





Complementary Software-based Interface for Hardware Remote Controllers



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

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

USER MANUALS ON EVS WEBSITE

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1. Introduction

Xscreen is a Windows graphical interface designed for PC and intended to be used as a companion of a XTnano remote or a XSense remote in small studio setups. It offers users a simple view of the elements available from the remote devices: live trains, clips, playlists.

Xscreen reacts to reflect all the actions done on the remote. The interface is refreshed as soon as an action is performed on the remote, which has an impact on the information shown in Xscreen. This is, for example, when a clip or a playlist is created, deleted or updated, when a playlist element is added to or removed from the current playlist or when a playlist element is modified (transition effect type or duration, speed,...). Xscreen also reflects changes brought to the number or playback mode of the player channels controlled by the remote, to the loaded media, to the current playlist.

Moreover, it allows users to perform some simple actions in an easier way, without remote handling. Such actions immediately reflect on the remote. These are mainly: loading a clip or a playlist on a player channel, modifying some clip or playlist parameters, modifying the playlist content.

2. Hardware and Software Requirements

The guidelines for the minimum hardware and software requirements are:

- OS: Windows XP SP2
- Software: Framework .NET 4.0
- Processor: Intel Core2Duo 2GHz
- RAM: 1GB
- Graphic: Chipset Intel G965 Express or equivalent dedicated graphic card (Nvidia/AMD)

3. Software Installation

3.1 PREREQUISITES

The remote device you want to control must have been declared on a server.

An Xscreen copy can control a single remote device. To control several remote devices, you must install as many Xscreen copies as needed.

The computer which will host Xscreen must be connected to the server with a PCLAN connection.

To install Xscreen on your workstation, do one of the two following options:

• Install the XscreenInstaller_[version number].exe

Or

• Copy the Xscreen.exe file on your computer for a standalone use.

3.2 XSECURE MANAGEMENT

XSecure will be installed with Xscreen. XSecure uses hardware information from the device where Xscreen is running. This means it is impossible to exchange licenses or codes between devices.

Please refer to the XSecure User's Manual to:

- Start XSecure Manager
- Collect information about your device
- Request a license key from the EVS support
- Import new license keys

The codes required for the use of Xscreen are:

- 150 Xscreen
- 10 Base Package

3.3 INSTALLATION

To install Xscreen, proceed as follows:

1. Run Xscreen installer XscreenInstaller_[version number].exe and then follow the steps of the Setup wizard.

🕞 Setup - Xscreen	
Xscreen.	Welcome to the Xscreen Setup Wizard
	This will install Xscreen
	It is recommended that you close all other applications before continuing.
	Click Next to continue, or Cancel to exit Setup.
	Next > Cancel

2. Click Next.

🛱 Setup - Xscreen	
Select Destination Location Where should Xscreen be installed?	Xscreen.
Setup will install Xscreen into the following folder.	
To continue, click Next. If you would like to select a different folder, click Brows	se.
C:\Program Files\EVS Broadcast Equipment\Xscreen Brow	vse
At least 69.4 MB of free disk space is required.	
< Back Next >	Cancel

3. Select the destination directory to install the new software and then click Next.

🕼 Setup - Xscreen	
Select Additional Tasks Which additional tasks should be performed?	Xscreen.
Select the additional tasks you would like Setup to perform while installing Xscree then click Next. Additional icons: Interpret of the constant of the consta	n,
< Back Next >	Cancel

4. Click Next.

1 ³ Setup - Xscreen	
Ready to Install Setup is now ready to begin installing Xscreen on your computer.	Xscreen.
Click Install to continue with the installation, or click Back if you want to review or change any settings.	
Destination location: C:\Program Files\EVS Broadcast Equipment\Xscreen	<u> </u>
Additional tasks: Additional icons: Create a desktop icon	
< Back Install	Cancel

5. Click Install.

Xscreen is being installed.

- 6. Then Microsoft .NET Framework 4 is installed if it is not yet the case.
- 7. Then, the XSecure Manager Setup Wizard opens:

🕼 Setup - XSecure Manager				
	Welcome to the XSecure Manager Setup Wizard			
	This will install XSecure Manager version 1.01 on your computer.			
	It is recommended that you close all other applications before continuing.			
	Click Next to continue, or Cancel to exit Setup.			
A				
	Next > Cancel			

8. Click Next.



9. Select the destination directory to install XSecure and then click Next.

1 ¹ / ₅ Setup - XSecure Manager
Select Start Menu Folder Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
EVS Broadcast Equipment Browse
< Back Next > Cancel

10. Click Next.

🔂 Setup - XSecure Manager
Ready to Install Setup is now ready to begin installing XSecure Manager on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location: C:\Program Files\EVS Broadcast Equipment\XSecure Start Menu folder: EVS Broadcast Equipment
< Back Install Cancel

11. Click Install.

XSecure is being installed.

