User's Manual

Version 4.00 - July 2011

Xedio Dispatcher

ENG File Import and Dynamic Reviewing

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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.

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What's New?

The following table describes the sections updated to reflect the new and modified features on Xedio Dispatcher from Xedio Suite 4.0 (compared to Xedio Suite 3.1).

In the user manual, the icon 

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
1.1, 4.2, 4.4, 5.3.1	Possibility to scan a drive or folder so its content is available for browsing, clipping and exporting.
1.1	Clips displayed in Xedio Dispatcher are available to Xedio database and media server as growing clips, without waiting the end of transcoding process.
1.2	New supported HD standard: 720p 50/59.94Hz Updated list of supported codecs for source files and export.
2.2	Xedio Dispatcher can be used with Windows 7.
3.3.1	Updated tables of parameters profiles.
0	Tables with keyboard profiles have been added.
4.2, 4.5.1, 4.5.2, 4.5.4, 5.3.2	A new view is available in the Workspace area: the List view allows to perform search on the element list.
4.2, 4.6.2, 5.6.1, 5.6.2	Free text can now be associated to a log.
4.2, 4.6.2, 5.6.1	The use of keyword is no more mandatory to add a log to a clip. Ranking and free text can be associated to a log even if no keyword grid has been loaded in Xedio Dispatcher.
5.3.3	Search tools are available from the List view to quickly find requested clips.
5.4.2	A clip can be loaded on the Clip Player from the List view.
5.5.2	A clip can be added to the Storyboard from the List view.
5.9.3	A clip can be added to the Export list from the List view.

1. Introduction

1.1 PRODUCT DESCRIPTION

Xedio Dispatcher is a software product used for importing A/V files, rough-cutting and exporting rough-cuts to multiple destinations and formats.

Xedio Dispatcher automatically detects connected devices (such as P2, XDCAM or XDCAM EX devices), and instantly displays their contents. This allows immediate browsing of the media directly on the device, which speeds up the shoot selection, sub-clipping and/or fast rough-cut editing. Shoots, sub-clips and edits can also be instantly logged. Xedio Dispatcher also scans drives or folders upon user request and displays their content.

New!

As soon as clips are displayed in Xedio Dispatcher, they are available to Xedio database and media server as growing clips, without waiting the end of transcoding process.

New!

Once selected or created, the sub-clips and consolidated storyboards can be easily transferred from the device itself to any EVS video server (for example: XT2+, XS), media server (for example: SAN, XStore), or any type of storage.

Simultaneous transfers to multiple destinations in multiple formats are supported thanks to Xedio on-the-fly SD/HD rewrapping & transcoding capabilities.

New! 1.2 SUPPORTED FORMATS AND CODECS

The following tables provide information on the currently supported source and target codecs in SD and HD.

SD VIDEO CODECS

Supported standards	• PAL • NTSC
Supported codecs for source files	• Sony XDCAM hi-res & proxy (DV25, IMX-D10 30/40/50) • Panasonic P2 hi-res & proxy (DVCPRO25, DVCPRO50) • MJPEG • MPEG-1, MPEG-2
Supported codecs for export	• Long GOP MPEG (MPEG1, MPEG2) • Sony XDCAM hi-res

	(IMX-D10 30/40/50) • Panasonic P2 hi-res (DV25, DVCPRO25, DVCPRO50) • AVI (DV25, DVCPRO25, DVCPRO50) • QuickTime (DV, DVCPRO25, DVCPRO50, IMX-D10 30/40/50, MJPEG) • Raw DV (DV, DVCPRO25, DVCPRO50) • EVS (DVCPRO50, MJPEG, IMX-D10 30/40/50 and Supermotion) • PCM (wav audio files) • WM9 • H.264 AVC (MP4, TS) • MXF OP1A SMPTE (DVCPRO50) • MXF OPAtom Avid (IMX-D10 30/40/50 and DVCPRO50)

HD VIDEO CODECS

Supported standards	• 1080i 50/59.94Hz • 720p 50/59.94Hz
Supported codecs for source files	• Sony XDCAM HD & Proxy (422, 420) • Sony XDCAM Ex (420) • Sony XDCAM SxS • Panasonic P2 high-res & proxy (AVC Intra 50/100, DVCPRO100) • Canon XF (MPEG-2 HD 15/35/50) • MJPEG • MPEG-2

	• Apple ProRes • Avid DNxHD
Supported codecs for export	• EVS (AVC Intra 100, MJPEG & proxy, Avid DNxHD®) • QuickTime (AVC Intra 100, DVCPRO100, Avid DNxHD®) • XDCAM HD (422, 420) • Panasonic P2 high-res (AVC Intra 50/100, DVCPRO100) • H.264 AVC (MP4, TS) • Long GOP MPEG-2 (TS, PS) • MXF OP1A SMPTE (Avid DNxHD®, DVCPROHD, AVC Intra 100) • MXF OPAtom Avid (Avid DNxHD®, DVCPROHD, AVC Intra 100)

REQUIREMENTS RELATED TO SOURCE FILES

The source files must meet the following requirements:

- All video and audio source files (SD or HD) must include maximum 8 audio channels at 48 KHz, in stereo pairs (dual mono is not supported).
- HD editing is limited to (less than) 120 Mbps codecs and should be performed using SAS storage or external disk arrays.

2. Installation

2.1 PREREQUISITES

Here is the list of prerequisites to the installation of Xedio Dispatcher:

- Hardware requirements must be met
- Software requirements must be met
- The XSecure application needs to be installed on the workstation with all the required license codes
- Xedio Dispatcher has to be installed with administrator rights.
- It is recommended to close all other applications before starting the Xedio Dispatcher installation, especially all EVS applications.
- XDCAM and/or P2 drivers must be installed on the Xedio Dispatcher computer.

2.2 HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE REQUIREMENTS

Xedio Dispatcher can be installed on a single laptop or desktop computer.

The browser and player of Xedio Dispatcher use the CPU resources of the Xedio Dispatcher workstation to decode the A/V material, depending on the source and the target codecs.

The guidelines for the hardware minimum requirements are:

- CPU: Core Duo 2.33GHz processor (or equivalent)
- RAM: 3GB
- Display Resolution: minimum 1280x1024
- Gfx Card: no specific needs ("standard" PC Gfx card)

Options:

- USB 2.0, IEEE 1394 (Firewire) and/or PCIe interface(s) depending on the device you want to connect to Xedio Dispatcher machine (FTP access not supported).
- For Audio monitoring and/or Audio Guide Track: Digigram Audio Board or any other Audio Board.

SOFTWARE REQUIREMENTS

Xedio Dispatcher has to be installed on a computer running Windows XP Pro SP3 32 bits or Windows 7 32 or 64 bits.

2.3 LICENSES

2.3.1 LICENSE CODES REQUIRED

The XSecure application needs to be installed on the workstation. All the following license codes (known as Xedio Dispatcher full option) must be requested to allow the use of Xedio Dispatcher, except the Audio Guide Track and RTProf Wizard which are optional.

License	Code	Description
Base Package	10	Base Package for Xedio Dispatcher
P2 Source	20	Access to A/V content on P2 support
XDCAM Source	30	Access to A/V content on XDCAM support
Storyboarding	40	Access to the Storyboarding (rough cut) module of Xedio Dispatcher
Audio Guide Track	41	Allows the creation of an Audio Guide Track over a storyboard
Export	50	Access to the Export Module of Xedio Dispatcher
RTProf Wizard	51	Allows the creation of a new export target profile (RTProf generator)
Logger	60	Access to the Logging (IPD Logs) module of Xedio Dispatcher
Transcoding	70	Access to the transcoding option for the export module. If not present, only smart rendering is allowed.

2.3.2 REQUESTING AND IMPORTING THE LICENSE KEYS

In the XSecure Manager application installed on the Xedio Dispatcher workstation, you need to click the **Request** button to generate an XML file. Email this XML file to the EVS support and ask for the Import Key file.

Once you have received the Import Key file, you need to select and import the file via the **Import Key File** button in XSecure Manager.

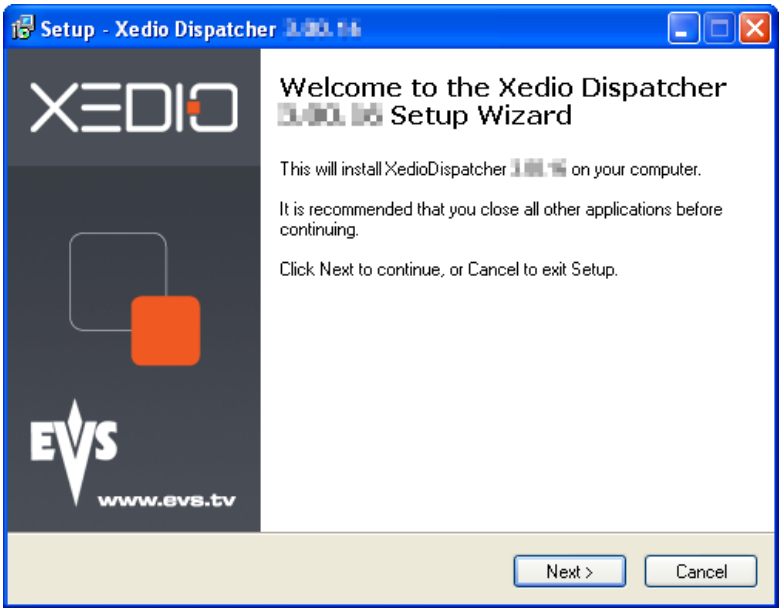
2.4 INSTALLATION PROCEDURE

A Setup wizard guides you through the installation of Xedio Dispatcher.

To install Xedio Dispatcher, proceed as follows:

1. Copy the installation file `FullXedioDispatcher_4.0x.xx.exe` locally.

   This is the full installer file, which you need to use for a first installation. Use the `XedioDispatcher_4.0x.xx.exe` for upgrades.
2. Double-click on the installation file to launch the installation wizard
3. Click **Next** on the Welcome window.



4. Read the License agreement, click the **I accept the agreement** option and click **Next**.

5. Click **Install** on the Ready to Install window.

When the application is installed, you need to restart the computer.

The Xedio Dispatcher installer will then perform some final installation steps before you can launch the application.

3. Configuration and Customization

3.1 EXPORT TARGET PROFILES

3.1.1 DEFINITION

An Export Target Profile (also called 'RTProf') is an .xml file that contains the definition for rendering the storyboard created in Xedio Dispatcher into a single file on a given destination or into a clip on a given EVS server.

The Export Target Profile mainly includes the definition of the destinations, and of the codecs in which the file or clip need to be generated.

The Export Target Profiles available in Xedio Dispatcher are stored in: `C:\XedioDispatcherMS\Profiles\RTProf`.

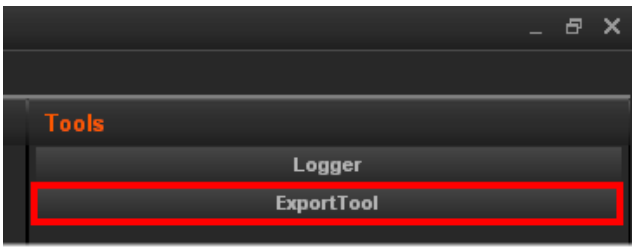
The Export Target Profiles can be defined and customized to your needs by the EVS Project Manager. However, you can also create your own Export Target profiles using the Target Wizard.

3.1.2 CREATING YOUR OWN EXPORT TARGET PROFILE

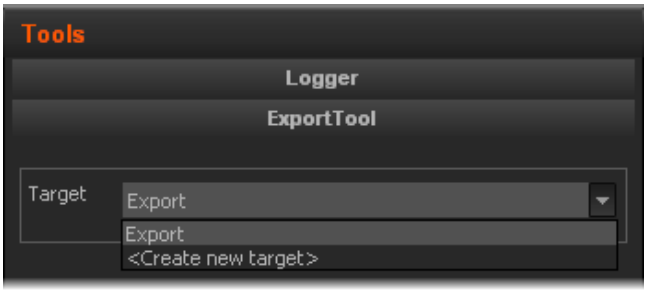
You can create an Export Target profile from the Export Tool in Xedio Dispatcher, by means of the Target wizard. This operation is explained in this chapter since it should be performed as you configure your application.

To create an Export Target Profile in Xedio Dispatcher, proceed as follows:

1. In Xedio Dispatcher, click the ExportTool tab in the Tools area:



2. In the Target field, click the down arrow and select <Create new target> from the list.



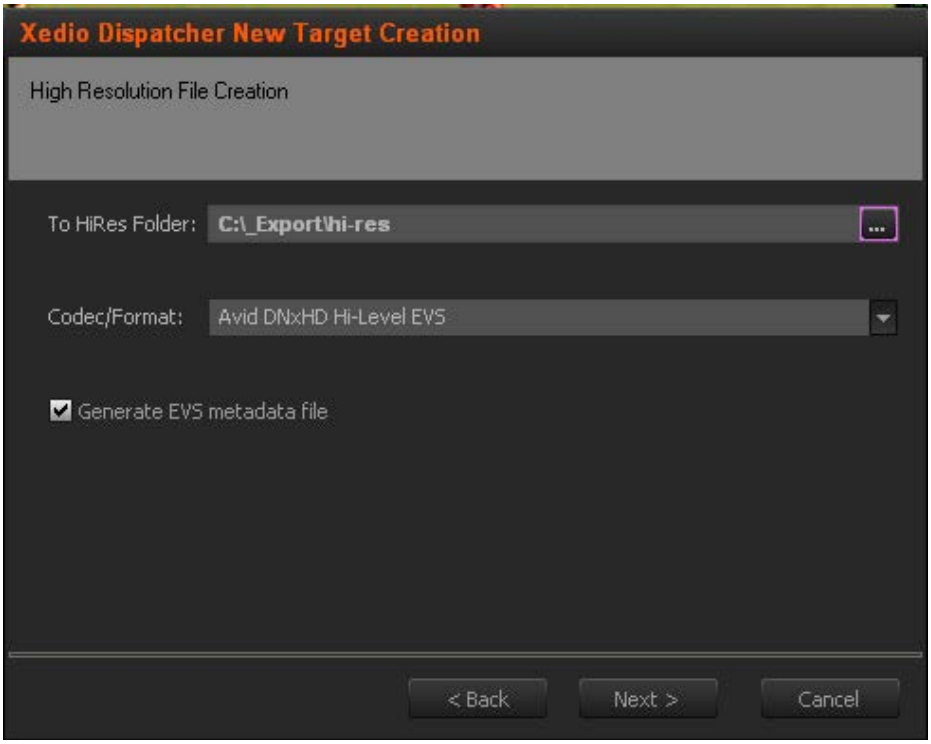
The Target wizard opens.

3. In the **Target Type** dialog box, select the types of targets you want to generate, either files stored on the network, or clips on EVS servers:

Click **Next**

4. If you have asked to generate hi-res files, the **High Resolution File Creation** dialog box will be displayed.

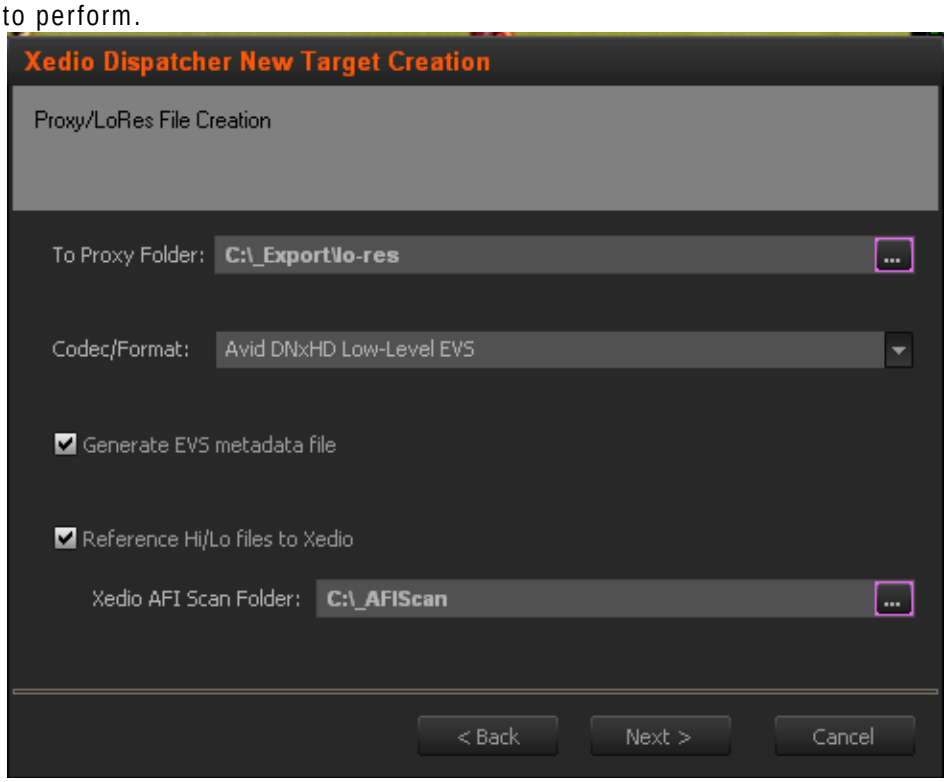
   Specify the folder where the high resolution files will be stored, as well as the codec and format to be used to generate these files.
   If you want to generate an EVS metadata file (XML file), that will contain the file definition, select the **Generate EVS metadata file** option. This metadata file will be stored in the same folder as the media file.



Click **Next**

5. If you have asked to generate lo-res files, the **Proxy/LoRes File Creation** dialog box will be displayed.

   Specify the same information for the low resolution files as for the high-resolution file.
   If you want the AutoFileImporter application (AFI) to scan the generated files and reference them in the Xedio database, select the **Reference Hi/Lo files to Xedio** option and specify the folder that AFI will have to scan to find the jobs to perform.

