

Aurora Playout

PLAYBACK CONTROL SYSTEM

User Guide

SOFTWARE VERSION 6.1

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Grass Valley Product Support

To get technical assistance, check on the status of a question, or to report new issue, contact Grass Valley Product Support via e-mail, the Web, or by phone or fax. Contact Grass Valley first regarding problems with third party software on Grass Valley products, such as the Microsoft® Windows® operating system, Windows Media® player, Internet Explorer® internet browser, and SQL Server™.

Web Technical Support

To access support information on the Web, visit the product support Web page on the Grass Valley Web site. You can download software or find solutions to problems by searching our Frequently Asked Questions (FAQ) database.

World Wide Web: <http://www.thomsongrassvalley.com/support/>

Technical Support E-mail Address: gvgtechsupport@thomson.net.

Phone Support

Use the following information to contact product support by phone during business hours. Afterhours phone support is available for warranty and contract customers.

International (France)	+800 80 80 20 20 +33 1 48 25 20 20	Italy	+39 02 24 13 16 01 +39 06 87 20 35 42
International (United States, Canada)	+1 800 547 8949 +1 530 478 4148	Belarus, Russia, Tadzikistan, Ukraine, Uzbekistan	+7 095 258 09 20 +33 (0) 2 334 90 30
Hong Kong, Taiwan, Korea, Macau	+852 2531 3058	Indian Subcontinent	+91 11 515 282 502 +91 11 515 282 504
Australia, New Zealand	+61 1300 721 495	Germany, Austria, Eastern Europe	+49 6150 104 444
Central, South America	+55 11 5509 3440	Near East, Africa	+33 1 48 25 20 20
China	+861 066 0159 450	Netherlands	+31 (0) 35 62 38 421
Belgium	+32 (0) 2 334 90 30	Northern Europe	+45 45 96 88 70
Japan	+81 3 5484 6868	Singapore	+65 6379 1313
Malaysia	+603 7805 3884	Spain	+41 487 80 02
Middle East	+971 4 299 64 40	UK, Ireland, Israel	+44 118 923 0499

Authorized Support Representative

A local authorized support representative may be available in your country. To locate the support representative for your country, visit the product support Web page on the Grass Valley Web site.

Safety Summaries

General Safety Summary

Review the following safety precautions to avoid injury and prevent damage to this product or any products connected to it.

Only qualified personnel should perform service procedures.

While using this product, you may need to access other parts of the system. Read the *General Safety Summary* in other system manuals for warnings and cautions related to operating the system.

Review all system operator manuals, including manuals in electronic format on the system hard drive.

Injury Precautions

Use Proper Power Cord	To avoid fire hazard, use only the power cord specified for this product.
Ground the Product	This product is grounded through the grounding conductor of the power cord. To avoid electric shock, the grounding conductor must be connected to earth ground. Before making connections to the input or output terminals of the product, ensure that the product is properly grounded.
Do Not Operate Without Covers	To avoid electric shock or fire hazard, do not operate this product with covers or panels removed.
Do Not Operate in Wet/Damp Conditions	To avoid electric shock, do not operate this product in wet or damp conditions.
Do Not Operate in an Explosive Atmosphere	To avoid injury or fire hazard, do not operate this product in an explosive atmosphere.
Avoid Exposed Circuitry	To avoid injury, remove jewelry such as rings, watches, and other metallic objects. Do not touch exposed connections and components when power is present.

Product Damage Precautions

Use Proper Power Source	Do not operate this product from a power source that applies more than the voltage specified.
Provide Proper Ventilation	To prevent product overheating, provide proper ventilation.
Do Not Operate With Suspected Failures	If you suspect there is damage to this product, have it inspected by qualified service personnel.

Battery Replacement

To avoid damage, replace only with the same or equivalent type recommended by the circuit board manufacturer. Dispose of used battery according to the circuit board manufacturer's instructions.

Safety Terms and Symbols

Terms in This Manual

These terms may appear in this and other product manuals:



WARNING: Warning statements identify conditions or practices that can result in personal injury or loss of life.



CAUTION: Caution statements identify conditions or practices that can result in damage to the equipment or other property.

Terms on the Product

These terms may appear on the product:

DANGER indicates a personal injury hazard immediately accessible as one reads the marking.

WARNING indicates a personal injury hazard not immediately accessible as you read the marking.

CAUTION indicates a hazard to property including the product.

Symbols on the Product



The following symbols may appear on the product:

DANGER high voltage



Protective ground (earth) terminal



ATTENTION – refer to manual

Service Safety Summary

Do Not Service Alone

Do not perform internal service or adjustment of this product unless another person capable of rendering first aid and resuscitation is present.

No Power Switch

To avoid electric shock, disconnect the main power by means of the power cord. The power cord is the main power disconnect. Ensure that the power cord is easily accessible at the rear of the product or at the power receptacle.

Use Care When Servicing With Power On

Dangerous voltages or currents may exist in this product. Disconnect power and remove battery (if applicable) before removing protective panels, soldering, or replacing components.

To avoid electric shock, do not touch exposed connections.

Certifications and Compliances

Canadian Certified Power Cords

Canadian approval includes the products and power cords appropriate for use in the North America power network. All other power cords supplied are approved for the country of use.

FCC Emission Control

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense. Changes or modifications not expressly approved by Grass Valley can affect emission compliance and could void the user's authority to operate this equipment.

Canadian EMC Notice of Compliance

This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.

**Canadian Certified
AC Adapter**

Canadian approval includes the AC adapters appropriate for use in the North America power network. All other AC adapters supplied are approved for the country of use.

**EN55022 Class A
Warning**

For products that comply with Class A. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

Laser Compliance

**Laser Safety
Requirements**

The device used in this product is a Class 1 certified laser product. Operating this product outside specifications or altering its original design may result in hazardous radiation exposure, and may be considered an act of modifying or new manufacturing of a laser product under U.S. regulations contained in 21CFR Chapter 1, subchapter J or CENELEC regulations in HD 482 S1. People performing such an act are required by law to recertify and reidentify this product in accordance with provisions of 21CFR subchapter J for distribution within the U.S.A., and in accordance with CENELEC HD 482 S1 for distribution within countries using the IEC 825 standard.

Laser Safety

Laser safety in the United States is regulated by the Center for Devices and Radiological Health (CDRH). The laser safety regulations are published in the “Laser Product Performance Standard,” Code of Federal Regulation (CFR), Title 21, Subchapter J.

The International Electrotechnical Commission (IEC) Standard 825, “Radiation of Laser Products, Equipment Classification, Requirements and User’s Guide,” governs laser products outside the United States. Europe and member nations of the European Free Trade Association fall under the jurisdiction of the Comité Européen de Normalization Electrotechnique (CENELEC).

**FCC Emission
Limits**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesirable operation.

Certification

Category	Standard
Safety	Designed/tested for compliance with: ANSI/UL60950-2000 - Safety of Information Technology Equipment IEC 60950 - Safety of Information Technology Equipment (3rd edition, 1999) CAN/CSA C22.2, No. 60950-00 - Safety of Information Technology Equipment EN60950:2000 - Safety of Information Technology Equipment (3rd edition)

Environmental Criteria

The following table lists the environmental criteria for Aurora Playout.

Characteristics	Description
Operating Temperature	<i>Requirement:</i> 10° to 40°C
Storage Temperature	<i>Requirement:</i> -40° to 65°C
Operating Altitude	<i>Requirement:</i> To 10,000 feet <i>Supplemental Data:</i> IEC 60950 compliant to 2000 meters
Storage Altitude	<i>Requirement:</i> To 40,000 feet
Mechanical Shock	<i>Supplemental Data:</i> Class 5 (30G) Grass Valley 001131500
Random Vibration	<i>Requirement:</i> Operational: Class 6 Grass Valley 001131500 <i>Requirement:</i> Non-Operational: Class 5 Grass Valley 001131500
Transportation	<i>Requirement:</i> Grass Valley 001131500
Equipment Type	<i>Supplemental Data:</i> Information Technology
Equipment Class	<i>Supplemental Data:</i> Class 1
Installation Category	<i>Requirement:</i> Category II Local level mains, appliances, portable equipment, etc.
Pollution Degree	<i>Requirement:</i> Level 2 operating environment, indoor use only.
Relative Humidity	<i>Requirement:</i> Operating 80% from +30° to +40°C Non-Operating 90% from +30° to +60°C Do not operate with visible moisture on the circuit boards.

Introducing Aurora Playout

Aurora Playout is a playout control system that links a nonlinear editing system with an electronic news production system and a Media Server for a complete digital solution that works with Grass Valley's Media Servers, Aurora Edit, and a MOS-compatible newsroom computer system.

This manual shows you how to install, configure, and use Aurora Playout effectively and efficiently to play out clips to air using electronic news clips created with Aurora Edit.

This chapter discusses:

- What Aurora Playout is
- Terms you should know
- How to use Aurora Playout in your newsroom, and the roles of newsroom staff
- The Aurora Playout software components

What is Aurora Playout?

Aurora Playout is a playback control system that controls Media Servers for live playback. It includes tools to integrate the program production workflow between a Media Server, Aurora Edit, and optionally a newsroom computer system.

Aurora Playout is compatible with these systems:

Media Server	Profile Video Server
	K2
	M-Series iVDR
Editing Application	Aurora Edit
Newsroom Computer System	Associated Press Electronic News Production System (ENPS)
	Avid Technology iNEWS
	Octopus Newsroom

See the Aurora Playout Release Notes for supported versions of Media Servers and Newsroom Computer Systems.

By using Aurora Playout with a Media Server for server playout in live programs you can effectively replace four to six tape machines, depending on your Media Server. Aurora Playout displays each channel simultaneously and you can control playout with a keyboard and mouse, or with GPI buttons.

Aurora Playout consists of seven software components:

- Main Aurora Playout application
- Assignment List Plug-in

- Assignment List Manager
- Housekeeper utility
- SDB Server
- XMOS Server
- Thumbnail Server

Each component plays a different role in the newsroom workflow and is introduced later in this chapter.

Terms You Should Know

To use Aurora Payout effectively and efficiently, you should become familiar with these terms:

Term	Definition
Clip	A piece of media you can edit, containing video, audio, or both. Once a sequence is sent from a Aurora Edit workstation to a Media Server it becomes a clip again. All clips and subclips merge into one clip.
Placeholder	An item (in the Aurora Payout Assignment List Plug-in or the Assignment List Manager) reserved for a clip that doesn't yet exist or is not complete. Clips are linked in the playlist and played to air.
Script	The textual information for a news story in the newsroom computer system (NCS) rundown. Scripts can also reference electronic media, such as clips from a Media Server.
Sequence	Edited media, consisting of different clips and subclips edited using the Aurora Edit editing system.
Story	The story — a collection of clips, sequences, and scripts — is the complete news segment that plays to air.

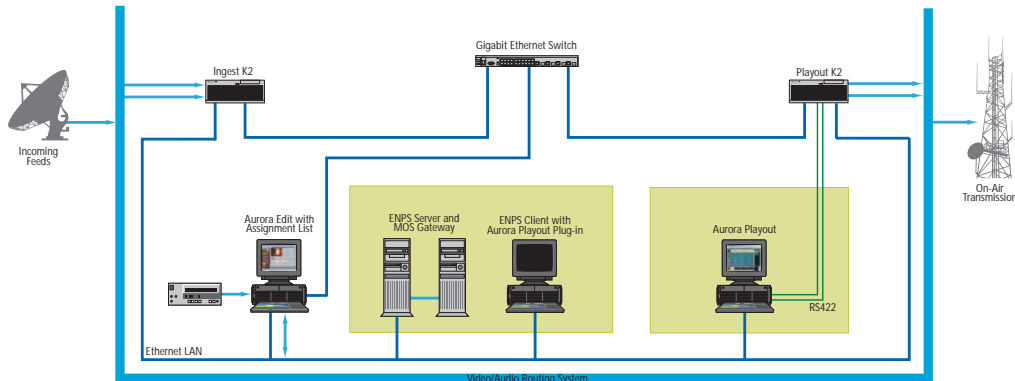
Using Aurora Payout

You can use Aurora Payout in two ways:

- To create playlists by linking to a newsroom computer system (NCS)
- To create playlists manually in Aurora Payout

Linking to a Newsroom Computer System (NCS)

The most efficient way to use Aurora Payout is with a MOS-compatible newsroom computer system. The producer uses the newsroom computer system to create rundowns for news shows, and links clips created in Aurora Edit to rundown scripts. After the clips are complete, control room personnel use Aurora Payout to play out the clips to air.



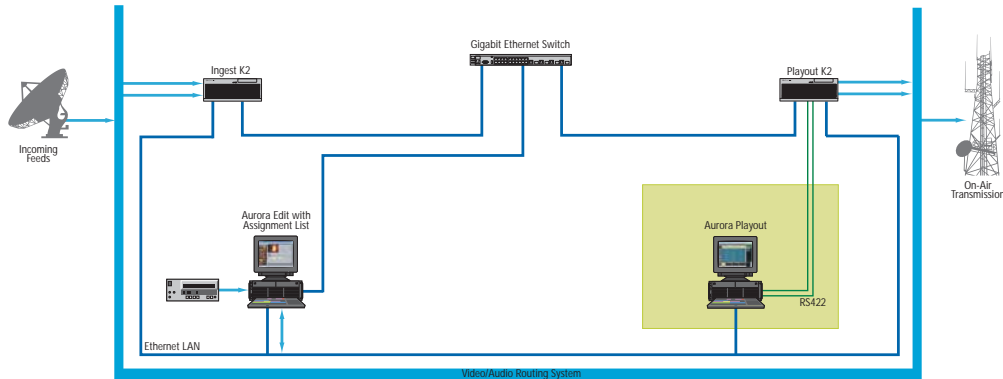
A typical newsroom workflow using a newsroom computer system (NCS) is:

- The news producer creates a rundown using NCS
- The news producer uses the Aurora Payout Assignment List Plug-in to:
 - Create placeholders for scripts that require clips
 - Assign placeholders to editors
 - Link placeholders to scripts in the rundown
- The news producer assigns playback channels within the NCS rundown
- The news editor creates sequences for assignments using Aurora Edit
- The news editor uses the Aurora Payout Assignment List Manager to:
 - Receive assignments from the producer
 - Create additional clip placeholders
 - Reassign placeholders to other editors
- Control room personnel use the main Aurora Payout application to:
 - Open the producer's rundown playlist
 - Assign clips to specific channels for playback
 - Rearrange, insert, or delete clips prior to broadcast if necessary
 - Play back clips during the news broadcast

Creating a Playlist Manually

When a MOS-compatible NCS is not available, you can manually create rundowns and playlists.

After creating playlists, using placeholders to link to clips created in Aurora Edit, you can cue and play the clips for broadcast.



A typical newsroom workflow using Aurora Payout to create playlists is:

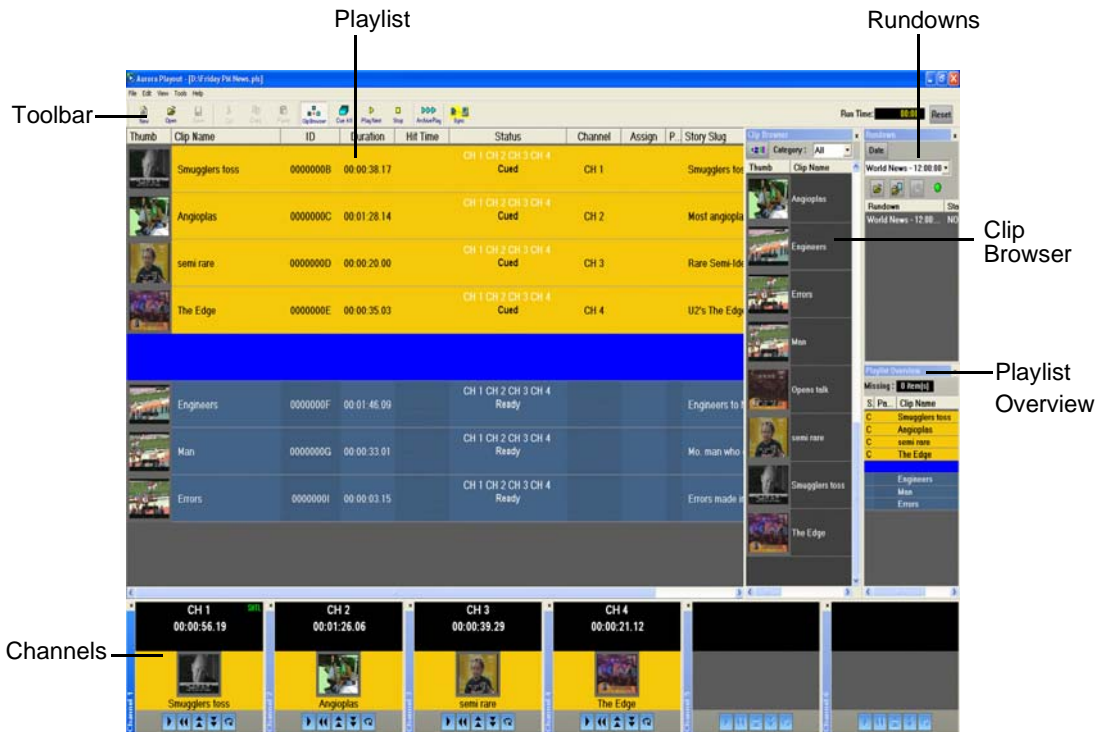
- The news producer creates a rundown
- The news editor creates sequences for assignments using Aurora Edit
- The news producer uses the Aurora Payout Assignment List Manager to:
 - Create placeholders for clips
 - Assign placeholders to editors
- The news editor uses the Aurora Payout Assignment List Manager to:
 - Create placeholders for clips
 - Reassign placeholders to other editors
- Control room personnel use the main Aurora Payout application to:
 - Create a new playlist and rundown using the scripts from the producer and the clip database
 - Assign clips to specific channels for playback
 - Rearrange, insert, or delete clips prior to broadcast if necessary
 - Play back clips during the news broadcast

Tour of Aurora Payout and Plug-ins

Aurora Payout consists of several components to allow newsrooms to coordinate news playback with a Media Server and an Aurora Edit workstation.

The Aurora Playout Application

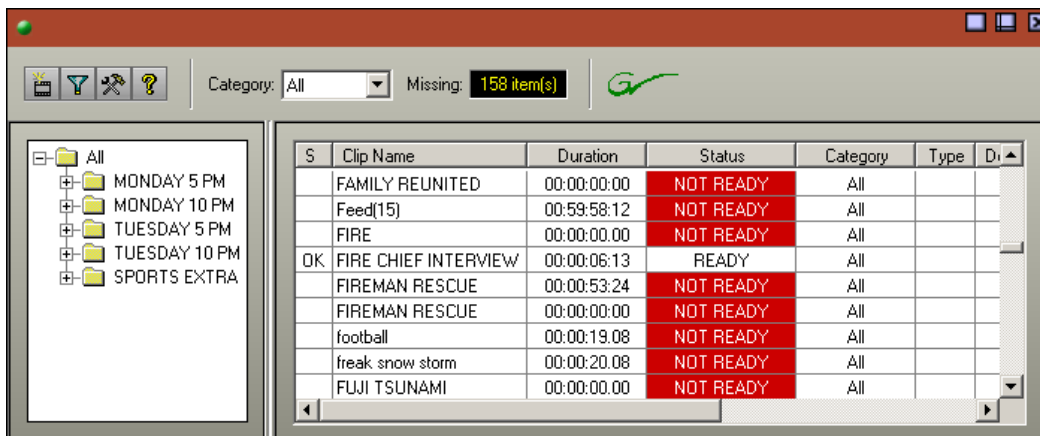
Playback operators use the main Aurora Playout application to control playlists before and during news broadcasts and to create new playlists.



Chapter 4, “Playing Clips to Air,” describes the Aurora Playout application.

The Assignment List Plug-in

Producers use the Aurora Playout Assignment List Plug-in to create placeholders for clips and to coordinate electronic news stories with rundown scripts. The Assignment List Plug-in integrates with the ENPS, iNEWS, and Octopus newsroom computer systems.



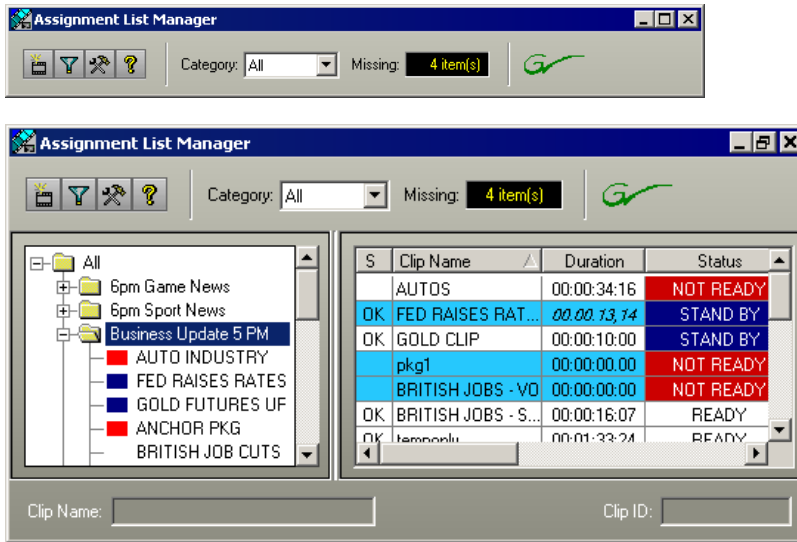
Chapter 2, “NCS Rundowns and Aurora Playout,” describes the Assignment List Plug-in.

The Assignment List

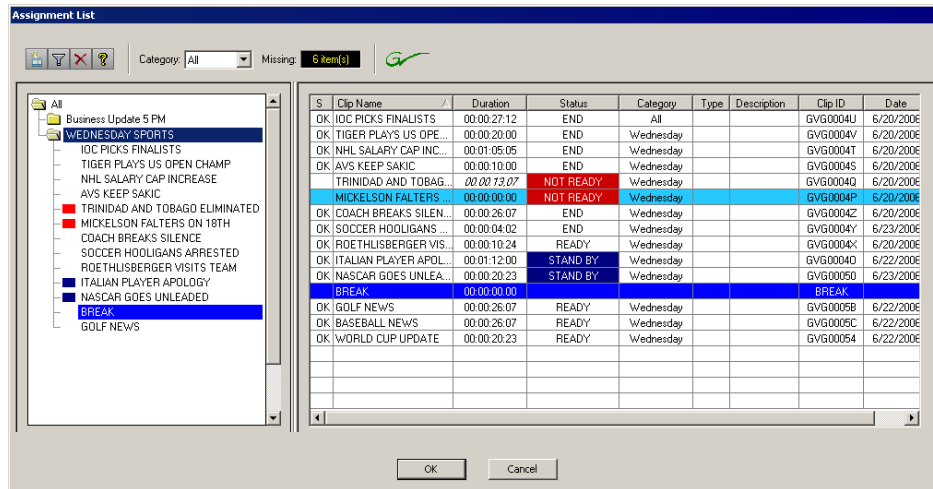
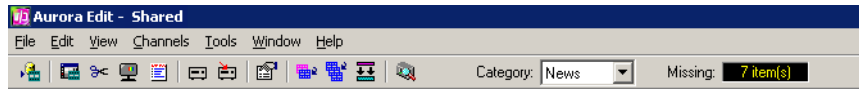
The Assignment List comes in two forms: standalone and embedded into the Aurora Edit application.

Producers (or other station personnel) use the standalone Assignment List to determine how many clips are missing for a given news show. Editors use the embedded Assignment List to receive assignments from the producer. Both forms of the Assignment List are used to create additional placeholders for clips and to reassign placeholders to other categories.

The standalone Assignment List runs on any computer on the network—an icon in the task bar flashes red when items in the selected category or rundown are missing.



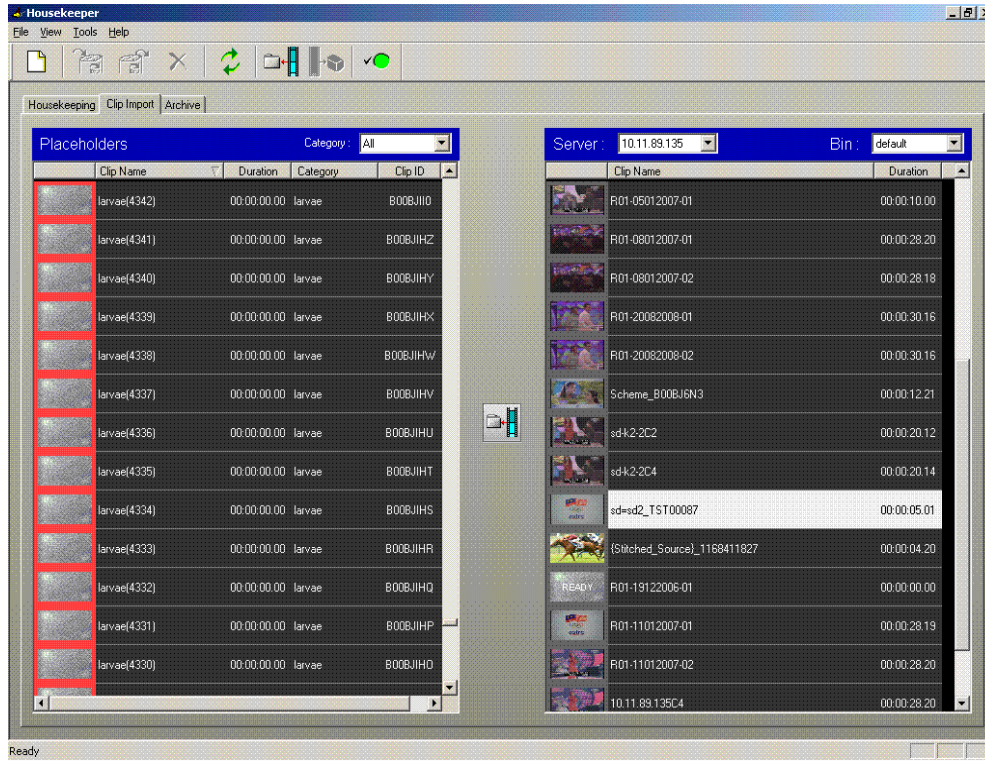
The embedded Assignment List runs on the Aurora Edit workstation and integrates with Aurora Edit — the Aurora Edit toolbar displays part of the Assignment List so editors can see at a glance how many stories need video. Opening the Assignment List provides more detail on specific stories.



Chapter 3, “Editing and Aurora Payout,” describes the Assignment List Manager.

