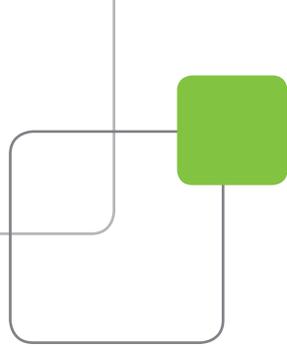


User's Manual

Version 3.1 - December 2010



XEDIO Dispatcher



ENG File Import and Dynamic Reviewing



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

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What's New on Xedio Dispatcher V3.1?

The following table describes the sections updated to reflect the new and modified features on Xedio Dispatcher from Xedio Suite 3.1 (compared to Xedio Suite 3.0).

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 - 1.2	New source support: XDCAM Ex, Panasonic P2 AVC Intra 50 & 100 New export/transcoding format support: <ul style="list-style-type: none">• Proxy: H.264 AVC TS• SD: H.264 AVC (MP4, TS), MXF OP1A SMPTE (DVCPRO50)• HD: MXF OP1A SMPTE (Avid DNxHD®, DVCPROHD)
4.4	Device area: XDCAM EX files area supported.
4.5.4 - 4.5.5 - 4.8.5	Workspace – Clip Player View and Storyboard Player view: Audio meters show the values defined for the different levels under Parameter Profiles.
4.6.2 - 5.5.2	Tools area – Logger tab: The list of available keyword grids is accessed by clicking within the Keyword Grid Selection field, instead of clicking on an arrow.
4.5.3 - 5.4.2 - 5.8.3	Information has been added to give direction for copying several source clip(s) at once to the storyboard or to the export list.
5.4.3	Storyboard: A new section has been added to explain the replacement (overwrite) of a storyboard element.

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.

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: XT[2]+, 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.



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
(DV25, IMX-D10 30/40/50)
- Sony XDCAM proxy
- Panasonic P2 hi-res
(DVCPR025, DVCPR050)
- Panasonic P2 proxy

Supported codecs
for export

- Long GOP MPEG
(MPEG1, MPEG2)
 - Sony XDCAM hi-res
(IMX-D10 30/40/50)
 - Panasonic P2 hi-res
(DV25, DVCPR025, DVCPR050)
-



-
- **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)**
-

HD VIDEO CODECS

Supported standards	<ul style="list-style-type: none"> • 1080i 50/59.94Hz
Supported codecs for source files	<ul style="list-style-type: none"> • Sony XDCAM HD (422, 420) • Sony XDCAM proxy • Sony XDCAM Ex • Panasonic P2 high-res (AVC Intra 50/100, DVCPRO100) • Panasonic P2 proxy
Supported codecs for export	<ul style="list-style-type: none"> • EVS (MJPEG & proxy, Avid DNxHD®) • QuickTime (DVCPRO100, Avid DNxHD®) • XDCAM HD (422, 420) • Panasonic P2 HD (AVC Intra 50/100, DVCPRO100) • H.264 AVC (MP4, TS)

-
- **Long GOP MPEG-2**
(TS, PS)
 - **MXF OP1A SMPTE** (Avid DNxHD®,
DVCPROHD)
-

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.

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 RTPProf 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
RTPProf Wizard	51	Allows the creation of a new export target profile (RTPProf 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

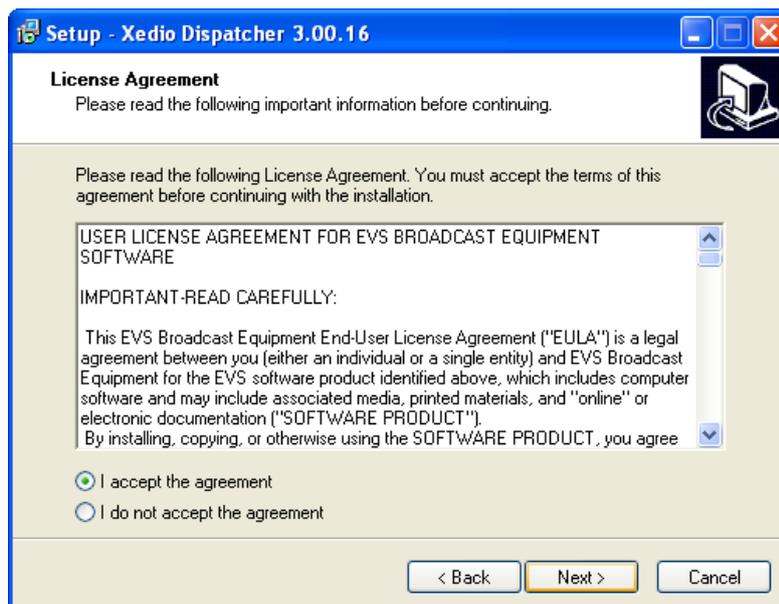
A Setup wizard guides you through the installation of Xedio Dispatcher.

To install Xedio Dispatcher, proceed as follows:

1. Copy the installation file `FullXedioDispatcher_3.01.xx.exe` locally.
This is the full installer file, which you need to use for a first installation. Use the `XedioDispatcher_3.01.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 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.`

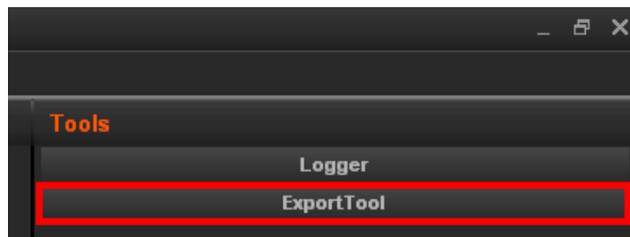
The Export Target Profiles can be defined and customized to your needs by the EVS Project Manager. However, you can also create your own Export Target profiles using the Target Wizard.

3.1.2 CREATING YOUR OWN EXPORT TARGET PROFILE

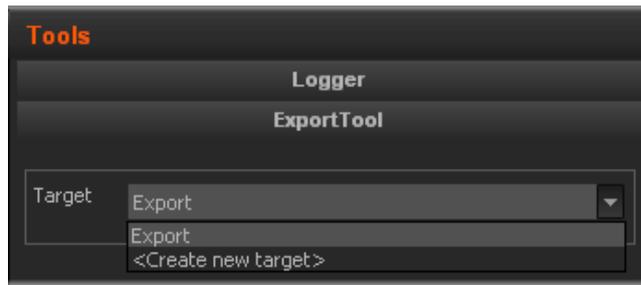
You can create an Export Target profile from the Export Tool in Xedio Dispatcher, by means of the Target wizard. This operation is explained in this chapter since it should be performed as you configure your application.

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 drop-down 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:

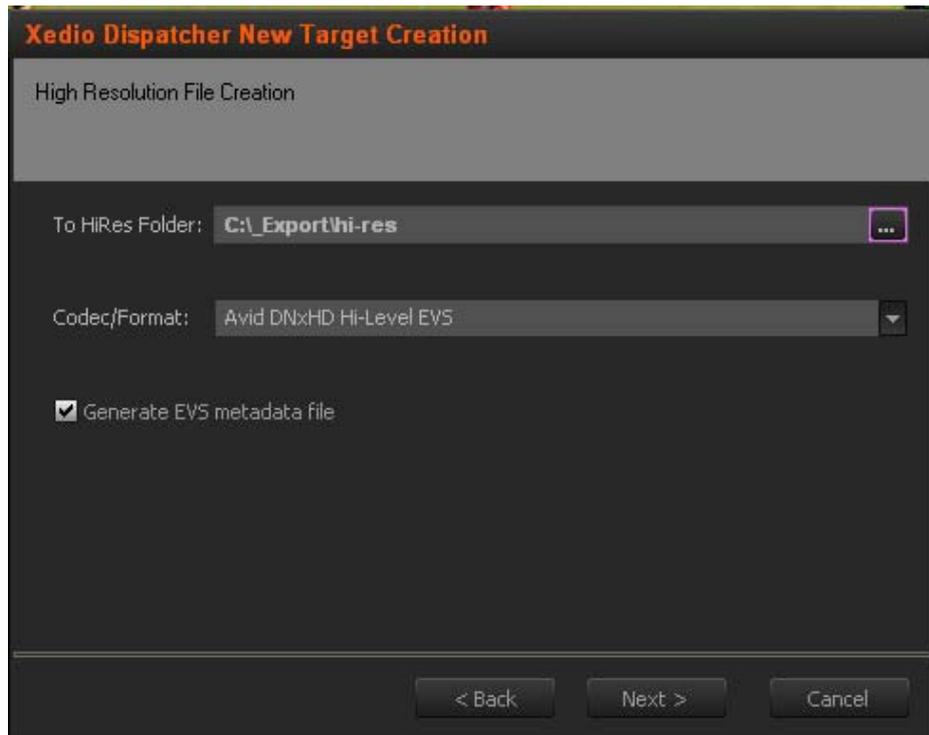


Click **Next**

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.