🕼 Setup - XSecure Manager			
	Completing the XSecure Manager Setup Wizard Setup has finished installing XSecure Manager on your computer. The application may be launched by selecting the installed icons. Click Finish to exit Setup.		
	Finish		

12. Click Finish.



The Xscreen software installation is successfully completed.

13. Click Finish.

4. Start up

4.1 **REMOTE CONNECTION PROCESS**

To connect a remote to Xscreen, proceed as follows:



1. Double-click the Xscreen.exe icon Xscreen.exe The Connection Manager window opens:

🕆 Xscreen : Conr	ection Manager		X
Network Card			•
Server			
Remote			
Status	Select a network board		
			Cancel

2. Click the arrow next to the Network Card field.

All the network cards connected to the EVS video server' PCLAN network have been detected and are listed:

📫 Xscreen : Conn	ection Manager	
Network Card		
	Ge 31.1.73.13	
	Ge 1 (Jumbo Frame)1.1.53.12	
Server	Ge 2 (Jumbo Frame)10.11.11.160	
Remote		
Status	Select a network board	
	ок Са	incel

3. Select one of the cards.

The servers reachable with the selected card are listed in the Server field:

📫 Xscreen : Conr	nection Manager	
Network Card	Ge 1 (Jumbo Frame)1.1.53.12	•
	XTnano 29830 11.00.36	
Server	XS 26410 10.05.02	
Remote		•
Status	Select a target server	
	OK Can	el



Note

On some occasions, servers are not detected because messages are filtered by the IT infrastructure. To solve this issue, parameters must be added to a shortcut created by the user. Refer to section 0.

4. Select a server.

The list of remote devices declared on that server is displayed in the $\ensuremath{\textit{Remote}}$ field.

5. Select a remote.

🎌 Xscreen : Coni	TXscreen : Connection Manager				
Network Card	Ge 1 (Jumbo Frame)1.1.53.12				
	XTnano 29830 11.00.36				
Server	XS 26410 10.05.02				
Remote	Remote Nano Serial 0 PGM1 PGM2 PGM3				
Status	Remote Nano Serial 0 PGM1 PGM2 PGM3				

6. Click OK.

The **Status** field displays an information message and gives indication on the action to be completed at each configuration step.

Once you close the Connection Manager window, the following files are stored on your computer:

- LinXApi.dll: must not be deleted
- msvcr100.dll: must not be deleted
- app.config: contains the user preference settings.

4.2 SERVER AUTOCONNECTION PARAMETERS

It may possibly be that servers are not discovered after the selection of a card in the remote connection process. You can then force the detection of servers. To do so, proceed as follows:

- 1. Right-click the Xscreen shortcut.
- 2. Select Properties from the contextual menu.

The following window opens:

Xscreen.exe Pi	roperties 🛛 💽 🔀
General Shortc	ut Compatibility Security
Xs	screen.exe
Target type:	Application
Target location:	Xscreen
Target:	mVXscreen.exe" /LOCALIP=1.1.73.13 /TARGETI
Start in:	"C:\Program Files\EVS Broadcast Equipment\Xsc
Shortcut key:	None
Run:	Normal window
Comment:	
Find	Target Change Icon Advanced
	OK Cancel Apply

3. In the **Target** field, next to the Xscreen target path, enter all the parameters listed in the table below, with a space before each of them

Parameter	Description
/LOCALIP=xxx.xxx.xxx.xxx	In case of multi network boards configuration, this parameter indicates which network board to use to discover the EVS video servers networks and connect the application to a specific EVS video server.

Parameter	Description				
/TARGETIP=xxx.xxx.xxx.xxx	Mentions the EVS video server target IP address to connect to.				
/FLAG=0x90000000	This parameter is used to activate the server auto connection.				

5. User's Manual

5.1 USER INTERFACE OVERVIEW

5.1.1 **OPENING OF XSCREEN**

The Xscreen window opens as soon as the \mathbf{OK} button has been clicked at the end of the remote connection process.