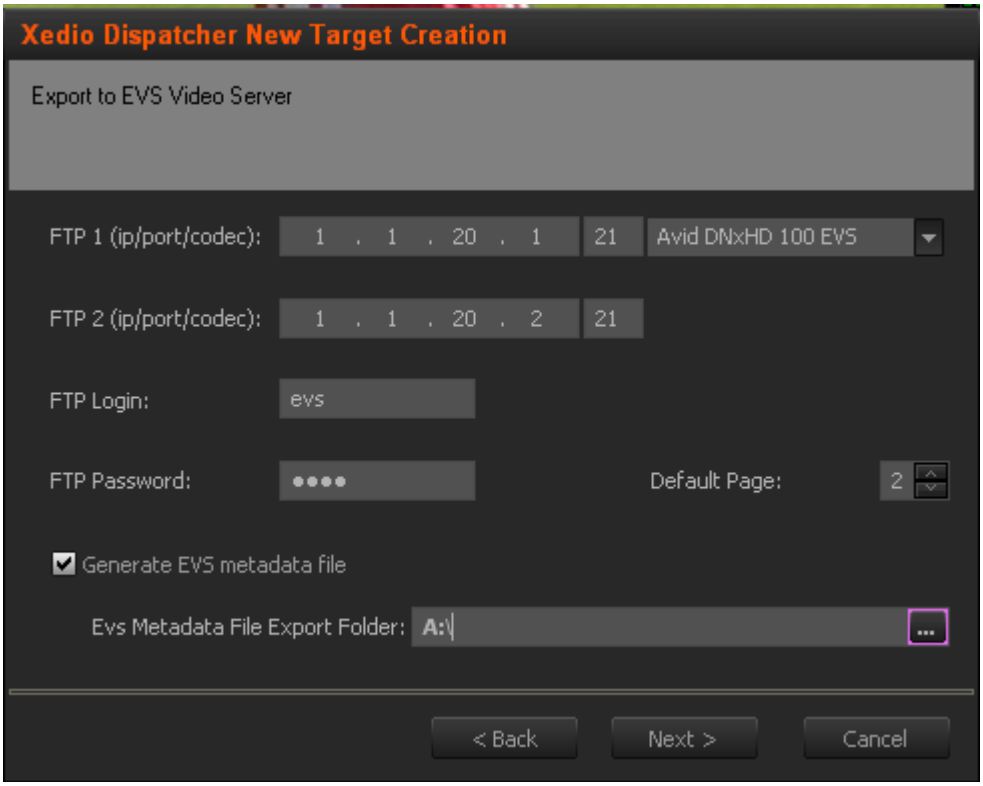


Click Next

6. If you have asked to generate clips, the Export to EVS Video Server dialog box displays.

   Specify both IP addresses of the EVS video server, the codec used on the server, the FTP login and password, the default page on which the generated clip will be stored.

   If you want to generate an EVS metadata file (XML file), that will contain the file definition, select the Generate EVS metadata file option, and specify the folder where the file should be stored.



   Click Next

7. If you have asked to use a second EVS server as backup, the Export to 2nd EVS Video Server dialog displays. Provide the same information as for the main EVS server.

   Click Next.

8. The Export Logsheet File displays.

   Xedio Dispatcher can generate a log sheet (XML file) that will contain the log information available in the clip, sub-clip or storyboard exported. To this end, select the Generate EVS metadata file option and specify the folder where to export this log sheet.
   Click Next.

9. In the next dialog box, specify the name for the Target Profile you have defined. This is the name that will be displayed in the Target field of the Export Tool in Xedio Dispatcher.

10. The last dialog box provides an overview on the target profile definition. You can still go back to a previous dialog box, and modify the target profile definition.

Click **Finish** to confirm the Target Profile Definition.
The target profile you have created is now available for use in the **Target** field of the Export Tool in Xedio Dispatcher.

3.2 KEYWORD GRIDS

The keywords grids used in Xedio Dispatcher are stored as .xml files in `C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids\*.xml`. They are compatible with IPDirector.

Drop the requested keyword grid files in the folder specified above and the name of the file will be displayed as the keyword grid name in the Logger tool of Xedio Dispatcher. The grid is directly available in Xedio Dispatcher.

3.3 CONFIGURATION PARAMETERS

3.3.1 PARAMETER PROFILES

INTRODUCTION

You can access the parameter profiles in Xedio Dispatcher, via the menu Parameters > Parameter Profiles.

The parameters that are not described below are not used in the current version of Xedio Dispatcher.

LIST OF <GENERAL> PARAMETERS

General	
Allows to backup EVS video server	When selected: the backup of EVS video server is allowed.
Can select ClassList node	When selected: enables the selection of a class list node rather than only the deepest sub-items.
Confirmation window to backup EVS video server	When selected: displays a confirmation window before the backup operation of an EVS video server.
Default video aspect ratio	Video Ratio used in thumbnail generation and during rendering operations Possible values: 4/3 or 16/9
Default high bitrate video width	Free text field to define the default horizontal resolution for hi-resolution video files (width in pixels)
Default video standard	Video supported by the Dispatcher in the current session (You cannot mixed PAL and NTSC). This parameter is also used during rendering to upscale or not the media Possible values: PAL SD, NTSC drop SD, HD 1080i @50, HD 720p @50, HD 1080i @59,94, HD 720p @59,94.
Default XT Growing Clip Duration	Field to define the default duration for XT growing clip.
Grab Still Frame Folder	Field to define the default folder to store grab image file.
Grab Still Frame Prefix	Field to define the default prefix for the resulting grab image file.
XedioBroker address	Free text field to define the IP address and port number of Xedio Broker.

General	
XT Clip creation default clipname	Free text field to define the default clip name when creating an XT clip.

Audio	
Default Down Conversion Rule	Defines the default downconversion rule for 5.1 audio output. You can choose between the following default options[1]: • L=L+Center, R=R+Center • L=L, R=R • L=Center, R= Center • L=Center, R=Silence • L=Silence, R= Center • L=Ls, R=Rs
Default Input Audio Track Assignment	Defines the default audio channel assignment for the imported media files (other than server clips and encoder ingests). The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign. **Note** Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will be used instead of the default ones on the workstation.
Default Rendering Audio Track Assignment	Defines the default audio channel assignment for rendered files. The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign.
Default XT Input Audio Track Assignment	Defines the default audio channel assignment for the media files (server clips only).The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign.
Enable 5.1 management	Enables the creation of 5.1 tracks in CleanEdit timeline. The 5.1 audio support in CleanEdit works only with EVS video server clips. Each track created in the CleanEdit timeline allows the user to place and manage audio blocks from server clips, behind which a group of 6 audio

1
L=Left (front) Ls=Left Surround C=Centre
R=Right (front) Rs=Right Surround LFE=Low Frequency Effects

Audio	
	channels are handled.

Automatic Restore	
Restore Type	Option list to select the restore type to be used for automatic restore process. Possible values: • Full Restore: restores the whole media • Partial Restore: restores only the useful section of the media used in the edit for which a restore is requested.

Import	
Imported FileName Format	Free text field to define the imported filename format for XDCAM import. The following items can be used:

%LABEL	Label given by Xedio user
%NAME	Clip Name
%CLASSID	Class ID
%TCIN	Timecode IN
%TCOUT	Timecode OUT
%CLIPTYPE	Clip Type, e.g. DV_50i, P2HD_100i)
%USER	Xedio Username
%DURATION	Timecode Duration
%YEAR	Current Year
%MONTH	Current Month
%DAY	Current Day Number
%HOUR	Current Hour
%MIN	Current Minute
%SEC	Current Second
%MSEC	Current Millisecond
%SDYEAR	Shooting Date – Year

Import		
	%SDMONTH	Shooting Date – Month Number
	%SDDAY	Shooting Date – Day Number
	%GUID	Clip GUID
Use Long Clip Name	When selected: the long clip name is used as media label.	

Vumeter	
Bottom level of Vumeter	Field to define the db value of vu-meter bottom level. It is the audio level difference (in dB) compared the 0 level (audio level of the source media) and corresponding to the bottom of the green zone in the audio meters
Saturation level of Vumeter	Field to define the db value of vu-meter saturation level. It is the audio level difference (in dB) compared to the 0 level (audio level of the source media) and corresponding to the bottom of the red zone in the audio meters
Top level of Vumeter	Field to define the db value of vu-meter top level. It is the audio level (in dB) of the source media and corresponds to the top of the red zone in the audio meters.
Warning level of Vumeter	Field to define the db value of vu-meter warning level. This value corresponds to the beginning of the orange area in the vu-meter.

Note

The default values for audio vumeter levels differ in Xedio Dispatcher and in Final Cut Pro.

It is therefore normal to see the same media reaching the red zone in Xedio Dispatcher while it is still in the orange zone in FCP.

If you want to have the same audio meter display in both applications, you can match the audio meter default values in Xedio Dispatcher to the FCP values.

LIST OF MEDIA DISPATCHER PARAMETERS

General

EVS Server Ganging Type	Field to enter a value corresponding to a camera ganging type. 0: XT input cameras 1: IPDirector metadata 2: mixed (first tries IPD metadata then XT input cams)
External Cue Point – Ranking 0 Color	Color used, in the media bar of the Player, to represent a log with the default ranking assigned
External Cue Point – Ranking * Color	Color used, in the media bar of the Player, to represent a log with a ranking * assigned
External Cue Point – Ranking ** Color	Color used, in the media bar of the Player, to represent a log with a ranking ** assigned
External Cue Point – Ranking *** Color	Color used, in the media bar of the Player, to represent a log with a ranking *** assigned
ThumbnailWidth	Width used for new thumbnails (Height is found according to the 4/3 ratio)
User Cue Point Color	Color used, in the media bar of the Player, to represent a log entered by the logged user.

Cemediaimport

Audio Track Assignment Dialog	When selected: Enables the display of audio track assignment dialog tab in the Setup window during an import.
Kmt	When selected: Allows import of RTD files
P2	When selected: Allows import of files with P2 format
PlayXTClip	When selected: Allows server clip to be viewed in a player
PlayXTTrain	When selected: Allows server train to be viewed in a player
Stills	When selected: Allows import of image (stills files)
Stills Keys	When selected: Allows import of stills with key files
Video	When selected: Allows import of video files
Wave	When selected: Allows import of files with wave format

Cemediaimport	
XDCam	When selected: Allows import of files with XDCam format
XT	When selected: Allows import of server clips

Db Maintenance	
BackupFilename	Backup prefix name of the Xedio Dispatcher DB
BackupFolder	Location where the backup operations save backup files
CheckDB	Checks DB during maintenance operation
DaysBeforeDBMaintenance	Delay between two DB maintenances
GenerateBackup	Generates Xedio Dispatcher DB backup during maintenance operation
PurgeBackupFiles	Purges previous Xedio Dispatcher DB backup during maintenance operation
PurgeBackupHistory	Purges history from Xedio Dispatcher DB backup during maintenance operation
ReorganizeIndex	Re-indexes table from Xedio Dispatcher DB during maintenance operation
ShrinkDB	Shrinks Xedio Dispatcher DB during maintenance operation

DeviceFilter	
AllowCDRom	When selected: Allows scanning CDRoms to find media. This parameter needs to be active for XDCAM disk access.
AllowFixedDrive	When selected: Allows scanning local hard disks to find media
AllowRamDisk	When selected: Allows scanning Ram disks to find media
AllowRemoteDrive	When selected: Allows scanning network drives to find media
AllowRemovableDrive	When selected: Allows scanning USB drives to find media
AllowToChangeExtensions	When selected: Allows to change the list of default file extensions supported during the media referencing from a drive. Change is possible from the drive creation window or the drive edit window.

DeviceFilter	
DaysBeforeMediaPurge	Delay between two unused media purge
DelayBetweenVolumeCheck	Time in seconds between automatic rescan on removable disk if there is a change
Extensions	List of default file extensions supported by Xedio Dispatcher during the media referencing from a drive. This parameter is used as default value during the drive creation.
MaxDepth	Number of directory levels checked when scanning for media.
MediaClassId	Class ID assigned to the media during its referencing in Xedio Dispatcher.
MediaDescription	Default text to describe the media and assigned to the media during its referencing in Xedio Dispatcher.
MediaExternalRef	Default text for the external reference of the source support assigned to the media during its referencing in Xedio Dispatcher.
MediaGlobalShootingDate	The global shooting date is assigned to the media during its referencing in Xedio Dispatcher. This parameter is a numeric value to define how the global shooting date is assigned: Possible values: • 0: date retrieved from the XML file and corresponding to the date when the media was recorded by the camera. • >0: date provided by the application .and corresponding to the date when the media was referenced in Xedio Dispatcher.
Medialabel	Default name assigned to. the media during its referencing in Xedio Dispatcher.
MediaMetadataXML	This field is left empty by default.

Logger	
KeywordGridFolder	Folder where Xedio Dispatcher looks for Keyword grids. Default value: C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grid\

Media List	
MaxResultSelSize	Field to define the maximum number of items which will be displayed in the result list after (0 = no limit).

Player	
Auto Clip IN	This parameter will be used in future version. Amount of fields before the entry point of a clip when using the auto-clipping tool (Alt+Space bar).
Auto Clip OUT	This parameter will be used in future version. Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
BrowsingIntervalAccuracy	Interval (in msec) in which the browsing (using the nowline) tries to be frame accurate (high impact on bandwidth)
EnableDeinterlaceMenu	When working in HiRes, enable the deinterlace menu when right clicking over player
JogAudioThresholdHI	Maximum playing speed, in hi-res, above which the audio will no longer be audible
JogAudioThresholdLO	Maximum playing speed, in lo-res, above which the audio will no longer be audible.
JogRangeHI	Jog Range in HiRes (from -1.0 to 1.0)
JogRangeLO	Jog Range in LoRes (from -2.0 to 2.0)
PrevNextX	Field to enter the number of fields to jump when Alt key is used with Prev and Next buttons.
ShiftSpeedMax	Field to enter the speed rate for super fast forward and rewind tools when used together with the Shift key.
SpeedMax	Field to enter the speed rate for fast forward and fast rewind tools.
XT Clip Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
XT Stream Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling streams.
XT Train Only View Enable	When selected: the clip creation on XT train is disabled.

Storyboard	
AllowAudioGuideTrack	Enables the Audio Guide Track feature. If this parameter is active and if the required license key is installed in XSecure, the Audio Guide Track button will be available  in the Storyboard player.
AudioGuideTrackOutput	Stereo output for Audio Guide Track
AudioGuideTrackPreRoll	Countdown in milliseconds before starting the record process
AutomaticSaveTime	Delay (in seconds) between two storyboard saves

Workspace	
AllowMatchFrame	Allows the Match Frame feature (toggle from edit to media): If this is active, the Match Frame button is available in the Storyboard Player 

HOW TO EDIT A PARAMETER PROFILE

To edit the parameters values of a profile, proceed as follows:

1. In the Application Selection area, select the application in which a parameter profile should be edited.
2. Select the profile in the Profile Selection area.
3. In the Parameters area, edit the desired parameters in the Variant Values column
   - by selecting or clearing the box corresponding to a parameter (check box)
   - by adding the required value (field to enter a value)
   - by selecting the required value (option list)

   The default values can be changed by editing the <default> profile.
4. Click the Save button to save the selected profile.

   A dialogue box will show a successful update.

3.3.2 KEYBOARD PROFILES

INTRODUCTION

You can access the keyboard profiles in Xedio Dispatcher, via the menu Parameters > Keyboard Profiles.