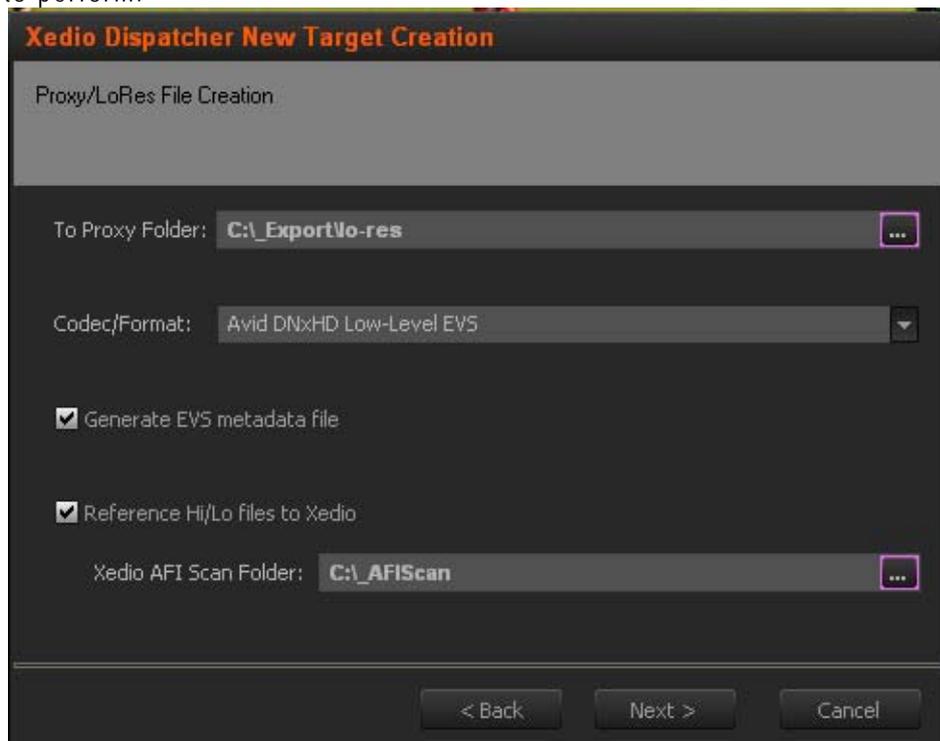


Click **Next**

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.

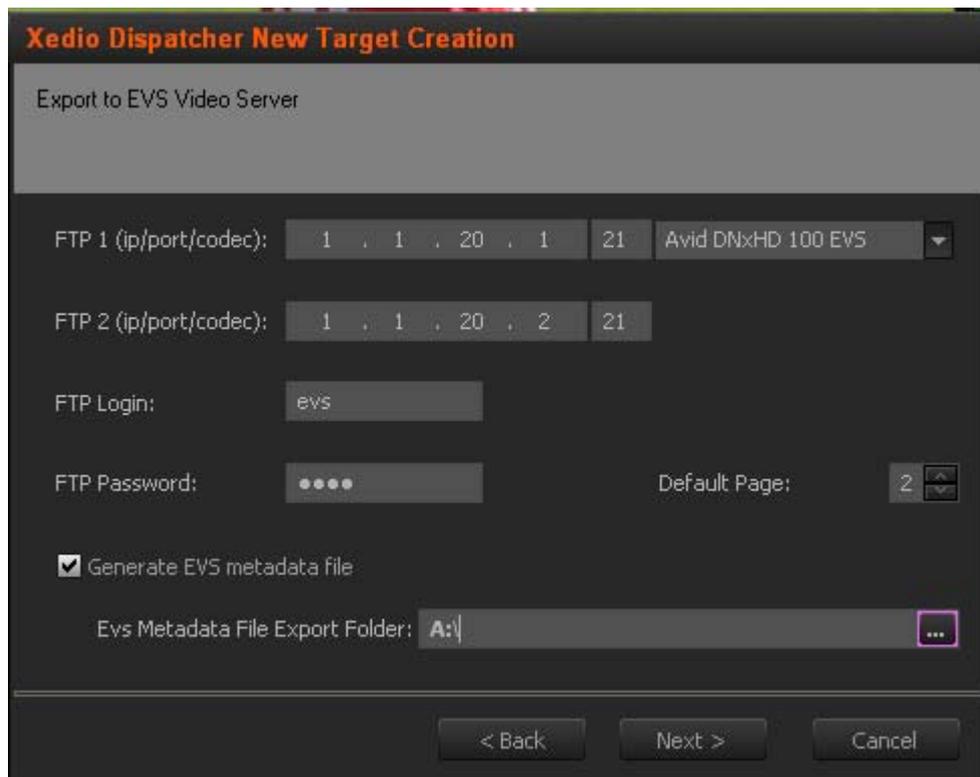


Click **Next**

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

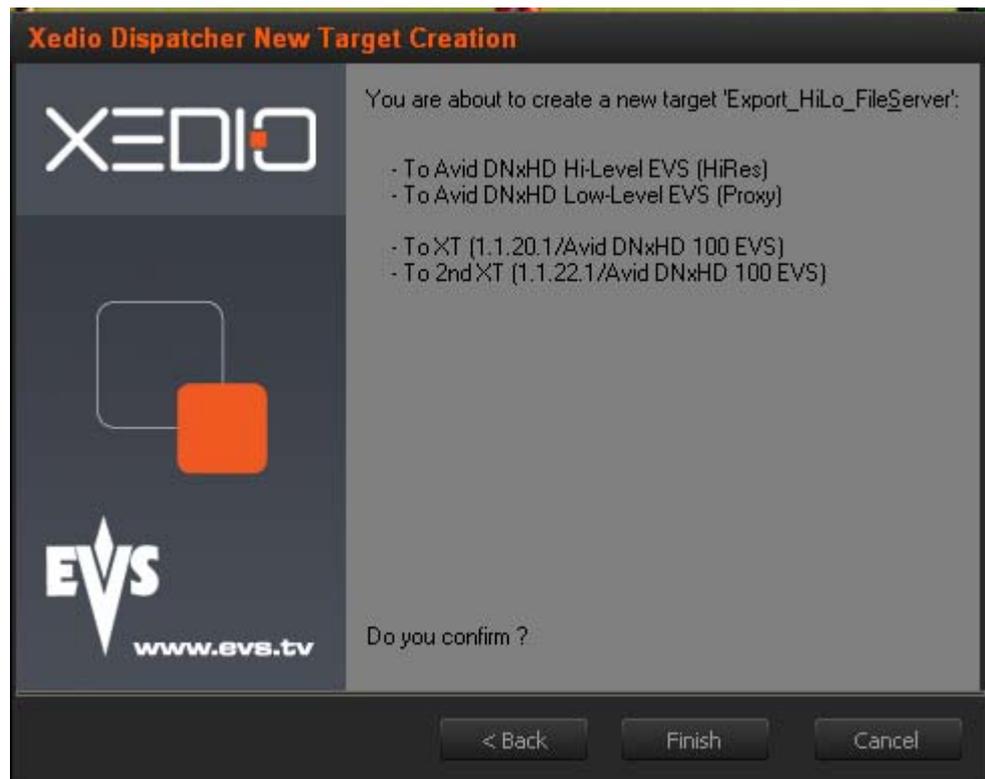
8. The **Export Logsheet File** displays.

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 import 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

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.

GENERAL

General

Label	Type	Default Value	Description
Default video aspect ratio	Video Ratio	16/9	Video Ratio used in thumbnail generation and during rendering operations Possible values: 4/3 or 16/9
Default video standard	Video Standard	HD 1080i @50	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 1080i @59,94.
GrabStill-FrameFolder	String	C:\	Location where grab image operations save files.
GrabStill-FramePrefix	String	Grab	Prefix of the resulting grab image file

Audio

Label	Type	Description
Default Input Audio Track Assignment	Audio Track Assignment	Defines the default audio channel assignment for the imported media files (other than server clips and encoder ingests).
Default Rendering Audio Track Assignment	Audio Track Assignment	Defines the default audio channel assignment for rendered files.

Vumeter

Label	Type	Default Value	Description
Bottom level of Vumeter	Numeric	-30	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	Numeric	-9	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	Numeric	0	Audio level (in dB) of the source media and corresponding to the top of the red zone in the audio meters
Warning level of Vumeter	Numeric	-13	Warning audio level used in Dispatcher players This value corresponds to the beginning of the yellow area in the vu-meter.

