

GEE BROADCAST SYSTEMS LTD

GeeVS Server Manual

Server & Client

GEE BROADCAST SYSTEMS LTD

GeeVS Server Manual – Server and Client

Version 4.2.0.8

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Introduction

The GeeVSTTM range of Clip Servers offers configurations from simple single Channel units up to multi-Channel systems using GaSSSTM (Gee-Advanced-Shared-Storage-Solution) SAN fibre Channel storage in a multi-workstation environment. The system uses the WindowsTM NT/2000/XP platform and Matrox[®] DigiSuiteTM hardware.

Operational control is provided by the GeeVSTTM Client Software User Interfaces running on the host Server, remotely over a network, via the Internet or by means of the GeeVSTTM Shotbox control panel. The system may also be operated by automation systems from various manufacturers using ethernet or serial connection using protocols such as Sony[®] RS422 or Louth[®]

This User Manual details the operational procedures available using the GeeVSTTM Client Software User Interface and the GeeVSTTM Shotbox. Information on operation from an automation system will be available from the suppliers of that automation system. The GeeVS Administrator, which configures the system, is also covered in this Manual, see chapter 12.

Whilst most of the operational functions of the GeeVSTTM Software Interface are intuitive, it is in the interests of the user to familiarise themselves with the content of this Manual to obtain the quickest route to maximum productivity with the system.

Within this Manual, all visual references will be taken from a four Channel GeeVSTTM. This serves to illustrate all functions, and specific references to other configurations will be clearly indicated.

A separate manual covers GeeVS version 1.

The GeeVS™ Client Software

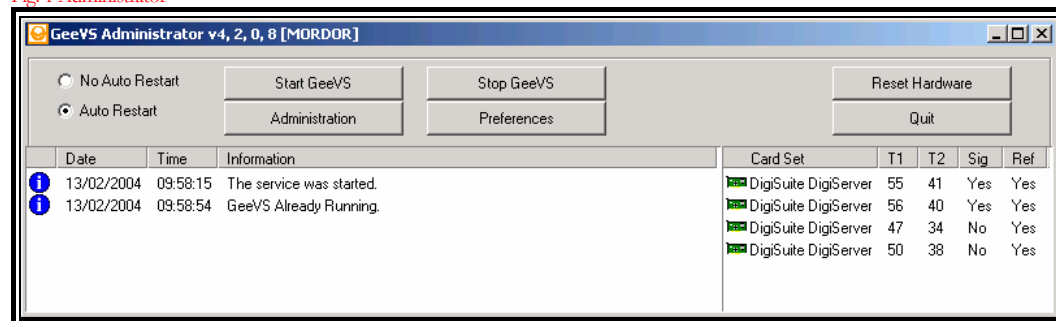
User Interface Overview

Start-Up

As default GeeVS Server and Client will start automatically on machine boot in the following order:

- GeeVS Administrator Application
- GeeVS Server Console
- GeeVS Client Logon
- GeeVS Client Application.

Fig. 1 Administrator



If your server is not configured to Auto-Start then the Start GeeVS button in GeeVS Administrator should be clicked. This will open the GeeVS Server Console window and initialise all available channels. This process generates a video splash-screen on each output, and only when each channel has displayed its Splash Screen is the Server ready for Client logons.

Fig. 2 Splash Screen

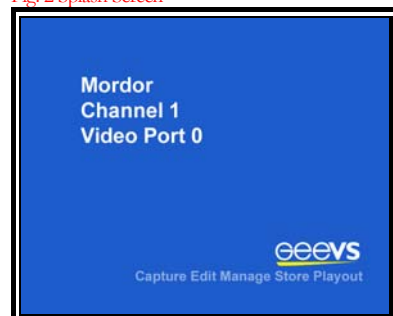
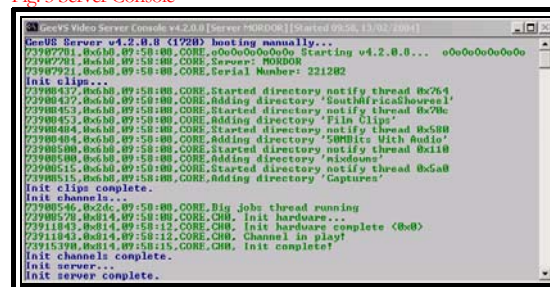


Fig. 3 Server Console



By default, the Client will logon to the Server as Administrator with the password “geevs”. This can be changed in User Manager explained in Chapter 14.

Fig. 4 Client Logon



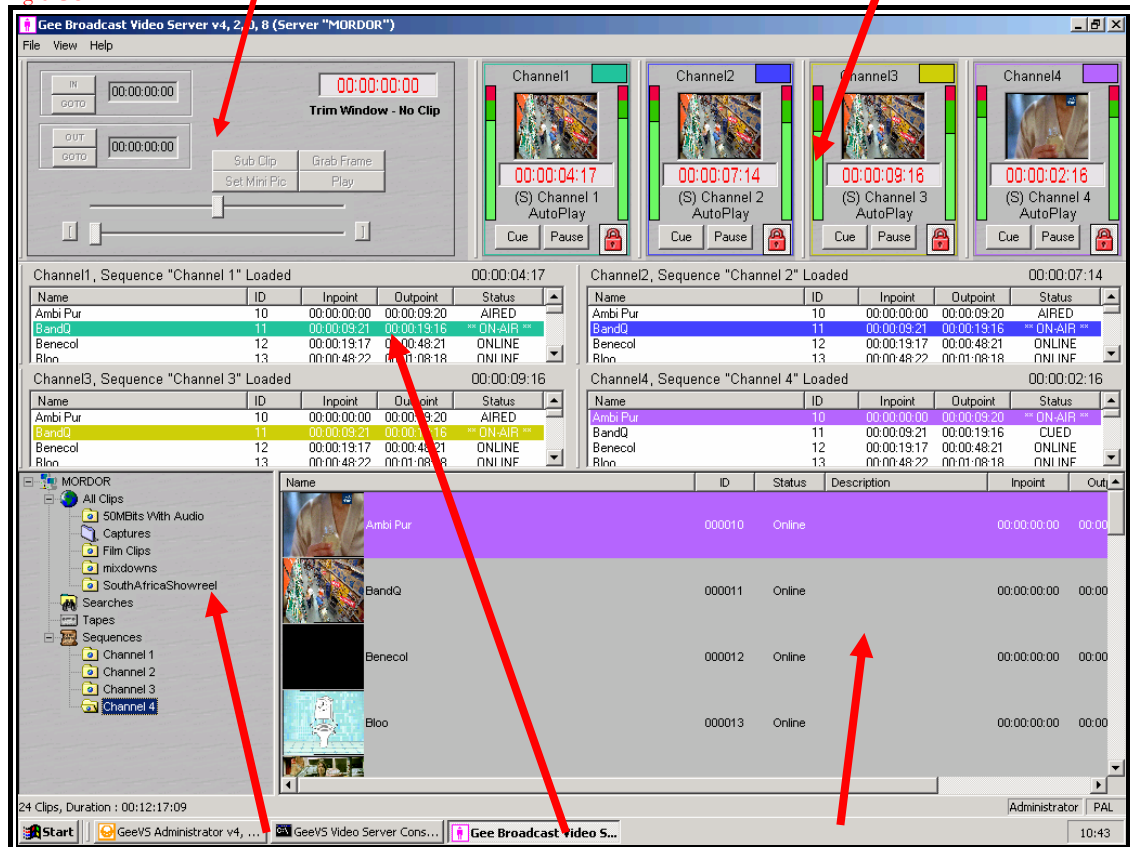
Main Screen display

The main elements of the GeeV5™ Software Interface are detailed below. Their use and relevance to operational functions will be covered within later chapters of this publication.

Clip Edit Window

Channels window

Fig. 5 GUI



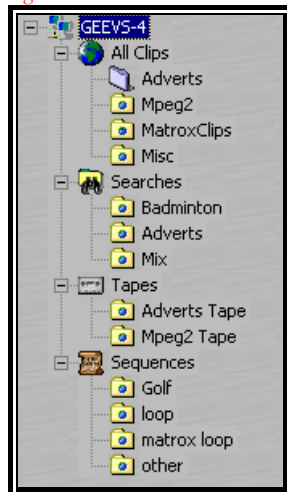
Folders Window

Sequence Window

Clips Window

Folders Window

Fig. 6 Tree View



All Clips

This is the master Clip store, where all video Clips on the disks are viewed. Within this section, there will also be Clip Folders. These are user-defined and are used for media management purposes.

Searches

Searches are used for the quick location and retrieval of stored Clips and to speed up the process of making Tapes and Sequences.

Tapes

Virtual Tapes are used in VTR replacement mode. Virtual Tapes are controlled via Remote Control using Sony RS-422 protocol.

Sequences

Sequences are used for multiple Clip playback with loop and event controls.

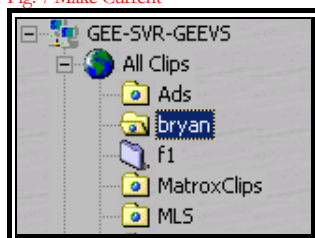
Current Folder

Shown as a blue icon, the Current Folder is where any newly captured Clips will appear. These will still be displayed within All Clips, and Folders are merely an organisational method.

Note: Current Folder  is where Clips will be stored; an open Folder  is where Clips are being viewed.

Sub Clips will be saved to a location determined in Client Preferences. See Chapter-15

Fig. 7 Make Current



Clips Window

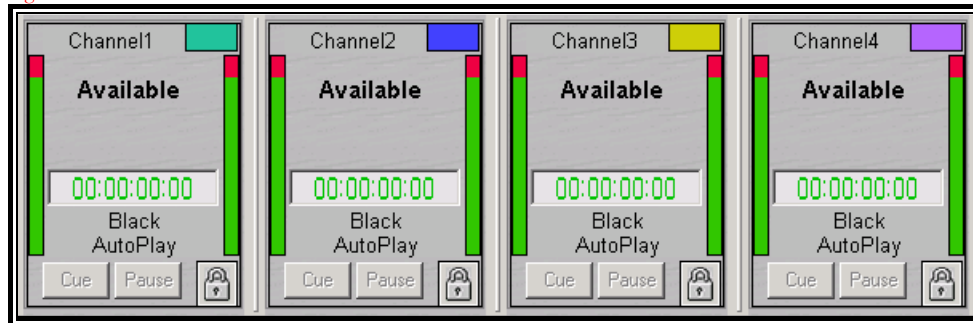
The information displayed within the Clips Window is dependent upon the nature of the Directory or Folder being viewed and is fully detailed in the relevant section of this publication.

Channels Window

This Window displays the currently available Channels within GeeVSTTM and their status.

Each Channel has an assigned colour, which can be seen in the top right hand corner, and is used as a visual indication within the Clip and Sequence Windows indicating which Channel a Clip has been loaded to.

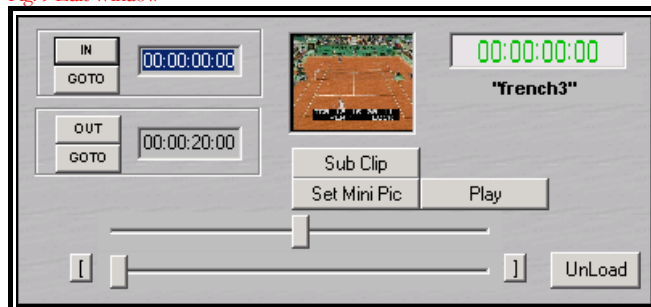
Fig. 8 Channel Window



Clip Edit Window

This Window displays and controls the Clip currently being edited.

Fig. 9 Edit Window



Sequence Window

Fig. 10 Sequence Window

Channel1, Sequence "Channel 1" Loaded					00:00:04:17
Name	ID	Inpoint	Outpoint	Status	
Ambi Pur	10	00:00:00:00	00:00:09:20	Aired	
BandQ	11	00:00:09:21	00:00:19:16	** ON-AIR **	
Benecol	12	00:00:19:17	00:00:48:21	ONLINE	
RInn	13	00:00:48:22	00:01:08:18	ONLINE	
Channel3, Sequence "Channel 3" Loaded					00:00:09:16
Name	ID	Inpoint	Outpoint	Status	
Ambi Pur	10	00:00:00:00	00:00:09:20	Aired	
BandQ	11	00:00:09:21	00:00:19:16	** ON-AIR **	
Benecol	12	00:00:19:17	00:00:48:21	ONLINE	
RInn	13	00:00:48:22	00:01:08:18	ONLINE	

Record a Clip

Recording Clips

The recording capabilities of the system are dependent upon the hardware configuration and may not be configured for some installations.

