

MORPHEUS

AUTOMATION SOFTWARE

Engineer's Manual v4.6 Rev. 2

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Contents

1. Introduction	1
1.1 Automation	1
1.2 What Automation Does	1
1.3 Essential Properties of an Automation System	2
1.4 How Automation Works	2
2. Structure	3
2.1 Editor (Edit Workstation)	3
2.1.1 The Schedule	4
2.1.2 The Property Inspector	5
2.1.3 The Schedule Object Inspector	5
2.1.4 The Event Ruler	5
2.1.5 The Event Countdown	5
2.1.6 The Palette	5
2.1.7 The Manual Intervention Panel (MIP)	5
2.1.8 Offline Editor	6
2.1.9 Differences Between the Online and Offline Editors	8
2.2 EventStore.	9
2.2.1 Model	9
2.2.2 Rescale MSSQL Database	10
2.2.3 Morpheus Scripting	11
2.3 Device Controller Cards	12
2.3.1 Specification	12
2.3.2 Redundancy	12
2.3.3 IP Addresses	. 12
2.3.4 Communication with the Bridge	13
2 3 5 Timecode	13
2.3.6 Restarting a Card	13
2.3.7 Polling the Devices	14
2.3.8 Replacing a Faulty Card	14
2.3.8 Replacing a Faulty Card	14 14
2.3.8 Replacing a Faulty Card	14 14 14
2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port	14 14 14 15
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 	14 14 14 15
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 	14 14 14 15 16
2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience	14 14 14 15 16
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4 Morpheus Applications 	14 14 14 15 16
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications 	14 14 14 15 16 19
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 	14 14 14 15 16 19 19 19
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 	14 14 14 15 16 19 19 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADP) 	14 14 15 16 19 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 	14 14 15 16 19 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator 	14 14 15 16 19 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.7 Deplay 	14 14 15 16 19 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy 4.8 Device Manager Viewer (DMV) 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy 4.8 Device Manager Viewer (DMV). 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy 4.8 Device Manager Viewer (DMV). 4.9 Editor. 	14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port . 2.3.11 Dual Rear Connector Panel . 3. Resilience . 4. Morpheus Applications . 4.1 Starting Morpheus Applications. 4.2 Application Server . 4.3 Automated Mat-Checker (AMC) . 4.4 Automation Database Reporter (ADR) . 4.5 Bridge . 4.6 Configurator. 4.7 Deploy . 4.8 Device Manager Viewer (DMV). 4.9 Editor . 4.10 HUD (Head Up Display) . 4.11 Mark Markhava Application Server (MMAS). 	14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel. 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.2 Marchane Services (MS) 	14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 MOP Interface 	14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.13 MOS Interface . 	14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.14 Offline Editor. 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 MOS Interface. 4.14 Offline Editor 4.15 Panoplay. 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port. 2.3.11 Dual Rear Connector Panel. 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server. 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 MOS Interface. 4.14 Offline Editor 4.16 Pbak (Automation Kernel). 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 21 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 MOS Interface 4.14 Offline Editor 4.15 Panoplay. 4.16 Pbak (Automation Kernel). 4.17 SQ Driver. 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 MOS Interface. 4.14 Offline Editor 4.15 Panoplay. 4.18 Rescale. 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 22 22 22 22
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 MOS Interface. 4.14 Offline Editor 4.15 Panoplay. 4.16 Pbak (Automation Kernel). 4.17 sQ Driver. 4.18 Rescale 4.19 Shell Services Host (Host Shell Services). 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 22 21 21 22 22 21 21 21 22 22 21 21 22 22 22 21 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22
 2.3.8 Replacing a Faulty Card. 2.3.9 Updating the Operating System and Configuration Files. 2.3.10 VGA Port 2.3.11 Dual Rear Connector Panel 3. Resilience 4. Morpheus Applications 4.1 Starting Morpheus Applications. 4.2 Application Server 4.3 Automated Mat-Checker (AMC) 4.4 Automation Database Reporter (ADR) 4.5 Bridge 4.6 Configurator. 4.7 Deploy. 4.8 Device Manager Viewer (DMV). 4.9 Editor. 4.10 HUD (Head Up Display) 4.11 Mock Morpheus Application Server (MMAS). 4.12 Morpheus Services (MS). 4.13 OS Interface 4.14 Offline Editor 4.16 Pbak (Automation Kernel). 4.17 sQ Driver. 4.18 Rescale 4.19 Shell Services Host (Host Shell Services). 4.20 snapshotter. 	14 14 14 15 16 19 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 21 21 21 21 21 21 21 21 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22 22

4.23 Timeplane		23 23
		~ .
5. Deploy	·····	24
5.1 Installing and Addir	ng Applications	25
5.1.1 Main Settir	ngs lab	27
5.1.2 As-run Dat		28
5.1.3 Rescale O		29
5.1.4 Panoplay S		31
5.1.5 BXF Datab		32
5.1.6 Message E		33
5.1.7 VVORKIOW I	IAD	34
5.1.8 Application	IS IAD	34
5.2 UDP Multicasting.		35
5.2.1 UDP Multio		35
5.2.2 Multicast A		35
5.3 Application Startup	Switches	37
5.3.1 Adding App	plication Startup Switches in the Morpheus Deployment Tool	38
5.3.2 Adding App	plication Startup Switches into the Application Properties Field	d39
5.3.3 Application	Startup Switches for the Editor	40
5.4 Recreate Queues (41
5.4.1 Reimportin	ng Current_System.xml	41
5.5 Deploy CLI Tool.	· · · · · · · · · · · · · · · · · · ·	42
5.5.1 System Co		42
5.5.2 Machine C		44
5.5.3 Deploy CL		46
5.5.4 Logging .		47
6. Snapshotter	•••••••••••••••••••••••••••••••••••••••	48
6.1 Snapshotter Functi	ionality	48
6.2 Snapshotter Log .		48
6.3 Initializing the Mode	el	49
6.3 Initializing the Mod	el	49
6.3 Initializing the Mode	el	49 50
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 	el	49 50 52
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind	el	49 50 52 52
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu	el	49 50 52 52 55
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configuration 7.2.1 Categories	el	49 50 52 52 55 57
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type	el d uration s e Properties	49 50 52 52 55 57 61
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type	el d uration e Properties e Parameters	49 50 52 52 55 57 61 67
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a	el uration	49 50 52 52 55 57 61 67 78
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type	el d uration s e Properties e Parameters and Importing Event Types e Viewer	49 50 52 52 55 57 61 67 78 79
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration	el uration e Properties e Parameters and Importing Event Types e Viewer	49 50 52 55 57 61 67 78 79 84
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D	el uration	49 50 52 55 57 61 67 79 84 85
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a D	el uration	49 50 52 55 57 61 67 78 79 84 85 85
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I	el uration e Properties e Parameters and Importing Event Types e Viewer on Device Device Once	49 50 52 55 57 61 67 78 84 85 85 85
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.4 Deleting a	el uration	49 50 52 55 57 61 67 78 84 85 85 85 86
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.5 Renaming	el d	49 50 52 55 57 61 67 78 79 84 85 85 85 86 87
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro	el uration	49 50 52 55 57 61 67 79 845 85 86 87 885 86 87 88
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro	el uration	49 50 52 55 57 61 67 78 79 84 85 85 86 87 88 9
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro 7.3.7 Device Pro 7.4 Channel Configura	el	49 50 52 55 57 61 67 78 84 85 85 86 87 88 99 4
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro 7.3.7 Device Pro 7.4 Channel Configuration 7.4.1 Channel Type	el d	49 50 52 55 57 61 67 78 84 85 86 87 88 99 90
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro 7.3.7 Device Pro 7.4 Channel Configura 7.4.1 Channel Ty 7.4.2 Add a Cha	el	49 50 52 55 57 61 779 845 858 868 87 89 94 95 96
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configure 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration 7.3.1 Adding a D 7.3.2 Cloning a D 7.3.3 Cloning a D 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Grown and the second and	el	49 50 52 55 57 67 79 845 85 86 89 94 50 52 55 67 79 845 85 86 99 99 99 98
6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.1 Categories 7.2.2 Event Type 7.2.3 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuratio 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro 7.3.7 Device Pro 7.4 Channel Configura 7.4.1 Channel Ty 7.4.2 Add a Cha 7.4.3 Clone a Ch 7.4.4 Delete a C	el	49 50 52 55 57 67 79 845 85 86 87 99 90 90
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration 7.3.1 Adding a D 7.3.2 Cloning a D 7.3.3 Cloning a D 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Properties 7.4 Channel Configuration 7.4.1 Channel Type 7.4.2 Add a Cha 7.4.3 Clone a Ch 7.4.4 Delete a C 7.4.5 Channel G 7.4.2 Add a Cha 	el	49 50 52 55 57 67 78 85 85 86 87 99 90 91
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configu 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration 7.3.1 Adding a D 7.3.2 Cloning a I 7.3.3 Cloning a I 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Gro 7.3.7 Device Pro 7.4 Channel Configuration 7.4.1 Channel Type 7.4.2 Add a Cha 7.4.3 Clone a Ch 7.4.5 Channel G 7.4.6 Channel C 	el	49 50 52 55 57 61 67 79 845 85 86 87 99 90 01 02
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configure 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration 7.3.1 Adding a D 7.3.2 Cloning a D 7.3.3 Cloning a D 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Growth and a C 7.4 Channel Configuration 7.4.1 Channel Type 7.4.2 Add a Cha 7.4.3 Clone a CH 7.4.4 Delete a C 7.4.5 Channel G 7.4.6 Channel C 7.5 Alarm Configuration 	el	49 50 52 55 57 61 779 845 855 868 89 99 90 01 21
 6.3 Initializing the Mode 7. The Configurator 7.1 Event Types 7.1.1 Event Kind 7.2 Event Type Configure 7.2.2 Event Type 7.2.3 Event Type 7.2.4 Exporting a 7.2.5 Event Type 7.3 Device Configuration 7.3.1 Adding a D 7.3.2 Cloning a D 7.3.3 Cloning a D 7.3.4 Deleting a 7.3.5 Renaming 7.3.6 Device Growth and the second second	el	49 50 52 55 61 67 79 845 85 86 87 99 90 01 21 22