5.1.2 XSCREEN WINDOW OUTLINE

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

Clips	Playlists		PGM1	10	PGI	12			PGM3	
1000		q x Can	IA RECI	61	0A 0000010A			610A 000		
2000 C					6:54:17:05	00:00:0		16:54:17:0		00:05
LSMID Na			.11:45:02:		0:54:17:05	00:00:0	5:1Z	10:34:17:0	5 00:	.00:05
CamA RE										
CamB RE CamC RE										
CamC Re 011A	19:20:2				10A 0000010A		0 %		- PLpge_11033	
0118	19:20:2	States and states		0	0:00:05:12				00:	03:49
011C	19:20:2							610A		5
111A	20:17:2							Cue 0000	Unk 96 ×	
1118	20:17:2							626A		
111C	20:17:2							Cue cl_pg	Unk % ×	
112A	14:00:0	24						621C		
1128	14:00:0	24						Cue	100 🛸 % 🗙	
112C	14:00:0	84						α_ه		00:10
211A	23:51:2	13						221C Cue	100 % ×	
2118	23:51:2	13						-	Playlist Dura	tion: 00:0
211C	23:51:2	13								
212A	23:51:2	13			1000	ACCEN.				
2128	23:51:2	13			17 - PLpge	110331b				
12000		Total .	00:00:00:00		Duration: 0					
213A	00:02:10	13	00.00.00		Duration: U	0.03:20:10				
2138	00:02:10	610	٨					-		\$
213C	00:02:10		0000010A			PGM 3		12 Unk		
214A	00:03:1									
2148	00:03:1	020	A cl_pge_110124				00:01:18:	23 Unk 1	% ×	
214C	00:03:14		G_pge_110124				50.01.10.	ow with a	<u> </u>	00:0
215A 2158	00:04:4		c							
2156 215C	00:04:4		CL_pge_10111	5a-00			00:00:10:	17 100 5	% ×	
215C 221A	19:50:0									
	19:50:0		с					and interest		
221B	19:50:0						00:00:03:	15 100	% ×	00:00
221B 221C	00010A 16:54:13	15								
221C			0							
221C 610A 00	000108 16:54:1	15 621		50.01					× v	
221C 610A 00 6108 00			CL_pge_10110	50-01			00:00:10:	23 101 9	% ×	01:0

14

Area	Description
1. Menu Bar	The menu bar gives access to general commands. See section 5.2.
2. Server Database Elements Grid	This area displays the database content for the selected server. Only clips and playlists are listed. See section 5.3. Search tools are available to easily find specific media. See section 5.3.5.
3. Channels Pane	This area shows the server player channels which are controlled by the selected remote and the media loaded on each of them, if any. See section 5.4.
4. Current Playlist Pane	This area represents the current playlist with all its elements and their associated metadata. See section 5.5.

On the top left of the window, a message mentions the EVS video server name and serial number connected to Xscreen.



The top right of the window gives the server current time.



5.1.3 WINDOW PANES DISPLAY

ARROWS BETWEEN PANES

Users can adapt the layout of the Xscreen window. The different panes can be hidden or displayed by clicking the small arrows between them. Seven layouts are available:

- Elements grid + Channels pane + Current Playlist pane
- Elements grid only
- Channels pane only
- Current Playlist pane only
- Elements grid + Channels pane
- Elements grid + Current Playlist pane
- Channels pane + Current Playlist pane

KEYBOARD SHORTCUTS

The following keyboard shortcuts can be used to resize, hide or display some panes:

Кеу	Action / Behavior
Ctri +	Reduces or hides the Elements grid. At the same time, this maximizes the two other panes.
Ctri +	Displays or maximizes the Elements grid. At the same time, this maximizes the two other panes.
Ctrl +	Reduces or hides the Current Playlist pane. At the same time, this maximizes the Channels pane.
Ctri +	Displays or maximizes the Current Playlist pane. At the same time, this reduces the Channels pane.

5.2 MENU BAR

The Menu bar gives access to the following commands:

Menu item and option	Description	
File		
Settings	Gives access to a sub-menu detailed below.	
Theme	Allows to select the background color of Xscreen window: dark or light.	
Animation	Allows to enable or disable the animation effect displayed when an action is performed on screen, such as dropping or deleting a clip.	
Text Size	Allows to select the size of text within the Xscreen window: Small, Medium, and Big.	
Exit (Alt+F4)	Closes Xscreen.	
Connection		
Change Remote Connection (CTRL+R)	Opens the Connection Manager window and allows the selection of another remote device.	
Resync (F5)	Resynchronizes the clips or playlists database, depending on the open tab in the Elements grid, between Xscreen and the selected remote.	

Menu item and option	Description
Help	
User Guide (F1)	Opens the Xscreen user manual.
Keyboard Shortcuts (CTRL+S)	Shows the possible shortcuts. See section 5.7.
About EVS Xscreen	Provides information on the application version, the support phone number, etc.

5.3 SERVER DATABASE ELEMENTS GRID

5.3.1 INTRODUCTION

This area displays the content of the server database in the form of a grid. Items are listed in rows with their associated metadata presented in columns.