LIST OF MEDIA DISPATCHER KEYBOARD KEYS ASSIGNMENTS

General	
Player Focus	Sets focus on Clip Player window
Player Full Screen	Zoom Clip Player window to full screen
Recorder Focus	Sets focus on Storyboard Player window
Recorder Full Screen	Zoom Storyboard Player window to full screen

Cemd_storyboard	
Delete Edit Clip	Deletes the selected edit clip
Delete Storyboard	Deletes the storyboard
End Edit Clip	Jumps to the last edit clip of the open storyboard
End Storyboard	Jumps to the last storyboard
Home Edit Clip	Jumps to the first edit clip of the open storyboard
Home Storyboard	Jumps to the first storyboard
Next Edit Clip	Jumps to the next edit clip of the open storyboard
Next Storyboard	Jumps to the next storyboard
Previous Edit Clip	Jumps to the previous edit clip of the open storyboard
Previous Storyboard	Jumps to the previous storyboard
Select all edit clips	Selects all the edit clips from the open storyboard

Exporttool	
Delete	Deletes the selected clip

Player	
Drop NowLine	Drops the clip, defined in the player, into the storyboard.
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1
Toggle Audio1 Selection (a)	Toggle selection of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Toggle Audio2 Selection (a)	Toggle selection of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Toggle Audio3 Selection (a)	Toggle selection of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4
Toggle Audio4 Selection (a)	Toggle selection of the player audio stereo 4
Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Toggle Audio5 Selection (a)	Toggle selection of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Toggle Audio6 Selection (a)	Toggle selection of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Toggle Audio7 Selection (a)	Toggle selection of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Toggle Audio8 Selection (a)	Toggle selection of the player audio stereo 8
Toggle Video (a)	Toggle the selection of the player video track
Fast Forward	Goes fast forward the media in player window (if focus is set to player)
Fast Rewind	Fast rewinds the media in player window (if focus is set to player)
Goto End	Jumps to end of the clip or media
Goto IN	Jumps to the IN point

Player	
Goto OUT	Jumps to the OUT point
Goto Start	Jumps to beginning of the clip or media
Insert CuePoint	Inserts a cue point (needs a number to be typed + "enter" for a timeline cue point)
Mark IN (a)	Sets clip IN point to current nowline position
Mark IN (b)	Sets clip IN point to current nowline position (secondary shortcut)
Mark OUT (a)	Sets clip OUT point to current nowline position
Mark OUT (b)	Sets clip OUT point to current nowline position (secondary shortcut)
Next Frame (a)	Goes to next frame
Next Frame (b)	Goes to next frame (secondary shortcut)
Next CuePoint	Goes to next cue point in Player. Goes to next transition in timeline
Next CuePoint (b)	Goes to next cue point in Player. Goes to next transition in timeline (secondary shortcut)
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
Play/Stop	Starts/stops loaded media in the Player window from the current position
PlayClip	Plays the clip to OUT point once
PlayClip_loop	Plays the clip to OUT in loop mode
Play Forward	Plays forward at various speed
Play Reverse	Plays reverse at various speed
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous CuePoint	Goes to previous cue point in Player. Goes to previous transition in timeline
Previous CuePoint (b)	Goes to previous cue point in Player. Goes to previous transition in timeline (secondary shortcut)
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software

Player	
	profile)
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)
Toggle All Audio	Toggle all player audio
Stop	Stops playing the media

Recorder	
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4
Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Goto End	Jumps to the end of the edit
Goto Next Transition	Jumps to next transition (in regard to the selected tracks)
Goto Next Transition (b)	Jumps to next transition (in regard to the selected tracks) (secondary shortcut)
Goto Previous Transition	Jumps to previous transition (in regard to the selected tracks)
Goto Previous Transition (b)	Jumps to previous transition (in regard to the selected tracks) (secondary shortcut)
Goto Start	Jumps to the beginning of the edit
Insert Cue Point	Inserts a cue point.
Next Frame (a)	Jumps to next frame
Next Frame (b)	Jumps to next frame (secondary shortcut)
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)

Recorder	
Play/Stop	Starts/stops loaded storyboard in Storyboard Player window
Play Forward	Plays forward at various speed.
Play from Next Transition	Plays from next transition (in regard to the selected tracks) (with Preroll)
Preview Previous Transition	Previews previous transition (in regard to the selected tracks) (with Preroll)
Play Reverse	Plays reverse at various speed.
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software profile)
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)
Stop	Stops the Storyboard Player

Thumbnail View	
Next Line Clip	Select the clip on the next line
End	Select the last clip
Home	Select the first clip
Next Clip	Select the next clip on the line
Previous Clip	Select the previous clip on the line
Select All Clips	Select all the clips
Previous Line Clip	Select the clip on the previous line

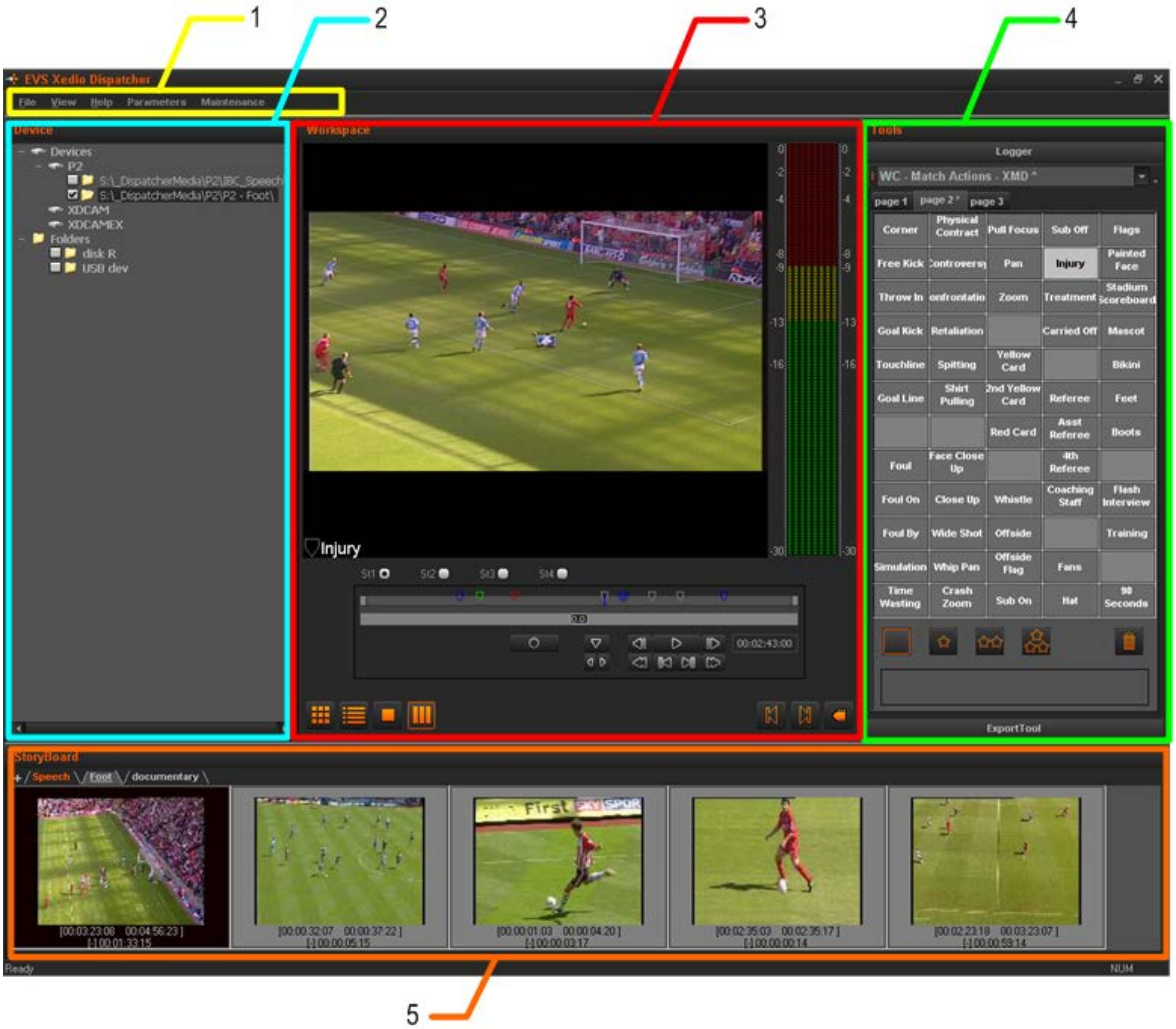
4. User Interface

4.1 STARTING XEDIO DISPATCHER

To start Xedio Dispatcher, select the Xedio Dispatcher application via the menu Start > All Programs > EVS Broadcast Equipment > Xedio Dispatcher > Xedio Dispatcher OR double-click the Xedio Dispatcher shortcut on the desktop:

4.2 OVERVIEW

The Xedio Dispatcher user interface consists of four areas, besides the Menu bar. They are highlighted on the following screenshot and shortly described in the table below:



Area	Description
1. Menu Bar	The menu bar gives access to general commands and to configuration parameters.
2. Source Device	This area displays the plugged-in devices and the media that has been automatically detected on the devices, as well as media from drives and folders which have been scanned by the users.. See also the section 4.4 'Source Device Area', on page 30.
3. Workspace	This is the working area where you mainly perform the following actions: • Searching for the requested clips, potentially by applying search filters. • Loading, playing and editing the source clips to create sub-clips that will be added to a storyboard. • Loading and playing the final storyboard to check it before export. See also the section 4.5 'Workspace Area', on page 31.
4. Tools	This area contains several horizontal tabs that provide the following tools: • Logger tool: It allows the selection of keywords from keyword grids and the selection of a ranking level to associate to a log. • Export tool: It allows the export of clips, sub-clips or storyboards based on the settings defined in a selected target profile. See also the section 4.6 'Tools area', on page 39.
5. Storyboard	This is the area where you create and manage your storyboards. It displays: • The storyboards as individual tabs. • The thumbnails of the clips included in the open storyboard. See also the section 4.7 'Storyboard area', on page 44.

4.3 MENU BAR

The Menu bar gives access to the following commands:

Menu item	Description
File	
Exit	Closes Xedio Dispatcher
View	
Status Bar	Displays/hides the status bar at the bottom of the window
Help	
About	Provides information on the application version, the support phone number, etc.
Parameters	
Parameter Profiles	Opens the Parameter Profiles window where you can modify the various parameters of Xedio Dispatcher. For more information on the parameters, refer to the section 3.3 'Configuration Parameters', on page 13.
Keyboard Profiles	Opens the Keyboard Profiles window where you can customize the keyboard shortcuts. To modify a keyboard shortcut, double-click the keyboard shortcut in the Variant Keyboard Function column, type the requested keyboard shortcut, and press OK.
Maintenance	
Database Cleanup	Opens the Database Cleanup window where you can clean all DB tables, delete thumbnails, and audio guide track in a single operation. To clean the Xedio Dispatcher database, select the check box in the Cleanup Operations zone and click Start. To leave the window without cleaning the database, click simply OK.

4.4 SOURCE DEVICE AREA

4.4.1 INTRODUCTION

When you open Xedio Dispatcher, the application automatically detects the plugged-in SD or HD devices (P2, XDCAM or XDCAM EX supports), and searches for media present on these supports.

New!

USB devices and XF drives can be scanned, so their content is available for browsing, logging, rough-cut and export.

4.4.2 GENERAL DESCRIPTION

New!

The Source Device area displays:

- the identified devices as the root branches of an expandable tree view and the detected media below the device on which it is stored. The path where the media is located is specified.
- the folders scanned by users and their sub-folders.

The check-boxes are used to specify the media to be displayed in the Thumbnail view and in the List view of the Workspace. See also 5.3 'Selecting Relevant Media', on page 59.

4.5 WORKSPACE AREA

4.5.1 INTRODUCTION

New!

In the Workspace area, you will list, apply filters, browse and edit the media using one of the four possible views.

The user interface elements in the Workspace area differ depending on the view mode.

4.5.2 VIEW MODES IN THE WORKSPACE

You can select the requested view by clicking one of the view buttons at the bottom of the Workspace area:

View		Description
Thumbnail view		The Thumbnail view shows the thumbnails corresponding to the various source clips of the media selected in the Source Device area.
List view		The List view displays the list of source clips from the media selected in the Source Device area and gives access to the different filters which can be applied to restrict the list of clips displayed.
Clip Player view		The Clip Player view allows playing source clips.
Storyboard Player view		The Storyboard Player view allows playing the final storyboards, as well as recording audio guide tracks.

New!

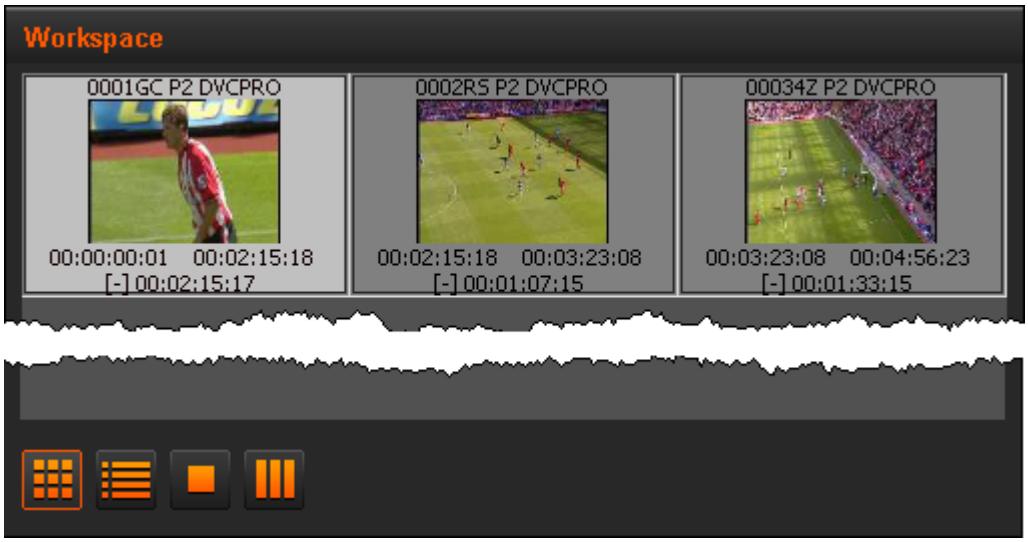
4.5.3 THUMBNAIL VIEW IN THE WORKSPACE AREA

PURPOSE

You will work in this view to select the cameras source clips you want to use to create storyboard elements.

OVERVIEW

The Thumbnail view shows the thumbnails corresponding to the various source clips of the media selected in the Source Device area:



For each clip, the following metadata is displayed:

- the clip name (above the thumbnail)
- the TC IN, TC OUT, and duration of the clip in the source media (below the thumbnail)

Double-clicking a thumbnail opens the corresponding clip in the Clip Player view.

SELECTING TECHNIQUES

Several source clips can be selected to move them at once to a storyboard or to on export list. You can select them thanks to the usual commands:

- Press CTRL + click on the items for a selection of multiple non-contiguous items.
- Press SHIFT + click on the first and last item for a selection of multiple contiguous items.
- Press CTRL + A to select all the items from the thumbnail view.

New!

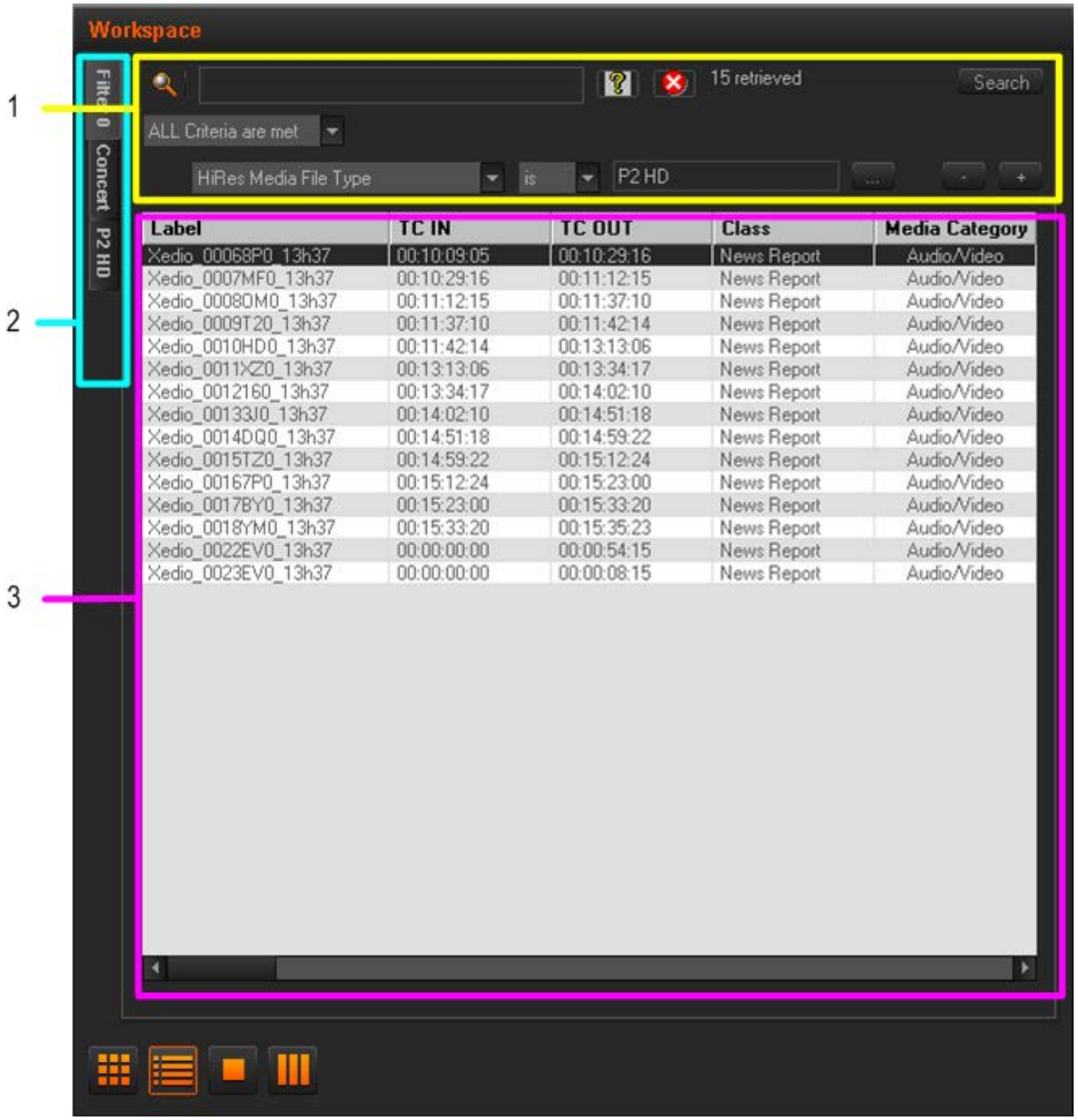
4.5.4 LIST VIEW IN THE WORKSPACE AREA

PURPOSE

You will preferably use this view to see the clips metadata when you work with drives / folders in the Device area.

OVERVIEW

The List view displays the list of all clips present in the selected media, and their associated metadata. Different filers can be applied to restrict the list.



The following table provides a short description of the various areas highlighted in the List view. You will find more detailed information on the List view in the section 5.3.3 'Searching for Clips within the List View', on page 61:

User Interface Element	Description	See also …
1. Search Tools	Provides a Quick Text Search field and Advanced Filters fields to restrict the list to specific data.	Section 5.3.3 (pp.62 and 63)
2. Saved Filters Tabs	Allows to save filters and to apply them later on.	Section 5.3.3 (p.69)
3. Element List	Displays the list of clips corresponding to the selected source in the Device area, or returns the result of a search applied to the list.	Next 2 sections

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

ELEMENT LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on an item in the list:

Menu Item	Description
Play	Loads the clip in the Clip Player window to allow the clip to be browsed.
Render List	Opens the Render List window listing all types of rendering that have been done with the clip.
Archive History	Opens the Archive History window listing the archive and restore processes that were achieved for the selected clip.
View Properties	Opens the Media Properties window which shows the properties for the selected clip. If a default metadata profile has been defined for the media, a metadata tab is displayed and allows to modify the clip metadata values.

