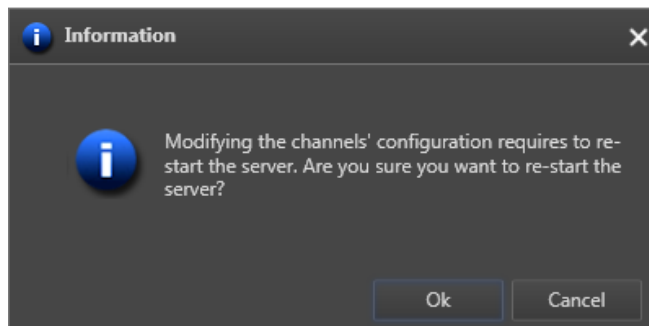
3.2 Selecting the Server

To select the server you want to work with, proceed as follows:

1. Double-click the **nanoAir.exe** icon . The server list turns up.

2. Click the requested server in the server list. The selected server turns blue.

3. To select a requested server and go to the next step, do one of the following actions:

    o Click Select at the bottom of the window

    o Press ENTER .

    o Double-click the requested server.

When server is selected, the main window application opens.

Note

The Server Configuration panels with a red background cannot be selected, because the given server is controlled by another ComLayer /nanoAir:

3.3   Starting ComLayer Manually

ComLayer opens automatically as soon as you start nanoAir. If ComLayer however fails to open, you should manually re-start ComLayer.

To start ComLayer, double–click the **ComLayerUI.exe** icon .

The ComLayer window opens to connect servers:
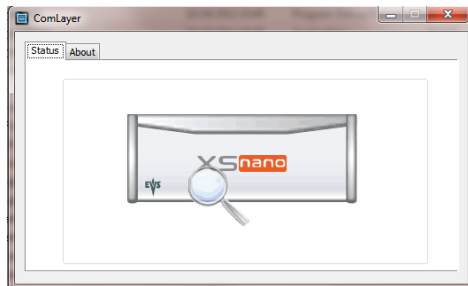
When the connection is successfully established, the message 'Successfully' appears.
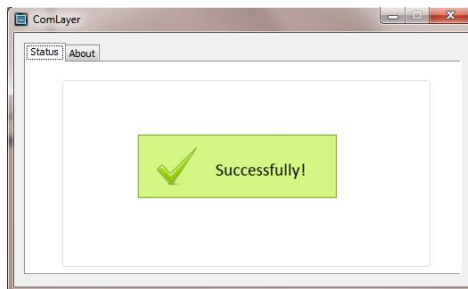
When the connection is failed, the message 'No server found!' pops up.
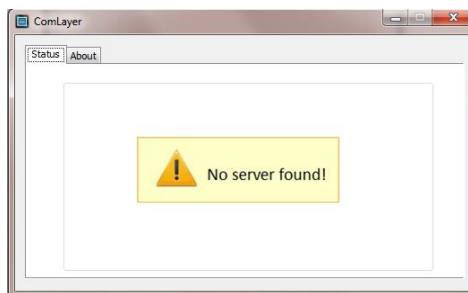
  Troubleshooting

The possible reasons for a failed ComLayer connection are:

1. The network connection has failed.

2. No servers are connected to the network.

---

4. Operation

4.1 Introduction

This chapter explains how to use nanoAir, in ingest or playout mode. Both modes are not available at the same time.

The nanoAir window opens as soon as you have clicked the **Select** button at the end of the Server Configuration process.

4.2 Overview of NanoAir Main Window

The nanoAir user interface consists of five main areas, including the Menu bar. The areas are highlighted on the following screenshots and shortly described in the table below.

The following screenshot show the Ingest pane with the clip library and the Playlist edition pane.
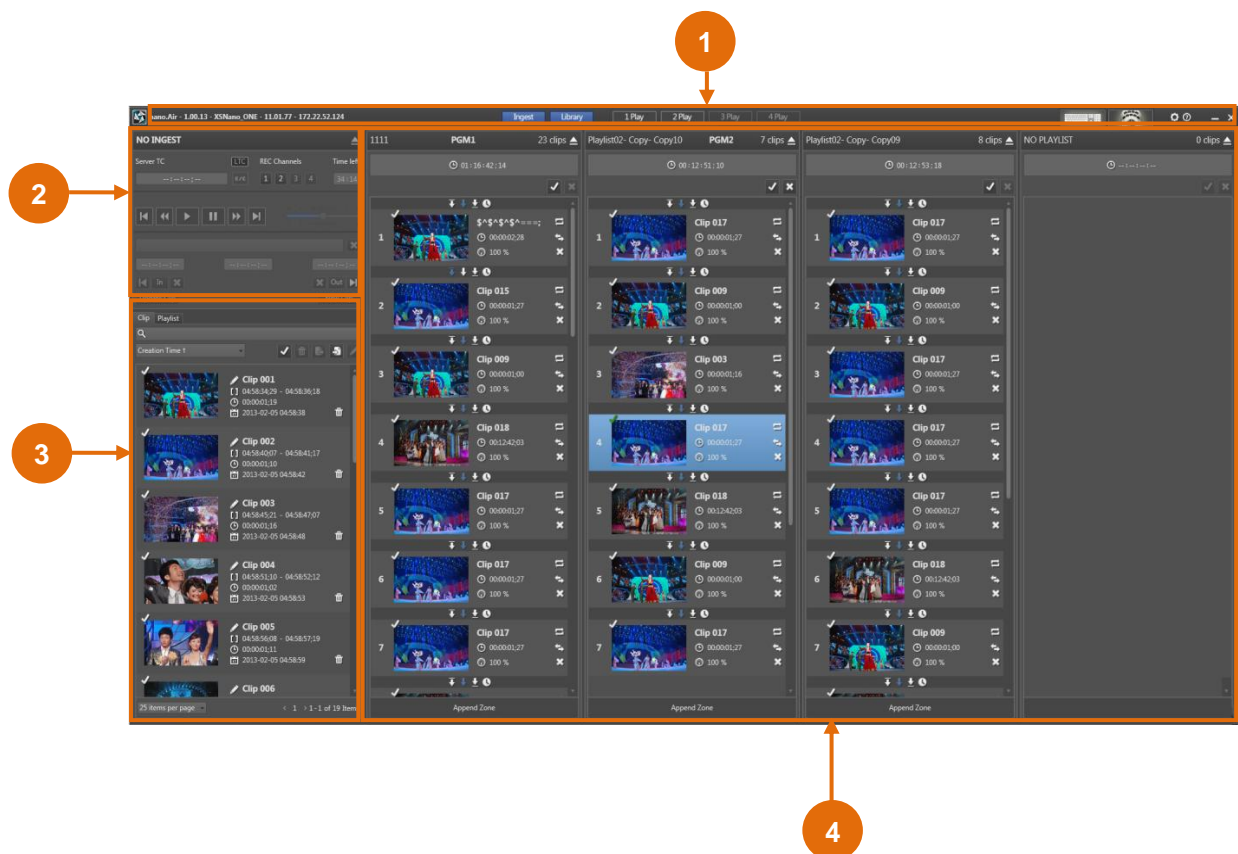
In the screenshot below, the Playout mode is active, and the playlists are loaded on the playout channel:
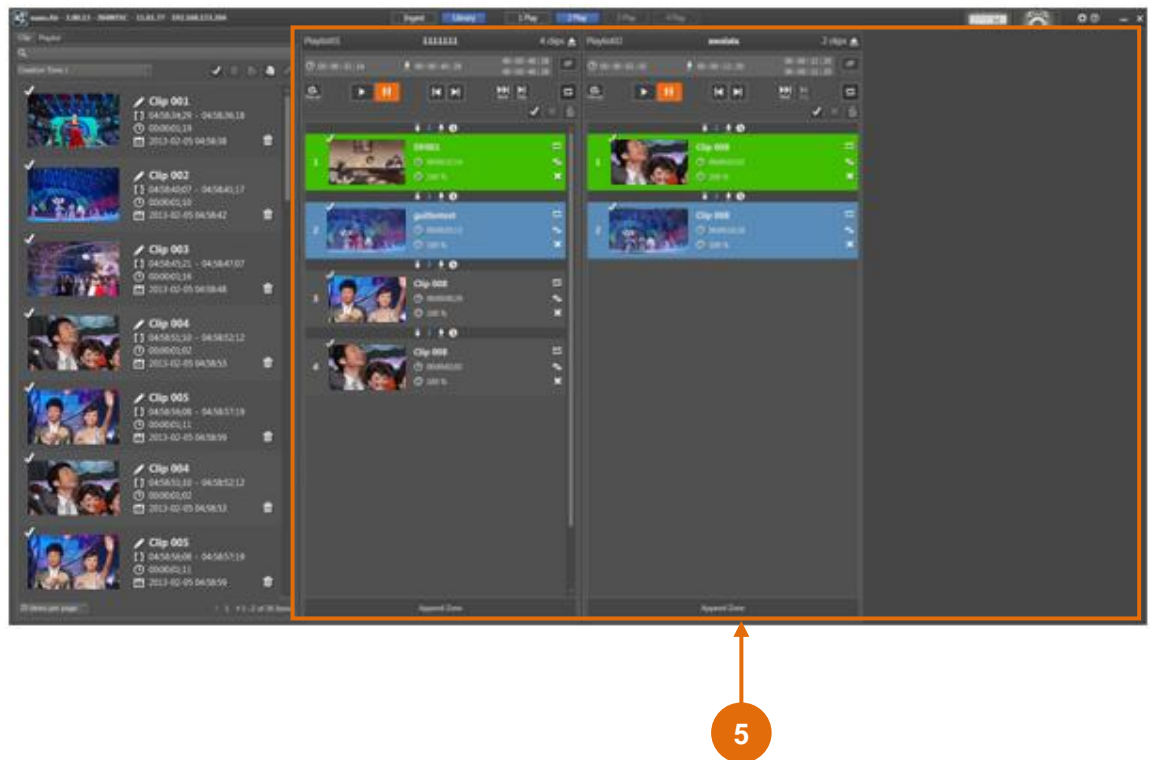
Area	Name	Description
1	Menu Bar	Area that gives access to mode selection, i.e.: Ingest mode, Libraries, Playlist edition mode, Playout mode.
2	Ingest Pane	Dedicated area for clip creation and clip modification.
3	**Library Pane**	Area that displays the database content for the selected server, clips and playlists are listed. A Search bar is available to easily find specific content. User can also import/export clips for the clip library.
4	Playlist Edition Pane	Dedicated area for playlist edition. Each playlist is displayed with its elements and the associated metadata.
5	**Playout Pane**	Dedicated area for playing out the playlists. All modes are accessible by selecting one of the buttons in the **Menu Bar**.

4.3   Pane Description

4.3.1   Menu Bar

The Menu bar elements are described from left to right:

Area	Name	Description
1	Ingest	Button to make the Ingest mode available or not. Click **Ingest** to toggle between both modes: • **Blue button:** The Ingest mode is available, and the Ingest pane is displayed. • **Grey** button: The Ingest mode is not available and the Ingest pane is hidden: The ingest functions are unavailable.
2	Library	Button to make the Library mode available or not. Click **Library** to toggle between both modes: • **Blue button:** The Library mode is available, and the **Library Pane** is open and shows the database content. • **Grey button:** The Library mode is unavailable, and the **Library Pane** is hidden. The function for reviewing content is unavailable.

3	Playout	Buttons to open the **Playout Pane** and load the playlists on one or more playout channels.
		
		Click the button corresponding to the number of playout channels you want to use:
		
		• 1 player: 1 player mode
		• 2 players: 2 players mode
		• 3 players: 3 players mode
		• 4 players: 4 players mode
		
		The buttons can have three status:
		
		• **Color codes**:
		  o **Blue:** The player is active.
		  o **Grey (white font):** The player is not used.
		  o **Dimmed:** The given players are not available in the current server configuration.