7.5.3 Delete One or More Alarms	126
7.5.4 Modify an Alarm	127
7.5.5 Create Alarm Patches	128
7.5.6 Modify a Patch	130
7.5.7 Delete One or More Alarm Patches	130
7.6 Import / Export	131
7.6.1 Export System	131
7.6.2 Import System From File	132
7.6.3 Import Mediaball.	132
7.6.4 System Import Extensions	132
7.7 System Configuration	133
7.7.1 System Tab	134
7.7.2 Multipart Programme Tab	141
7.7.3 Junction Preview Tab	143
7.7.4 Rippling Hold Options	144
7.7.5 Other Tab	145
7 8 Application Configurations Tab	147
7 9 Engineering Log Tab	148
7.10 Configurator Tool Bar Menus	140
7 10 1 File Menu Ontions	1/0
7.10.2 Advanced Menu Ontions	150
	150
7.10.3 Services	154
7.10.4 TimeLink Theratory Templates	150
7.10.5 Greate Super-Duo Slave Farameter	157
7.10.0 Schpts	107
7.10.7 AldIIII TESt	100
	159
7.11.1 Details	159
	159
	160
	160
7.11.5 Set Event OK	160
	161
7.11.7 Set Kernel Status	161
	161
7.11.9 Set Error Code	161
7.11.10 Preview Event	162
7.11.11 InsertPresetBusCut ()	162
8. EventStore Test	163
8.1 Next Transition for Bridge	164
8.1.1 Configuring Next Transition for Bridge	164
9. Application Server	165
9.1 Adding and Enabling Application Servers	165
9.2 Configuration	166
9.2.1 Settings Tab	166
9.2.2 Application Server Tab	168
10. Pbak (Automation Kernel)	169
10.1 Pbak.exe	169
10.2 Pbak Deployment Tool	169
10.2.1 Pbak.dat	169
10.2.2 Pbak.rtb	169
10.2.3 Installation	169
10.2.4 Starting the Pbak Deployment Tool	170
10.2.5 Configuring the Pbak Deployment Tool	171
10.2.6 Using Pbak Deploy	172
10.3 Kernel Logs	174
10.3.1 Kernel As-Run Log	174

10.3.2 Kernel Diagnostics Log	174
10.4 Kernel Class ID	175
10.5 Type ID	176
10.6 Pbak Utility (Pbak Test Utility)	177
10.6.1 Device Controller Card IP Address	178
10.6.2 General Tab	180
10.6.3 Schedule Tab	184
10.6.4 Types Tab	189
10.6.5 Registry Tab	193
10.6.6 As Run Tab	203
10.6.7 Diagnostics Tab	204
10.6.8 Devices Tab	206
10.6.9 Events Tab	207
10.7 Pbak Manager Utility (Controller Management Utility)	209
10.7.1 Configure the Pbak Manager Utility	210
10.7.2 Monitor Tab	211
10.7.3 Multicast Tab	212
10.7.4 Kernel As Run File Viewer Tab	213
10.7.5 Kernel Diags File Viewer Tab	214
10.7.6 Kernel Log Capture Tab	216
11. The Equalizer	217
11.1 Connecting to the Pbak Controllers	218
11.2 Working with Pbak Controllers	220
11.2.1 Refreshing the List of Pbak Drivers	220
11.2.2 Exporting Card Configuration	220
11.2.3 Create Missing Devices	221
11.2.4 Reconcile Devices	222
11.2.5 Reboot card	222
11.3 Understanding Errors. Warnings and Messages.	. 223
11.4 Posolving issues	
	. 226
11.4.1 Create Eventstore Device For This Pbak Device	226
11.4.1 Create Eventstore Device For This Pbak Device	226 226
11.4.1 Create Eventstore Device For This Pbak Device	226 226 226 227
11.4.1 Create Eventstore Device For This Pbak Device	226 226 226 227 e. 227
 11.4 Resolving issues	226 226 226 227 e. 227 e. 227 e. 229
 11.4 Resolving issues	226 226 226 227 e . 227 e . 227 e . 229 230
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 	226 226 226 227 e . 227 e . 227 e . 229 230 234
 11.4 Resolving issues	226 226 226 227 e 227 e 227 e 229 230 234 235
 11.4 Resolving issues	226 226 226 227 e 227 e 227 e 227 e 227 e 227 e 227 e 223 230 234 235 236
 11.4 Resolving issues	226 226 226 227 e 227 e 227 e 229 230 234 235 236 237
 11.4 Resolving issues	226 226 227 e 227 e 227 e 227 e 227 e 229 230 234 235 236 237 239
 11.4 Resolving issues	226 226 227 e 227 e 227 e 229 230 234 235 236 237 239 239 241
 11.4 Resolving issues	226 226 227 e 227 e 227 e 229 230 234 235 236 237 239 241
 11.4 Resolving issues	226 226 227 e 227 e 227 e 227 e 229 230 234 235 236 237 239 241
 11.4 Resolving issues	226 226 227 e 227 e 227 e 227 e 227 e 229 230 234 235 236 237 239 241 242 243
 11.4 Resolving issues	226 226 226 227 e 227 e 227 e 229 230 234 235 236 237 239 241 242 243 244
 11.4 Resolving issues	 226 226 226 227 2.27 2.27 2.29 230 234 235 236 237 239 241 242 243 244 244 244 244
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.3 Reconcile Eventstore Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.1 Event Look Ahead 12.2 Functions of the Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 	226 226 227 e 227 e 227 e 229 230 234 235 236 237 239 241 242 244 244 244 244
 11.4.1 Create Eventstore Device For This Pbak Device	 226 226 227 2.227 2.227 2.229 230 234 235 236 237 239 241 242 242 244 244 244 244 244 244
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 	 226 226 227 2.27 2.27 2.29 230 234 235 236 236 237 241 242 244 244 244 245 246
11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 12.6 Dridge Tabs	 226 226 227 2.27 2.27 2.29 230 234 235 236 236 237 239 241 243 244 244 244 244 245 246 246
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.6 Bridge Tabs 12.6.1 Diagnostics Tab 	 226 226 227 2.27 2.27 2.29 230 234 235 236 236 237 239 241 242 244 244 244 244 245 246 246 246
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.1 Event Look Ahead 12.2 Functions of the Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 12.6 Diagnostics Tab 12.6 2 Controller Status Tab	 226 226 226 227 2.27 2.29 230 234 235 236 237 237 238 241 242 244 244 244 244 244 244 246
11.4.1 Create Eventstore Device For This Pbak Device. 11.4.2 Edit Eventstore Device. 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device. 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Transactions Tab 12.6 2 Transactions Tab 12.6 3 Controller Status Tab 12.6 7 Bridge Configuration	 226 226 227 2.27 2.27 2.29 230 234 235 236 237 237 238 241 242 244 245 246 246 247 240
 11.4 Resolving Issues 11.4.1 Create Eventstore Device For This Pbak Device. 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device. 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 12.6.1 Diagnostics Tab 12.6.3 Controller Status Tab 12.7 Bridge Configuration Ontions 	 226 226 227 2.27 2.27 2.29 230 234 235 236 237 239 241 242 243 244 244 244 244 244 244 244 245 246 246 246 247 249 251
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device. 11.4.2 Edit Eventstore Device. 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device. 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 12.6.1 Diagnostics Tab 12.6.3 Controller Status Tab 12.7 Bridge Configuration Options 12.7 Bridge Configuration Options 	 226 226 227 2.27 2.27 2.29 230 234 235 236 237 239 241 242 243 244 244 244 244 246 246 246 246 247 249 251 255
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device. 11.4.2 Edit Eventstore Device 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device. 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types 11.5 Global Functions 11.5.1 Event Types 11.5.2 Reboot Cards 11.5.3 Configure Cards 11.5.4 System Architecture Diagram 11.5.5 Exporting the Current System 12. The Bridge 12.3 Bridge Clock 12.4 Connecting to the EventStore 12.5 Bridging Channels 12.6 Bridge Tabs 12.6.1 Diagnostics Tab 12.6.3 Controller Status Tab 12.7 Bridge Configuration Options 12.8 The Advanced Menu 	 226 226 226 227 2.27 2.29 230 234 235 236 237 239 241 243 244 244 244 244 245 246 246 246 246 247 249 255
 11.4 Resolving issues 11.4.1 Create Eventstore Device For This Pbak Device . 11.4.2 Edit Eventstore Device . 11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device . 11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device 11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device 11.4.6 Create / Clone Event Types . 11.5 Global Functions . 11.5.1 Event Types . 11.5.2 Reboot Cards . 11.5.3 Configure Cards . 11.5.4 System Architecture Diagram . 11.5.5 Exporting the Current System . 12. The Bridge . 12.3 Bridge Clock . 12.4 Connecting to the EventStore . 12.5 Bridging Channels . 12.6 Bridge Tabs . 12.6.1 Diagnostics Tab . 12.6.3 Controller Status Tab . 12.7 Bridge Configuration . 12.8 The Advanced Menu . 	 226 226 226 227 2.227 2.227 2.227 2.230 2.33 2.34 2.35 2.36 2.37 2.39 2.31 2.34 2.35 2.36 2.37 2.39 2.34 2.35 2.36 2.37 2.39 2.34 2.35 2.44 2.45 2.46 2.46 2.46 2.47 2.49 2.55
 11.4 Resolving results are subseted as a second stress of the s	 226 226 226 227 2.27 2.29 230 234 235 236 237 239 241 242 243 244 244 244 244 246 245 255 255