Recording Clips within the GeeVSTTM environment offers three capture modes:

Record Clips with VTR control

Using VTR control with Sony RS422 protocol, IN and OUT points can be set and the Clip is automatically recorded.

Record from a list

Using VTR control with Sony RS422 protocol, a list of IN and OUT points can be set. A list may also be saved for future use, or loaded from a file. The Clips in the list are then automatically recorded sequentially.

Record "live"

If no VTR control is available to record from a camera or other "live" source, then a crash recording can be made. This can have a preset duration or be open ended.

To Record Clips

- Take control of the Channel you wish to record, by clicking the Channel Lock icon. This will activate the Channel and the icon will turn red to indicate that it is currently in use. Other stations on the network will see details of who is using the Channel.

Fig. 11 Channel 1 selected for control

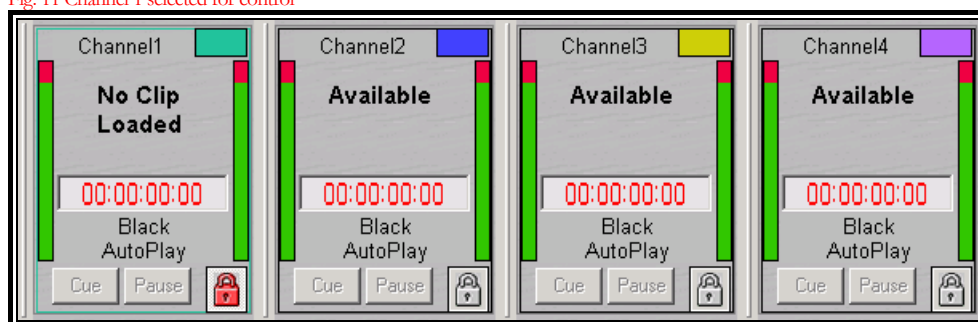
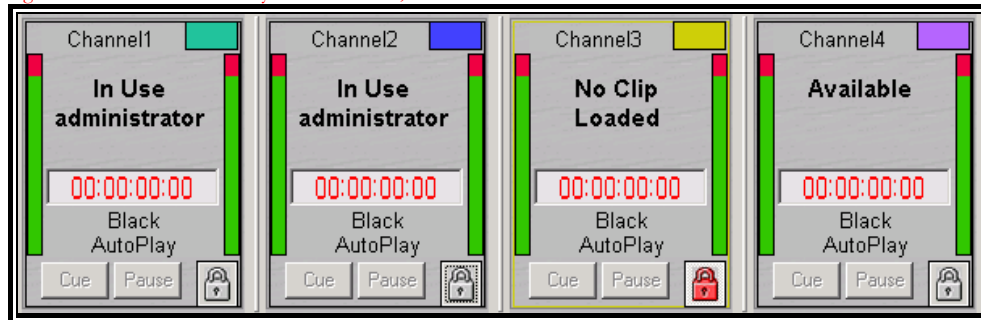


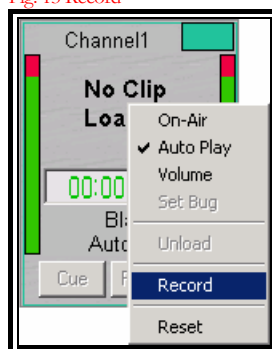
Fig. 12 – Channels 1 & 2 in use by “Administrator”, Channel 3 under local control



Recording Clips From VTR or Live Source

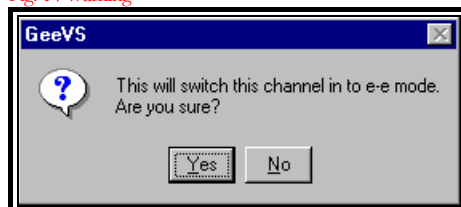
- Right click on the Channel and select Record from the dropdown menu.

Fig. 13 Record



- A warning dialogue will appear indicating that you are about to enter E-E (live) mode. Select Yes or No to confirm. This option can be toggled in Preferences. Any Clip that is playing out of the Channel will stop when switched to record.

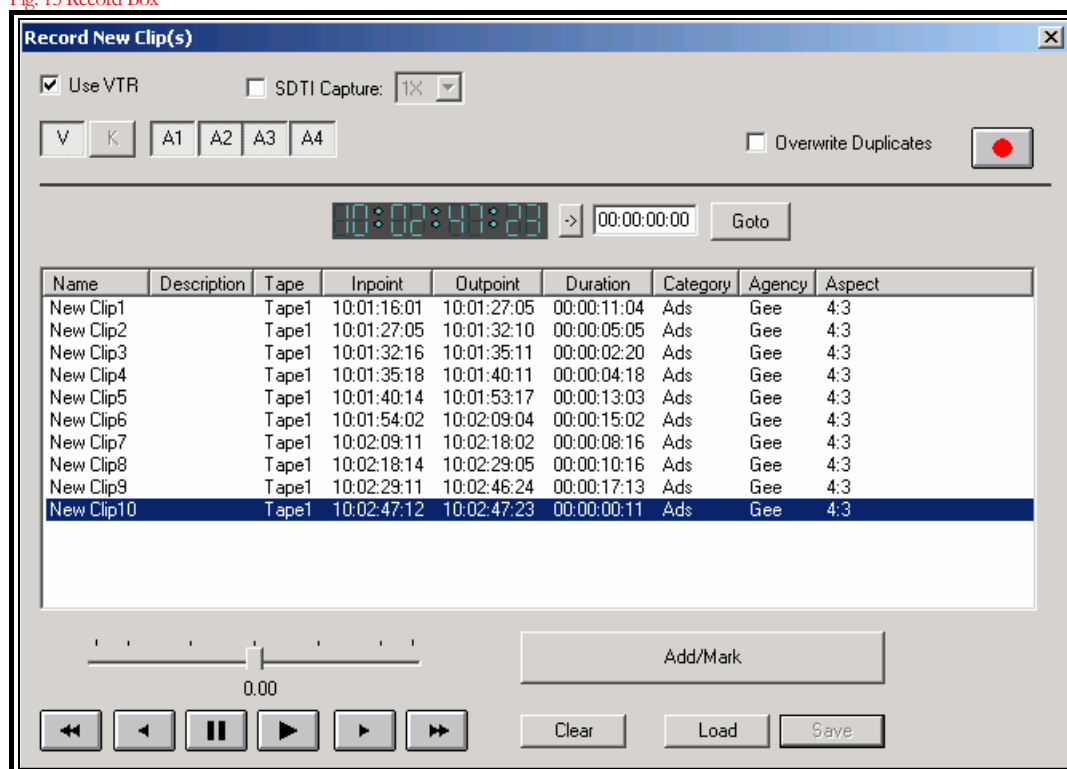
Fig. 14 Warning



- The Record Box will open. (see The Record Box)

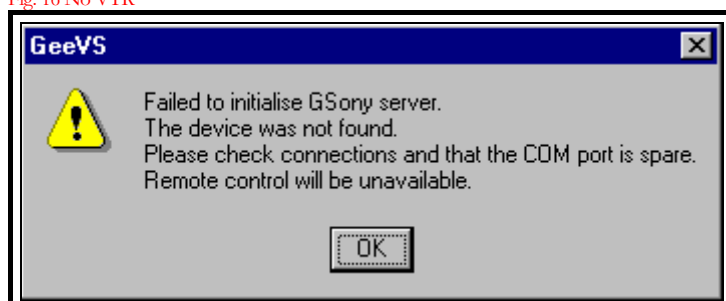
The Record Box

Fig. 15 Record Box



- Hit Add/Mark button to add an item in the capture list.
- Edit the Clip Name, Description and the Duration of the Clip. If the Duration Box is left blank, recording will continue until the user cancels. The Clip Name entered will form the basis for all Clips captured in this session and the Clips themselves will be named sequentially i.e. if a Clip Name of Goal is entered, the Clips, as captured will be named Goal, Goal1, Goal2, etc. The name of the Clip currently being captured will be displayed in the Clip Name Box and may be altered if desired.
- Use VTR enables/disables RS422 control of a connected VTR deck. The display will change when Use VTR is disabled.
- If you have no Deck Control enabled GeeVSTTM will warn you that No Remote Control will be available. If you do have Deck Control and this error appears, please check your connections.

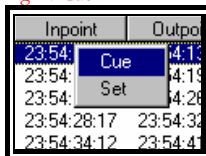
Fig. 16 No VTR



- SDTI Capture enables faster than real-time capture with SDTI compatible decks. Speed options are from 1x to 4x normal (real-time) speed.
- Video and Audio Tracks can be enabled or disabled for recording. Recording is enabled when the button is in the down state.

- The VTR Controls mimic the physical controls of the VTR deck, including the action of the horizontal shuttle control above the buttons.
- In and out points are set with the Mark button. After an out point is set, the next time Mark is clicked, an in point for a new Clip will be set automatically. Clips will be added sequentially to the Capture List.
- To load a pre-saved record Tape log, click the Load button. A window will open allowing you to navigate to the Directory where the Tape log has been previously saved. Compatible Tape log files are:
 - Avid Media log files
 - Gee Tape log files
 - Incite IML files
 - Pebble Beach Playlists
 and can be selected from the 'Files of type' dropdown.
- Capture List properties can be edited by clicking on the relevant field and typing the new value. You can change the Name and Tape In and Out points.
- Cueing a Clip is accomplished by right clicking on the relevant field and selecting Cue.

Fig. 17 Cue



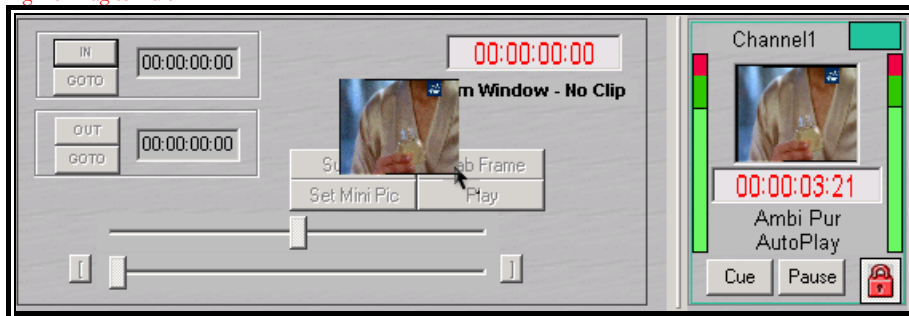
- To delete an entry in the Capture List, highlight the entry and press the delete key on the keyboard.
- The Capture List can be backed up by using the Save button. Files can be saved as the following: Tapelog file types; Gee Tape log files; Incite IML files; Pebble Beach Playlists.
- When you are ready to Capture the List, press the red record button . You will then be given the option of capturing all of the Clips or a selection. Use the standard Windows™ CTRL key method to select multiple entries.
- Overwrite Clips when checked allows existing clip names and media to be overwritten. When an existing clip is overwritten the new clip is assigned a new server ID.

Make a Sub Clip

Editing Clips

Before any Clip can be edited, it must first be loaded into the Clip Edit window by dragging it from either the Clips Window or a Channel Box and dropping it onto the Clip Edit window.

Fig. 18 Drag to Edit



Once the required Clip is present in the Clip Edit window, the editing controls become active and the Channel shows the Editing Clip status.

Warning: Moving a clip from a Channel Box will cause playback for that channel to stop. You will be warned that doing this will interrupt any playback from the channel; and given the opportunity to abort the operation by pressing No.

Fig. 19 Warning

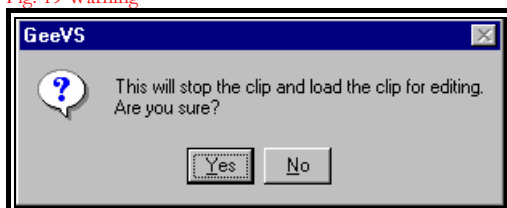
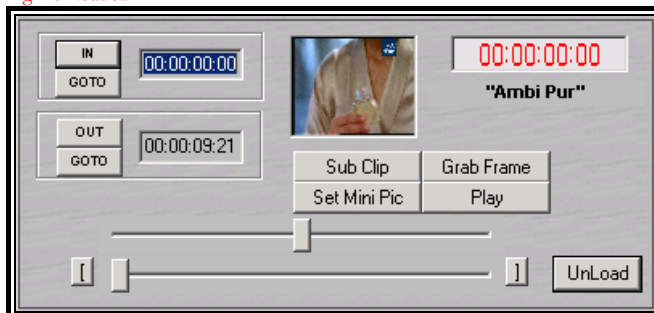


Fig. 20 Loaded



Previewing the Clip Being Edited

The Clip is viewed on the output of the Channel to which it was loaded.

