User's Manual

Version 1.0 - January 2012

Xscreen.

Complementary Software-based Interface
for Hardware Remote Controllers

EVS

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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:

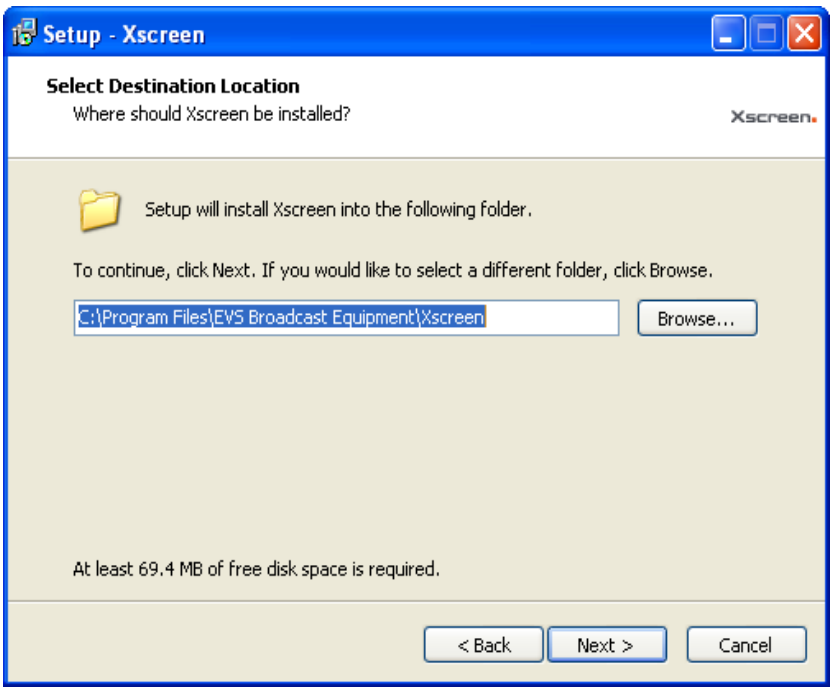
- 150 – Xscreen
- 10 – Base Package

3.3 INSTALLATION

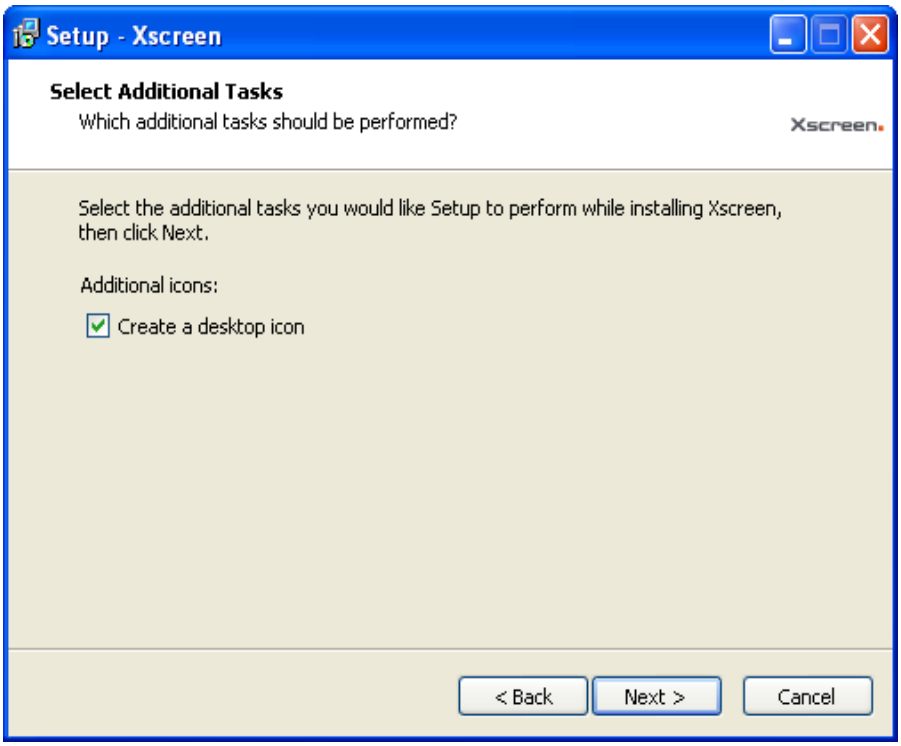
To install Xscreen, proceed as follows:

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

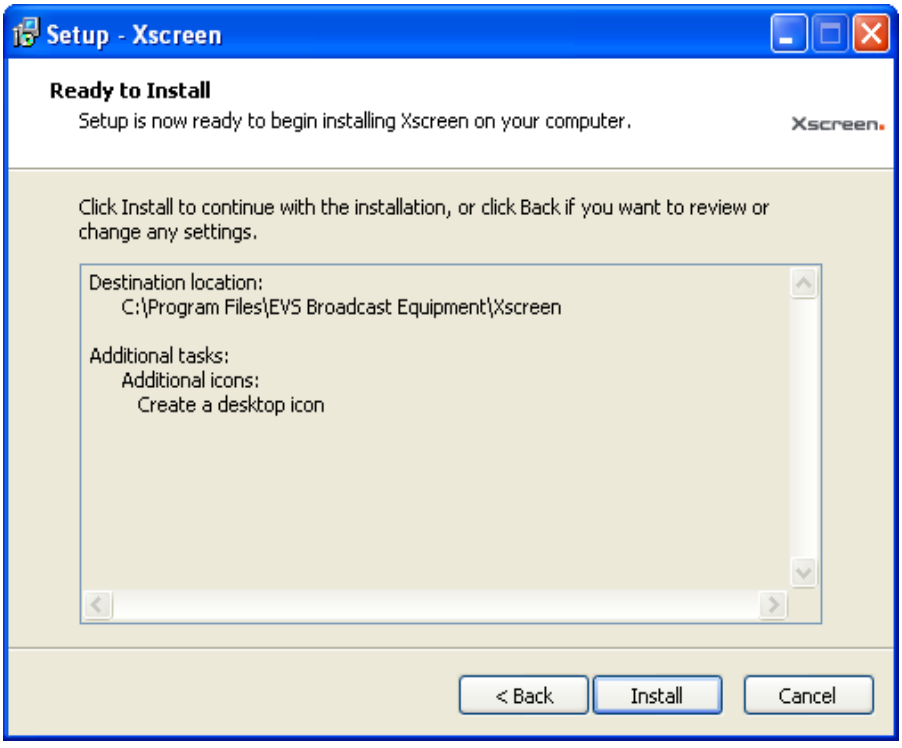
2. Click Next.