Housekeeper

Playback operators use Housekeeper to remove files from the clip database, import files from Media Servers, and to archive clips. Housekeeper typically runs on the computer with the Main Aurora Playout application, though it can be installed on multiple computers if necessary. However, only three Housekeeper applications can be run simultaneously; due to the media server channelless connection limit.

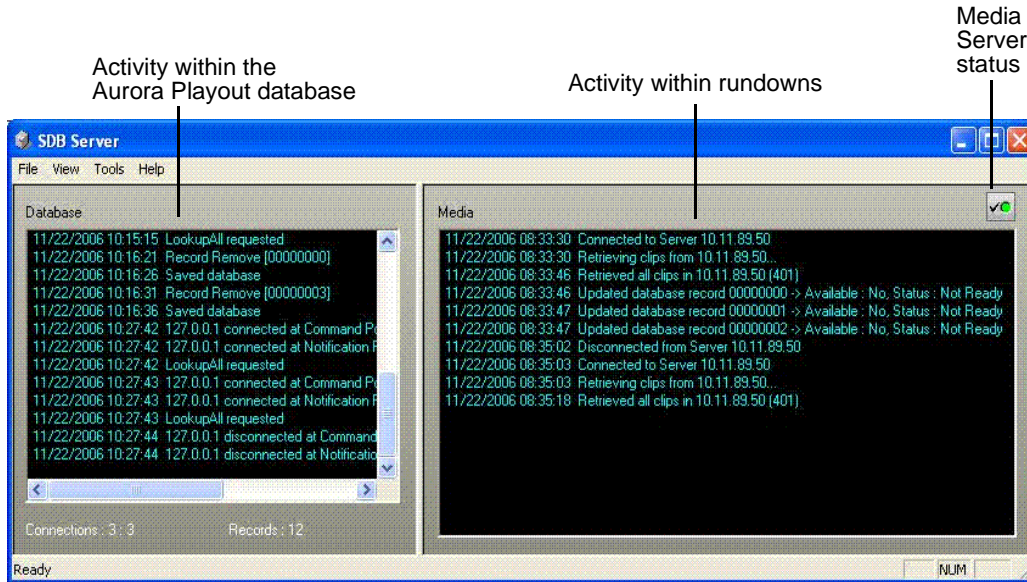


Chapter 5, “Managing Clips,” describes Housekeeper.

Simple Database (SDB) Server

The SDB Server runs in the background to keep clip status current. When the status of a clip changes, the SDB Server updates available status and clip duration in the Aurora Payout database, which in turn updates the Aurora Payout application. In addition, when a clip sent from Aurora Edit is associated with a Aurora Payout placeholder, the SDB Server updates the number of missing items in the Assignment List Manager and Assignment List Plug-in.

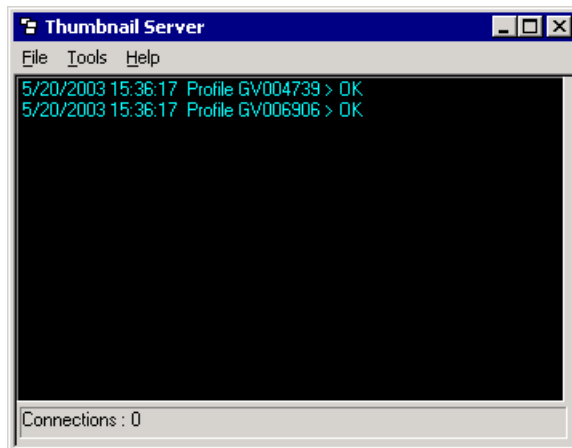
The SDB Server runs on the same computer as the XMOS Server, and optionally on a second system as a hot standby backup database.



Thumbnail Server

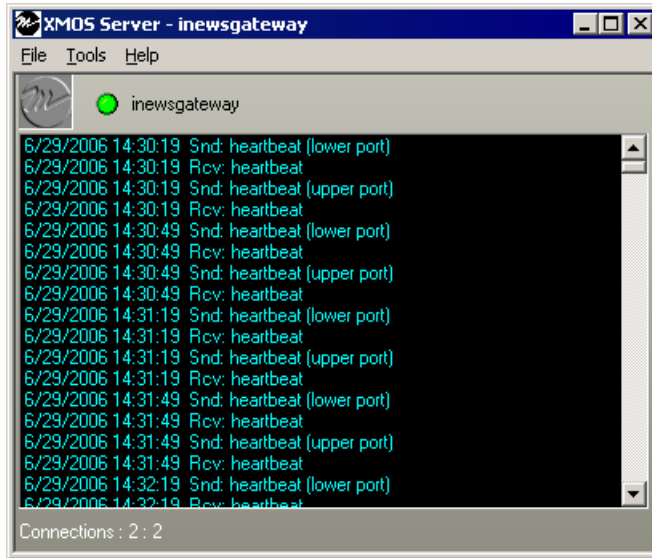
The Thumbnail Server displays connection status to the Profile Media Server(s) and creates thumbnails for MPEG clips. The K2 system or the M-Series iVDR does not use the Thumbnail Server.

The Thumbnail Server typically runs on the Aurora Payout machine for flexibility, but it can run on the same computer as the other Aurora Payout Server Components.



XMOS Server

The XMOS Server displays the communication between the Newsroom Computer System and Aurora Playout. It runs on the same computer as the primary SDB Server.



Setting Up Your NCS for Aurora Payout

With Aurora Payout, you can use your Newsroom Computer System (NCS) to create rundowns and link clips to rundown scripts. The MOS-compatible NCS needs to be configured for use with Aurora Payout.

This chapter discusses how to configure the following newsroom computer systems:

- ENPS
- iNEWS
- Octopus

This chapter also describes how to add breaks to your rundown.

Setting Up ENPS

To set up ENPS for use with Aurora Payout, you need to modify your ENPS configuration:

1. On the ENPS servers, find the nom.ini file and add the following section:

```
[MOS]
Inport=10540
Output=10541
LogIn=1
LogOut=1
Version=2.6
NumberROConstruction=0
```

2. Close the News Object Manager (NOM); it should restart automatically.
3. On an ENPS client, log in as the administrator and start up ENPS.
4. From the NEWS folder (e.g. KXYZ NEWS), select **System Maintenance | Groups | New** and create a new group with these parameters:

ID	KXYZGVG
Description	GV Clips
Server	Select the name of your ENPS server from the dropdown list

5. Click **Save** and close ENPS on the workstation.
6. At both ENPS Servers, choose **Resync** (if using an ENPS Buddy Server).
7. Close the News Object Manager and it should restart automatically. After the NOM has started, restart the ENPS client.
8. From the NEWS folder (e.g. KXYZ NEWS), select **System Maintenance | MOS**

Configuration | New and create a new MOS entry with these parameters:

ID	The MOS ID; this value is case sensitive and must match the MOS ID configured in the XMOS Server Options. The recommended format is <family>.<machine>.<location>.<enterprise>.mos. Standard practice is to use station call letters for location and station group abbreviation for enterprise.
Description	GV Assignment List
IP	The IP address or host name of the machine hosting the SDB Server and the XMOS Server.
ActiveX	GVG.XMOSCtrl.1
Default Settings	Leave blank. These settings are configured when you install the Assignment List Plug-in.
Program	The group ID you configured in step 4.
MOS Version	2.6
Local DragDrop	Off
Auto Create	On
Story Send	On

9. From the NEWS folder (e.g. KXYZ NEWS), select **System Maintenance | Global Configuration Options**, add a new property named **AddMOSObjDuration** and set its value to **1**.
10. On the ENPS server, close the NOM one last time and let it restart automatically.
11. Restart the ENPS client application.
12. Refer to [“Installing the Assignment List Plug-in” on page 22](#) and install the Assignment List Plug-in on all ENPS clients where this functionality is needed.

Sending scripts

The ENPS MOS Story Send feature allows Aurora Edit systems to view scripts.

To configure your system to send scripts:

1. For existing rundowns, toggle the **MOS Control Active** parameter to **OFF**.
2. In ENPS, go to Properties, select your MOS device(s) from the checklist, and enable **MOS Story Send**.
3. Refer to [“Configuring the XMOS Server” on page 50](#) and configure the XMOS Server to write scripts.

Aurora Edit systems will then be able to use the "Link to Story" and "Story View" features described in Chapter 6, “Editing and Aurora Playout”.

MOS Ready to Air

If you want producers to have the ability to indicate to the Aurora Playout operation when a rundown is ready, use the ENPS MOS Ready to Air feature. When you set this ENPS rundown property to ON, a corresponding READY flag is set to ON in the Aurora Playout Rundown window Status column.

Setting Up iNEWS

To set up iNEWS for use with Aurora Playout, you need to add a new MOS device to the iNEWS configuration file:

1. On the MOS gateway machine, open the file C:\Program Files\Avid\MOSGateway\mosconfig.xml.
2. Modify the following lines of the file, adding values for your location:

Value	Description
ncs id	Your Newsroom Computer System name; this value is case sensitive and must match the NCS ID configuration in the XMOS Server options (see “Configuring the XMOS Server” on page 50).
host	The hostname of the iNEWS server.
mos	Your MOS ID; this value is case sensitive and must match the MOS ID configuration in the XMOS Server options (see “Configuring the XMOS Server” on page 50).
amcp	The tag displayed in iNEWS scripts for placeholders embedded in scripts. This value should match the device name that appears in the iNEWS SYSTEM.MAP file.
network	The hostname of the machine running the XMOS Server.

NOTE: With iNEWS, **<handlesRoltemLevelCommands>** default setting could cause stories to drop to the bottom of the playlist when they are newly inserted, or when their channel assignment is changed. Therefore, **<handlesRoltemLevelCommands>** value should be set to **NO** in the mosconfig.xml file.

Configuring status translations

To ensure correct status reporting between Aurora Playout and iNEWS server, you need to edit the status translation table in the iNEWS configuration file.

The status translation table within the mosconfig.xml file should appear as below:

```
<statusTranslations>
  <statusUnavailable>NOT READY</statusUnavailable>
  <statusCueing>CUEING</statusCueing>
  <statusAvailable>READY</statusAvailable>
  <statusCued>STAND BY</statusCued>
  <statusPlaying>PLAY</statusPlaying>
  <statusPaused>STOPPED</statusPaused>
  <statusStopped>END</statusStopped>
</statusTranslations>
```

On the iNEWS server, your MCS dictionary (located at /site/dict/mcs) would typically contain these lines:

A_EVERR	/5ERROR
A_CAFRZ	/END
A_CATREL	/2STANDBY
A_CATHRD	/THREAD
A_CACUING	/2CUEING
A_CACUED	/2CUED
A_CANOTAPE	/4NOT READY
A_CABIN	/READY
A_CAPLAY	/3PLAY
A_CAPAUSE	/3STOPPED
A_CAREW	/REWIND
A_CAEJECT	/EJECT
A_CAINCMPLT	/TRANSFER

NOTE: Since the statuses that appear in this dictionary can be customized, the values shown in the right column of your MCS dictionary may vary slightly from the ones shown here.

To ensure correct configuration with iNEWS, a sample of the mosconfig.xml file is provided in the appendix section. See [Appendix A, Sample of iNEWS configuration file on page 109](#).

Setting Up Octopus

To configure Octopus for Aurora Playout, you need to register a file on the Octopus server, create an ActiveX device, and modify the MOS Devices configuration.

Registering the MOSWrapper File

1. Find the file **MOSWrapper.ocx** on the Octopus server machine.
2. Put the file on the Octopus server in the following location:
 - On a Windows 2000 machine, put the file in C:/WINNT
 - On a Windows XP machine, put the file in C:/WINDOWS
3. Double-click on the file to register it.
4. If necessary, specify the program to register it as REGSVR32.exe.

Creating an ActiveX Device

1. In the Octopus application, go to **Admin | MOS | Devices**.
2. Highlight the MOS ID for Aurora Playout.

3. Click the **ActiveX** button in the toolbar.
4. Click **New** and configure the device as follows:

Option	Setting
Name	User preference (e.g., ALP)
Long Name	User preference (e.g., Assignment List)
Size	800 width x 600 height
Type	browser
Version	1.0 iNews
Insert ActiveX using	GUID
Enter GUID of ActiveX control	4A7EA76A-62A5-11D4-BAE8-0050048C80CA

5. Click **OK**.

Configuring the MOS Device

1. In the Octopus application, go to **Admin | MOS | Devices** and double-click on the device you want to use with Aurora Payout.
2. Configure the Basic tab as follows:

mosID	These values must match those set for the XMOS Server. See “Configuring the XMOS Server” on page 50.
ncsID	
Disabled	Unchecked
MOS protocol version	2.6
Media server host	Name of machine hosting the SDB Server
Medis server port	SDB Server port (normally won't change from default setting)
Rundown server host	Name of machine hosting the XMOS Server
Rundown server port	XMOS Server port (normally won't change from default setting)

3. Configure the Advanced tab as follows:

Option	Setting
Send all objects	
Send empty elements	
Send empty stories	✓
Editable times	
Supports more than one show	✓
Replace rundowns after connection	roReplace

Option	Setting
Content synchronisation allowed	✓
Send rundown metadata	✓
Send story texts	✓
Send story text elements	User Preference
Prompt story element labels	
Keep sending roStoryReplace	✓
Log heartbeats	
Send roElementAction	
Uses UTC time	✓
Receive feedback for all shows	✓
Allow mosListAll	✓
Use name instead of JobID	
Delete lowres files	

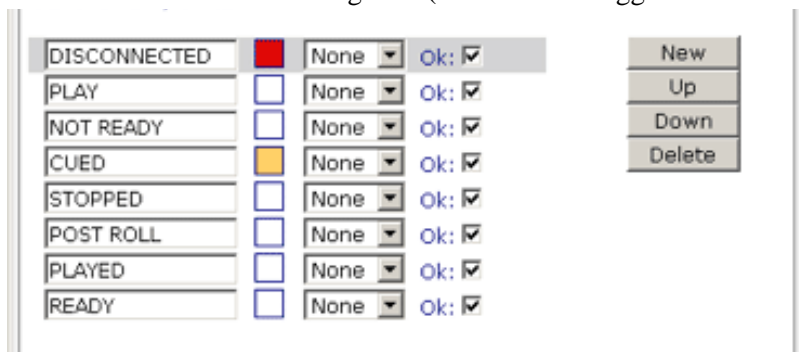
4. Configure the Object creation tab as follows:

Default MOS object creation device	✓
Allow automatic MOS object creation	✓
Default MOS object duration	00:00:00:00
MOS object naming pattern	%n (where n = the name of the slug)

5. Configure the Statuses tab as follows:

Controls story status	✓ (needed to provide status information on Aurora Playout)
-----------------------	--

Create these status categories (these are the suggested names and order):



6. Configure the Extra tab as follows:

Send channel info:	<input checked="" type="checkbox"/>
Other settings based on user preference	

7. On the Times tab, use the default settings.

8. Click **OK**.

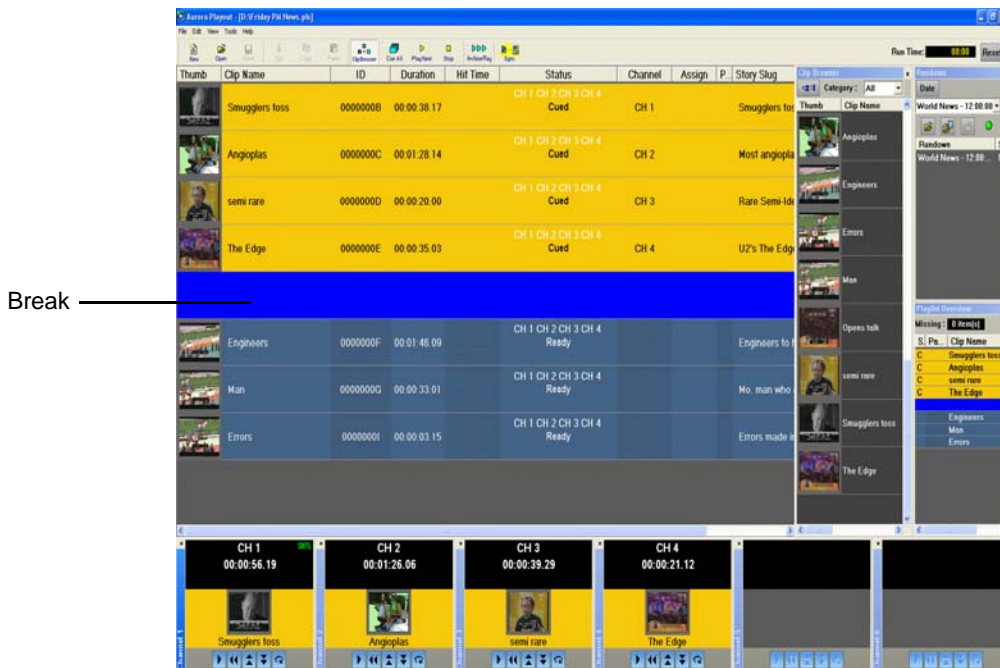
Adding Breaks in Your Rundown

With Aurora Playout, you can add breaks to your rundown. The Aurora Playout Assignment List Plug-in has a placeholder called BREAK that you use to link to a line in your rundown.

To add a break:

1. In the newsroom computer system (NCS) application, insert a new line which will be used as the break.
2. Open this story of the rundown.
3. From the Aurora Playout Assignment List Plug-in, drag the BREAK placeholder into the story.
4. Save the story.

The break appears in the Aurora Playout playlist as a blue break line.



NOTE: With the current version of iNEWS and Octopus newsroom computer systems, setting BREAK as the story property or story type in the rundown of both systems will not show the break in Aurora Playout. To avoid this problem, iNEWS and Octopus users should not mark the story as a break item. Please refer to your NCS documentation on ways to create customized rundown templates that could readily include BREAK placeholder from the Assignment List Plug-in.

Chapter **3**

Installing Aurora Payout

Aurora Payout uses a central computer with RS-422 boards and GPI boards. Software for Aurora Payout needs to be installed on the central computer, as well as other components on various computers in your network.

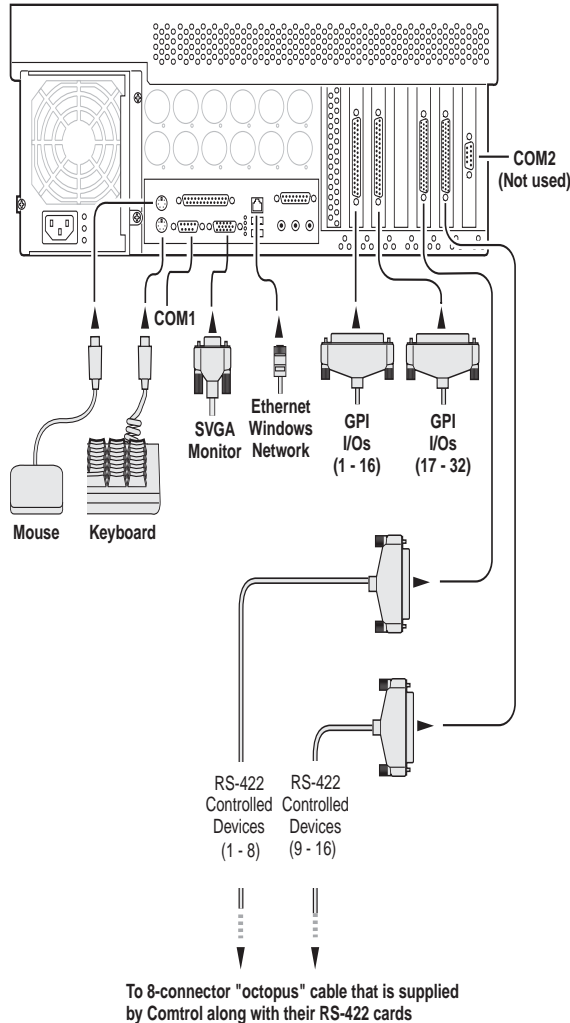
This chapter discusses how to:

- Cable the Aurora Payout computer
- Install Aurora Payout software, including components and plug-ins
- Connect the RDU 1510 Under Monitor Display
- Connect the X-keys controller

Cabling the Aurora Playout Computer

Connect the GPI inputs and outputs using the separate cables and connection blocks as instructed in the Sealevel manuals included with your system.

The following illustration provides an example of a typical computer. Your particular computer might be different.



Installing Aurora Payout Software

The various Aurora Payout components reside on multiple computers. The following table indicates where each component is typically installed:

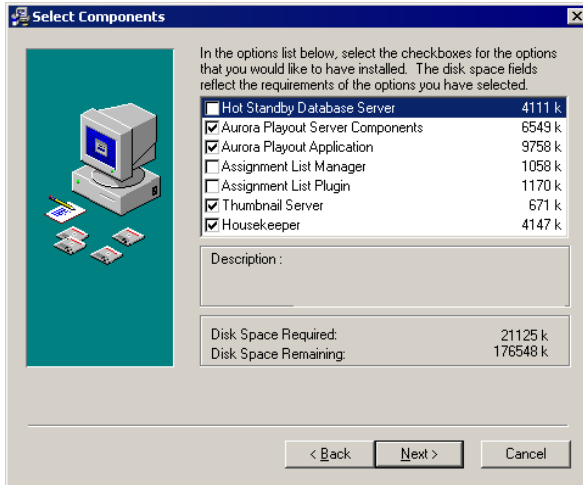
Component	Machine where you install it...
Aurora Payout application	Aurora Payout computer <i>NOTE: It is recommended that Aurora Payout is run at a display resolution of 1280 x 1024.</i>
Thumbnail Server	Separate PC for the Server Components. <i>NOTE: If you are using an M-Series iVDR or K2 as your Media Server, you don't need to install the Thumbnail Server.</i>
Aurora Payout Server Components: XMOS Server SDB Server	Recommend installing on a separate computer even though they are allowed to be on Aurora Payout computer. <i>NOTE: When the XMOS Server application is running on a Windows XP system, it is recommended that the "Windows Firewall" feature be turned off, as it can adversely affect the speed of MOS communication with the newsroom computer system.</i>
Housekeeper	Aurora Payout computer or another PC on the same network
Assignment List Manager (standalone version)	Non-NCS computers, usually used by Newsroom Producers
Assignment List Plug-in	All NCS client computers. See "Installing the Assignment List Plug-in" on page 22 for installation instructions.
Hot Standby Database Server	Optional; install on a PC on the same network as the Aurora Payout computer.

Because you must configure some components with the locations of other components, you should plan your overall installation before you begin.

To install the Aurora Payout application and its components:

1. Insert the Aurora Payout CD into the CD-ROM drive.
2. Navigate to the CD and double-click **SetupAuroraPayout.exe**.

3. Click **Next** until you reach the Select Components screen.



4. At the Select Components screen, check the boxes for the component(s) you want to install.
5. Click **Next** to start the installation.
6. Click **Finish** at the Installation Complete screen.
7. Configure each component:

Aurora Playout application	See “Configuring the Aurora Playout Application” on page 29.
Thumbnail Server	See “Configuring the Thumbnail Server” on page 49.
Housekeeper	See “Configuring Housekeeper” on page 51.
XMOS Server	See “Configuring the XMOS Server” on page 50.
SDB Server	See “Configuring the Simple Database (SDB) Server” on page 45.
Assignment List Manager	See “Configuring the Standalone Assignment List Manager” on page 54.
X-keys Jog/Shuttle controller	See “Configuring the X-Keys Controller” on page 38.

Installing the Assignment List Plug-in

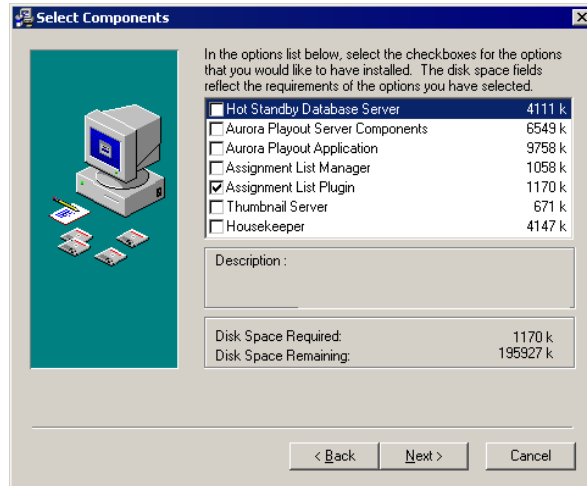
The Assignment List Plug-in should be installed on each NCS computer that needs to access it. You can install this plug-in on each computer using the installation CD, or you can create a network installation from which you can install the plug-in on multiple computers using the same configuration file.

Using the Installer

If you are installing the Assignment List Plug-in on a small number of computers, the easiest way to install it is to use the installation CD.

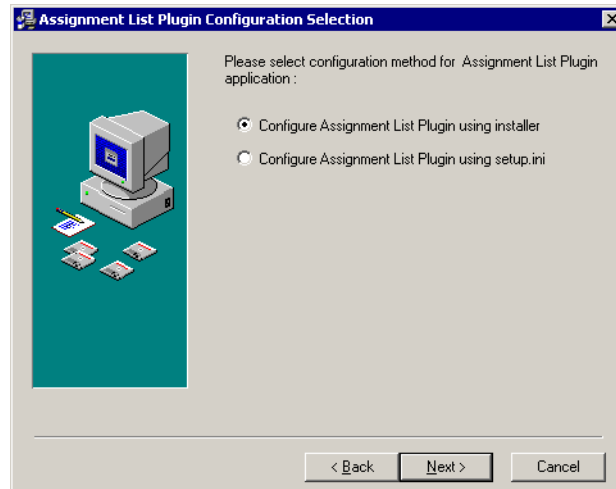
To install the Assignment List Plug-in:

1. Insert the Aurora Payout CD into the CD-ROM drive.
2. Navigate to the CD and double-click **SetupAuroraPayout.exe**.
3. Click **Next** until you reach the Select Components screen.



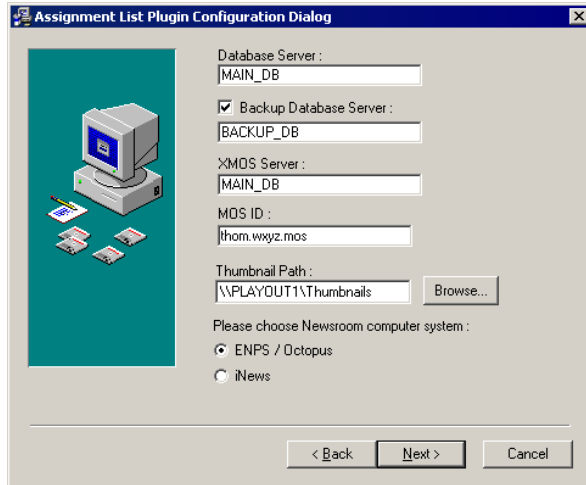
4. At the Select Components screen, check the **Assignment List Plugin** checkbox and click **Next**.