XEDIO DISPATCHER**General**

Label	Type	Default Value	Description
External Cue Point – Ranking 0 Color	Color	Grey	Color used, in the media bar of the Player, for representing a log with the default ranking assigned
External Cue Point – Ranking * Color	Color	Custom Color	Color used, in the media bar of the Player, for representing a log with a ranking * assigned
External Cue Point – Ranking ** Color	Color	Custom Color	Color used, in the media bar of the Player, for representing a log with a ranking ** assigned
External Cue Point – Ranking *** Color	Color	Custom Color	Color used, in the media bar of the Player, for representing a log with a ranking *** assigned
ThumbnailWidth	Numeric	150	Width used for new thumbnails (Height is found according to the 4/3 ratio)

Db Maintenance

Label	Type	Default Value	Description
BackupFilename	String	XedioDispatcherBackup	Backup prefix name of the Xedio Dispatcher DB
BackupFolder	String	C:\Program File\EVS Broadcast Equipment\XedioDispatcher\Backup	Location where the backup operations save backup files
CheckDB	Boolean	T (True)	Checks DB during maintenance operation
DaysBeforeDBMaintenance	Numeric	30	Delay between two DB maintenances
GenerateBackup	Boolean	F (False)	Generates Xedio Dispatcher DB backup during maintenance operation
PurgeBackupFiles	Boolean	F	Purges previous Xedio Dispatcher DB backup during maintenance operation
PurgeBackupHistory	Boolean	F	Purges history from Xedio Dispatcher DB backup during maintenance operation
ReorganizeIndex	Boolean	T	Re-indexes table from Xedio Dispatcher DB during maintenance operation
ShrinkDB	Boolean	T	Shrinks Xedio Dispatcher DB during maintenance operation

DeviceFilter

Label	Type	Default Value	Description
AllowCDRom	Boolean	T	Allows scanning CDROMs to find media. This parameter needs to be active (T) for XDCAM disk access.
AllowFixedDrive	Boolean	T	Allows scanning local hard disks to find media
AllowRamDisk	Boolean	F	Allows scanning Ram disks to find media

Label	Type	Default Value	Description
AllowRemoteDrive	Numeric	F	Allow scanning network drives to find media
AllowRemovableDrive	Boolean	T	Allow scanning USB drives to find media
DaysBeforeMediaPurge	Numeric	30	Delay between two unused media purge
DelayBetweenVolumeCheck	Numeric	5	Time in seconds between automatic rescan on removable disk if there is a change
MaxDepth	Numeric	3	Number of directory levels checked when scanning for media.

Logger

Label	Type	Default Value	Description
KeywordGridFolder	String	C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grid\	Folder where Xedio Dispatcher looks for Keyword grids.

Media List

Label	Type	Default Value	Description
MaxResultSelSize	Numeric	1000	Maximum number of media displayed in the thumbnail area

Player

Label	Type	Default Value	Description
BrowsingIntervalAccuracy	Numeric	1000	Interval (in msec) in which the browsing (using the nowline) tries to be frame accurate (high impact on bandwidth)
EnableDeinterlaceMenu	Boolean	F	When working in HiRes, enable the deinterlace menu when right clicking over player
JogAudioThreshold	Real Value	2.0	Maximum playing speed, in hi-res, above which the audio will no longer be audible

Label	Type	Default Value	Description
JogAudioThresholdLO	Real Value	4.0	Maximum playing speed, in lo-res, above which the audio will no longer be audible.
JogRangeHI	Real Value	1.0	Jog Range in HiRes (from -1.0 to 1.0)
JogRangeLO	Real Value	2.0	Jog Range in LoRes (from -2.0 to 2.0)
PrevNextX	Fields	20	Cursor moves from the current position when using multiple-field moves.
ShiftSpeedMax	Numeric	10	Speed rate for super fast forward and rewind, when you use the CTRL key in combination with the forward and rewind buttons.
SpeedMax	Numeric	3	Speed rate for fast forward & rewind

Storyboard

Label	Type	Default Value	Description
AllowAudioGuideTrack	Boolean	T	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	ST3	Stereo output for Audio Guide Track
AudioGuideTrackPreRoll	Numeric	3000	Countdown in milliseconds before starting the record process
AutomaticSaveTime	Numeric	10	Delay (in seconds) between two storyboard saves

Workspace

Label	Type	Default Value	Description
AllowMatchFrame	Boolean	F	Allows the Match Frame feature (toggle from edit to media): If this is active, the Match Frame button is available in the Storyboard Player 

3.3.2 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.

4. User Interface

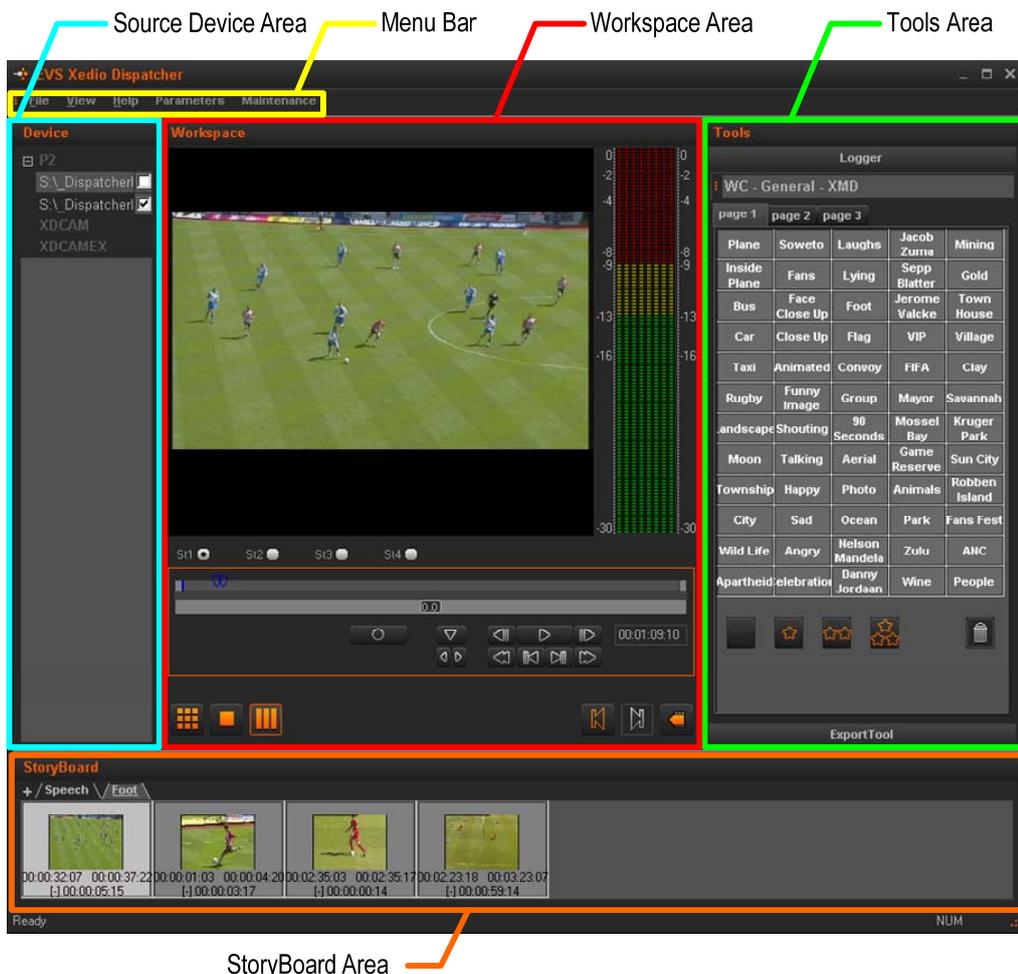
4.1 STARTING XEDIO DISPATCHER

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
Source Device	<p>This area displays the plugged-in devices and the media that has been automatically detected on the devices.</p> <p>See also the section 4.4 'Source Device Area', on page 22.</p>
Workspace	<p>This is the working area where you mainly perform the following actions:</p> <ul style="list-style-type: none">• 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. <p>See also the section 4.5 'Workspace Area', on page 23.</p>
Tools	<p>This area contains several horizontal tabs that provide the following tools:</p> <ul style="list-style-type: none">• Logger tool: It allows the display of keyword grids from which you can select the keywords and ranking 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. <p>See also the section 4.6 'Tools area', on page 29.</p>
Storyboard	<p>This is the area where you create and manage your storyboards. It displays:</p> <ul style="list-style-type: none">• The storyboards as individual tabs.• The thumbnails of the clips included in the open storyboard. <p>See also the section 4.7 'Storyboard area', on page 33.</p>

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, 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.

4.4.2 GENERAL DESCRIPTION



The Source Device area displays:

- the identified devices as the root branches of an expandable tree view.
- the detected media below the device on which it is stored. The path where the media is located is specified.

The check-boxes are used to specify the media to be displayed in the Thumbnail view of the Workspace. See also 5.3 'Selecting Relevant Media', on page 49.

4.5 WORKSPACE AREA

4.5.1 INTRODUCTION

In the Workspace area, you will list, browse and edit the media using one of the three 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.
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.