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



4. Click Next.

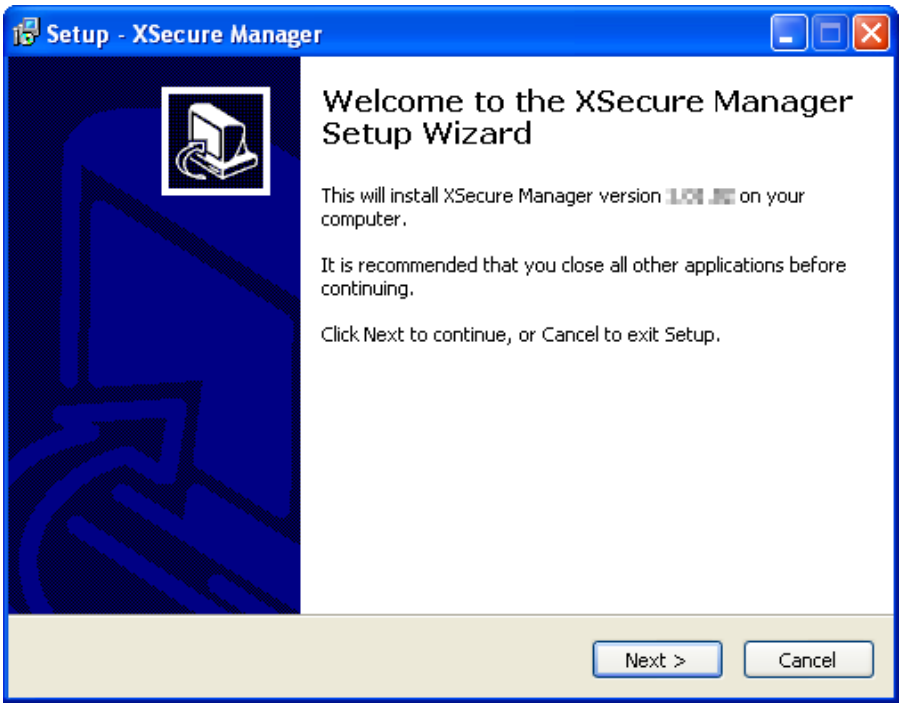


5. Click Install.

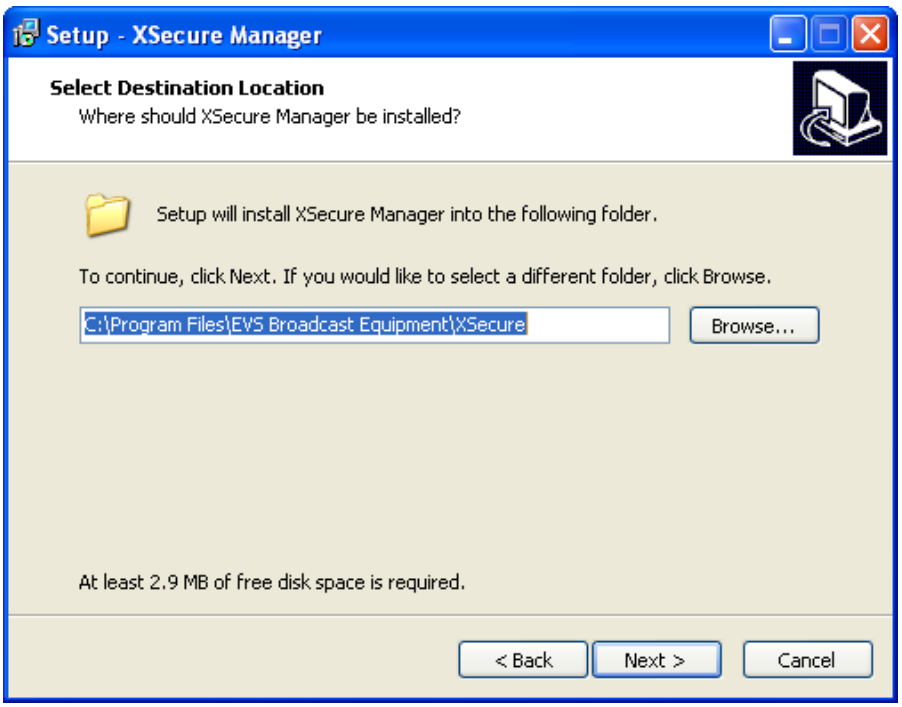
   Xscreen is being installed.

6. Then Microsoft .NET Framework 4 is installed if it is not yet the case.

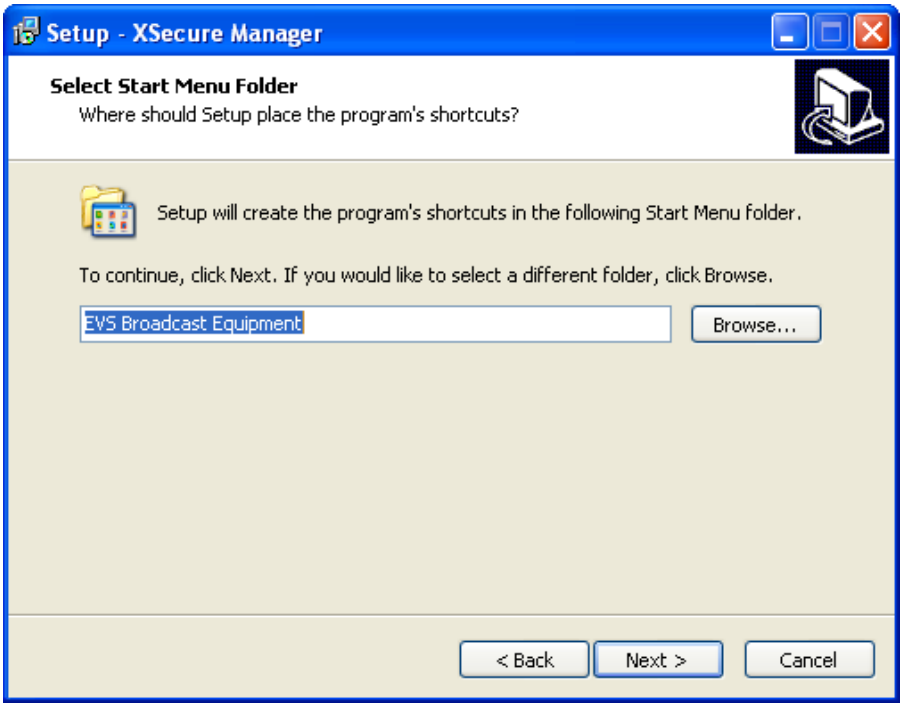
7. Then, the XSecure Manager Setup Wizard opens:



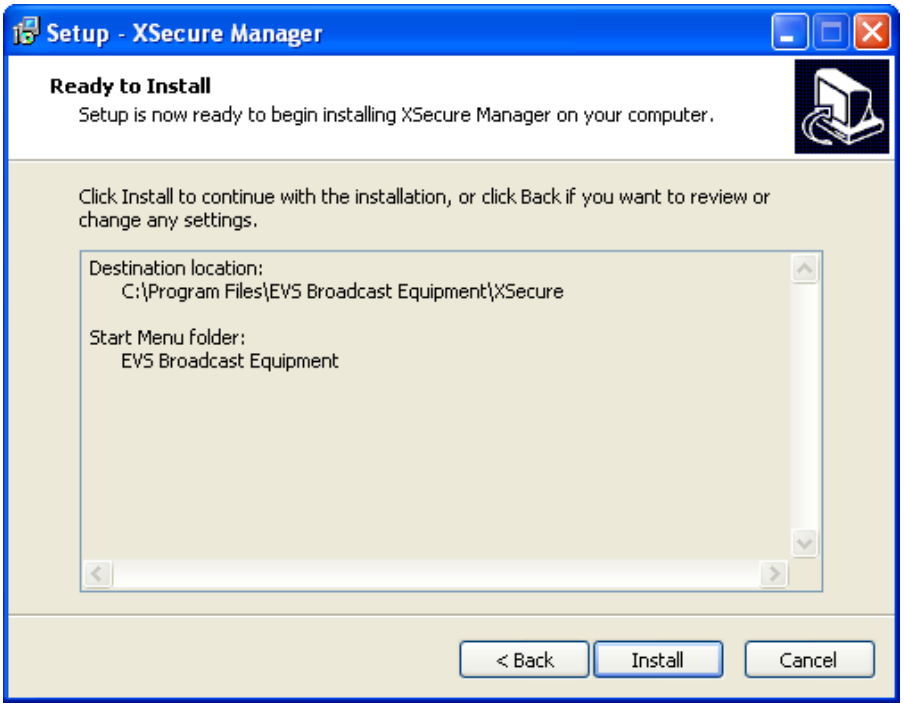
8. Click Next.



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

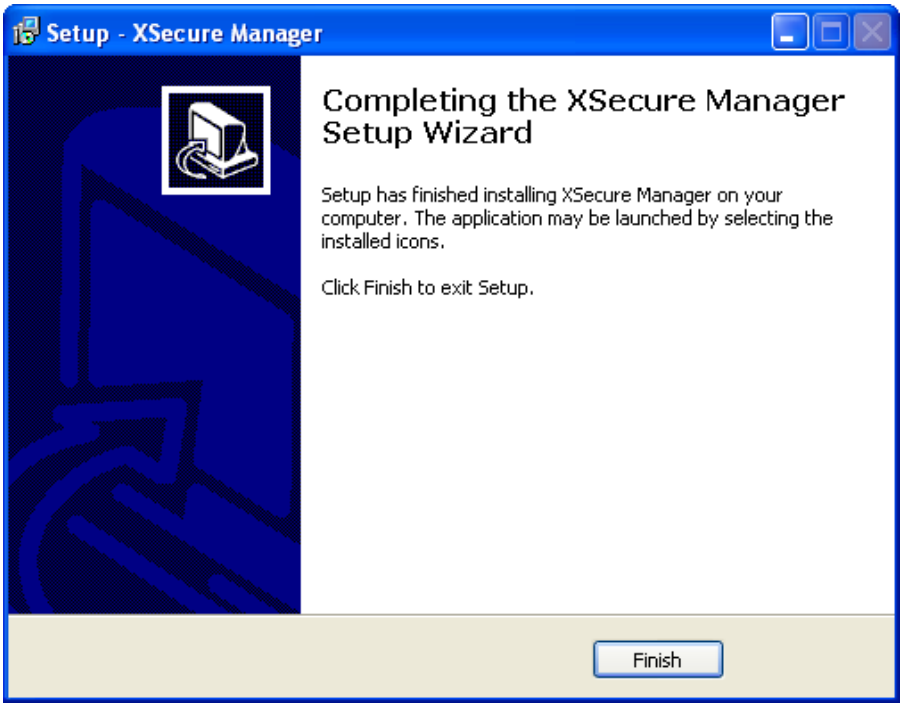


10. Click Next.



11. Click **Install**.

    XSecure is being installed.



12. Click **Finish**.

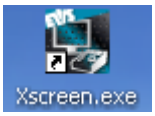
    The Xscreen software installation is successfully completed.