Two separate tabs divide the database items:

The **Clips tab** lists the server recorder channels and the clips present on the server.

Clips	Playlists	5		
	All	- Q X		
LSMID	Name	TcIn		
CamA	REC1	04:22:27:09		
CamB	REC2	04:35:47:18		
CamC	REC3	04:35:46:11		
011A		19:20:29:03		
011B		19:20:29:03		
011C		19:20:29:03		
111A		20:17:22:13		
111B		20:17:22:13		
111C		20:17:22:13		
211A		23:51:28:13		
211B		23:51:28:13		
211C		23:51:28:13		
212A		23:51:28:13		
212B		23:51:28:13		
212C	23:51:28:13			

The **Playlists tab** shows the playlists and the timelines, even if timelines cannot be managed through Xscreen.

Clips	Playlist	S
	Al	x
LSMID	Name	TcIn
10	PL001_pge	00:00:00
11	TL001_adl	00:00:00:00
12	PL001_pge	00:00:00:00
13	pl_pge_110119a	00:00:00:00
14	pl_pge_110119a	00:00:00
15	PL_pge_ABRoll	00:00:00:00
16	PL_pge_ABRoll	00:00:00
17	PLpge_110331b	00:00:00:00
18	PLpge110811	00:00:00
19	PL001_pge	00:00:00:00
20	PL001_pge	00:00:00:00
21	TL_pge_11092	00:00:00:00

On the top of the grid, search options are available to filter database items.

5.3.2 SELECTION TABS CHARACTERISTICS

CLIPS TAB

The lines representing the server recorder channels are highlighted in blue:

LSMID	Name	TcIn	Duration
CamA	REC1	10:58:36:11.	7:37:02:01
CamB	REC2	11:12:32:22	7:23:35:12.
CarnC	REC3	11:12:30:16.	7:23:35:12.

Clips being created are displayed on a red background.

The Status bar, at the bottom of the grid, gives the 'number of clips resulting from the search / total number of clips'.

PLAYLISTS TAB

Timelines cannot be managed with Xscreen. They are shown but highlighted in red:

LSMID	Name	TcIn	Duration	Element
11	TL001_adl	00:00:00:(23:59:59:	4
12	PL001_pg(00:00:00:(23:59:59:	4

All the server locations available for playlists are displayed, even the empty locations. Empty playlists and empty locations have Duration = -:-:- and the number of elements = 0.

The Status bar, at the bottom of the grid, gives the 'number of playlists resulting from the search / $90^{\prime}.$

5.3.3 MOVING INSIDE THE ELEMENTS GRID

The following keyboard shortcuts can be used to move within the Elements grid:

Кеу	Action / Behavior
Home	Moves to the first element of the list.
End	Moves to the last element of the list.
Page Up	Moves one page upwards.
Page Down	Moves one page downwards.



5.3.4 ORGANIZING THE GRID

SORTING THE ELEMENTS IN THE GRID

You can change the sort order of data in a column.

Click the column header. The column header which is used for sorting is highlighted in blue. Clicking the column header again changes the sorting order from ascending to descending or vice versa.

Sorted by Name, ascending:

LSMID	Name	TcIn	Duration
610A	0000010A	16:54:17:05	5:12
610B	0000010B	16:54:17:05	5:12
610C	0000020A	17:05:35:12	5:07
610D	0000020B	17:05:35:12	5:07
611B	0000030A	16:22:11:17	4:21

Sorted by Name, descending:

LSMID	Name	TcIn	Duration
620B	0600010B	11:25:14:21	4:07
620A	0600010A	11:25:14:21	4:07
614A	0500020B	14:51:27:18	5:14
613F	0500020A	14:51:27:18	5:14
613E	0500010B	14:51:17:13	3:18

RESIZING COLUMNS

A column can be resized by using the mouse pointer over columns header intersection and dragging it to the right or to the left.

Duration	Keyword1
4:07	vv
4:07	

SELECTING VISIBLE COLUMNS

To hide or display columns, proceed as follows:

1. Right-click a column header

A menu is displayed.

2. Select Manage Columns

The Field Selector window opens and shows the list of available columns and the list of visible columns, in the current order.