The Assignment List Plugin Configuration Selection screen appears:



5. Select **Configure Assignment List Plugin using installer** and click **Next**.

The Assignment List Plugin Configuration Dialog screen appears:



6. Enter the following information for your system and click **Next**:

Name	Description
Database Server	Enter the name of the server hosting the Aurora Playout database (the primary SDB Server).
Backup Database Server	If you are using a backup server, check the box and enter the name of the server hosting the Hot Standby Database Server.
XMOS Server	Enter the name of the computer hosting the XMOS Server.
MOS ID	Enter your MOS ID; in ENPS, the MOS ID appears under ENPS System Maintenance MOS Configuration in the ID column.
Thumbnail Path	Enter the full path to the shared thumbnail directory on the computer where thumbnails are stored, in the format \\server\foldername ; e.g., if you have a shared folder named “thumbnails” on your playout system named “Playout1”, the path would be \\Playout1\thumbnails. This path needs to match the path set in Aurora Edit—Tools Options Aurora Playout Thumbnail Path.
Please choose Newsroom computer system:	Select the type of Newsroom Computer System you are using— ENPS/Octopus or iNEWS .

7. Click **Next**.

8. Click **Finish** to complete the installation.

***NOTE:** After installing, you can view or change configuration settings by clicking the Options button in the Assignment List Plug-in.*

Using a Configuration File

If you want to install the Assignment List Plug-in on multiple computers with the same configuration, you can create a network installer:

1. Copy the Aurora Payout software installation file, **SetupAuroraPayout.exe**, from the CD onto your network.
2. Using a text editor such as Notepad, create a file called **setup.ini** similar to this example:

```
[AssignmentListPlugin]
DatabaseServer=SERVER1
BackupDatabaseServer=SERVER2
MosID=thom.wxyz.mos
ThumbnailPath=\\PLAYOUT1\thumbnails
VideoStandard=1
XMOSServer=SERVER1
RundownView=1
UnicodeDragDrop=1
```

Name	Description
DatabaseServer	The name of the server hosting the Aurora Payout database (primary SDB Server).
BackupDatabaseServer	The name of the server hosting the hot standby Aurora Payout database (backup SDB Server).
MOSID	Your MOS ID.
Thumbnail Path	The full path to the shared thumbnail directory on the computer where thumbnails are stored, in the format \\server\foldername ; e.g., if you have a shared folder named “thumbnails” on your playout system named “Playout1”, the path would be \\Playout1\thumbnails . This path needs to match the path set in Aurora Edit—Tools Options Aurora Payout Thumbnails Path.
VideoStandard	Your video standard: 0 for PAL, 1 for NTSC - Drop Frame, or 2 for NTSC - Non-drop Frame.
XMOS Server	The name of the computer hosting the XMOS Server.
Rundown View	Determines whether to show the list of rundowns in the left pane of the Assignment List Plug-in: 0 for off, 1 for on.
UnicodeDragDrop	Your Newsroom Computer System: 0 for iNEWS or 1 for ENPS/Octopus.

3. Save the file in the directory with the SetupAuroraPayout.exe file.

From each computer on which you are installing the plug-in:

1. Navigate to the network directory where you saved the installer and configuration file and double-click **SetupAuroraPayout.exe**.
2. Click **Next** until you reach the Select Components screen.
3. At the Select Components screen, check the **Assignment List Plugin** checkbox and click **Next**.
4. Select **Configure Assignment List Plugin using setup.ini** and click **Next**.
5. Click **Next**.
6. Click **Finish** to complete the installation.

The installer uses the setup.ini file to configure the Assignment List Plug-in.

Using a Batch File

You can also create a batch file to automatically install the Assignment List Plug-in using the setup.ini file.

To create the batch file:

1. Create a text file named **setupALP.bat**.

2. In the file, put this text:

```
setupauroraplayout.exe /ALP
```

3. Save the file into the same directory as the Aurora Playout installer and your setup.ini file.

From each computer on which you are installing the plug-in:

- Double-click **setupALP.bat**.

The batch file runs and installs the plug-in.

Connecting the RDU 1510 Under Monitor Display

Use a cable that has a DB9 serial connector on one end and an RJ11 connection on the other. The DB9 end connects to the COM1 serial port on the back of the Aurora Playout, and the RJ11 end connects to the port labeled "Control" on the back of the RDU-1510. This is an RS-422/RS-232 serial communication port.

The RJ11 connector's pinout is shown below. Pin 1 is at the bottom of the connector. Aurora Playout can be connected to either pins 3 and 4 for RS-422 or pin 4 for RS-232. When using RS-232, pin 3 must be connected to ground. The remote display unit does not transmit data to this serial port connector.

Pin	Function
1	No connection
2	Ground
3	RS-422 non-inverted data or grounded for RS-232
4	RS-422 inverted data or RS-232 data
5	No connection
6	No connection

Connecting the X-keys Jog/Shuttle Controller

Once you have installed Aurora Playout and the other components, you can install the optional X-keys Jog/Shuttle controller. Aurora Playout has been designed to work with the X-keys Jog/Shuttle controller (model XPS-08-US) only.

1. Plug the X-keys Jog/Shuttle controller into a USB connector on the Aurora Playout machine.
2. On the Aurora Playout machine, insert the X-keys Macro Works installation CD

and follow instructions. Do not check the box to put shortcuts on the desktop.

NOTE: *If AutoRun is not enabled on your CD-ROM drive, find the file "ainstall.exe" on the installation CD and run it.*

3. Reboot the computer when prompted.
4. When the installation has completed, the X-keys Macro Maker and Macro Manager windows automatically pop up. Close these windows. Aurora Playout comes with a pre-configured X-keys layout.
5. Start Aurora Playout.
6. In the Aurora Playout Tools menu, select **Options**.
7. Select the **X-keys** tab.
8. Verify the "Enable X-keys" box is checked and click **OK**.

Now you can use the X-keys Jog/Shuttle controller. A default layout has been provided with pre-configured X-keys. You can customize the X-keys to suit your needs. For more information on the X-keys configuration, see ["Configuring the X-Keys Controller" on page 38](#).

Configuring Aurora Playout

Aurora Playout has many options that let you define how your system is set up. While your system was pre-configured at the factory, you might want to adjust some options based on how you use Aurora Playout.

This chapter discusses how to configure the following components:

- Aurora Playout application
- SDB Server
- Thumbnail Server
- XMOS Server
- Housekeeper Utility
- Assignment List Manager
- Assignment List Plug-in

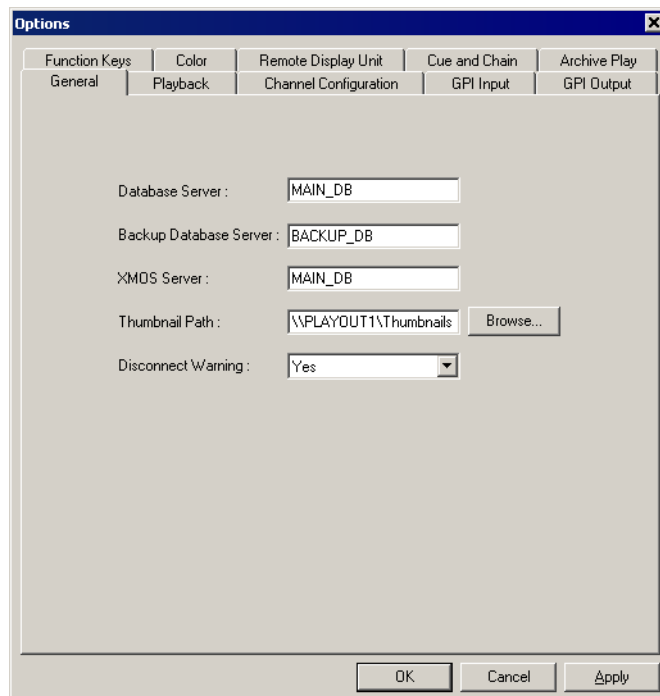
Configuring the Aurora Playout Application

Aurora Playout has several options that you can tailor to your newsroom environment. This section describes each setting in case you need to reconfigure your system.

To configure your Aurora Playout system:

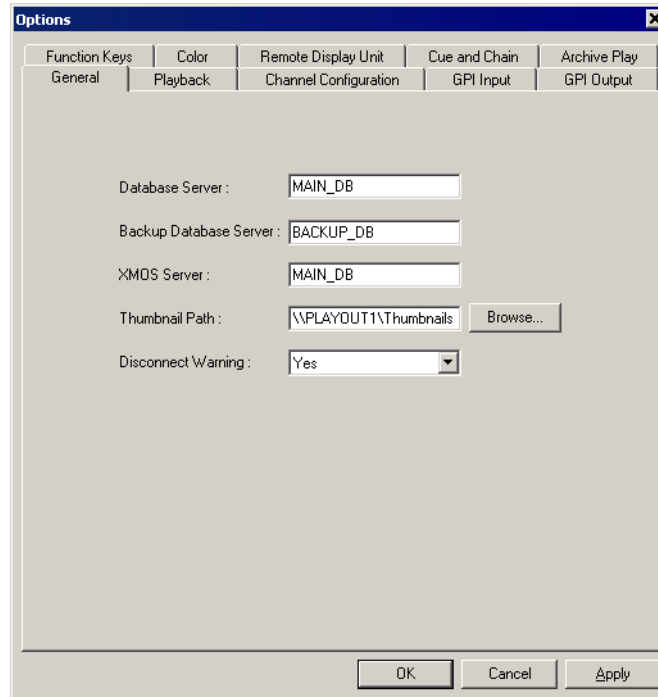
1. Choose **Tools | Options**.

The Options window appears:



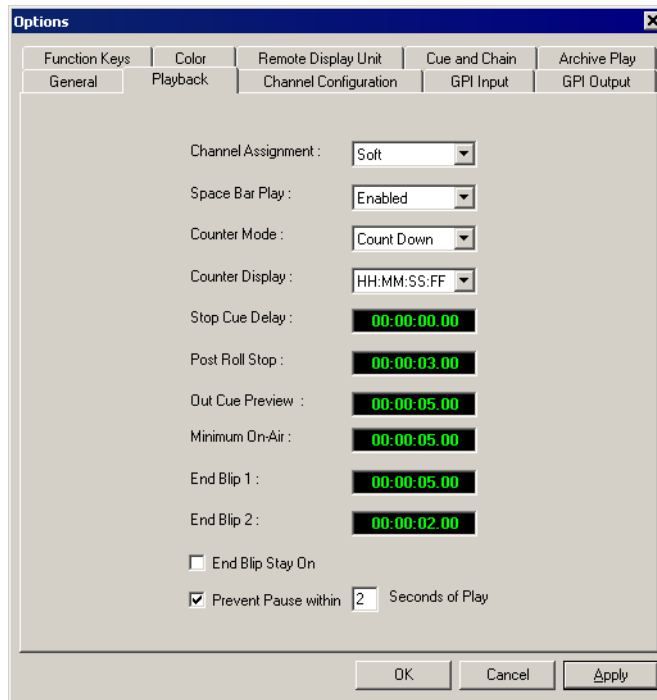
2. Go through each tab in the Options window and configure Aurora Playout using the descriptions in the following sections.
3. Click **Apply** to apply your settings to each tab.
4. Click **OK** when you are done setting options.

Setting General Options



Setting	Options	Description
Database Server		Enter the name of the computer hosting the primary SDB Server.
Backup Database Server		Enter the name of the computer hosting the hot-standby SDB Server.
XMOS Server		Enter the name of the computer hosting the XMOS Server.
Thumbnail Path		Enter the full path to the shared thumbnail directory on the computer where thumbnails are stored, in the format \\server\foldername ; e.g., if you have a shared folder named “thumbnails” on your playout system named “Playout1”, the path would be \\Playout1\thumbnails. This path needs to match the path set in Aurora Edit—Tools Options Aurora Playout Thumbnails Path.
Disconnect Warning	Yes No	Select Yes to be alerted before Aurora Playout disconnects the synchronization with the NCS.

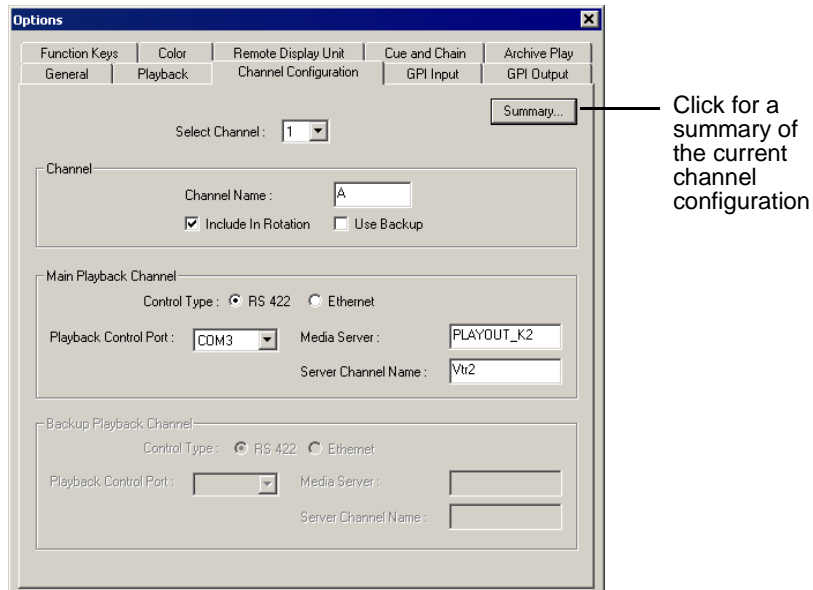
Setting Playback Options



Setting	Options	Description
Channel Assignment	Soft	When a rundown is loaded, does not assign channels to stories; clips will be cued to the first available channel.
	Hard	When a rundown is loaded, assigns channels to all stories without a current channel assignment and maintains that assignment regardless of the available channels.
Space Bar Play	Enabled Disabled	Enables or disables use of the space bar to play the next cued clip.
Counter Mode	Count Down Count Up	Sets the clip duration counter to count time down from the clip duration to zero, or from zero up to the clip duration.
Counter Display	HH:MM:SS:FF MM:SS	Determines how the counter is displayed.
Stop Cue Delay		Determines the amount of time to freeze a clip on its last frame before cueing the next clip on that channel.
Post Roll Stop		When a channel is playing and Play Next is pressed, determines the amount of time that the clip continues to post roll before cueing the next clip to that channel.
Out Cue Preview		Previews the last few seconds of the clip and immediately recues. (The number of seconds that previews is determined by your studio's needs.)
Minimum On-Air		Determines the minimum time that the On-Air GPI trigger must be on before releasing it will send the clip into post-roll and cue the next clip.

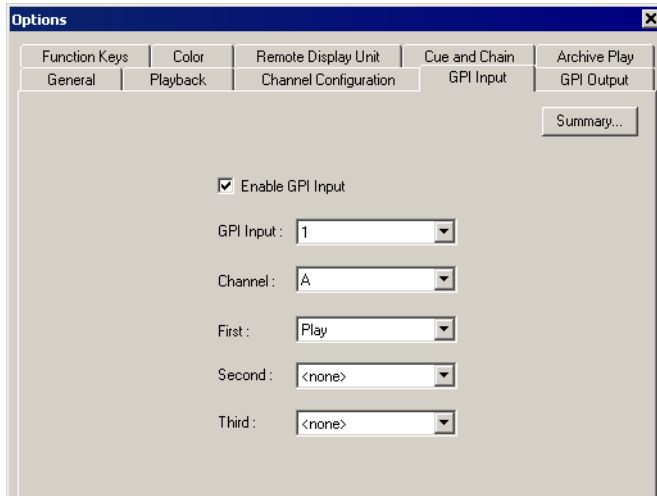
Setting	Options	Description
End Blip 1 and 2		Determines the amount of time prior to the end of a clip to display an audio/visual warning.
End Blip Stay On		Determines whether the End Blip visual signal remains on once triggered or just flashes momentarily.
Prevent Pause within <i>X</i> Seconds of Play		Determines whether stop commands (through GPI input or mouse click) can occur within a determined period of time after the playing of a clip begins.

Setting Channel Configuration



Setting	Options	Description	
Select Channel	1-6	Select the channel to configure.	
Channel	Channel Name	Enter a label name for the channel.	
	Include in Rotation	On Off	Check Include in Rotation to include this channel when automatically assigning channels.
	Use Backup	On Off	Check Use Backup if you are using a second media server for mirrored playback.
Main Playback Channel/Backup Playback Channel	Control Type	RS 422 Ethernet	Select the type of channel connection.
	Playback Control Port		Select the primary port for this channel.
	Media Server		Enter the name of the K2, M-Series, or Profile system.
	Server Channel Name		Enter the name of the channel you are using for this playback channel. Use the naming convention Vtr1, Vtr2, etc., for the channel name.

Configuring GPI Input



General Purpose Interface (GPI) inputs allow you to connect a switcher or other control device to the Aurora Playout system and use it to control the Aurora Playout software. Aurora Playout supports either 16 or 32 GPI inputs depending on your hardware configuration. Sixteen GPI inputs are pre-configured by default to control the following functions for channels A through D:

Aurora Playout function	GPI Inputs			
	Channel A	Channel B	Channel C	Channel D
Play/Stop Cued Clip	1	5	9	13
Recue Current Clip	2	6	10	14
Cue Previous Clip	3	7	11	15
Cue Next Clip	4	8	12	16

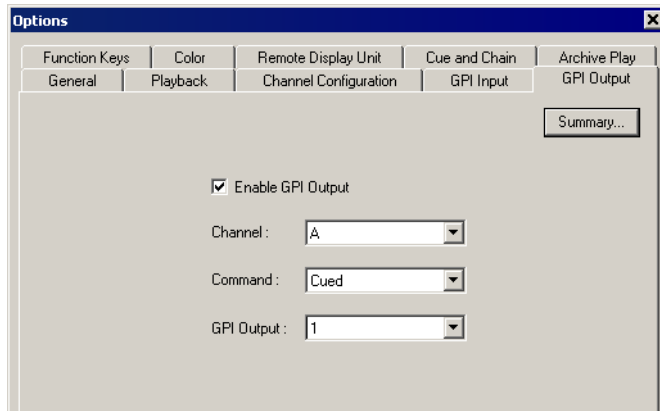
Click the Summary button to see an overview of the current GPI settings.

To reassign the function of a GPI input, select the GPI number, the channel it affects, and the function you want the GPI to perform.

Setting	Options	Description
Enable GPI Input	On (checked) Off (unchecked)	Check Enable GPI Input to control the Aurora Playout software via GPI input.
GPI Input	1 through 16 or 32	Select the GPI input you are configuring.
Channel	<none> Channel A-F Not Channel Specific	Select the channel that this GPI trigger will affect.

Setting	Options	Description
GPI Function for Channel A-F labels: First Second Third	Select a function for each GPI input. Each input usually has only one function, though it can perform up to three functions.	
	<none>	The GPI has no assigned function.
	Play/Stop	Plays or stops the current clip.
	Play	Plays the current clip.
	Stop	Stops playing the current clip.
	Recue	Recues the current clip.
	Cue Previous	Cues the previous clip in the playlist.
	Cue Next	Cues the next clip in the playlist.
GPI Function for Not Channel Specific:	<none>	The GPI has no assigned function.
	Cue All	Cues a clip into each available channel, starting with the selected clip.
	Play Next	Plays the next clip in the playlist.
	Stop All	Stops all playing channels in the playlist.
	Cursor Up	Selects the previous item in the playlist.
	Cursor Down	Selects the next item in the playlist.
On-Air	Only used with the First GPI function. Sends the specified channel an On-Air signal. When Aurora Playout detects a signal, the channel window becomes red to indicate the channel is playing to air. When the On-Air GPI trigger is held longer than the Minimum On-Air duration specified under Options and then released, the channel goes into post-roll and then cues the next clip.	

Configuring GPI Output

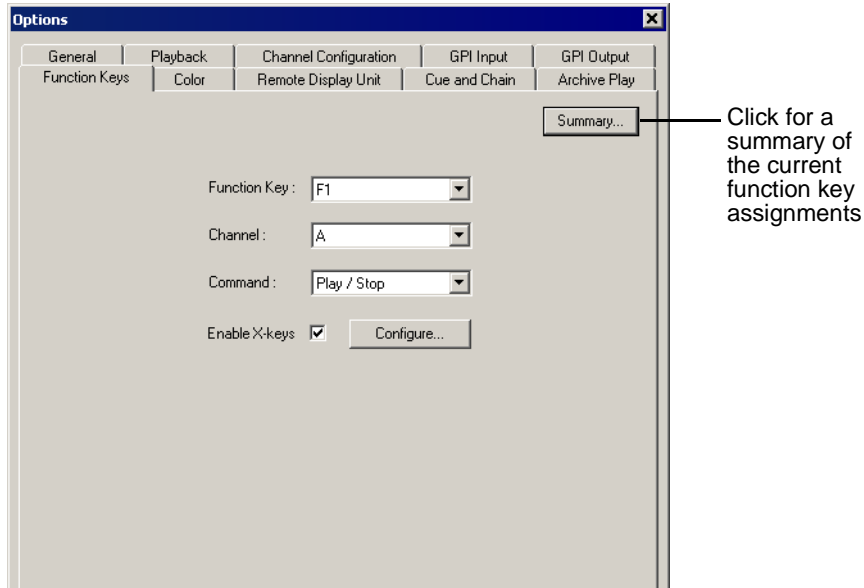


To assign the function of a GPI output, select the channel it affects, the command in Aurora Playout that triggers GPI output and the GPI output number.

Setting	Options	Description
Enable GPI Output	On (checked) Off (unchecked)	Check Enable GPI Output to allow Aurora Playout to trigger GPI outputs.
Channel	<none> Channel A - F	Select the channel that will trigger the GPI output.
Command	Cued	The output is set when the channel is cued; reset when the channel is playing or if the clip is ejected.
	Playing	The output is set when the channel is playing; reset when the channel is stopped or the clip is ejected.
	Loop Play	The output is set when the channel is in loop play mode; reset if not in loop play mode.
	Jog Forward	The output is set when the Jog Forward or Jog Backward buttons are pressed; reset when the Play, Stop, or Eject buttons are pressed, or when the channel is re-cued.
	Jog Backward	
GPI Output	<none> 1-16 or 1-32 (depending on your configuration)	Select the GPI output you want to activate.

Click the Summary button to see an overview of the current GPI settings.

Defining Function Keys



The computer function keys (F1 - F12) provide shortcuts to some Aurora Playout commands, and are pre-configured by default to control the following functions for channels A through C:

Aurora Playout function	Function Key		
	Channel A	Channel B	Channel C
Play/Stop Cued Clip	F1	F5	F9
Recue Current Clip	F2	F6	F10
Cue Previous Clip	F3	F7	F11
Cue Next Clip	F4	F8	F12

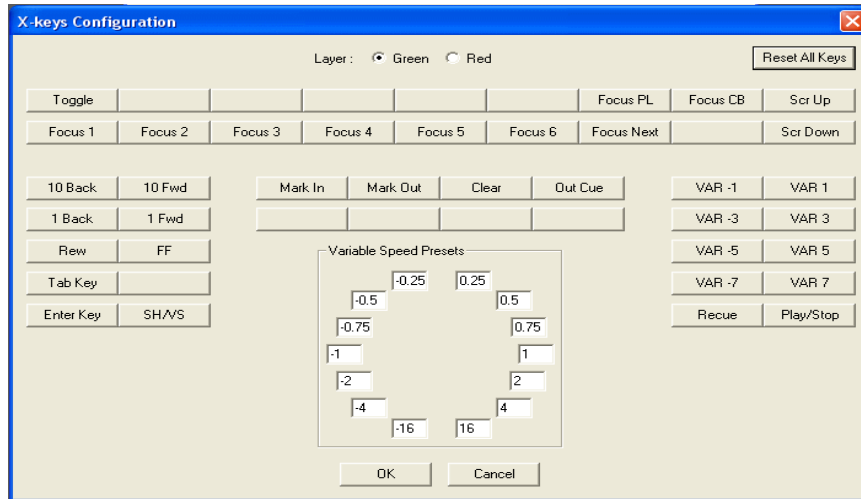
To reassign a function, select the Function Key number, the channel it affects, and the command you want the function key to perform.

Setting	Options	Description
Function Key	F1 through F12	Select the function key you want to set.
Channel	<none> Channel A-F	Select the channel on which the function key will operate.
Command	<none> Play/Stop Recue Cue Previous Cue Next	Select the command the function key will perform on the specified channel.

Setting	Options	Description
Enable X-keys	On (checked) Off (unchecked)	Check Enable X-keys to allow Aurora Playout to use an X-keys Jog/Shuttle controller Click Configure to define the function of each X-key.

Configuring the X-Keys Controller

You can use Aurora Playout with the X-keys Jog/Shuttle controller. For installation information, see [“Connecting the X-keys Jog/Shuttle Controller” on page 26](#). Many of the X-keys have been pre-configured on the Green layer; only the Toggle key has been pre-configured on the Red layer. You can change the default layout or add new commands on the unused keys.



NOTE: Before you can use the X-keys Jog/Shuttle controller, you need to install the X-keys Macro Works software. However, do not use the X-keys Macro Maker application to modify the keys.

To configure or modify a key:

1. Check **Enable X-keys** on the Function Keys tab and click **Configure**.
2. Click on the key that you want to configure or modify. A drop-down list displays the available commands.
3. Select a command to apply to this key.
4. Repeat steps 1 and 2 to configure additional keys.
5. Once you have finished configuring keys, click **OK**.

In addition to the keys, the controller comes with jog/shuttle knob. The jog control, the center disk of the knob, allows you to make precise frame by frame selections for editing. The outer rim can be used in Shuttle or Varispeed mode. The SH/VS key toggles between the two modes.

Shuttle and Varispeed modes both allow you to play clips at various preset fast forward, rewind, and slow-motion speeds. In Shuttle mode, when you release the knob the clip stops. In Varispeed mode, when you release the knob the clip keeps playing until you press the Stop key.

Using the X-keys Jog/Shuttle Controller

The X-keys controller allows you to simplify your workflow. For example, you can use the default layout to easily navigate between different channels or between the Playlist and Clip Browser windows.