4.5.5 CLIP PLAYER VIEW IN THE WORKSPACE AREA

PURPOSE

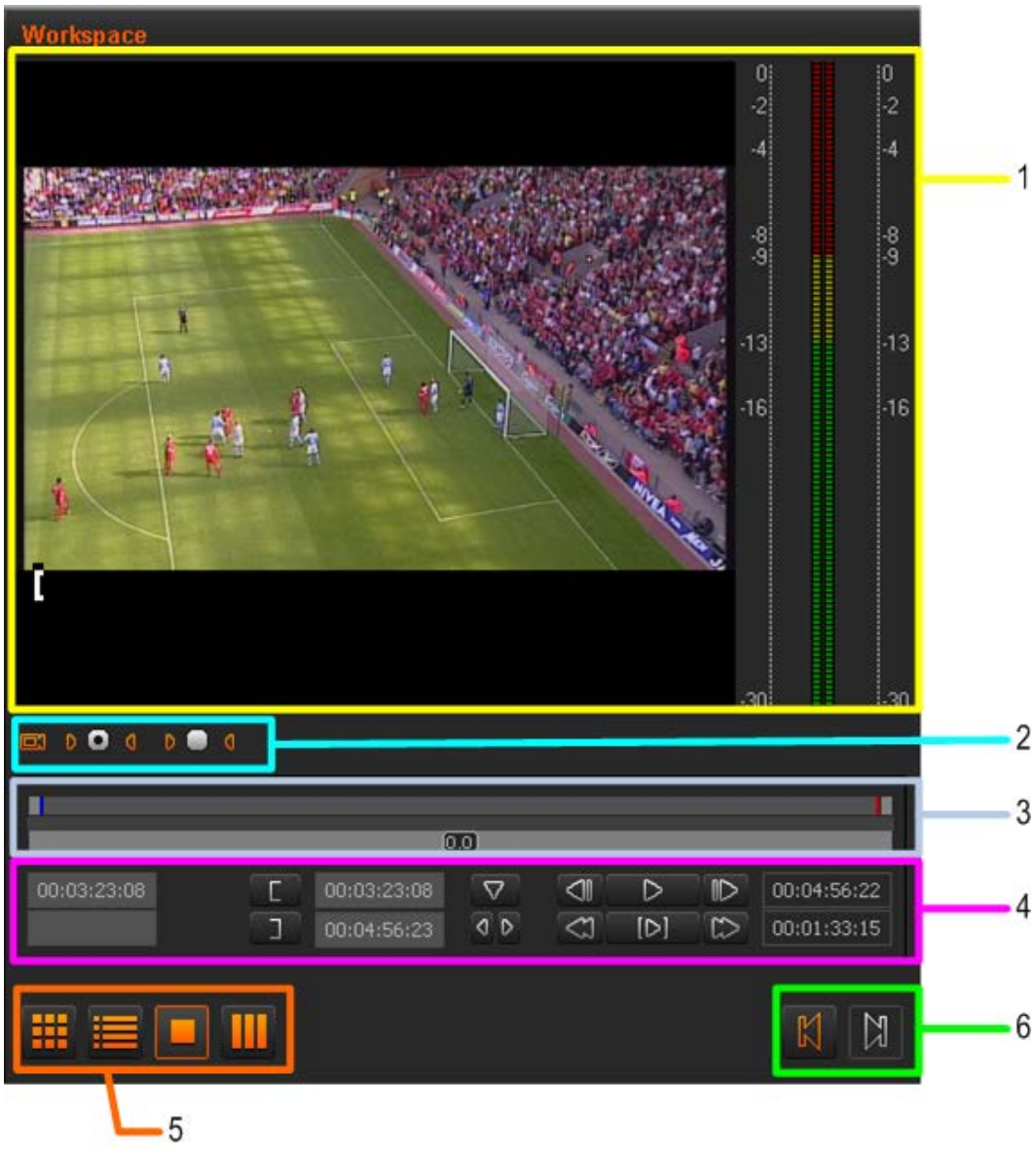
You will work in this view to perform the following actions:

- Playing the source clips displayed in the thumbnail view or corresponding to a storyboard element.
- Preparing sub-clips to be added to the storyboard.

OVERVIEW

The Clip Player view mainly consists of a media player and associated commands, and is similar to the players used in the Xedio suite:

New!



The following table provides a short description of the various areas highlighted in the Clip Player view. You will find more detailed information on the Clip Player in the section 4.8 'Clip Player and Storyboard Player', on page 44:

User Interface Element	Description	See also …
1. Video Display & Audio Meters	It displays the media loaded on the Player. Parameters related to the display are available via a contextual menu. The audio meters show the levels of the various audio tracks of the clip that is being played.	Section 4.8.2 (p.46)
2. Track Selection buttons	The Track Selection buttons (little camera and triangle buttons) allow you to select the video and audio channels you want to include in the clip/sub-clip you will place into the storyboard. The radio buttons displayed next to audio channel buttons allow you to select which audio track you want to monitor when you play the loaded clip in the Clip Player.	Section 4.8.3 (p.47)
3. Jog and Media bar	The jog bar allows you to move within the media at a variable speed. The Media bar represents the clip currently loaded on the Player: • If the source clip is loaded on the Player from the thumbnail view, the IN and OUT points initially displayed are the ones of the source clip. • If the source clip of a storyboard element is loaded on the Player, the IN and OUT points initially displayed are the ones of the storyboard element.	Section 4.8.4 (p.48)
4. Editing and Transport commands/fields	The editing and transport buttons mainly allow you to perform the following actions: • Browse in and play the source clip loaded on the player. • Mark the IN and OUT points of the storyboard element before you place it into the storyboard. • Navigate between the logs created on the clip loaded in the player.	Section 4.8.5 (p.50) Section 4.8.7 (p.54) Section 4.8.8 (p.56).
5. View Mode buttons	These buttons allow you to change the View mode in the Workspace.	Section 4.5.2 (p.31).
6. Next/Previous Clip buttons	These buttons allow you to move to the next or previous clip available in the Thumbnail view.	

4.5.6 STORYBOARD PLAYER VIEW IN THE WORKSPACE AREA

PURPOSE

You will work in this view to perform the following actions:

- Play a storyboard to see the final result before exporting it.
- Add an audio guide track over the storyboard.

OVERVIEW

The following table provides a short description on the various areas highlighted in the Storyboard Player view. You will find more detailed information in the section 4.8 'Clip Player and Storyboard Player', on page 44:

User Interface Element	Description	See also the ...
1. Video Display & Audio Meters	It displays the video material loaded on the Player. Parameters related to the display are available via a contextual menu. The audio meters show the levels of the various audio tracks of the clip that is being played.	Section 4.8.2 (p.46)
2. Audio Track Monitoring buttons	Allow the selection of the audio track you want to monitor.	
3. Jog and Media bar	Allows moving within the storyboard at a variable speed. The Media bar represents the whole storyboard currently loaded on the Player. For more information on the job and media bars, refer to the section 4.8.4 'Jog & Media Bars', on page 48.	Section 4.8.4 (p.48)
4. Transport commands	Allow you to do the following actions: • Browse in and play the loaded storyboard. • Navigate among the logs displayed on the loaded storyboard.	Section 4.8.6 (p.52)
5. Audio Guide Track Record button	Allows you to add voice-over on the storyboard.	Section 5.7 (p.79)
6. View Mode buttons	Allow changing the View mode in the Workspace.	Section 4.5.2 (p. 31)
7. Next/Previous Storyboard buttons	Allow moving to the next or previous storyboard available in the Storyboard area.	
8. Go to Match Frame button	Allows loading the source clip of the loaded storyboard element and position on the current frame.	

4.6 TOOLS AREA

4.6.1 ACCESSING THE TABS IN THE TOOLS AREA

The Tools area contains several tabs that are organized horizontally. Click the Tools tab to expand the Tools area.

4.6.2 LOGGER

INTRODUCTION

New!

The Logger is the panel from which you will create a log,. From the Logger tab, you will also be able to add free text and to select keywords and/or ranking you want to associate to a log.

When you open Xedio Dispatcher, the application checks for keyword grids stored as .xml files in `C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids`. The detected grids are automatically loaded and available in the Logger tab.

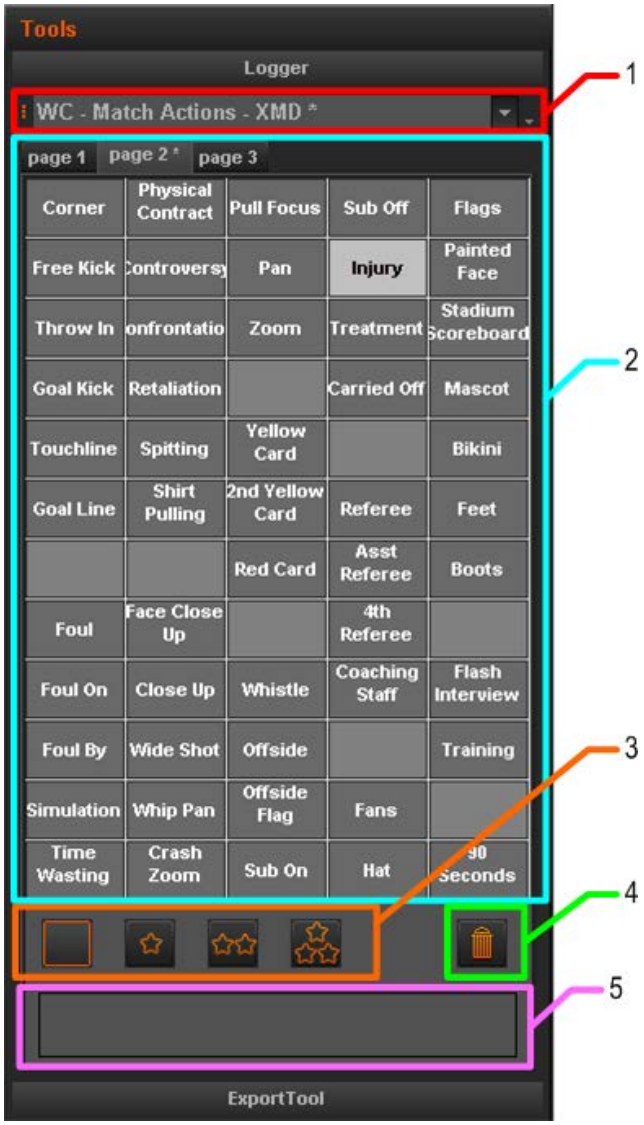
OVERVIEW

New!

The Logger tab displays differently depending on whether keyword grids have been detected or not.

Logger without Associated Keyword Grids

Logger with Associated Keyword Grids



The following table provides a short description on the various areas highlighted in the Logger tab. You will find more detailed information in the section 5.6 'Adding Logs to a Clip', on page 75:

User Interface Element	Description
1. Keyword Grid Selection Field	This field is only present if keyword grids are stored as .xml files in `C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids`. This field provides the list of keyword grids from which you can select the one you want to use.
2. Keyword Grid	Once a keyword grid has been selected, it opens in the Keyword Grid area. If the keywords cannot be displayed in one page, the pages are displayed as tabs. If no keyword gris is stored as .xml files in `C:\Program Files\EVS Broadcast`

User Interface Element	Description
	`Equipment\XedioDispatcher\Keyword Grids`, this area is not available.
3. Ranking Buttons	Buttons that allows you to assign a ranking to the log, in order to highlight important moments in the clip. The log will have a different color depending on the ranking assigned.
4. Delete Log Button	Button that allows you to delete the log on which you are positioned in the loaded clip, with all related keywords and ranking information.
5. Free Text Field	Field that allows to enter and assign free text to a log.

4.6.3 EXPORT TOOL

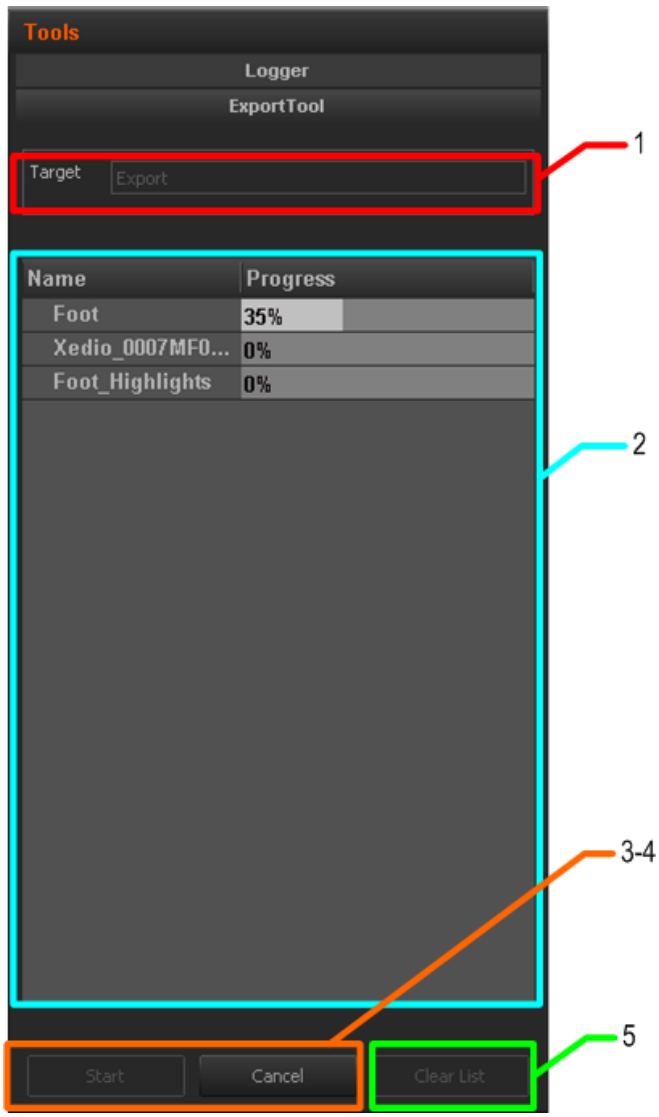
INTRODUCTION

The Export Tool is the panel where:

- you select the target profile you want to use during the export process.
- you create a new target using the Target wizard
- you prepare and execute the export of storyboards, but also source clips, or sub-clips.

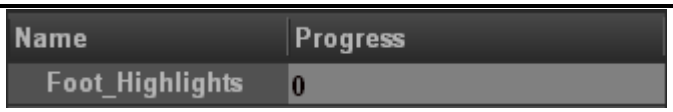
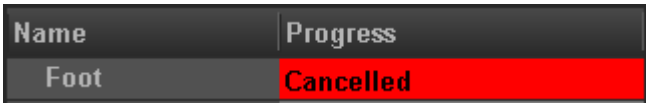
The target profile is the definition of the destinations and codecs that will be used to export the selected storyboards. You select the target profile in the Target field. Each target profile is defined in an .xml file that has to be stored in `C:\XedioDispatcherMS\Profiles\RTProf`.

OVERVIEW



The following table provides a short description on the various areas highlighted in the Export Tool tab. You will find more detailed information in the section 5.9 'Exporting the Storyboard', on page 81:

User Interface Element	Description
1. Target Selection field	Drop-down field from which you can select the target profile you want to use or create a new one.
2. List of export jobs	List of storyboards that have been added to the export list in the current session, whether they have already been exported or not. To add a storyboard into the export list, drag it into the list of export jobs. When the storyboard has not been exported yet, the progress bar shows 0 and the background is light grey:

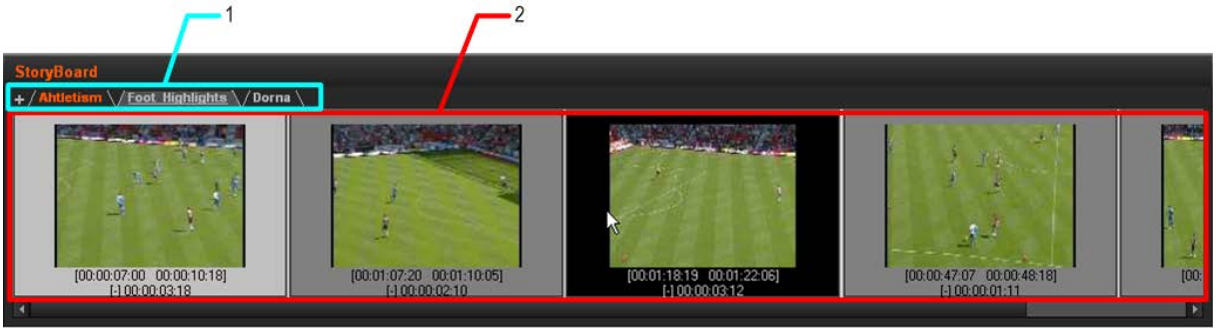
User Interface Element	Description
	 When the storyboard has been successfully exported, the progress bar displays OK and the background is green:  When the storyboard has not been successfully exported, the progress bar displays an error message and the background is blue:  When the Export job has been cancelled, the progress bar displays Cancelled and the background is red: 
3. Start button	Starts the export process for the storyboards that are in the list and have not been exported yet.
4. Cancel button	Cancels the export process. Already finalized exports will not be canceled.
5. Clear List button	Clears the export list. The application asks you to confirm this action. It does not clear the output of export jobs stored on the various destination folders.

4.7 STORYBOARD AREA

4.7.1 OVERVIEW

In the Storyboard area, you can see all storyboards you have created in Xedio Dispatcher. Each storyboard is displayed as a tab (1) named according to the storyboard name.

When you click the tab corresponding to a storyboard, the storyboard opens: the tab name becomes underlined, and the storyboard clips (2) are displayed as thumbnails in the tab.



You can play the storyboard in the Storyboard Player view. For more information, refer to the section 5.8 'Checking the Storyboard', on page 80.

Other actions on the storyboard are managed via the contextual menus, from the Workspace area, Export tool or Logger tool.