ClipDatabase Field Selector	×
Available Columns	Visible Columns
UmId VarId TcOut Format Res Codec Bitrate Ratio Archive Type	LsmId Name TcIn Duration Keyword1 Keyword2 Keyword3 Keyword4 Keyword5
	ОК Сапсе

3. Select columns in one of the following ways:

 Double-click a parameter to move it at the end of the other list or

o drag a parameter and drop it at the desired position in the other list

Available Columns	Visible Columns
UmId	LsmId
VarId	Name
TcOut	TcIn ^{UmId}
Format	Duration +
Res	Keyword1
Codec	Keyword2

4. Click OK.

Ordering Columns

To change the columns order, proceed in one of the following ways:

• From within the Xscreen window, drag a column header and drop it at the desired position:

Name	Duration	TcIn	Duration	
0600010B		11:25:14:21	4:07	
0600010A		11 5:14:21	4:07	

• From within the Visible Columns list of the Field Selector window, drag a column heading and drop it at the desired position:



5.3.5 SEARCHING FOR MEDIA

QUICK TEXT SEARCH TOOL

When the database contains large amounts of data, it may become difficult to find a specific element. A Quick Text Search tool offers a way to speed up your search. It is always available on the top of the Elements grid of both tabs.



The Quick Text Search field, on the left, allows to enter a string to search for.

The second field provides a menu with the list of columns to search on. The All option is used to search on all the columns, both visible and hidden.

Clips tab menu:



Playlists tab menu:

All	٩	×
All		
Name		
TcIn		
Duration		

HOW TO PERFORM A QUICK TEXT SEARCH

To perform a Quick Text search, proceed as follows:

- 1. Opens the tab corresponding to the required elements.
- 2. Type a search string in the **Quick Text Search** field.
- 3. From the second field, select the column you want to perform a search on or select All to perform a search on all the columns.
- 4. Click the Search button I or press the ENTER key to apply the search.

The search results are displayed in the Elements grid.

5. To clear the applied search, click the 🛛 button.

5.4 CHANNELS PANE

The Channels pane represents the player channels controlled by the remote. Depending on the Playback mode set on the remote, 1, 2 or 3 areas representing the player channels may be shown. When a clip or a playlist is loaded on a player channel, its characteristics and content are displayed on the area corresponding to that channel.

5.4.1 USER INTERFACE

Each player channel represented in the Channels pane consists of two main areas:

- The upper part contains fields common to all the media that can be loaded on a channel (clip, playlist, live train)
- The lower part is specific to each media. When a live train is loaded on a channel, this part is empty.



Area Description

Common Area

- Player channel name. When the remote device controls a player channel, the player name line is highlighted in blue.
 Recorder channel name or LSM ID of the content loaded on the player channel:
 - Clip: clip LSM ID
 212A

	 Playlist: LSM ID of the current playlist element
	Live train: recorder channel name
3.	Current timecode
4.	Progress bar
	 Clip: during the playout of the clip
	 Playlist: during the playout of the current playlist element
	• Live train: not available
5.	Metadata of the loaded content:
	• Clip: clip name
	 Playlist: current playlist element name followed by 'x/y' (where x is the number of the current clip in the playlist and y is the total number of clips in the playlist)
	• Live train: recorder name
6.	Remaining time:
	 Clip: remaining time until the end of the clip
	• Playlist: remaining time until the end of the current playlist element
	• Live train:::
Load	ed Clip Area
7.	Clip LSM ID

7.	Clip LSM ID
8.	Clip name
9.	Clip duration
10.	Current speed

Loaded Playlist Area

This area shows the content of the loaded playlist.

When a playlist is loaded on a player channel, the line of the on-air element is highlighted in blue.

11.	Playlist LDM ID and playlist name
12.	Remaining time until the end of the playlist
13.	Lock On-Air Position button. This option is used to keep the on-air element always visible in the Channels pane.
	When activated, the button background color turns blue: 📃
14.	Cue button for the corresponding playlist element

- 15. LSM ID of the playlist element
- 16. Name of the playlist element
- 17. Speed of the playlist element
- 18. **Delete** button to remove the element from the playlist.
- 19. Transition effect type:
- 20. Transition effect duration
- 21. Total playlist duration

5.4.2 SERVER PLAYBACK MODES

EVS video servers can work according to two playback modes for their basic operations. Those modes cannot be set from Xscreen.

1PGM/PRV mode:

At least 2 player channels must be available to run this configuration. One channel is used to play the media (PGM) and the other one is used to preview the media to be played next (PRV).

This mode allows the operators to play several clips one after the other with or without transition effects. When running a playlist, this mode provides the PRV channel that is necessary for using transitions.

PGM1		PGM2	
621C CL_pge_101115a-00	1 / 15	610A 0000010A	
16:33:44:13	00:00:10:17	16:33:44:13	00:00:10:17
17 - PLpge_110331b	00:04:13:17.	610A 0000010A 00:00:05:12	0 %
CL_pge_101115a-00	% × 00:00		
Cue 0000010A 100	% × 5 00:05		
626A Cue 75 d_pge_110124	% × 00:10		
221C Cue 100	00.00		
Playlis	st Duration: 00:03:46:23.		