4	nanoAir Info	Area that displays software name-software version-server name- server version-IP address
5	Lock Keyboard	Button to lock keyboard. All commands coming from keyboard are ignored.

6	Lock Shuttle Pro	Command to lock Shuttle Pro. All commands coming from the Shuttle Pro are ignored.
7	Setting	Command to access the Setting menu.
8	About	Command to access the product information, the current version and the user manual.
9	Min/Max	Command to minimize or maximize the nanoAir main window
10	Exit	Command to exit the nanoAir application. A confirmation is requested.

4.3.2 Ingest Pane

Area	Name	Description
1	Eject	Button to unload the trains and clips.
2	Timecode Selection	Area that shows the timecode type used.
3	Remaining Capacity	Area that shows the total remaining capacity on the current server with the format: `hour: minute.`
		If the capacity is modified, it will refresh every 3s. Otherwise it will refresh every 30s.
4	Recorder Channels	Area that allows selecting the recorder channel for trains.
5	Shuttle Bar	Area that allows changing the position in loaded clip or recorded trains.
6	Transport commands	The transport commands are described from left to right:
		• **Go to previous frame** : Goes back to the previous frame(s) of the clip.
		• **Fast rewind** : Fast backward the clip.
		• **Play** : Plays the media at normal speed.
		• **Pause** : Playing media will pause, and player displays the picture at the pause point.
		• **Fast forward** : Fast forward the clip.
		• **Go to last frame** : Goes back to the next one frame or ten frames of the clip.
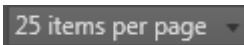
		•**E/E** : return to live mode (record train). The E/E function is disabled when a clip is loaded to the ingest pane.
7	Clip Creation	The clip creation commands are described from left to right:
		•**Name**: The name of the created clip.
		•**In**: The first frame of the created clip is at the **IN** position with the **IN** timecode.
		•**Duration**: Refers to the period from **IN** to **OUT.**
		•**Out**: The last frame of the created clip is at the **OUT** position with the **OUT** timecode.
		•**Go To Mark IN**: Go to the current IN point.
		•**Go To Mark OUT**: Go to the current OUT point
		•**Clear**: Clear the current IN/OUT value. When you load a clip, the **Clear** function is unavailable.
		•**New Clip**: Creates clip.
		•**Update Clip**: Updates the existing clip. It can only modify the clip name in the latest version.
8	Jog Bar	Area that allows changing the playing speed of the loaded trains or clip from-400f/s to +400f/s accordingly.

4.3.3 Libraries Pane

The Libraries pane displays the clips (in the Clip tab) and the playlists (Playlist tab) stored on the XSNano server.
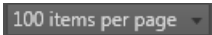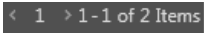
The Clip pane consists of the main following areas:

Area	Name	Description
1	Clip	Icon to show that the window status is in clip mode.
2	Quick Search Tool	Area that allows filtering on the clip list.
3	Clip element	Area that shows all the clips in database in this server. • **Name**: The name of this clip • **IN&OUT**: The timecode of **IN&OUT** • **Duration**: The length between IN and OUT. • **Date&Time**: The date and time when the clip is created • **Delete**: Remove the current selected clip from **Library Pane** and from the XSNano database. • **Select**: Select the clip • **Edit**: Edit the clipname
4	Select All	Command to select all clips in the library
5	Delete	Command to delete the selected clip(s) in Library database.
6	Export	Command to export the requested clips to the local computer.
7	Import	Command to import the requested clips from the local computer.
8	Sorting Bar	Area that allows sorting the clips in the database by ClipName and CreationTime within ascending or descending order.
9	Edit	Command to edit the selected clip
10	Items per Page	This area allows specifying the number of items displayed per page (25, 50 or 100 items).
11	Go to Page	This area allows to navigate through the different pages, the number of pages is based on the **items per page** selection**.**

1. **The Playlist pane consists of the following areas:**

Area	Name	Description
1	Playlist `Playlist`	Selection tab to display the Playlist library
2	Playlist Element	Area shows all playlists in database in the XSNano server. • **Name**: The name of the playlist. • **Duration**: The length of the playlist. • **Number of Clips**: the total number of clips in this playlist • **Name Edit**: Edit the name of the playlist • **Select**: Select the current playlist
3	`Q` Quick Search Tool	Area that allows filtering on the playlist.
4	✓ Select All	Command to select all playlists by clicking once.
5	🗑 Delete	Command to delete the selected playlist(s) in database.
6	🗐 Create	Command to create a new playlist.
7	🗐 Copy	Command to copy the selected playlist.
8	`100 items per page ▾` Items per Page	Area allows specifying the number of items displayed per page (25, 50 or 100 items).
9	`< 1 > 1-1 of 2 Items` Go to Page	Area allows going to the specific page, the pages is based on **the items per page.**

4.3.4 Playlist Edit Pane

Area	Name	Description
1	Playlist Information	Area that show the different information about the current loaded playlist Playlist name Playlist01 Current physical channel name PGM1 Number of clips 8 clips
2	Duration information	Area that shows the total duration of the current playlist.
3	Clip element	Area that edits each clip elements **Name** Clip 008 : Clip's name. **Duration** 00:00:00;29 : The length of clip. **Speed** 100 % : The playing speed of clip. **Loop** : Loops the clip. **Delete** : Removes the single clip. **Stops on first frame of the current element** . **Continuous play** : it is the default start mode and play from element to element **Stops on the last frame of previous element** . **Playing interval between two elements is 2s** . **Replace** : Replace the current clip.
4	Append Zone	Appends clip(s) at the last position in the selected playlist
5	Select all	Command to select all the clips in a selected playlist.
6	Delete	Command to remove the selected clip(s).
7	Eject	Command to unload the selected playlist.

4.3.5 Playout Pane

Area	Name	Description
1	Playlist Information	Area that show the different information about the current loaded playlist
		Playlist name Playlist01
		Current physical channel name PGM1
		Number of clips 8 clips
2	Time Bar	Area that shows the different time parameters of the playing playlist from left to right.
		Remaining duration of the current clip 00:00:03:13
		Remaining duration till the next break 00:01:18:24
		Remaining duration of the current playlist & the total duration of the current playlist 00:01:18:24 00:01:18:24
3	Transport Commands	Area that shows all the operations at playout.
		Gang : all ganged PGM group deploys all command synchronously, all the status and positions of the elements are totally the same.
		Recue : Reloads this playlist from server.
		Play : the playlist is being played.
		Pause : the current playlist is paused.
		Go to the first frame of the current clip .
		Go to the last frame of the current clip .
		Next : Goes to the first frame of the next element.
		Skip : Skips the next element during the playout of the playlist so it won't play.
		Global Loop : Loops the playlist from beginning to end repeatedly.
4	Clip element	Area that shows all the operations on frame while playout as well as the metadata of clips.
		Name Clip 008 : The name of clip.
		Duration 00:00:02;02 : The length of clip.
		Speed 100 % : The playing speed of clip.
		Loop : Loops the single clip.
		Delete : Removes the single clip.
		Stops on first frame of the current element .
		Continuous play: it is the default start mode

and play from element to element ⬇.

Stops on the last frame of previous element ⬇.

Playing interval between two elements is 2s 🕐.

Replace ↩: Replace the current clip, This function is only available for single clip selection.

5	Additional Function	Area that shows the additional functions in append zone.
		• **Select all** ☑ : Selects all the clips in a selected Playlist.
		• **Delete** ✖ : Removes the selected clip(s).
		• **Lock** 🔒 : Locks the playing zone.
6	Append Zone	Area that appends clip(s) at the last position in a selected playlist Append Zone.
7	Eject	Command to unload the selected playlist.

✏️ **Note**

The green background of Playlist Information Pane indicates that the current loaded playlist is on playing.

tyy	**PGM1**	9 clips ⏏

4.4 Switching Panes

Ingest pane opens by default when the nanoAir application starts.

When you press one of the **Playout Pane**s, such as **2Play**, the application behavior is as follows:

- The **Ingest pane** is hidden

- The **Ingest** button turns grey

- The 2 **Playout Panes** are displayed

- All the **Playlist Edit Panes** are hidden

When you press **Ingest** again and confirm the action by clicking **OK** in the Warning window, the application behavior is as follows:

- All the **Playlist Edit Pane**s are displayed

- The **Playout Pane** is hidden

- **Ingest** button turns blue

Library

When you press **Library Pane**, the application behavior is as follows:

- Both **Ingest** pane and **Library Pane** are hidden

- Library button turns grey

When click **Library** button again, the application behavior is as follows:

- **Library Pane** shows up

- **Library** button turns blue .

Different Players

4 players can be available in nanoAir **Playout Pane** and can switch with each other by a single press the grey player button, such as , the blue one represents the current play mode. The number of players is defined in channel configuration.

4.5   Setting Menu

4.5.1   Servers Configuration

During the operations the server configuration is accessible for information only.
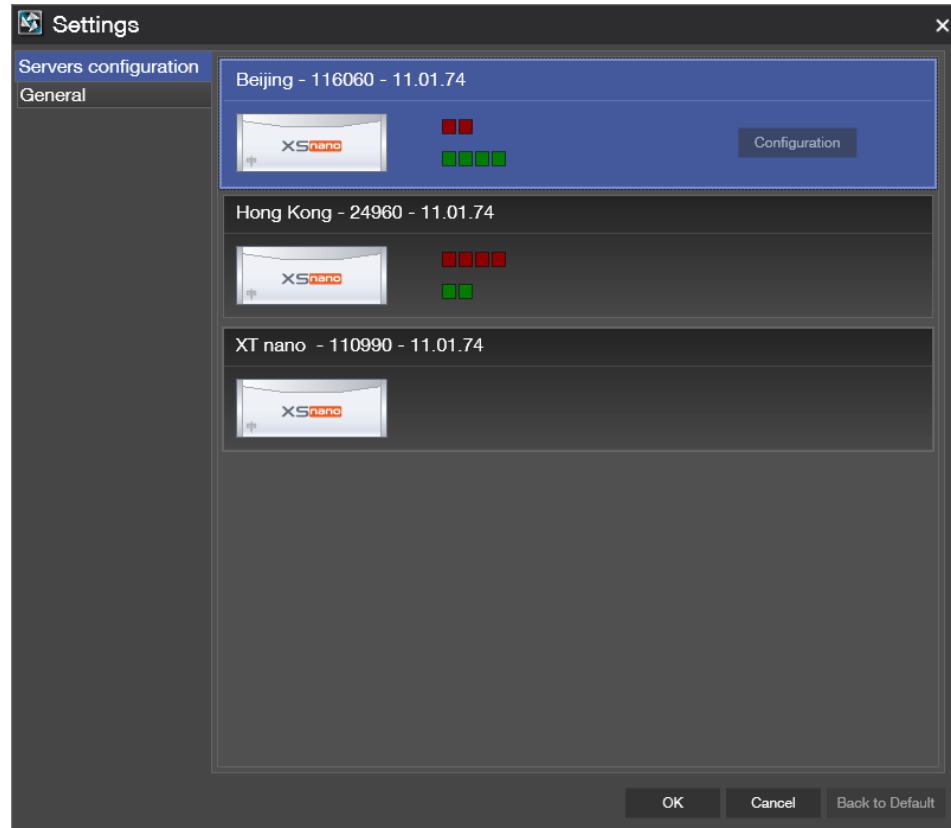
Do the same operation as the second step of 3.2 to select the requested server.

> **Note**
>
> Channel configuration function [Configuration] is disabled in Server Configuration Window.