The Clip to be edited can be previewed in one of two ways:

Play/Pause

Use the Play/Pause button to roll and pause the Clip. The button toggles between the two functions

Scrubbing

- Use the horizontal Scrub Bar to scrub through the Clip

The Upper scrub bar represent fine trim, the Lower Scrub bar controls the whole clip.

Setting In and Out Points

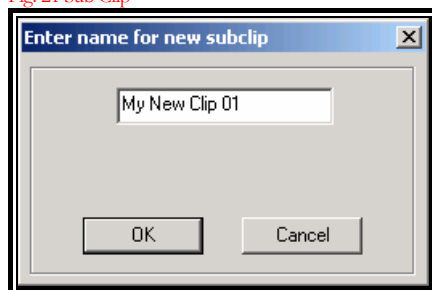
Use the  and  buttons or the IN and OUT buttons to select the in and out points.

Making a Sub Clip

Once the in and out points have been set, the marked Clip can be saved either as a Sub Clip or a Real Clip, depending on the user preferences setting (see Chapter 15).

- Click the Sub Clip button and enter a name for the new sub clip.

Fig. 21 Sub Clip



When a Sub Clip is created automatically using the Mark button on the channel window it takes the same name as the master, plus (1), i.e. a Clip named BrazilGP_Finish will produce a Sub Clip named BrazilGP_Finish1.

A Virtual Sub-Clip is a reference to the original Clip file and the selected in and out points, not a physical file.

Converting a Sub Clip

By default a Sub Clip is “virtual” and it references in and out points within the original clip. To break this ‘link’ a Sub Clip can be converted to a physical Clip file very easily.

- Right click the Sub Clip within the Clips window then select Convert Sub Clip from the popup menu.

Fig. 22 Convert Subclip

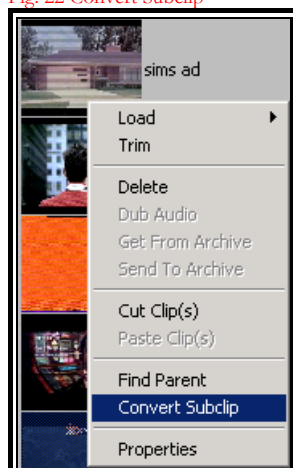
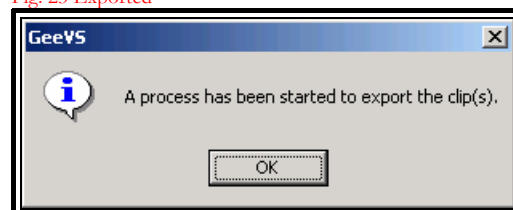


Fig. 23 Exported



Setting a Mini Pic

The image shown for the Clip in the Clip, Channel and Clip Edit Windows can be a snapshot of any frame within the Clip that acts as a reminder of the Clip contents.

- Select the chosen frame within the Clip.
- Click the Set Mini Pic button. The mini pic has been grabbed and will be used as the browse image for the Clip.

Grabbing a Frame (only available in some configurations See Appendix A)

Video frames may be 'grabbed' as graphical files for other purposes and are saved as a 32 bit .tga (Targa) file

- Select a suitable frame within the Clip.
- Click the Grab Frame button.

The frame will be saved on the hard disk as selected in the Dialogue Box.

Make a Sequence

What are Sequences?

Sequences are collections of Clips to be played in order with additional functionality, allowing the inclusion of manual control of the Play Sequence and automated 'jumping' within the Sequence.

Creating a New Sequence

- Right click on Sequences and accept the New Sequence option.

Fig. 24 New Sequence



The New Sequence will be created automatically, with the name New Sequence, and will be displayed within the Folders window.

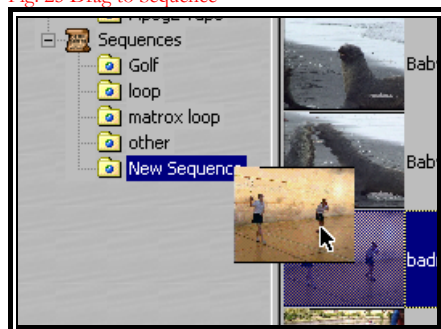
The newly created Sequence is ready for renaming to something more meaningful. Enter a new name as required, then press Enter.

Compiling a Sequence

Sequences can be compiled manually or by converting a Search into a Sequence (see Converting a Search to a Sequence). To compile a Sequence manually:

- Drag and drop Clips from anywhere within the Clips Window to the chosen Sequence in the Folders Window.

Fig. 25 Drag to Sequence



- The new Sequence will be created automatically in the order in which the Clips were added. This order may be changed by dragging and dropping Clips within the Sequence (see Modifying a Sequence).

Converting a Search to a Sequence

Searches can easily be converted to Sequences, thereby allowing for continuous playback of all the selected Clips.

- Right click the Search you wish to convert to a Sequence and select the Make Sequence option from the popup menu.

Fig. 26 Make Sequence



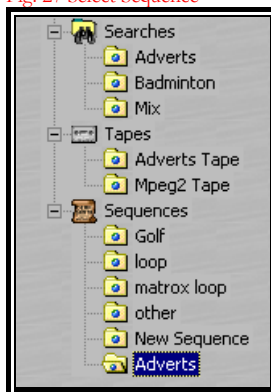
The new Sequence will be created automatically and will be given the same name as the Search from which it was created.

Exporting a Search

Searches can easily be exported to any one of GeeVS supported plug-in formats.

- Right click the Search you wish to export and save the list.

Fig. 27 Select Sequence



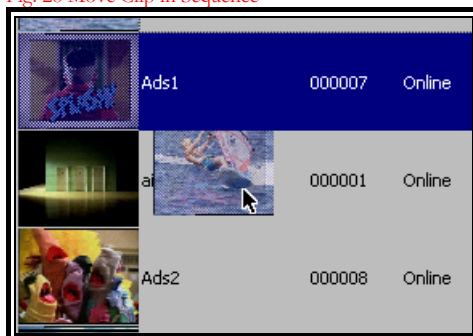
The New Sequence will be now be visible in the Folders Window and can be renamed if required (see Renaming an Existing Sequence).

Modifying a Sequence

A Clip in a Sequence can be removed, re-ordered and edited, even whilst the Sequence is live.

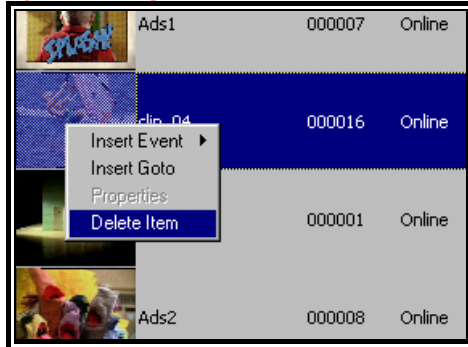
- To re-order a Clip, simply drag and drop the Clip to its new location.

Fig. 28 Move Clip in Sequence



- To delete a Clip, highlight its icon, right click and select Delete from the popup menu. This will only delete the Clip from the Sequence, not from the disk.

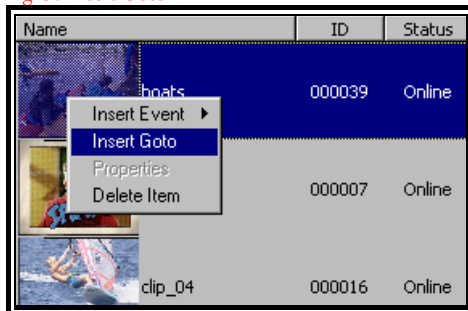
Fig. 29 Delete Clip



Inserting a Goto in a Sequence

- Right click the destination clip in the Clips Window and select the Insert Goto Function from the popup menu.

Fig. 30 Insert Goto



A Goto icon will appear in the bottom of the Sequence.

Fig. 31 Goto Icon



The Goto will loop from the end of the Sequence to the Clip where the insert Goto was selected.

The Goto can be dragged to another location in the Sequence, if required, and will retain its Goto reference.

Fig. 32 Goto in List

Name	ID	Status	Description	Inpoint	Outpoint	Duration	Tracks
boats	000039	Online	New Clip	00:00:00:00	00:00:10:13	00:00:10:14	V - 1 2
Ads1	000007	Online	New Clip	00:00:00:00	00:00:19:24	00:00:20:00	V - 1 2
clip_04	000016	Online	New Clip	00:00:00:00	00:00:18:03	00:00:18:04	V - - -
Ads2	000008	Online	New Clip	00:00:00:00	00:00:19:24	00:00:20:00	V - 1 2
F1BackSting	000019	Online	New Clip	00:00:00:00	00:00:05:03	00:00:05:04	V - 1 2
aircanada	000001	Online	New Clip	00:00:00:00	00:00:19:24	00:00:20:00	V - 1 2
boats			*** GOTO ***				

To Insert An Event in a Sequence

An Event is like a break within a Sequence. Events separate Clips in a single Sequence into groups so that they can be controlled as individual Sequences within the main Sequence.

- Right Click in the Sequence where you want the Event, and select the Insert Event option from the popup menu.

Fig. 33 Insert Above



An Event Properties dialogue will appear. Label allows you to enter a name for the Header, Automatic will automatically play through the Event and Manual will stop the Sequence when it reaches an event and wait until the user starts the Sequence again.

“GPI” function is not supported in this version.

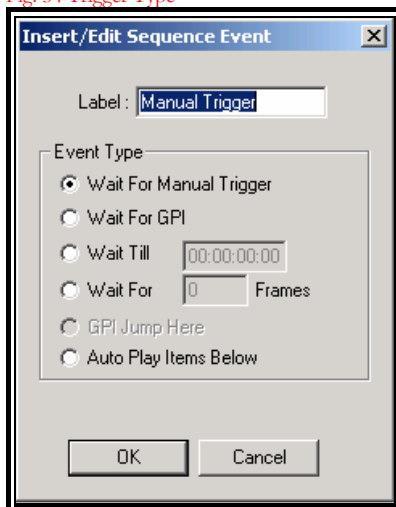
Manual – Stops the sequence at each event after it and waits until the user re-starts the sequence by pressing the next button for the channel.

Wait Till – Allows the sequence to ‘hold’ and wait for a user-defined time before playing the next clip.

Wait For – Allows the sequence to ‘hold’ and wait for a user-defined number of frames before playing the next clip

AutoPlay – Cancels the previous Event property.

Fig. 34 Trigger Type



When a Sequence is playing, the current Clip will be highlighted with a colour bar. This colour bar corresponds to the Channel it is playing to i.e. Channel1 = Green, Channel2 = Blue, Channel3 = Yellow, Channel4 = Pink, etc. A Clip will be greyed out if it is scheduled to be played next. A greyed bar means the Clip cannot be edited, re-ordered or deleted.

Renaming an Existing Sequence

Existing Sequences can easily be renamed to ease their use in the future.

- Click on the Sequence you wish to rename. The Sequence will be highlighted.
- Click again on the Sequence name, to enter edit mode. Type a new name as required and press Enter.

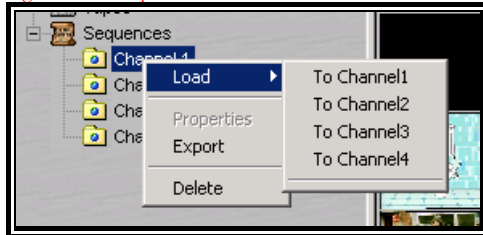
The renamed Sequence will now be visible in the Folders Window.

Deleting a Sequence

Sequences can be deleted when they are no longer required.

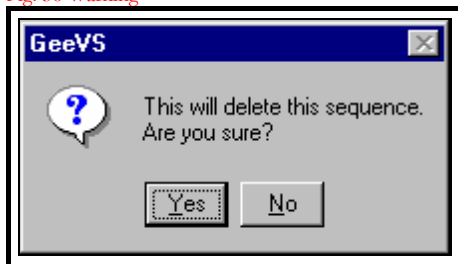
- Right click on the Sequence you wish to delete and select Delete from the popup menu. A dialogue box will appear, allowing you to continue with the deletion or abort the process.

Fig. 35 Load Sequence



A warning dialogue comes up to prevent accidental deletion.

