

Morpheus UX

Reconfigurable User Interface for Morpheus Playout Automation and ICE Channel-in-a-Box Systems



The flexible, new approach to playout automation.

Introducing the completely reconfigurable user interface available for Morpheus playout automation and ICE channel-in-a-box systems from Grass Valley, a Belden brand.

Morpheus UX delivers tremendous benefits by allowing operators to build precisely the type of user interface they need. In this way, operators can focus on events of significance — such as live events, or events with errors — rather than using up large amounts of screen space with “green” events that are guaranteed to go to air. Morpheus UX provides the tools to build user-defined panels, exactly appropriate for differing styles of playout operation and to build screens made of as many of these panels as needed.

Now the only limit is your imagination!

Benefits

- By tailoring the UI to specific needs, operations can be made more efficient and cost-effective
- The cost of ownership for client seats is reduced
- Morpheus UX further enhances data center deployments and ensures operations can be located literally anywhere to further reduce OpEx costs
- The incredible editing tools offer a wide range of intuitive and context relevant functions to enable quick and easy screen development

Available options include:

List views:

- Toolbar buttons – for list navigation, status
- Widgets – for column fields and status
- RuleSets – to define UI behaviours

Control panels:

- Buttons – x15 control types and tallies

Examples (a small selection of the toolbars, widgets and buttons includes):

- Channel selector
- Status report
- Alarms
- Clock
- Countdowns
- Manual intervention panels
- Message banners
- Navigation
- Property Setting
- RuleSets – colors, UI responses
- System heartbeat



Dual browser sessions that are linked to allow dual screens to be used as though it is a single screen.

Build user-defined panels, appropriate for specific playout operations

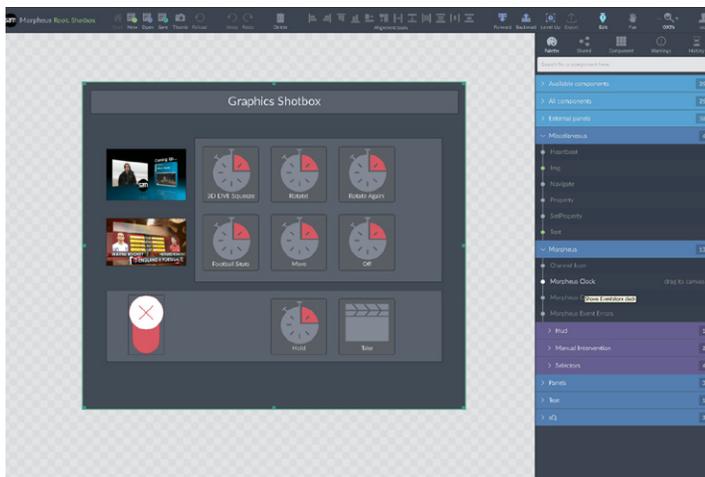
User-Configurable Panel Types

- For example, you may want a panel that just shows your upcoming live events
- Or create a screen for a supervisor who can see the next four events across 10 premium channels
- Plus add emergency control buttons to advance or pause the playlist for each of those 10 channels
- For live interaction, a complete master control mixer can be built with program bus cuts, DSK and DVE control. Of course it is fully interactive with the running playlist ensuring everything is contained in the automation as-run
- For further enhancement of live operations, why not build a “shotbox” of graphics events to put to air immediately during live events?
- And of course, there is nothing at all stopping you building a traditional, fully featured list view with secondary events, event status and multiple count-down timers
- An extra benefit that this platform brings to operations is the ability to aggregate the control and monitoring of channels that have been split across multiple automation systems. This improves operational responsiveness when controlling remote disaster recovery systems

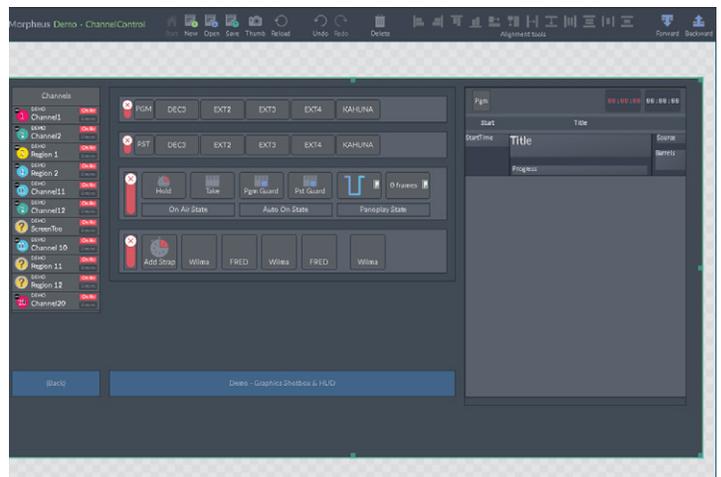
Edit Mode

The true power of Morpheus UX is the edit mode. We make life easy for the screen designer by providing the tools they need. This includes context relevant options that are presented to the user building the panels. For example when you are building a master control panel, the Available Components section will only show you widgets appropriate for this type of panel. This provides clarity for the operator and accelerates the completion of the panel.