4.5.2 General Settings
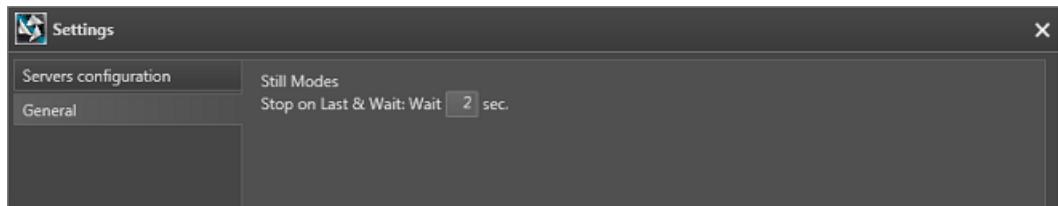
In this version only one setting is available from the General settings tab.

The wait value from the Stop-Wait still modes is 2 seconds by default.

4.6   Locking Keyboard and Shuttle Pro

Lock Keyboard / Shuttle Pro

To lock keyboard/Shuttle Pro, click [keyboard icon] [shuttle icon], the icon lights orange [keyboard icon]. [shuttle icon]

To release the lock, click [keyboard icon] [shuttle icon], the icon turns to gray [keyboard icon]. [shuttle icon].

4.7   About window

To view product information of the current software version, you just need to click ⊙, and then a message box pops up:

Click on *User's manual* link to open the PDF version of the current software version.

5. Operations

5.1 Ingesting Content

This section aims at describing all functions available among trains and clips in the Ingest pane.

5.1.1 Loading A/V Content

How to Load a RecTrain

To load the record train of a record channel, select the corresponding recorder channel.

The Rectrain is loaded into the PGM channel.

How to Load a Clip

3 methods are available to load clip(s):

- Drag and drop the selected clip into the **Ingest pane**.

- Select the clip to load, and click **Edit** beside the Quick Search Tool to load the clip.

- Double click the clip in the **Library Pane** to load clip.

To clear current loading, click **Eject** .

5.1.2 OSD monitoring

Player Channel Name

This area is used to display the name (or the default name, such as PGM1) of the controlled player channel.

Error/Warning

Problem	OSD Value
Power supply error	!PSU1 and !PSU2 (1 or 2: number of power supply)
Genlock error	!Glk
LTC in error	!TC
Disk error	!DSK

Audio Level

This area displays the audio level in a graphical format.

For example:

2 audios	4 audios	8audios	16audios
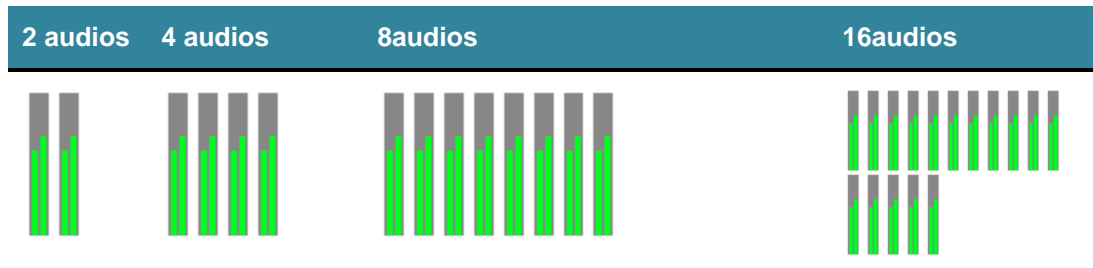
Current Timecode

This area displays the current timecode according to the current Primary TC of clip or train. The format is `hh:mm:ss:ff(.)`

Clip Name/Recorder Name

If clip is loaded, this area displays the clip name.

If recorder train is loaded, this area displays the recorder name.

5.1.3 Creating a New Clip

To create a new clip, proceed as follows:

1. Load a train. 4 recorder channels are available for trains loading by default.

    You can select one channel by clicking on it REC Channels `1` `2` `3` `4` to load the corresponding trains.

2. Input **name, IN, OUT,** or click ✕ to clear the corresponding values.

3. Click **New Clip** to create a new clip named *test* : the new clip appears in the Clip Library.

5.1.4 Updating clip

Modifying clip means that MarkIn/ MarkOut point and Clipname can be modified

To modify clip data, proceed as follows:

1. Load an existing clip from **Library Pane**.

2. Modify **clip name** and /or **IN** or **Out** point.

Note

The clip can only be shorten because the current version does not handle Cli guardbands

---

3. Click **Update Clip** to modify the existing clip.

5.1.5 Browse the Content

Using the Shuttle Bar

After loading A/V content, drag the shuttle bar to move the bullet of the **Shuttle Bar** for the existing clip or recorded trains, after that, A/V content stays at PAUSE mode.
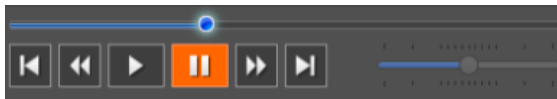
Typing value into Server TC field

To change the position in the existing clip or recorded trains, you can type a TC value into the Server TC field and then press **ENTER** from the keyboard, and then the bullet of the **Shuttle Bar** can be changed correspondingly.

5.1.6 Changing Playing Mode

While playing a clip or a record train, the normal playing mode is playout by one frame.

To change the playing mode by 10 frames, press **SHIFT**, and simultaneously click ![icon], or left and right arrow.

The bullet moves **10 frames** in Pause mode.

5.1.7 Changing Playing Speed

The jog bar allows playing the content at different speed ![jog bar], and it must represent the current value of the actual speed.

Audio will not be available at the speed higher than 300% or lower than -300%.

The shuttle ranges are:

-300 -200 -100   -75   -50   -25   0 +25 +50   +75   +100   +200   +300

Three methods are available to change the playing speed:

Using Shuttle bar

Changing speed by moving ball, playing speed will be changed according to the corresponding shuttle range.

- When the user moves the bullet left or right without release the mouse, the player plays according to the speed relative to the bullet's position.

- When the user releases the mouse, the bullet goes back in the center and playback stops.

With Shuttle Pro

Rotate the Shuttle clockwise or anti-clockwise to change speed by each multiple value of 50.

Rotate the Jog clockwise or anti-clockwise to change speed by one frame.

See section 5.5.1 for more information about Shuttle function to changing speed.

Using Fast Rewind/Fast Forward commands

To change playing speed, you can click **Fast Rewind** ![icon] or **Fast Forward** ![icon] in the shuttle bar.

5.2   Managing Clips and Playlists

The main functionality of this section is to list all operations in managing clips and playlists, including the methods and steps.

Some principles are applied to clips and playlist management:

- The maximum clip number in Clip Library is up to 5400.

- The maximum playlist number in Playlist Library is up to 90

- The maximum elements number in a playlist is up to 999

5.2.1   Sorting Clips

You can change the sort order of clips in the **Library Pane**.
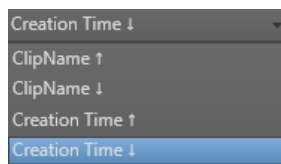
You can change the sort order from ascending to descending or vice versa:

- Ascend by ClipName

- Descend by ClipName

- Ascend by Creation Time

- Descend by Creation Time

5.2.2 Searching for Clips

When the database contains large amounts of clips, it may become difficult to find a specific one. A **Quick Search Tool** offers an easy way to speed up your search. It is always available on the top of **Library Pane**.

In the **Quick Search Tool**, you can just enter a word to search for clips whose name includes this word.

Example for searching clips:
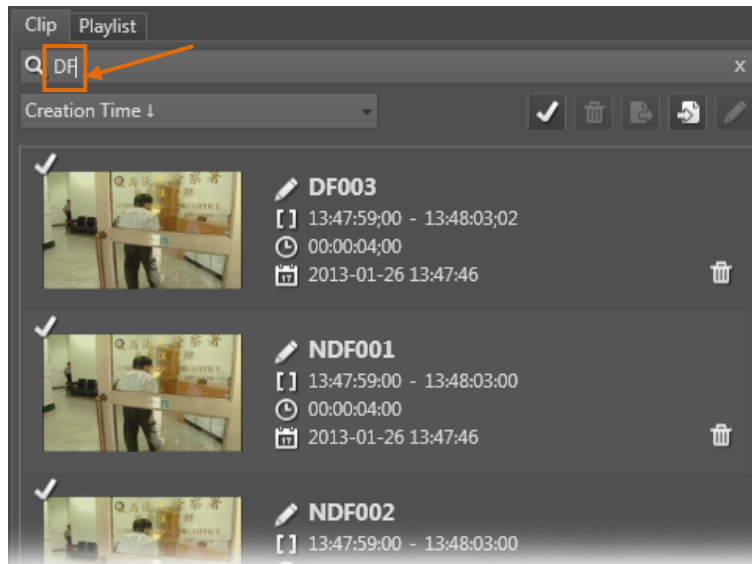
To clear the search filter, you just need to press the [X] in the **Quick Search Tool**.

5.2.3 Selecting Clip(s)

How to Select a Clip

Select:

- Click in the clip area.
- Or click on the left of a single clip.
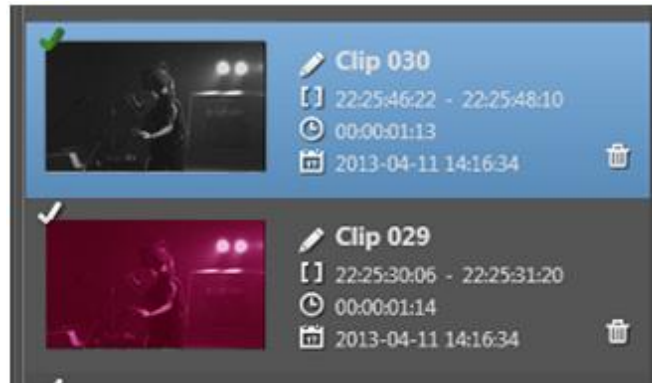
Unselect:

- If the clip lights blue, click in the clip area
- Click to release the selected clip.

How to Select Multiple Clips

Select:

Different methods are available to select multiple clips:

- Click one clip, then press **CTRL** from keyboard, and simultaneously click other clips one by one to add selection, with this method, all the clicked clips will be selected.

- Click one clip, then press **SHIFT** from keyboard, and click any other clip in **Library Pane**, then all the clips between those two selected clips will be selected.

- Click ☑ on the left of a single clip to select multiple clips.

- Click ☑ on the upper right corner of **Library Pane** to select all the clips.

- Press **CTRL+A** to select all the clips.

Unselect:

Different methods are available to unselect multiple clips:

- Press **CTRL** from keyboard, and simultaneously click the selected clips one by one to release selection, with this method, all the clicked clips will be released.

- Press **SHIFT** from keyboard, and simultaneously click the selected clips one by one to release selection, with this method, all the clicked clips will be released.

- Click ✔ on the left of the selected clips to release multiple clips.

- Click ✔ on the upper right corner of **Library Pane** to release all the clips.

5.2.4 Deleting Clips

How to Delete a Single Clip

To delete a single clip, proceed as follows:

* Select a clip.

* Click either **Delete** 🗑 on the lower right corner of the selected clip or on the upper right corner of **Library Pane**.

* A message popup, you need to confirm/abort the operation.
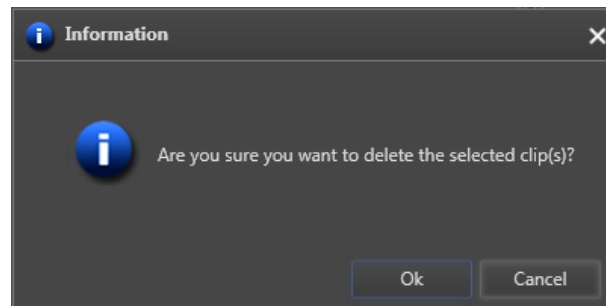
* Click **OK** or **Enter** to delete clip(s), or click **Cancel** to abort this action.

How to Delete Multiple Clips

To delete multiple clips, proceed as follows:

1. Select multiple clips with **CTRL** or **SHIFT** keys

2. Click **Delete** 🗑 on the upper right corner of **Library Pane**.

    Or press **Delete** from the keyboard.