Fig. 36 Warning



Playout a Clip or a Sequence

Loading a Clip to a Channel

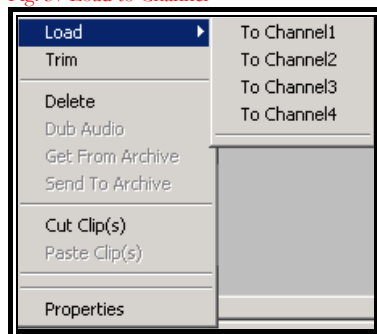
Clips and Sub Clips can be run directly from within Channels and have to be loaded into the selected Channel to be played. This can be accomplished in two ways:

- Drag and drop the required Clip (or Sub Clip) from the Clips Window into the selected Channel.

OR

- Right click the required Clip and select the Load option from the popup menu. Another popup menu will appear listing the available Channels. The number of Channels available is dependent upon the hardware configuration.

Fig. 37 Load to Channel



OR

- Hold the CTRL and TAB keys together, type the clip ID at the prompt and select F1 –F8 on the keypad. The F Key number corresponds to the channel order, for example, F1 is the first channel, F2 is for the second and so on.

Fig. 38 Clip ID



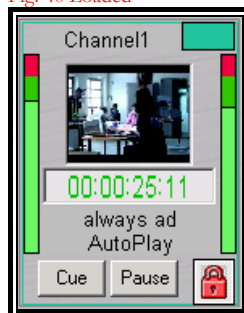
Clip Run-Mode

When a Clip is loaded to a Channel, it automatically either cues or plays depending on the Channel Status. The Channel Status can be changed by right clicking on the Channel. Selecting Autoplay will cause clips to automatically play when loaded into the channel. Deselecting it will cause the loaded clip to cue and wait for the play button to be pressed. The Channel Window shows the Clip name and countdown clock. A colour highlight in the Clip Window indicates the Clip being played.

Fig. 39 Run Mode



Fig. 40 Loaded



If the currently playing clip is in the Clip window, then the clip will be highlighted the same colour as assigned to the channel.

Loading a Sequence to a Channel

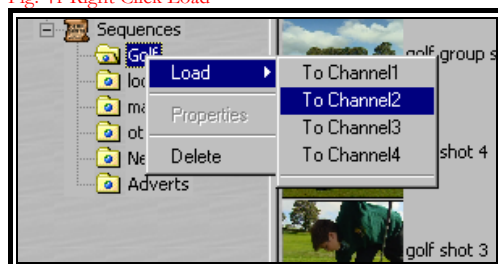
Like Clips and Sub Clips, Sequences are run from within Channels and have to be loaded into the selected Channel. This can be accomplished in two ways:

- Drag and drop the required Sequence from the Folders Window into the selected Channel.

OR

- Right click the required Sequence and select the Load option from the popup menu. Another popup menu will appear listing the available Channels. The number of Channels available is dependent upon the hardware configuration.

Fig. 41 Right Click Load



Sequence Run-Mode

When a Sequence is loaded to a Channel, it automatically displays a Sequence Window and reflects the status in the Clip Window. The colour highlight indicates the Clip being played and automatically moves through the list.

Fig. 42 Sequence Preview

Channel1, Sequence "Golf" Loaded					00:00:21:10
Name	ID	Inpoint	Outpoint	Status	
garden 4 boys wa	45	00:00:00:00	00:00:30:06	** ON-AIR **	
garden three boy	46	00:00:30:07	00:00:54:24	ONLINE	
golf shot 4	54	00:00:55:00	00:01:02:16	ONLINE	
golf group shot	52	00:01:02:17	00:01:31:12	ONLINE	

If a manual Event is encountered, the Sequence will stop and continue when triggered.

When a Sequence is playing the current Clip will be highlighted with a colour bar. This colour bar corresponds to Channel its playing to i.e. Channel1 = Green, Channel2 = Blue, Channel3 = Yellow, Channel4 = Pink, etc. A Clip will be greyed-out, if it is scheduled to be played next. A greyed bar means the Clip cannot be edited, re-ordered or deleted.

Folders Window - Organise your Media

Working with Directories and Folders

Defining Directories and Folders

Unlike a conventional PC, a GeeVSTTM Clip Server has, effectively, two file structures. The physical structure of data on the disks is the same as the normal WindowsTM structure of Drives, Directories, Sub-Directories and Files. In addition, the GeeVS has a 'Virtual' structure that resembles the physical but consists merely of references to the stored data, rather than the actual data itself. It is this 'Virtual' structure that is displayed within the Folders Window of the GeeVSTTM Software Interface, thereby providing easy access to the stored media without the complications of the underlying Drive and Directory structure.

In use, the presence of the two structures is transparent to the user and is only relevant during the processes of creating new Folders and Directories.

Within this Manual and the software interface, the terms Directory (icon ) and Folder (icon ) will be used to represent both the physical and Virtual structures respectively.

Original Configuration

When supplied, the GeeVSTTM will have only the very basic Directory and Folder structure, allowing for the users to create whatever configuration suits their method of working.

Fig. 43 Default



Folders may be created, renamed, copied and deleted easily to create a flexible and efficient structure.

It should be borne in mind that whilst Folders can be deleted from within the GeeVSTTM software interface, directories cannot. Therefore, it is wise to only create new Directories when really necessary for efficient storage. Directories may be deleted from within the WindowsTM environment.

Creating a Folder

Creating a Folder within GeeVSTTM is a simple, four step, process:

- Right click on All Clips to create the Folder and select Add Folder from the popup menu to create the Folder.

Fig. 44 Add Folder



- In the window that opens, select the drive and Directory where you wish to store the New Folder and click OK.

Fig. 45 New Folder



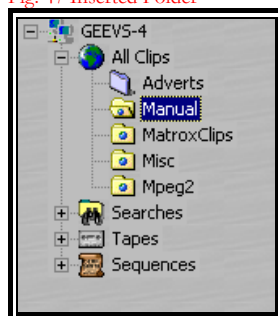
- Enter the name for the New Folder and click OK.

Fig. 46 Name Folder



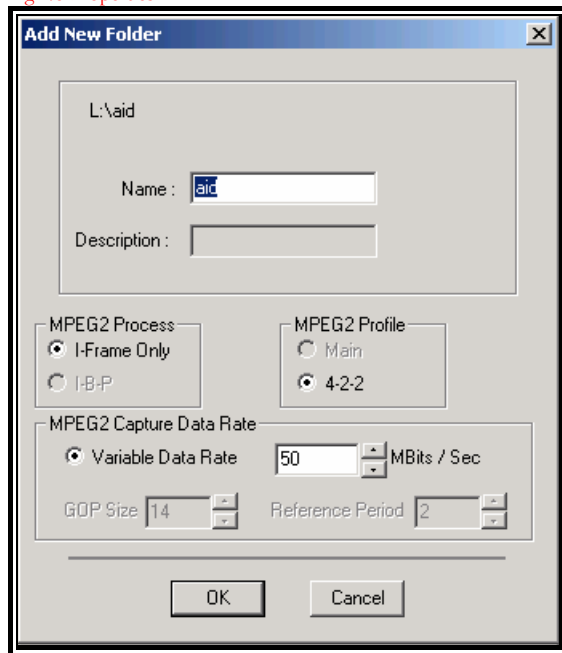
- The New Folder Properties window will be displayed. Select the compression rate for the Folder and click on the OK button. The New Folder will now appear in the Folder structure.

Fig. 47 Inserted Folder



If working from a networked client you must type the absolute path for the folder. This will be the Windows path to the folder on the GeeVS Server. For example if the GeeVS Servers media drive is M: then this needs to be input followed by the folder name, M:\MyNewFolder. This function only imports an existing Windows folder, folder creation can only be performed from the local server client.

Fig. 48 Properties

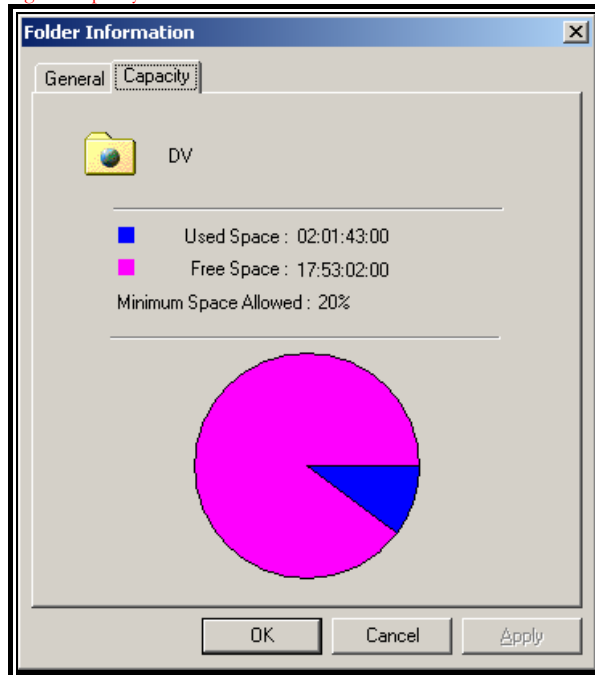


- The compression standard will have been set under GeeVSTTM Administrator and cannot be mixed within a single GeeVSTTM chassis. The available compression options are dependent upon the hardware configuration of the GeeVSTTM. See Appendix A.

Folder Properties

Right click on a folder and select Properties. There are two tabs, General and Capacity. General displays folder name and compression whilst Capacity displays Disk Space in Hours:Min:Sec based upon the folders compression. This takes in to consideration the default 20% overhead needed for the system to perform correctly

Fig. 49 Capacity

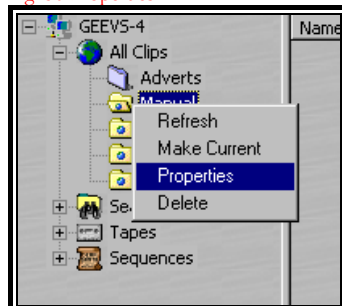


Renaming a Folder

Renaming Folders is a straightforward process and can be achieved in either of two ways;

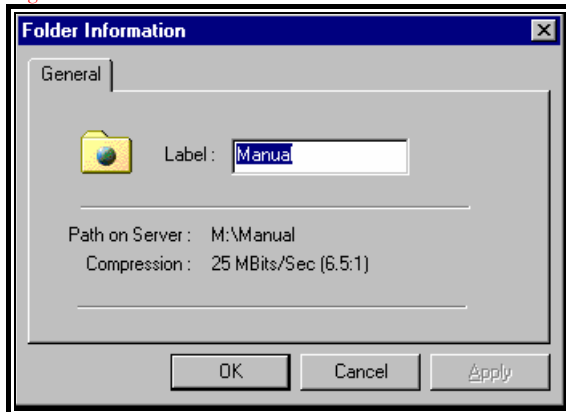
- Right click on the Folder you wish to rename and select Properties from the popup menu.

Fig. 50 Properties



- Within the newly opened Properties window, type a new name in the Label window and click OK. The renamed Folder will now be displayed in the Folder structure.

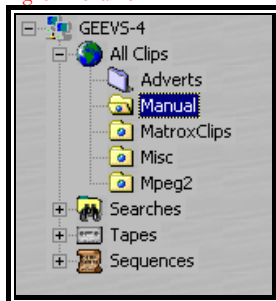
Fig. 51 Folder Name



OR

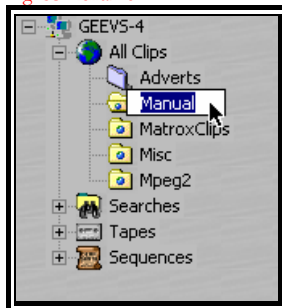
- Click on the Folder that you wish to rename. The Folder will be highlighted.

Fig. 52 Rename



- Wait a short time then Click on the highlighted Folder name again. The Folder name will now show a bounding box and there will be a flashing cursor at the right of the Folder name.

Fig. 53 Rename



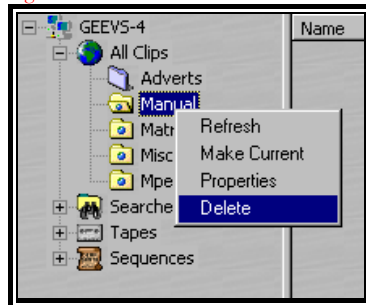
Type a new name for the Folder and press Enter. The Renamed Folder will now be displayed in the Folder structure.

Deleting a Folder

WARNING: Deleting a Folder is a destructive process - Clips contained within the deleted Folder will not be recoverable from the Recycle bin if they are permanently deleted. User privileges will determine whether you can delete Clips.