13. Click **Finish**.

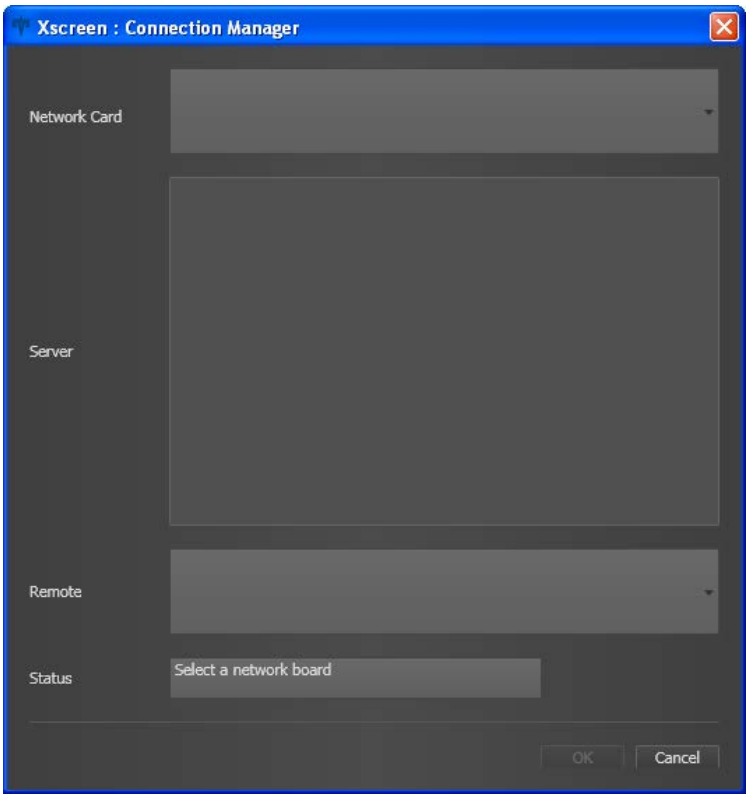
4. Start up

4.1 REMOTE CONNECTION PROCESS

To connect a remote to Xscreen, proceed as follows:

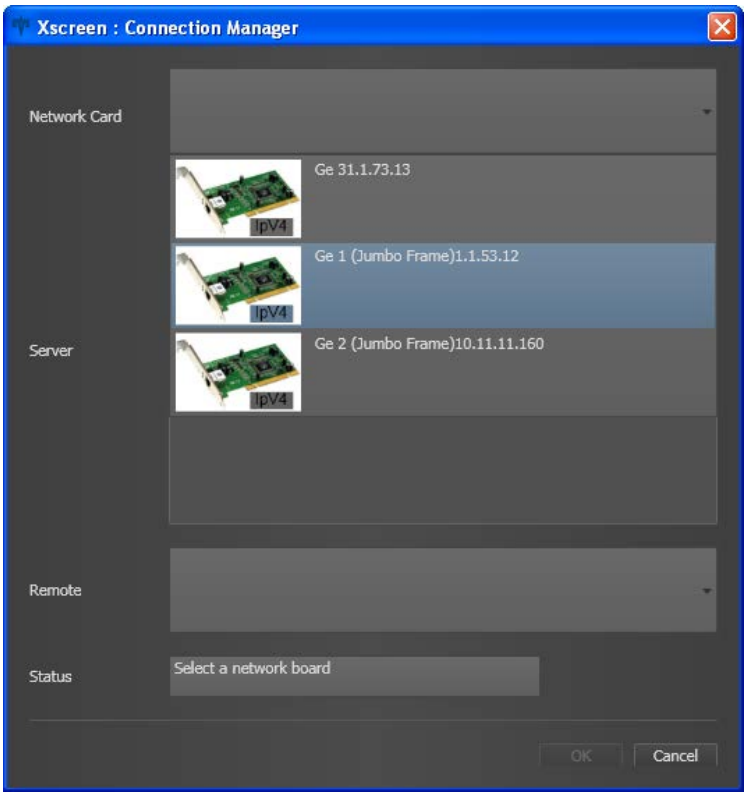
1. Double-click the Xscreen.exe icon 

   The Connection Manager window opens:



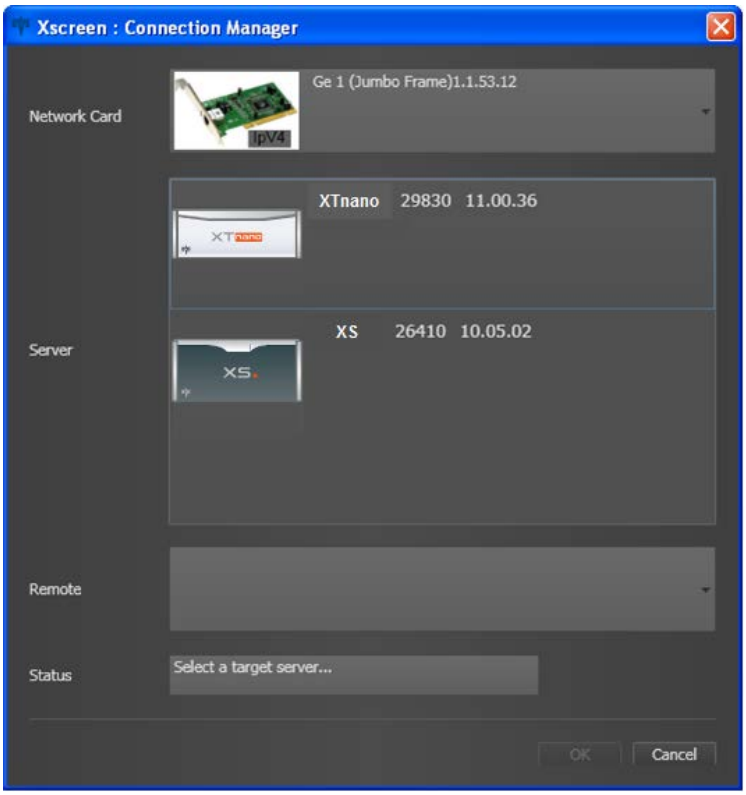
2. Click the arrow next to the Network Card field.

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



3. Select one of the cards.

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



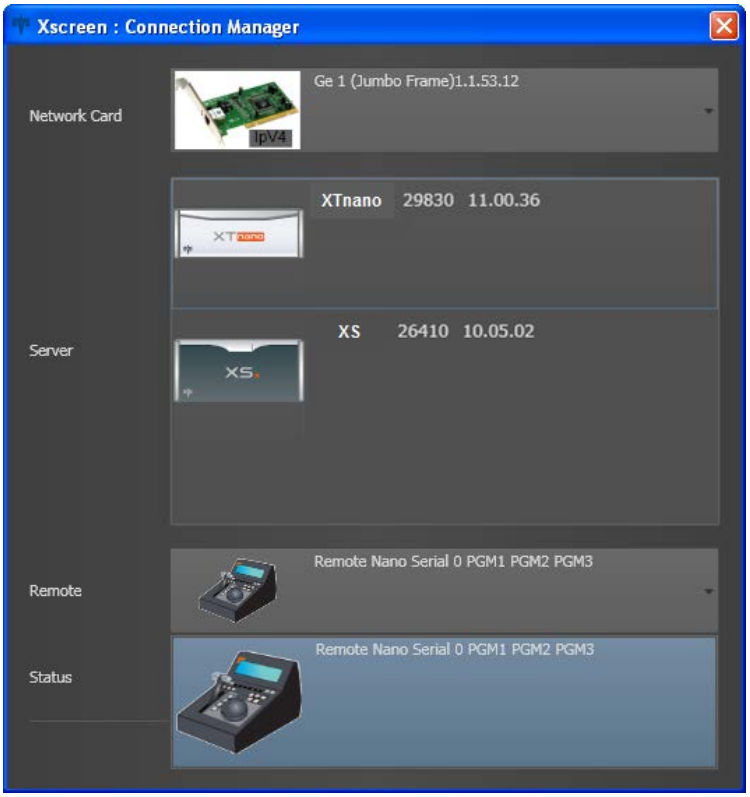
Note

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 **Remote** field.