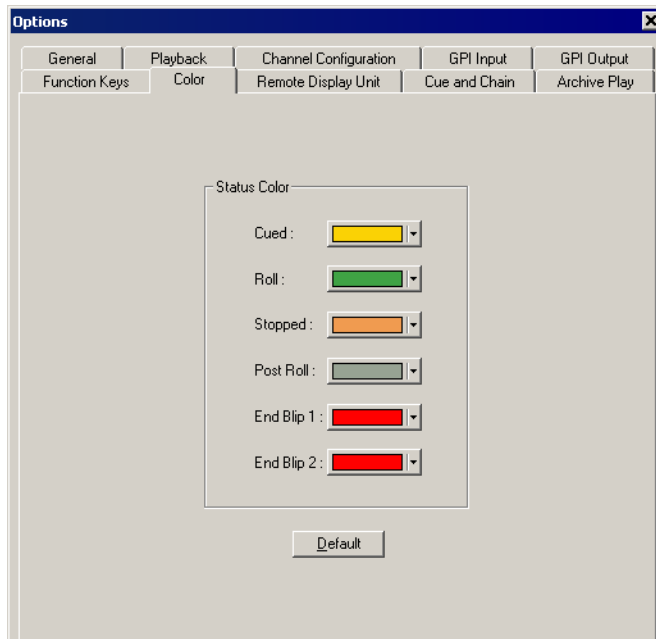
Any commands you send using the X-keys controller apply to the currently active channel or window, which is considered to have **focus**. When a channel has focus, you can perform tasks such as navigating through a clip or trimming a clip. When a window has focus, you can scroll through the clips or the playlist. Always bear in mind that you need to give focus to a channel or window before you can apply the X-keys controller commands to it.

The following table describes the pre-configured keys on the X-keys Jog/Shuttle controller.

Setting	Description
Enable X-keys	Enables or disables the X-keys Jog/Shuttle controller
Layer	Indicates whether you are configuring the Red or Green layer
Reset All Keys	Resets all the keys on the particular layer that you are configuring. Reset All Keys does not affect keys that shift between the layers, i.e. the Toggle, Red, and Green keys.
Toggle	While you are using the X-keys controller, Toggle switches between the Red and Green layers.
Focus CB	Gives focus to the Clip Browser window, if open. X-keys commands such as scrolling will apply to the window that has focus.
Scr Up Scr Down	When the focus is on the Clip Browser window, you can press the Scroll Up or the Scroll Down button to select a clip in the Clip Browser. When the focus is on the main Playlist window, you can press the Scroll Up or the Scroll Down button to select a clip in the Rundown.
Focus 1-6	Gives focus to the specified channel. X-keys commands such as those related to playing, shuttling, or trimming a clip in a channel will apply to the channel that currently has focus.
Focus PL	Gives focus to the main Aurora Playout Playlist window, that is, makes the Playlist window active. X-keys commands such as scrolling will apply to the window that has focus.
10 Back	Jogs the clip backward 10 frames
10 Fwd	Jogs the clip forward 10 frames
1 Back	Jogs the clip backward 1 frame
1 Fwd	Jogs the clip forward 1 frame

Setting	Description
Rew	When the focus is on a channel, you can press the Rew button to rewind the clip in that channel.
FF	When the focus is on a channel, you can press the FF button to fast forward through the clip in that channel.
Tab Key	In message dialog boxes, functions in the same manner as the Tab key on a computer keyboard
Enter Key	In message dialog boxes, functions in the same manner as the Enter key on the computer keyboard
Focus Next	Gives focus to the next channel. All X-keys commands will apply to the channel that currently has focus.
SH/VS	Toggles between Shuttle and Varispeed modes.
Mark In	Marks a new In point for a clip. After trimming, the clip must be recued to apply the new Mark In.
Mark Out	Marks a new Out point for a clip. After trimming, the clip must be recued to apply the new Mark Out.
Clear	Clears the trim marks of a clip
Out Cue	When a channel has focus, you can use the Out Cue key to activate Out Cue Preview for that channel. This allows you to preview the end of a clip by playing the last few seconds, followed by a recue to the beginning. The duration of the preview can be configured by going to the Tools menu and selecting Options, then changing the Out Cue Preview field on the Playback tab.
VAR -1 VAR 1 VAR -3 VAR 3 VAR -5 VAR 5 VAR -7 VAR 7	These seven speeds correspond to whatever values are typed into the fields in the Variable Speed Presets section of the X-keys Configuration dialog box. When you press a VAR key, the clip plays at the preset speed for that key until you press the Stop key. You can move the wheel to the left to access the negative (backward) speeds, move the wheel to the right to access the positive (forward) speeds.
Recue	Recues the clip
Play/Stop	Plays or stops the clip
Variable speed presets	Preset speeds that you can access by using the shuttle/varispeed wheel of the controller or by using the VAR keys. You can modify these to your own settings.

Defining Status Colors

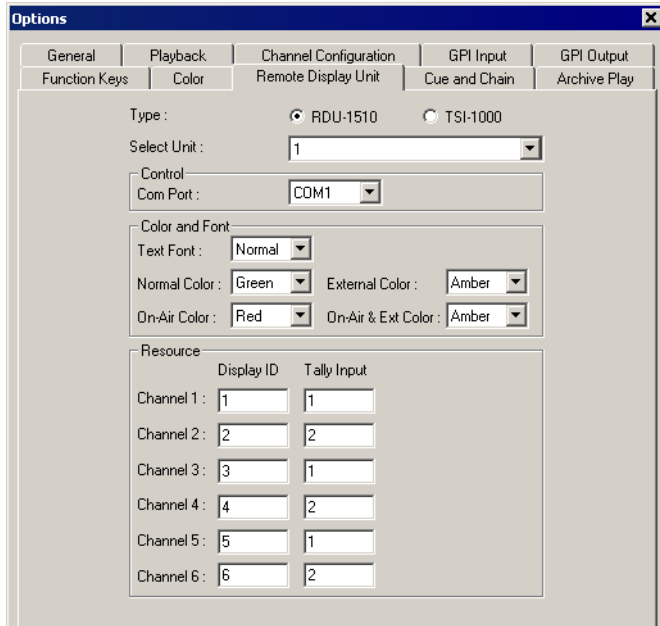


Aurora Payout uses color to show clip status. To change a color, open the drop-down menu for the color you want to change and select a new color.

Setting	Description
Cued	The color indicating that a clip is cued.
Roll	The color indicating that a clip is playing.
Stopped	The color indicating that a clip is stopped during play.
Post Roll	The color indicating that a clip is in post roll.
End Blip 1	The color indicating the first audio/visual warning.
End Blip 2	The color indicating the second audio/visual warning.
Default	Resets the colors to the default system colors.

Configuring the Remote Display Unit (RDU)

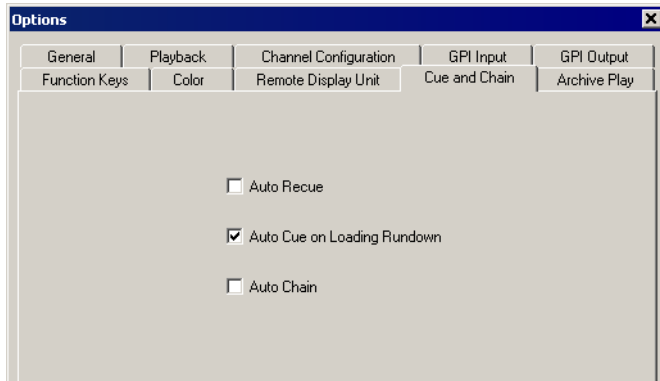
A Remote Display Unit (RDU) lets you see the clips playing on each channel and the status of each clip. The RDU usually resides in the control room so that operators can monitor playback status during a broadcast. There are two different RDUs you can use with Aurora Playout: RDU 1510 or TSI 1000.



Setting	Options	Description
Type of Display Unit	RDU-1510 0 TSI-1000	Select your type of Remote Display Unit.
Select Unit	1 2 3	For the TSI, select the unit that you want to use. You can connect the Aurora Playout system to up to three TSI Remote Display Units. The default values of these units are 1,2, and 3. You can configure these to more appropriate names for your needs.
Control	- Com Port - Machine Name	For the RDU 1510, select the Com Port on the Aurora Playout that the RDU is connected to (usually COM1). For the TSI 1000, enter the IP address or the host name of the TSI 1000 machine.

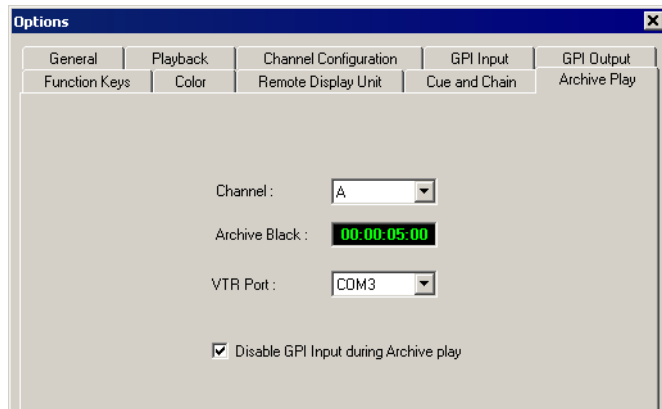
Setting		Options	Description
Color and Font	Text Font	Normal Spaced Thin Small	Select the text format to display on the RDU.
	Normal Color	Red Green Amber	Select the color to display on the RDU during normal operation.
	On-Air Color	Red Green Amber	Select the color to display on the RDU to indicate a GPI On-Air trigger.
	External Color	Red Green Amber	Select the color to display on an external tally device to indicate an input trigger.
	On-Air and External Color	Red Green Amber	Select the color to display on the RDU to indicate that both the GPI On-Air and Tally Input are triggered.
Resource	Display ID (1-6)		Enter the Display ID number for each channel on the RDU. The Display ID determines the position of the clip information on the RDU.
	Tally Input (1-2)/Input ID		Enter the Tally Input number for each channel on the RDU. The Tally Input determines the position of the color on the RDU.
	Display Size		Check the Size checkbox to display the clip name with the full number of characters allowed. If Full is checked, 19 characters can be displayed. If Full is not checked, 13 characters can be displayed. (TSI-1000 only.)
	Duration		Check the Duration box to display the minute and seconds.

Setting Cue and Chain Options



Setting	Description
Auto Recue	Check Auto Recue to automatically recue clips in the playlist when a clip is moved to a new position within the Aurora Playout playlist or the NCS rundown, or when clips change to Ready status.
Auto Cue on Loading Rundown	Check Auto Cue on Loading Rundown to automatically cue clips into all available channels when you open a rundown.
Auto Chain	Check Auto Chain to have Aurora Playout automatically chain two or more consecutive clips in a playlist that are assigned to the same channel.

Configuring Archive Play



Setting	Options	Description
Channel	Channel A-F	Select the channel to use for Archive Play. When in Archive Play mode, clips can be cued only to this channel.

Setting	Options	Description
Archive Black		Specify the Archive Black duration. Archive Black is the black video that separates each archived clip from the next. The default time is 5 seconds. If it does not already exist on your media server, you must record a black clip and place it in the default media bin. The clip should be about 10 seconds long and must be named " BLACK ." See " Recording a Black Clip for Archive Play " on page 94 for instructions.
VTR Port		Select the COM port you are using to connect the VTR.
Disable GPI Input during Archive Play	On (checked) Off (unchecked)	Determines whether to allow GPI Input while archiving clips.

Configuring the Simple Database (SDB) Server

The SDB Server provides you with status on all Aurora Payout playlists associated with NCS rundowns. To configure the SDB Server:



1. Double-click **SDB Server** on the desktop or click the **Start** menu and choose **Programs | Aurora 6.1 | SDB Server**.

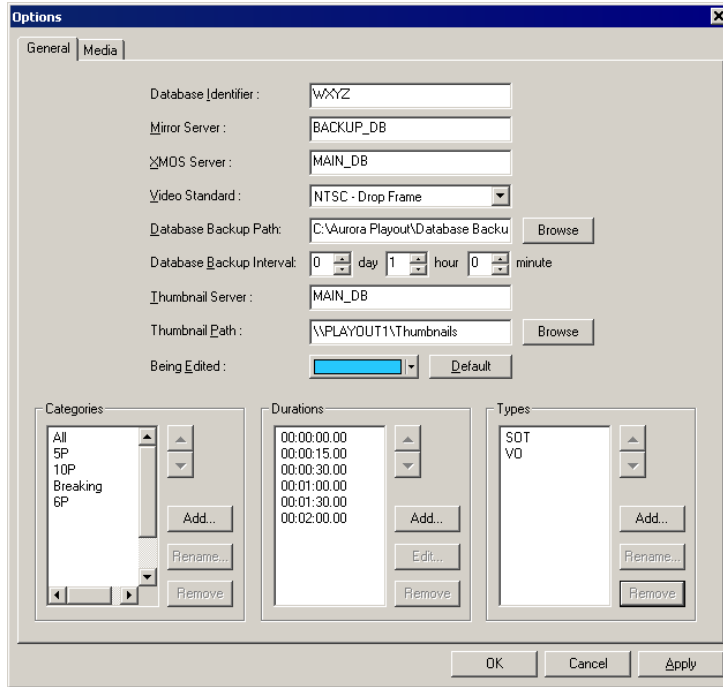
2. Choose **Tools | Options**.

The Options window appears.

3. Go through each tab on the Options window and configure Aurora Payout using the descriptions in the following sections.

4. Click **OK**.

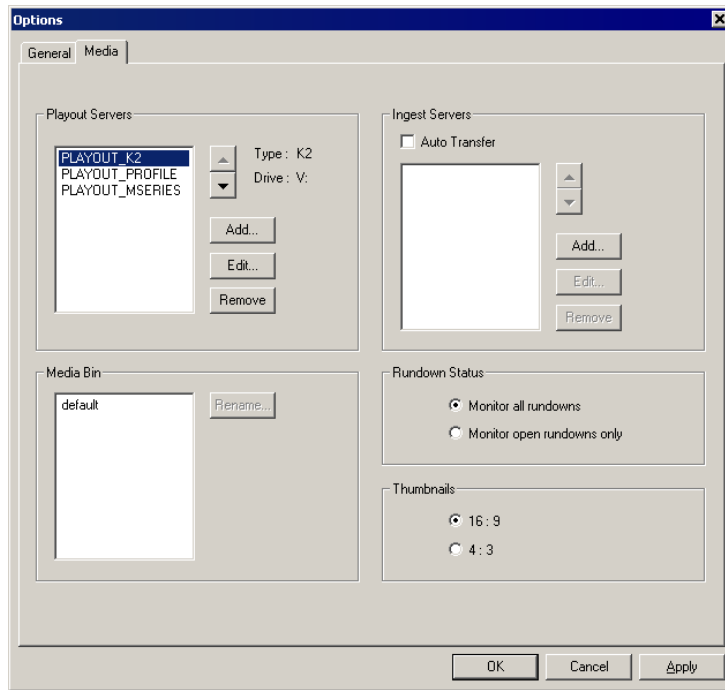
Setting General Options



Setting	Description
Database Identifier	Enter an ID for the database, up to 4 characters, such as your station call letters. All clip IDs will begin with this identifier. This is an optional field.
Mirror Server	Enter the name of the computer hosting the backup database server. For the primary SDB Server, this is the system hosting the hot standby database server; for the hot standby database server, this is the system hosting the primary SDB Server.
XMOS Server	Enter the name of the computer hosting the XMOS Server.
Video Standard:	Select your newsroom video standard: PAL , NTSC - Drop Frame , or NTSC - Non-drop Frame .
Database Backup Path	Enter the path for the database backups.
Database Backup Interval	Enter how often you want the database to back up automatically.
Thumbnail Server	Specifies the name of the computer running the Thumbnail Server application (if used).
Thumbnail Path	Sets the path where the thumbnails will be stored.
Being Edited	Select the color that displays in the Assignment List to alert editors that a sequence is being edited.

Setting	Description
Categories	Lets you define categories for sorting and assigning placeholders. To add a category, click Add , enter the name of the category, and click OK . Categories appear in these locations: Assignment List Plug-in Assignment List Manager Housekeeper Aurora Playout Clip Browser Aurora Edit
Durations	Lets you set default estimated durations for new placeholders. To add a duration, click Add , enter the duration in the format hours:minutes:seconds:frames, and click OK .
Types	Lets you define story types for placeholders. Two story types, SOT (Story on Tape) and VO (Voice Over) are default types. To add a story type, click Add , enter the type, and click OK .

Setting Media Options



Setting	Options	Description
Playout Servers		Lets you define the Media Servers you are using for playout. To add a playout server, click Add , enter the Name and Drive where the media is stored on the playout server, and click OK . If you are using mirrored playback, add both servers here.
Ingest Servers		Use the Auto Transfer feature to automatically transfer media from a source (ingest) server to a destination (playout) server. The Auto Transfer takes place only when media that is sent to or recorded on the ingest server is associated with a Playout placeholder that is part of a MOS-Active rundown. To add an ingest server, check Auto Transfer , click Add , enter the name, and click OK . To change the ingest server to a different server, select the server and click Rename . A media server can only be either a source or destination server for Auto Transfer, so the same media server should never be added to both the Playout and Ingest sections. If you are not using Auto Transfer, leave this section blank.
Media Bin		Aurora Playout creates a default Media Bin where playout media is sent; also used for monitoring ready status and clip duration.

Setting	Options	Description
Rundown Status	Monitor all rundowns	Select Monitor all rundowns to update statuses for stories in all active rundowns in your newsroom computer system, regardless of whether they are currently open in Aurora Payout; this is the default.
	Monitor open rundowns only	Select Monitor open rundowns only to update statuses for only the rundowns that are open in Aurora Payout; when set, only updates the status column in your newsroom computer system for open rundowns.
Thumbnails	16:9 4:3	Select the video aspect ratio for thumbnails displayed in Aurora Payout components.

Configuring the Thumbnail Server

The Thumbnail Server displays connection status to the Profile Media Server(s) and creates thumbnails for MPEG clips. If you are using an M-Series iVDR, K2 client, or Profile with DV media for playout, you don't need to use the Thumbnail Server.

Creating a Thumbnail Folder

Regardless of which Media Server you're using, you need to create a directory in which to store video thumbnails.

To create the Thumbnail folder:

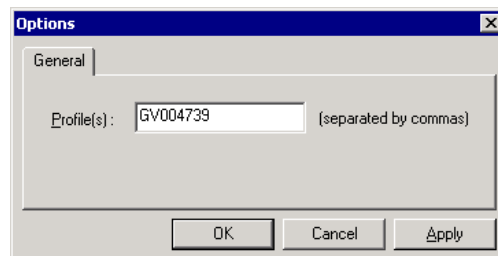
1. Navigate to **C:\Aurora 6.1**.
2. Create a folder and name it **Thumbnails**.
3. Right-click on the folder, select **Sharing**, and click **Share this folder**.
4. Click **OK**.

Setting Up the Thumbnail Server

To set up the Thumbnail Server:



1. Double-click **Thumbnail Server** on the desktop or click the **Start** menu and choose **Programs | Aurora 6.1 | Thumbnail Server**.
2. Choose **Tools | Options**.



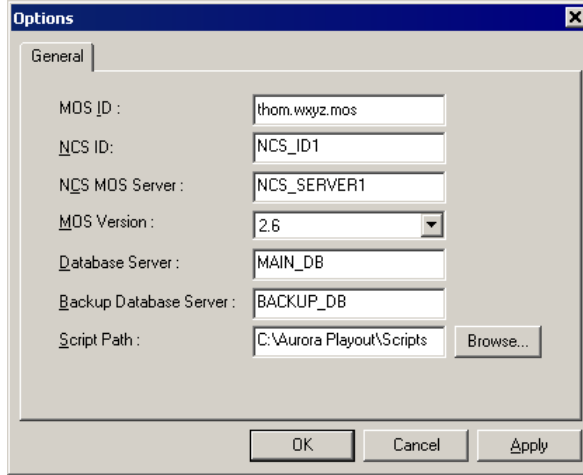
3. Enter the name of the Profile Media Server (playout server) where the media resides that will be used for thumbnails. If using multiple servers, separate each name with a comma.

4. Click **OK**.

Configuring the XMOS Server

The XMOS Server provides communication between the Newsroom Computer System and Aurora Payout. To configure the XMOS Server:

1. From the **Start** menu, choose **Programs | Aurora 6.1 | XMOS Server**.
2. Choose **Tools | Options**; the Options window appears:



3. Enter the following system information:

Setting	Description
MOS ID	Enter your MOS ID: In ENPS, see ENPS System Maintenance MOS Configuration in the ID column. In iNEWS, this value matches the <mos> value within the configuration file on the iNEWS MOS Gateway at C:/Program Files/Avid/MOS Gateway/mosconfig.xml . See your iNEWS administrator for assistance. In Octopus, see Admin MOS Devices .
NCS ID	Enter the name of the server hosting your newsroom computer system: For ENPS, the name of the ENPS Server. If you have an ENPS Buddy server, you need to enter both the main and buddy server names in both the NCS ID and NCS MOS Server fields, in the format "MAIN,BUDDY". For iNEWS, the name of the iNEWS Server. For Octopus, see Admin MOS Devices .
NCS MOS Server	Enter the name of the server hosting the NCS MOS Server component: For ENPS, the same value you entered for the NCS ID. For iNEWS, the name of the iNEWS MOS Gateway machine. For Octopus, the name of the Octopus Server machine.
MOS Version	Select the version of MOS you are using from the pull-down menu; 2.6 for ENPS and Octopus, 2.7 for iNEWS. If your version is unknown, leave set at the default value, 2.6.
Database Server	Enter the name of the server hosting the Aurora Payout database (primary SDB server).

Setting	Description
Backup Database Server	Enter the name of the server hosting the backup Aurora Payout database (hot standby SDB server). If you are not using a hot standby SDB server, leave this field blank.
Script Path	Enter the full path (or browse) to the directory where scripts are stored.

4. Click **OK**.

Configuring Housekeeper

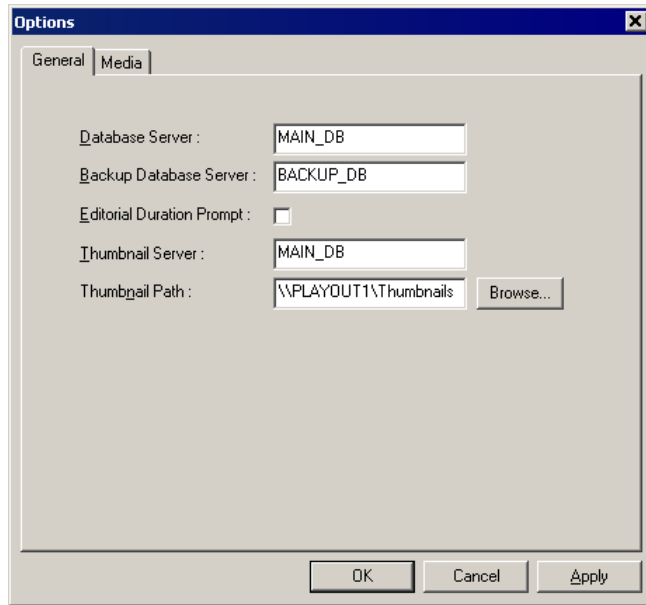
Housekeeper has several options that can be tailored to the requirements and equipment in your newsroom.

To configure Housekeeper:



1. Double-click **Housekeeper** on the desktop or click the **Start** menu and choose **Programs | Aurora 6.1 | Housekeeper**.
2. Choose **Tools | Options**.
3. Go through each tab on the Options window and configure Housekeeper using the descriptions in the following sections.
4. Click **OK**.

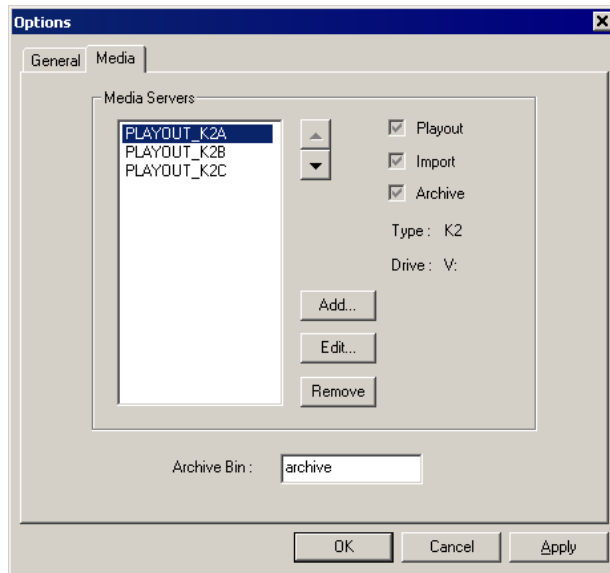
Setting General Options



Setting	Options	Description
Database Server		Enter the name of the computer hosting the Aurora Playout database (primary SDB server).
Backup Database Server		Enter the name of the computer hosting the backup Aurora Playout database (hot standby SDB server).
Editorial Duration Prompt	<input type="checkbox"/>	Check this box to prompt the user for an Editorial Duration when associating clips with placeholders through the Clip Import tab.
Thumbnail Server		Enter the name of the system running the Thumbnail Server application (if used).
Thumbnail Path		Enter the full path to the thumbnail directory.

Setting Media Options

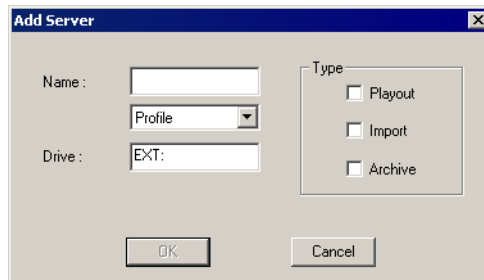
In order for Housekeeper to connect to media servers where clips are stored, you must first add the server names to the Media tab.



To add a Media Server:

1. Click **Add**.

The Add Server window appears:



2. Enter the name of the server and select its type from the pull-down menu.
3. Enter the drive where media is located on the server.

The default drive for a Profile Server is EXT: and for an M-Series or K2 Server is V:.

4. Select the type of server—**Playout**, **Import**, and/or **Archive**:
 - **Playout Server**—A server where you will be sending clips to be played to air.
 - **Import Server**—Any server where you want to import clips from; this server is listed on the Clip Import tab.
 - **Archive Server**— Any server where you want to archive files; this server is listed on the Archive tab. You can only have one Archive Server.
5. Click **OK**.

Configuring the Standalone Assignment List Manager

The Assignment List Manager lets producers create placeholders for clips, assign or reassign placeholders to editors, and monitor clip status.