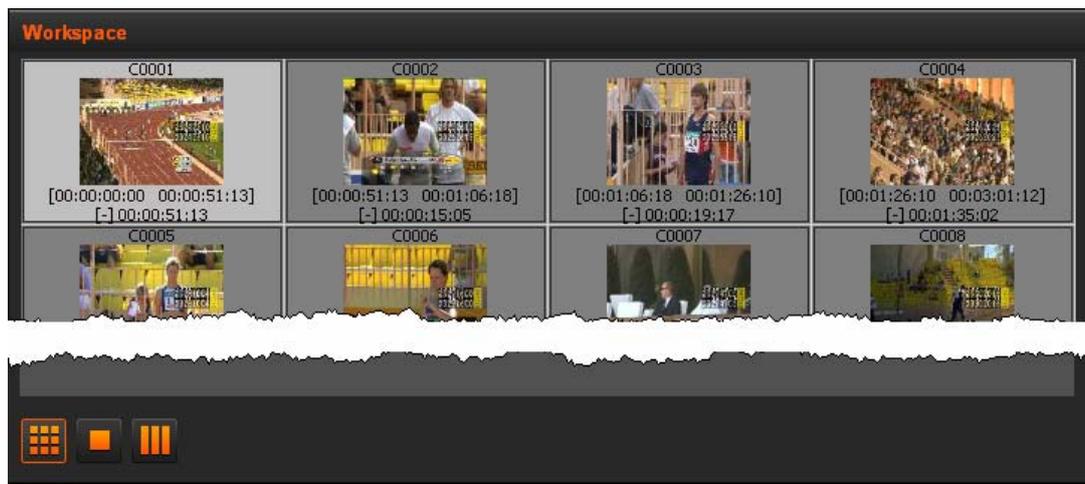
4.5.3 THUMBNAIL VIEW IN THE WORKSPACE AREA

PURPOSE

You will work in this view to select the 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 an 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. In this case, press the **CTRL** key while dragging the clips.

4.5.4 CLIP PLAYER VIEW IN THE WORKSPACE AREA

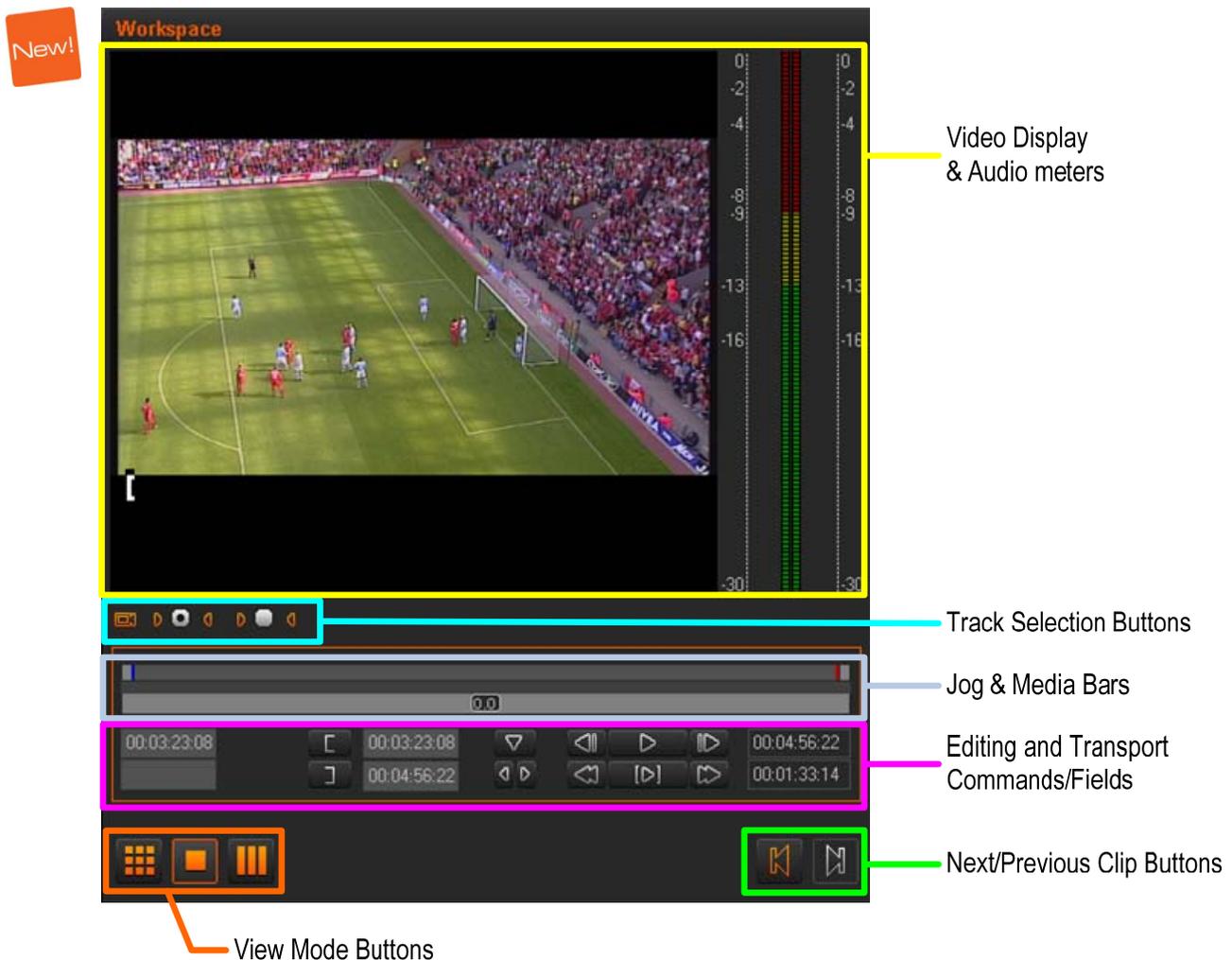
PURPOSE

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:



The following table provides a short description on 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 33:

User Interface Element	Description	See also ...
Video Display & Audio Meters	<p>It displays the media loaded on the Player. Parameters related to the display are available via a contextual menu.</p> <p>The audio meters show the levels of the various audio tracks of the clip that is being played.</p>	Section 4.8.4 (p.36)
Track Selection buttons	<p>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.</p> <p>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.</p>	Section 4.8.5 (p.37)
Jog and Media bar	<p>The jog bar allows you to move within the media at a variable speed.</p> <p>The Media bar represents the clip currently loaded on the Player:</p> <ul style="list-style-type: none"> • 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 4.8.6 (p.38)
Editing and Transport commands/fields	<p>The editing and transport buttons mainly allow you to perform the following actions:</p> <ul style="list-style-type: none"> • 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 4.8.7 (p.40) Section 4.8.9 (p.44) Section 4.8.10 (p.46).
View Mode buttons	These buttons allow you to change the View mode in the Workspace.	Section 4.5.2 (p.23).
Next/Previous Clip buttons	These buttons allow you to move to the next or previous clip available in the Thumbnail view.	