13	3.2 Database Configuration Settings	261
13	0.3 Browse	262
	13.3.1 Video Server Parameters	263
	13.3.2 Momentum Parameters	263
13	3.4 Shortcut Keys Settings	265
	13.4.1 Assigning Shortcut Keys to a Command	265
13	3.5 Machine Specific Settings	267
	13.5.1 Creating an Operator Station Name	267
	13.5.2 Selecting an Operator Station Name for the Editor	268
	13.5.3 Selecting an Operator Station Name for the Timeplane.	268
13	9.6 Roles	269
	13.6.1 Displaying the Role Settings	269
	13.6.2 Creating a Role	270
	13.6.3 Deleting a Role	270
	13.6.4 Selecting a Different Role	271
	13.6.5 Setting Role Permissions and Restrictions	271
13	7 Barcodes	272
13	8.8 Overrun / Underrun	273
	13.8.1 Distributing Overrun / Underruns	274
	13.8.2 Configuring Overrun / Underrun Behavior	274
13	9 Channel Flow Control-Join In Progress (CEC-JIP)	276
	13.9.1 CEC-JIP Intended Environment	278
	13.9.2 CEC-JIP Terminology	279
	13.9.3 Rejoin Modes	284
	13.9.4 The Reioin Calculation	310
	13.9.5 Configure CEC-IIP	315
13	10 Miscellaneous Settings	330
10	13 10 1 Channel Bar Settings	331
	13 10 2 Default skin	332
	13 10 3 Offline Editor Decoration Settings	334
	13 10 4 Channel Order Settings	335
	13 10 5 N+1 Start Time	335
	13 10 6 Load Schedule Confirmation	336
	13 10 7 Use Momentum Browser	336
13	11 Channel Configuration	337
13	12 Channel Annearance Settings	338
	13 12 1 Colours Tab	338
	13 12 2 Columns Tab	340
	13 12 3 Display Ontions Tab	345
	13 12 4 MIP Tah	350
13	13 Channel System Settings	355
	13 13 1 System > General Tab	355
	13 13 2 System > Rolling Hour Tab	358
	13 13 3 Missing Material Tab	360
	13.13.4 Missing Material Filters tab	362
	13 13 5 Join In Progress Tab	364
	13 13 6 Material Report Tab	368
	13 13 7 Channel Rinnle Settings	370
13	14 Channel Ouery Ontions	372
13	15 Schedule Import	374
13	16 Configuring Momentum Thumbnails	375
13	17 Commercial Hotlist Configuration	376
	13 17 1 Enabling the Commercial Hotlist	376
	13 17 2 Configuring the Commercial Hotlist	377
13	18 ICE Master Control: ICE Panel Configuration	384
10	13 18 1 Prerequisites	384
	13 18 2 Accessing the ICE Panel Configuration Litility	385
	13 18 3 Topology of the ICE Panel Editor	386
	13.18.4 Creating or Editing a Panel Layout	391
	13 18 5 Verifying the Panel Layouts on the Controller Card	396

13.18.6 Hardware Panel Specification	. 398
14. HostShell Services	. 399
14.1 HostShell Services Main Window	399
14.1.1 Quick Launch	400
14.1.2 Restart Failed Services	400
14.1.3 Right-Click Menu	. 400
14.2 Service Settings - Configuration of HostShell Services.	. 401
14.2.1 Add a Service	401
14.2.2 Delete a Service	. 401
14.2.3 Configure a Service	. 402
14.2.4 Launch Modes	. 403
14.3 After Burner Service	. 404
14.4 Alarm GPI Service	. 405
14.4.1 Configuring the Alarm GPI Service	. 405
14.5 As Run DB Service	. 406
14.5.1 As-Run Database Service Configuration Parameters	406
14.6 Commercial Minutage Protection Service	407
14 7 Delay Shadow Channel Service	414
14.8 Device Manager Service	415
14.8 1 General Tab	415
14.8.2 Channels Tab	. 417
14 9 Eng Log Collector Service	. <u>-</u> 17
14.9 Ling Log Collector Service	/10
14.9.1 Configuring the Engledg Collector Service	. 413 101
14.10 Event Journal Collector Service	. 421 100
14.11 External Morpheus Alarms Service	. 422 102
	. 423
14.11.2 Alert Types	. 424
	. 428
14.11.4 Alert Frequency	. 429
14.11.5 Send On Clear	. 429
	. 429
14.12 Generic Validation Service	. 430
14.12.1 Configuring the Generic Validation Service	. 431
14.13 HUD Fax Service	. 454
14.14 Lazy Parameter Evaluation Service	. 455
14.15 Lazy True Time Service.	. 456
14.16 Live Record Decorator Service	. 457
14.16.1 Configuring the Live Record Decorator Service	. 457
14.17 Lock Decorator Service	. 458
14.17.1 The Channels Tab	. 458
14.17.2 Algorithm Parameters Tab	. 459
14.18 Material Decorator Service	. 461
14.18.1 Status Barrels	. 461
14.18.2 'Decorate Always' / 'Decorate Once Only'	. 462
14.18.3 Configuring the Material Decorator Service	. 463
14.19 MediaBall Decorator Service	. 470
14.19.1 Channels Tab	. 470
14.19.2 Algorithm Parameters Tab	. 471
14.20 MediaBall Inserter Service	. 472
14.21 Missing Material Recovery Service	. 474
14.21.1 Configuring the Missing Material Recovery Service	. 474
14.21.2 Configure the EventStore	. 477
14.22 Morpheus DB Decorator Service	. 478
14.22.1 Channels Tab	. 479
14.22.2 Algorithm Parameters Tab	. 481
14.22.3 Configuring the EventStore	. 483
14.23 MTV Rules Engine Decorator Service.	. 486
14.24 NplusOne Service	. 487
14.24.1 Channels Tab	. 487