5. Select a remote.



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:

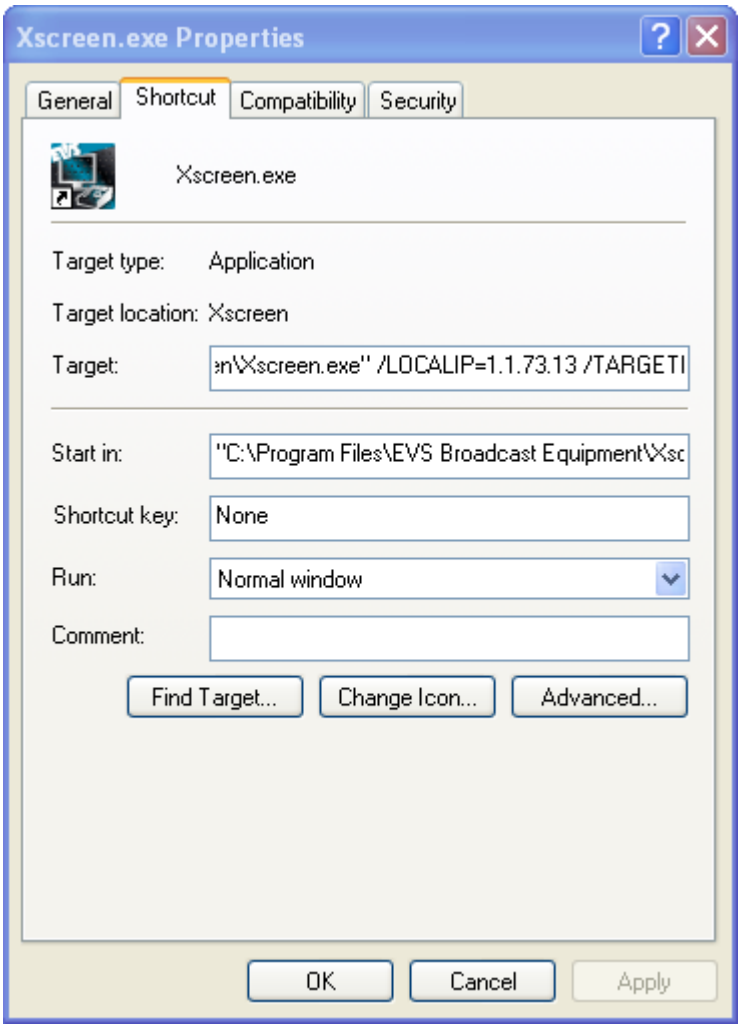
- LinXApi.dll: must not be deleted
- msvcr100.dll: must not be deleted
- app.config: contains the user preference settings.

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:



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

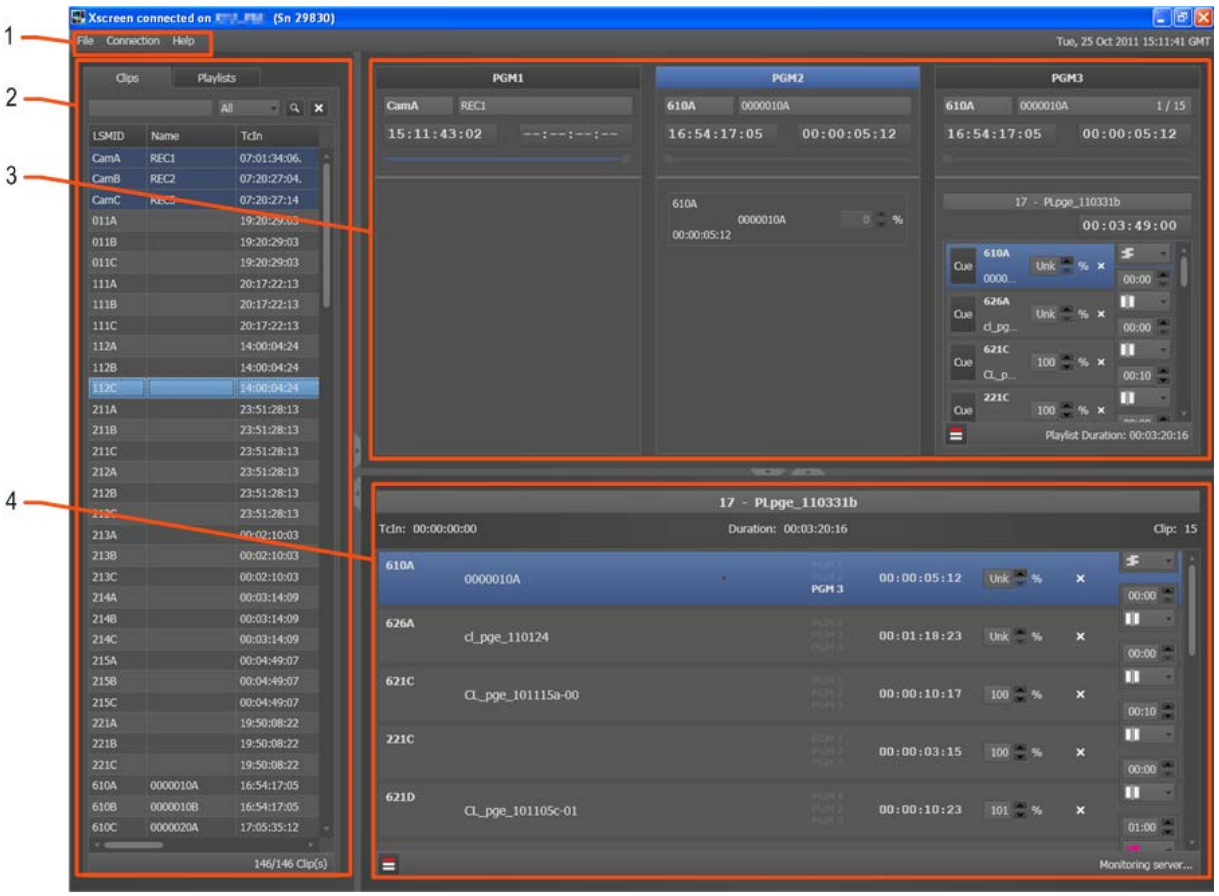
5.1 USER INTERFACE OVERVIEW

5.1.1 OPENING OF XSCREEN

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

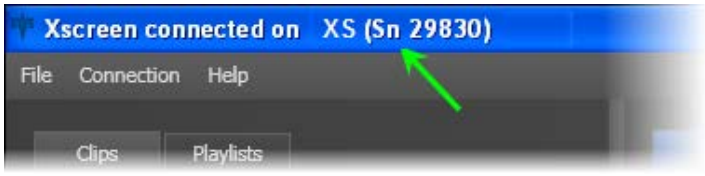
5.1.2 XSCREEN WINDOW OUTLINE

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:



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:

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

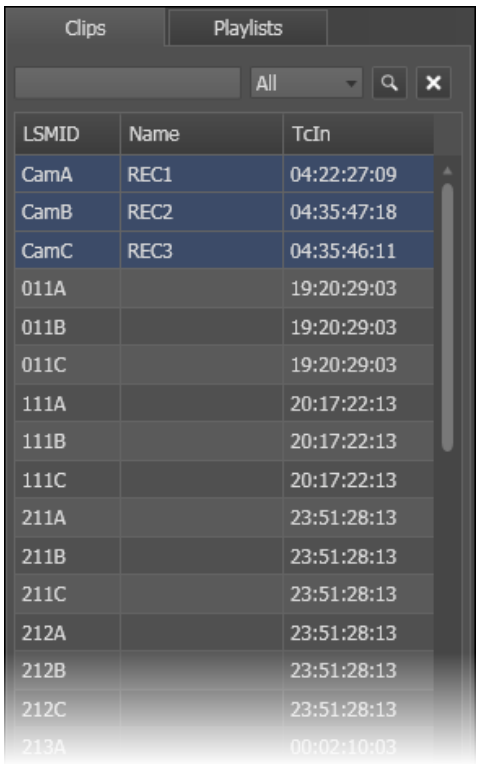
5.3 SERVER DATABASE ELEMENTS GRID

5.3.1 INTRODUCTION

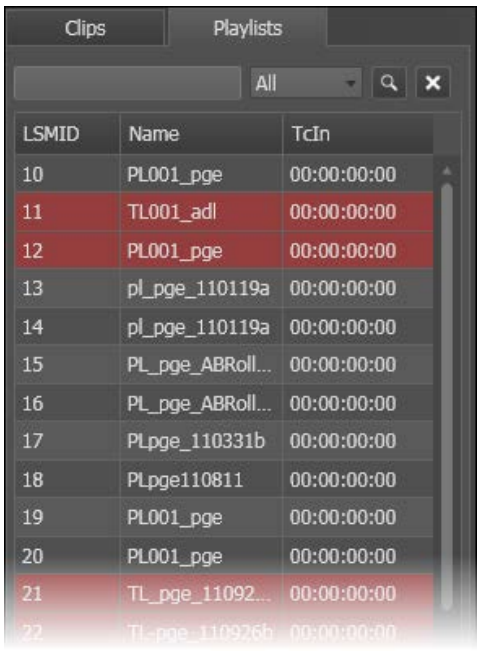
This area displays the content of the server database in the form of a grid. Items are listed in rows with their associated metadata presented in columns.

Two separate tabs divide the database items:

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



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



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.
CamC	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'.

5.3.3 MOVING INSIDE THE ELEMENTS GRID

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

Key	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.