4.8 CLIP PLAYER AND STORYBOARD PLAYER

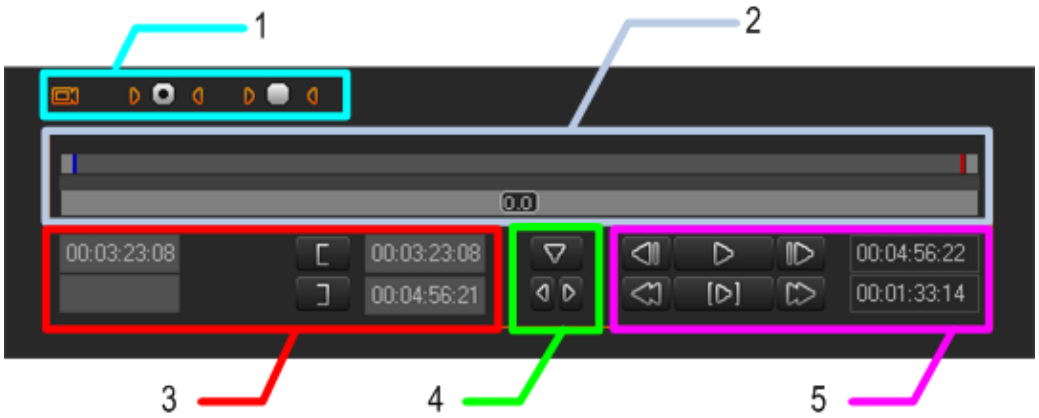
4.8.1 OVERVIEW

This section describes in details the elements of the user interface specific to the Clip Player available in the Workspace area. The Clip Player is accessible via the Clip Player button  .

The Storyboard player shares many user interface elements with the Clip Player. For this reason, the section will also deal with the elements which are common to both players, and specific to the Storyboard Player. The Storyboard Player is accessible via the Storyboard Player button  .

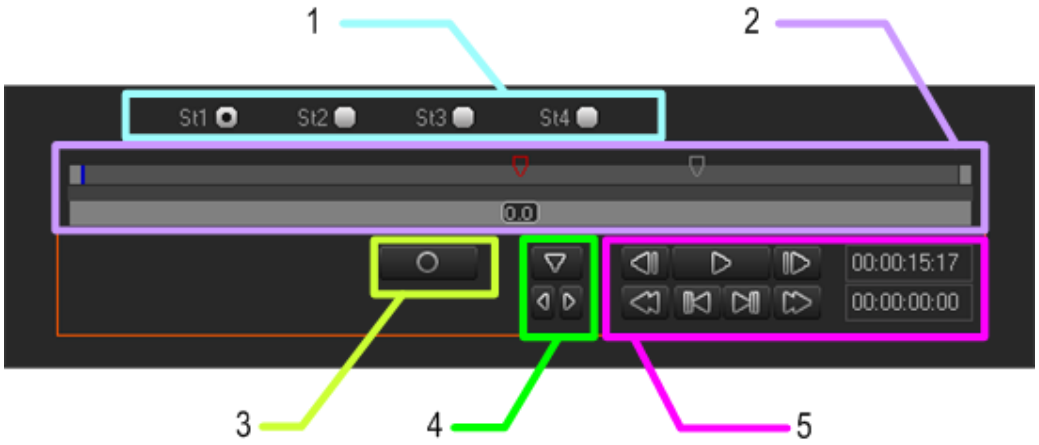
Besides the video display, the following fields and buttons, will be described in this section.

TRANSPORT AND EDITING ZONES IN THE CLIP PLAYER



User Interface Element	See also …
1. Track Selection Buttons	Section 4.8.3
2. Jog and Media Bars	Section 4.8.4
3. Editing Fields	Sections 4.8.7, 5.5.1
4. Log Buttons	Sections 4.8.8, 5.6
5. Transport Fields	Section 4.8.6

TRANSPORT ZONES IN THE STORYBOARD PLAYER



User Interface Element	See also …
1.Audio Track Monitoring Radio Buttons	Section 4.8.9
2. Jog and Media Bars	Section 4.8.4
3. Audio Guide Track Record Button	Sections 4.8.10, 5.7
4. Log Buttons	Sections 4.8.8, 5.6

User Interface Element	See also …
5. Transport Fields	Section 4.8.6

4.8.2 VIDEO DISPLAY

The video display is common to the Clip Player and Storyboard Player.

ADJUSTING THE PLAYER VIDEO DISPLAY

You can adjust the Player video display via a contextual menu. You call the contextual menu by right-clicking the Video Display zone on the Player area.

It gives the following display options for the video:

Field	Description
Show Timecode	This option offers different choices to display timecode on the player window. • none – does not display any timecode • intra TC – displays the original timecode of the media • start TC - displays a counter starting with 0 at the first frame of the media • both (Intra TC – Start TC) – displays both the counter and original timecode
Aspect Ratio	Offers a choice of aspect ratios for the display either Auto, 4:3 or 16:9. This is also possible to use the following shortcuts: •  to toggle between 4:3 and 16:9 •  to reset the display to 'Auto'
Show Safe Areas	Displays a safe area cage on the window to determine which areas of the picture will be seen and allow for checking the size of graphics within the media for safe display.
Best Quality	Optimizes the image size to provide the best quality when media is played.
Maximize	Maximizes the image size to fill the display area.
Grab Image	Grabs the current image, either in low resolution or in high resolution. The default folder (c:\) where the grab is stored is defined via the menu Parameters > Parameters Profiles: General, General tab: GrabStillFrameFolder parameter.

MAKING THE PLAYER AREA FULL SCREEN

To view the Player area as a full-screen image, press F9 on the keyboard.

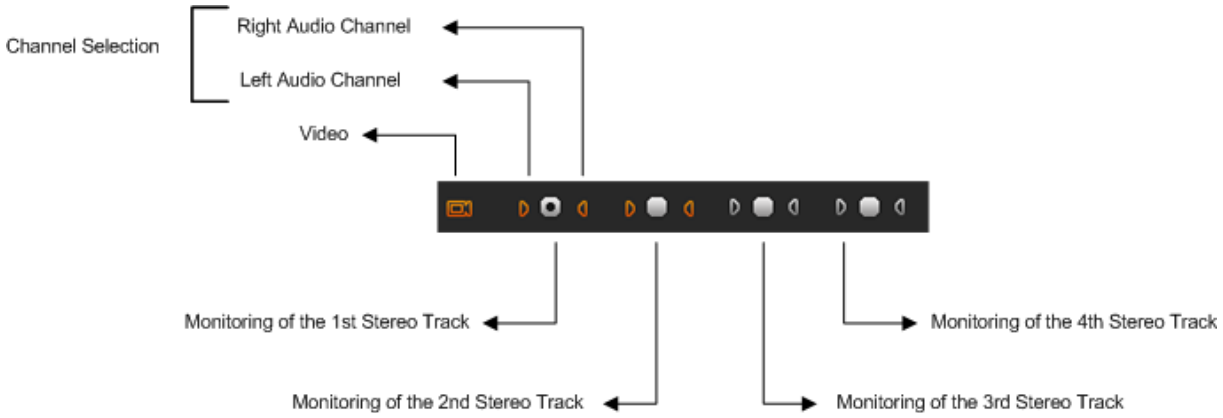
Press again F9 to revert to the normal display.

4.8.3 PLAYER TRACK SELECTION BUTTONS

All the available audio sources from a media are displayed below the Video Display Clip Player. The Track Selection buttons are specific to the Clip Player.

OVERVIEW OF THE TRACK SELECTION

When you create a sub-clip, you need to select the video and requested audio tracks using the buttons underneath the Video Display zone:



VIDEO AND AUDIO SELECTION

The channel selection (camera and triangle buttons) allows you to select the video and audio channels you want to include in the clip/sub-clip you will add to the storyboard.

 Clicking on the Video button will remove the video from the Player window and disable it so that the clip made has no video: The displayed button will turn to white.

 Clicking on the left or right triangle of an audio stereo track will disable respectively the left or right channel of the corresponding audio track: The displayed button will turn to white.

The table summarizes how the buttons look like depending on the selection:

	Enabled	Disabled
Video		
Audio		

AUDIO MONITORING SELECTION

The radio buttons displayed between each pair of stereo audio channel buttons allow you to select which audio track you want to monitor when you play the loaded clip in the Clip Player.

Audio meters located on the right side of the Video Display represent the monitored track.

Db values are displayed on each side. They correspond to the values defined in Parameters > Parameter Profiles > General > Vumeter for the top level, the saturation level, the warning level and the bottom level. Values for 0, -2, -4, -8 and -16 are shown as well if they do not overwrite the database values.

EXAMPLES

If a sub-clip has to be created without audio for the channels 1 and 2, disable the 2 buttons of those channels:

Clicking on the left audio button will remove the left audio component from the source so that the clip made has no left audio channel. In this case, the right channel will be output on the left and right.

Clicking in addition on the right audio button will remove the right audio component so that the clip made has no right audio channel.

4.8.4 JOG & MEDIA BARS

The Jog and Media bars, as well as the nowline, mark IN and mark OUT points are common both to the Clip Player and Storyboard Player.

JOG

Dragging the jog bar allows you to move within the media at a variable speed depending on:

- the position of the speed indicator
- the speed range covered by the jog area. The default range is set from -200% to +200%. This is set via the menu Parameters > Parameters Profiles: Media Dispatcher > Default profile > Player tab: JogRangeHI and JogRangeLO parameters.

Audio can be heard when using the jog.

MEDIA BAR

The top area on the bar represents the media, or a portion of it, currently loaded on the Player. The mark IN, mark OUT and nowline are displayed on this top area (See the section 'Nowline, Mark IN and Mark OUT', on page 49).

The middle area includes a dark grey zone. This zone shows the portion of the media out of the whole media included in the top area and the position in the whole media:

- When a media has just been loaded, the top area represents the whole media: The dark grey area covers the whole space in the middle area.

- If you position the mouse on the middle area and rotate the mouse wheel up or down, you respectively enlarge or reduce the dark grey area, hence increasing or reducing the portion of the media included in the top area.
- If you click on the dark grey area and drag it, you shift the portion of media included in the top area.

- When a mark IN and mark OUT are defined, double-clicking on the dark grey area will toggle the portion covered by the top area from the entire media length to the clip length (portion between mark IN and mark OUT).

NOWLINE, MARK IN AND MARK OUT

In the Clip Player, the (mark) IN, (mark) OUT points, and the nowline will be used in the media bar for transport and editing actions. In the Storyboard, only the nowline is relevant.

Display

An IN point, or mark IN point is shown as a green line on the media.

An OUT point, or mark OUT point is shown as a red line on the media.

The nowline, that is to say the current position within the media, is shown as a blue line on the media bar. To place the nowline at a given position, simply click at the requested position on the media bar.

IN and OUT Points

When the source clip is loaded from the Thumbnail view into the Clip Player, the IN point and OUT point correspond to the source clip boundaries.

When the source clip is loaded from the Storyboard view into the Clip Player, the IN point and OUT point correspond to the storyboard clip boundaries.

Mark IN and Mark OUT Points

In the Clip Player, click at the requested position on the media bar and click the Mark IN button  to add the mark IN of a sub-clip.

In the Clip Player, click at the requested position on the media bar and click the Mark OUT button  to add the mark OUT of a sub-clip.

Moving Points

To move the position of the mark IN, mark OUT or nowline, click on them with the mouse and drag them to the desired position.

Nowline Outside Media Bar

When the media is being played, the nowline moves along the top area of the media bar. If the portion of the top area covers only a part of the media, the nowline may disappear. In this case, a red indicator, on the left side or on the right side of the Media bar will be displayed. A click on the vertical indicator (on the left or right side) will re-centre the top area to the nowline.

4.8.5 TRANSPORT COMMANDS IN THE CLIP PLAYER

The following table shows an overview on the various transport control fields in the Clip Player. The table lists the most used commands when they can only be accessed via a shortcut key.

Note:
The user can customize the keyboard shortcuts via the menu Parameters > Keyboard Profiles. See also the section 4.3 'Menu Bar', on page 29.

Field/Button	Keyboard Shortcut	Function Name and Description
	 (space bar)	Play/Stop Start/stops the preview (video and/or audio) of a clip or rush.

Field/Button	Keyboard Shortcut	Function Name and Description
		The button changes to a **Stop** icon when the media is being played.
-		**Go to IN** Moves from the current position to the Mark IN point.
-		**Go to OUT** Moves from the current position to the Mark OUT point.
		**Fast Forward** Plays the media forward at a preset fast speed. The button changes to a **Stop** icon when the media is being played forward.
	-	**Fast Forward (with modified speed)** Changes the preset speed to higher speed value. The speeds are set in the menu Parameters > Parameters Profiles: Media Dispatcher> Default profile > Player tab: **ShiftSpeedMax** parameter.
		**Fast Rewind** Plays the media backward at a preset fast speed. The icon changes to a **Stop** icon when the media is being played backward.
		**Fast Rewind (with modified speed)** Changes the preset speed to higher speed value. The speeds are set in the menu Parameters > Parameters Profiles: Media Dispatcher> Default profile > Player tab: **ShiftSpeedMax** parameter.
	 or 	**Go to Prev. Frame** Moves 1 frame before the current position in Pause mode.
	 or 	**Go to Next Frame** Moves 1 frame after the current position in Pause mode.

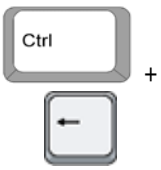
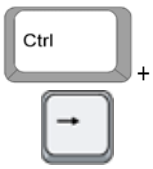
Field/Button	Keyboard Shortcut	Function Name and Description
-	! 1 or Ctrl + ←	Previous 10 Frames Moves 10 frames before the current position in Pause mode.
-	@ 2 or Ctrl + →	Next 10 Frames Moves 10 frames after the current position in Pause mode.
[▷]	% 5	Playing a clip from mark IN to mark OUT
-	Ctrl + % 5	Playing a clip in loop from mark IN to mark OUT
		TC OUT of the loaded clip.
		Duration from the IN point to the OUT point: • If the clip is loaded from the thumbnail view, it displays the duration of the source clip. • If the clip is loaded from the storyboard, it displays the duration of the storyboard clip.

4.8.6 TRANSPORT COMMANDS IN THE STORYBOARD PLAYER

The following table shows an overview on the various transport control fields in the Storyboard Player. The table lists the most used commands when they can only be accessed via a shortcut key.

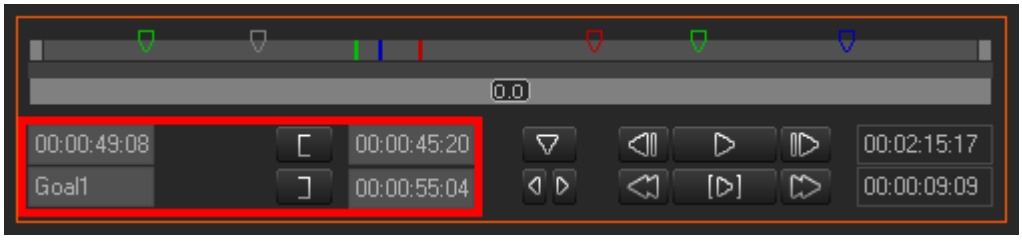
Note:
The user can define the keyboard shortcuts in Xedio Manager to perform transport control commands. The keys mentioned below are the default settings.

Field/Button	Keyboard Shortcut	Function Name and Description
	 (space bar)	**Play/Stop** Start/stops playing the storyboard. The button changes to a **Stop** icon when the media is being played.
		**Fast Forward** Plays the media forward at a preset fast speed. The button changes to a **Stop** icon when the media is being played forward.
	-	**Fast Forward (with modified speed)** Changes the preset speed to higher speed value. The speeds are set in the menu Parameters > Parameters Profiles: Media Dispatcher> Default profile > Player tab: **ShiftSpeedMax** parameter.
		**Fast Rewind** Plays the media backward at a preset fast speed. The button changes to a **Stop** icon when the media is being played backward.
		**Fast Rewind (with modified speed)** Changes the preset speed to higher speed value. The speeds are set in the menu Parameters > Parameters Profiles: Media Dispatcher> Default profile > Player tab: **ShiftSpeedMax** parameter.
		**Go to Prev. Frame** Moves 1 frame before the current position in Pause mode.
		**Go to Next Frame** Moves 1 frame after the current position in Pause mode.

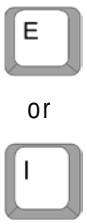
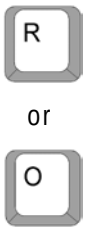
Field/Button	Keyboard Shortcut	Function Name and Description
-	 or 	Previous 10 Frames Moves 10 frames before the current position in Pause mode.
-	 or 	Next 10 Frames Moves 10 frames after the current position in Pause mode.
		Go to Next Transition (Storyboard Player only) Moves to the next storyboard clip.
		Go to Prev. Transition (Storyboard Player only) Moves to the previous storyboard clip.
		Duration of the storyboard.
		This field is not used in the Storyboard Player.

4.8.7 CLIP CREATION FIELDS

The Clip Creation fields are specific to the Clip Player. The storyboard clips can indeed not be modified once they are included in the storyboard.



The following table describes the various fields that are used to create clips:

Field/Button	Keyboard Shortcut	Function Name and Description
		**Mark IN** Sets a mark IN point at the nowline position on the media bar: • A timecode value is added in **Mark IN TC** field. • A [sign is shown on the video display • A green mark is added at this timecode on the media bar.
		**Mark OUT** Sets a mark OUT point at the nowline position on the media bar: • the timecode value is added in **Mark OUT TC** field. • A] sign is shown on the video display • A red mark is added at this timecode on the media bar.
		**Clip Name** Field where the clip name can be entered.
		**Mark IN TC** Timecode of the Mark IN defined on the loaded media.
		**Mark OUT TC** Timecode of the Mark OUT defined on the loaded media.
		**Nowline TC** Timecode of the nowline defined on the loaded media.

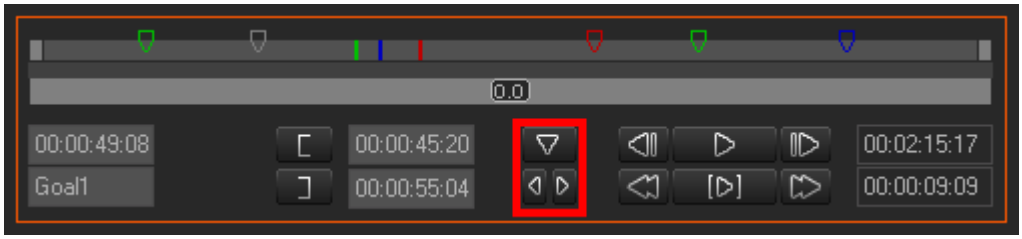
To move the mark IN, mark OUT or nowline to a given TC, type the timecode in the corresponding field and press ENTER.