3. A message popup appears to confirm/abort the operation
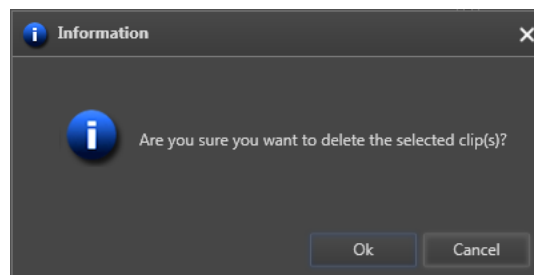
4. Click **OK** or **Enter** to delete clip(s), or click **Cancel** to abort this action

---

Note

You can't delete clip(s) successfully in the following situations:

- The clip to delete is loaded in PGM channel

- The clip inserted in a playlist

5.2.5 Defining Clip Number per Page

You can set the clip number per page to adapt to your own browsing habits. Click on each to toggle to another display mode, it is modified by the following three different possibilities:

- 25 items per page

- 50 items per page

- 100 items per page
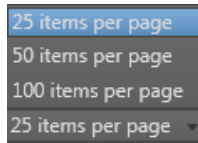
After select the specific display mode, you can input the valid number in the blank box, and then press **ENTER** from keyboard to come to the exact page. The number of pages varies from different display mode.

5.2.6 Editing Clip Name

Two methods are available to editing clip name:

As to the first way, you can refer to 5.1.4 for more details.

As to the second way, proceed as follows:

1. Click **Edit** ✎ beside the clip to edit, the clip is highlighted blue and the name area is activated.
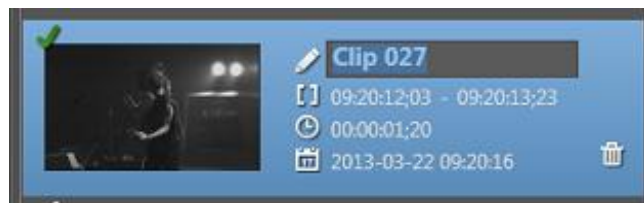
2. Input the new name in the name area.

3. Press **Enter** from keyboard to validate this change, a message box pops up to indicate that the operation to edit clip name is successful or you can just select another clip to validate this change.

4. Or press **ESC** to returns to previous name and quit the edition mode.

Note

The maximum number of clip name is 24 characters.

5.2.7 Playlist(s)

How to Select Single Playlist

Select:

Two ways are available to select a single playlist:

- Single clicking a playlist means selecting this playlist.

- Or click on the left of a single playlist to select it.
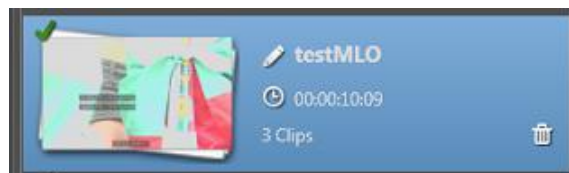
Unselect:

- Click to release the selected playlist.

How to Select Multiple Playlists

Select:

Six methods are available to select multiple playlists:

- Click one playlist, then press **CTRL** from keyboard, and simultaneously click other playlists one by one to add selection, with this method, all the clicked Playlist s will be selected.

- Click one Playlist, then press **SHIFT** from keyboard, and click any other playlist in **Library Pane**, then all the playlists between those two selected playlists will be selected.

- Click ☑ on the left of a single playlist to select multiple playlists.

- Click ☑ on the upper right corner of **Library Pane** to select all the playlists.

- Press **CTRL+A** to select all the playlists.

Unselect:

Four methods are available to unselect multiple playlists:

- Press **CTRL** from keyboard, and simultaneously click the selected playlist s one by one to release selection, with this method, all the clicked playlists will be released.

- Press **SHIFT** from keyboard, and simultaneously click the selected playlists one by one to release selection, with this method, all the clicked playlists will be released.

- Click ✔ on the left of the selected playlists to release multiple playlists.

- Click ✔ on the upper right corner of **Library Pane** to release all the playlists.

5.2.8 Creating a Playlist

1. Select **Playlist** `Playlist` in the **Library Pane**.

2. Click **Create Playlist** button next to **Quick Search Tool**. A new playlist is created in the Library, but the playlist is empty.

    Fill in a playlist name into the playlist name field, a default name with increment is automatically given to all the new playlists. You can modify the playlist name by entering a word, and then press **ENTER** key to validate the modification.
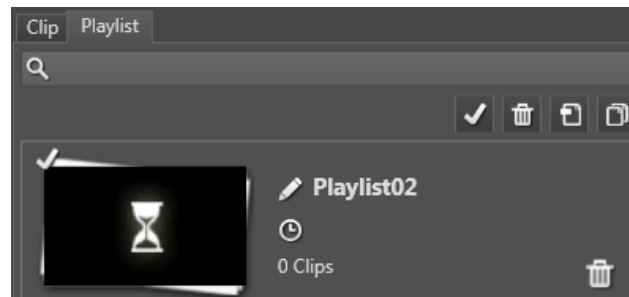
> 💡 **Tip**
>
> You can use the **CTRL+N** to create a new playlist

5.2.9 Copying Playlist

1. Select the playlist to copy.

2. Click the **Copy Playlist** button next to **Quick Search Tool**.

3. A copied playlist appears in the Library with a new playlist name, a default playlist name is automatically given to the copy: `OldPlaylistName-copy&serial number`, this auto playlist name can be modified afterwards.

5.2.10 Deleting Playlists

How to Delete a Playlist

To delete a single playlist, proceed as follows:

1. Select a playlist.

2. Click either **Delete** 🗑 on the lower right corner of the selected playlist or on the upper right corner of **Library Pane** or the **Delete** from the keyboard.

3. A popup window is displayed to confirm/abort the operation.
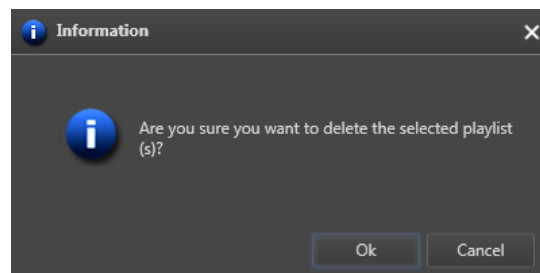
4. Click **OK** or **Enter** to delete playlist(s), or click **Cancel** to abort this action.

## How to Delete Multiple Playlists

To delete multiple playlists, proceed as follows:

1. Select multiple playlists.

2. Click **Delete** 🗑 on the lower left corner of **Library Pane**.

3. A popup window is displayed to confirm/abort the operation.

4. Click **OK** or **Enter** to delete playlists, or click **Cancel** to abort this action.
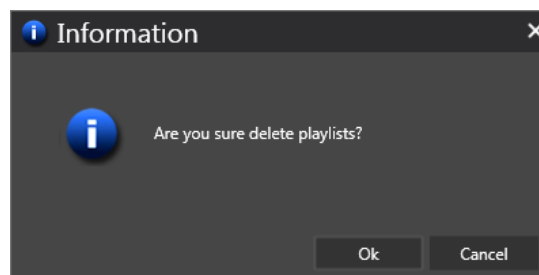
> ✏ **Note**
>
> Playlists loaded in Playout channel cannot be deleted

5.2.11 Searching for Playlists

When the database contains large amounts of playlists, it may become difficult to find a specific one. A **Quick Search Tool** offers an easy way to speed up your search. It is always available on the top of **Library Pane**.
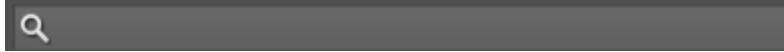
In the **Quick Search Tool**, you can just enter a word to search.

Example for searching playlists:
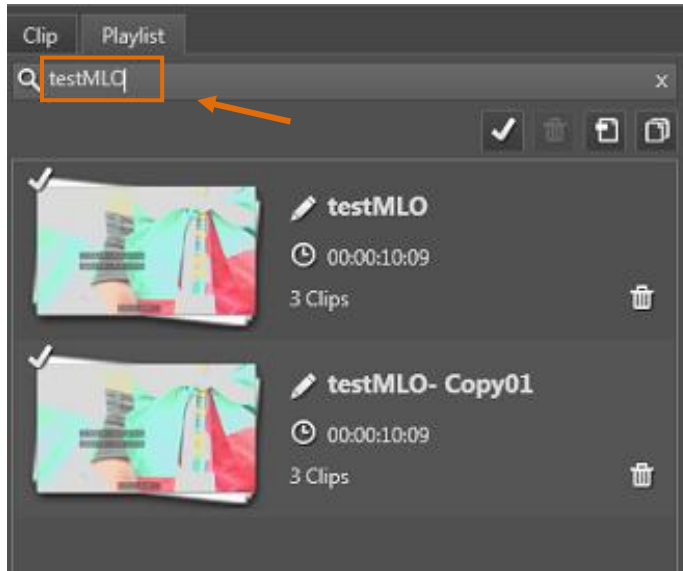
To clear the search filter, you can press in the **Quick Search Tool**.

5.2.12 Editing Playlist Name

1. Click the name field of playlist to change to make this area editable.

2. Input the new playlist name.

3. Click any other area except the name field to finish changing or press **ENTER** from keyboard.

To edit playlist name, proceed as follows:

1. Click **Edit** ✎ beside the playlist to edit, the clip is highlighted blue and the name area is activated.
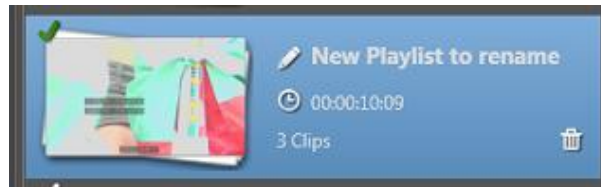
2. Input a new name in the name area.

3. Press **Enter** from keyboard to validate this change, a message box pops up to indicate that the operation to edit clip name is successful or you can just select another playlist to validate this change.

4. Or press **ESC** to returns to previous name and quit the edition mode.

Note

The maximum number of playlist name is 24 characters.

5.2.13 Importing Clip(s)

1. Click **Import** button on the upper right corner of the **Library Pane**, the import window appears:
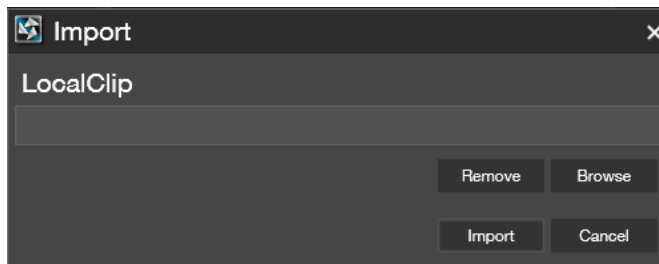
2. Click **Browse** to select the clip(s) to import from your local computer. The format of the selected clip(s) must be supported by EVS servers.
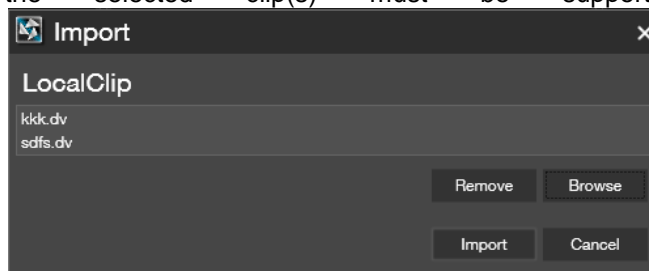
3. If you want to delete the selected clip(s), select the clip(s) to delete, and then click **Remove** button.
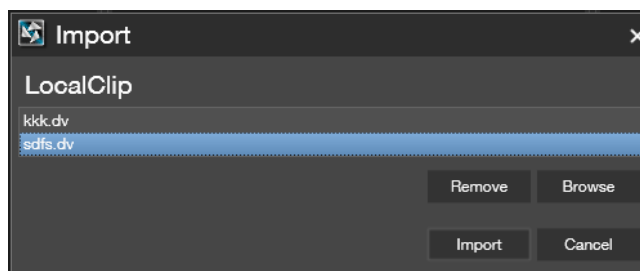
4. Click **Import** button to import the selected clip(s) or click **Cancel** to abandon this operation.