4.5.5 STORYBOARD PLAYER VIEW IN THE WORKSPACE AREA

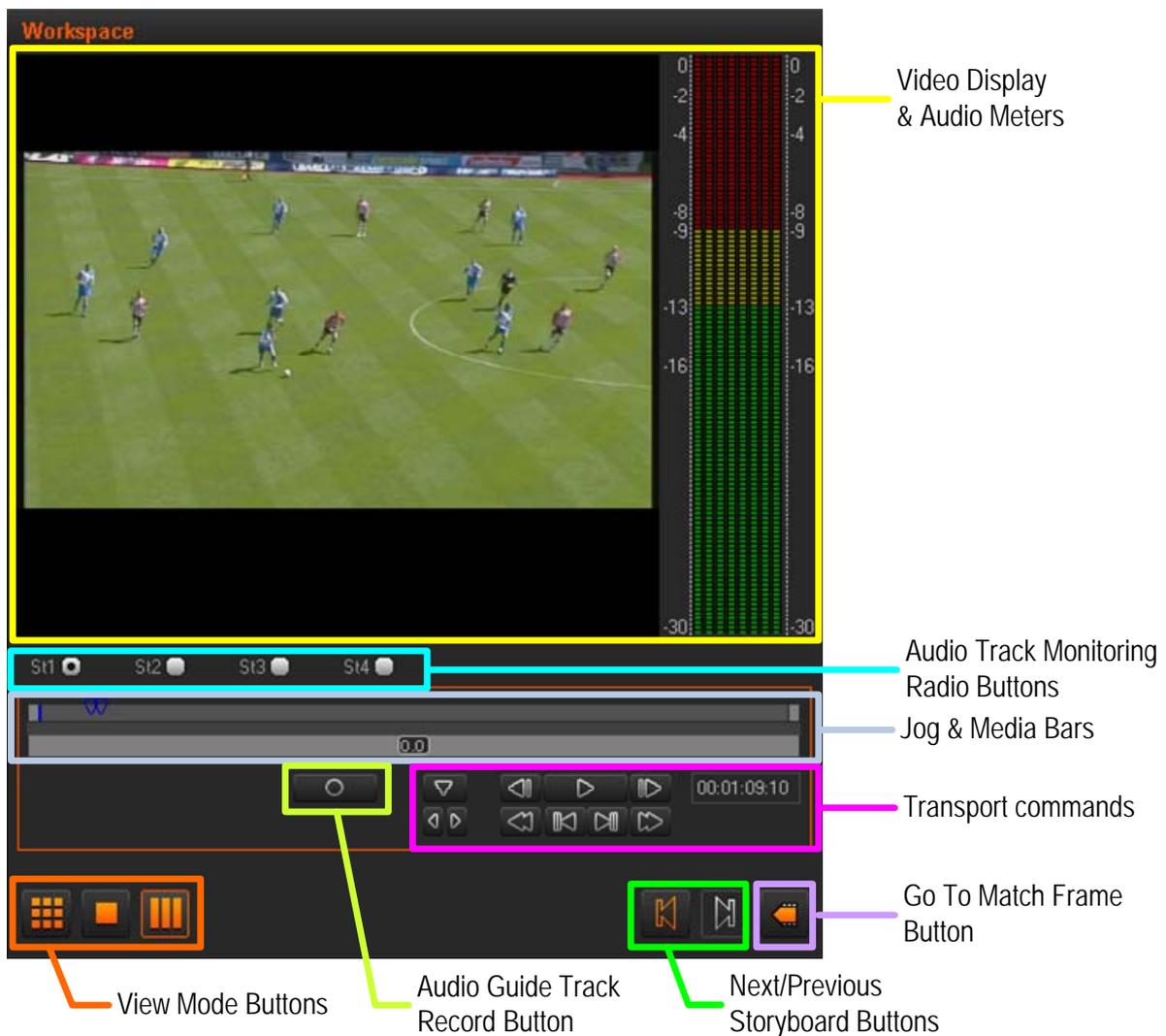
PURPOSE

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

New!



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 33:

User Interface Element	Description	See also the ...
Video Display & Audio Meters	<p>It displays the video material loaded on the Player. Parameters related to the display are available via a contextual menu.</p> <p>The audio meters show the levels of the various audio tracks of the clip that is being played.</p>	Section 4.8.4 (p.36)
Audio Track Monitoring buttons	Allow the selection of the audio track you want to monitor.	
Jog and Media bar	<p>Allows moving within the storyboard at a variable speed.</p> <p>The Media bar represents the whole storyboard currently loaded on the Player.</p> <p>For more information on the job and media bars, refer to the section 4.8.6 'Jog & Media Bars', on page 38.</p>	Section 4.8.6 (p.38)
Transport commands	<p>Allow you to do the following actions:</p> <ul style="list-style-type: none"> • Browse in and play the loaded storyboard. • Navigate among the logs displayed on the loaded storyboard. 	Section 4.8.8 (p.42)
Audio Guide Track Record button	Allows you to add voice-over on the storyboard.	Section 5.6 (p.55)
View Mode buttons	Allow changing the View mode in the Workspace.	Section 4.5.2 (p. 23)
Next/Previous Storyboard buttons	Allow moving to the next or previous storyboard available in the Storyboard area.	
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

The Logger is the panel from which you will select the keyword grids you want to use when you create logs. You will also select keywords, and ranking you want to associate to a log in the Logger tab.

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



The screenshot shows the 'Tools' area with the 'Logger' tab selected. The interface displays a grid of keyword categories and a set of ranking buttons at the bottom. Annotations point to specific features:

- Keyword Grid Selection Field:** Points to the dropdown menu at the top of the grid, currently showing 'WC - Match Actions - XMD'.
- Keyword Grid:** Points to the main grid of keyword categories.
- Ranking Buttons:** Points to the row of buttons at the bottom, including a star icon and a trash can icon.
- Delete Log Button:** Points to the trash can icon in the bottom right corner.

Goal	Hits Bar	Chests Ball	Pass	Extra Time 1
Own Goal	Hits Post	Overhead Kick	Run	Extra Time 2
Disallowed Goal	Over Bar		Fast Break /	Penalty Shoot
	Wide	Defending	possession	Added Time
Header	Deflection	Clearance	Interception	
Volley	Save	Tackle	Track Back	Penalty
Shot	Ball	Catch		Penalty Appeal
Shot On Target			Kick Off	Penalty Award
Shot Blocked	Miskick	Assist	Half Time	Incident
Long Range	Skill	Cross	Full Time	Appeal
Miss	Backheel	Long Ball	First Half	Handball
Near Miss	Through Legs	Through Ball	Second Half	Penalty Area

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 5.5 'Adding Logs to a Clip', on page 52:

User Interface Element	Description
Keyword Grid Selection field	Field from which you can select the keyword grid you want to use.
Keyword Grid	<p>Once the 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.</p> <p>Clicking on a keyword in the grid will directly create a log at the nowline position on the clip loaded in the player, and associate the selected keyword to the log. The log is symbolized by a marker on the media bar.</p>
Ranking buttons	<p>Buttons that allows you to assign a ranking to the log, in order to highlight important moments in the clip.</p> <p>The log will have a different color depending on the ranking assigned.</p>
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.

4.6.3 EXPORT TOOL

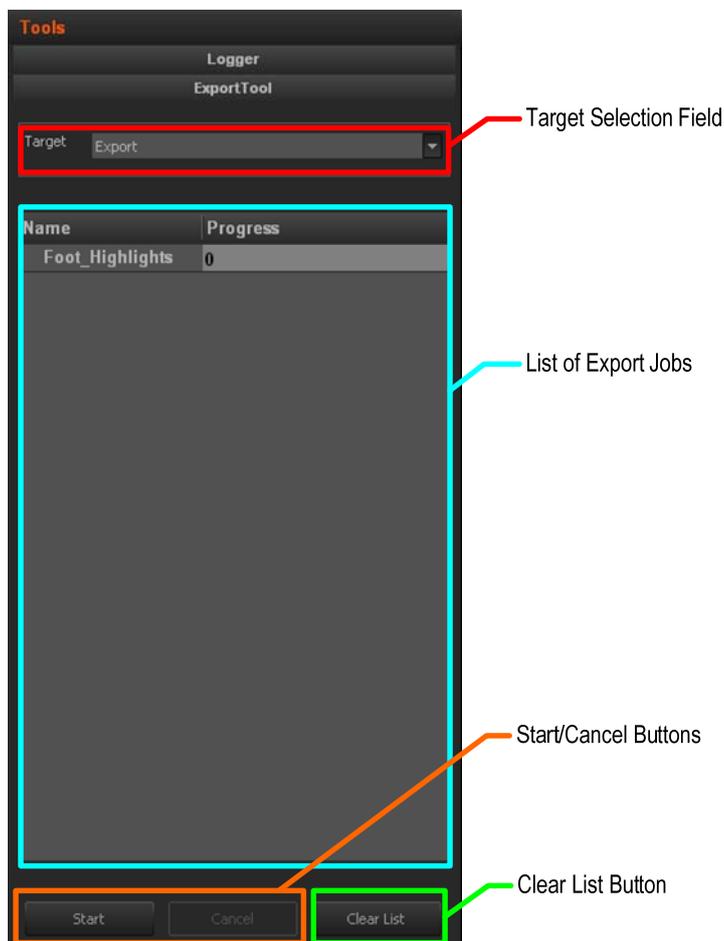
INTRODUCTION

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 5.8 'Exporting the Storyboard', on page 57:

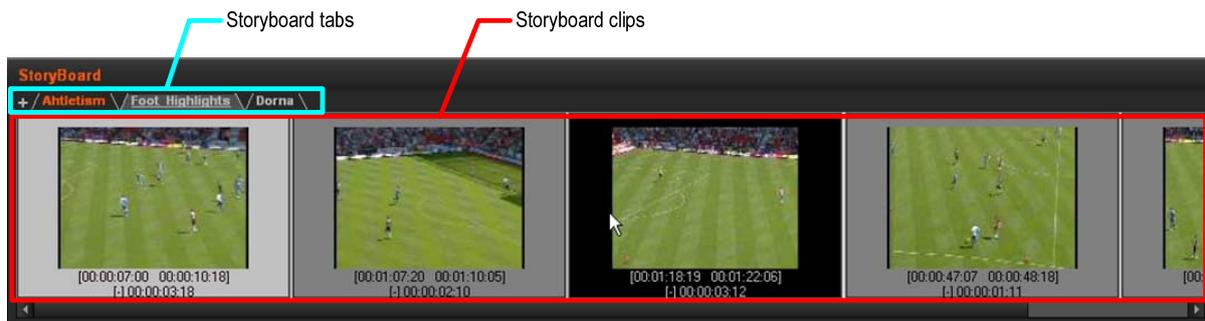
User Interface Element	Description												
Target Selection field	Drop-down field from which you can select the target profile you want to use or create a new one.												
List of export jobs	<p>List of storyboards that have been added to the export list in the current session, whether they have already been exported or not.</p> <p>To add a storyboard into the export list, drag it into the list of export jobs.</p> <p>When the storyboard has not been exported yet, the progress bar shows 0 and the background is light grey:</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Progress</th> </tr> </thead> <tbody> <tr> <td>Foot_Highlights</td> <td>0</td> </tr> </tbody> </table> <p>When the storyboard has been successfully exported, the progress bar displays 'OK' and the background is green:</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Progress</th> </tr> </thead> <tbody> <tr> <td>Foot_Highlights</td> <td>OK</td> </tr> </tbody> </table> <p>When the storyboard has not been successfully exported, the progress bar displays an error message and the background is blue:</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Progress</th> </tr> </thead> <tbody> <tr> <td>Foot_Highlights</td> <td>HR destination file already ...</td> </tr> </tbody> </table>	Name	Progress	Foot_Highlights	0	Name	Progress	Foot_Highlights	OK	Name	Progress	Foot_Highlights	HR destination file already ...
Name	Progress												
Foot_Highlights	0												
Name	Progress												
Foot_Highlights	OK												
Name	Progress												
Foot_Highlights	HR destination file already ...												
Start button	Starts the export process for the storyboards that are in the list and have not been exported yet.												
Cancel button	Cancels the export process. Already finalized exports will not be canceled.												
Clear List button	<p>Clears the export list. The application asks you to confirm this action.</p> <p>It does not clear the output of export jobs stored on the various destination folders.</p>												

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 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 are displayed as thumbnails in the tab.



You can play the storyboard in the Storyboard Player view. For more information, refer to the section 5.7 'Checking the Storyboard', on page 56.

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

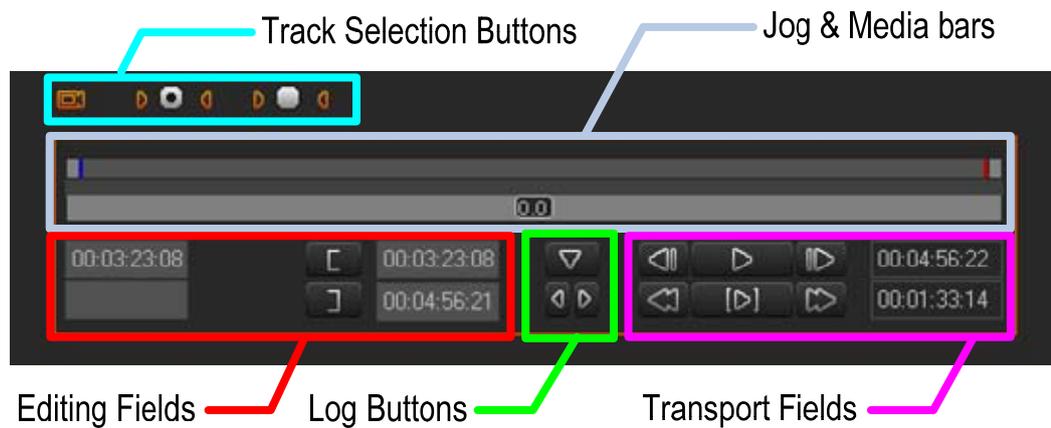
Clip Player button .

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

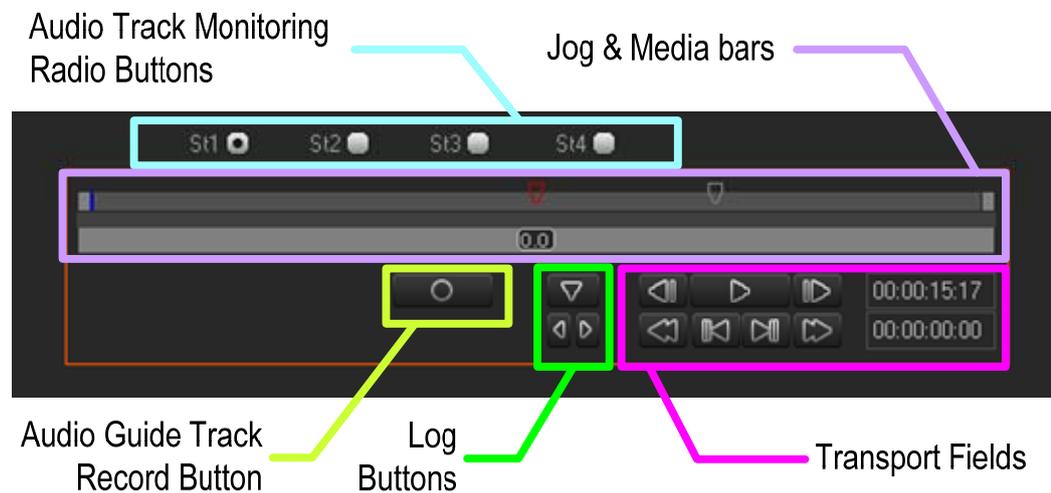
accessible via the Storyboard Player button .

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

TRANSPORT AND EDITING ZONES IN THE CLIP PLAYER



TRANSPORT ZONES IN THE STORYBOARD PLAYER



4.8.2 HOW TO LOAD A CLIP IN THE CLIP PLAYER

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

- 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.
- 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.

4.8.3 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.
2. 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:



4.8.4 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	<p>This option offers different choices to display timecode on the player window.</p> <ul style="list-style-type: none"> • 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	<p>Offers a choice of aspect ratios for the display either Auto, 4:3 or 16:9.</p> <p>This is also possible to use the following shortcuts:</p> <ul style="list-style-type: none"> •  +  to toggle between 4:3 and 16:9 •  +  to reset the display to 'Auto'
Show Safe Areas	<p>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.</p>
Best Quality	<p>Optimizes the image size to provide the best quality when media is played.</p>
Maximize	<p>Maximizes the image size to fill the display area.</p>
Grab Image	<p>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.</p>

MAKING THE PLAYER AREA FULL SCREEN

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

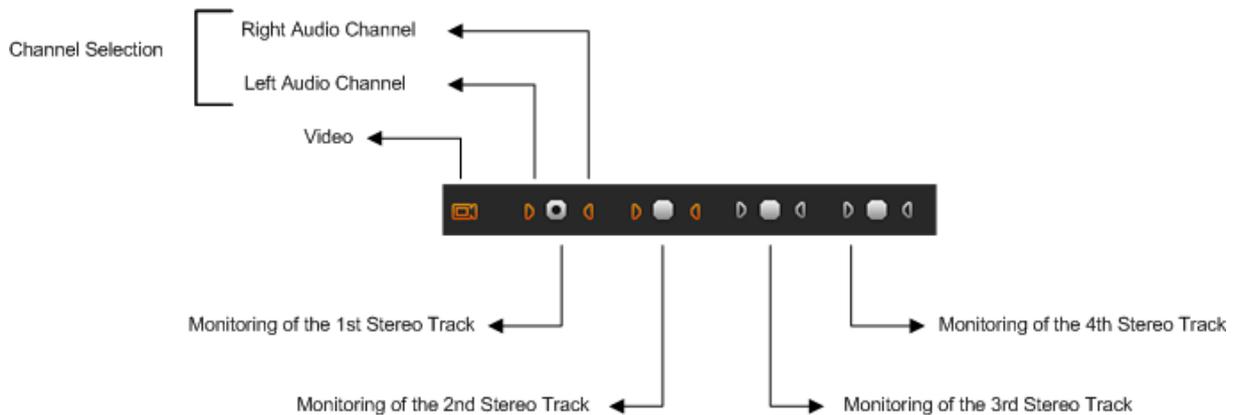
Press again **F9** to revert to the normal display.

4.8.5 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.

4.8.6 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 39).

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.



4.8.7 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 21.

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. 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.

Field/Button	Keyboard Shortcut	Function Name and Description
-		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
-	 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.
		Playing a clip from mark IN to mark OUT
-	 + 	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: <ul style="list-style-type: none"> • 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.