You can edit hours, minutes, seconds or frames separately in the timecode fields:

- Double-click on the hours, minutes, seconds or frames area, and the corresponding area will be activated for editing.
- Simple-click in the timecode field, the cursor should blink on the right and you can type the full timecode value.

4.8.8 LOG BUTTONS

The Log buttons are common to the Clip Player and Storyboard Player.



The logs are reference points to a specific frame in a video sequence. Their purpose is to mark points of interest on the media. The log is identified by a TC value, and relates to an action in a given event. It is associated to keywords and/or a ranking in Xedio Dispatcher. When no metadata is associated to them, they are named 'cue points'.

The three Log buttons are used to add and delete logs, as well as to move from one log to the other.

For more information on how to create and manage logs, refer to the section 5.6 'Adding Logs to a Clip', on page 75.

4.8.9 AUDIO TRACK MONITORING BUTTONS

The Audio Track Monitoring buttons are specific to the Storyboard Player.

The radio buttons below the video display allow you to select the audio track you want to monitor.

4.8.10 AUDIO GUIDE TRACK RECORD BUTTON

The Audio Guide Track Record button is specific to the Storyboard Player.

The **Audio Guide Track Record** button allows you to record a voice-over sequence on one track of the storyboard.

You can only record one audio guide track for one storyboard. Once the audio guide track has been created, you cannot modify it. If you want to change it, you need to delete it and record a new one.

For more information on how to record an Audio Guide track, refer to the section 5.7 'Recording an Audio Guide Track', on page 79.

5. Operation

5.1 GENERAL WORKING PROCESS

When you want to create and export a storyboard, you will usually apply the following steps. These steps are explained as simple procedures in the following sections. Click on the step to jump directly to the corresponding section.

1. Creating an empty storyboard, on page 57
2. Selecting media, on page 59
3. Adding sub-clips to the storyboard, on page 73
4. Adding logs to clips and/or storyboard (optional), on page 75
5. Checking the storyboard, on page 80
6. Exporting the storyboard, on page 81

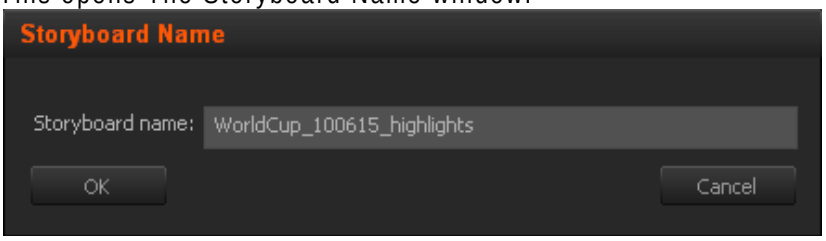
5.2 MANAGING THE STORYBOARDS

5.2.1 HOW TO CREATE AN EMPTY STORYBOARD

To create a storyboard, proceed as follows:

1. Click the + sign in the top left corner of the Storyboard area.

   This opens The Storyboard Name window.

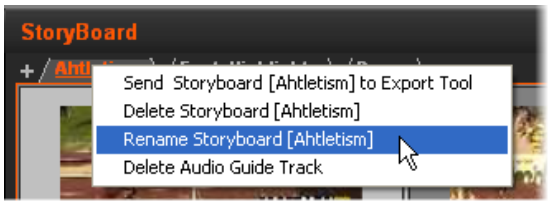
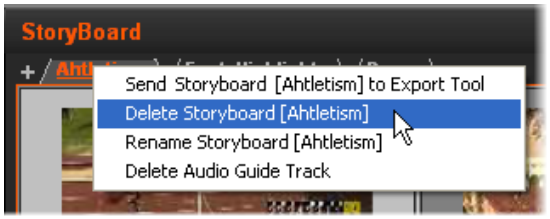
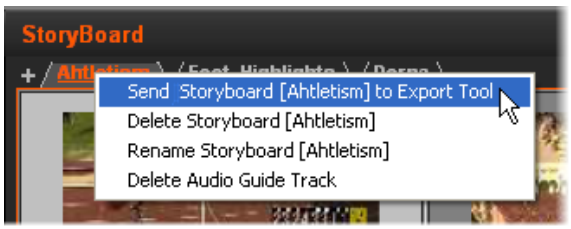
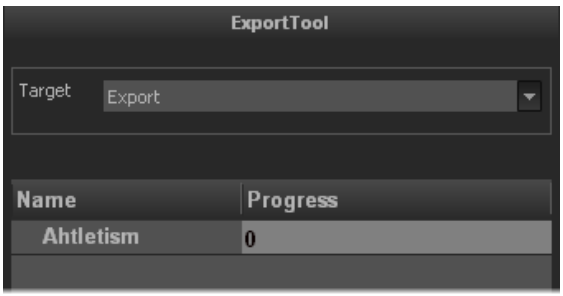


2. Type the name of the storyboard in the **Storyboard Name** field.
3. Click **OK**.

The new storyboard is now available in the Storyboard area as a new tab. The tab name is the storyboard name. When a storyboard is active, the tab is underlined in the Storyboard area.

5.2.2 OTHER POSSIBLE ACTIONS ON STORYBOARDS

The following table describes the various actions you can perform on a storyboard:

Action	Description
Opening a storyboard	Click on the tab of the requested storyboard: The tab name is underlined and the storyboard clips are displayed in the tab as thumbnails.
Renaming a storyboard	Right-click the storyboard tab and select **Rename Storyboard** from the contextual menu:  The Storyboard Name window is displayed. Type the new name and click **OK**.
Deleting a storyboard	Right-click the storyboard tab and select **Delete Storyboard** from the contextual menu:  A message will ask you for confirmation before deleting the storyboard.
Sending a storyboard to the Export tool	Right-click the storyboard tab and select **Send Storyboard to Export Tool** from the contextual menu:  The storyboard is added to the list of exports:  For more information on Exporting storyboards, refer to the

Action	Description
	section 5.9 'Exporting the Storyboard', on page 81.

5.3 SELECTING RELEVANT MEDIA

5.3.1 DISPLAYING FOLDER CONTENT IN THE SOURCE DEVICE AREA

XF drives or USB devices containing media backed up from EVS video servers on an event location can be used in Xedio Dispatcher.

HOW TO ADD AND SCAN A FOLDER

To display a folder content, proceed as follows:

1. In the Source Device area, right-click the Folders line.

   A contextual menu appears.
2. Select Add & Scan Folder.

   A window opens.
3. Type a device name.
4. Browse for the device folder to scan.
5. Click OK.

The folder is added to the Source Device area and its content is scanned and can be displayed in.the Workspace area.

FOLDER DISPLAY PROPERTIES

To change the root folder display, right-click the Folders area in the Source Device area. A contextual menu gives you several display options:

Menu Option	Description
Device Label	This corresponds to the device name given during the Add & Scan Folder operation.
Folder Name	This corresponds to the name of the folder/volume.
Full Path	This corresponds to the folder full path (folder and its subfolders)
Folder – Path	This displays the folder name followed by the folder path.

MANAGING THE FOLDERS

A right-click on a folder opens a menu providing options to add a scan folder, to rescan the selected folder, to change the properties of the selected folder or to delete the selected folder.

5.3.2 LISTING CLIPS IN THE WORKSPACE AREA

You will create the storyboard clips on the basis of source clips included in the available media.

In the Workspace area, two views are available to display the content of selected devices or folders.

- the Thumbnail view
- the List view

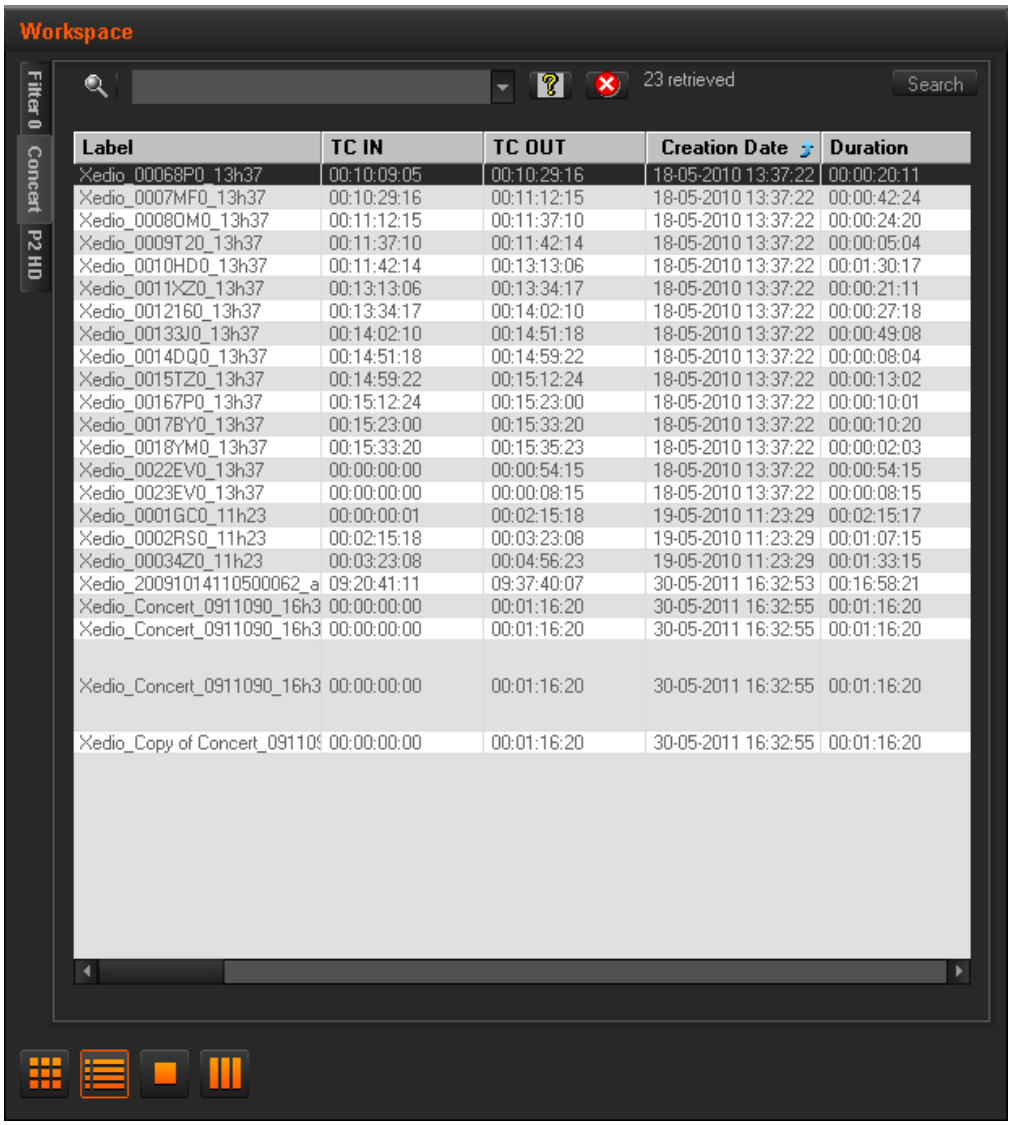
DISPLAYING THE SOURCE CLIPS IN THE THUMBNAIL VIEW

Ticking the check box corresponding to a media in the Source Device area and clicking the  button to select the Thumbnail view will display thumbnails for each source clip included in this media on the Workspace area.

New!

LISTING THE SOURCE CLIPS IN THE LIST VIEW

Ticking the check box corresponding to a media in the Source Device area and clicking the  button to select the List view will display the list of source clips included in this media and their associated metadata on the Workspace area.



New!

5.3.3 SEARCHING FOR CLIPS WITHIN THE LIST VIEW

INTRODUCTION

When the Xedio Dispatcher displays large amounts of clips, it may become difficult to find a specific element. The List view offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the element list view
- use Filters, as explained in section 'Advanced Filters' on page 63

These search tools are explained in detail below.

All these search tools can be combined and they can be saved for later use. These **Saved Filters** can then be applied in one click.

QUICK TEXT SEARCH

Introduction

The **Quick Text Search** field is always available on the top of the content list:

It allows searching for a string in the displayed columns.

The Quick Text Search option obeys specific rules which can be accessed via the **Help** button  next to the **Quick Text Search** field.

For more details on these rules, refer to the section 'Quick Text Search Rules', on page 63.

How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Show the columns you wish to perform a quick search on.

2. Type a search string in the **Quick Text Search** field, based on Quick Text search rules available from the **Help** button  and detailed in section 'Quick Text Search Rules' on page 63.

3. Press the **Search** button.

   The Quick Text Search is applied and the search result is displayed in the grid.

4. To clear the applied Quick Text Search, click the red "X" button to the right of the **Search** field  or select **<empty>** from the **Quick Text Search** field.

5. The **Quick Text Search** field is a combo box that gives access to the last 10 previously searched strings.

   Select a filter from the list of the **Quick Text Search** field to apply a previous search.

Quick Text Search Rules

The string that you enter in the Quick Text Search field is analyzed according to the following set of rules, which can be accessed via the Help button  next to the Quick Text Search field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings '*yellow'* and '*card'*, even if in two different fields (columns), for example '*yellow'* in Name and '*card'* in Keywords. For example a clip named '*The Yellow Man*' with keywords '*Red Card*' will be found, since it has yellow and card in 2 different fields.
"Yellow card"	Searches for strings containing '*Yellow card*'.
Yellow | card	Searches for '*yellow'* or 'card', even if in two different fields (columns), for example '*yellow'* in Name or '*card'* in Keywords. Spaces around the | sign are mandatory.
yell*	Searches for '*yell*' at the beginning of a string.
*low	Searches for '*low*' at the end of a string.
Ye*low	Searches for strings with '*ye*' at the beginning and '*low*' at the end.
Ye*low 123	Searches for strings with '*ye*' at the beginning and '*low*' at the end and which contains '*123*'.
=card	Searches for a string exactly equals to '*card*'. For example, if a field contains '*yellow card*', the =card condition will not return any result.
=”yellow card”	Searches for a string exactly equals to '*yellow card*'. The use of quotes is required due to the space between '*yellow*' and '*card*'.

ADVANCED FILTERS

Filters are available for more detailed search operations. The parameters available for filtering operations are the column headings and any metadata associated by the user.

Filter Activation

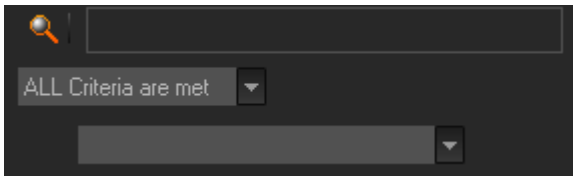
Show/Hide Filter Button

To display, or hide, the Filter extended area, click the Show/Hide Filter button over the grid.

Filter Button Display	Meaning
 (dimmed)	The Show/Hide Filter button is dimmed when all filter criteria are hidden. Consequently, the filters are inactive.
 (red)	The Show/Hide Filter button is red when the filter extended area is visible, even if no filtering criterion is applied.

Filter Extended Area

The Filter extended area is as follows:



The first field under the Show/Hide Filter button lists three options for the combination of criteria to be taken into account during the filtering operation.

The second field is a filter field allowing the users to select a first filter parameter.

Criteria Combination

The available options are detailed in the table below:

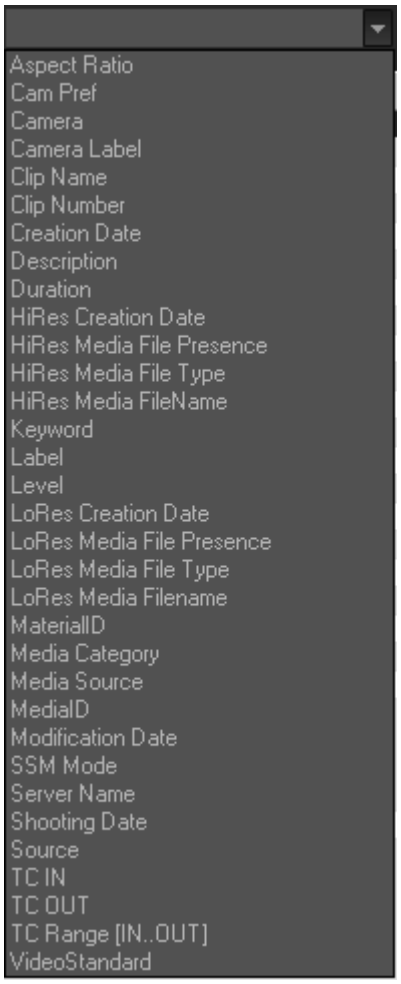
Option	Meaning
ALL criteria are met	All the criteria selected in the Filter fields displayed under the Criteria Combination field must be met. The media displayed in the results list fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the Filter fields must be met. The media displayed in the results list fulfill at least one of the selected filter criteria.
NO criteria is met	None of the criteria selected in the Filter fields displayed under the Criteria Combination field must be met. The media displayed in the results list fulfill none of the selected filter criteria.

Filter Fields

Under the Criteria Combination field, the users will be able to select as many filter parameters as they want and to choose specific value(s) for these filter parameters. The use of Filter fields is explained in the next section.

Filter Fields

The **Filter** field provides the list of all the parameters on which a search can be performed. The following screenshot is an example of such a list. The options may differ between the applications of the Xedio Suite.