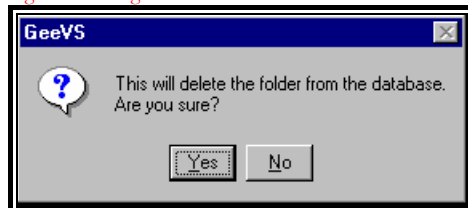
- Right click on the Folder that you wish to delete and select Delete from the popup menu. A dialogue box will open.

Fig. 54 Delete Folder



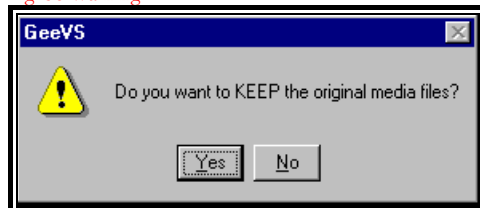
The dialogue box will ask if you want to delete the Folder from the database. This does not delete the Clips from the disk, it simply removes the reference to the Folder from the database. If you select Yes, another dialogue box will open. Selecting No aborts the delete process.

Fig. 55 Warning



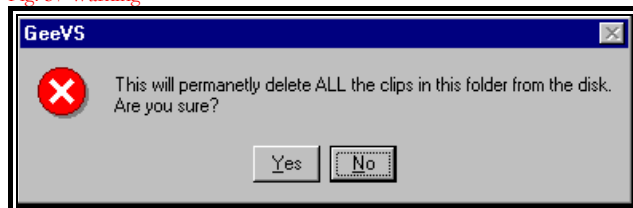
The second dialogue box will give you the option of permanently deleting the Clips in the Folder. Make an appropriate selection. If 'No' is selected, another dialogue box will open.

Fig. 56 Warning



Confirm the deletions at the third and final dialogue box

Fig. 57 Warning



Refreshing a Folder

Refreshing a Folder is a useful practice, especially in a networked environment, to ensure that the displayed contents accurately reflect the current status of the Folder.

- Right click on the Folder that you wish to Refresh and select Refresh from the popup menu. The Folder contents will be refreshed and available for display.

Fig. 58 Refresh

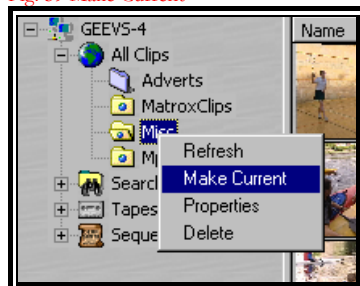


Making a Folder Current

Recorded Clips will be stored in the Current Folder and saved into the relevant Directory on the selected hard disk. Remember, "All Clips" displays all the Clips on the hard disks. Any Sub Clips created from these Clips will be stored in the location set within Preferences, the default being 'Same As Parent'. See chapter 15

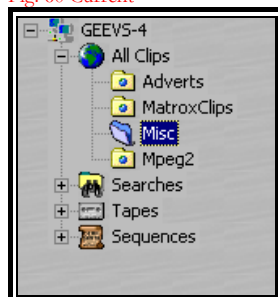
- Right click on the Folder into which you wish to save Clips, and select Make Current from the popup menu.

Fig. 59 Make Current



- The original Folder icon will now change to the blue, Current Folder, icon.

Fig. 60 Current



Note: The Current Folder is a saving location and is not the same as the Open Folder, which is a viewing location.

Search for a clip, or clips

What are Searches?

Searches are a fast and convenient method for gathering related Clips together, provided they have been named in a logical manner.

The method employed follows the familiar Windows™ method and allows for a Search to be carried out on any combination of fields: Clip Name, Description, Agency, Category, Aspect Ratio, Duration, Expired, and will allow for partial words to be found.

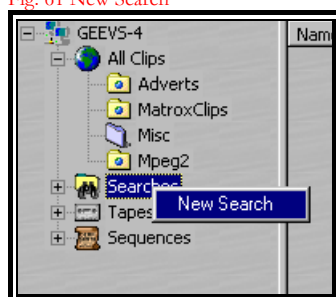
An example of a two-field Search might be to Search for Clips named Win, in the Formula-1 Folder, that have a description containing Schu. This will return all Clips that were in the Formula-1 Folder, are named Wins, Winning, winner, wind in his hair, etc., and have Schummy, Schumacher, schumaker, etc. in the Description field. Any Clips having a blank Description field would be ignored.

A Search could also be made for all Clips of less than 10 seconds Duration, by leaving the Name and Description fields blank and setting the Duration to be between 0 and 250 frames (assuming 25 frames/sec PAL).

Creating a New Search

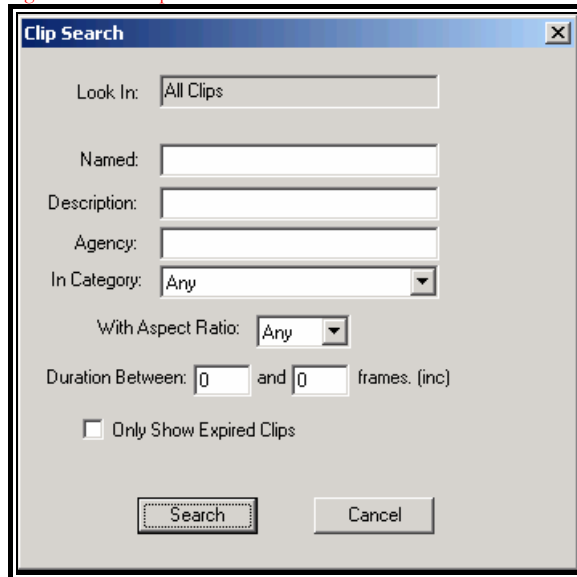
- Right click on Searches and accept the New Search option

Fig. 61 New Search



- A dialogue box will open allowing you to Search in a particular section (defaults to All Clips), and enter a name or description to Search for. Following normal Windows™ practice, leaving a field blank will result in all Clips meeting the other Search criteria being located.

Fig. 62 Search Properties



Once the Search has been completed, the results will be displayed in the Clips window and the Search will be displayed in the Folders window.

Renaming a Search

Searches can easily be renamed to ease their future recovery and reuse.

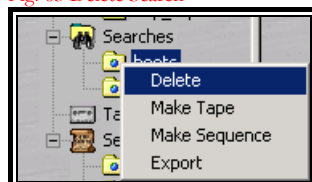
- Click on the Search you wish to rename. The Clip will be highlighted.
- Click again on the Search name to enter edit mode. Type a new name as required and press Enter.
- The renamed Search will now be visible in the Folders Window.

Deleting a Search

Searches can be deleted when they are no longer required.

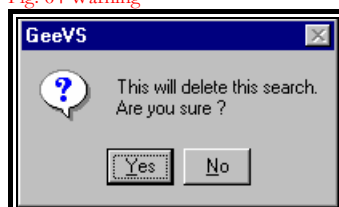
- Right click on the Search you wish to delete and select Delete from the popup menu

Fig. 63 Delete Search



A warning dialogue comes up to prevent accidental deletion

Fig. 64 Warning

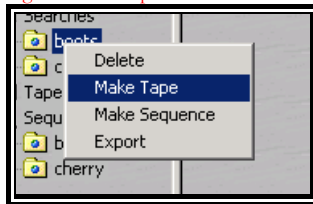


Converting a Search

Searches can be converted to Tapes or Sequences to provide additional capabilities.

Right click on the Search you wish to convert and select the appropriate option from the popup menu.

Fig. 65 Make Tape



- The new Tape or Sequence will be created automatically and will be given the same name as the Search from which it was created.
- The new Tape or Sequence will now be visible in the Folders Window, under the relevant Tape or Sequence directory.

For further information see Chapter 5, How to make a Sequence or Chapter 9, Tapes.

Tapes

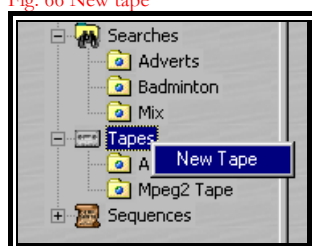
What are Tapes?

GeeVS™ allows for the creation of 'Virtual Tapes' that are used in VTR replacement mode. Each Virtual Tape will have its own timecode, independent of the individual timecode on the Clips that make up the Tape. Virtual Tapes consist of a series of Clips at designated timecodes. GeeVS will “play” black and silence if asked to play a Virtual Tape at a time where no Clip is assigned.

Creating a New Tape

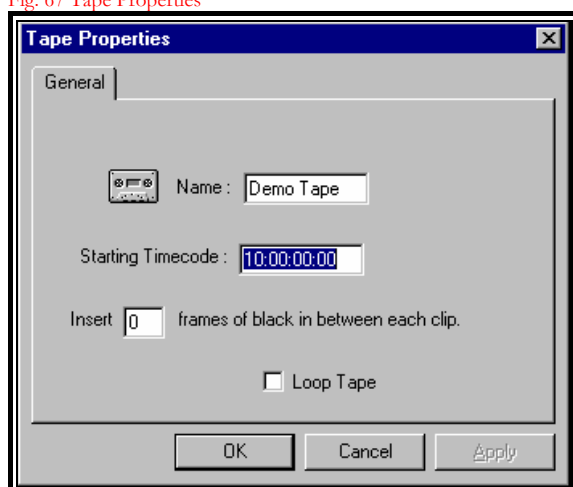
- Right click on Tapes and accept the New Tape option

Fig. 66 New tape



- A dialogue box will open allowing you to enter the name of the Tape, the starting timecode, a figure for the number of frames of black to be inserted between Clips and whether the Tape should loop or not. Note: The loop function is not a seamless loop. At the end of the last Clip, the Tape will Cue to the beginning and restart. If a seamless loop is needed use a Sequence (see Sequences).

Fig. 67 Tape Properties



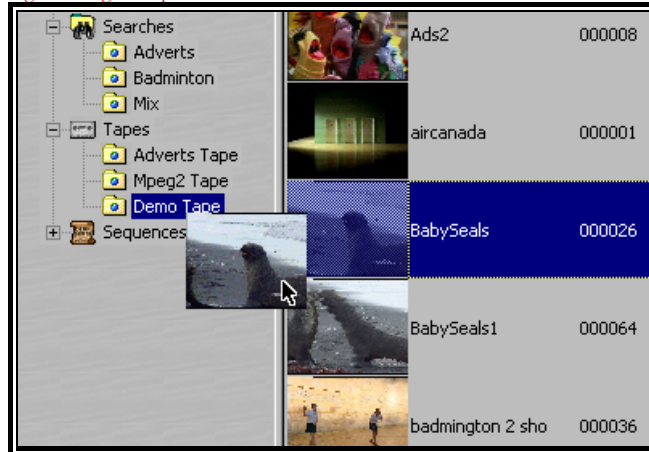
Enter the required information and click OK. The new Tape will be displayed within the Folders Window

Compiling a Tape

Tapes can be compiled manually or by converting a Search into a Tape (see Converting a Search to a Tape). To compile a Tape manually:

- Drag and drop Clips from anywhere within the Clips Window to the chosen Tape in the Folders Window.

Fig. 68 Drag to Tape



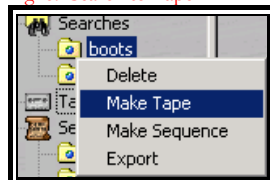
The new Tape will consist of the Clips, in the order in which they were dropped, separated by frames of black if this option was set when the Tape was created. Unlike Sequences, the order of the Clips on a Tape cannot be changed once it is loaded to a Channel. If changes are required then the Virtual Tape will need to be unloaded, changed and reloaded to the desired Channel.

Converting a Search to a Tape

Searches can easily be converted to Tapes, thereby allowing for continuous timecode to be placed across all the Clips selected.

Right click the Search you wish to convert to a Tape and select the Make Tape option from the popup menu.

Fig. 69 Search to Tape



The New Tape will be created automatically and will be given the same name as the Search from which it was created.

Fig. 70 Tape Created



- The New Tape will be now be visible in the Folders Window and can be renamed if required (see Renaming a Tape).

Renaming a Tape

Tapes can easily be renamed to ease their use in the future.

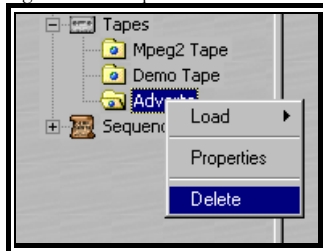
- Click on the Tape you wish to rename. The Tape will be highlighted.
- Click again on the Tape name to enter edit mode. Type a new name as required and press Enter.
- The renamed Tape will now be visible in the Folders Window.

Deleting a Tape

Tapes can be deleted when they are no longer required.