14.24.2 Settings Tab	 488
14.25 Pbak Event Validation Service	 490
14.26 Pbak Interface Driver Service	 490
14.26.1 Algorithm Tab	 490
14.26.2 Devices Tab	 491
14.27 Pernicious Time Service	 492
14.27.1 Channels Tab	 492
14.28 Reactive Live Record service	 493
14.28.1 Channels Tab	 493
14.28.2 Settings Tab	 494
14.29 Schedule Appender Service	 495
14.30 Schedule Export Service	 496
14 30 1 Configuring the Schedule Export Service	 496
14 31 Schedule Loop Service	 501
14 31 1 Loon Header	 501
14 31 2 Configuring the Schedule Loop Header Service	 502
14.31.3 Creating a Loon Header Event Type	 504
14.31.4 Adding the Loop Header to the Schedule	 505
14.32 Schedule Validation Service	 507
14.32 Second Screen Service	 502
14.33 1 Logging	 500
14.30 Subevent Timing Service	 510
14.04 Subevent Timing Service	 510
14.35 Swift TV Service	 510
14.35 Swill TA Service	 512
14.30 Transfer Decorator Service	 513
14.36.2 Transfer Dequests	 519
	 510
	E10
15. 1 Viouring the Channel Information	 519
	 520
15.2 Conliguing Roles	 521
	 521
	 522
	 523
	 523
	 524
	 520
	 527
16. Panoplay	 528
16.1 Sync Sets	 528
16.2 Multisystem Synchronization.	 529
	 530
16.4 Panoplay Status	 530
16.5 Communication	 530
16.6 As Run Logs	 531
16.7 Panoplay Applications	 532
16.7.1 Panoplay Oracle.	 532
16.7.2 Panoplay Schedule Loader Configuration Settings	 534
16.8 Morpheus 'Maximum Event Count'	 541
	 542
17.1 Device Manager Viewer Controls	 544
17.2 Configuring Device Manager Viewer.	 545
17.3 Zoom lab	 545
17.4 IOOIS IAD	 546
17.4.1 Device Diary Form	 546
18. EventStore Service Application	 54/
18.1 Configuring the Event Store Service Application	 548

18.1.1 Missing Material Tab 18.1.2 Channel Overviews Tab 18.1.3 Material Usage Tab	548 549 550
18.1.4 Device Overviews Tab	. 551
18.1.5 Commercial Usage Tab	552
19. Morpheus System Health Monitor	553
19.1 The System Health Monitor Alarms Window	554
19.2 The Morpheus System Health Monitor Menu	555
19.2.1 Enable / Disable the System Health Monitor Right-Click Menu	555
19.2.2 Gather Reports.	556
19.2.3 Gather Perfmon Logs	558
19.2.4 Export System Configuration .(xml)	559
19.2.5 Edit Perfmon Counters.	560
19.2.6 Edit Alarm Filters	562
19.2.7 Gather Everything	563
19.2.8 Metrics Profiling	565
19.2.9 Export Metrics	566
19.2.10 Dump Rescale Data	567
19.2.11 Create Process Dump	568
20. Automation Database Reporter.	569
20.1 As Run Log	569
20.1.1 Setting the Dwell Time for the As Run Log	570
20.1.2 Example As Run Log	571
20.2 Engineering Log	572
20.2.1 Example Engineering Log	572
20.3 Event Journal log	573
20.3.1 Setting the Dwell Time for the Event Journal Log	573
20.3.2 Example Event Journal Log	573
20.4 Running the Automation Database Reporter.	574
20.4 Running the Automation Database Reporter	574
20.4 Running the Automation Database Reporter 20.4.1 Using the Automation Database Report Configuration Tool 20.4.2 Reporting Database Statistics	574 575 583
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs	574 574 575 583 584
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 	574 575 583 584 586
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging.	574 575 583 584 586
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database	574 575 583 584 586
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information	574 575 583 584 586 588 588
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2 1 Instance	574 575 583 584 586 588 588 588
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans	574 575 583 584 586 588 588 588 588
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2 3 Parameter Linking 	574 575 583 584 586 588 588 588 588 588 588
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.3 Parameter Linking 21.2.4 Segmenting	574 575 583 584 588 588 588 588 588 588 588 588 589 590
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.3 Parameter Linking 21.2.4 Segmenting 21.2.4 Segmenting	574 575 583 584 588 588 588 588 588 588 588 588 588 589 590 590
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables 21.3 1 Item Table	574 575 583 584 586 588 588 588 588 588 588 588 589 590 592 593
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables 21.3.1 Item Table. 21.3.2 Instance Table	574 575 583 584 586 588 588 588 588 588 589 589 590 590 592 593 597
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables 21.3 Item Table 21.3.1 Item Table 21.3.2 Instance Table 21.3.3 Storage Device Table	574 575 583 584 586 588 588 588 588 588 588 589 590 590 592 593 597 597 591
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.2 Orphans 21.2.3 Parameter Linking 21.3 Core Database Tables 21.3 Item Table. 21.3 Storage Device Table 21.4 Other Database Tables	574 575 583 584 586 588 588 588 588 588 588 588 589 590 590 592 593 597 601 602
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata. 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.3 Parameter Linking 21.2.4 Segmenting. 21.3 Core Database Tables. 21.3.1 Item Table. 21.3.2 Instance Table 21.3.3 Storage Device Table. 21.4 Other Database Tables. 21.4 Other Database Tables. 	574 575 583 584 588 588 588 588 588 588 588 588 588 588 589 590 590 592 593 597 601 602 602
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata. 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans. 21.2.3 Parameter Linking 21.2.4 Segmenting. 21.3 Core Database Tables. 21.3.1 Item Table. 21.3.2 Instance Table. 21.4 Other Database Tables. 21.4 Other Database Tables. 21.4 Distance Table. 21.4 Other Database Tables. 21.4 Distance Table. 	574 574 575 583 584 586 588 588 588 588 588 588 588 589 590 590 593 593 597 601 602 602 602 603
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.3 Core Database Tables 21.3.1 Item Table 21.3.2 Instance Table 21.3.3 Storage Device Table 21.4.1 Presentation Table 21.4.2 Transfer Request Table	574 575 583 584 586 588 588 588 588 588 588 589 590 590 590 592 593 597 601 602 602 603 604
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables. 21.3.1 Item Table. 21.3.2 Instance Table 21.4 Other Database Tables 21.4 Other Database Tables 21.4.1 Presentation Table 21.4.2 Transfer Request Table 21.4.4 Cache Reror Table 	574 575 583 584 588 588 588 588 588 588 588 588 588 589 590 590 590 592 593 597 601 602 602 604 604 604
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database. 21.1 Metadata. 21.2 Further Information 21.2.1 Instance. 21.2.2 Orphans. 21.2.3 Parameter Linking 21.2.4 Segmenting. 21.3 Core Database Tables. 21.3.1 Item Table. 21.3.2 Instance Table. 21.4 Other Database Tables. 21.4 Other Database Tables. 21.4 Device Table. 21.4 Corche Request Table. 21.4 Cache Request Table. 21.4.4 Cache Error Table. 21.4.5 Transfer Error Table. 	574 575 583 584 588 588 588 588 588 588 588 588 588 589 590 590 590 592 593 597 601 602 602 603 604 604 605
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables 21.3.1 Item Table. 21.3.2 Instance Table 21.3.3 Storage Device Table 21.4 Other Database Tables 21.4.1 Presentation Table 21.4.2 Transfer Request Table 21.4.4 Cache Error Table 21.4.6 Locks Table	574 575 583 584 588 588 588 588 588 588 588 588 588 588 589 590 590 590 590 592 593 597 601 602 602 603 604 605 609
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.3 Core Database Tables. 21.3.1 Item Table. 21.3.3 Storage Device Table 21.4.1 Presentation Table 21.4.2 Transfer Request Table 21.4.5 Transfer Error Table 21.4.6 Locks Table 21.4.7 Clip Replication Table.	574 575 583 584 588 588 588 588 588 588 588 588 588 588 589 590 590 592 593 597 601 602 603 604 604 605 609 610
 20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.3 Core Database Tables 21.3.1 Item Table. 21.3.2 Instance Table 21.4.1 Presentation Table 21.4.1 Presentation Table 21.4.2 Transfer Request Table 21.4.3 Cache Request Table 21.4.4 Cache Error Table 21.4.6 Locks Table 21.4.7 Clip Replication Table. 21.4.8 Server Type Table	574 574 575 583 584 588 588 588 588 588 588 588 589 590 590 590 590 592 593 597 601 604 604 605 601 611
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.3.1 Item Table. 21.3.2 Instance Table 21.3.3 Storage Device Table 21.4.1 Presentation Table 21.4.2 Transfer Request Table 21.4.3 Cache Request Table 21.4.4 Cache Error Table 21.4.5 Transfer Report Table 21.4.6 Locks Table 21.4.7 Clip Replication Table 21.4.8 Server Type Table 21.4.8 Server Type Table 21.4.5 Key Identifiers	574 574 575 583 584 588 588 588 588 588 588 588 588 589 590 590 590 590 590 590 592 593 593 502 601 602 604 605 605 610 611 614
20.4 Running the Automation Database Reporter. 20.4.1 Using the Automation Database Report Configuration Tool. 20.4.2 Reporting Database Statistics 20.4.3 Manually Publishing Logs 20.5 As Run Merging. 21. Morpheus Media Management Database 21.1 Metadata 21.2 Further Information 21.2.1 Instance 21.2.2 Orphans 21.2.3 Parameter Linking 21.2.4 Segmenting 21.3 Core Database Tables 21.3.1 Item Table 21.3.2 Instance Table 21.3 Storage Device Table 21.4 Other Database Tables 21.4 Other Database Tables 21.4 Other Database Table 21.4.3 Cache Request Table 21.4.4 Cache Error Table 21.4.5 Transfer Error Table 21.4.6 Locks Table 21.4.7 Clip Replication Table 21.4.8 Server Type Table 21.5 Key Identifiers 21.5.1 Material ID	574 574 575 583 584 588 588 588 588 588 588 588 588 589 590 590 590 590 590 590 590 592 593 597 601 602 602 602 604 604 604 605 609 610 614 614 614