   The progress bar appears to indicate the progress of importing clip(s).
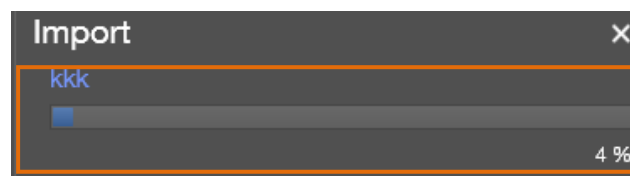
5. When Importing operation finishes, the imported clip(s) will exist in the **Library Pane**.

5.2.14 Exporting Clip(s)

To export clip(s), proceed as follows:

1. Select the clip(s) in the **Library Pane** to export, and then click on upper right corner of the **Library Pane**.
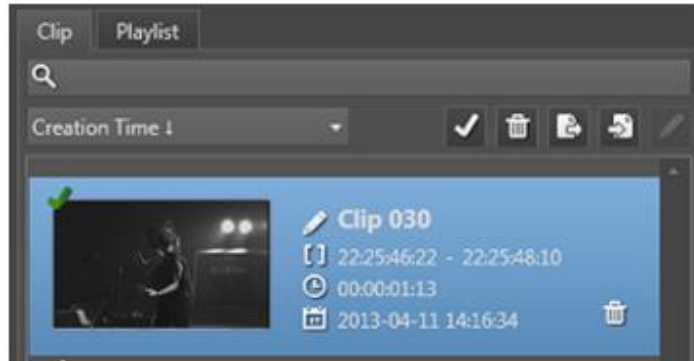
2. Click the drop-down list in **Wrappers selection** to select the requested format and click **Browse** to select a requested path in the local computer to store the clip(s) to store.
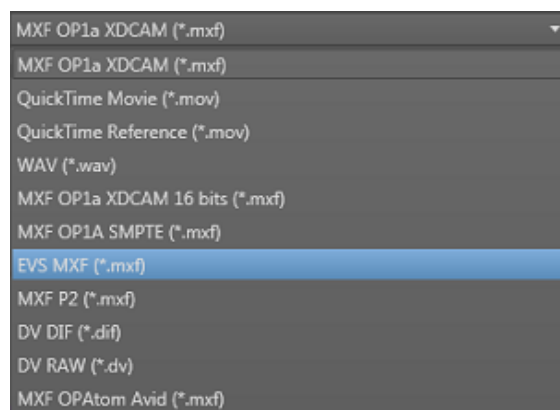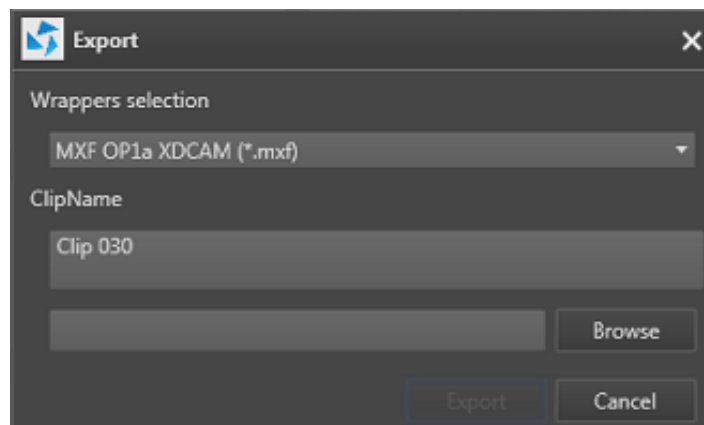
3. Click **Export**, a progress bar appear to show the progress of exporting clips, or you can click ❌ to abort this operation.

4. After exporting action successes, you can see the exported clip(s) at the specific path in your local computer.

5.3   Editing Playlists

The main functionality of this section is to list all operations in editing playlist.

5.3.1   Selecting Clips

Several methods are available to select clips among the loaded playlist in Playlist Editing Pane:

- Click ✔ on the upper left corner of each clip in the **Playlist Edit Pane** to select a single clip.

- Click ✔ on the upper right corner of the **Playlist Edit Pane** to select all the clips.

- Select one clip in the playlist, then use Up, Down, Left, Right for the keyboard to select the different clip in the different playlists loaded in the **Playlist Edit Pane**.

- For other selection methods, please see section 5.2.3 for more details.

5.3.2   Modifying Still Mode

The still mode setting determines whether the playout should stop within the playlist. They are associated with a batch of icons presented between each clip in the playlist:
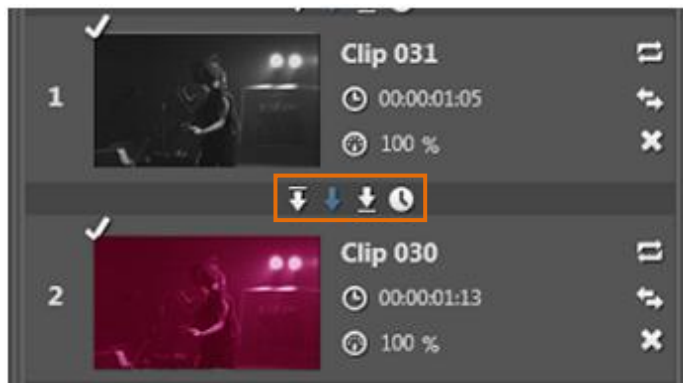
- ⬇: **Stop on first frame** of current clip.

- ⬇: The default start mode is set to **Continuous** and the playlist will play from clip to clip till the end of the playlist.

- ⬇: **Stop on last frame** of previous clip.

- 🕐: **Stop on the last frame of the previous clip, wait a period of time, and jump to the first frame** of the next clip. The playlist will stop on the last frame of the previous clip, and then wait for a while, the time can be configured in the Setting Menu mention in 4.5.2 , and jump to the first frame of the next clip.

5.3.3 Looping a Clip

How to Loop a Clip

The loop clip function will loop the selected clip until the command (stop, pause or next) is received.

The loop clip mode is active with the **LOOP** button placed in the clip area:
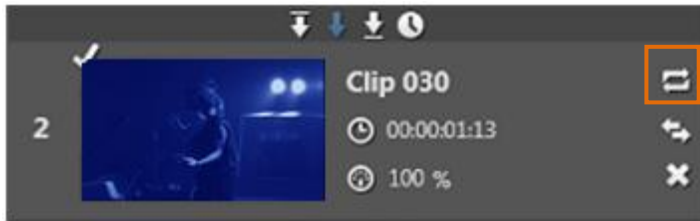
To loop a clip in a selected playlist, proceed as follows:

1. Select a clip in the playlist.

2. Click the **Loop** ⇄ in the upper right corner of the clip area.

The **Loop** button turns blue ⇄. When pressing play command, the clip will loop in the playlist.

How to Remove Clip Loop

To remove clip loop mode, proceed as follows:

1. Select the clip.

2. Clip the **Loop** button ⇄ in the upper right corner of the clip, the Loop button turns grey ⇄.

    Or press the button (stop, pause or next) to end the clip loop mode and continue playlist playout.

5.3.4 Element Speed

The speed of clip in the playlist can be changed with the range during 0%~300%, and then the clip of the playlist will be played out with the desirable speed.

To change the clip's speed, proceed as follows:

1. Click the speed area of the clip in the loaded playlist.

2. Input the exact number which is from 0% to 300%, and then click other areas or just press **ENTER** to validate this change.
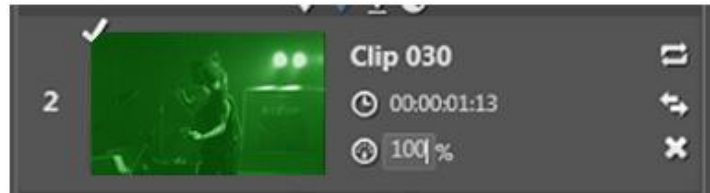
To set normal speed by 100%, proceed as follows:

1. Select the speed area of the clip you want to change.

2. Two methods are available to set the normal speed:

    a) Input 100% into the speed area.

    b) Click the **Speed Button** on the left side of the speed area

3. The clip's speed goes back to normal (100%)

Note

The default speed of a clip is always 100%.

5.3.5 Inserting Contents into a Playlist

The insert function consists in adding a clip (multiple clips) or a playlist into a selected playlist.

The clip number in a playlist is up to 250.

How to Insert Clip(s)

To insert clip(s) into a playlist in Playlist Editing Pane, proceed as follows:

1. Select a clip from the clip Library. If need to select multiple clips, use **CTRL** or **SHIFT** for a multiselection, all the selected clips turn blue.

2. Drag and drop the clip(s) into playlist at the requested position.

    The background of the dragged clip(s) is highlighted transparent blue, the number of the dragged clip(s) is marked under it, for example, when drag two clips, the number is 2.

How to Insert a Playlist

To insert a playlist into a playlist in Playlist Editing Pane, proceed as follows:

1. Select a playlist from the playlist Library, you can only insert one playlist at one time, the selected playlist turns blue.

2. Drag and drop at the requested position in the **Playlist Edit Pane**. The background of the dragged playlist is highlighted transparent blue. When release mouse, all the clip(s) in the dragged playlist will be inserted in the requested position.

5.3.6 Removing Clip(s)

How to Remove a Clip

The remove function consists in removing the undesirable clip from a selected playlist.

To remove a clip from the requested playlist in Playlist Editing Pane, proceed as follows:

1. Select a clip to remove.

2. Click **Remove** ❌ at the lower right side of the clip to remove.

3. Click **OK** to confirm the clip deletion, then the selected clip will be removed.
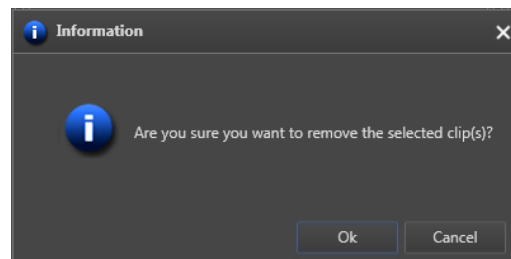
How to Remove Multiple Clips

To remove multiple clips from the requested playlist in Playlist Editing Pane, proceed as follows:

1. Select the clips you want to remove, and all the selected clips are marked with blue frame.

2. Click **Remove** ✖ located in the upper right corner of Playlist Editing Pane.
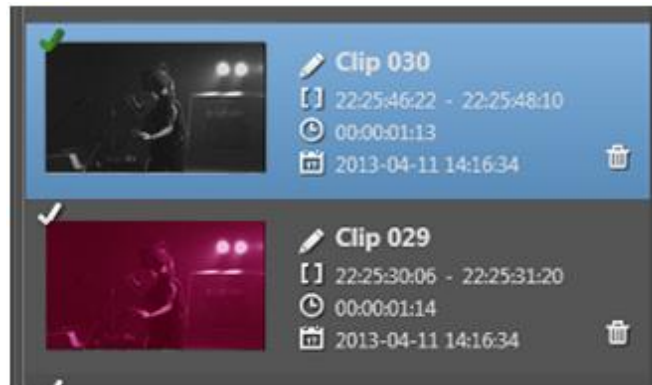
3. Click **OK** to confirm the deletion, then the selected clips will be removed.
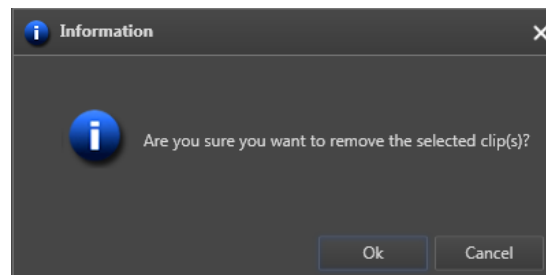
5.3.7 Replacing Playlist by another Playlist

The playlist replace function is applied to replace the playlist by another playlist from the Playlist **Library Pane** in playlist edit mode.