Key	Action / Behavior
Ctrl + F1 to F10	Select the clip or playlist page (from 1 to 10) displayed in the Database Elements grid.

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:

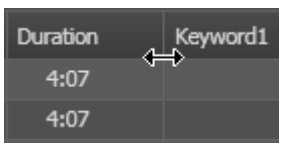
LSMID	Name	TcIn	Duration
610A	0000010A	16:54:17:05	5:12
610B	0000010B	16:54:17:05	5:12
610C	0000020A	17:05:35:12	5:07
610D	0000020B	17:05:35:12	5:07
611B	0000030A	16:22:11:17	4:21

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.



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**

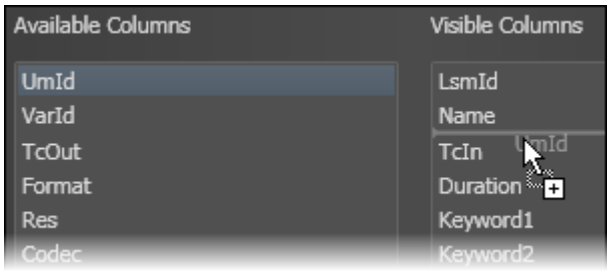
   The Field Selector window opens and shows the list of available columns and the list of visible columns, in the current order.

3. Select columns in one of the following ways:

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

   or

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



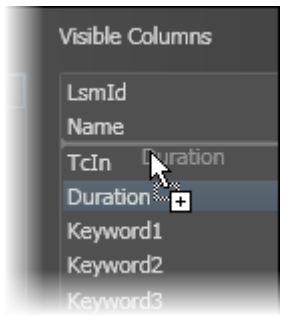
4. Click **OK**.

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:

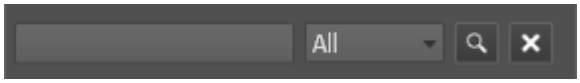
- From within the Visible Columns list of the Field Selector window, drag a column heading and drop it at the desired position:



5.3.5 SEARCHING FOR MEDIA

QUICK TEXT SEARCH TOOL

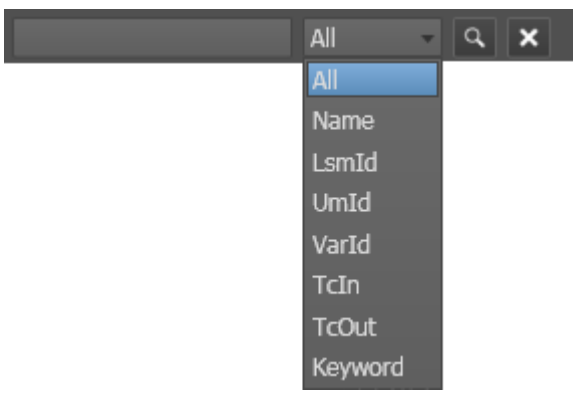
When the database contains large amounts of data, it may become difficult to find a specific element. A Quick Text Search tool offers a way to speed up your search. It is always available on the top of the Elements grid of both tabs.



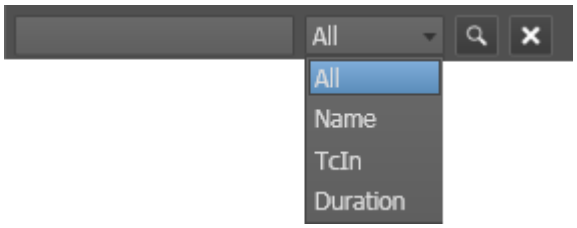
The Quick Text Search field, on the left, allows to enter a string to search for.

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:



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 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.

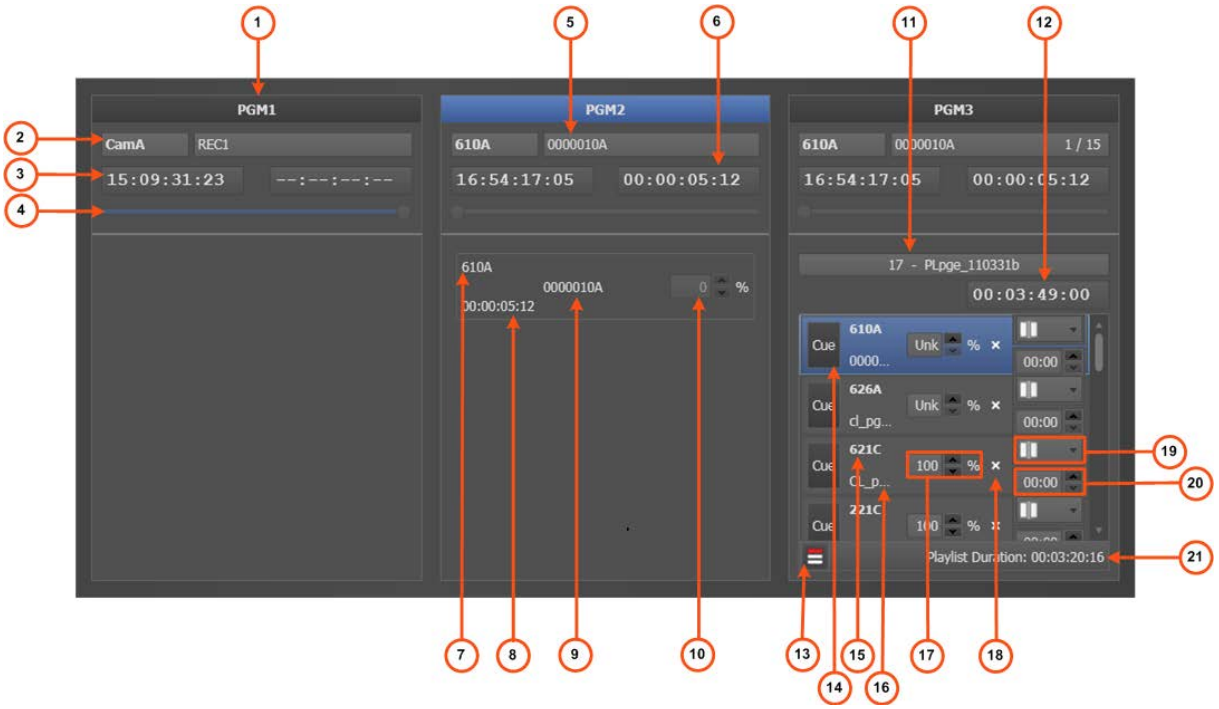
5.4 CHANNELS PANE

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	
1.	Player channel name. When the remote device controls a player channel, the player name line is highlighted in blue.
2.	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: --:--:--:--
Loaded Clip Area	
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

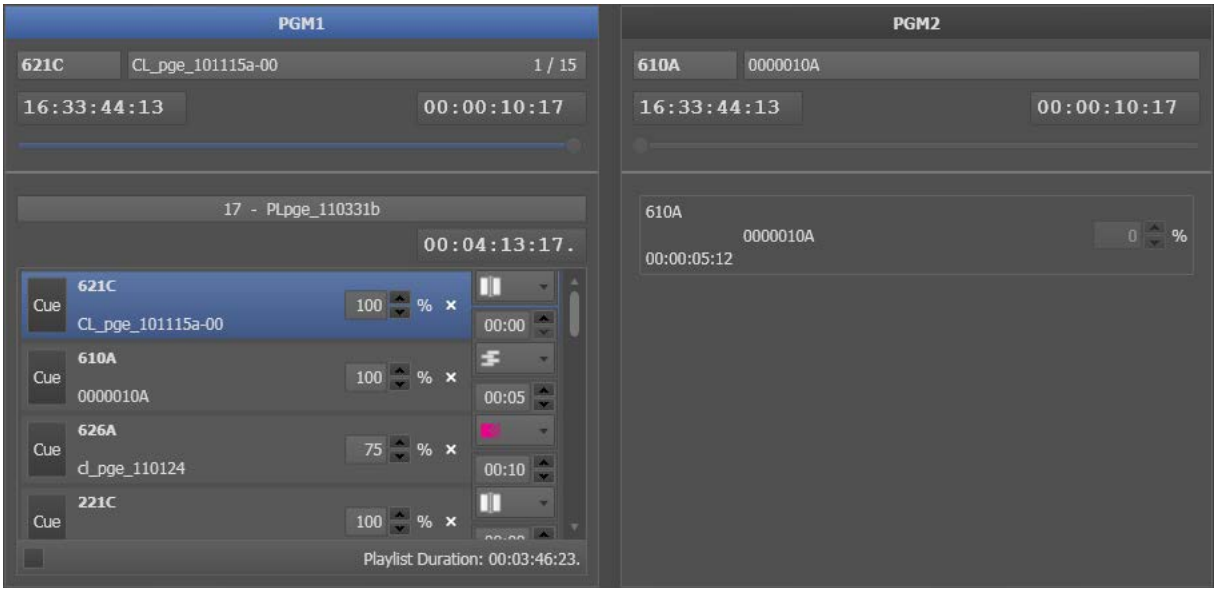
5.4.2 SERVER PLAYBACK MODES

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

1PGM/PRV MODE:

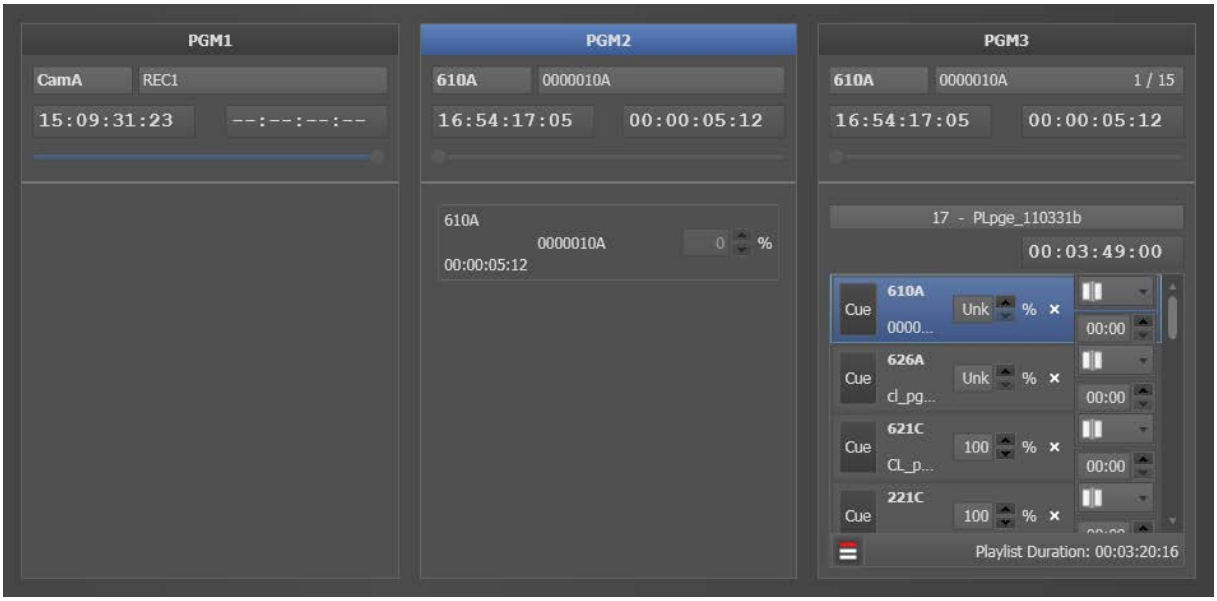
At least 2 player channels must be available to run this configuration. One channel is used to play the media (PGM) and the other one is used to preview the media to be played next (PRV).

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.

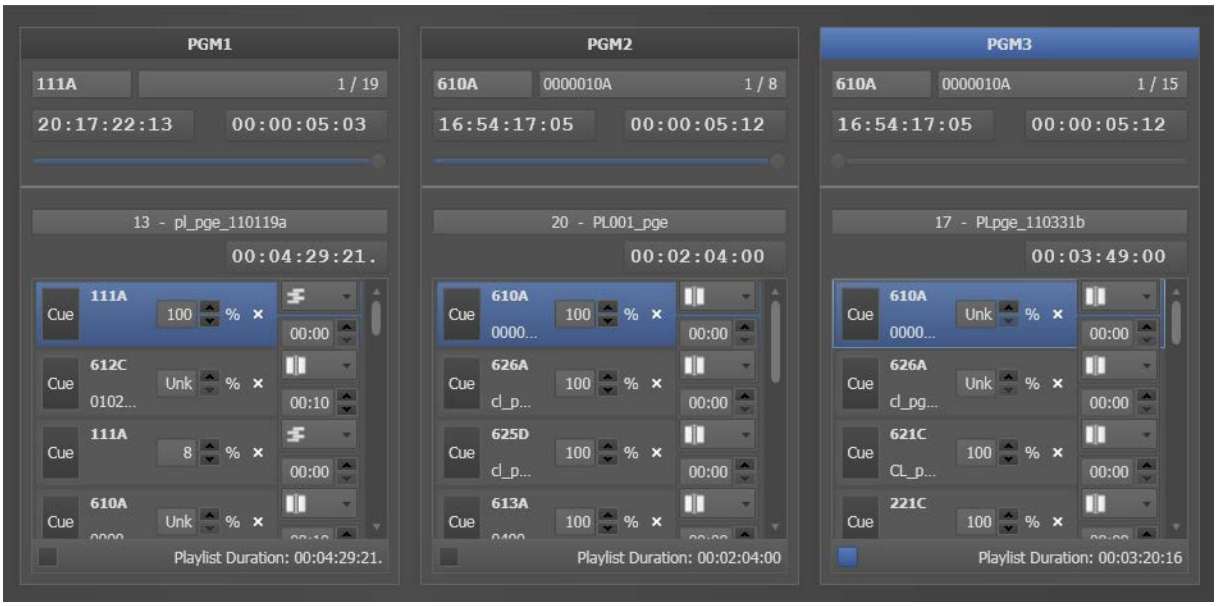


MULTI PGM MODE: 1, 2 OR 3

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



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).



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.

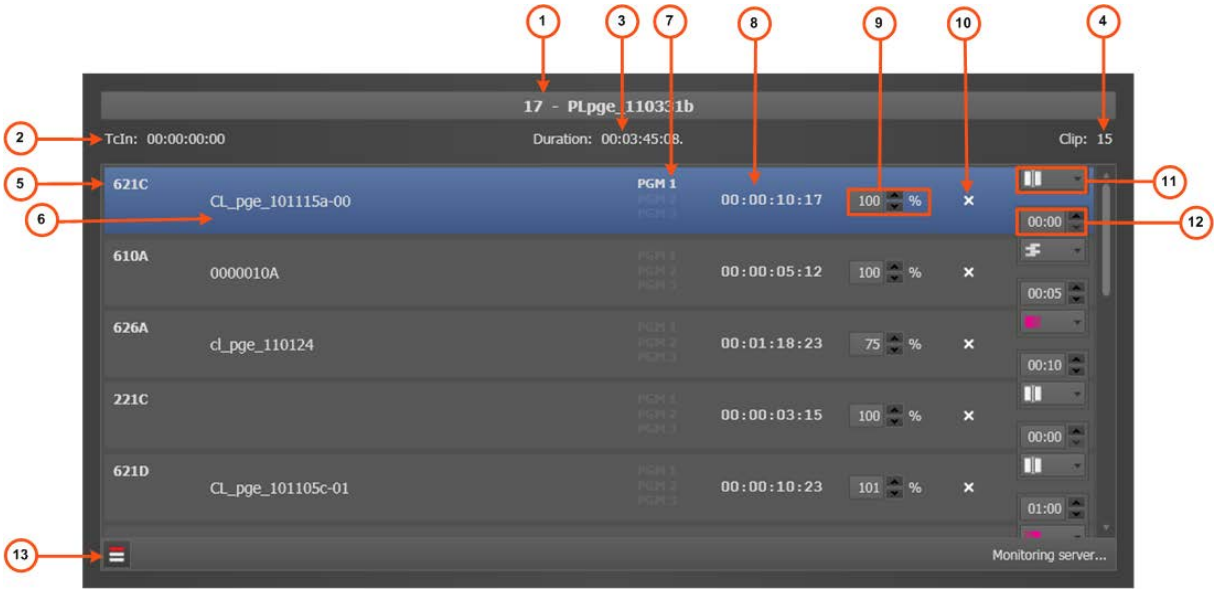
  A current playlist will be displayed in the Current Playlist pane but not in the Channels pane.

- 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:



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

3.	Total playlist duration
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.

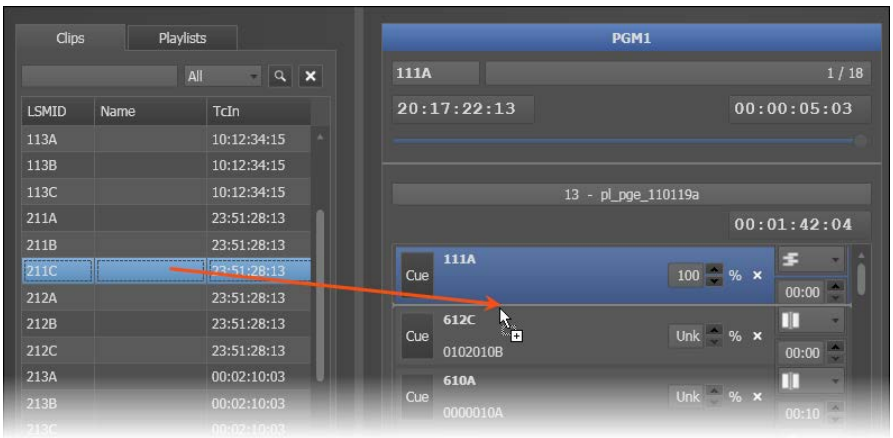
HOW TO INSERT A CLIP INTO A PLAYLIST

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 from the Database Elements grid, 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.