22. Media Management	. 615 . 616
22.1.1 Transfer Errors	617
22.2 Transfer Agents	618
22.2.1 Process ID	618
22 2 2 Archive Controller	618
22 2 3 Asset Mail	619
22.2.0 / Noter Wallingtream Cache Engine	610
22.2.4 Multistical Cache Engine	610
22.2.5 Video Network Manager (VNW)	621
	. UZI
22.3.1 Acquisition	. 021
	. 623
	. 626
22.3.4 Gateway	. 626
22.3.5 Media Management Application Server	. 626
22.3.6 Missing Material Agent	. 627
22.3.7 SAM Gateway	. 627
22.3.8 Request Controller	. 627
22.3.9 Tape Preparation	. 630
22.3.10 X Cache	. 630
22.4 Further Information	. 631
22.4.1 DCOM	. 631
22.4.2 Ingest	631
22 4 3 Missing Material Report	631
22.4.4 ODBC	631
22.4.4 ODDO:	631
22.4.0 Replication	. 001
22 Timocodo	622
23. Timecode	. 032
	. 632
23.2 Drop Frame Timecode	. 633
23.3 Timecode types	. 634
23.3.1 LTC	. 634
23.3.2 VITC	. 634
23.3.3 UTC	. 634
23.4 Time of Day Timecode (TOD)	. 635
23.5 Daylight Saving Time	. 635
24. GPI (General Purpose Interface)	. 636
24.1 GPI Inputs and Outputs	. 636
24.2 GPI Requirements	. 636
24.3 GPIs in Morpheus	. 637
24.3.1 Creating a GPI Event in the Schedule	. 638
24.3.2 GPI Settings	638
24.3.3 Hardware Manual Intervention Panel and GPIs	639
25. Appendix - Morpheus Glossary and Reference	. 644
26 Appendix - Morpheus Driver for sQ Servers	650
26.1 Native Driver vs VDCP Control	. 000 650
26.2 Media Management	651
26.2 Deploying the of Driver	652
20.5 Deploying the SQ Driver	. 05Z
	. 003
26.5 Diver Conliguration - SQDIVer.Ini.	. 000
26.5.1 Retrieving su Server Names	. 656
26.5.2 Contiguring the Driver	. 657
26.6 Morpheus Generic Validation Service	. 670
27. Appendix - Installing a Morpheus RTB.	. 671
27.1 Pre-requisites	. 671
27.2 Creating a USB Boot Disk	. 672

27.3 Loading the 27.4 Configuring	USB drive	673 674
28. Appendix - Pan	oplay Example XML Configuration File	677
29. New Features i 29.1 BXF Service 29.2 MOR-2410, 29.3 MOR-3281, 29.4 MOR-3281, 29.4 MOR-4428, 681 29.5 MOR-4611, 29.6 MOR-5207, 29.7 MOR-5290, 29.8 MOR-5339, Feature 29.9 MOR-5449, 29.10 MOR-5527 29.11 MOR-5618 29.12 MOR-5708	n this Release es. Visibility of the System Health Monitor Right-Click Menu System Next Transition for Bridge Generic Validation Service, Type 'Mixer Validation Service' Tight Multi-Event Type Display Order Changes Commercial Hotlist Configurable Font Size Panoplay Take Next Delay. JIP and Advanced Search and Replace Added to Editor 'Lock Ch Panoplay Follower Mode Banner. 7, Commercial Hotlist Timeplane Commercial Highlight 8, Back-to-Back Transitions on the Same Source 5, Prevent Panoplay from Unsynchronising When the Follower is 0	681 681 681 Margins 681 681 681 681 681 681 681 681 0n-Air
29.13 MOR-5752 29.14 MOR-5798 29.15 MOR-5818 29.16 MOR-6047 29.17 MOR-6050 29.18 MOR-6097 Option	 2, sQ Server Record Driver using Corba 3, Dummy Source 3, Generic Validation Service Issues with 60fps Omneon Clips 4, Slave' Removed from Panoplay Terminology 5, Explode / Contract All Breaks 7, Include System XML File in 'Gather Everything' System Health 4, Show / Hide Second Line Detail 5, SQ Record Driver - Allow Extra Metadata to be Added to a Record 6, Commercial Hotlist Allow Live Source Selection 7, Enable UTCOffset for sQRecord Corba Driver 6, Enable AutoAdjustment Offset for sQ Record Corba Driver Chaheus Driver for sQ Servers 6, Momentum Thumbnail Refresh 6, Commercial Hotlist Timenance Channel Name 	682 682 682 682 682 Monitor 682 682 682 682 682 682 682 682 682 682

1. Introduction

Welcome to Morpheus, Grass Valley's flagship TV transmission automation product. Morpheus is a powerful, highly sophisticated, stable, fully scalable, feature-rich system, offering facilities that satisfy the most demanding transmission requirement.