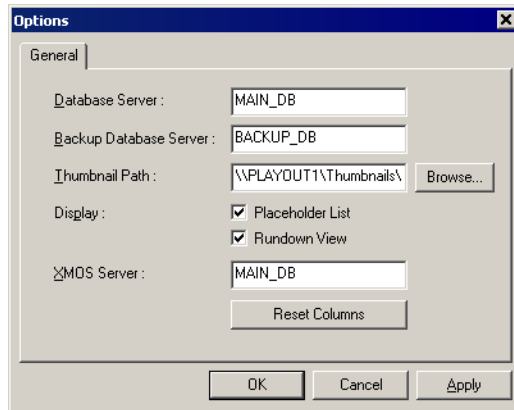
To configure the Assignment List Manager:

1. Click the **Start** menu and select **Programs | Aurora 6.1 | Assignment List Manager**.

The Assignment List Manager appears.



2. Click **Options**; the Options window appears:



3. Enter the following system information:

Setting	Options	Description
Database Server		Enter the name of the server where the Aurora Playout database resides (primary SDB server).
Backup Database Server		Enter the name of the server for the backup Aurora Playout database (hot standby SDB server).
Thumbnail Path		Enter the full path to the shared thumbnail directory on the computer where thumbnails are stored, in the format \\server\foldername ; e.g., if you have a shared folder named “thumbnails” on your playout system named “Playout1”, the path would be \\Playout1\thumbnails.
Display	Placeholder List Rundown View	Select Placeholder List to display placeholders in the Assignment List Manager and select Rundown View to display the list of rundowns.
XMOS Server		Enter the name of the computer hosting the XMOS Server.

4. Click **OK**.

To configure the Assignment List Manager integrated in Aurora Edit, see “*Setting Aurora Playout Options*” in the Aurora Edit User Guide.

Chapter 5

NCS Rundowns and Aurora Payout

Producers can use Aurora Payout with a MOS-compatible newsroom computer system (NCS) to create rundowns, create placeholders for editor assignments, and link clips to the rundown. Producers can also use the NCS to assign clips to specific playback channels, eliminating the need for a playback operator to assign channels for the rundown.

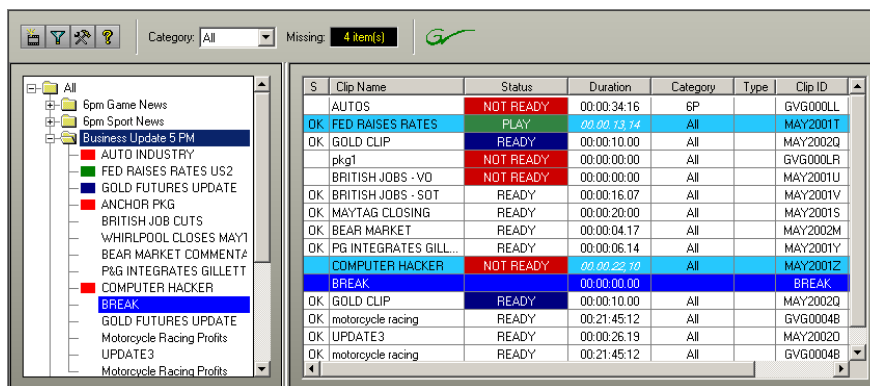
In sites without an NCS, an editor can follow the producer's script and create placeholders using another component of Aurora Payout, such as the Assignment List Manager, and have a playback operator manually create playlists.

This chapter is written for producers and discusses how to use the Assignment List Plug-in to:

- Create placeholders for news clips
- Sort placeholders by category
- View placeholder categories and video thumbnails
- Link clips to an ENPS, iNEWS, or an Octopus rundown
- Assign a payout channel to clips

Tour of the Assignment List Plug-In

You use your NCS to create rundowns for news shows and add scripts for each story. The Aurora Payout Assignment List Plug-in integrates with your NCS and allows you to create placeholders for clips, assign those placeholders to newsroom editors, and link the resulting clips back to your NCS rundown.



The Assignment List Plug-in displays the following information for each clip:

Column	Description
S	The clip status: displays OK if a clip has been completed, sent to the Media Server, and is ready for playback. Status is blank if a clip is incomplete and not ready for playback.
Clip Name	The name of the clip.

Column	Description
Duration	The duration of the clip set when the placeholder was created. Once media is sent to the placeholder, this field updates to the actual duration of the media.
Status	MOS status: matches the NCS status. Includes READY/NOT READY, PLAYED, etc.
Category	The category assigned to the clip; you can assign categories based on the editor to receive the assignment, for instance.
Type	The type of clip an editor needs to create: Voice Over (VO), Sound on Tape (SOT), or other types set in the SDB Server Options. See “ Setting General Options ” on page 46 for details.
Description	Brief description of the clip an editor needs to create.
Clip ID	The clip ID, which is automatically defined when the placeholder is created.
Date	The date the placeholder was created.
P (Protected)	Protected status; displays P if the clip is protected, which prevents it from being erased or deleted from the database. Column is blank if the clip is unprotected.

Using the Assignment List Plug-in

With the Assignment List Plug-in, you can create placeholders, assign and sort them by category, monitor rundown or clip status, and view or change placeholder properties.

Creating Placeholders

You need to create a placeholder for each news clip you are linking to a rundown. Placeholders generate assignments for editors, who can then create news clips for the story and send them to a Media Server for playback. Placeholders also let you see if clips are complete and ready for air or not.

If you are not using a newsroom computer system, use the Assignment List Manager or Housekeeper instead of the Assignment List Plug-in to create placeholders. Both components have the same purpose — to create placeholders and assign them to editors. Chapter 3, “Editing and Aurora Playout,” describes the Assignment List Manager.

To create a new placeholder:



1. In the Assignment List Plug-In window, click **New**.

The New Clip Entry window appears:

The screenshot shows a dialog box titled "New Clip Entry" with a "Settings" tab. The fields are as follows:

- Clip Name: Warehouse fire
- Story Type: SOT
- Category: All
- Editorial Duration: Clip Duration
- Description: Warehouse fire destroys valuable collection
- Protected:
- Being Edited:

Buttons for "OK" and "Cancel" are located at the bottom right of the dialog.

2. Enter a clip name.

The name identifies the placeholder in the Assignment List Plug-in (in the NCS), the Assignment List Manager (in the Aurora Edit system or standalone), and in the Aurora Payout playlist.

3. Optionally, you can provide additional information about the placeholder:

- **Story Type** — Select a Story Type from the drop-down menu. Story types are set in the SDB Server Options; see [“Setting General Options” on page 46](#) for details. Default story types are **SOT** (Sound On Tape) or **VO** (Voice Over). You can also leave this field blank.
- **Category** — Select a category from the drop-down menu. The category determines how stories are grouped and sorted.
- **Editorial Duration** — Enter a duration for the placeholder or select one from the drop-down list. The Editorial Duration is an optional value you can set for an estimated on-air duration of the clip that is changed to a more precise value later. Once media is associated with the placeholder, the Editorial Duration is adjusted to the clip length unless the editor changes it.
- **Description** — Enter a description for the placeholder. The description helps news editors identify the clip they need to create.
- **Protected** — Check this box to prevent the clip from being erased or deleted from the database.
- **Being Edited** — Check this box to indicate when the sequence for a placeholder is currently being edited. This field allows users to easily determine that a clip is already being worked on. When checked, these areas designate that the clip is Being Edited: the clip in the Aurora Payout playlist and in the Assignment List Manager changes color, and the text for the clip in the standalone Assignment List Manager changes color.

4. Click **OK**.

The new placeholder appears in the Assignment List.

NOTE: The Clip ID and the Date are set automatically when you create a new placeholder.

Sorting Placeholders by Category

When you create a new placeholder, you have the option of putting the placeholder into a category. Categories allow you to filter items you view in the Assignment List. You can filter items by selecting a rundown in the left pane of the Assignment List and further filter using the Category box at the top of the Assignment List. Only items in the selected category appear in the list.

You can add placeholders to a category at any time by doing the following:

1. Right-click on the clip and select **Properties**.

The Clip Properties window appears.

2. Select a news editor, workstation name, or other category from the **Category** list.



3. Click **OK**.

The placeholder automatically appears on the edit workstation.

NOTE: You can change a category for multiple placeholders at once by clicking **Shift** + selecting a group of clips, then right-clicking and selecting **Properties**.

Viewing Clip Categories

In the Assignment List Plug-in, you can view the placeholders and clips based on Category.

To change the Category of clips to view:

- Select a category from the **Category** list.

The list displays only the placeholders and clips in that category.

Select **All** to view all assignment placeholders again.

Viewing a Video Thumbnail for a Placeholder

The Assignment List Plug-in, in addition to showing a clip's properties, displays the first frame of the clip as a thumbnail.

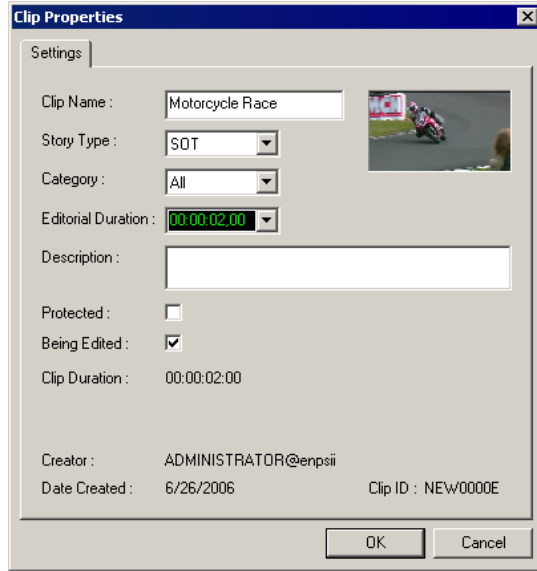
You can only see thumbnails for completed clips, which are identified with an **OK** in the Status column; the thumbnail is blank for incomplete clips.

To view a thumbnail:

- Double-click a placeholder.

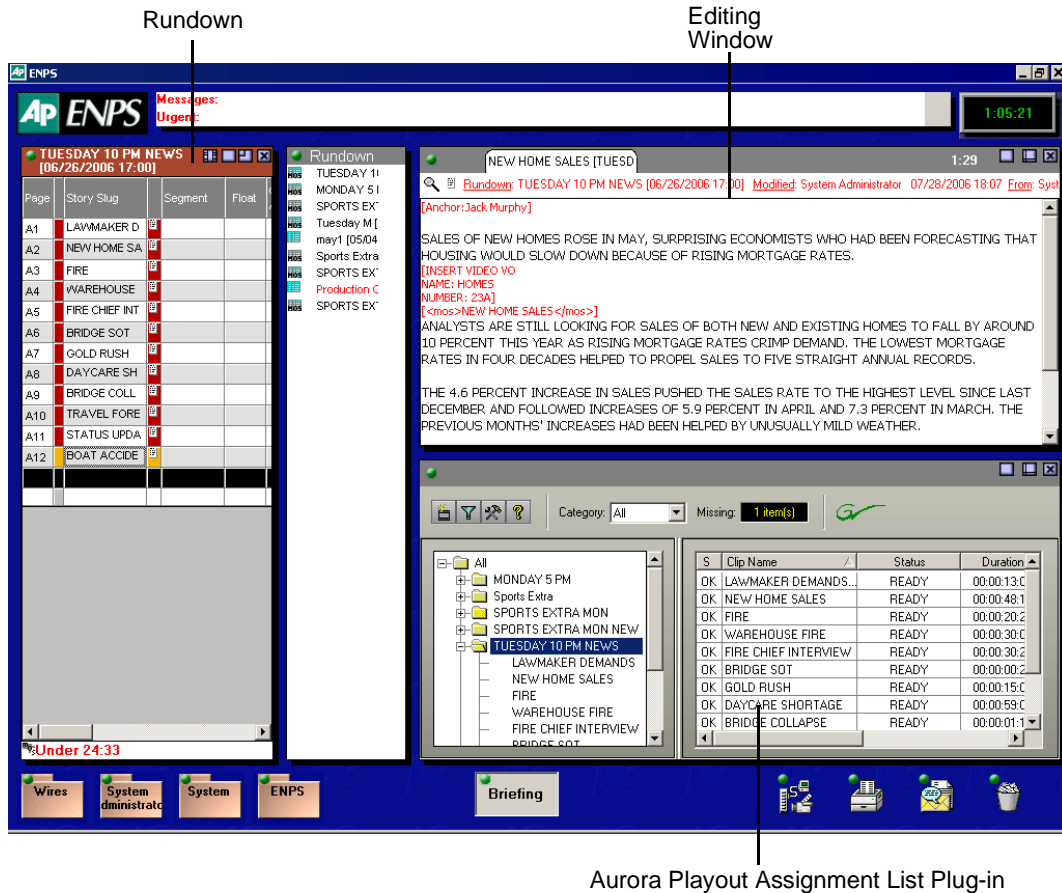
The Clip Properties window appears, displaying the video thumbnail if the clip is

complete.



Using ENPS

The Aurora Playout Assignment List Plug-in lets you create a placeholder for a clip and insert it into the accompanying story slug in the NCS rundown. With ENPS, you can create the placeholders and insert them manually to your rundown or use the auto-create feature and create and insert the placeholder automatically.



Creating Placeholders Automatically

With ENPS, you can automatically create a placeholder linked to a story slug. To link placeholders automatically, you need to enable the Auto Create feature in the ENPS MOS Configuration and add the Auto Create column to your ENPS rundown template.

To create and link a placeholder automatically:

1. Create a new rundown.
 - Create a rundown as you normally would. See the ENPS documentation for details.
2. Create a new story slug in ENPS.
3. Create a new placeholder using one of these methods:
 - Click the **Object AutoCreate** field, select the MOS ID from the drop-down list,

and press **Enter**.

TUESDAY 10 PM NEWS [06/26/2006 17:00]							
Page	Story Slug	Segment	Object Placeholder Create	Float	Object Autocreate	MOS Status	Break
A13	PRESIDENT SPEAKS						
			thom.nqp.mos				

- To assign a category when you create the placeholder, click the **Object Placeholder Create** field, select the MOS ID from the drop-down list, enter a Group name and a Story Type, if desired, and press **Enter**.

TUESDAY 10 PM NEWS [06/26/2006 17:00]							
Page	Story Slug	Segment	Object Placeholder Create	Float	Object Autocreate	MOS Status	Break
A13	PRESIDENT SPEAKS		MOS	Group	Type		
			thom.nqp.mos	5 PM			

OK Cancel

A new placeholder is created in the Aurora Payout Assignment List Plug-in and is automatically linked and embedded into the script for this story.

You can then use the Assignment List Plug-in to edit properties for the new placeholder, such as category or type.

Inserting Clips to ENPS Manually

As an alternative to using the ENPS Auto Create feature, you can manually create placeholders and add them to your story scripts. For example, you would use this method to add an existing placeholder to your script.

To insert a clip to an ENPS rundown:

1. Create a new rundown.
Create a rundown as you normally would. See the ENPS documentation for details.
2. Create a new story in ENPS and open it.
3. Create a new placeholder using the Aurora Payout Assignment List Plug-in, Assignment List Manager, or Housekeeper.
See [“Creating Placeholders” on page 56](#) for instructions.
4. Drag the new placeholder from the Assignment List Plug-in to the ENPS Editing Window.

Aurora Payout clip information

NEW HOME SALES [TUESD] 1:29

Rundown: TUESDAY 10 PM NEWS [06/26/2006 17:00] Modified: System Administrator 07/28/2006 18:07 From: Syst

[Anchor: Jack Murphy]

SALES OF NEW HOMES ROSE IN MAY, SURPRISING ECONOMISTS WHO HAD BEEN FORECASTING THAT HOUSING WOULD SLOW DOWN BECAUSE OF RISING MORTGAGE RATES.

[INSERT VIDEO VO
NAME: HOMES
NUMBER: 23A]
[<mos>NEW HOME SALES</mos>]

ANALYSTS ARE STILL LOOKING FOR SALES OF BOTH NEW AND EXISTING HOMES TO FALL BY AROUND 10 PERCENT THIS YEAR AS RISING MORTGAGE RATES CRIMP DEMAND. THE LOWEST MORTGAGE RATES IN FOUR DECADES HELPED TO PROPEL SALES TO FIVE STRAIGHT ANNUAL RECORDS.

THE 4.6 PERCENT INCREASE IN SALES PUSHED THE SALES RATE TO THE HIGHEST LEVEL SINCE LAST DECEMBER AND FOLLOWED INCREASES OF 5.9 PERCENT IN APRIL AND 7.3 PERCENT IN MARCH. THE PREVIOUS MONTHS' INCREASES HAD BEEN HELPED BY UNUSUALLY MILD WEATHER.

When you save the script, the clip is added to the ENPS rundown.

Assigning Payout Channels to Clips

With ENPS and Aurora Payout you can assign payout channels to stories in a rundown. When a playback operator opens the rundown, stories are already assigned to payout channels.

To assign a payout channel in an ENPS rundown:

1. Click the **MOS Channel** column for the story you want to assign.
2. Enter the channel name in the MOS Channels box and click **OK**.

You must enter the channel label exactly as it was set up in Aurora Payout.

The story is assigned to that channel and appears in the Aurora Payout application in the “Assign” column.

Using iNEWS

To use an Aurora Edit sequence in a news story when it plays out to air, you need to create a placeholder and insert it to your NCS rundown.

Queue Panel
Story Panel

The screenshot shows the iNEWS software interface. At the top, there's a menu bar (File, Edit, View, Go To, Story, Format, Tools, Communicate, Window, Help) and a toolbar. Below that is a status bar showing '15:21:25'. The main window is divided into several panels:

- Queue Panel:** A table listing items in a rundown. The table has columns: Page, Tal, Slug, Format, MOS-Title, Vid Stat, Status, Ch, Audio, Runs, Time, Backtime, Date, Mod., App. The table contains several rows, including 'TRITON', 'FORECAST', 'WXTOSS', 'STATS', 'CURRENTS', 'MOVIE', and 'PT MP FOOD'. The 'MOVIE' row is highlighted.
- Story Panel:** A detailed view of the selected 'MOVIE' item. It shows fields for Page, Tal, Slug, Format, MOS-Title, Vid Stat, Status, Ch, Audio, Runs, Time, Backtime, Date, Mod. by, App., Cumetime, AD, Mos-Active, and MOS-Dur. Below these fields, there's a text area containing '(TALENT=MIKE)' and a description: 'IN 1989, A FILM WAS RELEASED THAT CHANGED THE COURSE OF TIME AND THE WAY PEOPLE THINK. IN THIS'. At the bottom, there are fields for TTC, BLK, and EST.
- Assignment List Plug-in:** A window showing a list of clips. It has a 'Category' dropdown set to 'All' and a 'Missing' count of '282 Item(s)'. The list has columns: S, Clip Name, Editorial Dur..., Status, Category, Type, Description, Clip ID, Date. The list contains several items, all with a status of 'NOT READY'.

Aurora Payout Assignment List Plug-in

Creating Placeholders

To insert an Aurora Playout placeholder into your story:

1. Create a new rundown.
Create a rundown as you normally would. See the iNEWS documentation for details.
2. Create a new story in iNEWS.
3. Create a new placeholder in the Aurora Playout Assignment List Plug-in, Assignment List Manager, or Housekeeper.
See [“Creating Placeholders” on page 56](#) for instructions.
4. Verify that the new story slug is highlighted in the Queue Panel and then drag the new placeholder from the Assignment List Plug-in to the Story Form window.
5. Click on a different line in the Queue Panel to save your changes.
The placeholder links with the story and the clip name displays in the Clip Slug column in the iNEWS Queue Panel.

Assigning Playout Channels to Clips

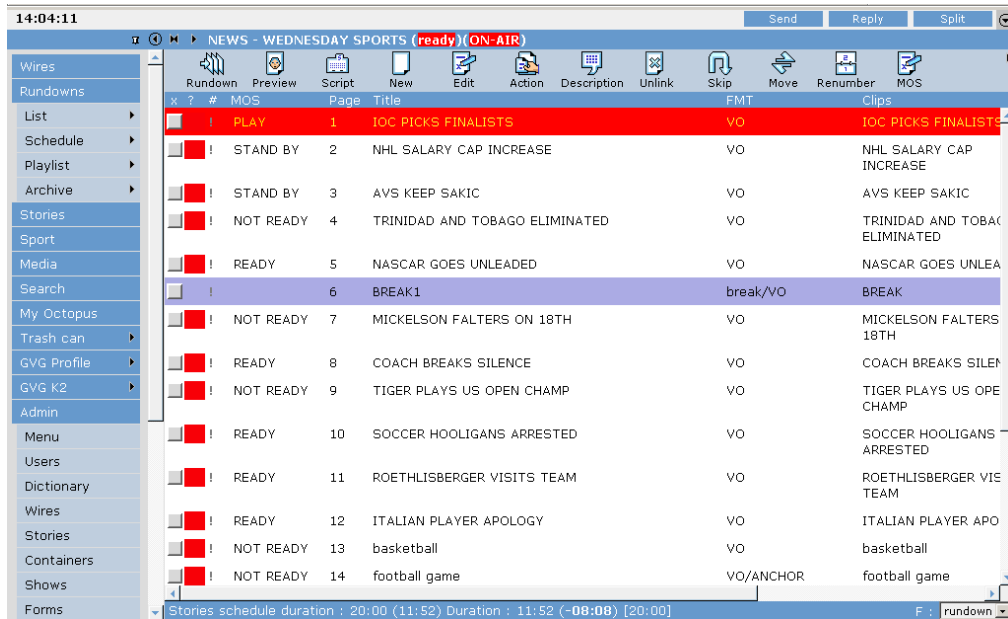
With iNEWS you can assign playout channels to stories in a rundown. When a playback operator opens the rundown, stories are already assigned to playout channels.

To assign a playout channel in an iNEWS rundown:

1. Select the slug you want to assign and right-click the **Ch** box.
2. Choose **Assign Channel**.
3. Enter the channel name and click **OK**.
You must enter the channel label exactly as it was set up in Aurora Playout.
4. Save the slug.
The story is assigned to that channel and appears in the Aurora Playout application in the “Assign” column.

Using Octopus

The Aurora Playout Assignment List Plug-in lets you create placeholders for clips and insert them to the accompanying story slug in the NCS rundown. With Octopus, you can create the placeholders and insert them manually to your rundown or use the auto-create feature and create and insert the placeholder automatically.

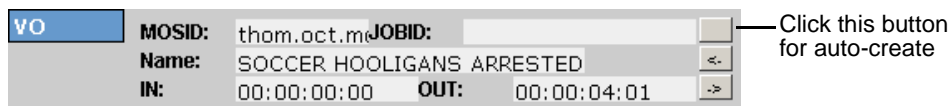


Creating Placeholders Automatically

With Octopus, you can create placeholders automatically using the Auto-create feature.

To create a placeholder and insert it automatically:

1. Create a new story in Octopus.
2. Open the story.
3. If an element doesn't exist, right-click and select **New | type of element** and click **OK**.



4. Click the button next to the JOBID field and select **Auto-create - MOS ID**.
The MOS ID and Name of the placeholder fill in automatically.
5. Click **OK** to save.

Linking Clips to Octopus Manually

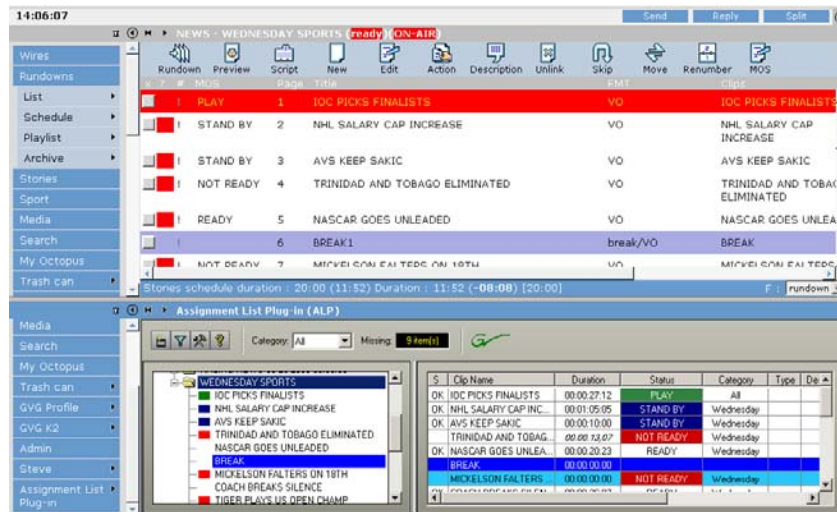
If your system doesn't have the auto-create feature enabled, you can create placeholders and insert them to your rundown manually:

1. Create a new story in Octopus.
2. Open the story.
3. If an element doesn't exist, right-click and select **New | type of element** and click **OK**.
4. Click the button next to the JOBID field and select **Create**.
5. In the Create MOS object on remote device window, enter the desired placeholder name in the Name field and click **OK**.
6. Click **Save** or **OK** to save the placeholder.

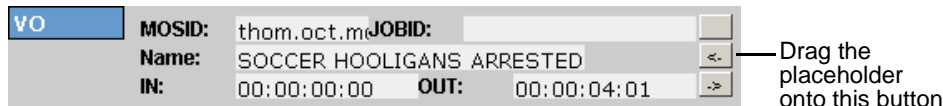
Inserting Clips with the Assignment List Plug-in

You can also insert clips using the Aurora Playout Assignment List Plug-in integrated with Octopus:

1. Split the Octopus window so you can see the Rundown View and the Aurora Playout Assignment List Plug-in.



2. Insert a new element if one doesn't exist.
3. In the Assignment List Plug-in, create a new placeholder or use an existing one. See [“Creating Placeholders”](#) on page 56 for instructions.
4. Drag the placeholder from the Assignment List Plug-in to the button next to the Name field on the Octopus element.



5. Click **OK**.

Assigning Playout Channels to Clips

For Octopus newsroom computer system (NCS), playout channel assignment to stories in a rundown is not supported. When a playback operator opens the rundown, he or she needs to manually assign respective channels in Aurora Playout. See [“Assigning Clips to Channels” on page 95](#) for instructions.

Chapter 6

Editing and Aurora Payout

News editors use the Assignment List component of Aurora Payout to receive assignments from the producer and return completed assignments.

The Assignment List runs on the computer with the Aurora Edit editing system. Editors create clips and sequences in Aurora Edit as usual and send them to a Media Server. A playlist is received from the NCS or a playback operator uses the clips in Aurora Payout to create a playlist, and then controls the playback of clips to air.