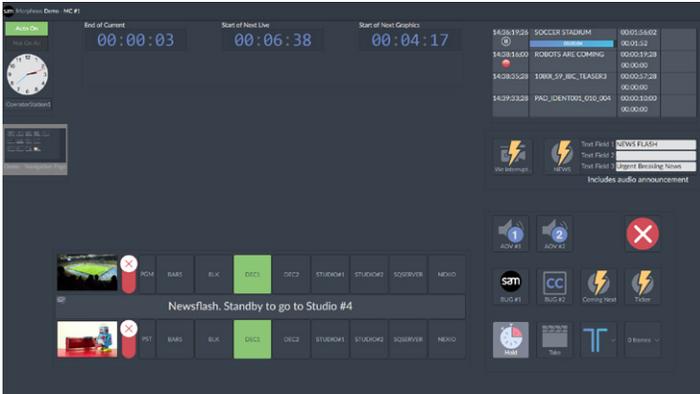
Many of us have experienced design tools that frustrate with their inability to align and distribute items on a screen. Grass Valley’s tools are designed to avoid these frustrations. Simple icon controls allow easy arranging and scaling of elements in a layout. The snap-to grid functions can be set individually for different types of panel and widget, but can still be very simply overruled with a single button press allowing micro adjustments where necessary. The end result is an interface that is easy to operate by the end user without the designer needing to be a design expert.



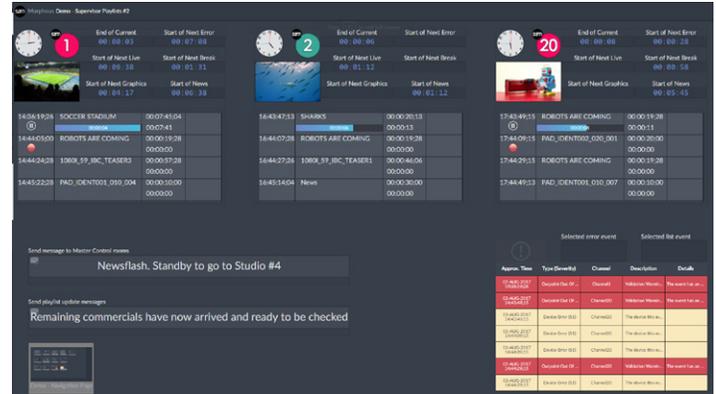
A graphics shotbox being built in edit mode.



A master control panel being built in edit mode.



Dedicated master control panel with secondary event control and mini playlist view



Priority channel oversight for a supervisor. Shows essential countdowns and errors. Plus provides communication banners to be posted to operators.

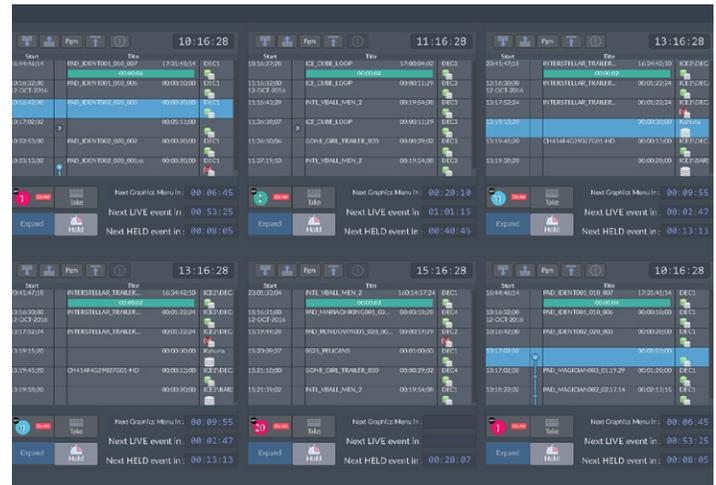
SPECIFICATIONS

Requirements

One of the major benefits of a web-based approach to user interfaces is the low processing requirement needed for the client terminals.

This allows Grass Valley to help our customers by reducing the cost of ownership for client machines. Provided a suitable HTML5 browser is up to date and running well, there should be no problem running this on any recent PC. Grass Valley validates against the latest version of Google Chrome.

Depending on the scale of the system, a separate web server may be needed from your Morpheus Playout Automation system. Grass Valley can advise on this when we discuss your needs.



Multichannel view.



WWW.GRASSVALLEY.COM

Join the Conversation at [GrassValleyLive](#) on Facebook, Twitter, YouTube and [Grass Valley - A Belden Brand](#) on LinkedIn.



www.grassvalley.com/blog

GVB-1-0708A-EN-DS

Belden, Belden Sending All The Right Signals, and the Belden logo are trademarks or registered trademarks of Belden Inc. or its affiliated companies in the United States and other jurisdictions. Grass Valley products listed above are trademarks or registered trademarks of Belden Inc., GVB Holdings S.A.R.L. or Grass Valley Canada. Belden Inc., GVB Holdings S.A.R.L., Grass Valley Canada and other parties may also have trademark rights in other terms used herein.

Copyright © 2018 Grass Valley Canada. All rights reserved. Specifications subject to change without notice.