1.1 Automation

Automation is the use of technology to control all the equipment in the broadcast chain, making each component do the right thing at the right time.

For example:

- Playing material from a video server device.
- Playing material from a tape by rolling a VTR.
- Selecting an outside source to air.
- Superimposing a station logo onto the channel output.
- Superimposing a moving 'ticker' onto the channel output.
- Automatically selecting the correct aspect ratio for a piece of video.

1.2 What Automation Does

- Translates the schedule into timed remote control commands that are sent to broadcast equipment.
- Confirms to the user that the equipment is operating correctly.
- Provides protection against equipment faults or other failure.
- Informs the user if content is missing.
- Communicates with Morpheus media management (refer to page 615) to initiate the movement of content.
- Allows operators to override the schedule if necessary.

1.3 Essential Properties of an Automation System

- Allow operators to create a schedule of items for playout and translate this into timed remote control commands to equipment.
- Control all commonly used broadcast equipment, and more, and be easily expandable to new products.
- Play out the right programme at the right time, with no errors or omissions.
- Control a mixer and router in order to get the desired source to air.
- Schedule audio overs, captions, tickers, DVE moves and the control of auxiliary equipment such as ARCs.
- · Control backup devices and activate them quickly.
- Have a high level of tolerance to faults, breakdowns and power outages to preserve channel output.
- Provide a way of manually overriding the schedule, for example to end an event early or to stay on it longer than scheduled.

1.4 How Automation Works

Automation feeds schedule data, ahead of broadcasting, to a module known as the 'device controller'.

From the schedule, the device controller calculates the points in time at which to send specific remote control commands to broadcasting equipment, adjusting start times to allow for preroll (refer to page 646).

The device controller also reports device and playout status to the operator.

2. Structure

Morpheus automation consists of three layers:

- 1. Top Layer the Editor (Edit Workstation). See below.
- 2. Middle Layer the EventStore. Refer to Section 2.2 EventStore.
- 3. Bottom Layer the Device Controller Cards. Refer to Section 2.3 Device Controller Cards.

2.1 Editor (Edit Workstation)

The top layer is the operator's client terminal, known as the Editor.

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51	12:36:0	``	0525_PELICANS GONE_GIRL_TRAILER	_030	00:00:00;00	00:00:29;02		DEC1		Filter
CH1-Staging	12:36:3		GONE_GIRL_TRAILER	_030	00:00:00;00	00:00:11;29		ICE1 DEC1		Start Time
CH2	12:36:4		ICE_CUBE_LOOP		00:00:00.00	00:09:51:00	6	ICE1 DEC1		12:35:06:11
52	40:46:4		LIVEREC-00100		00.00.00.00	00.00.01,00		ICE1		Start Date
CH2-Staging	12:46:4		ON LOCATION - EXTR	EME WEATHER	00:00:00;00	00:00:24;26	ſ	ICE1		08 December 2016
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512	Search Clear	Options	LIVEREC-00110	LIVEREC-00110	00:01:10;00	LIVE REC ICE1	Yes	ICE1		
Region 12	Sources Devices	Customize	LIVEREC-00111	LIVEREC-00111	00:01:10;00	LIVE REC ICE1	Yes	DEC1		True Time
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The Editor allows operators to interact with the system by appending schedules and monitoring the status of the playlist. There can be as many Editors in a system as needed. Each Editor can be configured to show as many or as few of the channels in the system as required.

The main areas of the Editor window are:

- The schedule (see below)
- The Property Inspector (see below)
- The Schedule Inspector (see below)
- The event ruler (see below)
- The event countdown (refer to page 5)

Secondary windows that can be opened from the Editor are:

- The Palette (refer to page 5).
- The Manual Intervention Panel (refer to page 5).

Schedules can be created in the Editor by adding clips and recordings from the Palette or by importing or appending a previously created file from Morpheus or from a third party system.

The Editor scans the EventStore for events in the required channel and then views, modifies or deletes them. It can also save and load schedule files that have been created in the Online Editor, the Offline Editor (refer to page 6) or exported from a third party system.

A large red X displayed in the schedule pane indicates that a new EventStore configuration was imported whilst the Editor was running. A purple colored schedule pane indicates that the EventStore is not visible to the Editor (the default color of purple can be reconfigured).

2.1.1 The Schedule

The schedule displays a list of events to be played out at specific times.

A typical schedule consists of recordings, graphics, live material and other items that produces the channel input visible to a user.

All automation channels have individual schedules.

The Editor communicates with the Morpheus media management database (refer to page 588) that stores information for each piece of material. The Editor takes information from the database and uses it to populate the relevant fields on the schedule.

2.1.2 The Property Inspector

The Property Inspector displays properties for the event that is highlighted on the schedule, for example, 'Start Type' or 'Duration'.

The parameters that appear on the Property Inspector, the order in which they appear and their properties can be modified in the Configurator (refer to page 50).

The Property Inspector is divided into parts corresponding to different components of the scheduled event. For example, the upper part can display properties for the mixer event with the lower part showing those for the playout event.

The Property Inspector is described in detail in the Morpheus Operator's manual.

2.1.3 The Schedule Object Inspector

The Schedule Object Inspector contains information on a single schedule that is present in the Editor. Clicking on an event displays information about that event's schedule.

The Schedule Object Inspector appears next to the Property Inspector and is described in detail in the Morpheus Operator's manual.

2.1.4 The Event Ruler

The event ruler shows the timing relationship between primary events (refer to page 646) and secondary events (refer to page 648).

The event ruler is described in detail in the Morpheus Operators manual.

2.1.5 The Event Countdown

The event countdown is displayed at the top right of the Editor window beneath the clock. It counts down in hours, minutes and seconds to either the next live event or to a highlighted event on the schedule.

2.1.6 The Palette

The Palette allows operators to search the Morpheus media management database (refer to page 588) for material. When the material has been found, operators can drag and drop it onto the schedule.

The Palette is described in detail in the Morpheus Operators manual.

2.1.7 The Manual Intervention Panel (MIP)

The Manual Intervention Panel (MIP) is a panel of buttons that allow operators to override the schedule. There are software and hardware forms.

The software MIP is a pop-up window accessible from the Morpheus Editor (refer to the Morpheus Operators manual).

The hardware MIP is either a bank of buttons on a transmission controller or a custom made bank of push buttons on a panel or in a box. For further information on the hardware MIP, refer to 'Hardware Manual Intervention Panel and GPIs' on page 639.

2.1.8 Offline Editor

The Offline Editor is similar to the Online Editor (Workstation), however, it does not connect to the EventStore through the Rescale MSSQL database (refer to Section 2.2.2 Rescale MSSQL Database).

The Offline Editor is used for creating and editing schedules off-line. It has the same appearance as the Online Editor but lacks some of its features such as the clock and the live event countdown.

The Offline Editor has the following purposes:

- · Preparing schedules off-line, without affecting the on-air schedule
- Testing a schedule for timing or sequencing
- Checking the summary of a future schedule for commercial or other content, or total duration

It is not possible to preview a schedule that has been prepared offline unless it has been saved and subsequently loaded into a preview channel (refer to Section 7.4.1 Channel Types).

As the Offline Editor does not communicate with the EventStore, it must have access to **current_system.xml** (refer to page 131) in order for it to obtain device and channel information. If the file cannot be found, then the following message is displayed (Figure 2):

ME Offline editor	×
No system or local XML files were found. System file expected: C:\Morpheus\current_system.xml	
	ОК

Figure 2 Offline Editor System XML File Missing

Specify the location of the file using a switch in the Offline Editor shortcut:

- 1. Right click the Offline Editor and from the menu select **Properties**. The Offline Editor Properties window will be displayed.
- In the Target text box, append the path for the system XML file to the existing path for the Morpheus Offline Editor executable, using the *I*of switch.