4.8.8 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:

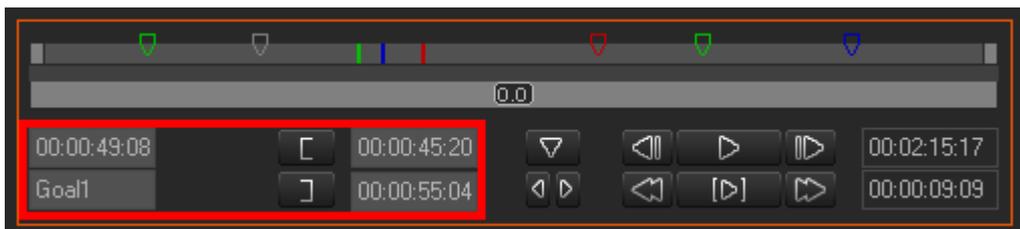
The user can define the keyboard shortcuts in Xedio Manager to perform transport control commands. The keys mentioned below are the default settings.

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.
	 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
-	 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.

4.8.9 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
	 or 	Mark IN Sets a mark IN point at the nowline position on the media bar: <ul style="list-style-type: none"> • 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.
	 or 	Mark OUT Sets a mark OUT point at the nowline position on the media bar: <ul style="list-style-type: none"> • 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.

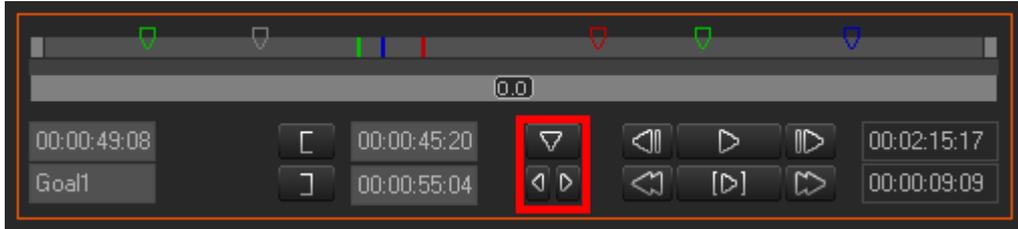
To move the mark IN, mark OUT or nowline to a given TC, type the timecode in the corresponding field and press **ENTER**.

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.

4.8.10 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 5.5 'Adding Logs to a Clip', on page 52.

4.8.11 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.

4.8.12 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 5.6 'Recording an Audio Guide Track', on page 55.

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 47
2. [Selecting media](#), on page 49
3. [Adding sub-clips to the storyboard](#), on page 50
4. [Adding logs to clips and/or storyboard](#) (optional), on page 52
5. [Checking the storyboard](#), on page 56
6. [Exporting the storyboard](#), on page 57

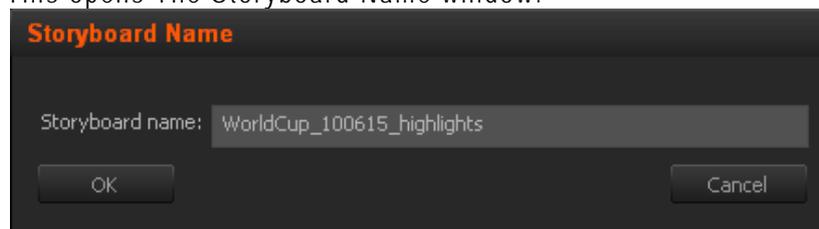
5.2 MANAGING THE STORYBOARDS

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:
-----------------------	--

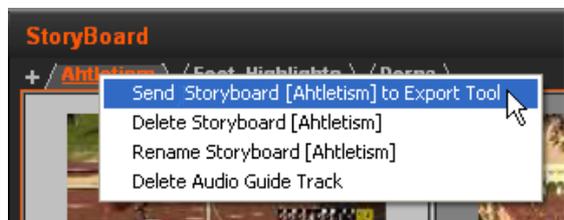


The Storyboard Name window is displayed. Type the new name and click **OK**.

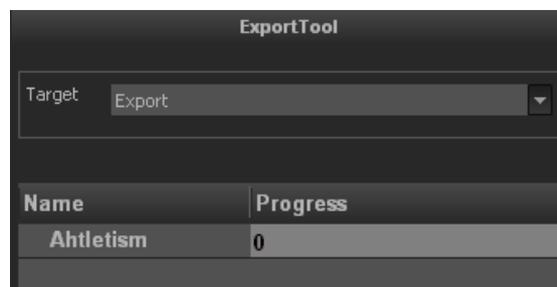
Deleting a storyboard	Right-click the storyboard tab and select Delete Storyboard from the contextual menu:
-----------------------	--

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:



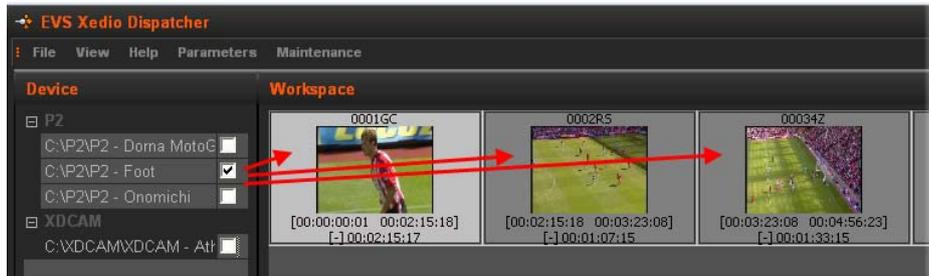
For more information on Exporting storyboards, refer to the section 5.8 'Exporting the Storyboard', on page 57.

5.3 SELECTING RELEVANT MEDIA

5.3.1 OPENING THE SOURCE CLIPS IN THE THUMBNAIL VIEW

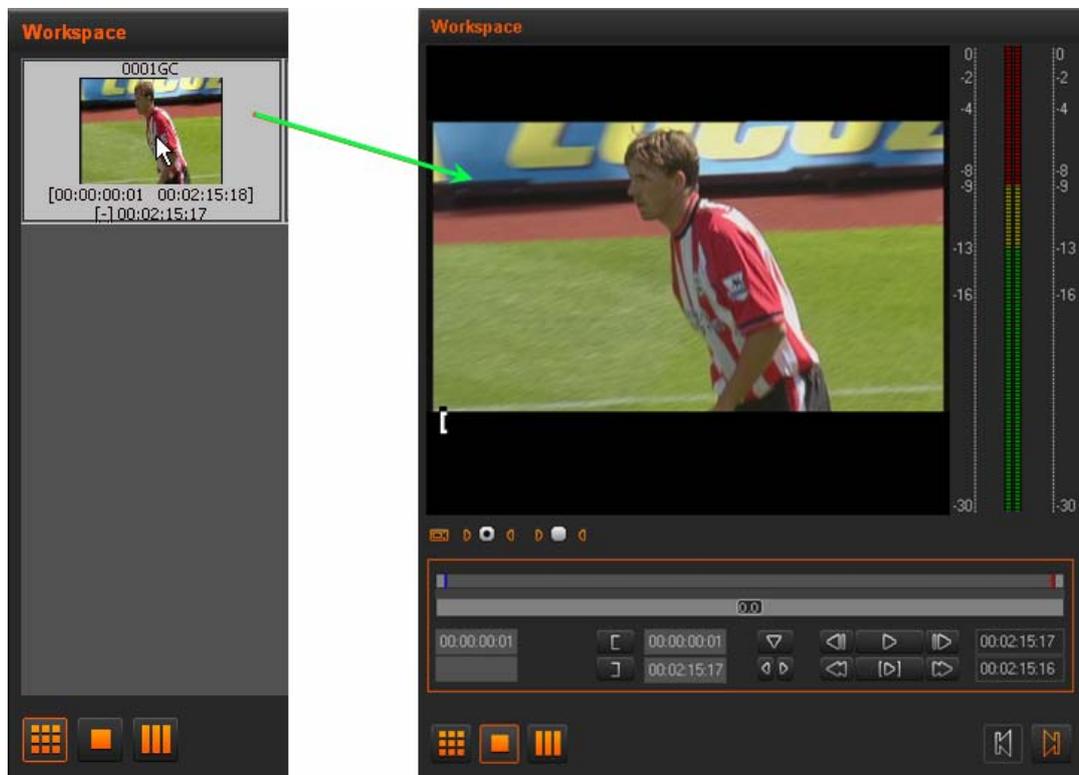
You will create the storyboard clips on the basis of source clips included in the available media.

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



5.3.2 LOADING A SOURCE CLIP IN THE CLIP PLAYER

Double-clicking a source clip in the Thumbnail view will load the source clip in the Clip Player. You can then create sub-clips from the source clip and include them into the storyboard. For more information, refer to the section 5.4 'Adding Clips or Sub-Clips to the Storyboard', on page 50.



5.4 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.

5.4.1 HOW TO ADD A SUB-CLIP 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 47).
2. Open the requested source clip in the Clip Player view (see section 5.3, on page 49).
3. Add a mark IN point in one of the following ways:
 - o Use the transport control buttons (see page 40) to move the nowline to the requested frame and press **mark IN** button .
 - o 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:
 - o Use the transport control buttons (see page 40) to move the nowline to the requested frame and press **mark OUT** button .
 - o 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 delete the storyboard clip (see p.51), and add a new one with the requested boundaries.