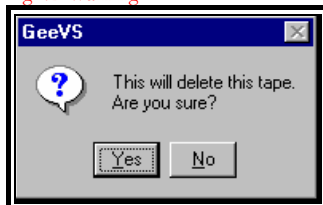
- Right click on the Tape you wish to delete and select Delete from the popup menu. A dialogue box will appear, allowing you to continue with the deletion or abort the process.

Fig. 71 Delete tape



A warning dialogue comes up to prevent accidental deletion.

Fig. 72 Warning



Loading a Tape to a Channel

GeeVS™ Virtual Tapes are run from within Channels and have to be loaded into the selected Channel.

This can be accomplished in two ways:

- Drag and drop the required Tape from the Folders Window into the selected Channel.

OR

- Right click the required Tape and select the Load option from the popup menu. Another popup menu will appear listing the available Channels. The number of Channels available is dependent upon the hardware configuration.

OR

- Deleting a Tape does NOT delete Clips within it.

Fig. 73 Load Tape



The Export Tape function is not supported in this version of software

Clips Window – *Database Details*

Detailed information on each Clip is displayed, including information about its original source.

By default, the Clips are ordered by Name. They can be re-sorted simply by clicking on a column header.

Renaming Clips

Clips can be renamed if required to give them more meaningful titles.

- Click on the Clip you wish to rename in the Clips Window. The Clip will be highlighted.
- Click again on the Clip name, to enter edit mode. Type a new name as required.

Fig. 74 Rename Clip

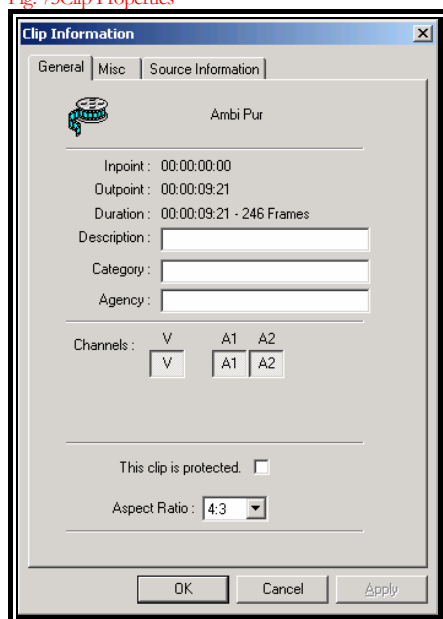


Clip Properties

Selecting the required clip and right clicking on it, then selecting Clip Properties opens the Clip Information form.

Three tabs provide access to the database information relating to the clip.

Fig. 75 Clip Properties



The General Tab

The 'General' tab shows the clip in and out points and the duration, which are non-editable. Three additional data fields, labelled Description, Category and Agency are provided, allowing up to 128 characters of free form text to be entered. These fields can be used within a media search.

Video and Audio channel status is shown in the channels area of the form. De-selecting Audio buttons will cause the clip to play without the associated audio the next time it is selected.

A checkbox allows the clip to be protected, preventing it from being deleted inadvertently. The clip can only be deleted after the checkbox has been cleared.

A drop down box allows the database field for aspect ratio to be set. Selectable options are 4:3, 16:9 and 14:9. The default is 4:3.

The Misc Tab

This tab allows the Clip expiry date to be set, using the calendar function. The expiry date is merely a management function, and an expired clip will be shown with red text when it is in the clips window. Expired clips remain fully accessible and useable. Pressing the Long Expire button sets the expiry date to be 5 years away.

The Source Information Tab

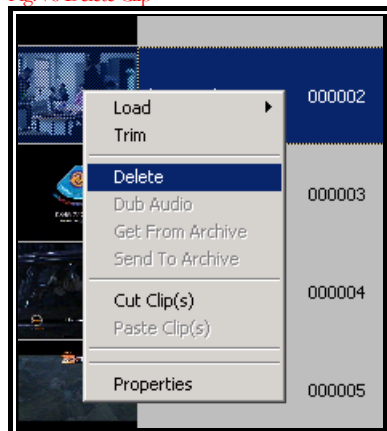
Details of the Source Tape and the Source Information may be set within the options of the Source Information tab. The Source point on the original source and Tape Name may also be reset.

Deleting Clips

Clips and Sub Clips can easily be deleted when they are no longer required in the visible Folder structure.

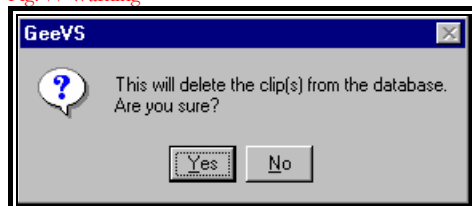
- Right click on the Clip and select Delete from the popup menu.

Fig. 76 Delete Clip



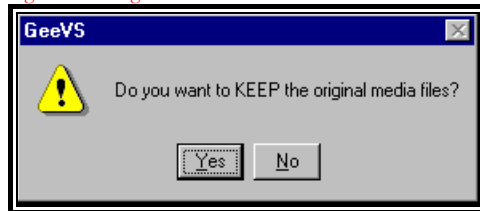
- A dialogue box appears giving you the option of proceeding with the deletion or cancelling the operation. Select Yes.

Fig. 77 Warning



- A second dialogue box appears giving you the option of keeping the original media files. If they are definitely no longer required and no other Clips are referenced to them, select No; otherwise select Yes (default).

Fig. 78 Warning



- A third dialogue box will appear giving you the option of permanently deleting the Clips from the disk. This is destructive and the Clips will not be retrievable.

Fig. 79 Warning



If the clip is deleted from the database but not from the disk, the clip will re-import into the database when the server starts or if the folder is rescanned.

Channel Windows – *What is happening now?*

There will be a Channel Window for each available Channel. Each Channel Window shows the current Channel status and gives access to Channel controls. The number of available Channels depends on the hardware configuration AND the settings in GeeVS Administrator.

Channel Status

Channel Status includes who has control and what function is currently in progress.

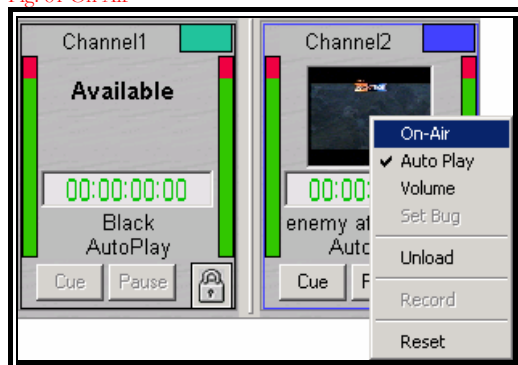
Fig. 80 Channels



Channel Controls

Channel Controls include Play, Cue and Pause for playback. Access to Record if available and additional functions are called up by right clicking in the Channel Window.

Fig. 81 On Air



On-Air provides a manual 'red light' tally.

Auto Play determines whether loaded Clips or Sequences just cue up or start playing automatically.

Volume allows adjustment of the Channel audio playback level *.Not enabled on DigiServer Systems.*

Unload will stop any playback, unload any Clips and free up the Channel.

Reset unloads the Clip from the Channel.

The channel status will always be shown by the client, even if your client is not controlling the channel. For instance if a networked client is playing a clip on channel 1 the clip name and timecode will be displayed on all clients on the network viewing that channel. This allows all users to see the channel status. However, channels may be hidden from Clients by System Administrators as part of the engineering setup...

Sequence Windows – *Keeping track of your output*

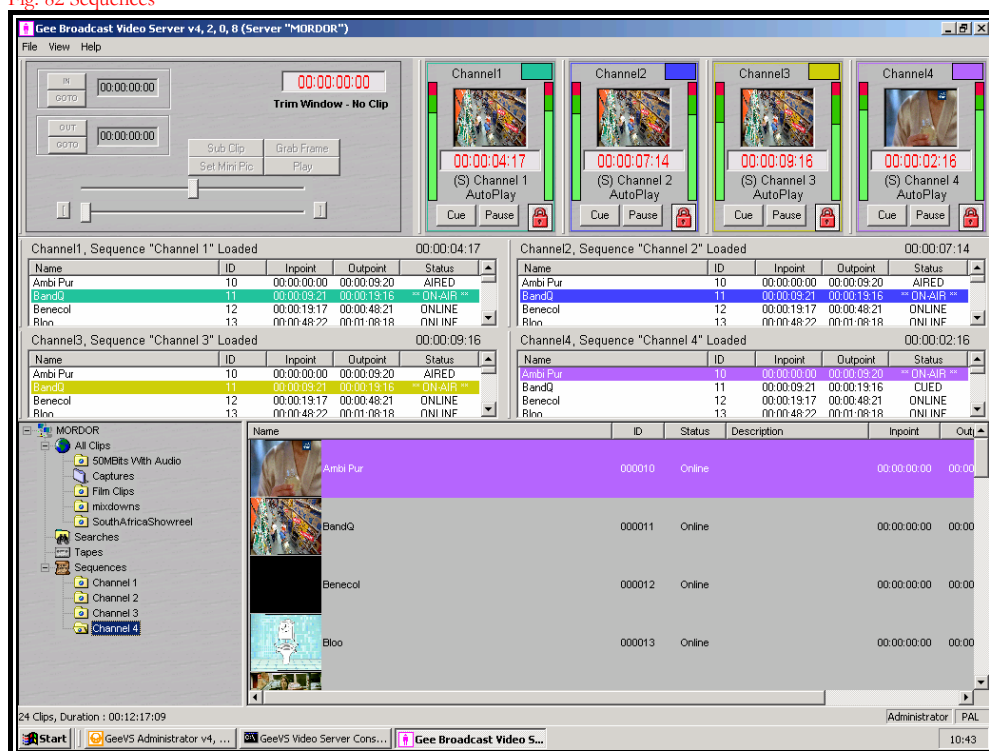
Working with Sequences

Channel Sequence Windows are available for all Channels with a Sequence loaded

Channel Sequence Windows give control and show the status of the Sequence.

For clarity, each Channel has been assigned a colour, which can be seen in the top right-hand corner of the Channel Window. The Sequence List also uses this colour to indicate progress through the playing sequence.

Fig. 82 Sequences



If it is necessary to jump to a different Clip in a Sequence, double click on the new Clip and it will automatically load and play. The Sequence will then continue from the new Clip. A selected Clip can also be cued so that it plays after the current Clip. Select the required Clip in the Sequence Window then press the cue button on the Playout Channel. The Sequence will continue to play from the selected clip.

Re-Ordering Sequences

Before attempting to re-order a Sequence, ensure that the correct Sequence has been selected from the folders window and that it appears in the Clips Window to the right.

Sequences can be re-ordered while playing, from the Clips Window, using drag and drop. It is not possible to move either the playing or the next Clips, or to insert a Clip between them. Any attempt to do so will result in a warning message being displayed. As with the Sequence Window, currently playing Clips within the Clips Window are highlighted the same colour as the channel they are playing out from.

The GeeVS™ Administrator Program

System Configuration

This information has been included in the User Manual to assist in understanding, but the Administrator Program is a system set-up utility and not intended for day-to-day user operation.

What is the Administrator Program?

The GeeVS™ Administrator Program is used to run and set up the GeeVS™ Server. This should run automatically when you turn on your GeeVS™ system, but is normally hidden behind the GeeVS™ client user interface.

The GeeVS™ Server runs in the background, but is the key to the GeeVS suite of software. Its settings are accessed by means of the Administrator program.

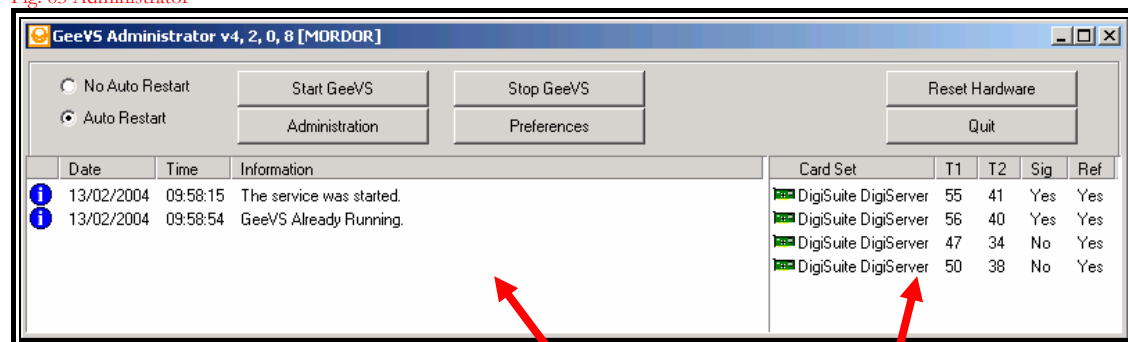
The Administrator program is only accessible directly from the GeeVS™ system itself and is password protected for safety.