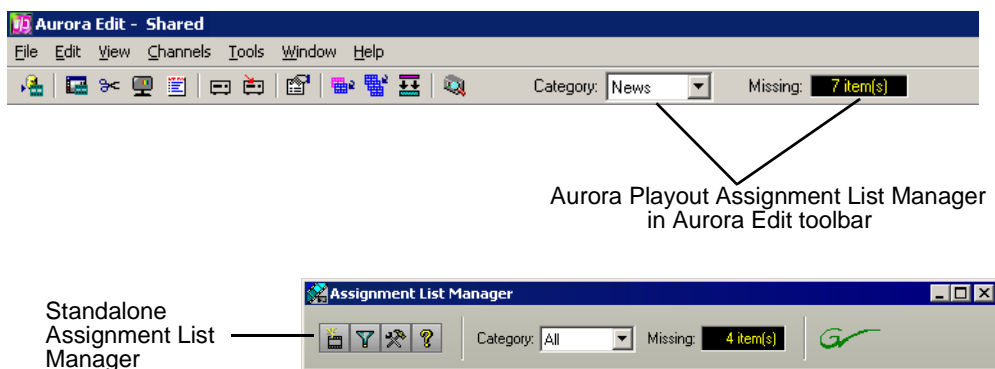
This chapter is written for news editors and discusses how to use the Assignment List to:

- Receive assignments from your producer
- Link a sequence with a Aurora Payout placeholder
- Create new clip placeholders
- Delete empty placeholders
- Change clip assignments
- Update clips

Tour of the Assignment List

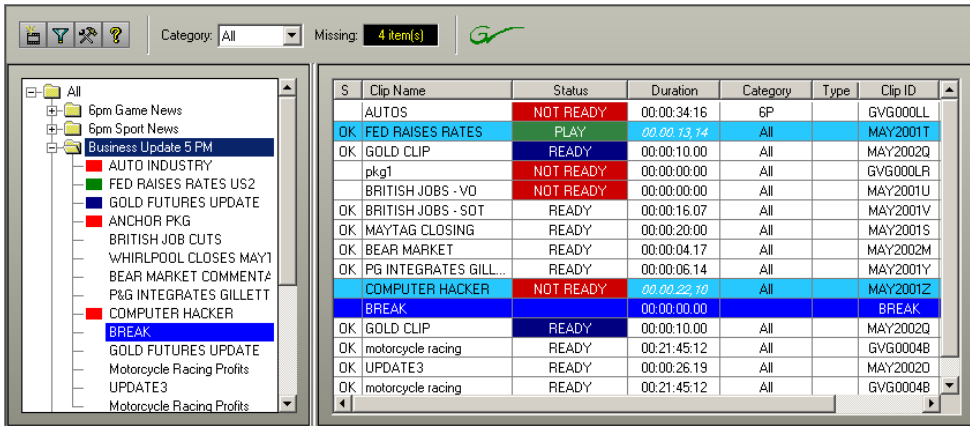
You use the Assignment List to receive assignments from the producer, to create additional placeholders for clips, and to reassign placeholders to other editors.

The embedded Assignment List runs on the Aurora Edit workstation and integrates with Aurora Edit; the Aurora Edit toolbar displays part of the Assignment List so you can see the number of assignments you've received. The standalone Assignment List runs on any computer in the network.

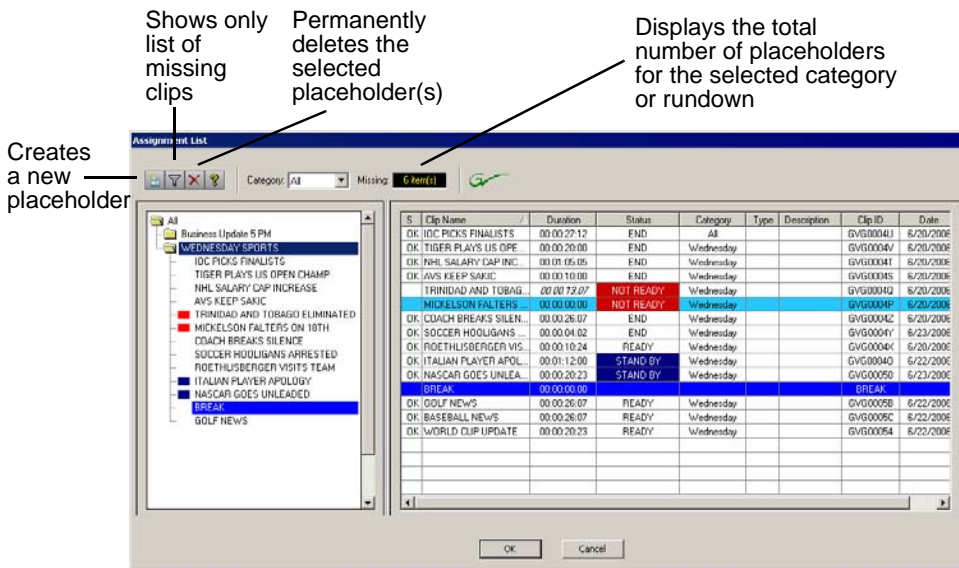


To see more detail for each story:

- In the standalone Assignment List, maximize the window:



- In Aurora Edit, double-click the **Missing** box to open the Assignment List window:



The list of assignments shows each clip/placeholder and its properties:

Column	Description
S	The clip status: displays OK if a clip has been completed, sent to the Media Server, and is ready for playback. Status is blank if a clip is incomplete and not ready for playback.
Clip Name	The name of the clip/placeholder.
Duration	The duration of the clip set when the placeholder was created. This estimated value will be changed later when media is associated with the placeholder.

Column	Description
Status	MOS status: matches the NCS status. Includes READY/NOT READY, PLAYED, etc.
Category	The category assigned to the clip; you can assign categories based on the editor to receive the assignment, for instance.
Type	The type of story or sequence an editor needs to create: Voice Over (VO), Sound on Tape (SOT), or other types set in SDB Server Options.
Description	Brief description of the clip an editor needs to create.
Clip ID	The clip ID, which is automatically defined when the placeholder is created.
Date	The date the placeholder was created.
P (Protected)	Protected status; displays P if the clip is protected, which prevents it from being erased or deleted from the database. Column is blank if the clip is unprotected.

Receiving Editing Assignments

Assignments automatically appear in your Assignment List when they are sent from the producer or assigned from another editor.

Producers create the assignments as clip placeholders for use in an upcoming news broadcast. You create clips in Aurora Edit and link them to the placeholders in the Assignment List.

Linking Sequences to Aurora Playout Placeholders

Aurora Edit can link to scripts on iNEWS, Octopus, and AP/ENPS Newsroom computer systems, which you can use as an aid for creating your sequence.

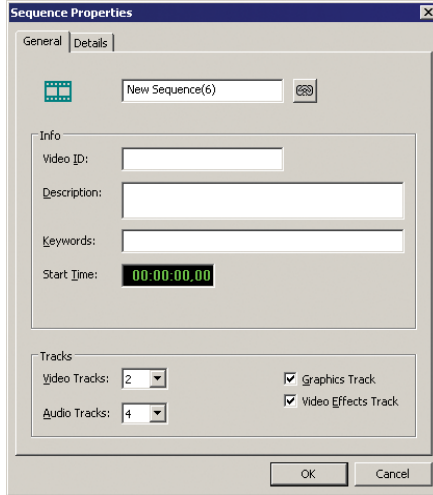
You can link to a news or sports story when you create a new sequence, as described below, by opening Sequence Properties and clicking the Link to Story icon.

To link to a Aurora Playout placeholder:

1. In Aurora Edit, click the **New Sequence** button in the Bin toolbar.



The Sequence Properties window appears:

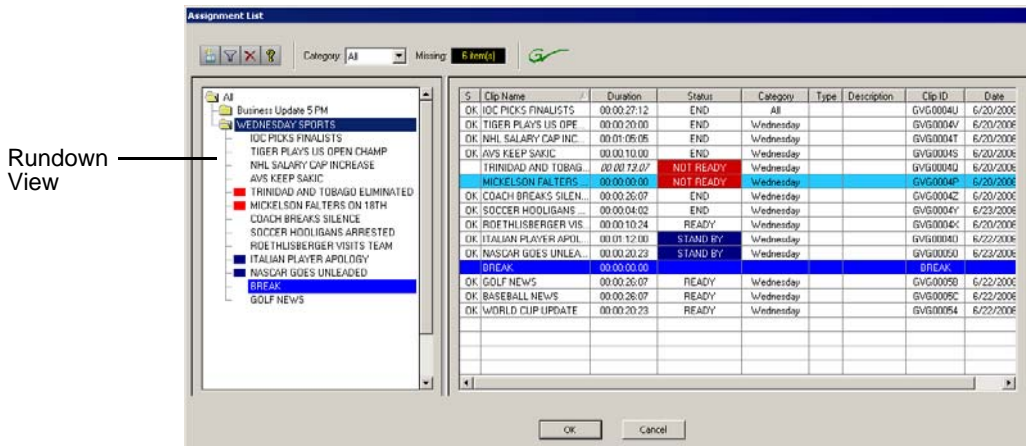


You can also use an existing sequence—open the sequence in Aurora Edit, and click the **Story View** button in the main toolbar.



2. Click **Link to Story**.

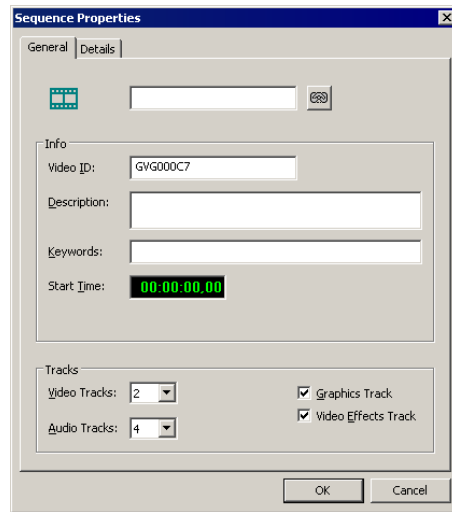
The Assignment List window appears, displaying available stories:



NOTE: Once an Aurora Playout story is linked, the row color for the selected story changes to reflect that the story is being edited. The various row colors represent: green = play, blue = stand by, yellow = stopped, red = not ready.

3. In the Rundown View in the left portion of the Assignment List window, expand the desired rundown by clicking the + icon.
4. In the Rundown View, click on the name of the story you want to work on.
The list of available placeholders displays in the right portion of the Assignment List window.
5. If more than one placeholder displays, select the placeholder to which you want to link.

The Sequence Properties window appears with the name and ID filled in:



6. Click **OK**.

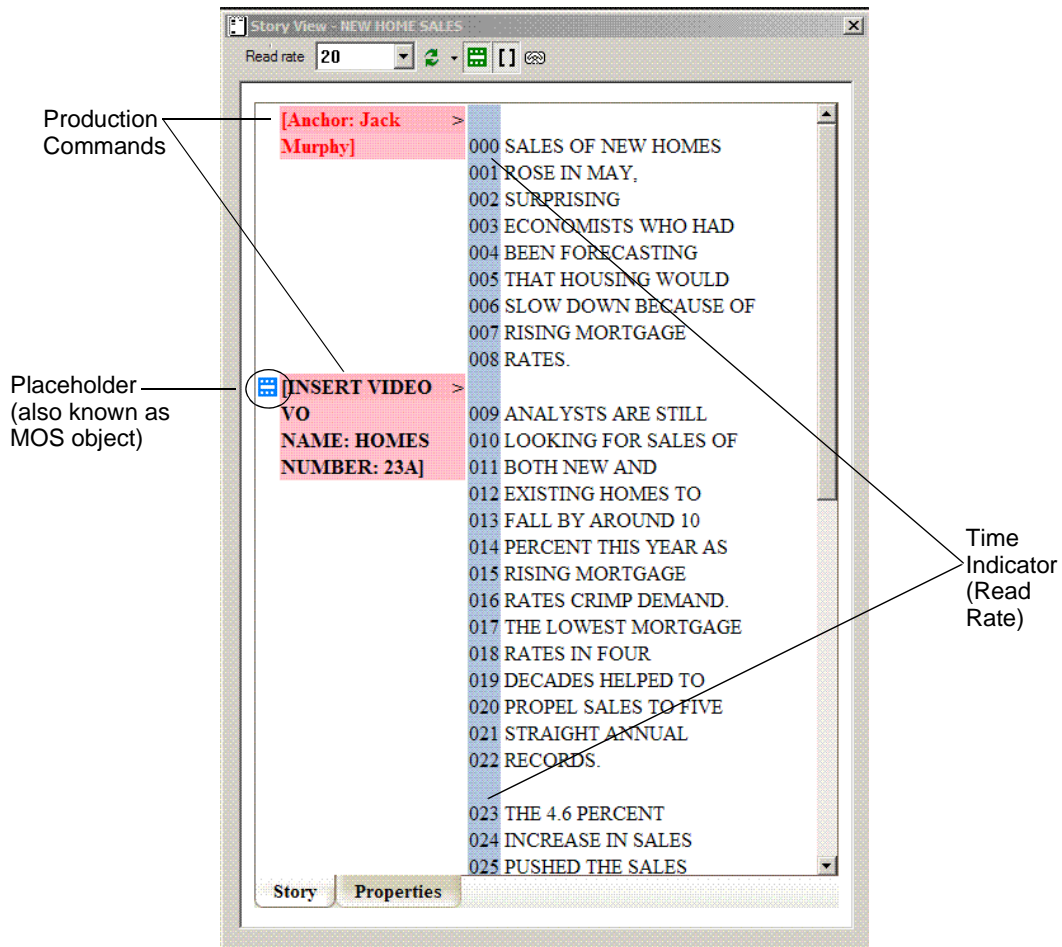
The Timeline opens.

NOTE: When the timeline position cursor moves (e.g., when playing the sequence), the blue highlight in the Story View window moves in concert to match the current timeline position.









7. Click the **Story View** button in the Main Toolbar.

The Story View window opens:



See the following instructions for using the Story View toolbar functions.

Item	Function
<p>Read Rate</p> 	<p>Displays the current Read Rate in characters per second.</p> <p>Click the arrow to select a specific script reader's (newscaster's) reading speed.</p> <p>Click Reset to return to the default reading rate.</p> <p>Click Off to turn off the Read Rate function.</p> <p>NOTE: When the timeline position cursor moves (e.g., when playing the sequence), the blue highlight in the Story View window moves in concert to match the current timeline position.</p>

Item	Function
Refresh Mode 	Selects one of two script refresh modes: Automatic: Any script change on the NCS side automatically updates the script in the Story View window. This is the default setting. Manual: Script changes on the NCS side are not reflected in the Story View window. You must click Refresh Script to update the window with the most recent script changes. The Refresh Script icon flashes yellow for 30 seconds, and then remains yellow to indicate that an updated script is available. Click Refresh Script to load the latest script and revert the icon to green.
Refresh Script 	Refreshes the Story View with any script changes made on the NCS side. If the script is updated on the NCS while in Manual mode, the Refresh Script icon flashes yellow for 30 seconds and then remains yellow to indicate that an updated script is available. Click Refresh Script to load the updated script and revert the Refresh Script icon to green.
Media Object Server (MOS) Object Display Toggle 	Toggles the MOS Object Display function on and off. When on, an icon marks where placeholders have been put in the script. When off, the placeholder icons disappear from the screen.
Production Command Toggle 	Toggles the production command (e.g., wipe, package, out cue, anchor, etc.) display column on and off.
Link Sequence to Story 	Links a sequence to a particular story.

Sending Completed Clips

Once you create a clip or sequence on Aurora Edit for a specific placeholder, you need to send it to a Media Server so it can be played to air by Aurora Playout. Your Aurora Edit workstation should be configured with the Media Server and its default directory as the default Send Destination. See your Aurora Edit documentation for more information.

If you didn't previously link your sequence to a Aurora Playout placeholder, you can do it before sending the clip.

To send a completed sequence:

1. Select the completed sequence in the Aurora Edit Bin.

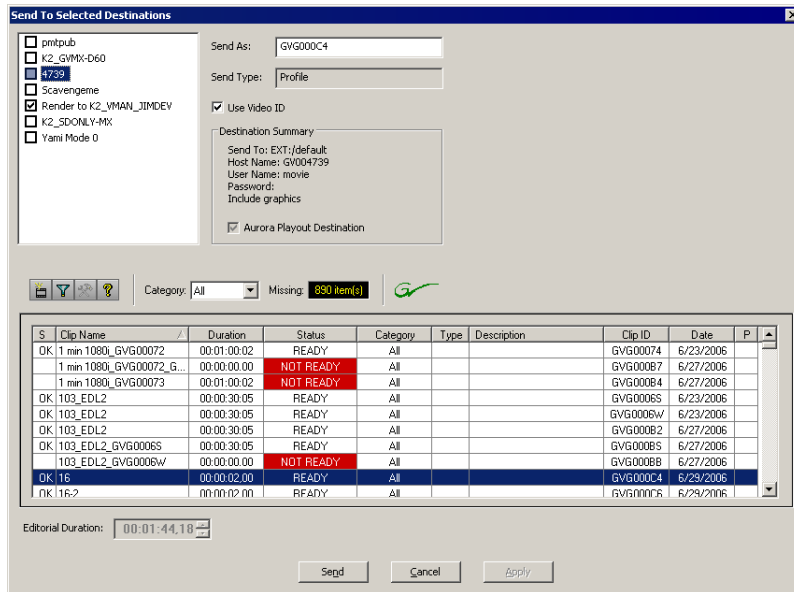
If you have the completed sequence open in Aurora Edit, it is already selected; click **Save** before sending to make sure you send the latest version.



2. Press **F2** on the keyboard or click the **Send to File** button in the toolbar.

The Send To Selected Destinations window appears, displaying the list of open Aurora Playout placeholders. If you linked the sequence to a Aurora Playout placeholder, that placeholder is highlighted.

If not already selected, click the checkbox for your Media Server's location.



NOTE: Toggling the Missing Clips Only button to off displays previously sent placeholders with media. You can also link a sequence to one of these placeholders, which overwrites the media with the new content.

3. If you haven't linked the sequence to a placeholder, select one to assign to your completed sequence.
4. Enter an **Editorial Duration** for the sequence, if desired.

NOTE: Editorial Duration only affects the Duration Column in the ENPS newsroom computer system.

When sending a linked story to a Aurora Playout destination, you have the opportunity to change the Editorial Duration. To enter a duration, type it into the green timecode Editorial Duration field at the bottom of the window, not by changing the Editorial Duration property of the placeholder.

The duration is sent back to the Newsroom Computer System as the actual on-air duration of the sequence for more accurate rundown timing. If left unchanged, the total duration of the story is sent by default.

5. Click **Send**.

The clip is sent to the Media Server. Once the clip is sent, the placeholder no longer appears in your Assignment List and the number of missing items at the top of the screen decreases by one.

Additional Assignment List Features

In addition to creating clips for assigned placeholders and sending them to the server for playback, there are other features of the Assignment List that you can use.

Creating New Placeholders

In addition to the assignments you receive from your producer, you can create additional placeholders for clips you want to include in a broadcast.

To create a new placeholder for a clip:



1. Click **New Placeholder**.

The New Clip Entry window appears:

2. Enter a clip name.

The placeholder name identifies the placeholder in your Assignment List Manager, the Assignment List Plug-in on the ENPS system, and the Aurora Payout playlist.

3. Optionally, enter additional information about the placeholder:

- **Story Type**— If desired, specify whether this is a SOT (story on tape), VO (voice over), etc.
- **Description** — Enter a description for the placeholder to help identify the clip you need to create.
- **Category** — Select a category from the drop-down menu. The category determines who receives the placeholder as an assignment. Selecting **ALL** makes the placeholder accessible to all editors who select **ALL** in their Assignment List Manager.
- **Editorial Duration** — If desired, enter an estimated duration for the story or select one from the drop-down list. Once the clip is created the duration is automatically adjusted to the clip length. The editor can also enter an editorial duration that is less than the clip length, which is sent back to the NCS for show timing.
- **Protected** — Check this box to prevent the clip from being deleted from the database.
- **Being Edited** — Check this box to show that the clip for a placeholder is being

edited. This field allows editors to easily see that a clip is already being worked on in another edit room.

4. Click **OK**.

The Clip ID and Date are automatically set when you create the placeholder.

Deleting Placeholders

If you need to, you can delete placeholders from the Assignment List. However, deleting items using the Assignment List only deletes the placeholder, not the corresponding media. For this reason, you should only delete empty placeholders from the Assignment List and use Housekeeper for deleting clips (see “[Deleting Clips From the Clip Database](#)” on page 103).

To delete an empty placeholder:



- Select the clip(s) you want to delete and click **Delete**.

Changing a Clip Category

If you need to change a clip category:

1. In the Clips window, double-click on the placeholder you want to assign.
2. Select a new editor, workstation name, or other category from the **Category** list.



3. Click **OK**.

The placeholder appears on the edit workstation.

Viewing the Assignment List

In the Assignment List, you can choose to view assignments within a selected category or all of the assignments in the list.

To change the category of assignments to view:

- Select a category from the **Category** drop-down list.



The list displays only the placeholders and clips in that category.

Select **All** to view all assignment placeholders again.

Identifying Missing Clips

In the Assignment List, you can filter the list of clips to show only missing clips.

To show missing clips:



- Click the **Missing Clips Only** button.

Click the button again to show the entire clip list.

NOTE: *If you are using the Rundown View, you can further filter the list by selecting only the rundown you want to view.*

Playing Clips to Air

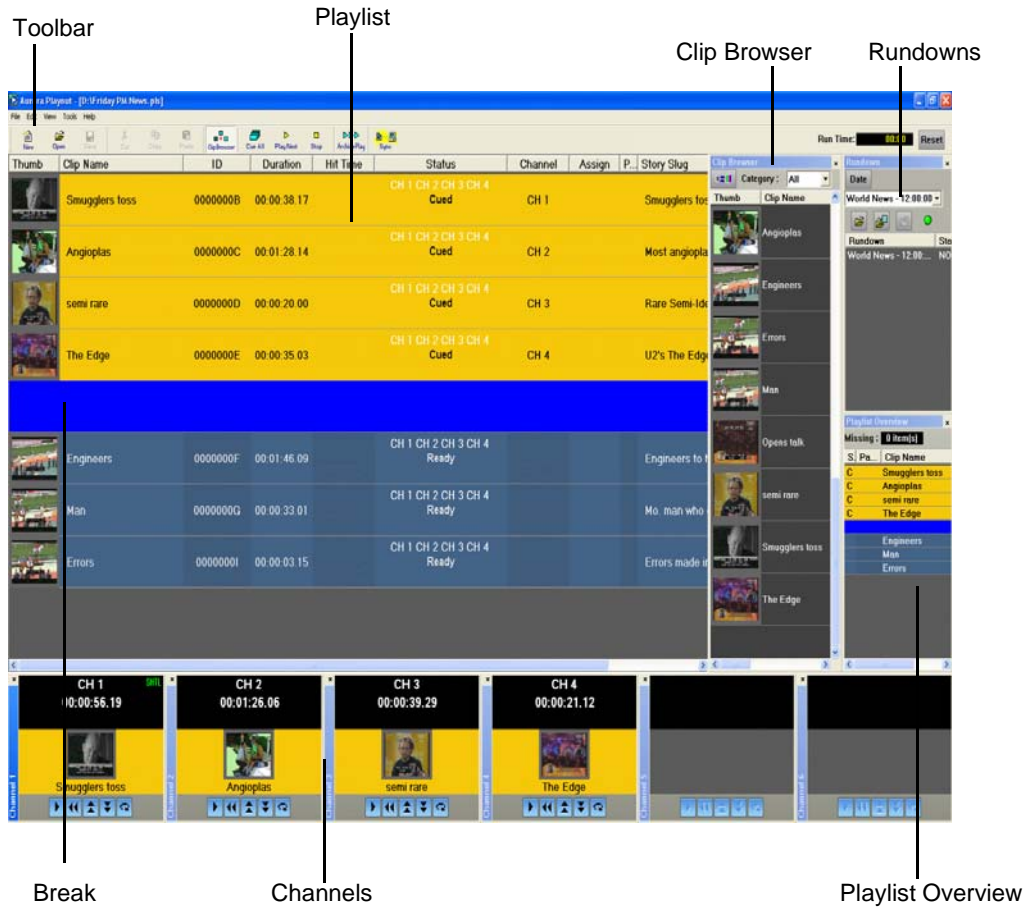
Playback operators use the Aurora Playout application to control the playback of news clips to air. Using a playlist linked to an NCS rundown or local Aurora Playout playlist, playback operators cue and play clips as required during a broadcast.

This chapter is written for playback operators and discusses how to use the Aurora Playout application to:

- Open a newsroom computer system rundown
- Create a playlist manually
- Cue clips and play them to air
- Archive clips to tape
- Add clips to a playlist, rearrange clips, and view clip properties
- Use the context-sensitive Playlist menu

Tour of the Aurora Playout Application

You use the Aurora Playout application to control a playlist before and during a news broadcast. You can also use it to manually create a new playlist.















The Clip Browser, Rundowns list, and Playlist Overview are all dockable; you can rearrange windows or close windows you aren't using (such as unused channels). The channel windows are not dockable, but each can be opened or closed.

To restore a window you have closed, choose the name of the window from the View menu. To restore all windows to their default locations, choose **Tools | Reset Windows**.

Toolbar



The Aurora Payout Toolbar lets you access common features:

Icon	Function	Other Ways to Access...
 New	Creates a blank playlist.	File New Playlist or Ctrl + N
 Open	Opens a saved local (.pls) playlist.	File Open Playlist or Ctrl + O
 Save	Saves the current playlist as a local (.pls) playlist.	File Save Playlist or Ctrl + S
 Cut	Cuts selected clips from the playlist to the clipboard.	Edit Cut or Ctrl + X
 Copy	Copies selected clips from the playlist to the clipboard.	Edit Copy or Ctrl + C
 Paste	Pastes clips from the clipboard into the playlist.	Edit Paste or Ctrl + V
 ClipBrowser	Opens the Clip Browser, so you can add clips to the playlist.	Ctrl + I
 Cue All	Cues all channels specified in the automatic channel assignment starting with the currently selected story.	-----
 Play Next	Plays the next clip in the playlist.	Spacebar (if enabled) and external GPI
 Stop	Stops playing all clips.	-----
 ArchivePlay	Puts the Aurora Payout application into Archive Play mode, which lets you archive stories to tape.	-----
 Sync	When sync has been broken with the NCS rundown, such as by reordering stories, re-syncs the Aurora Payout playlist with the NCS.	-----

Playlist

Thumb	Clip Name	Duration	Status	Story Slug	Hit Time	C
	IOC PICKS FINALISTS	00:00:27:12	53-2 53-3 53-4 Cued	IOC PICKS FINALIST		
	TIGER PLAYS US OPEN C...	00:00:20:00	53-2 53-3 53-4 Cued	TIGER PLAYS US O..		
	NHL SALARY CAP INCREA...	00:01:05:05	53-2 53-3 53-4 Cued	NHL SALARY CAP L...		
	AVS KEEP SAKIC	00:00:10:00	53-2 53-3 53-4 Ready	AVS KEEP SAKIC		
	TRINIDAD AND TOBAGO E...	00:00:15:22	53-2 53-3 53-4 Ready	TRINIDAD AND TOB...	00:00	
	MICKELSON FALTERS ON ...	00:00:00:00	Not Ready	MICKELSON FALTE...		