OR

Press the Ctrl + 0 keys to append the selected clip at the end of the current playlist.

From the Current Playlist Pane

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

1. Load a playlist on a player channel.

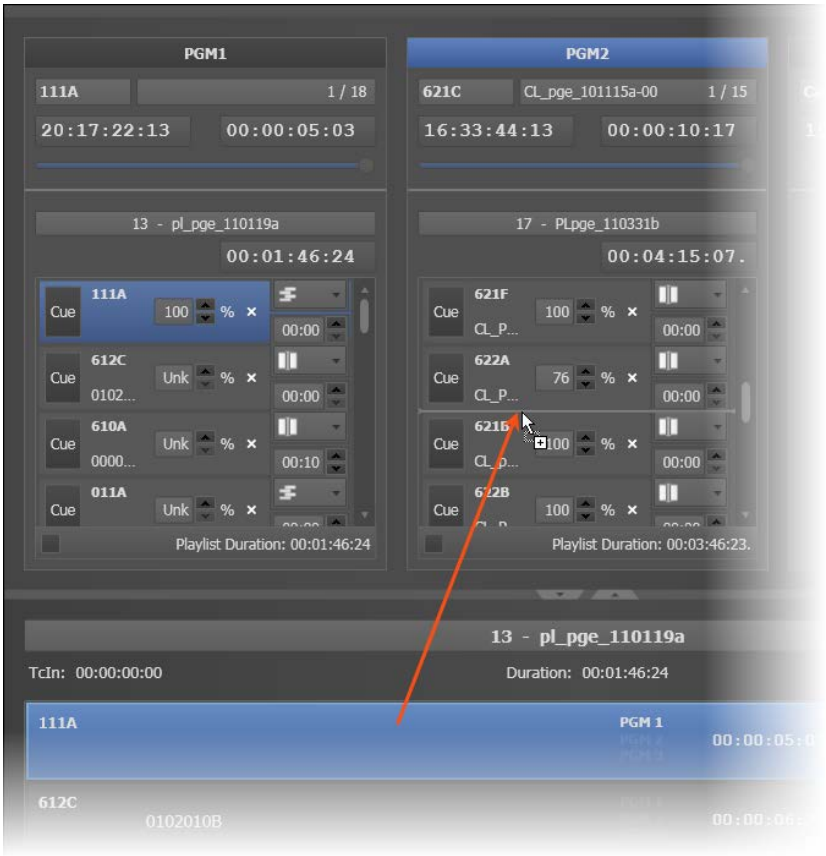
   It appears in the Channels pane.

2. Made another playlist current.

   It appears in the Current Playlist pane.

3. Select a playlist element in the Current Playlist pane.

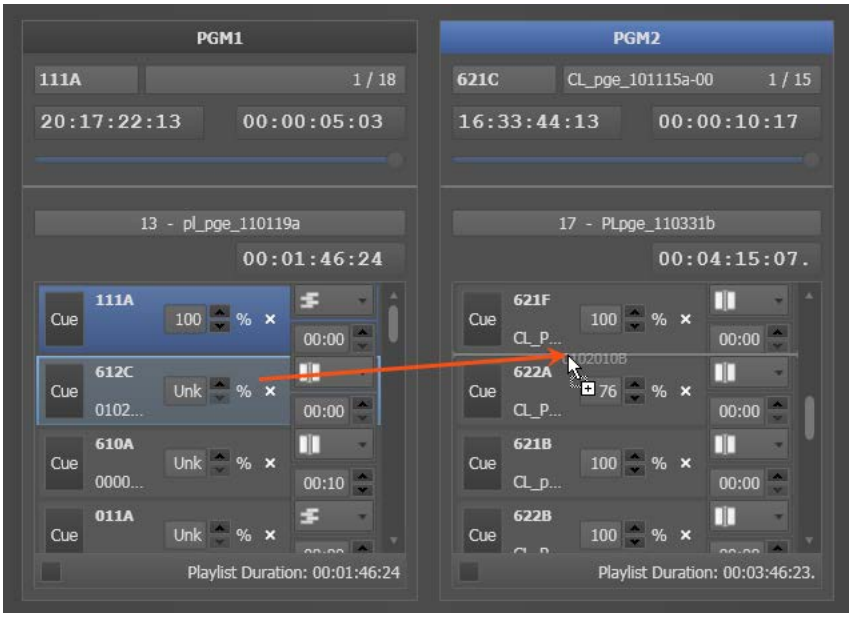
4. Drag it to the required position inside the playlist in the Channels pane.



From the Channels Pane

To add a clip from a playlist loaded on a player channel in the Channels pane 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.



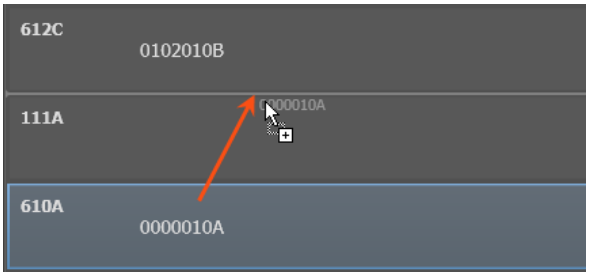
How to Remove a Playlist Element

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-and-drop operation. This can be done in the Current Playlist pane or in the Channels pane if the playlist is loaded on a channel.



5.6.2 CHANGING METADATA

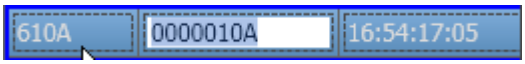
HOW TO MODIFY CLIP OR PLAYLIST METADATA

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 

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 speed of a playlist element, proceed in one of the following ways:

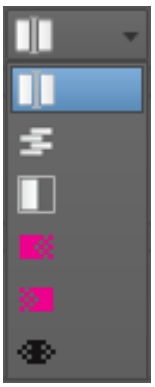
- Double-click the **Speed** field of the playlist element and enter a new value

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

How to Modify Transition Effect Type

To modify the transition effect type 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



Cut

Mix

Wipe

Fade from ...

Fade to ...

V Fade

How to Modify Transition Effect Duration

To modify the transition effect duration 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

- 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:

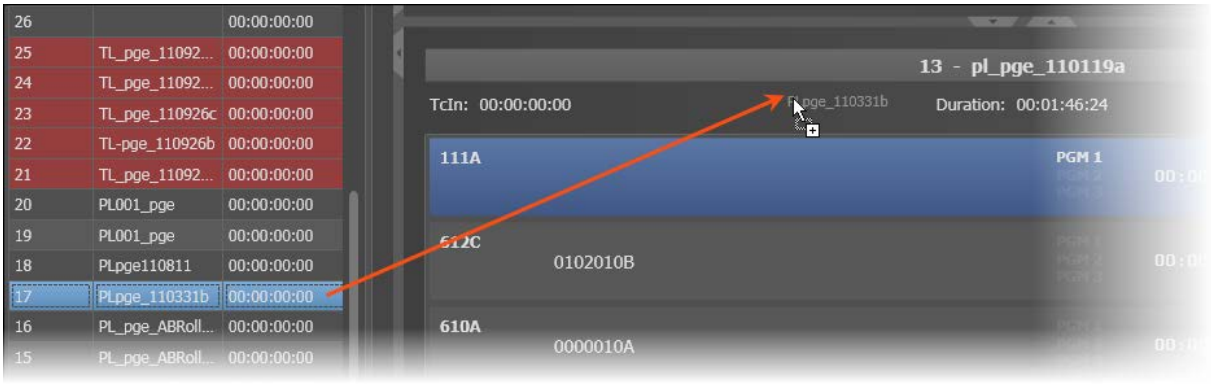
1. Select a playlist in the Playlists tab of the Elements grid
2. Drag it to the header of the Current Playlist pane

   OR

   Press the

   +

   keys.