Example:

C:\Morpheus\MorpheusEditor.exe /of C:\EventstoreExport\current_system.xml

For additional information, refer to Chapter 5.3.3 Application Startup Switches for the Editor.

Note: If the Offline Editor is not on the same machine as the **current_system.xml** file, the file must be accessible as a mapped drive and stated in the shortcut. For example:

/o \\U:\configs\02sept11.xml

The Offline Editor can be used to check and update the status of material in the Main column using **Offline** > **Update all Material Statuses**. The Offline Editor cannot report the device status from the Bridge (refer to page 242), therefore the single status barrels (refer to page 236) that appear in the **Main** column on the schedule only refer to the Morpheus media management database. The event look-ahead (refer to page 243) is irrelevant to the Offline Editor.

MediaBalls can be created in the Offline Editor (refer to page 53) separated from the live schedule. Operators can create and save MediaBalls then export them as **.xml** files using the **MediaBall Export** button that is displayed at the top of the MediaBall tab on the Palette.



The MediaBalls can then be imported into the EventStore using the Import And Export function (refer to page 131).

2.1.9 Differences Between the Online and Offline Editors

- The Offline Editor does not connect to the EventStore whereas the Online Editor must do so. For information relating to the EventStore, refer to Section 2.2 EventStore.
- The Offline Editor must have access to a valid system.xml file (refer to page 131) in order to obtain device information - the Online Editor retrieves such information from the EventStore.
- The Offline Editor has no real time clock.
- The Offline Editor has no live event or selected event countdown (refer to page 5).
- The Offline Editor only shows single status barrels (from the Morpheus media management database). The Online Editor shows dual barrels, from both the device and the database (refer to 'Status Barrels' on page 649).
- The Offline Editor grid display has a 'notional previous event' at the top (which can be renamed), the Online Editor does not.
- The Offline Palette has the 'MediaBall Export' button, whereas the Online Editor Palette does not.

The Offline Editor has an 'Offline' menu as shown below:

Offline		Help
	Save System Config	
Upo		late All Material Statuses
	Decorate All Events	
Decorate All Events And State		orate All Events And Statuses
	Upo	late Last Used Dates

Figure 3 Offline Editor - Offline Menu

- Save System Config

Creates a system XML file that can be imported into a live Morpheus system - it provides a mechanism of importing the configuration of an item, such as that of a MediaBall, from the Offline Editor.

- Update All Material Statuses

Updates the status of all of the material barrels from the media management database.

- Decorate All Events

Updates the material information (for example, material title) as configured in the **Tools -> Configuration -> Miscellaneous -> Offline Editor Decoration Settings** section.

- Update Last Used Dates

Updates the instance table in the media management database with the last date that the material was used - this is different to the last aired date.

Note: The Editor is described in detail in the Morpheus Operators manual.

2.2 EventStore

The middle layer, the core of the system, is known as the 'EventStore'.

The EventStore is where the configuration for all the system's channels is held, together with all the events that are scheduled to play out on those channels. It also performs all timing calculations including automatically determining the timing of the PGM and PST events based on the current time.

The contents of the EventStore are modified in the following conditions:

- A change is made to a channel schedule.
- An event goes into the past.
- A device, channel, Event Type or source is added. These are all described in the 'Configurator' section on page 50.
- A change is made to the configuration of any of the above.
- A change is made to the configuration of a Morpheus application.
- The Snapshotter (refer to page 48) takes its regular snapshot.
- A MediaBall (refer to page 53) is created.

2.2.1 Model

The 'model' is a term used in Morpheus to denote 'the whole system as it now stands'. It consists of the last snapshot (refer to 'Snapshotter' on page 48) and any subsequent instructions in the command queue (refer to 'Queues' below).

When Morpheus applications are started there may be an indication on the startup splash screen to the effect that the model is being read from the EventStore.

2.2.2 Rescale MSSQL Database

The EventStore exists in RAM but is backed up to an SQL Server database known as the 'Rescale MSSQL database'.

The rescale database holds the contents of the EventStore. Its name is in the form Rescale_225_0_50_11, 225.0.50.11, being the UDP Multicast address (refer to page 35) of that system.

The rescale database has configurations, schedules, devices and source names and determines how automation works.

2.2.2.1 Queues

The rescale database has two queues - the 'command queue' and the 'snapshot queue'. The queues are constantly written to a hard drive, allowing full recovery in the event of a server failure. Each is described below.

Command Queue

The command queue is one of two queues in the EventStore. It is a store of all transactions (for example, updates or changes) that have been passed to the EventStore since the last snapshot.

Snapshot Queue

The snapshot queue contains the last few snapshots from the Snapshotter. When the EventStore is restarted it automatically reads the queues from the machine's hard drive.

In a disaster recovery situation the EventStore contents can be deleted by clicking **Recreate Queues** in the Deploy application (refer to page 41). They can then be rebuilt by re-importing the **current_system.xml** file (refer to 'Import/Export' on page 131) and reloading the saved channel schedules.

2.2.3 Morpheus Scripting

The Morpheus Automation system includes a scripting function. It is possible to add scripts into the system to achieve given outcomes for defined inputs or actions. Morpheus generates and stores these scripts centrally within the EventStore and the scripts are triggered by relevant devices and applications within the Morpheus system as required.

Typical inputs to a script include:

- A GPI input to a Device Controller card
- MAP panel control a Grass Valley product that consists of an LED button panel with RS422 serial control connection into a Device Controller card (refer to page 157)
- Custom button in the MIP
- A Morpheus alarm generated on a device failure
- Changing a channel on an Online Edit Workstation

Typical output actions from a script include:

- Manual intervention (for example, Take Next or other MIP function)
- Insert a predefined Event Type or MediaBall
- Action an Event Type or MediaBall within the running schedule

Example 1

Executing a script (typically from a MAP or MIP panel button) inserts a MediaBall secondary to the PGM event, that immediately triggers. The MediaBall controls a graphics device to place a full-screen overlay onto the on-air output. An extension of the script puts the PGM event in hold so that operator intervention will be required. A second press of same button ends the secondary MediaBall.

Example 2

The script inserts a pre-ordained live source event to the PST position, and, at the same time it takes the current PGM event and uses the Multipart Programme (MPP) feature (Chapter 7.7.2 Multipart Programme Tab) to replicate the PGM event to the next-after-PST position in the schedule. At this point, the operator can Take Next into the live feed, and when complete, the operator can Take Next again, back to the programme. The MPP feature ensures that the second part of the Programme resumes exactly at the point at which it had been before the live feed - the duration rolls to the end of the Programme.

For further information on this option, please contact a Grass Valley representative.

2.3 Device Controller Cards

Below the EventStore level is the device controller layer that houses modular cards in Grass Valley's 3U Icon frame.

A device controller card connects directly to controlled broadcast equipment. It fits in a Grass Valley standard Icon frame and cables from broadcast devices terminate on a rear panel type 1433.

2.3.1 Specification

The card has an on-board, industry standard ETX form factor single board computer (SBC) and runs a real-time operating system known as 'On-Time'.

For connection to the outside world it has:

- Eight serial ports
- 16 GPI connections (refer to page 636)
- An ethernet port

Of the eight serial ports, all are RS-422 capable and ports 1 and 2 can also be RS-232.

The GPI connections can be independently configured as inputs or outputs. If the GPIs are being used as inputs for an external MIP (refer to page 638), their functions are fixed.

2.3.2 Redundancy

Two cards can be run in a redundant configuration, in which case a dual rear panel is needed. The rear panel has one set of device connections but two ethernet ports since each individual card has its own IP address and ethernet connection.

A pair of cards in a redundant configuration provides automatic failover if the active card fails, is rebooted, or is removed - the failover process is transparent to the automation system.

2.3.3 IP Addresses

The IP address of the active card is always shown in the Bridge (refer to page 242) on the Controller Status tab (refer to 'Bridge Tabs' on page 246).

In a larger system more cards, or card pairs, are added in order to provide the required number of equipment connections.

Each card has its own IP address that is used for communication with the Bridge.

In a redundant pair, the cards have individual IP addresses that are normally consecutive, for example 10.0.1.55 and 10.0.1.56.