To replace a playlist by another playlist, proceed as follows:

1. Select a playlist from the Playlist **Library Pane**.

2. Drag and drop it to the head of the **Playlist Edit Pane**.

3. The destination playlist is replaced by the selected playlist.

5.3.8 Replacing a Clip by another Clip

Two methods are available to replace a clip by another clip, proceed as follows:

Method 1:

1. Select a clip in the Clip Library.

2. Find the clip in the playlist to replace, and click ⟳, a message box pops up:
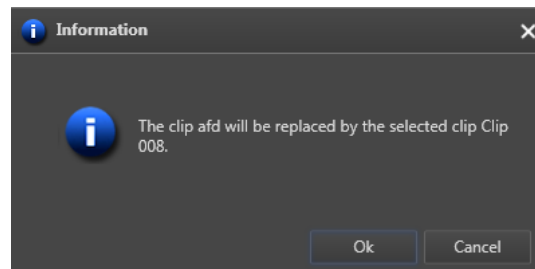
3. Click **OK** to confirm this replacement, the clip to replace will be replaced by the new clip. And the new clip will be in selected mode.

Method 2:

1. Select a clip in the Clip Library.

2. Press **SHIFT** and D&D to the clip in **Playlist Edit Pane**.

3. Click **OK** to confirm this operation.
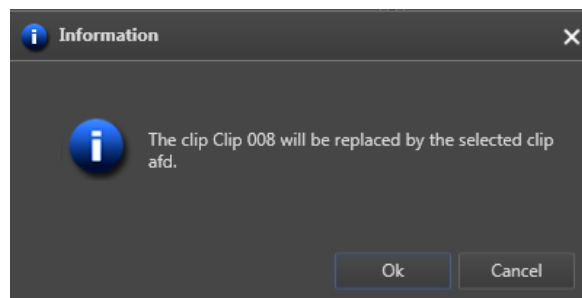
![pencil icon] **Note**

The REPLACE command is not available when the clip is on air (lights green)

5.3.9 Appending Clip(s)

How to Append a Clip

The append function consists in adding a clip at the last position in a selected playlist.

To append a clip, proceed as follows:

1. Select a clip from the clip Library.

2. Drag and drop the clip into the **Append zone** located at the bottom of the playlist area. The clip is inserted at the end of the selected playlist. The inserted clip is in selected mode in the playlist.

How to Append Multiple Clips

To append multiple clips, proceed as follows:

1. Select the multiple clips from the clip Library.

2. Drag and drop the clips into the **Append zone** located at the bottom of the playlist area. These clips are inserted at the end of the selected playlist, all the inserted clips is in selected mode in the playlist.

5.3.10 Appending a Playlist

To append a playlist, proceed as follows:

1. Select a playlist in the Playlist Library.

2. Drag and drop playlist into the **Append zone** located at the bottom of the playlist area. The clips of the selected playlist are inserted at the end of the selected playlist. All the clips in the inserted playlist is in selected mode.

5.3.11 Moving Clips

How to Move Clip(s) in one Playlist

The move function consists in moving clips' position in a selected playlist.

To move multiple clips, use **CTRL** or **SHIFT** for a multiselection.

To move clips, proceed as follows:

1. Select a clip in the playlist, the outline of the clip is highlighted blue.

2. Drag and drop the clip in the playlist at the requested position.

How to Move Clip(s) from one Playlist to another

Moving clip(s) means cutting the clip(s) from the original playlist, and then past them to the destination playlist, the clip(s) from the original playlist will be deleted.

To move clip(s) from one playlist to another, proceed as follows:

1. Select one clip or multiple clips from the playlist in **Playlist Edit Pane**.

2. Drag them to the requested position in another playlist of the **Playlist Edit Pane**.

3. After drop them, all the dragged clips can be moved to the destination playlist, all the moved clips are in selected mode.

> **Note**
>
> You can't move clip(s) into the playlist they have already existed in, even though the playlist is loaded into another **Playlist Edit Pane**.

5.3.12 Copying Clip(s) from one Playlist to another

Copying clip(s) means copying the clip(s) from the original playlist, and then past them to the destination playlist, the clip(s) from the original playlist will be reserved.

To copy clip(s) from one playlist to another, the operation is similar to the moving clip operation. When dragging, you should simultaneously press **CTRL** from the keyboard, and drop the clip(s) into the playlist.

5.4   Playout mode

The purpose of the section is to list out all the functionalities about playlist playout, including loading playlist, recuing playlist and ganging playlist.

5.4.1   Focus

A blue frame appears around the header of the pane when the focus is set
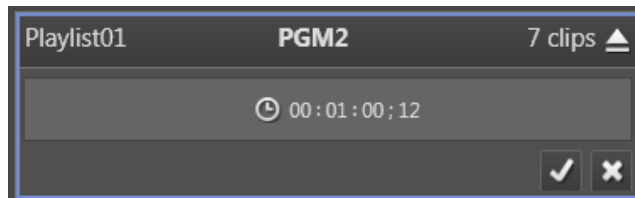
5.4.2   OSD monitoring in playout mode

PGM Name

This area is used to display the name (or the default name, such as PGM1) of the controlled player channel.

Error/Warning

Problem	OSD Value
Power supply error	!PSU1 and !PSU2 (1 or 2: number of power supply)
Genlock error	!Glk
LTC in error	!TC
Disk error	!DSK

Audio Level

This area displays the audio level in a graphical format.

For example:

2 audios	4 audios	8audios	16audios
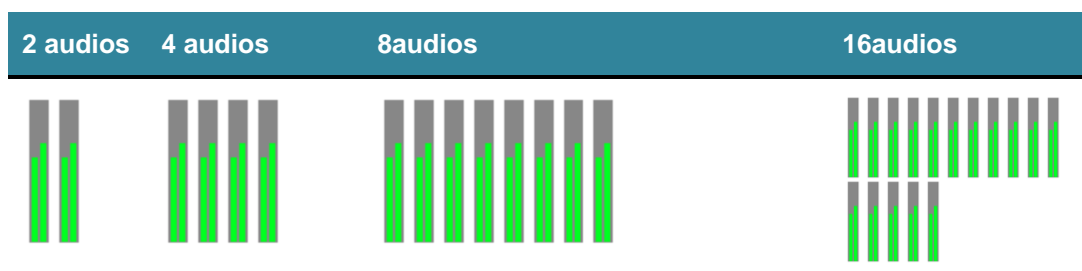
Playlist Name

This area displays the name of the loaded playlist

Time until next Break

The remaining time before the next action that pauses the playout (freeze).

The format is `mm:ss:ff(.)` if the remaining time < 1h

The format is `hh:mm:ss` if the remaining time is > 1h

Rem. Current element

The remaining time of the current element

The format is `mm:ss:ff(.)` if the remaining time < 1h

The format is `hh:mm:ss` if the remaining time is > 1h

Current Timecode (PrimaryTC)

Display the current timecode according the current PrimaryTC of the current element.

The format is `hh:mm:ss:ff(.)`

Remaining Time

The remaining time of the total playlist.

The format is `mm:ss:ff(.)` if the remaining time < 1h

The format is `hh:mm:ss` if the remaining time is > 1h

Speed

Display the current element speed. The format corresponds to a percentage.

Position in Playlist

Display the position of the current element in the playlist and total number of elements in the playlist. Ex: 010/050

Current Timecde(Primary TC)

This area displays the current timecode according to the current Primary TC of clip or train

The format is `hh:mm:ss:ff(.)`

Clip Name/Recorder Name

If clip is loaded, this area displays the clip name.

If recorder train is loaded, this area displays the recorder name.

5.4.3 Selecting Clips

This function is similar with that in **Playlist Edit Pane**.

> **Note**
>
> See section 5.6.2 for the shortcuts to select different clips and scroll up and down the current playlist.

5.4.4 Loading a Playlist

To load a playlist, proceed as follows:

1. Select the playlist to load in the **Library Pane**.

2. Drag and drop it into the blank area of the **Playout Pane**.

    All the clips of the loaded playlist present in the selected playout channel.

5.4.5 Element speed

This function is similar with that in **Playlist Edit Pane**, see section 5.3.4 for more details.

5.4.6 Ejecting a Playlist

The function of eject command is to clear the playlist from the **Playout Pane**, and then the playout channel is idle.

To eject a playlist, two methods are available:

- Press the Eject button ⏏from the **Transport Function Bar**.

- Use the keyboard shortcut: E

> **Warning**
>
> The EJECT command is not active when the playlist is on air.
>
> To eject the playing playlist, user has to stop it and try again.

5.4.7 Goto IN/OUT of the Current Clip

The Goto function re-loads the clip on its first frame of the selected clip.

Three methods are available to go to the IN/OUT point of the current clip:

- Double-click the element (for GOTO IN point only).

- Select the clip in playout list, click ⏮ to go to **IN** point, or click ⏭ to go to **OUT** point.

- Select the clip in the playout list and use the keyboard shortcut: I or O

If the playlist is in PLAY or PAUSE mode, the playlist jumps to the IN/OUT point of the selected element but remains paused.

5.4.8 Recuing a Playlist

The Recue function re-loads the playlist on the first frame of the first clip.

Two methods are available to recue a playlist:

- Double-click the first element of the playlist in the **Playlist pane**

- Use the Recue button from the **Transport Function Bar**

> **Note**
>
> See section 5.6.2 for the shortcuts to recue the playlist loaded on PGM.

5.4.9 Gang Mode

Gang mode is able to support one or more combinations of groups of ganged PGM channels on EVS server. Any ganged PGM group need to handle all commands frame accurately and synchronously on all the PGM channels of the group.

How to Create a Group of Gang Channel

NanoAir is able to support one or more combination of gang playlist. With 4-channel EVS server, only 2 combinations are available.

Note

Gang mode is available to 2 playlists or above, the playlist to set should have the same duration, IN and OUT point, the different contents are OK.

If these playlists don't meet the gang mode requirement, a message pop up to remind users, if you still insist and click Yes, the gang mode on these playlists will be incorrect.
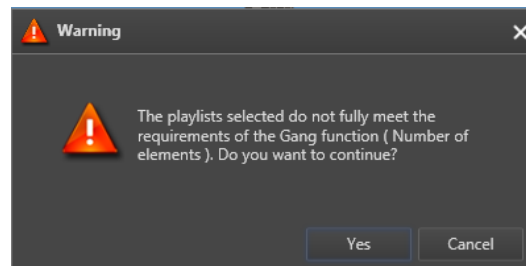
To create gang mode, proceed as follows:

1. Drag and drop the playlist into the different **Playout Pane**s.

2. Click **Gang** which is at the upper right of each **Playout Pane**, **Gang** button turns blue , and stays in state1 mode (the left small rectangle is highlighted blue).when click the **Gang** button once more, gang mode stays in state2 mode (the right small rectangle is highlighted blue) .

3. After setting gang mode successfully, when you play/stop/pause or deploy with any other playing command, all the ganged playlists will act as the same synchronously.

Only the playlists with the same state mode can be ganged with each other, such as the playlists with state1 mode (or state2 mode) can be ganged, but one playlist with state1 mode and the other with state2 mode can't be ganged with each other. As to the state mode, because nanoAir is only deployed with 4 Players, gang mode needs 2 Players or above, and thus at most 2 groups of gang mode are available (2 players for each).

How to Deactivate Gang Mode

To deactivate gang mode, click the gang button which has already been highlighted blue, then gang mode is removed and the button turns grey. And thus all the actions apply to them can't affect with each other any more.