5.4.2 HOW TO ADD SOURCE CLIPS TO THE STORYBOARD

To add a source clip to the storyboard, you can drag it from the thumbnail 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 24.

Clips are then added in chronological order.



5.4.3 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:



5.4.4 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.

5.5 ADDING LOGS TO A CLIP

5.5.1 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. You can associate a ranking and/or keywords to the log.

5.5.2 HOW TO ADD A LOG TO A CLIP

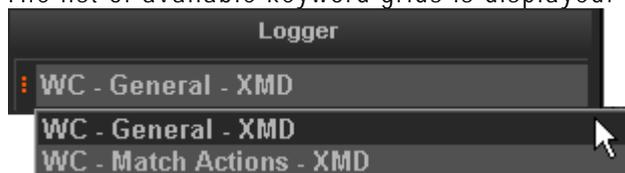
The following procedure explains how to add logs, with associated metadata.

If you want to add a cue point (no associated metadata), simply click the **Add Log** button  after step 2.

To add a log to a clip, proceed as follows:

1. Load the source clip in the Clip Player or the storyboard clip in the Storyboard Player. For more information, see the sections 4.8.2 and 4.8.3.
2. Position the nowline on the frame where you want to add a log in one of the following ways:
 - o Using the transport buttons
 - o Dragging the nowline to the requested frame
 - o Typing the requested TC in the nowline TC field (in Clip Player only) and pressing **ENTER**.
3. Click the Logger tab in the Tools area.
4. Click within the **Keyword Grid Selection** field.

The list of available keyword grids is displayed:



5. Select the keyword grid you want to use.
6. Click the keywords you want to associate to **your log**, and/or the requested ranking button.



A log is added to the media bar.

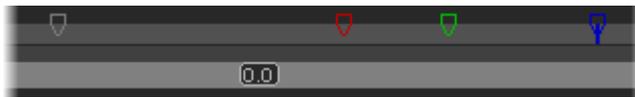


5.5.3 LOG AND METADATA DISPLAY

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

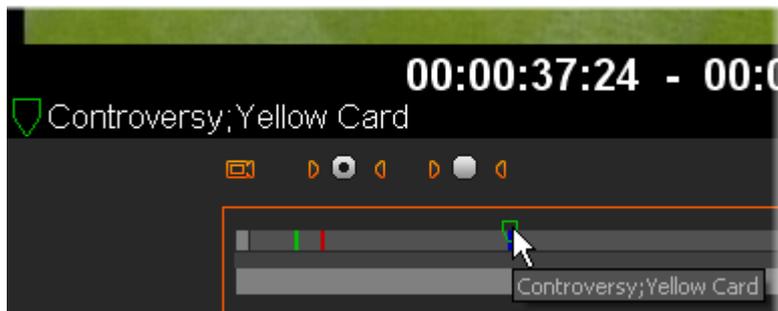
The log will have a different color depending on the ranking assigned:



- White log for no-star ranking (default)
- Blue log for 1-star ranking
- Green log for 2-star ranking
- Red log for 3-star ranking

KEYWORD DISPLAY

The keywords are listed below the video display and are displayed as a tool tips when you roll the mouse over the log:



LOGGER AREA

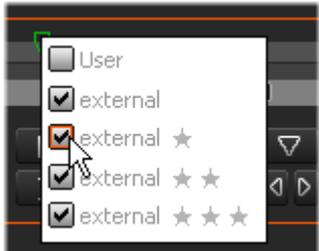
When the nowline is positioned on a log, you can easily find back the keywords assigned to this log in the Logger area as:

- 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 screenshot below.

Logger				
WC - Match Actions - XMD *				
page 1	page 2 *	page 3		
Corner	Physical Contract	Pull Focus	Sub Off	Flags
Free Kick	Controversy	Pan	Injury	Painted Face
				Stadium

5.5.4 OTHER POSSIBLE ACTIONS ON LOGS

The following table describes shortly other possible actions on logs:

Action	Description
Moving from one log to the other	<ul style="list-style-type: none"> 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	<p>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:</p> <ul style="list-style-type: none"> 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	<p>By default, all logs are displayed in the loaded material.</p> <p>If you want to display only the logs having a specific ranking, right-click on the log, right above the media bars.</p> <p>The following contextual menu is displayed. Select the check boxes (external) that correspond to the ranking(s) you want to display.</p>  <p>Do the reverse operation to redisplay all logs.</p>

5.6 RECORDING AN AUDIO GUIDE TRACK

5.6.1 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.

5.6.2 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 4.8.3 'How to Load a Storyboard in the Storyboard Player', on page 35).

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.

5.7 CHECKING THE STORYBOARD

5.7.1 INTRODUCTION

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

5.7.2 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.
2. 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:



5.8 EXPORTING THE STORYBOARD

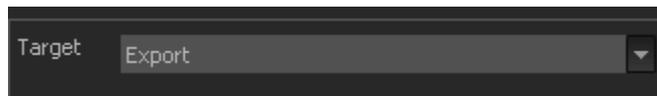
5.8.1 INTRODUCTION

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.

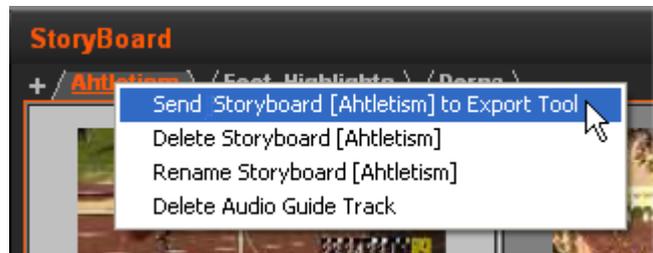
5.8.2 HOW TO EXPORT A STORYBOARD

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

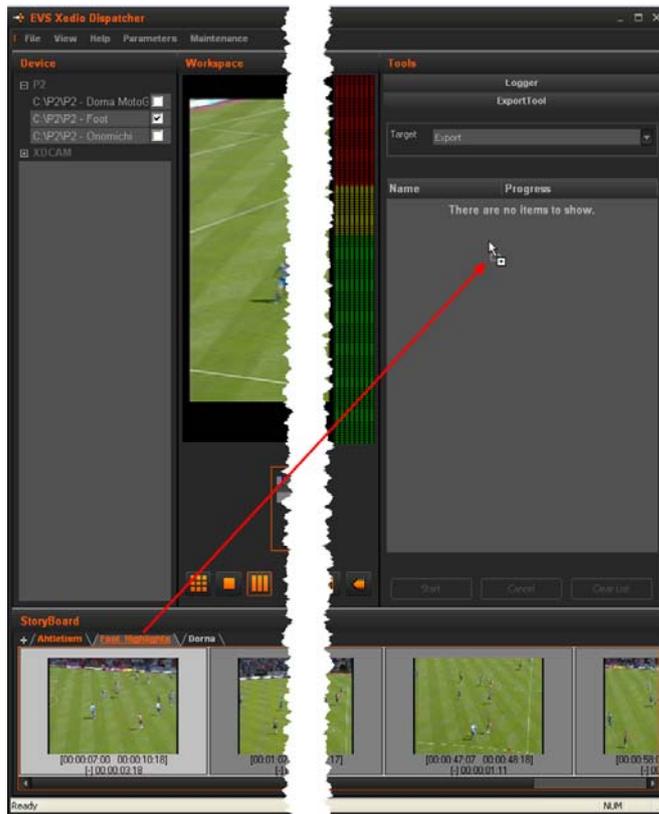
1. Click the ExportTool tab in the Tools area to expand the Export Tool area.
2. In the **Target** field, select the name of the Target Profile you want to use to export the storyboard.



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



- o 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.

5.8.3 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 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 24. 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.

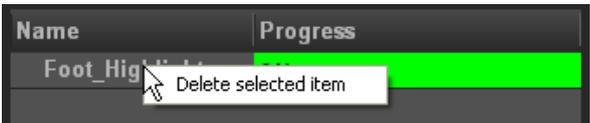
5.8.4 RESULT OF EXPORT JOB

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.

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

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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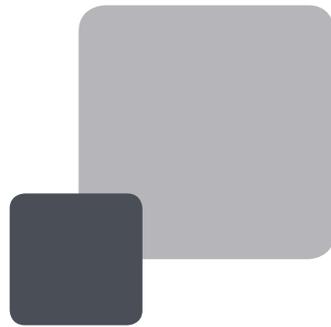
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EVS Broadcast Equipment

Liège Science Park
16, rue Bois St Jean
B-4102 Ougrée
Belgium



Corporate
Headquarters
+32 4 361 7000

North & Latin America
Headquarters
+1 973 575 7811

Asia & Pacific
Headquarters
+852 2914 2501

Other regional offices
available on
www.evs.tv/contact



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