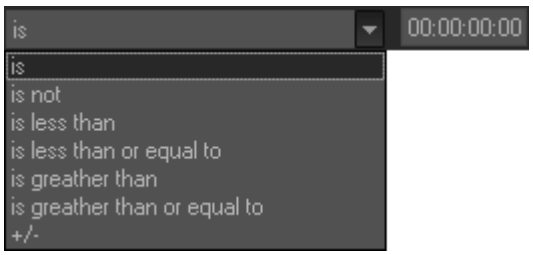
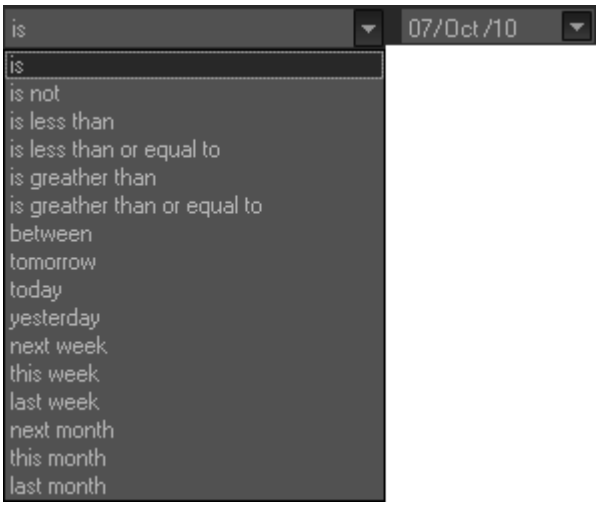


Once a parameter has been selected, an entire line is displayed.

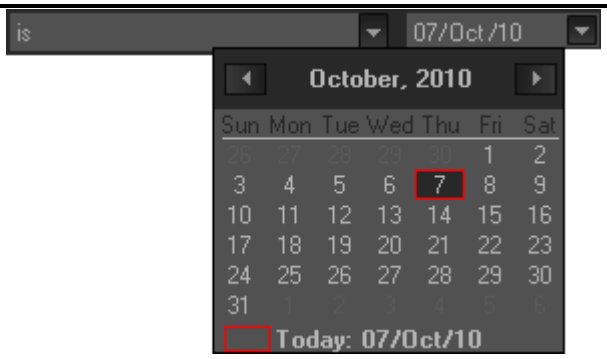
Interface Element	Description
1	Selected filter parameter.
2	Various fields used to enter the filter criteria. Refer to section 'Search Fields Types' on page 66.
-	Used to remove the corresponding filter line.
+	Used to add a new filter line.

Search Fields Types

According to the selected filter parameter, different types of search fields will be displayed. They are detailed in the table below.

Filter Parameter Type	Displayed Criteria Fields
Timecode or Duration Parameter Such as TC IN, TC OUT, Duration...	 Select a logical operator in the first field and then enter a timecode or duration value in the second field.
Range Such as Timecode Range	 Select an option from the first field and then enter a timecode value. This will include, or exclude, media containing the specified timecode value.
Date Such as Creation Date	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date (e.g. with **is**...): a calendar will be displayed for the selection of a date.

Filter Parameter Type	Displayed Criteria Fields



- Search based on an interval (e.g. with **between**...): two calendars are displayed for the selection of two dates.

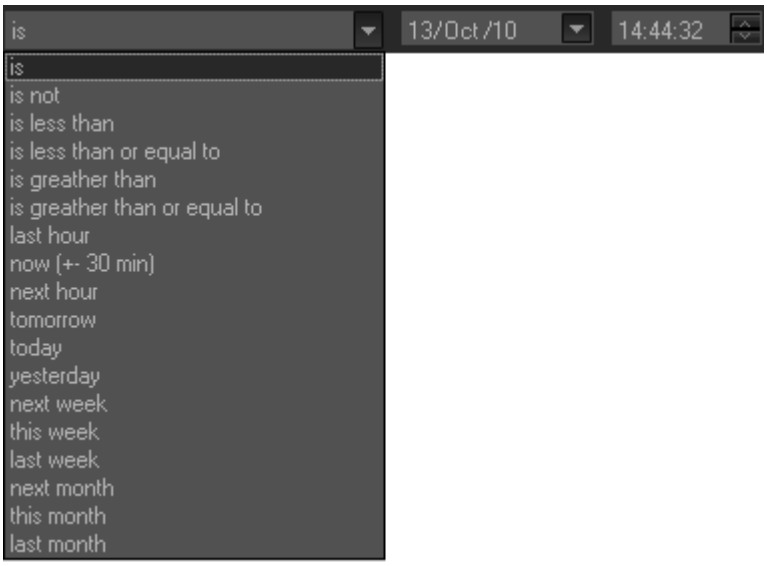
- Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.

Time

Such as Last Rendered Date Time

Several Date Search filters exist. They are described below.

a. Select a condition or a logical operator in the first field



b. This will condition the next step:

- Search based on a specific date and time (e.g. with **is**...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time.
- Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.

Filter Parameter Type	Displayed Criteria Fields
Number Such as DB Id	 Select a logical operator in the first field and then enter a number in the second field. **Note** <> means 'differs from'
Option List Such as Video Standard	Select a condition in the first field  Click the ... button to display the list of options available for the selected filter parameter. Example for the Video Standard:  Select an option from the list.
Boolean Such as Published	Select Yes or No from the single criteria field 
Free Text Such as Label	 Select a condition in the first field and then enter text in the second field.

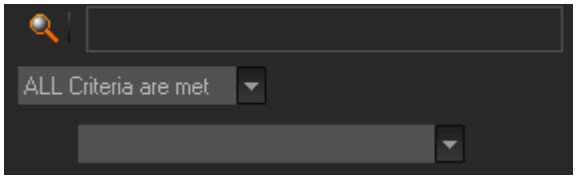
How to Perform a Search through Filter Fields

To enter search values in the **Filter** fields, proceed as follows:

1. Choose the columns you wish to perform a search on.

2. Click the **Show/Hide Filter** button 

   The following Filter area is displayed:



3. Select a criteria combination from the list:

4. Select a filter parameter from the filter parameter list.

   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section 'Search Fields Types' on page 66.

   For free text fields, press **ENTER** to apply the filter.

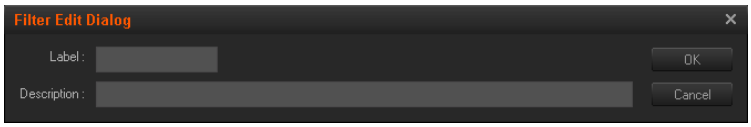
   Otherwise, the results list is automatically restricted.

6. If required, click the  button to add a filter parameter.

USING SAVED FILTERS

Once you have defined a filter criterion, you may want to save it for later use. You will then be able to apply the same filter with a single click.

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:

Menu Option	Description
Create New Filter	Allows to create a new filter tab. 
Save Filter As	Allows to create a new filter tab in which the current search filter will be saved.
Filter Properties	Allows to change the name and/or description of the selected filter tab.
Reset Filter	Removes all search criteria on the selected filter tab.
Delete Filter	Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained above.
2. Right-click the Filter 0 tab.
3. Select Save Filter As from the contextual menu.

   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click OK to confirm.

   The new filter tab is displayed on the left of the list.

How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

5.4 LOADING A SOURCE CLIP ON THE CLIP PLAYER

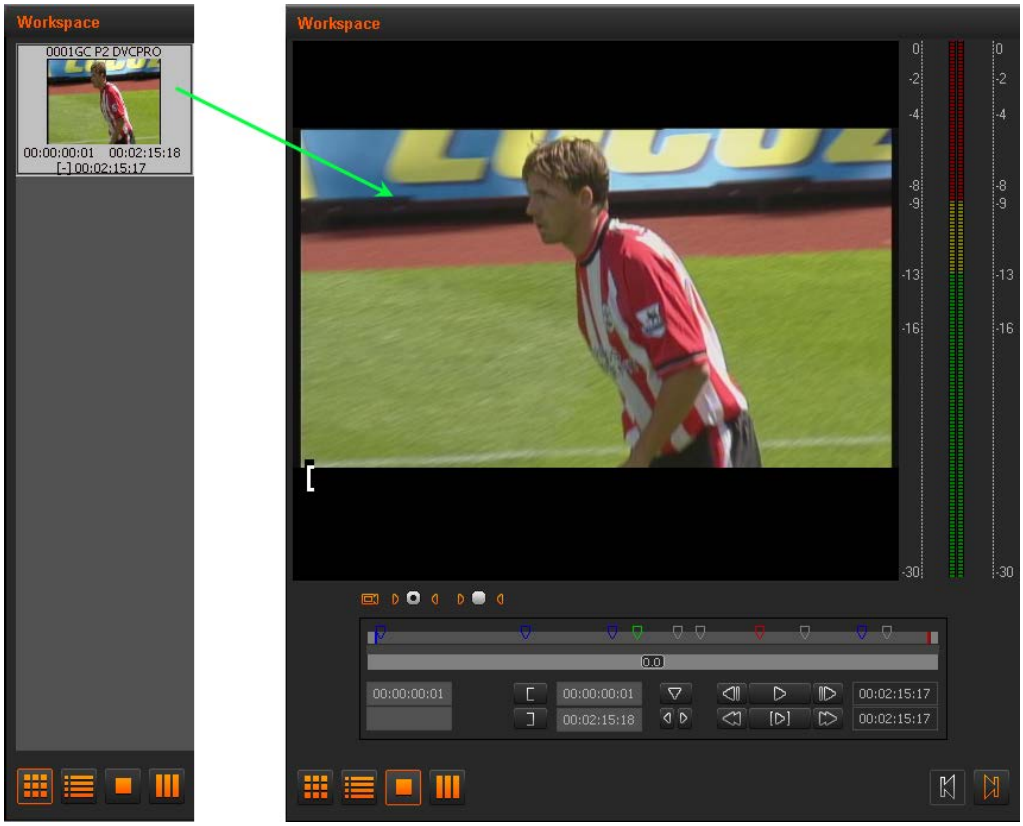
5.4.1 PURPOSE

A clip can be loaded on the Clip Player in different ways. You can then create sub-clips from the source clip and include them into the storyboard. For more information, refer to the section 5.5 'Adding Clips or Sub-Clips to the Storyboard', on page 73.

5.4.2 HOW TO LOAD A CLIP IN THE CLIP PLAYER

- To load a source clip from the Thumbnail view, double-click on it and the clip will display in the Clip Player.

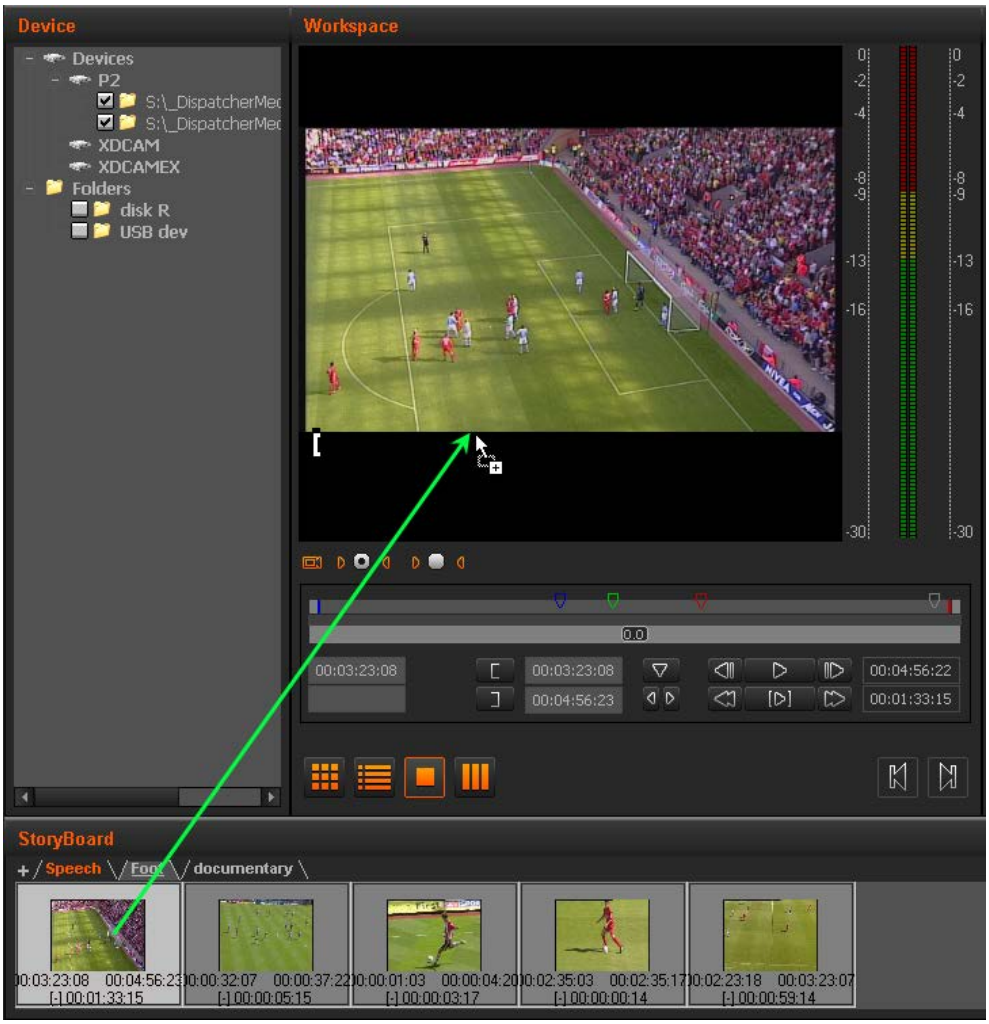
  The clip boundaries displayed are the ones of the source clip.



New!

- To load a source clip from the List view, double-click on it and the clip will display in the Clip Player.
- To load the source clip on which a storyboard clip is based, double-click the storyboard clip in the storyboard and the clip will display in the Clip Player.

  The clip boundaries displayed are the ones of the storyboard clip.



When you load a clip in the Clip Player, the Clip Player becomes automatically active, and the **Clip Player** button is selected  .

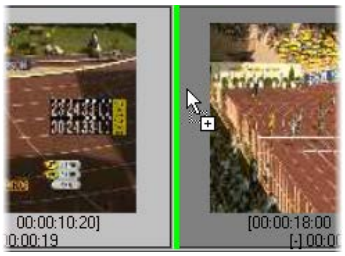
5.5 ADDING CLIPS OR SUB-CLIPS TO THE STORYBOARD

You can create sub-clips of the source clips in the Clip Player, or take over the source clips, and add them to the open storyboard.

5.5.1 HOW TO CREATE A SUB-CLIP AND ADD IT TO THE STORYBOARD

To create a sub-clip and add it to the storyboard, proceed as follows:

1. Ensure the requested storyboard is open in the Storyboard area (see section 5.2.1, on page 57).
2. Open the requested source clip in the Clip Player view (see section 5.3, on page 59).
3. Add a mark IN point in one of the following ways:
   - Use the transport control buttons (see page 50) to move the nowline to the requested frame and press mark IN button  .
   - Type the requested TC in the TC Mark IN field and press ENTER.
4. Add a mark OUT point in one of the following ways:
   - Use the transport control buttons (see page 50) to move the nowline to the requested frame and press mark OUT button  .
   - Type the requested TC in the TC Mark OUT field and press ENTER.
5. Enter a name in the Clip Name field, if requested.
6. Drag the sub-clip to the open storyboard and drop it either at the end of the storyboard, or between two storyboard clips. The position where the clip will be dropped when you release the mouse is shown with a vertical green bar:



Note

You cannot modify a storyboard clip once it is included in a storyboard. If you want to change the boundaries of the storyboard clip, you need to, add a new one with the requested boundaries and delete the storyboard clip (see p.74).

5.5.2 How to Add Source Clips to the Storyboard

New!

To add a source clip to the storyboard, you can drag it from the Thumbnail view or from the List view of the workspace and drop it at the requested place in the Storyboard area.

To add several source clips at a time, you can select them thanks to the usual commands, as detailed in section 'Selecting Techniques' on page 32.

Clips are then added in chronological order.

5.5.3 How to Replace a Clip in the Storyboard

To replace a clip in the storyboard by a source clip or a sub-clip, press the CTRL key while dragging the source clip or the sub-clip to the storyboard.

The storyboard element that is going to be replaced is surrounded by a green line:

5.5.4 How to Modify the Storyboard Clip Boundaries

You cannot edit the boundaries of a storyboard clip. In this case you need to replace the storyboard clip.

To modify the boundaries of a storyboard clip, proceed as follows:

1. In the open storyboard, double-click the storyboard clip you want to replace.

   This loads the source clip of the storyboard clip on the Clip Player.
   The displayed clip boundaries are the ones of the storyboard clip.
2. Modify the mark IN and/or mark OUT points to prepare the new sub-clip.
3. Drag the new sub-clip to the storyboard and drop it after the clip to be deleted.
4. Right-click the clip to be deleted in the storyboard and select **Delete Selected Edit Clip** from the contextual menu.

5.6 ADDING LOGS TO A CLIP

5.6.1 INTRODUCTION

Whenever you want, you can add logs to the material loaded in the Clip Player, or in the Storyboard Player. Even if you add the log in the Storyboard Player, the logs are in fact added to the source clip.

A cue point is a log without associated metadata.

When keyword grids are stored in `C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids`, the grids are automatically detected and are available in the Logger tab. Then keywords can be associated to a log.

New!

Would keywords grids be available or not, a ranking level and/or free text can always be associated to the log.

5.6.2 HOW TO ADD A LOG TO A CLIP AND ASSOCIATE METADATA

The following procedure explains the different ways to add logs and to associate metadata to them.

Preliminary Steps

You first need to load a clip and position the nowline at the specific timecode:

1. Load the source clip in the Clip Player or the storyboard clip in the Storyboard Player. For more information, see the sections 5.4.2 and 5.8.2.
2. Position the nowline on the frame where you want to add a log in one of the following ways:
   - Using the transport buttons
   - Dragging the nowline to the requested frame
   - Typing the requested TC in the nowline TC field (in Clip Player only) and pressing ENTER.

Add a Cue Point

If you want to add a cue point, which is a log with no associated metadata, simply click the **Add Log** button  .

A white triangle is displayed on the media bar at the cue point timecode.