MULTI PGM MODE: 1, 2 OR 3

The **MULTI PGM** mode can control 1, 2 or 3 player channels and gives the operator independent control of all outputs.

PGM1	PGM2	PGM3
CamA REC1	610A 0000010A	610A 0000010A 1 / 15
15:09:31:23::	16:54:17:05 00:00:05:12	16:54:17:05 00:00:05:12
	610A 0000010A 0 % 00:00:05:12	17 - PLpge_110331b 00:03:49:00
		Cue 610A Unk % × 00:00 00:00
		Cue cl_pg Unk % × 00:00
		621C Cue 100 % × CL_p 00:00 *
		Cue 100 % ×
		Playlist Duration: 00:03:20:16

The **Conditional Mode** is a special case of the multi PGM mode. It is only available in 2PGM and 3PGM modes. It allows the operators to load and control several playlists simultaneously from the same Remote Panel, or to load a playlist on one channel while performing other operations on the other channel(s).

PGM1	PGM2	PGM3
111A 1/19	610A 0000010A 1/8	610A 0000010A 1 / 15
20:17:22:13 00:00:05:03	16:54:17:05 00:00:05:12	16:54:17:05 00:00:05:12
13 - pl_pge_110119a	20 - PL001_pge	17 - PLpge_110331b
00:04:29:21.	00:02:04:00	00:03:49:00
Cue 111A 100 % × 00:00 0	Cue 610A 100 % × 00:00	Cue 610A Unk % × 00:00 *
Cue 0102 Unk % × 00:10	Cue d_p % × 00:00	Cue d_pg Unk % ×
Cue 111A 5 % × 00:00 *	Cue 625D 100 % × 00:00 0	Cue 621C 100 % × 100 00:00
610A Cue Unk % ×	613A Cue 100 % ×	Cue 100 % % ×
Playlist Duration: 00:04:29:21.	Playlist Duration: 00:02:04:00	Playlist Duration: 00:03:20:16

5.5 CURRENT PLAYLIST PANE

The Current Playlist pane gives indication on the playlist which is set as current on the associated remote device.

5.5.1 SETTING A CURRENT PLAYLIST VERSUS LOADING A PLAYLIST

A distinction is made between setting a current playlist and loading a playlist:

• When you set a current playlist, you access the playlist location on the server but you do not load it on a player channel. You can insert clips directly in the current playlist without having to load the playlist onto a channel.

A current playlist will be displayed in the Current Playlist pane but not in the Channels pane.

• When you load a playlist, you actually load it on a given player channel either to edit it or to play it out.

A playlist loaded on a channel will be displayed in the Channels pane and, potentially, in the Current Playlist pane if you work in Conditional mode and if no other playlist has been set as current.

5.5.2 USER INTERFACE

The Current Playlist pane consists of the main following areas:

			0	3 7	8	9	10	4
			17 - PI	_pge_ 1103: 1b				
2	→TcIn: 00:00:	00:00	Duration	n: 00:03:45:08.				Clip: 15
5 6	▶ 621C	CL_pge_101115a-00		PGM 1	00:00:10:17	100 %	×	
	610A	0000010A			00:00:05:12	100 🗘 %	×	F 00:05
	626A	cl_pge_110124			00:01:18:23	75 🔷 %	×	00:10
	221C				00:00:03:15	100 %	×	00:00
	621D	CL_pge_101105c-01			00:00:10:23	101 🗙 %	×	01:00
13	*=						M	Monitoring server

1.	LSM ID and name of the playlist
2.	TC IN of the playlist

3. Total	playlist	duration
----------	----------	----------

4. Number of playlist elements	4		Number	of	playlist	elements
--------------------------------	---	--	--------	----	----------	----------

- 5. LSM ID of the playlist element
- 6. Name of the playlist element
- 7. Player channel (highlighted) where the playlist element is on air
- 8. Clip duration
- 9. Speed of the playlist element
- 10. **Delete** button to remove the element from the playlist.
- 11. Transition effect type:
- 12. Transition effect duration
- 13. Lock On-Air Position button. This option is used to keep the on-air element always visible in the Current Playlist pane.

When activated, the button background color turns blue.

When a playlist is loaded on a player channel, the line of the on-air element is highlighted in blue.

5.6 ACTIONS ALLOWED FROM XSCREEN

Users are allowed to perform some actions from Xscreen. Most of these actions are done via drag-and-drop operations or dedicated shortcuts. They immediately reflect on the remote. To easily find the elements needed within the database, a search tool is available at the top of the Elements grid. Refer to section 5.3.5 'Searching for Media' on page 22 for more explanation.