Accessing the Administrator Program

Access to the Administrator program is reserved for those with Administrator privileges and is available only from a keyboard and monitor connected directly to the GeeVS™ system. To access the Administrator program:

- Select the Administrator icon on the task bar or minimise the GeeVS Client window.
- This will open or display the Administrator screen

Fig. 83 Administrator



The GeeVS™ Administrator

Message Window

Cardset Information

Auto Restart

Due to the GeeVS™ Server being the most important software component of the software suite, the Administrator continually monitors it to ensure correct operation. When Auto Restart is selected, the GeeVS Administrator will restart the Server program if it stops for any reason.

In Auto-Start mode, GeeVS will try to recover from an unexpected error. This is a three-stage process. GeeVS software sensors can detect if the Console is running, if they are not GeeVS console will restart. If the Console is unable to start, the sensor will try to restart the Hardware driver, which will then

restart the Console after. In the worst-case scenario – GeeVS is unable to restart its hardware or software – an automatic system reboot will take place.

Start & Stop

Allow for the manually starting and stopping of the GeeVSTTM Server. If the Stop button is used, and Auto Restart is selected, the No Auto Restart option will be selected. The action of stopping the hardware manually should only be used when maintenance is required.

Message Window

The Message Window displays a running status log of the GeeVSTTM Server program. This logs every manual start, manual stop or auto-restart of the Server together with the time and date.

Cardset Information

The CardSet Temperature Window displays the temperature for each Channel card in the GeeVSTTM system. Note, that some card types have only one temperature sensor and will only show a value in T1. If the temperature is seen to rise above 80oC then you must call the GeeVS technical support team (+44 (0)1256 - 810123). It is possible for the system to be damaged if high temperatures are allowed to persist.

Sig displays whether a valid video input is detected and **Ref** shows a valid reference sync pulse.

Restart Hardware Button

This button is only to be used when the GeeVSTTM Server program will not start. It allows for restarting the DigiSuite[®] drivers that control the Channel cards.

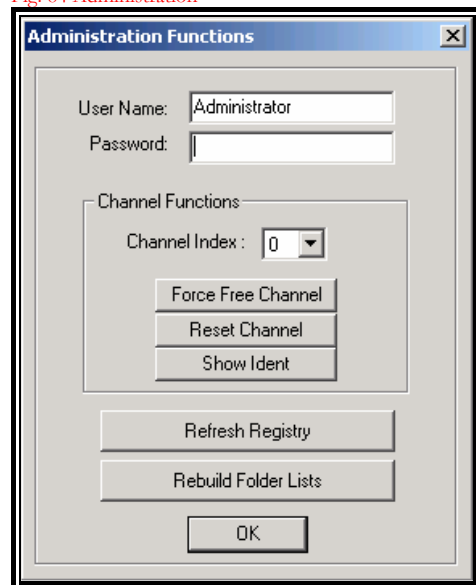
***** WARNING ***** Green or pink flashes may be evident on the video outputs of the Channel cards when the drivers are restarted.

***** WARNING ***** The DigiSuite[®] drivers can only be restarted when the Server is stopped. Any attempt to restart the drivers whilst it is running will result in an error message and no restart will be implemented

Administration

Before any functions in this window can be used, the Administrator password must be entered into the password field

Fig. 84 Administration



Force Free Channel

Free Channel allows control of a Channel to be taken back from any user. This provides a useful “override” function in case a Channel is needed but not released by the current user. Channel 0 will be the first video port or Server channel available.

Reset Channel

Initialises a hardware reset of the channel.

Show Ident

Outputs the channel splash-screen displaying port number channel name and server name

Refresh Registry

Enables low-level system changes without re-starting the server

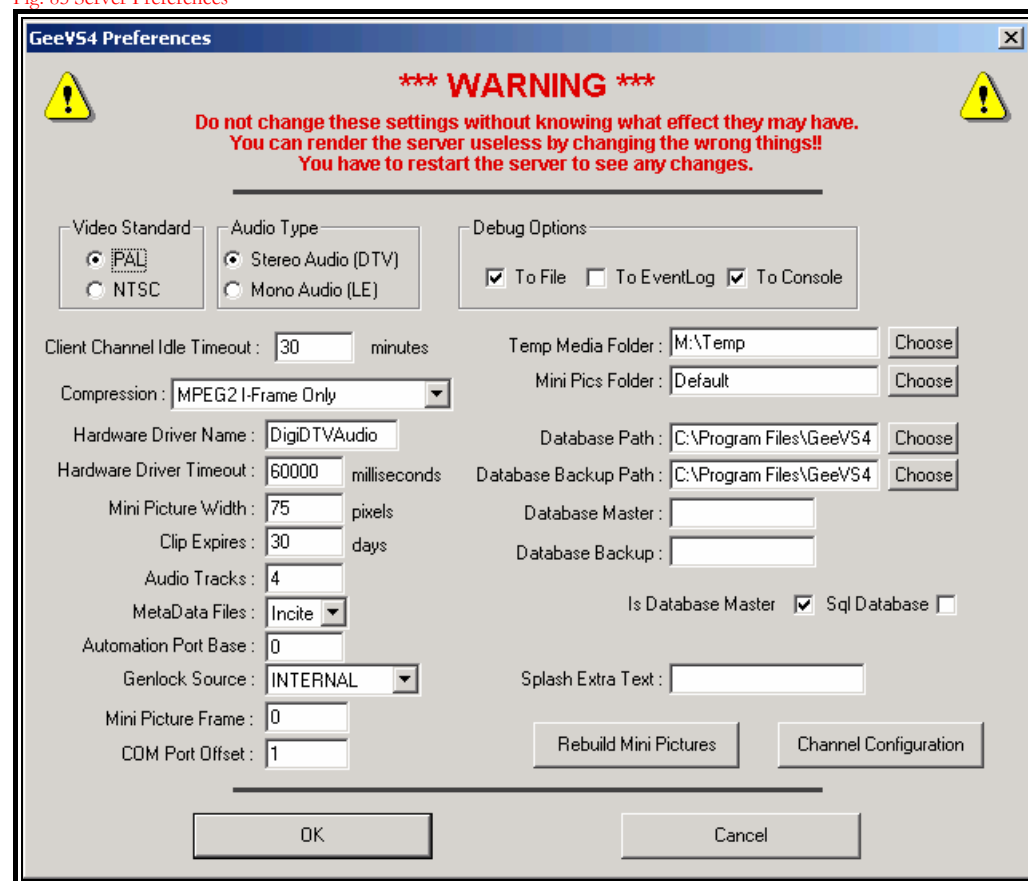
Rebuild Folder Lists

Rescans the server database. A separate Database utility is provided for intricate database administration.

Administrator Preferences

Click on this button to display and change the GeeVS Server program settings:

Fig. 85 Server Preferences



The Server Preferences

Most server preferences are self-explanatory and can be configured quite easily. Please consult your GeeVS representative or email support@geebroadcast.co.uk if there is any you do not understand.

Video Standard

Making a selection here sets the video standard for the entire GeeVSTTM system.

As the GeeVS™ system cannot support the simultaneous existence of Clips with differing video standards, the Clips Database will be lost when making the standards change. The database will usually be recoverable (see the Maintenance Manual).

***** WARNING ***** The video standard can only be changed when the Server is stopped. Any attempt to change standards whilst it is running will result in an error message and no change will be implemented.

Audio Type

Most GeeVS configurations have Mono or Stereo driver options. Do not change this unless you have the correct driver installed.

Debug Options

Selecting Debug to file option creates a file debuglog.txt in Geevs4 program directory. This will log all server activity. EventLog logs all events in Windows System Event Viewer. This option is generally unnecessary for every day use. To Console enables console to view logging.

Client Channel Idle Timeout

GeeVS server checks the channels for activity. If there has been no activity for the set time then the channels will be made available.

Compression (Cut-List Type)

This chooses the databases compression format, i.e. MPEG2, MJPEG etc. Changing between video compression formats will create a new empty database overwriting the existing one.

DigiSuite Driver Name

This is the name of the driver that has to be loaded before GeeVS server can start – used by the sub-system to automatically start the server. Do not change this.

DigiSuite Driver Timeout

The time specified before GeeVS waits to restart the board driver.

Mini Picture Width

Set at 75 pixels as default. Changing this is not recommended as all Geevs4 Client GUI's are designed for 75 pixels wide mini-pics.

Clip Expires

Time before GeeVS database flags a clip as expired.

Audio Tracks

Default is 2. Up to 8 could be available depending on configuration

Metadata Files

Choose between IMC Incite (.tci) and Discreet Edit & LightWorks (.mda) file types.

Automation Port Base

0 for Serial control and 500 for TCP/IP control.

GenLock

All GeeVS Server Board sets can be referenced internally, but it is recommended that an external sync be used for multi-channel operations.

Mini Picture Frame

The default frame number used for generating the mini-pic.

COM Port Offset

Video Port number added to the Com Offset number equals the Com Port number assigned to that channel. $(\text{Video Port}) + (\text{Com Offset}) = (\text{Com Port})$. As default this value =1 but if the server uses 'GeeVS 4Port or 8Port' option this default value will be 3

Temp Media Directory

Location for channel splash-screens and Null VBI data rendered on start-up.

MiniPics Folder

Location of .bmp minipic (picon) files. This folder is shared by default.

Database Path

Location of default database; Clips.mdb.

Database Backup Path

Location of default backup database; Clips.Backup.mdb

Database Master

Machine name of the Database Master, used for multiple chassis SQL configurations

Database Backup

Machine name of the Database Backup, used for multiple chassis SQL configuration

Is Database Master

In a multi-server configuration, one of the servers must be set as the master controller for the database, all others servers are slaves.

SQL Database

Toggles between Access and SQL format database.

Splash Extra

Additional text rendered into a channel splash-screen.

Rebuild MiniPic Folder

Creates a new minipic for each clip based on the frame number entered in Preferred MiniPic Frame setting.

The Channel Configuration

Fig. 86 Channel Configuration

	Channel Enabled	Sony Enabled	GPI Enabled	Key Enabled	Channel Name
Codec0	☒	☐	☐	☐	Channel1
Codec1	☒	☐	☐	☐	Channel2
Codec2	☒	☐	☐	☐	Channel3
Codec3	☒	☐	☐	☐	Channel4
Codec4	☐	☐	☐	☐	
Codec5	☐	☐	☐	☐	
Codec6	☐	☐	☐	☐	
Codec7	☐	☐	☐	☐	

☐ Dual Device Mode

Channel Enabled

Understanding this column is essential for all system administrators/engineers as this column is where the video ports are configured using the available codec's. Each GeeVS Server uses a combination of available codec's to create Play and Record ports, additionally different video boardsets provide a varying amount of codec's. It is advisable to check your boardsets using the Digsuite configuration in Windows Control Panel if you are unsure of your video hardware.

Digsuite LE/DTV/LX – provides one bi-directional video port and can be used to either capture or play using the client software. Simply enable the first codec (codec 0) to activate the bi-directional port. If you are using 2 DigiSuite LE/DTV/LX then additionally enable codec 1 to activate the video port 1, likewise enable codec 2 to activate video port 2 and codec 3 for video port 3. Please remember video ports are zero-based. GeeVS supports a maximum of 3 analogue LE's and 4 x analogue DTV/LX. This number may be reduced if SDI modules are added or if dual-device mode is selected.