Add a Log with Metadata

A log can be added with one or a combination of the following metadata:, free text, ranking level and keywords.A log can be entered in one of the following ways:

- In the Logger tab of the Tools area, click the requested **Ranking** button (from no star to three stars) to assign a ranking level to the log

A colored triangle is displayed on the media bar.

New!

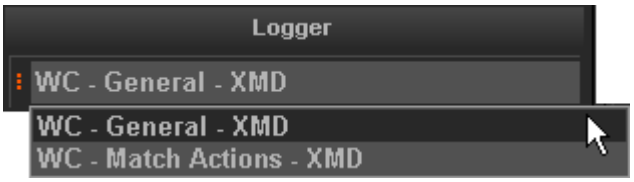
- In the Logger tab of the Tools area, enter some text in the free text field to add free text to the log,

A white triangle is displayed on the media bar.

- If keywords grids have been detected by Xedio Dispatcher, they are available from the Logger tool. Then, proceed as follows:

1. Click the Keyword Grid Selection field.

   The list of available keyword grids is displayed:



2. Select the keyword grid you want to use.

3. Click the keywords you want to associate to your log

A white triangle is displayed on the media bar.

5.6.3 LOG AND METADATA DISPLAY

The log created is added to the media bar, but the log and its associated metadata are displayed in different ways in the user interface.

LOG COLOR AND RANKING

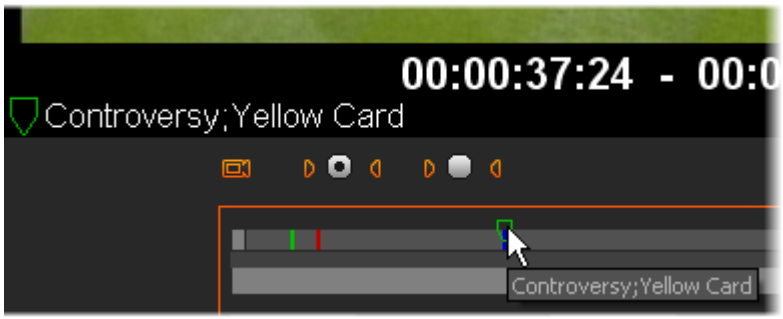
The log will have a different color depending on the ranking assigned:

- White log for no-star ranking (default) or for a cue point (no associated metadata)
- Blue log for 1-star ranking
- Green log for 2-star ranking
- Red log for 3-star ranking

KEYWORDS ASSOCIATED TO A LOG

Player Area

Once the nowline is positioned on a log timecode, the keywords associated to this log are listed below the video display and are displayed as a tool tip when you roll the mouse over the log:



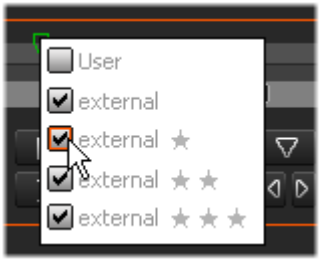
Logger Area

When the nowline is positioned on a log, you can easily find back the keywords assigned to this log in the Logger area as:

- The keyword grid and keyword grid pages that contain keywords assigned to the selected log are displayed with an asterisk.
- The keywords assigned to the selected log are displayed on a lighter background, like 'Controversy' in the next screenshot.

5.6.4 OTHER POSSIBLE ACTIONS ON LOGS

The following table describes shortly other possible actions on logs:

Action	Description
Moving from one log to the other	• Click the **Go to Prev. Log** button to move to the log positioned on the left of the nowline. • Click the **Go to Next Log** button to move to the log positioned on the right of the nowline.
Deleting a log	When the nowline is positioned on a log (using the buttons) you can delete it (and all its metadata) in one of the following ways: • Pressing the **Delete Log** button at the bottom of the Logger area. • Clicking CTRL+ in the Player area.
Displaying only logs having a given ranking	By default, all logs are displayed in the loaded material. If you want to display only the logs having a specific ranking, right-click on the log, right above the media bars. The following contextual menu is displayed. Select the check boxes (external) that correspond to the ranking(s) you want to display.  Do the reverse operation to redisplay all logs.

5.7 RECORDING AN AUDIO GUIDE TRACK

5.7.1 INTRODUCTION

You have the possibility to record a voice-over sequence on one track of the storyboard.

You can only record one audio guide track for one storyboard. Once the audio guide track has been created, you cannot modify it. If you want to change it, you need to delete it and record a new one.

By default, the audio guide track is stored and exported on the stereo track 3 of the storyboard. The track on which it is stored is defined via the menu Parameters > Parameter Profiles: Media Dispatcher > Default parameter profile > Storyboard tab: AudioGuideTrackOutput setting. Audio guide track will be mixed over any existing audio on this audio track.

5.7.2 HOW TO RECORD AN AUDIO GUIDE TRACK

The storyboard on which you want to add the audio guide track is already loaded in the Storyboard Player (see section 5.8.2 'How to Load a Storyboard in the Storyboard Player' on page 80).

To record an Audio Guide Track on the storyboard, proceed as follows:

1. Position the nowline where you want to start the audio guide sequence.
2. Click the **Start Audio Guide** button  .

   A countdown (default 3-second preroll) starts and is shown on the button  . It indicates the number of seconds before the recording process starts and allows you to get ready for the recording.
3. Start speaking when the button turns red  .
4. Click the button again when the voiceover sequence is finished.

The record button becomes the **Delete Audio Guide** button  : click on this button if you are not satisfied with the recorded audio guide, and create a new one.

Note

The default value for the Audio Track Guide Preroll can be modified in the AudioGuideTrackPreRoll setting defined via the menu Parameters > Parameter Profiles: Media Dispatcher > Default parameter profile > Storyboard tab.

5.8 CHECKING THE STORYBOARD

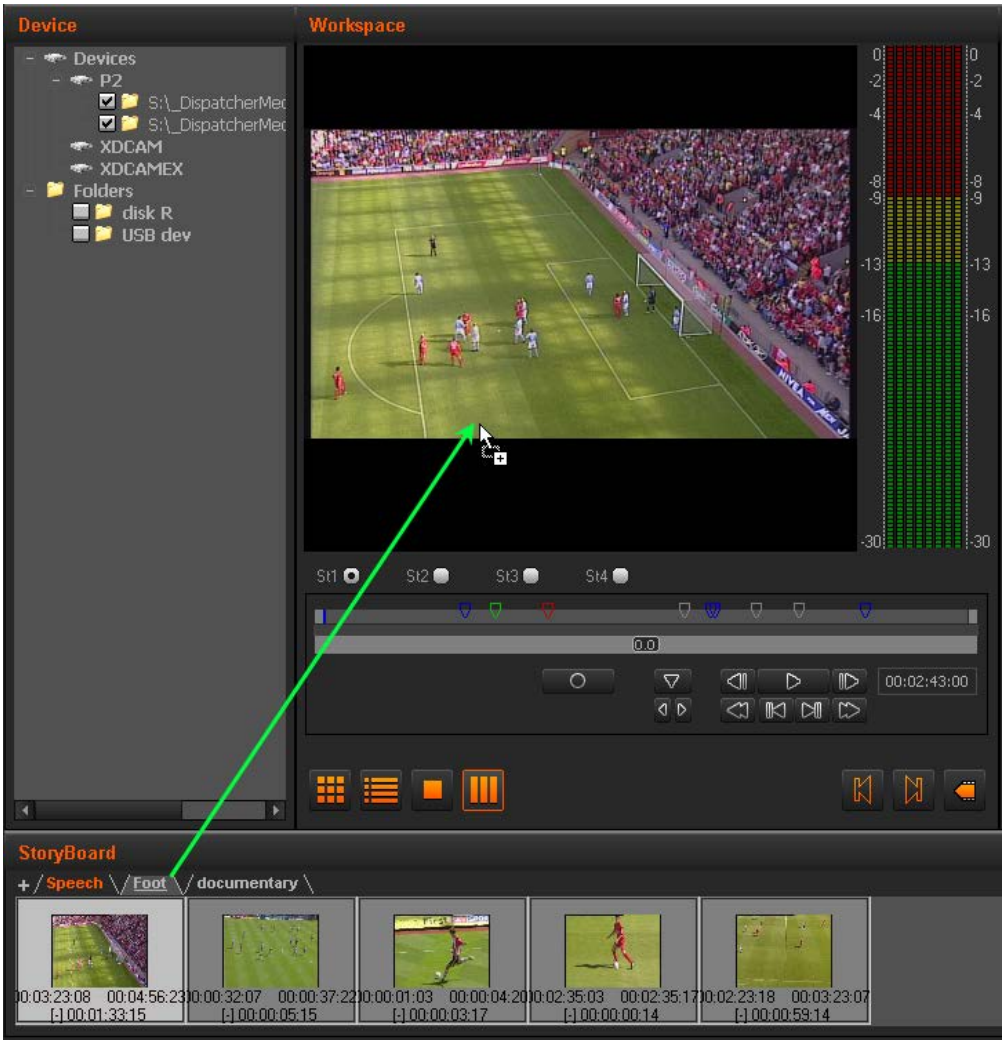
5.8.1 INTRODUCTION

Once the storyboard is created, you can check the result by loading the storyboard in the Storyboard Player.

5.8.2 HOW TO LOAD A STORYBOARD IN THE STORYBOARD PLAYER

To load a storyboard in the Storyboard Player, proceed as follows:

1. Click the **Storyboard Player** button  to open the Storyboard Player.
1. Drag the tab of the requested storyboard to the Storyboard Player:



The storyboard is open in the Storyboard player. In play mode, the frame around the storyboard clip will turn black when the corresponding clip is being played:

5.9 EXPORTING THE STORYBOARD

5.9.1 INTRODUCTION

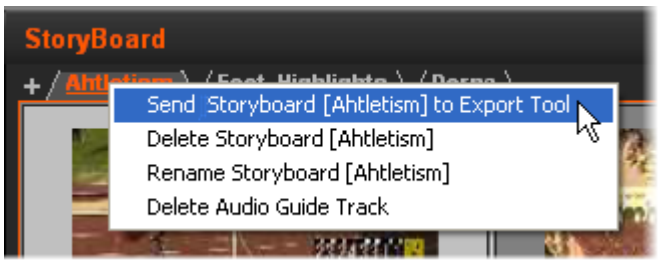
Once your storyboard is finalized, you can export it to multiple destinations and to multiple formats at the same time. The destination folders and formats are defined in the target profiles you can select before you launch the export process. For more information on creating new target profiles, refer to the section 3.1 'Export Target Profiles', on page 8.

5.9.2 HOW TO EXPORT A STORYBOARD

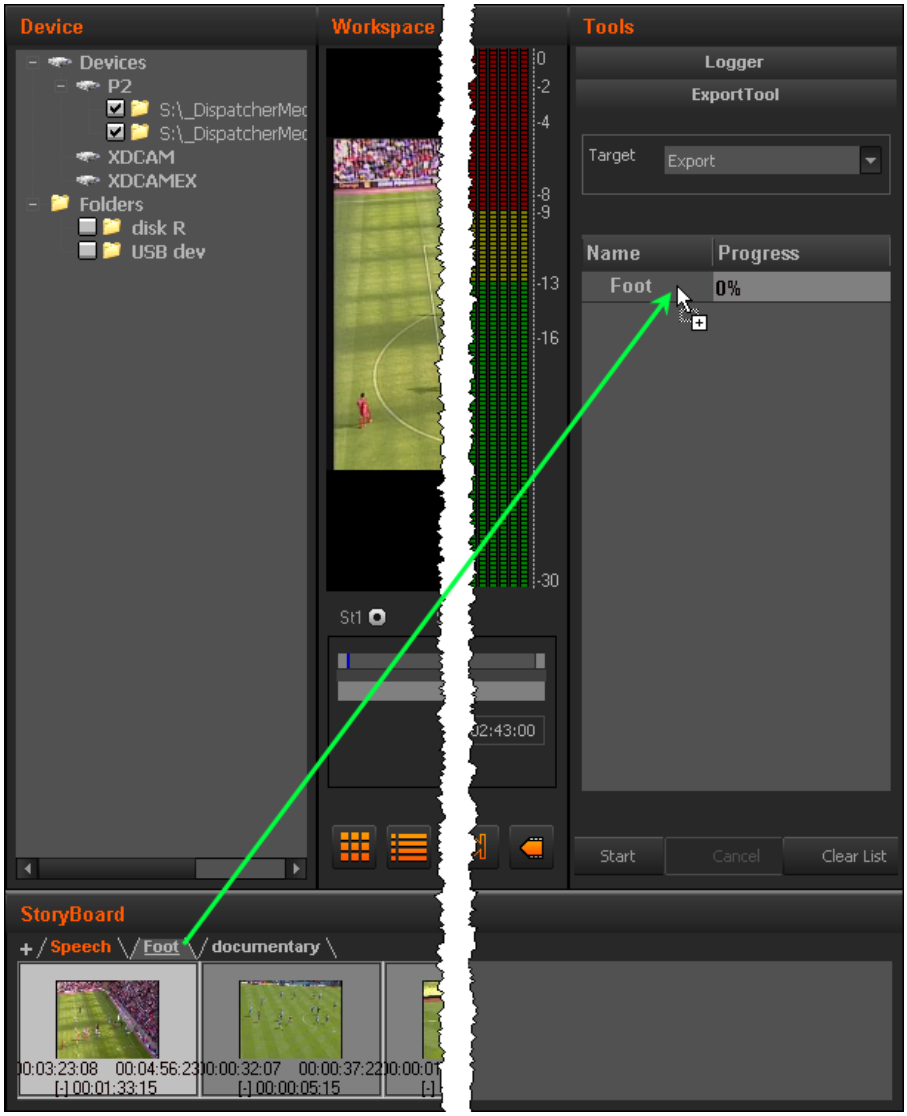
To export a storyboard open in the Storyboard area, proceed as follows:

1. Click the ExportTool tab in the Tools area to expand the Export Tool area.
2. In the **Target** field, select the name of the Target Profile you want to use to export the storyboard.

3. From the Storyboard area, add the storyboard to the list of export jobs in one of the following ways:
   - Right-click in the Storyboard area, and select the **Send Storyboard to Export Tool** command in the contextual menu:



- Drag the storyboard tab to the List of export jobs in the Export tool:



4. The storyboard name is added to the list of export jobs.
5. Click **Start** at the bottom of the Export tool.

The storyboard is exported as defined in the selected target profile.

The progress of the export job is displayed in the List of export jobs:

Name	Progress
Foot_Highlights	60

When the export has been successful, OK is displayed on a green background:

Name	Progress
Foot_Highlights	OK

The storyboards added to the list will remain available in the list, whether they have been exported or not, until the end of the user session.

5.9.3 EXPORTING CLIPS AND SUB-CLIPS

You can also export individual source clips, or sub-clips using the Export tool. Proceed in the same way as for storyboards for exporting clips and sub-clips.

To add a source clip, drag the thumbnail of the source clip from the Thumbnail view or from the List view of the workspace to the list of export jobs in the Export tool. To add several source clips at a time, you can select them thanks to the usual commands, as detailed in section 'Selecting Techniques' on page 32. Clips are then added in chronological order.

To add a sub-clip created in the Clip Player, define the IN and OUT points, and possibly name for the sub-clip in the Clip Player, and drag it to the list of export jobs in the Export tool.

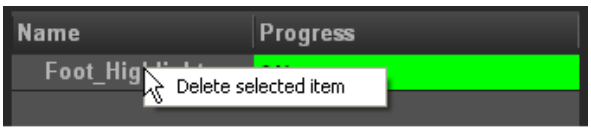
5.9.4 RESULT OF EXPORT JOB

Exporting a storyboard generates the following output files for each codec/format, and destination folder defined in the target profile.

- The file that contains the A/V material. It is generated in the defined codec and format.
- An .evs.xml file that contains the definition of storyboard.
- An .xml file that contains the log information. This file can then be imported to and used in IPDirector.

5.9.5 OTHER POSSIBLE ACTIONS ON EXPORT JOBS

The following table describes other possible actions on export jobs:

Action	Description
Deleting an item in the list of export jobs	Right-click the item in the list that you want to remove, and select **Delete Selected Item** from the contextual menu  OR Select the item and press the **Delete** key.
Clearing the list of export jobs	To clear the list of export jobs, already exported or not, click the **Clear List** button at the bottom of the Export Tool area. It does not clear the output of export jobs stored on the various destination folders.
Moving an item in the list of export jobs	To move an item within the export list, drag it to required position. A thin red line indicates the drop position.

Action	Description
Renaming an item in the list of export jobs	To rename an item within the export list, select the Name field and type a new name.

Glossary

Term/Acronym	Definition/Explanation
Cue Point	Reference point to a specific frame in a video sequence. Their purpose is to mark points of interest on the media. The cue point is only identified by a TC value.
Event	Event that is associated to a production show. It can be a football game, an entertainment show, a reality show, ...
Keyword	Metadata attached to a log that provides information on the media content.
Keyword grid	Keywords displayed as icons in a grid.
Level of interest	See 'Ranking'
Log	Reference points to a specific frame in a video sequence. Their purpose is to mark points of interest on the media. The log is identified by a TC value, and relates to an action in a given event. It is associated to keywords and/or a ranking, and possibly other metadata related to the action.
Log sheet	File that contains all logs for a given event.
Ranking	Metadata attached to a log that characterizes the importance given to the log, and usually symbolized by stars (no star = not important, 1 star = useful, 2 stars = important, 3 stars = very important).
Source clip	A/V material stored on the device that has recorded it (for example P2, XDCAM cameras, or an EVS server), and used as source content to create another A/V output (playlist, timeline, storyboard, etc.). This is also called 'shoot' or 'footage'.
Source file	A/V material stored on a workstation or storage, and used as source content to create another A/V output (playlist, timeline, storyboard, etc.).
Storyboard clip	Individual element included in a storyboard. This can be a sub-clip or a full source clip/file.
Sub-clip	Part of a source material, defined by an IN and OUT points, that represents a new A/V material.

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