The playlist lists each clip and its properties:

Column	Description
Thumb	Displays a video thumbnail of the clip, if available. To change the thumbnail size, click the Thumb column heading or select View (Small) or (Large) Thumbnail . A red border appears around a blank thumbnail if the clip is not ready for playback.
Clip Name	Displays the name of the clip. A scissors icon appears next to a clip that has been trimmed.
Duration	Displays the full duration of the media, not the editorial duration.
Hit Time	Counts up the relative time that the clip plays from when the Reset button was pressed, which is usually when a show starts.
Status	Displays the available channels and the status of the clip: Not Ready — The clip is not ready to play. Ready — The clip is ready to play. [Blank] — Clip has not yet been cued. Cued — The clip is cued to a specific channel and is ready to play. Roll — The clip is playing to air. Stopped — The clip has been manually stopped during play. Played — The clip has finished playing.
Channel	Displays the channel in which a clip is currently cued or playing.
Assign	Displays the channel assigned through the NCS or Aurora Payout. Allows you to assign a clip to a channel, overriding automatic channel assignment.
Page	Corresponds to the page of the NCS rundown. This column is blank if you are not using ENPS or Octopus with Aurora Payout or if the producer did not select <i>Freeze Page Numbers</i> for the rundown properties in ENPS.
Story Slug	Displays the name of the story from the NCS rundown.
ID	Displays the clip ID, which is automatically set when you create the placeholder.
Description	Displays any descriptive text entered in placeholder properties.

You can rearrange the order of the columns in the playlist by dragging the title of the column to a new location. To restore all columns to their default position, choose **Tools | Reset Playlist Columns**.

You can also resize the columns by dragging to expand or shrink the column name.

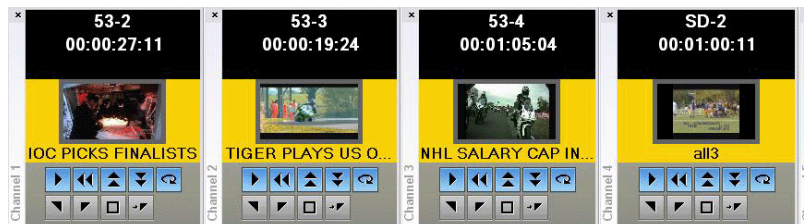
Understanding Playlist Colors

Each playlist entry appears in a color that identifies its status in Aurora Playout:







Row Background Color	Description
Yellow	The clip is cued for playback.
Green	The clip is playing.
Orange	The clip is stopped during play.
Gray	The clip is in post roll.




You can modify row colors by choosing **Tools | Options** and clicking the **Color** tab. Click the row color box you want to change and select a new color.

Channels



The channels area displays the channels available on your system. You can perform the following functions for each channel:

Icon	Function
	Plays the current clip in the channel. If a clip is playing, clicking this button pauses the clip; click it again to resume playback.
	Recues the current clip.
	Cues the previous clip in the channel.
	Cues the next available clip.
	Loops playback for the current clip.
	Sets a Mark In point to begin trimming the clip. A Scissors icon appears next to the clip name in the playlist to indicate a trimmed clip.

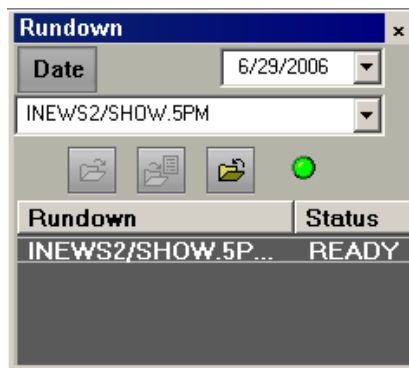
Icon	Function
	Sets a Mark Out point to end trimming the clip.
	Clears both the Mark In and Mark Out points from the clip.
	Previews the last few seconds of the clip and immediately recues. (The number of seconds that previews is set under Options and determined by your studio's needs.)





This symbol indicates that an Aurora Playout channel is no longer connected to its corresponding channel on the Media Server. Check the following possible problems; you cannot remotely control the Media Server while this symbol is present:



- If you are using RS-422, there is no physical serial/network cable connection between Aurora Playout and the Media Server used for playout.
- If you are using Ethernet channel connections, the entries for Media Server or Server Channel Name are not set correctly in the Aurora Playout Channel Configuration; see [“Setting Channel Configuration” on page 33](#).
- COM ports are set incorrectly in the Aurora Playout Channel Configuration; see [“Setting Channel Configuration” on page 33](#).
- Playout channels on the Media Server are not set to use remote AMP protocol.

Rundowns



The rundown area displays the open rundowns and their status, a list of available rundowns, server status, and the following controls:

Icon	Function
	Opens the selected rundown and creates a playlist.
	Appends the selected rundown to the end of the current playlist.

Icon	Function
	Removes the selected rundown from the playlist.
	Indicates the connection status between Aurora Playout and the XMOS Server; green indicates a successful connection.

The status displays READY when the “MOS Ready to Air” property is enabled for a rundown through ENPS or Octopus. The Status column is not used with iNEWS; the column can be resized off of the screen if desired.

You can open up to five rundowns at once; all open rundowns merge into a composite playlist, allowing seamless control of back-to-back rundowns.

Selecting a rundown from the rundowns list selects all clips in that rundown in the playlist area.

Clicking **Date** toggles a calendar which lets you filter the display of rundowns to a specific date.

Playlist Overview



The playlist overview displays a subset of the playlist columns, allowing you to scroll to other parts of the playlist without disrupting the view in the main playlist window.

Column	Description
Status	<p>Displays clip the status:</p> <ul style="list-style-type: none"> - Blank — The clip has not yet been cued. - C (Cued) — Clip is cued to a specific channel and is ready to play. - P (Played) — The clip has finished playing. - R (Roll) — The clip is playing to air. - S (Stopped) — The clip has been manually stopped during play. - Red Square — Clip not ready for playback.

Column	Description
Page	Corresponds to the page of the ENPS or Octopus rundown. This column is blank if you are not using ENPS or Octopus with Aurora Playout or if your Producer didn't choose the Freeze Page Numbers option in ENPS.
Clip Name	Displays the clip name.

Creating a Playlist

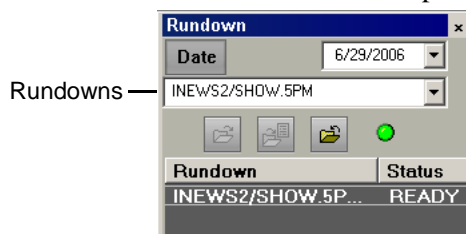
You need to create a playlist before you can play clips to air. There are two ways to create a playlist: by opening a rundown that you created in a newsroom computer system or by manually creating a playlist in Aurora Playout.

Opening an NCS Rundown

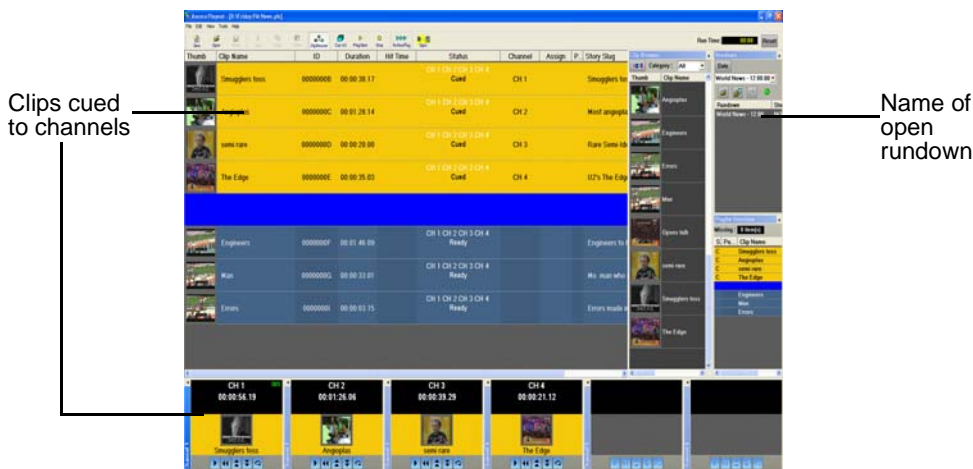
If you use a newsroom computer system such as ENPS, iNEWS, or Octopus to create news rundowns, you can open a rundown that you created there.

To open an NCS rundown:

- Select a rundown from the drop-down list and click **Open Rundown**.



The rundown opens in the Aurora Playout application, displays all clips in the rundown, and cues clips to channels if **Auto Cue on Loading Rundown** is enabled (see [“Setting Cue and Chain Options”](#) on page 44). The playlist displays a headframe for each clip; a red border and blank thumbnail appear for clips that are not yet ready for playback.



Appending Rundowns to a Playlist

With Aurora Payout and your NCS, you can add rundowns to create a playlist that includes all of the clips and other information from each of the rundowns. Appended rundowns are added to the end of the current playlist.

To append a rundown:

1. Select the rundown from the drop-down list.
2. Click **Append Rundown**.



The rundown is added to the end of the current Playlist, displays in the Playlist Overview, and the rundown name is added to the Rundown list. You can open up to five rundowns in the playlist at one time.

S	Page	Clip Name
C	A2	Beach
C	A3	Beach VO
C	A4	Tiger Attack
	A5	Tiger Attack
	A6	Snow
	A8	Science Today
	A9	Snow
	A10	TT66
	A10	TT68
	A13	Firetruck
		Tiger Attack
		Science Today-PKG-2
		Tiger Attack
		Snow
		Elm Shooting-2
		Snow

Appended Rundown Adds Here

To remove a rundown from a playlist:

3. Select the rundown to remove from the rundown list window.
4. Click **Close Rundown**.



The rundown is removed from the playlist.

Previewing Other Rundowns

If you need to look at another rundown, you can open it without disrupting the current Aurora Payout playlist.

To preview a rundown:

1. Select **View | Rundown Preview** or press **Ctrl + R** on the keyboard.

The Rundown Preview window appears.

2. Select a rundown from the Rundown drop-down list.

The Rundown Preview window displays all placeholders and completed clips for the rundown. A red square in the status column indicates that the clip is not

complete. You can also see at a glance how many clips are missing.



NOTE: If you can see the number of missing items but not the rundown itself, expand the window vertically by clicking the maximize button at the top of the window.

To preview another rundown, select it from the Rundown drop-down list.

Manually Creating a New Playlist

The second way to create a playlist is manually using Aurora Payout.

To create a new playlist:



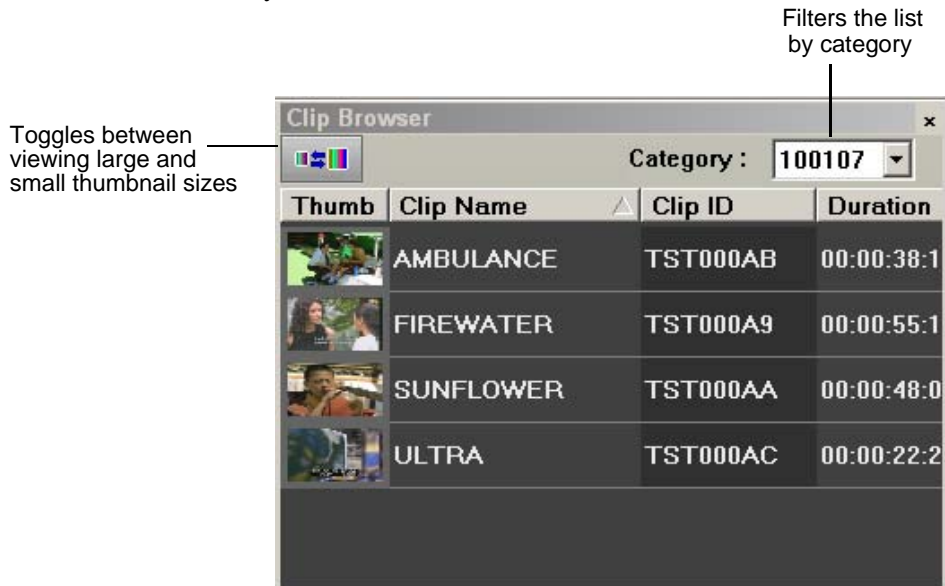
1. Click **New Playlist** in the main toolbar.

An empty playlist appears.



2. If the Clip Browser isn't open, click **Clip Browser**.

The Clip Browser opens, displaying all available clips and placeholders from the Aurora Payout database.



3. Drag a clip into the Playlist window or the Playlist Overview window.

The clip appears in the main playlist window.

4. Continue adding clips to the playlist as necessary.

Dragging a clip from the Clip Browser window and dropping it onto the horizontal scroll bar at the bottom of the Playlist window appends the clip to the end of the playlist.

You can add clips that are ready or empty placeholders to which media will be sent later.

Saving Local Playlists

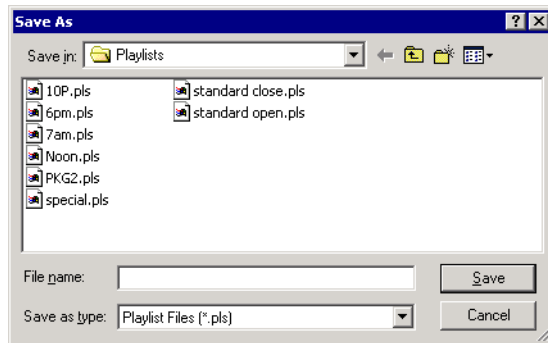
Sometimes you need to create a playlist that you can use over again. For example, you could create a playlist for a 6 PM broadcast and then modify it for the 10 PM broadcast. To use a playlist again, you need to save it and reopen it later to make changes.

To save a playlist:



1. When you are done adding clips, click **Save** on the main toolbar.

The Save As window appears:



2. Select a location for the playlist and enter a file name.

3. Click **Save**.

The playlist is saved with a .pls extension.

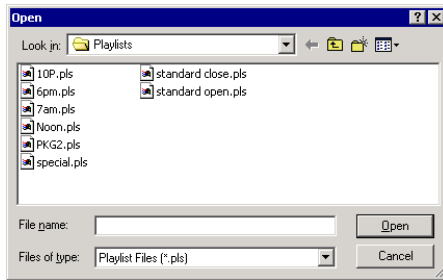
To save a playlist with a different name, select **File | Save As**, enter a new filename, and click **Save**.

You can also save an NCS rundown as a local playlist. This creates a “snapshot” of the current state of the rundown. If the rundown is then changed on the NCS and you need to revert to the previous version, you can open the local .pls version.

Opening Saved Playlists



1. Click **Open Playlist** on the main toolbar.



2. Select a playlist and click **Open**; the playlist opens and displays the list of clips it contains.

You can modify, review, or play the playlist to air.

Appending a Playlist

If you want to add another local playlist, you can append one to the current playlist in Aurora Payout. To append a playlist:

1. Select **Append Playlist** from the File menu.
The Open window appears.
2. Select the playlist you want to append by browsing to a .pls file, and click **Open**.
The playlist appends to the end of the open playlist in Aurora Payout.

Exporting a Playlist

You can also export a playlist, open it in a text editor or spreadsheet program, and then print it.

To export a playlist:

1. Select **Export Playlist** from the File menu.
The Save As window appears.
Enter a name for the playlist and click **Export**.

The playlist is saved as a .TXT file. You can import the .TXT file into a spreadsheet program that supports comma delimited format and it sorts the playlist data into columns.

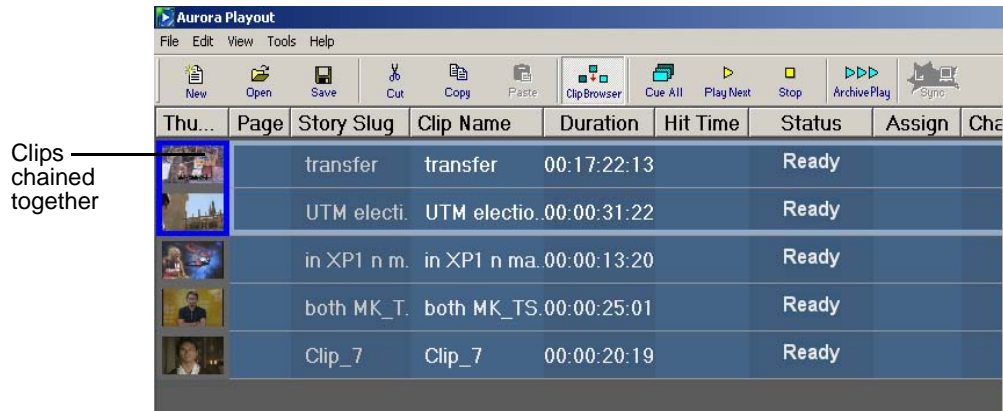
Chaining Clips in a Playlist

Sometimes you may want to group two or more clips together so the clips play back-to-back as one continuous clip. This grouping is called chaining, and provides the advantage of playing clips in succession without having to cue and play each one individually.

You can also chain clips through your NCS through the Auto-Chain feature by setting up your system so that any two or more consecutive clips assigned to the same channel will chain automatically. See [“Setting Cue and Chain Options” on page 44](#) for details.

To chain clips:

1. Select the clips you want to chain by clicking on one clip and holding down the Shift key while selecting the other clip(s).
2. Right-click on one of the selected clips and select **Chain Clips**.
The clips chain together, indicated by a light blue rectangle around the clips.



To unchain clips:

- Right-click on a chained clip and choose **Unchain clips**.

The unchained clips remain in the playlist as independent clips.

Cueing and Playing Clips

Once you have a playlist, you can cue the clips to the appropriate channels and play them to air.

Cueing Clips

The playlist automatically cues the first clips if the Auto Cue on Loading Rundown option is on, and cues subsequent clips when prior clips have played. If a clip isn't ready for playback, the clip is skipped and the next available clip cues. You can also cue clips manually.

There are several ways to cue clips:



Cue All

- Select the clip you want to cue and click **Cue All** on the toolbar.

All channels are recued as specified in the automatic channel assignment, starting with the selected clip.

- Manually cue a clip by dragging it to the target channel.
- In the channel window, click one of the following buttons:



- **Recue Current Clip** — Resets the current clip in the channel back to the beginning; the clip is ready to play.



- **Cue Previous Clip** — Cues the previous clip assigned to the particular channel; if no channel assignment is specified, Aurora Playout cues the first previously available clip.



- **Cue Next Clip** — Cues the next clip assigned to the particular channel; if no

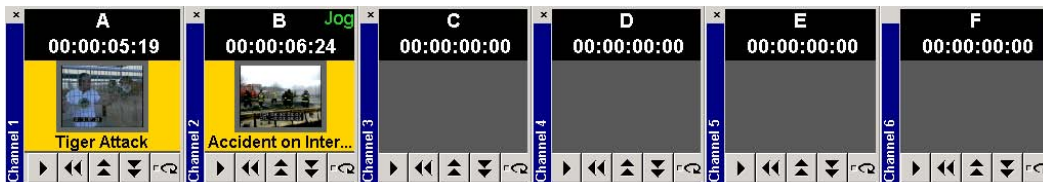
channel assignment is specified, Aurora Playout cues the next available clip.



- **Turn Loop Playback On/Off** — When on, continuously loops the currently playing clip. To turn loop playback off, click this button again.
- **Set Mark In**— Marks the starting point of the trimming of the clip.
- **Set Mark Out**— Marks the ending point of the trimming of the clip.
- **Clear Marks**— Clears all the trim marks on the clip.
- **Out Cue Preview** — Automatically plays the last few seconds of the clip and immediately recues. (The number of seconds that is previewed is determined by your studio’s needs.)

Using the Jog Feature

If you need to change the start position of a cued clip, you can jog to the desired frame.



To jog through the clip, use one of the following methods:

- Use the left and right arrow keys to step through 1 frame at a time
- Use Ctrl + the arrow keys to step through 10 frames at a time
- Use Shift + the arrow keys to step through 1 second at a time

If desired, you may display trim controls by selecting **View | Channel Edit Controls** and setting a new starting point with the Mark In button.

When you play the clip, the clip starts at the new position.

***NOTE:** The X-keys jog/shuttle controller can be used as an alternative to jogging via the keyboard and also allows shuttling of the clip. See “Using the X-keys Jog/Shuttle Controller” on page 39.*

Playing Clips

During a news broadcast, you play clips either according to the script or when the director signals you.

To play a clip:

1. If not already cued, cue the clip to the desired channel.
To cue a clip, drag and drop it into a channel window.



2. Click the **Play** button in the channel window.



The Play button is a toggle and changes to **Stop** when clicked; to stop a clip during play, click the **Stop** icon to pause it. Click **Play** to resume playing the clip.



You can also play the next clip in the playlist by clicking **Play Next** in the Aurora Payout toolbar.

In addition, you can control clips in the playlist by using GPI inputs, X-keys and the keyboard function keys. See [“Configuring GPI Input” on page 34](#), [“Configuring the X-Keys Controller” on page 38](#), and [“Defining Function Keys” on page 37](#) for details.

Archiving Clips

The Archive Play feature allows you to automatically play all clips in a playlist on a selected channel and record the output of that channel on a VTR.

To configure Archive Play, you must select the archive channel from the Archive Play configuration tab (see [“Configuring Archive Play” on page 44](#)). You can also change the Archive Black duration on that tab; Aurora Payout rolls five seconds of black between each archived clip by default. You need to create a black clip — see [“Recording a Black Clip for Archive Play”](#) below for instructions.

To play a clip to archive:



1. Click the **Archive Play** button to enable Archive Play.

A message indicating successful connection to the VTR appears.



2. Cue a clip to the archive channel.

Select the first clip and click the **Cue All** button on the toolbar.

NOTE: If you are archiving clips to a VTR, the first clip cued is the **BLACK** file.

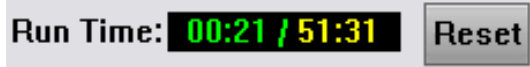


3. Click the **Play** button in the channel window.

Aurora Payout starts the VTR deck recording and a message indicating play has started appears.

4. After all clips have played, the VTR deck stops recording and Archive Play mode automatically turns off.

You can use the Run Time counter to determine if you have enough room on the VTR tape to record all of the clips in a rundown for archiving.



In Archive Play mode, Run Time displays as current hit time/total run time, including black clip duration.

Aurora Playout logs “as run” data in a comma-delimited log file (C:\Aurora Playout\Log\ArchivePlay.log). Each line includes the Date, Time (start time to the nearest second), VTR Tape Time Code, Rundown Name, Clip Name, Clip ID, and Duration. You can use log data to determine where a specific story starts.

Each time you enable Archive Play, you can choose whether to clear the existing log file or append the new data.

Recording a Black Clip for Archive Play

To archive clips, you need to create a file called “**BLACK**” that contains black video. You can record the file in two ways—using Aurora Edit or your Media Server.

Using Aurora Edit

1. Create a new sequence named **BLACK**.
2. Right-click in the Timeline and select **Insert Filler**, enter a 10 second duration, and click **OK**.
3. Save and close the file.
4. Send the file to the playout bin on your playout server.

Using a Media Server

1. Pull the input source (make sure you don’t have a video feed on this source).
2. Create a new clip and name it **BLACK**.
3. Record for approximately 10 seconds.
4. Eject **BLACK** from the record channel.

***NOTE:** The file **BLACK** needs to be in the bin used for playout of clips (normally V:/default bin) in order to work properly.*

Additional Playlist Features

In addition to cueing and playing clips, there are many other features of Aurora Playout that let you customize a playlist for your broadcast.

Rearranging the Layout of a Playlist

You can change the order of the displayed playlist columns by dragging a column heading to the left or right. The Thumb column is always the first column in the playlist; you can’t move it or move another column in front of it.

To reset columns to the default positions, select **Tools | Reset Playlist Columns**.

Viewing Clip Properties

You can check the properties of a clip in the playlist at any time. The clip properties window displays the clip story type, category, and editorial duration, which are not shown in the playlist.

To display clip properties:

1. Double-click the clip in the Playlist Window.
The Clip Properties window appears.
2. Click **OK** to close the window.

Assigning Clips to Channels

If you don't specify a specific channel for a clip, the system automatically assigns it to the next available channel. However, you can assign a clip to any channel. For instance, you may have a small clip that you want to play in between two longer clips to create a smooth transition.

***NOTE:** If you are using an NCS, you should assign channels through the NCS instead of using this method.*

To assign a clip to a specific channel:

- Right-click on a clip in the playlist and select **Assign to "X"**.
To remove a clip assignment, right-click the clip and select **Unassign Clip**.

To temporarily override a channel assignment and cue a clip at the same time:

- Drag the clip to the channel you want.
The clip appears in the channel and cues up for play. To remove a clip from an assigned channel, right-click in the channel window and select **Eject**.

If you are using a local playlist (not associated with an NCS rundown), you can also let Aurora Playout reassign the channels for you:

- Select **Tools | Auto Reassign Channels**.
New channel assignments appear in the Assign column.

To use this feature, you need to configure Aurora Playout for **Hard Channel Assignment**. See "[Setting Playback Options](#)" on page 31 for more information.

Rearranging a Playlist

You can rearrange clips in a playlist, though doing so breaks the link between Aurora Playout and the NCS rundown. Therefore, you won't see any subsequent changes made to the NCS rundown. For this reason, you should reorder the rundown through the NCS when possible.

If you created a playlist manually, you can rearrange clips as necessary.

Using the toolbar icons or keyboard shortcuts, you can cut (**Ctrl + X**), copy (**Ctrl + C**), and paste (**Ctrl + V**) clips in any order in the playlist. You can also drag clips to another position in the playlist.

Adding New Clips to a Playlist

Occasionally, you may need to add a news clip directly to the playlist if you aren't able to add it to the NCS rundown first. However, doing so breaks the link between Aurora Payout and the NCS rundown. In that case, you won't see any subsequent changes made to the NCS rundown.

To add clips to a playlist:



1. If the Clip Browser isn't open, click **Clip Browser**.

The Clip Browser appears, displaying all available clips.