5.4.10 Looping a Clip

Because this section is similar with that in Editing Playlist, please see section 5.3.3 for more information.

5.4.11 Entire Loop

How to Loop the Entire Playlist

Looping the entire playlist can be also called Global Loop mode, which will loop the entire playlist indefinitely until the stop/pause command is received.

Looping entire playlist is activated with the **Loop** button placed in the commands area. The entire playlist will be played in loop mode, which is applied to all the clips in the playlist.

To loop the entire playlist, proceed as follows:

1. Select a playlist.

2. Click the **Loop** button in the **Transport Function Bar**

    Or press the **L** key on the keyboard.

How to Remove Entire Loop

To remove the entire loop mode, proceed as follows:

1. Select a playlist set with entire loop mode.

2. Click the **Loop** button in the command area

    Or press the **L** key on the keyboard.

5.4.12 Replacing Playlist by another Playlist

The playlist replace function is applied to replace the playlist by another playlist from the Playlist **Library Pane** in playlist playout mode.

To replace playlist by another playlist, proceed as follows:

1. Select a playlist from the **Playlist Library Pane**.

2. Drag and drop it to the head of the **Playlist Playout Pane**.

3. Click **OK** to confirm the action.
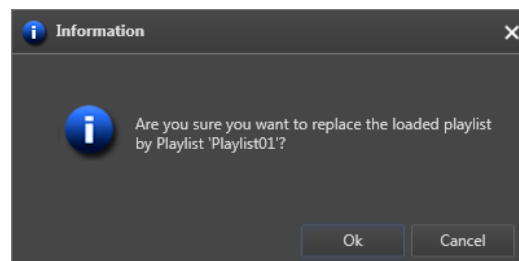
Note

When the playlist in the **Playlist Playout Pane** is playing, when drop down the playlist, a message will pop up to remind you that the operation is invalid.
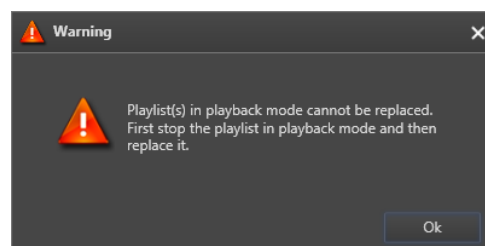
5.4.13 Locking a Playlist

When set locking a playlist, the position of the playing clip and the next one to play will be fixed, the playing list will move automatically until the last clip.

To lock a playlist, you just need to click **Lock** at the button of the **Playout Pane**.

To unlock a Playlist, you just need to click **Unlock** or just drag the scroll to release locking.

5.4.14 Transport Commands

How to Recue a Playlist

To know detailed information about recue, please refer to 5.4.8.

How to Play a Playlist

The Play command plays the loaded playlist.

To play a playlist, two methods are available to play a playlist:

- Press the **Play** button on the **Transport Function Bar**. The Play button lights green when the playlist is on air.

How to Pause a Playing Playlist

The pause command stops the playout of an element in the loaded playlist at the current position.

To pause a playing playlist, two methods are available:

- Press the **Pause** button from the **Transport Function Bar**. The button turns orange and remains orange until user re-initiates the Playout.

- Use the keyboard shortcut: **H**.

How to Go to the First Frame

See section 5.4.7 for the GOTO IN/OUT function in **Playlist Edit Pane**.

How to Go to the Last Frame

See section 5.4.7 for the GOTO IN/OUT function in **Playlist Edit Pane**.

How to Go to the Next Clip

When a playlist is applied with Next command, if the playlist is in Play mode, the next element is loaded immediately and played accordingly to its still mode.

If the playlist is in Pause mode, the playlist jumps to the IN point of the next element of the playlist but remain paused.

To go to the next clip, press from the **Transport Function Bar**.

How to Skip a Clip

The Skip function skips the next element during the playout of the playlist so it will not play. If the button is clicked twice, the next 2 elements will be skipped, and so on…

The current element and the next element are highlighted (green and blue) on the playing list.

The skip command is only active in Playout mode.

To skip a clip, press from the **Transport Function Bar**, the button lights blue when selected.

How to Skip a Clip

5.5   Shuttle Pro Management

This section aims to describe the shuttle pro management in nanoAir. The shuttle pro is a remote control device connected by USB to the computer workstation that runs nanoAir. The Shuttle Pro driver is installed during nanoAir installation.

5.5.1   Operations in Ingest Mode

When nanoAir is in **Ingest mode**, the shuttle pro is automatically attached to the Player channel used for clipping.

Layout
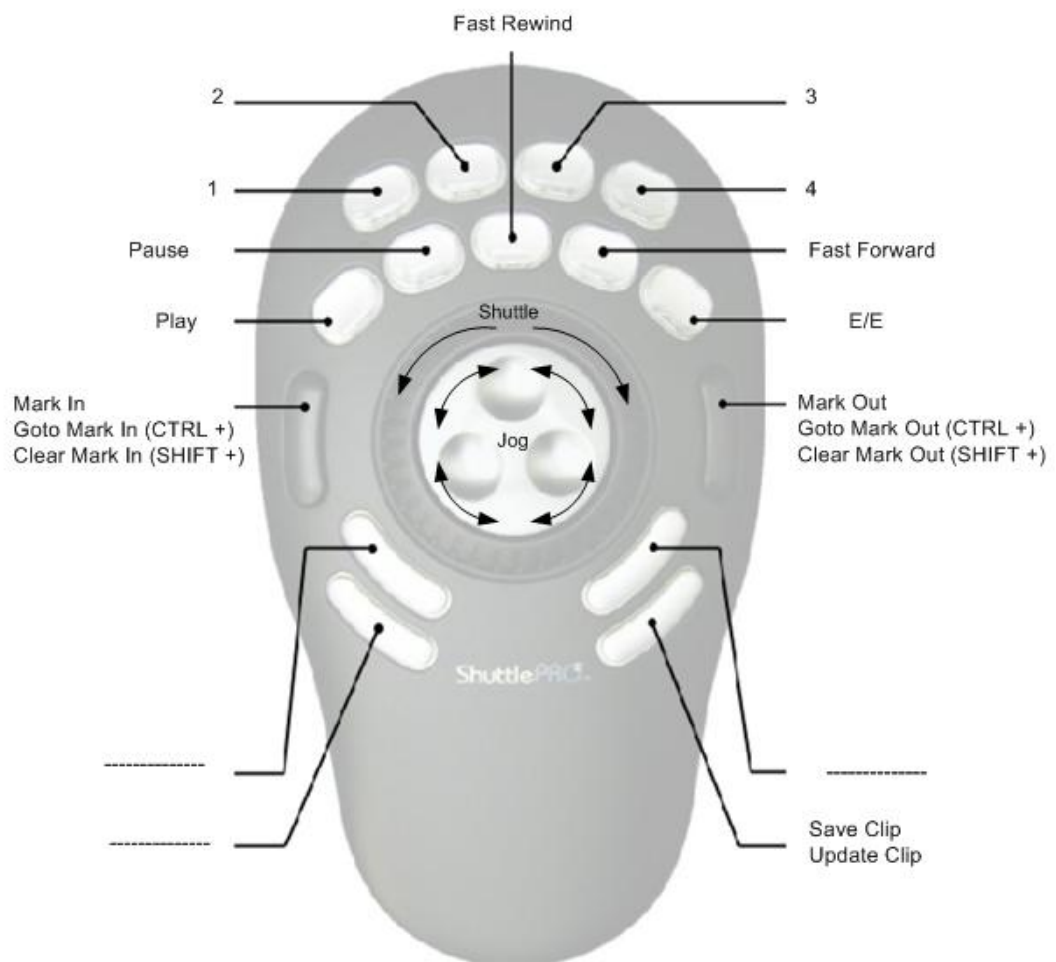
> **Notes**
>
> The undefined buttons are unavailable in Ingest Mode.

Operations
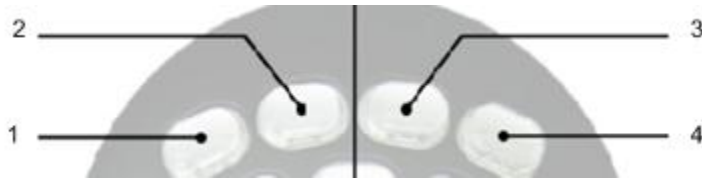
Upper buttons are used to load a recorder on the player:

Area	Description
1	Button to load recorder1 to the player at the current timecode
2	Button to load recorder2 to the player at the current timecode
3	Button to load recorder3 to the player at the current timecode
4	Button to load recorder4 to the player at the current timecode

Note

If a recorder channel is not configured (for ex.: XS Nano is in 2 recorders / 2 players) and the user press on a button that doesn't have a recorder, nothing happens, the player stays on the current recorder or clip.

These buttons are used to control the play back of a clip/Rectrain in Ingest Mode:

Area	Description
Play	Button to start playing on the player at 100% speed.
Pause	Button to pause the player
Fast Rewind	Button to start playing backward at specific speed for the current player.
	Each time the button is pressed, it toggles between these values: -200%, -300%, -400% and then -200% again.
Fast Forward	Button to start playing forward at specific speed for the current player.
	Each time the button is pressed, it toggles between these values: +200%, +300%, +400% and then +200% again
E/E	Button to go to live mode for the current player.

		CTRL from keyboard	**SHIFT** from keyboard
Mark In	equivalent to the Mark In button in the ingest panel	equivalent to the Go to (Mark) IN button in the ingest panel	equivalent to the Clear (Mark) IN button in the ingest panel
Mark Out	equivalent to the Mark Out button in the ingest panel	equivalent to the Go to (Mark) OUT button in the ingest panel	equivalent to the Clear (Mark) OUT button in the ingest panel

- If you press **Save Clip** button: It corresponds to the New clip button in the ingest panel.

- If you press **CTRL** + **Save Clip** button: It corresponds to the Update clip button in the ingest panel.
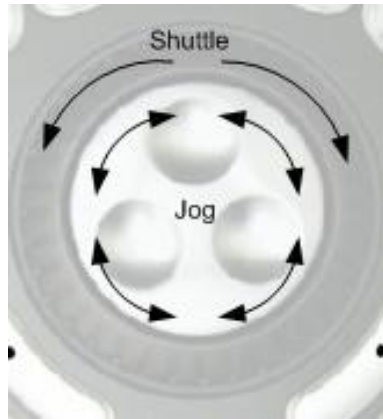
Each Jog Wheel step corresponds to movement of one frame backward (anti-clockwise) or forward (clockwise). It the player is not in pause, it is set in pause.

The Shuttle wheel contains 7 steps anti-clockwise, 7 steps clockwise and an automatic centered step. Each position must do a play at variable speed according to the following chart:

- **Anti-clockwise**

    -7 = -35x

    -6 = -10x

    -5 = -5x

    -4 = -2x

    -3 = -100% (play backward)

    -2 = -50%

    -1 = -33%

- **Centered**

    0 (Centered) = pause, 0%

- **Clockwise**

    +1 = +33%

    +2 = +50%

    +3 = +100% (play forward)

    +4 = +2x

    +5 = +5x

    +6 = +10x

    +7 = +35x

5.5.2 Operations in Playout Mode

Layout

When nanoAir is in **playout mode** (1, 2, 3 or 4 playlists), the shuttle pro is automatically attached to the **Playlist pane**l that has the focus.