5.6.1 MODIFYING A PLAYLIST

Users may insert several clips into a playlist at once or move several playlist elements at once within a playlist.

HOW TO SELECT MULTIPLE CLIPS

To select multiple clips, proceed as follows:

- To select a list of contiguous clips, press SHIFT and select the first and last clips of the list.
- To select non-contiguous clips, press CTRL and select the clips.
- To select all the clips displayed, select a clip in the area and press CTRL + A.

How to Insert a Clip into a Playlist

One or several clips can be added into a playlist. This can be done in various ways.

Form the Elements Grid

To add a clip into a current playlist <u>from the Database Elements grid</u>, proceed as follows:

- 1. Select a clip in the Clips tab of the Database Elements List
- 2. Drag it to the required position inside the playlist either in the Current Playlist pane or in the Channels pane if the playlist has been loaded on a channel.

Clips	; Pla	aylists			PGM1
		All - Q	×	111A	
LSMID	Name	TcIn		20:17:22:13	00:00:05:03
113A		10:12:34:15			
113B		10:12:34:15			
113C		10:12:34:15			- pl_pge_110119a
211A		23:51:28:13			00:01:42:04
211B		23:51:28:13			
		23:51:28:13		111A Cue	100 % ×
212A		23:51:28:13			00:00
212B		23:51:28:13		612C	Unk % ×
212C		23:51:28:13		0102010B	00:00 💭
13A		00:02:10:03		610A	
				Cue 0000010A	Unk 🔶 % 🗙 🗖
					0.0.10

Press the Press the playlist.

From the Current Playlist Pane

In conditional mode, different playlists can be loaded on different player channels. To add a clip <u>from the Current Playlist pane</u> into another playlist loaded in the Channels pane, proceed as follows:

1. Load a playlist on a player channel.

It appears in the Channels pane.

2. Made another playlist current.

It appears in the Current Playlist pane.

- 3. Select a playlist element in the Current Playlist pane.
- 4. Drag it to the required position inside the playlist in the Channels pane.

				_	
PGM	1		PGM2		
IA	1 / 18	621C	CL_pge_10111	5a-00	
0:17:22:13	00:00:05:03	16:33:44	4:13 0	0:00:10	:17
13 - pl_pge	_110119a		17 - PLpge_11	0331b	
	00:01:46:24		0	0:04:15	:07.
Cue 111A 100 🖨	% × 00:00	621F Cue CL_P.	100 %	×	*
612C Cue Unk 💭	% × 00:00 -	622A Cue CL_P.	76 %	×	Y
610A Cue 0000	% × 00:10 ÷	Cue CL_0.	±100 %	× 00:00	-
Cue Unk	% ×	6728 Cue	100 🔷 %		
Playlis	t Duration: 00:01:46:24		Playlist Du	ration: 00:03	3:46:23
		13	- pl_pge_1	10119a	
n: 00:00:00:00		/ I	Duration: 00:01	.:46:24	
11A				PGM 1	00:0

From the Channels Pane

To add a clip <u>from</u> a playlist loaded on a player channel in <u>the Channels pane</u> into another playlist loaded on another player channel, proceed as follows:

- 1. Select a clip in a playlist loaded on a player channel
- 2. Drag it to the required position inside the other playlist loaded on the other channel.



HOW TO REMOVE A PLAYLIST ELEMENT

To remove a playlist element from a playlist, proceed in one of the following ways:

- Click the X button on the playlist element line in the Current Playlist pane.
- Click the X button on the playlist element line in the Channels pane if the playlist is loaded on a channel.
- Press the Delete key.

How to Move a Playlist Element within a Playlist

One or several playlist elements can be moved within the playlist by a drag-anddrop operation. This can be done in the Current Playlist pane or in the Channels pane if the playlist is loaded on a channel.

612C	0102010B
111A	
610A	0000010A

5.6.2 CHANGING METADATA

HOW TO MODIFY CLIP OR PLAYLIST METADATA

The following clip metadata can be changed from the Clips tab by the Xscreen users: LSM ID, UmID, VarID, clip name, keywords.

From the Playlists tab, only the playlist name can be changed.

To modify one of those metadata, proceed as follows:

1. In the selected tab of the Elements grid, double-click the field you want to change.

The field becomes editable	610A	0000010A	16:54:17:05

- 2. Enter the required value
- 3. Press ENTER to validate the value or Esc to cancel the operation.

How to Modify Playlist Transition Effect or Playlist Element Speed

The transition effect type or duration between two playlist elements, as well as the speed of a playlist element can be modified from Xscreen. This can be done from the Current Playlist pane or from the Channels pane if the playlist is loaded on a channel.