1 LE/DTV/LX

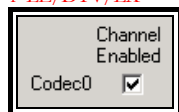


Fig. 87

2 LE/DTV/LX

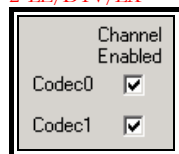


Fig. 88

3 LE/DTV/LX

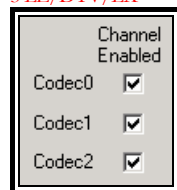


Fig. 89

4 DTV/LX

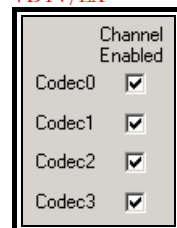


Fig. 90

Dual Device Mode for Digsuite LE – This boardset is capable of splitting its 2 available codec's in to a permanent record and permanent play mode, effectively providing 2 independent video ports instead of being one bi-directional port. To activate this function the Dual Device Mode needs to be enabled and a different codec formation selected. Instead of enabling just one codec 2 codec's are used per boardset with the first available codec being the play port and the second the record port:

1 LE in Dual Mode

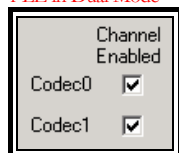


Fig. 91

2 LE in Dual Mode

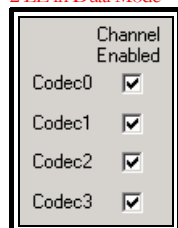


Fig. 92

3 LE in Dual Mode

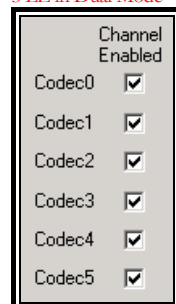


Fig. 93

Digiserver Boardsets - DSDTI/1

A different codec formation is required when configuring DigiServer boardsets enabling GeeVS to maximise all the features of the hardware. A Digiserver 1 or DSDTI/1 board comprises of 2 codec's which can be either configured as 2 x play ports or 1 x bi-directional rec/play port. The reason being GeeVS needs 1 codec to play a clip and 2 codec's to record a clip when using Digiservers. See the diagram below:

Fig. 94 Codec's

2xPlay		1xRec/Play	
☒	PLAY ▶	☒	REC & PLAY ▶◀
☒	PLAY ▶	☐	Unchecked

To activate rec/play mode the second available codec on the boardset must be unchecked in the Channel Enabled column.

DSDTI/2 (GeeVS 4/4)

Multiple boardsets work in the same way but the amount of available codec's is increased. GeeVS Server automatically knows when the codec's are available but configuration is manual.

DSDTI/2
4 Play

Channel Enabled	
Codec0	☒
Codec1	☒
Codec2	☒
Codec3	☒

Fig. 95

DSDTI/2
1 Rec 2 Play

Channel Enabled	
Codec0	☒
Codec1	☐
Codec2	☒
Codec3	☒

Fig. 96

DSDTI/2
2 Rec

Channel Enabled	
Codec0	☒
Codec1	☐
Codec2	☒
Codec3	☐

Fig. 97

2 x DSDTI/2 (GeeVS 4/8)

With 2 x DSDTI/2 GeeVS has a total of 8 available codec's which can be manually configured to suit your particular installation. Having 8 codec's uses the same principle as using just 2 codec's but your options are dramatically increased.

2 x DSDTI/2
8 Play

Channel Enabled	
Codec0	☒
Codec1	☒
Codec2	☒
Codec3	☒
Codec4	☒
Codec5	☒
Codec6	☒
Codec7	☒

Fig. 98

2 x DSDTI/2
2 Rec 4 Play

Channel Enabled	
Codec0	☒
Codec1	☐
Codec2	☒
Codec3	☐
Codec4	☒
Codec5	☒
Codec6	☒
Codec7	☒

Fig. 99

2 x DSDTI/2
4 Rec

Channel Enabled	
Codec0	☒
Codec1	☐
Codec2	☒
Codec3	☐
Codec4	☒
Codec5	☐
Codec6	☒
Codec7	☐

Fig. 100

Sony Enabled

Enable this for the Sony RS422 Remote Control mode when GeeVS is used as Slave, this would be when using Virtual Tapes in GeeVS Client. It is possible to use 8 ports in slave mode providing you have the GeeVS Port 4/8 option

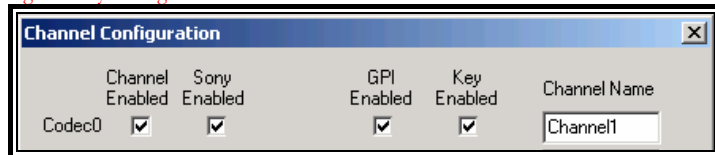
GPI Enabled

Enable this to allow GPI functionality on the port. Both GPI In and Out functionality is configured separately in the GPISetup utility in Geevs4 program directory.

Key Mode for Digisuite LE/LX/DTV

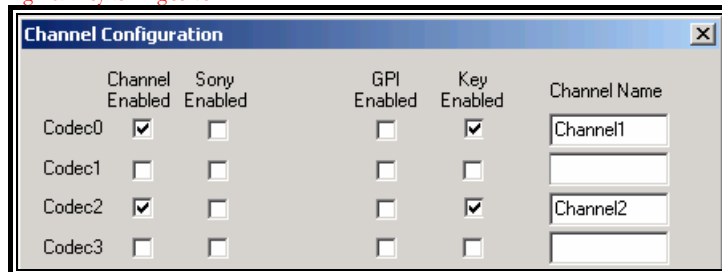
Digisuite LE/LX/DTV have a dedicated Key output, simply enable the check box for the corresponding port. The above diagram displays Codec 0 enabled as 1 Bi-directional Video Port with Sony, GPI and Key mode. For the Digisuite LE/LX/DTV boardsets the Key signal is output via the Key Output BNC connector

Fig. 101 Key for DigiSuite

**Key Mode for Digiserver**

The Digiserver does not have a dedicated Key Channel so one of the available video play ports has to be forfeited. The picture below illustrates the configuration for a DSDTI/2 with 2 video outputs both with key.

Fig. 102 Key for Digiserver

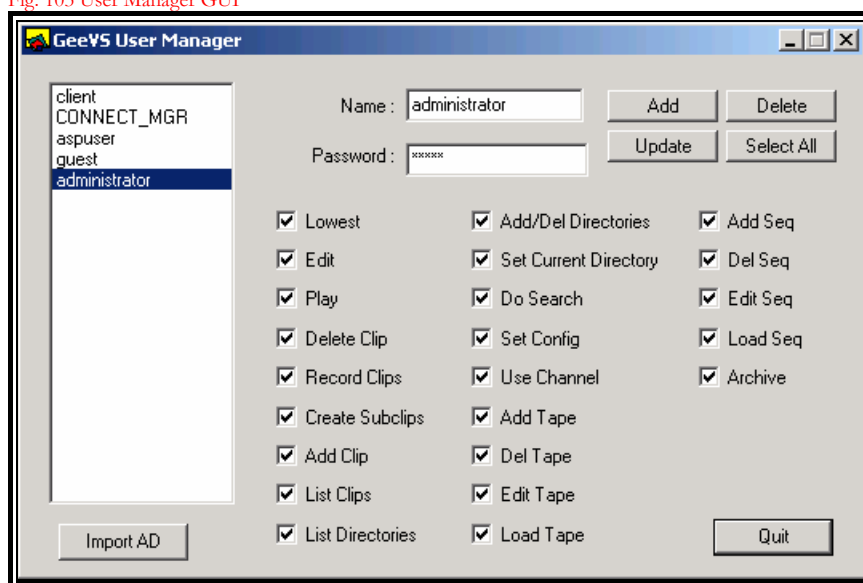
**Channel Name**

This can be user defined but default is Channel 1-8. It is recommended no more than 10 characters are used in the Channel Name.

User Manager

The User Manager application is located on the Server unit and assigns the level of facilities available to each user. Click, Start>Programs>Geevs4>Utils>UserManager.

Fig. 103 User Manager GUI



Each Client/User can have different access levels. Simply enable the options applicable to the user.

Add a User/Client by typing the user name and click Add.

Use the **Update** button to apply changes

Delete will remove the user

Select All – Shortcut to enable all options

The default User Name for all Client Logon is **Administrator**. The default Administrator password is **geevs**

The User Name **aspuser** is default for GeevsWEB logon. Do not change this account.

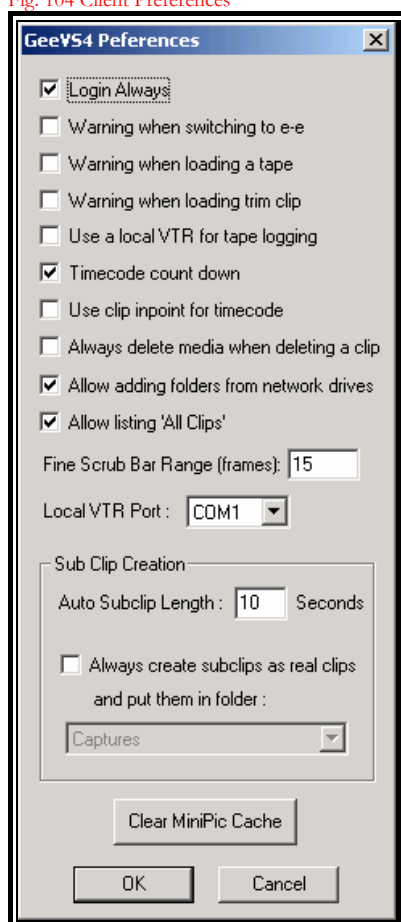
The User Name **CONNECT_MGR** is default for GeeVS Network Manager logon. Do not change this account. Do not change or remove the guest

There may also be other default user accounts on your server such as MOS Server for ENPS or other MOS protocol applications or Replicate for GeeVS server mirroring software. Please contact support@geebroadcast.co.uk for any information.

GeeVS Client Preferences

Each User can set up functions to suit their current operational mode under File. Preferences in the GeeVS Client.

Fig. 104 Client Preferences



Login Always

Takes the last used login name and password as the default and removes the login prompt on the next start-up.

Warning (Switch E-E, Load Tape, Trim Clip)

Enables or disables warnings.

Use Local VTR for tape logging

Enables a remote client to log using the VTR. As default logging can only be performed by a Client running directly on a Server machine

Timecode Countdown

Displays a countdown rather than a count-up in the Channel Window.

Always delete media when deleting a clip

Removes the three-step warnings prompts for clip deletion

Allow adding folders from Network drives

This must be enabled for SAN operations.

Allow listing All-Clips

Allows networked users to view all clips in the database. This is sometimes a slow process over the network when using a large database.

Local Com Port

Com port number for local vtr.

Auto SubClip length

Duration in seconds for auto subclips when using the MARK button.

Always create clips as real clips and put them in the folder

With this option disabled GeeVS will create reference clips only

Clear Mini Pic Cache

Each GeeVS client renders a local store of the minipics from the server. This increases the speed of client functions on the local machine. Sometimes you will need to clear the local cache especially after Rebuilding MiniPics on the server.

Splash Extra

Additional text rendered into a channel splash-screen.

Use clip inpoint for timecode

Switches between zero-based and clip source time

During record using the Mark button in the Channel Window creates a sub-clip of a pre-defined duration. Use the **Auto Sub-Clip Length** setting to adjust this duration. Sub-Clips can be placed into another folder automatically, select the folder in the drop down menu.

Clear MiniPic Cache deletes all the MiniPic files. Use the **Rebuild MiniPic** function in GeeVS Administrator to re-create.

Troubleshooting

GeeVS Administrator loads but does not start?

Check that the GeeVS dongle is correctly attached to the parallel port. Please note that the Dongle is required to be attached to the Server for operation of the GeeVS software. Any dongle proven to have failed, will be replaced free of charge on an exchange basis. Lost dongles will only be replaced against payment in full for the then current price of the GeeVS Software.

GeeVS starts but no Clips can be accessed or played?

Check in the GeeVS client that All Clips is selected. If no Clips show then check any of the Folders under All Clips. If they are crossed out then the video drives have failed or are not available. If you are using external drives check they are powered and shut down and restart the GeeVS Server. Otherwise Check in Windows Explorer that the Video drives are seen and contain the expected Clips

GeeVS Login – RPC Server Unavailable?

GeeVS Client uses DCOM protocol to talk with the server. Click Start>Run and type dcomcnfg in the field and click OK. Click Default Properties tab in the DCOM Configuration properties. Change Default Authentication Level to NONE.

Support

Please send all emails to support@geebroadcast.co.uk with a detailed description of the problem, alternatively telephone +44 (0)1256 810123.

Compression Standards Supported

DigiServer & DigiSuite DTV Systems: MPEG2 (I-Frame or IBP) from 1 to 50 Mbits/sec, DV25, DV50

DigiSuite LE Systems: MJPEG from 1.4:1 to 100:1

DigiSuite LX Systems: MPEG2 (I-Frame or IBP) from 1 to 50 Mbits/sec, DV25

Configurations Supported

DigiServer: Up to 2 DigiServer2 board sets providing up to 4 record or up to 8 play Channels. SDI Video and embedded or AES/EBU audio only. No frame grab support.

DigiSuite DTV Systems: Up to 3 DTV boards providing up to 3 record or play Channels. SDI or Analogue Video and Analogue or AES/EBU audio only. Frame grab support.

DigiSuite LE Systems: Up to 3 LE boards providing up to 3 record or play Channels. SDI or Analogue Video and Analogue or AES/EBU audio only. Frame grab support.

DigiSuite LX Systems: Up to 4 LX boards providing up to 4 record or play Channels. SDI or Analogue Video and Analogue or AES/EBU audio only. Frame grab support.