Fast Rewind

2 / Previous

3 / Next

1 / Recue

4 / Skip

Pause

Fast Forward

Play

Shuttle

Goto Mark In (CTRL +)

Jog

Goto Mark Out (CTRL +)

ShuttlePRO

Gang mode
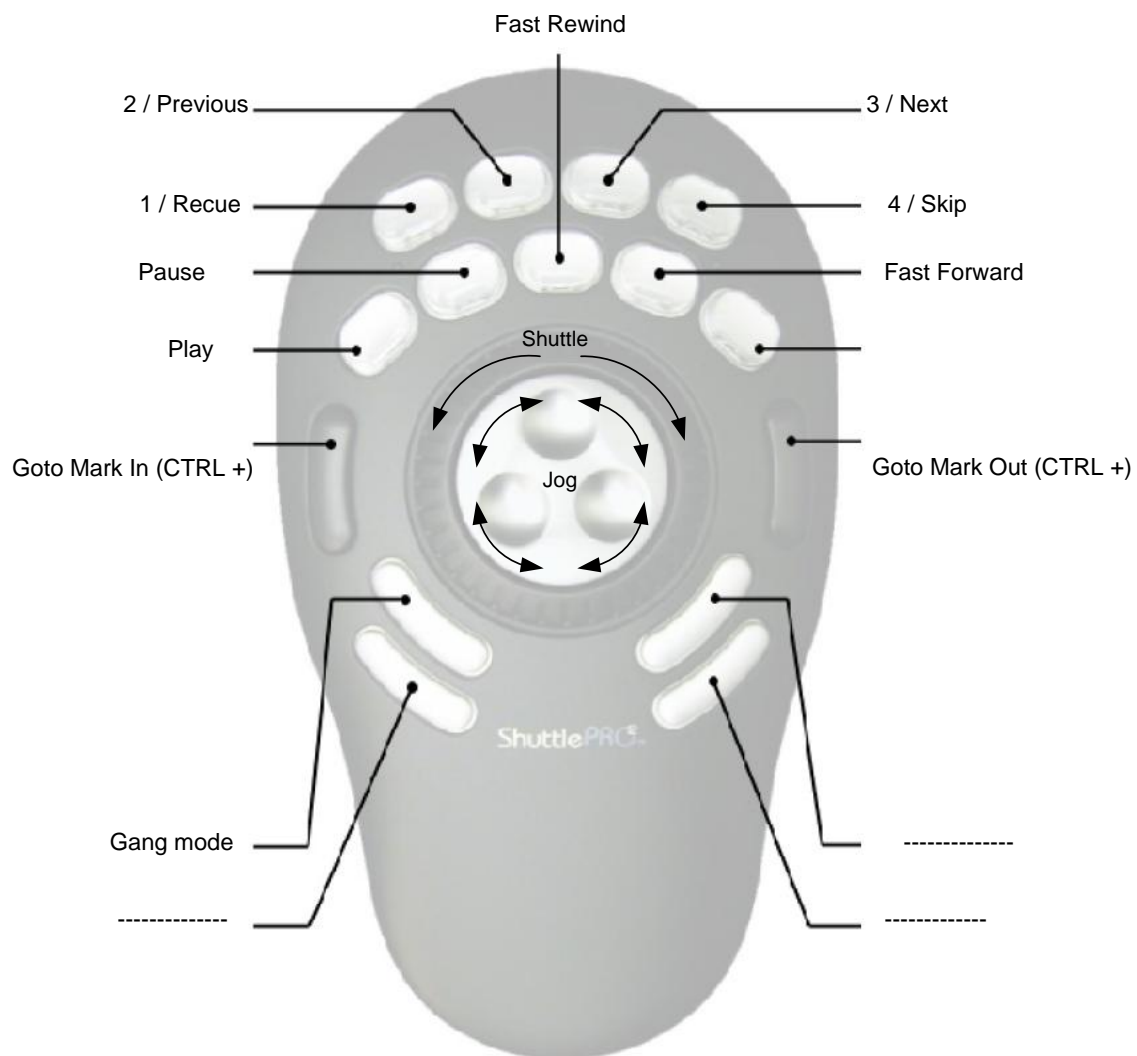
Operations
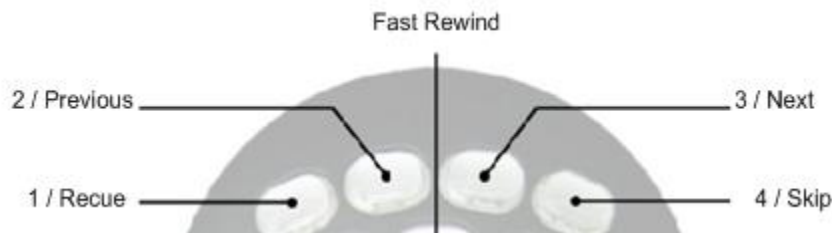
Upper buttons are used to set the focus to a specific **Playlist panel**:

|		**CTRL** from keyboard
1	Button to recue the playlist (PGM) on the playlist that has focus	Buttons that set focus to **Playlist panel** 1 (PGM1)
2	Button to go to the previous clip in the playlist that has focus	Buttons that set focus to **Playlist panel** 2 (PGM2)
3	Button to go to the next clip in the playlist that has focus	Buttons that set focus to **Playlist panel** 3 (PGM3)
4	Button to skip the next clip in the playlist that has focus	Buttons that set focus to **Playlist panel** 4 (PGM4)

Area	Description
Play	Button to start playing on the player at 100% speed.
Pause	Button to pause the player
Fast Rewind	Button to start playing backward at specific speed for the current player. Each time the button is pressed, it toggles between these values: -200%, -300%, -400% and then -200% again.
Fast Forward	Button to start playing forward at specific speed for the current player. Each time the button is pressed, it toggles between these values: +200%, +300%, +400% and then +200% again

Goto Mark In (CTRL +)   Goto Mark Out (CTRL +)

- If you press **CTRL**+ **In** button: It corresponds to the Go to Mark In button in the **Playlist pane**l.

- If you press **CTRL**+ **Out** button: It corresponds to the Go to Mark Out button in the **Playlist pane**l.
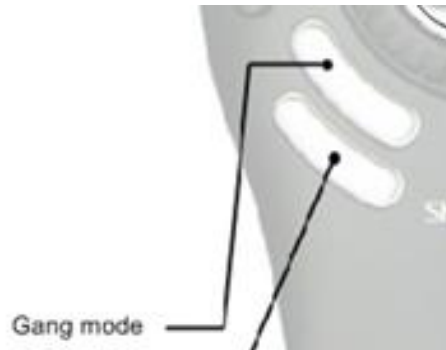
Gang mode

If you press **Gang Mode** button: The gang mode on the current **Playlist pane**l toggles between the different values: Ganged Group 1 > Ganged group 2 > No gang
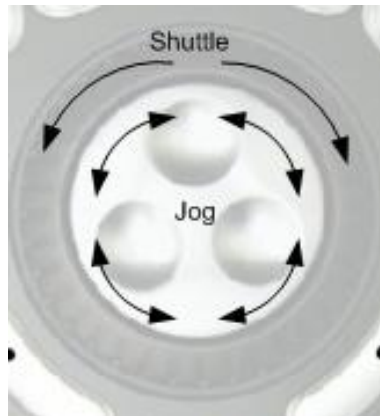
Each Jog Wheel step corresponds to movement of one frame backward (anti-clockwise) or forward (clockwise). It the player is not in pause, it is set in pause.

The Shuttle wheel contains 7 steps anti-clockwise, 7 steps clockwise and an automatic centered step. See Variable speed chart in Ingest mode

5.6   Keyboard Shortcuts

NanoAir provides some shortcuts for Ingest mode and playout mode from keyboard. It supports three kinds of keyboards:

- **Qwerty** :"US", "United Kingdom" & "United States-International"

- Azerty French: French

- **Azerty Belgian**: "Belgian (Period)" & "Belgian (Comma)"

To change the different keyboards, proceed as follows:

Control Panel --> All Control Panel Items --> Region and Languages --> Keyboards and Languages:
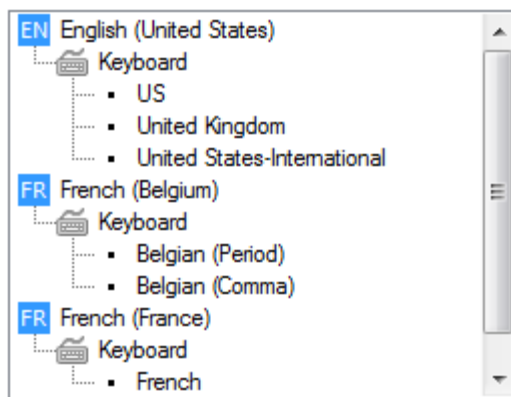
Note

All the shortcuts are fixed and cannot be modified upon user request.

5.6.1 Ingest Mode

All the shortcuts below are only active when nanoAir is in Ingest Mode.

Key	Modifier (SHIFT, CTRL)	Behavior / Feature
F1		Load Recorder 1 (if available) on PGM1
F2		Load Recorder 2 (if available) on PGM1
F3		Load Recorder 3 (if available) on PGM1
F4		Load Recorder 4 (if available) on PGM1
E		Mark In
R		Mark Out
E	CTRL	Go To Mark In
R	CTRL	Go To Mark Out
E	SHIFT	Clear Mark In
R	SHIFT	Clear Mark Out
I		Mark In
O		Mark Out
I	CTRL	Go To Mark In
O	CTRL	Go To Mark Out
I	SHIFT	Clear Mark In
O	SHIFT	Clear Mark Out
S		Create Clip
D		Update Clip
J		Fast Rewind (multi-speed) on PGM1
K		Pause on PGM1
L		Fast Forward (multi-speed) on PGM1
Left (Arrow)		Go to Previous frame on PGM1
Right (Arrow)		Go to Next frame on PGM1
Left	SHIFT	Go to Previous 10 frames on PGM1

(Arrow)		
Right (Arrow)	SHIFT	Go to Next 10 frames on PGM1
DEL		Delete current selected clip(s) or playlist(s). A confirmation is requested
ENTER		Load current selected clip on PGM (first if multiple selection)

5.6.2 Playout Mode

All the shortcuts below are only active when nanoAir is in Playout Mode.

Key	Modifier (SHIFT, CTRL)	Behavior / Feature
F1		Set the focus and activate PGM1
F2		Set the focus and activate PGM2
F3		Set the focus and activate PGM3
F4		Set the focus and activate PGM4
F1	CTRL	Recue the playlist loaded on PGM1
F2	CTRL	Recue the playlist loaded on PGM2
F3	CTRL	Recue the playlist loaded on PGM3
F4	CTRL	Recue the playlist loaded on PGM4
Left (Arrow)		Select element at left
Right (Arrow)		Select element at right
Up (Arrow)		Select element above
Down (Arrow)		Select element below
Home		Select first element of playlist
End		Select last element of playlist
Page Up		Scroll up current playlist (if not lock)
Page Down		Scroll down current playlist (if not lock)
DEL		Remove selected element(s) from playlist (needs confirmation)
ENTER		Cue current selected element (needs confirmation)
1 !		Play command on PGM3 (if available)
3 #		Next command on PGM3 (if available)
4 $		Skip command on PGM3 (if available)
8 *		Play command on PGM4 (if available)

0)	Next command on PGM4 (if available)
- _	Skip command on PGM4 (if available)
Z	Play command on PGM1 (if available)
C	Next command on PGM1 (if available)
V	Skip command on PGM1 (if available)
M	Play command on PGM2 (if available)
> ,	Next command on PGM2 (if available)
/ ?	Play command on PGM2 (if available)
& 1	Play command on PGM3 (if available)
" 3	Next command on PGM3 (if available)
' 4	Skip command on PGM3 (if available)
à 0	Next command on PGM4 (if available)
) °	Skip command on PGM4 (if available)
W	Play command on PGM1 (if available)
C	Cue current selected element (needs confirmation)
V	Skip command on PGM1 (if available)
, ?	Play command on PGM2 (if available)
: /	Next command on PGM2 (if available)
_ 8	Play command on PGM4 (if available)
! $	Play command on PGM2 (if available)
! 8	Play command on PGM4 (if available)
= +	Play command on PGM2 (if available)