How to Modify Playlist Element Speed

To modify the <u>speed</u> of a playlist element, proceed in one of the following ways:

• Double-click the **Speed** field of the playlist element and enter a new value

Unk 🔷 %

• Click the up or down arrows next to the Speed field of the playlist element

How to Modify Transition Effect Type

To modify the <u>transition effect type</u> of a playlist element, proceed as follows:

- 1. Click the arrow next to the **Transition Effect** field of a playlist element
- 2. Select another transition effect from the menu



How to Modify Transition Effect Duration

To modify the <u>transition effect duration</u> of a playlist element, proceed in one of the following ways:

• Double-click the Transition Duration field of the playlist element and enter a new value

00:10

• Click the up or down arrows next to the **Transition Duration** field of the playlist element

5.6.3 SETTING A CURRENT PLAYLIST

To set a current playlist or change the current playlist, proceed as follows:

- 1. Select a playlist in the Playlists tab of the Elements grid
- 2. Drag it to the header of the Current Playlist pane OR

	Pi	ress the	Ctrl		keys.			
26		00:00:00:00						
25	TL_pge_11092	00:00:00:00					13 - pl_pge_110119a	
24	TL_pge_11092	00:00:00:00						
23	TL_pge_110926c	00:00:00:00		TcIn: (00:00:00:00	F nge_110331b	Duration: 00:01:46:24	
22	TL-pge_110926b	00:00:00:00		111A			PGM 1	
21	TL_pge_11092	00:00:00:00		1114			Pun 1	
20	PL001_pge	00:00:00:00						
19	PL001_pge	00:00:00:00		512C				
18	PLpge110811	00:00:00:00			0102010B			
17	PLpge_110331b	00:00:00:00						
16	PL_pge_ABRoll	00:00:00:00		610A				
15					0000010A			

5.6.4 LOADING MEDIA

LOADING A CLIP

A clip can be loaded on a player channel by a drag-and-drop operation to the upper part of a player in the Channels pane from one of the following areas:

• From the Clips tab of the Elements grid

Clips	; Playlists		PGM1		
	All	- 9 X	CamA	REC1	
LSMID	Name	TcIn	00.02:	41:10	::-
617 B	04010408 -	09:42:			
617C	xedioadl_A	17:06:			



• From the Current Playlist pane: select a playlist element and drag it to load it as a single clip

PGM1	PGM2
CamA REC1	CamB REC2
08:04:11:24::	08:04:11:24: 08:04:1
	13 - pl_pgc_110119a
TcIn: 00:00:00:00	Duration: 0:01:46:24
111A	PGM 1 00:00:05:03 10
612C 0102010B	00:00:06:24 Un
610A	

• From the lower part of the Channels pane when a playlist is loaded: loading of a playlist element, as single clip, on the player channel where the playlist was loaded or another player channel.

PGM1	PGM2
CamA REC1 02010B 08:16:00:24::	111A 1/18 20:17:22:13 00:00:05:03
	13 - pl_pge_110119a 00:01:46:24
	Cue 111A 100 % × 500:00
	Cue 0102 Unk % × 00:00 *
	Cue 0000 Unk % × 00:10
	011A Cue Unk % ×
	Playlist Duration: 00:01:46:24

LOADING A PLAYLIST

Important

In PGM/PRV mode and in 2 or 3 PGM mode (and Always mode), a playlist can only be loaded on the PGM1.

A playlist can be loaded on a player channel in one of the following ways:

• by a drag-and-drop operation from the Playlists tab of the Elements grid to the upper part of a player in the Channels pane

Clips	s Playlists	;		PGM	11
	All	- Q X	CamA	REC1	pge_110119a
LSMID	Name	TcIn	08:23:0	02:09	::
10	PL001_pge	00:00:00			
11	TL001_adl	00:00:00			
12	PL001_pge	00:00:00			
13	pl_pge_110119a	00:00:00:00			
14	pl_pge_110119a	00:00:00:00			
		00:00:00:00			
			6		

• by pressing the Lord key together with the Lord the clip on the PGM1, PGM2 or PGM3 respectively, if this is allowed by the selected mode.

5.7 XSCREEN SHORTCUTS

Some actions can be performed with keyboard shortcuts. The available shortcuts are displayed in the Shortcuts window which can be accessed from the menu bar

Ctrl

s

	option Help > Keyboard Shortcuts or by pressing the	+ keys.	
Shortcuts			
esc i b tob cops lock shift	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Hom / - 7 8 9 4 5 6 1 2 3 0 . enter	
CTRL + S: F1: F5: CTRL + R: ALT + F4:	Xscreen Help Resync Remote selection (associate menu)		



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