2. Drag a clip into the Playlist window. To append the clip to the bottom of the playlist, drag the clip onto the scroll bar at the bottom of the playlist window.

The clip appears in the Playlist window and the Playlist Overview window.

3. Continue adding clips to the playlist as necessary.



To re-link a Aurora Payout playlist with the NCS rundown, click the Sync rundown icon in the Aurora Payout toolbar. You will be prompted for whether to save changes as a local playlist before re-syncing.

Using the Context-Sensitive Playlist Menu

Several Aurora Payout features are available by right-clicking in the Playlist Window.

Menu Item	Description
Assign to <i>channel_name</i>	Assigns the selected clip to <i>channel_name</i> for playback. Choose Tools Options Channel Configuration to change channel names; you may configure up to six channels.
Unassign Clip(s)	Removes the channel assignment from the selected clip(s).
Mark Played	Marks the currently selected clip(s) as played.
Unmark Played	Removes the played status from the currently selected clips.
Unmark All Played	Removes the played status from all clips marked played.

Menu Item	Description
Chain Clips	Chains two or more selected clips together for continuous playback.
Unchain Clips	Unchains the selected clips.
Properties	Displays the properties of a selected clip.

Managing Clips

Housekeeper lets you remove unwanted clips from the database to reduce the database size. You can also import clips from a Media Server to access a wider variety of video footage and move files to archive directories.

This chapter discusses how to:

- Delete clips from your clip database
- Import clips from a Media Server
- Move clips for archiving

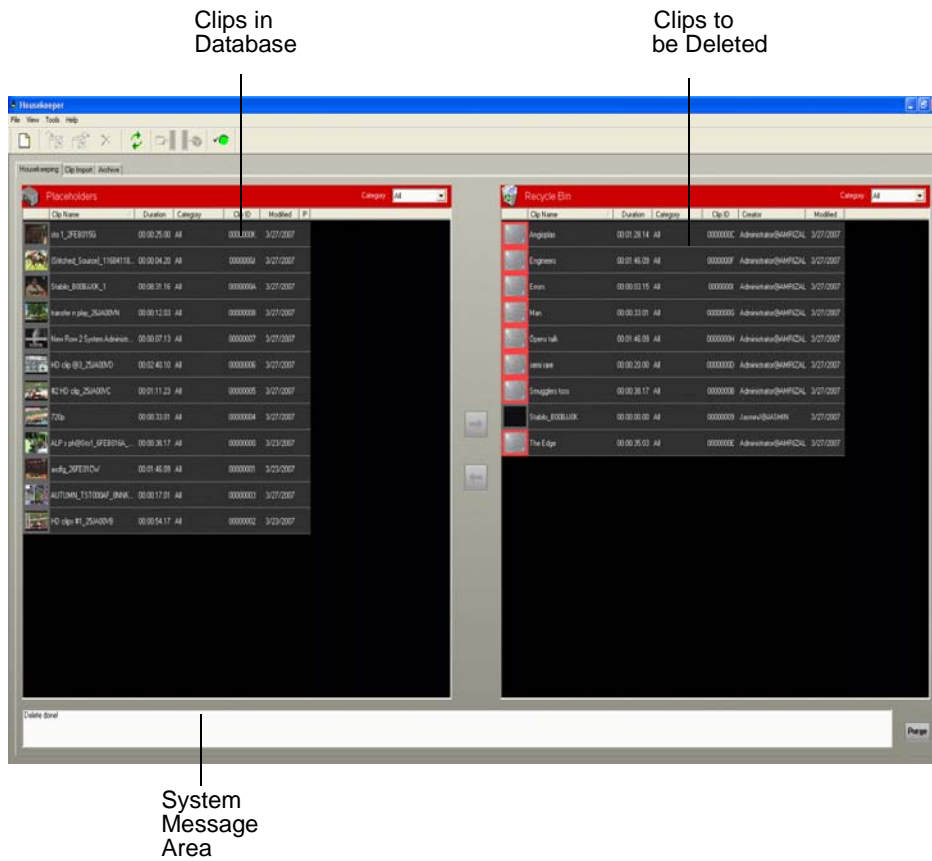
Tour of Housekeeper

Housekeeper typically runs on the same computer as the Aurora Playout application, but can be installed separately on another system as well. Housekeeper consists of tabs that let you remove clips from the database, import clips, and archive clips.

The Housekeeping Tab

Use the Housekeeping tab to remove clips from the clip database. Deleting clips removes them from both the Aurora Playout database and the media server.

The Housekeeping tab displays the clips in the database, a Recycle Bin with clips to be deleted, and a system message area.

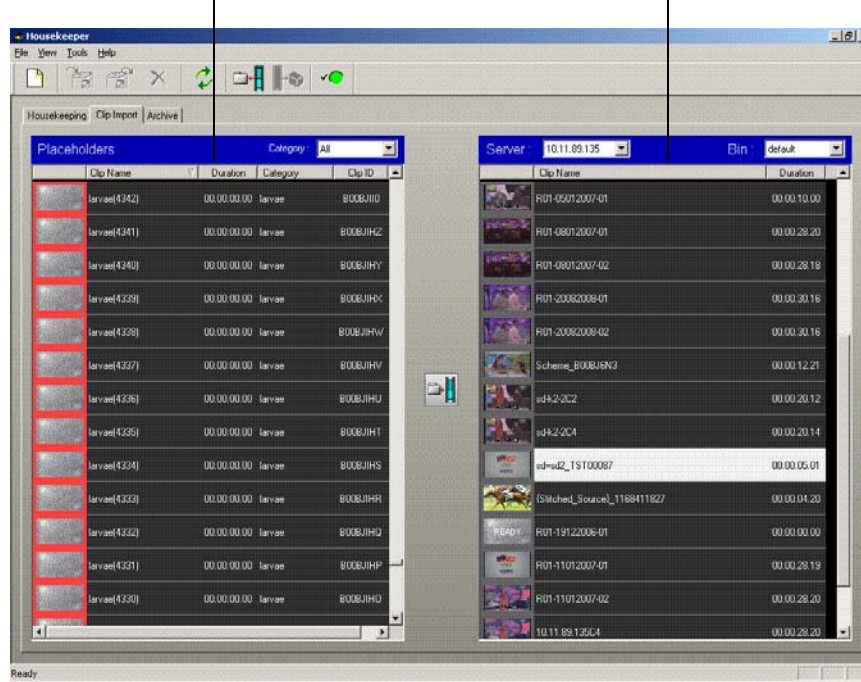


The Clip Import Tab

You use the Clip Import tab to associate existing clips on a Media Server with Aurora Playout placeholders. Once you import a clip to the database you can use it in playlists.

The Clip Import tab displays empty placeholders in the Aurora Playout database and available clips on the Media Server that you can import.

Placeholders in the Aurora Playout clip database Clips on the Media Server

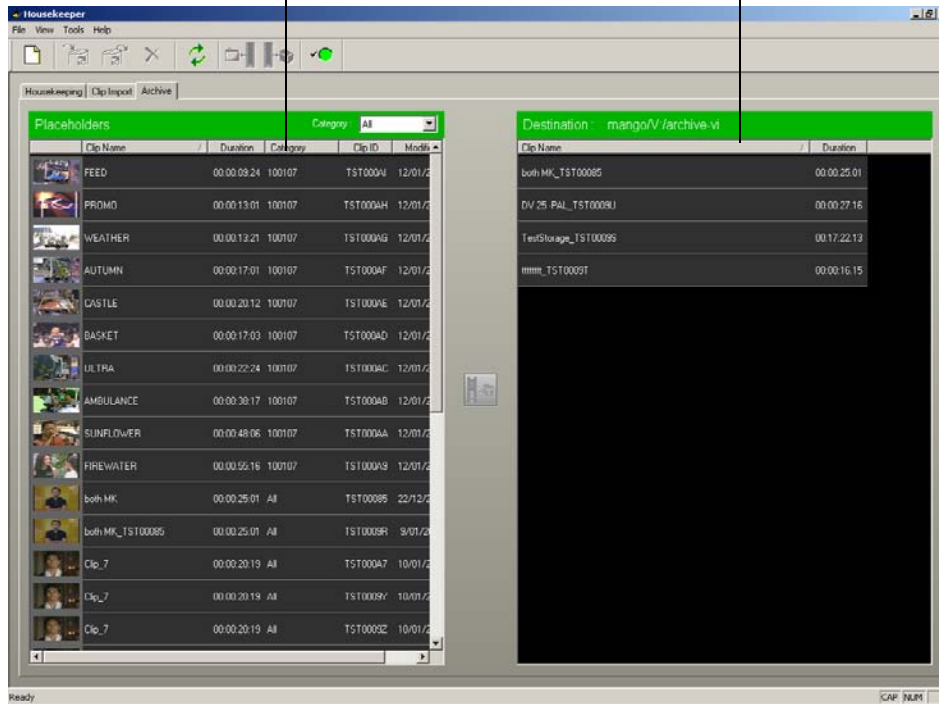


The Archive Tab

You use the Archive tab to copy selected clips from a Media Server’s playout bin to a Media Server’s archive bin so the clips can be archived for more permanent storage. The archive bin can be located on a different Media Server than the one used for playout.

The Archive tab displays the ready clips in your database and the archive bin on the Media Server.





Clips in the Aurora Playout Clip database Clips in the archive bin







Toolbar

The toolbar lets you access common Housekeeper functions:



Icon	Description
	Creates a new placeholder in the Aurora Playout clip database.
	Allows you to send a clip to the Recycle Bin where it can be deleted.
	Allows you to restore a deleted clip from the Recycle Bin.
	Deletes the selected placeholder from the clip database, as well as its media from the Media Server, bypassing the Recycle Bin.

Icon	Description
	Refreshes the view of the clip database.
	Links the selected Media Server clip to the selected placeholder in Aurora Payout. (This feature is enabled only on the Clip Import tab).
	Copies the selected clip into an archive bin on the Media Server. (This feature is enabled only on the Archive tab).
	Displays Media Server status. Green indicates all Media Servers are connected; red indicates at least one server is disconnected. Click the icon to see a list of all Media Servers and their status.

Deleting Clips From the Clip Database

You use the Housekeeping tab to remove clips from the clip database. To manage the size of the clip database, you should remove clips from the database when they are no longer needed. When you delete clips with the Housekeeper utility you remove the placeholder from the Aurora Payout database and the corresponding media from the Media Server.

Deleting Placeholders/Clips

To immediately and permanently delete clips, bypassing the Recycle Bin:



- Select the clip(s) in the Placeholders area and click **Delete**.

Moving Files to the Recycle Bin

If you want to remove clips from your system but don't want to immediately delete them, you can move them to the Recycle Bin and later empty the bin.

To move files:

1. Select the clip(s) you want to move to the Recycle Bin.
2. Use one of the following methods to move the clip(s):



- Click the right arrow
- Drag the clip(s) from the Clips area to the Recycle Bin
- Click **Send to Recycle Bin**



To move more than one clip at a time, hold down the **Ctrl** key while selecting clips and then drag the files into the Recycle Bin. You can also select a consecutive range of clips by holding down the **Shift** key, clicking the first clip in the range, and then clicking the last clip in the range.

If you move a file by mistake, drag it back into the Clips area. It will not be deleted.

Emptying the Recycle Bin

After you move the files to be deleted into the Recycle Bin, you can empty it to delete the files:

Purge

- Click **Purge**.

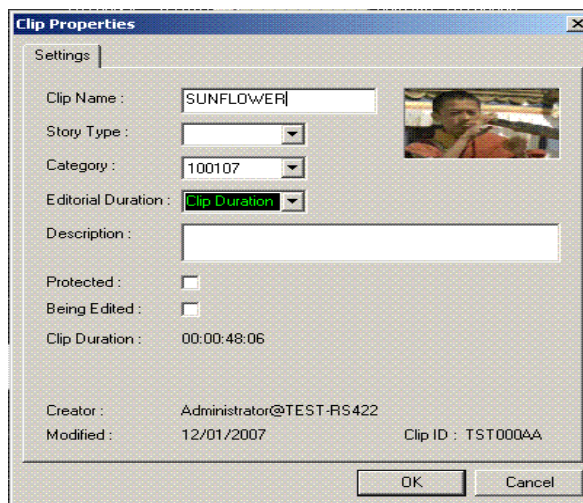
The Recycle Bin empties and the clips are permanently removed from the clip database and the Media Server.

Changing Clip Properties

You can modify certain clip properties through Housekeeper:

1. Double-click the desired clip.

The Clip Properties window appears:



2. Modify the properties of the clip and click **OK**.

You can modify properties of multiple clips at once by holding down the **Shift** key, clicking the first clip in the range, clicking the last clip in the range, right-clicking and selecting **Properties**.

Unprotecting a Clip

Protected clips are identified with a **P** in the rightmost column of the Housekeeping tab, and cannot be deleted. To delete a protected clip, you have to unprotect it before moving it into the Recycle Bin.

To unprotect a clips:

1. Double-click the desired clip.
2. Uncheck the **Protected** checkbox.
3. Click **OK**.

You can now move the clip into the Recycle Bin and delete it.

Refreshing the Clip List

If you think the clip database may have changed since you opened the Housekeeper utility, you can refresh the clip list so you see the most recent list from which to choose files.

To refresh the clip list:



- Click **Refresh Clip List**.

The list refreshes with any changes.

Deleting Clips From a Media Server Only

You can delete clips from the Media Server without deleting the placeholder from the Aurora Playout database.

Rather than deleting clips, if you want to update a clip after it has been sent to a Media Server for playback, you can overwrite it by associating the new sequence with the same placeholder. See [“Sending Completed Clips” on page 73](#) for details.

To remove a clip only from the Media Server while leaving its placeholder intact:

1. On the Housekeeping tab, right-click on the clip you want to remove.
2. Choose **Delete clip from media servers**.

The clip is removed from the Media Server and appears as “Missing”. In the Housekeeper Placeholder list, the placeholder remains but the thumbnail is empty with a red box around it.

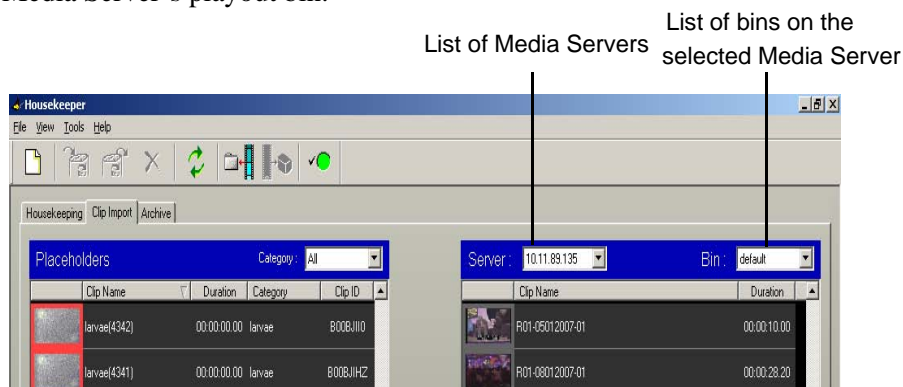
***NOTE:** If the media fails to delete, make sure it is not Protected and is not currently cued to a channel in Aurora Playout.*

Importing Clips

With the Housekeeper utility, you can import clips from Media Servers. You associate these clips with an Aurora Playout placeholder for use in your broadcast.

Importing Clips from a Media Server

Importing clips from a Media Server provides a greater selection of video footage from which to choose. Imported clips are copied into your database and into the Media Server’s playout bin.



To import a clip:

1. Select a placeholder in the left pane.
2. Select the **Server** and the **Bin** you want to import from in the right pane.
3. Click **Associate media clip with placeholder**.



The Transfer Monitor appears showing transfer progress. A copy of the Server clip is linked to the Aurora Payout placeholder.

You can also import clips using one of these methods:

- Drag a clip from the right pane to a placeholder in the left pane.
- Drag a clip from the right pane to an empty position in the left pane.

To create a new placeholder, highlight a clip in the right pane (with nothing selected in the left pane) and click **Associate media clip with placeholder**.

Creating New Placeholders

You can create additional placeholders for clips you are planning to import. New placeholders are created in the Aurora Payout clip database.

To create a new placeholder:



1. Click **New Placeholder**.

You can also select **File | New Placeholder** or press **Ctrl + N** on the keyboard. The New Clip Entry window appears:

The screenshot shows a dialog box titled "New Clip Entry" with a "Settings" tab. The fields are as follows:

- Clip Name: Warehouse fire
- Story Type: SOT
- Category: All
- Editorial Duration: Clip Duration
- Description: Warehouse fire destroys valuable collection
- Protected:
- Being Edited:

Buttons: OK, Cancel

2. Enter the clip information:

- **Clip Name** — Enter a placeholder name. The name identifies the placeholder in the Assignment List Plug-in (in the NCS), the Assignment List (in the Aurora Edit system or standalone), and in the Aurora Payout playlist.
- **Story Type** — Select a Story Type from the drop-down menu. Story types are set in the SDB Server Options; see [“Setting General Options” on page 46](#) for details. Default story types are **SOT** (Sound On Tape) or **VO** (Voice Over). You can also leave this field blank.
- **Editorial Duration** — Enter a duration for the placeholder or select one from the drop-down list. The Editorial Duration is an optional value you can set for an

estimated on-air duration of the clip that is changed to a more precise value later. Once media is associated with the placeholder, the Editorial Duration is adjusted to the clip length unless the editor changes it.

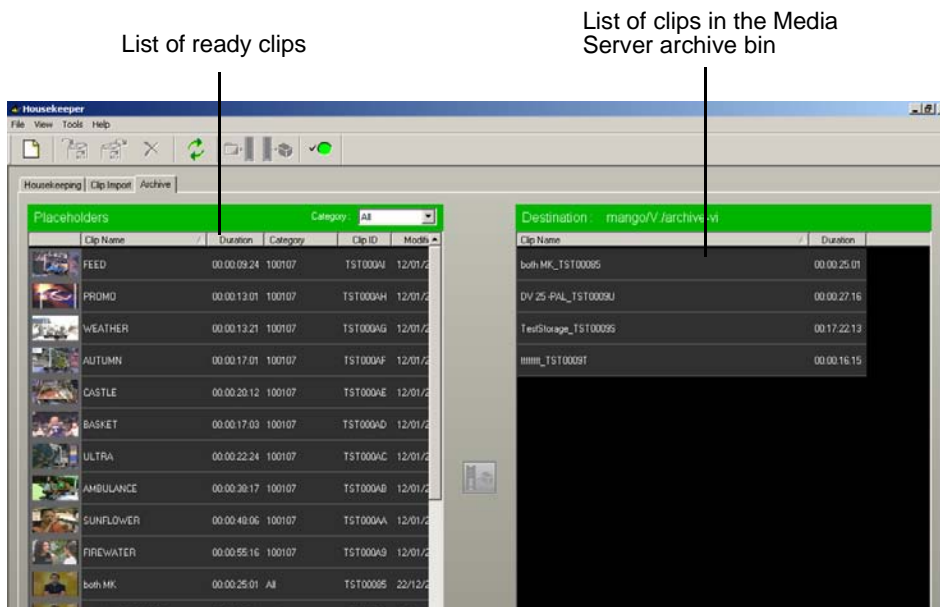
- **Category** — Select a category from the drop-down menu. The category determines how stories are grouped and sorted.
- **Description** — Enter a description for the placeholder. The description helps news editors identify the clip they need to create.
- **Protected** — Check this box to prevent the clip from being erased or deleted from the database.
- **Being Edited** — Check this box to indicate when the sequence for a placeholder is currently being edited. This field allows users to easily determine that a clip is already being worked on. When checked, these areas designate that the clip is Being Edited: the clip in the Aurora Playout playlist and in the Assignment List Manager turns blue, and the text for the clip in the standalone Assignment List Manager turns blue.

3. Click **OK**.

NOTE: The Clip ID and the Date are set automatically when you create a new placeholder.

Archiving Clips

You can use the Housekeeper utility to copy Aurora Playout placeholders to an archive bin on the Media Server.



To archive a clip:

1. Select the clip(s) you want to archive.

The first column displays the first frame of the placeholder.



2. Click **Archive placeholder clip**.

You can also drag clips directly from the Aurora Playout placeholder list to the archive directory.

The Transfer Monitor appears showing transfer progress and the clip is copied to the archive bin on the Media Server.

Sample of iNEWS configuration file

Sample of MOS Gateway configuration file

NOTE: Due to the book's margin requirements, some wrapping of the text may occur in the following sample file that should not appear in the actual file.

For use with Aurora Playout, the iNEWS mosconfig.xml file should be configured as follows:

```
<?xml version="1.0" encoding="UTF-16" standalone="no"?>
<!-- This file contains configuration settings for the iNEWS MOS Gateway.
xmlns="http://www.inewsroom.com/mosgateway"-->
<!-- It is in an XML-based format, with the root element being
mosGatewayConfiguration. -->
<mosGatewayConfiguration xmlns:xsi="http://www.w3.org/2001/
XMLSchema-instance" xsi:noNamespaceSchemaLocation="mosconfig.xsd">
<!-- The logging element specifies the directory in which to put log files, -->
<!-- the maximum number of log files to create, and how big each one can grow. -->
<logging>
  <directory>C:\Program Files\Avid\MOSGateway\Logs</directory>
  <maxFileCount>1</maxFileCount>
  <maxFileBytes>10000000</maxFileBytes>
  <!-- YES/NO Also sends all logging to OutputDebugString so any Windows
  debugger will see it. -->
  <winDebugTrace>NO</winDebugTrace>
  <!-- on/off Sends all incoming socket traffic to separate log files. -->
  <socket>off</socket>
</logging>
<!-- -->
<!-- The tcpPorts element specifies the TCP ports on which the MOS Gateway listens
for -->
<!-- MOS connections. Every MOS that connects to the MOS Gateway must use the
same ports. -->
<tcpPorts>
  <out_upper>10541</out_upper>
  <out_lower>10540</out_lower>
  <in_upper>10541</in_upper>
  <in_lower>10540</in_lower>
</tcpPorts>
```

```
<!-- -->
<!-- Newsroom system info -->
<ncs>
  <!-- -->
  <!-- The ncsID used for replication-->
  <ncsID>WXYZ</ncsID>
  <!-- -->
  <!-- NCS's Host Name -->
  <!-- Make sure this is resolvable -->
  <host>WXYZ</host>
  <!-- -->
  <!-- Allow or Disallow Replication -->
  <!-- YES/NO -->
  <!-- default is YES -->
  <AllowReplication>NO</AllowReplication>
  <!-- -->
  <!-- This is the NCS username that the replication service logs into the ncs
        with. -->
  <!-- default is mosrep -->
  <ReplicationUsername>mosrep</ReplicationUsername>
  <!-- -->
  <!-- This is the password the ReplicationUsername uses to log into the ncs.
        -->
  <!-- default is mosrep -->
  <ReplicationPassword>mosrep</ReplicationPassword>
  <!-- -->
  <!-- Allow or Disallow mosItemReplace -->
  <!-- YES/NO -->
  <!-- default is YES -->
  <AllowMosItemReplace>YES</AllowMosItemReplace>
</ncs>
<!-- -->
<!-- The listDevices element contains device-specific configurations. It contains -->
<!-- one or more mosDevice elements. The mosDevice element contains
configuration -->
<!-- settings that are specific to a particular MOS. -->
<listDevices>
  <mosDevice>
    <!-- The names element contains the mapping of the MOS's mosID value to
-->
    <!-- an NRCS device name, as well as the network name of the MOS. -->
```

```
<names>
  <mos>GVMOS</mos>
  <amcp>playout</amcp>
  <network>sdbserver1</network>
</names>
<roChannels>
  <roChannel>
    <iNewsChannel>A</iNewsChannel>
    <MosDevChannel>A</MosDevChannel>
  </roChannel>
  <roChannel>
    <iNewsChannel>B</iNewsChannel>
    <MosDevChannel>B</MosDevChannel>
  </roChannel>
  <roChannel>
    <iNewsChannel>C</iNewsChannel>
    <MosDevChannel>C</MosDevChannel>
  </roChannel>
  <roChannel>
    <iNewsChannel>D</iNewsChannel>
    <MosDevChannel>D</MosDevChannel>
  </roChannel>
  <roChannel>
    <iNewsChannel>E</iNewsChannel>
    <MosDevChannel>E</MosDevChannel>
  </roChannel>
</roChannels>
<handlesRoStorySend>YES</handlesRoStorySend>
<!-- -->
<!-- The handlesEmptyStories element specifies whether this device accepts -->
<!-- a roStoryInsert message that contains no item. -->
<handlesEmptyStories>NO</handlesEmptyStories>
<!-- -->
<!-- The handlesRoStoryMoveMultiple element specifies whether this device
      supports -->
<!-- the roStoryMoveMultiple message. The router defaults to YES. -->
<!-- Valid settings are YES or NO -->
<handlesRoStoryMoveMultiple>NO</handlesRoStoryMoveMultiple>
<!-- -->
```

```
<!-- The handlesRoltemLevelCommands element specifies whether this
device supports -->
<!-- roltemInsert, roltemDelete and roltemReplace. The router defaults to
YES. -->
<!-- Valid settings are YES or NO -->
<handlesRoltemLevelCommands>NO</handlesRoltemLevelCommands>
<!-- -->
<!-- the sendRoCreateOnStartLoad element specifies whether the rundown
is created -->
<!-- by sending a blank roCreate command to the MOS device then add each
story -->
<!-- separately (YES) or whether one large roCreate message will be sent
with the -->
<!-- entire rundown (NO). The default is YES. -->
<sendRoCreateOnStartLoad>NO</sendRoCreateOnStartLoad>
<!-- -->
<!-- The statusTranslations element defines the status strings that
correspond -->
<!-- to the various NRCS status codes. This allows the MOS Gateway to
translate -->
<!-- the roltemStatus messages received from a MOS into status codes that
NRCS -->
<!-- can recognize and display. -->
<statusTranslations>
    <statusUnavailable>NOT READY</statusUnavailable>
    <statusCueing>CUEING</statusCueing>
    <statusAvailable>READY</statusAvailable>
    <statusCued>STAND BY</statusCued>
    <statusPlaying>PLAY</statusPlaying>
    <statusPaused>STOPPED</statusPaused>
    <statusStopped>END</statusStopped>
</statusTranslations>
<mosObjReplication>
    <trigger>manual</trigger>
    <replicationTime>12:31:15 PM</replicationTime>
    <clearQueue>>false</clearQueue>
    <path>clips.gvg</path>
</mosObjReplication>
</mosDevice>
</listDevices>
</mosGatewayConfiguration>
```

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