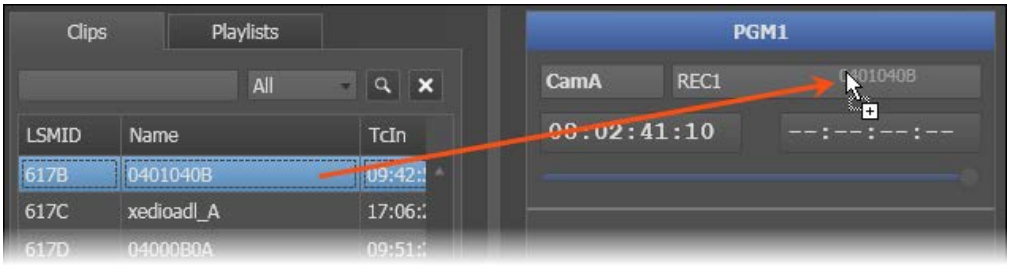


5.6.4 LOADING MEDIA

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:

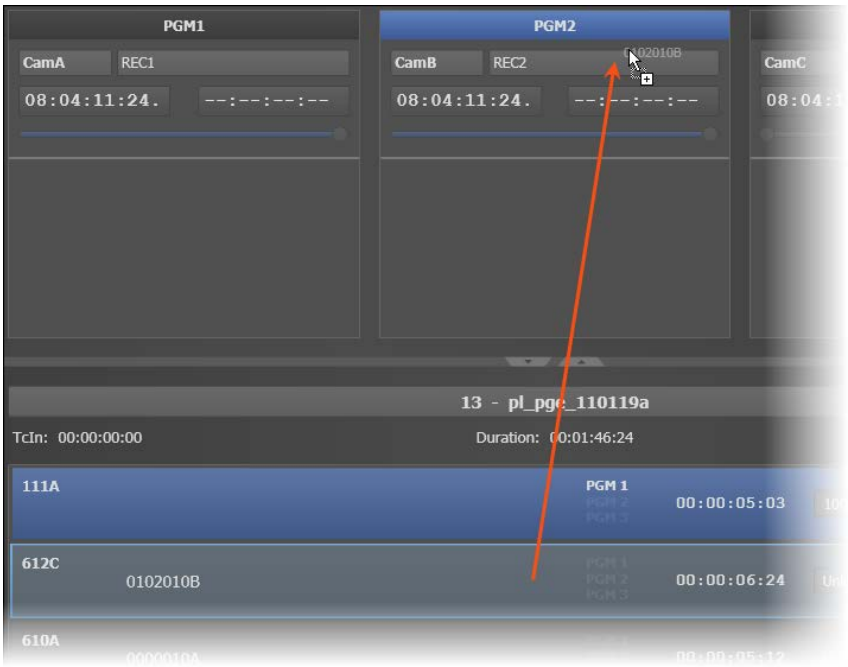
- From the Clips tab of the Elements grid



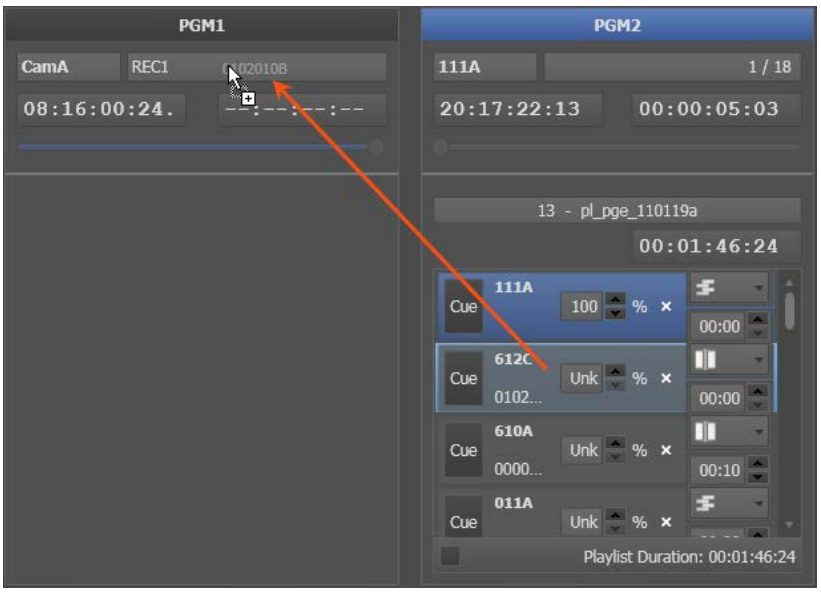
Note

This operation can also be performed by pressing the Ctrl key together with the !1, @2 or #3 key to load the clip on the PGM1, PGM2 or PGM3 respectively.

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



- 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.



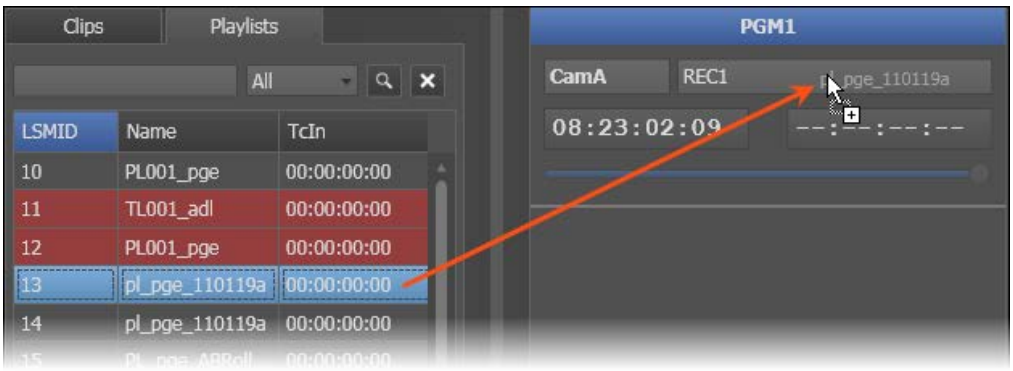
LOADING A PLAYLIST

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

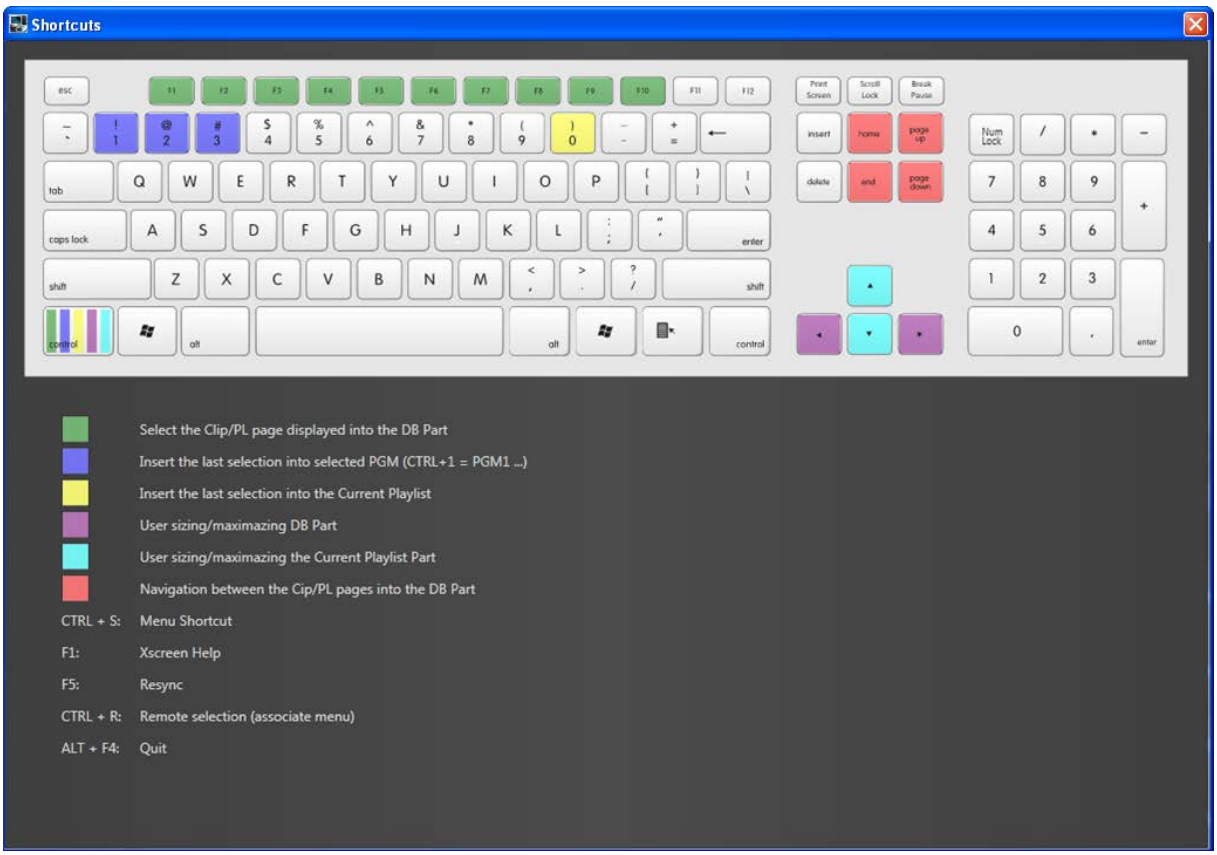


- by pressing the Ctrl key together with the !1, @2 or #3 key to load the clip on the PGM1, PGM2 or PGM3 respectively, if this is allowed by the selected mode.

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 option **Help > Keyboard Shortcuts** or by pressing the

keys.



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