The IP address of each card is set in the configuration file, **pbak.dat**, but we recommend labelling each card with its IP address to enable rapid identification.

2.3.4 Communication with the Bridge

The Bridge continually synchronizes each card with instructions from the EventStore (refer to page 242) that must be issued to devices - synchronization from the bridge occurs within a period of time known as the Event Look Ahead (refer to 'Event Look Ahead' on page 243).

The card(s) can continue to run the channels for this period of time if the Bridge is shut down for maintenance or upgrades, or if a network or other fault occurs.

Communication with the EventStore is by means of the Bridge, that continuously scans the EventStore for events that are within the execution window.

The Bridge configuration includes a list of devices that are connected to cards or pairs of cards, and event data is passed only to the controller that needs it.

2.3.5 Timecode

A time-of-day timecode reference is vital to an automation system.

The device controller has an LTC input and an on-board timecode reader, and timecode (refer to page 632) is distributed to the rest of the system by means of UDP multicasts (refer to page 35) to the Bridge.

In a multiple card system, timecode is fed to all cards to enable correctly timed event execution, and the Bridge updates the EventStore clock using the earliest timecode to arrive from any of the selected device controllers. It does, however, favour signals locked to timecode and Black and Burst.

'Valid timecode present' is indicated by LED3 on the card edge being illuminated.

The card also has an analogue video reference input and a reference reader and, if timecode is lost, it can continue using its own internal clock locked to the video reference.

Ideally, when timecode is restored there is no discrepancy between the two. If video reference is also lost, the cards can free-run but the longer the situation continues, the greater the likelihood of commands or events being lost due to the 'jump' when timecode is restored.

2.3.6 Restarting a Card

Each card has an individual **pbak.dat** file that is loaded from the compact flash drive at boot-up. It holds all configuration settings for the card to enable it to communicate with the broadcast devices connected to it. It also has a copy of the operating system and proprietary code combined into one file, **pbak.rtb**.

Restarting is the only way to make the card read an updated configuration. The card can be restarted by pressing the reset button on the front edge of the card or by pulling the card out of the frame and re-inserting it. Removing and re-inserting a card must be followed by an extra push to make sure that the card is fully home in the rear connector. Failure to properly seat the card can cause operational issues.

Note: Re-inserting the card will reset the Ethernet adaptor.

When the card is started, it attempts to connect to all of its configured devices, and reports the responses to the Bridge that displays them on the Devices tab (the Devices tab can be displayed from the Controller Status tab).

2.3.7 Polling the Devices

As soon as an event is within the execution window (event look ahead, refer to page 243) and data has been forwarded to the cards, devices can be polled in order to verify that the correct material is present.

- A video server must match the material against a received filename
- A VTR can only confirm that a tape is loaded and that it is in remote mode

Responses from the devices are sent to the Bridge and are subsequently entered into the EventStore device status field appearing on the Editor schedule as a barrel on the right-hand side of the **Main** column (refer to 'Status Barrels' on page 649).

2.3.8 Replacing a Faulty Card

If a faulty card is being replaced, it is necessary to remove the compact flash drive from the faulty card and transfer it to the replacement card in order to transfer the device configuration and assign the IP address - this preserves the link between the device name specified in the EventStore and the physical card to which the Bridge sends event data.

If the faulty card is one of a redundant pair, it can be replaced without disruption to the output.

If there is no backup card, a replacement should be installed during an event that is long enough to allow the swap to be made - the new card will then require starting and synchronizing.

When the new card is inserted, it will connect to the Bridge which will automatically synchronize it with the EventStore. No device commands are issued during this period, therefore the channel output will not be disrupted.

2.3.9 Updating the Operating System and Configuration Files

The operating system and configuration files can be updated in the following manners:

- 1. With the card in place, using the PBAK Utility the new files must be present on a drive that is accessible from Morpheus.
- 2. With the card out of the frame, by connecting the compact flash card to a PC with a USB card reader and using PBAK Deploy.

2.3.10 VGA Port

Both the single and the dual rear panels have a VGA port that can be connected to a monitor to provide a scrolling display of all instructions executed by the Pbak kernel (of the active card, in the case of a redundant pair). For information on the kernel, refer to page 169.

2.3.11 Dual Rear Connector Panel

Using cards in a dual redundant configuration is achieved with a dual rear connector panel that has one set of device control ports that are connected internally to the active card.

There are two ethernet ports because although the cards operate as a redundant pair, the Bridge communicates with them separately.

Cards communicate with each other over the rear panel in order to determine which one should be active - the Bridge only downloads events to the active card.

Note: When a dual redundant pair is initially powered, it is always the first card to boot up that becomes active.

3. Resilience

Resilience (also known as auto failover) is a means of obtaining immunity to faults or equipment failure in a system, minimising the effects of user error and recovering quickly from outages where this is unpreventable.

Resilience is an important issue in broadcasting since the failure of a channel, even for a comparatively short time, may result in the loss of revenue and the risk of contract penalty clauses being invoked.

Morpheus is able to cope with large parts of the system being removed or disabled without going off air. For example:

- If an operator's Edit Workstation is turned off, all of the channels can still be monitored from any other terminal anywhere on the network.
- If the principle EventStore is turned off, the backup takes over.
- If a system has dual redundant device controllers (refer to 'Device Controller Cards' on page 12), the active card can be removed and the backup takes over.
- If all Edit Workstations and both EventStores are turned off and the active device controllers are removed, the system continues to frame accurately control all its devices.

The key to providing resilience against equipment or software failure is redundancy. Morpheus employs a number of methods to achieve a very high degree of resilience. The following table shows the principal methods.

There are four categories:

- Operational
- Software
- Hardware
- Power

Operational	Panoplay Mode	One Morpheus channel can control two mirrored playout channels and switch to chain B if a fault occurs in chain A (refer to 'Panoplay' on page 21).
	Flexible Channel	A spare channel reserved as a backup for all of the others - a schedule can be transferred to it instantly without causing any disruption.
	Sources	Each source has an allocated 'guard' source (refer to page 645) that plays out in the background, synchronously with the main source - it can be invoked at any time from the Manual Intervention Panel (refer to page 5) or from mixer panel without causing any disruption to the playout.
	Offline Editor	Provides schedule creation and viewing without affecting the active schedule and minimizes the risk of operator error.
	Online Editor	Clear, load and insert schedules. All options leave the on-air event playing.
Software	Continuous backup of queues	Command and snapshot queues (refer to 'Queues' on page 10) are continuously backed up to the Rescale database (refer to page 10) or queue files. The EventStore can be rebuilt in the event of a server crash.
	Applications	These can be run in dual redundant mode on different machines.
	Workstations, Configurator	These can be shut down without affecting output.
	Facility to back up full system configuration	Current_system.xml (refer to 'Import/Export' on page 131) can be 'exported' at any time, and reloaded as part of a system restart if required.
	Modular architecture	Any failure affects one module only, minimizing the risk of complete system failure.



Hardware	Distributed processing	Database, EventStore and Edit workstations can be run on different machines so that machine failure does not necessarily lead to loss of automation.
	Database PC	Databases exist in high availability using Microsoft's mirroring technology.
	Device Controller card	Device controller cards (refer to page 12):
		Are not Windows based.
		• Are quick to reboot and resynchronize.
		 Contain a continuously updated look-ahead of the schedules, so that the station output can continue for a time without loss of automation. This allows invisible reconfiguration, repair, restart or upgrade.
		• Are backed up in flash RAM.
		Can run as a dual redundant pair with auto switchover.
		Guard sources (refer to page 645) can be controlled from a card in another crate, protecting against crate failure.
Power	EventStore PC PSUs	The PC has dual PSUs that can be fed from

Power EventStore PC PSUs The PC has dual PSUs that can be fed from different supplies. Icon Crate PSUs Crates can have dual PSUs.	Table 4 N	Marahawa Basilianaa		
Power EventStore PC PSUs The PC has dual PSUs that can be fed from different supplies.		Icon Crate PSUs	Crates can have dual PSUs.	
	Power	EventStore PC PSUs	The PC has dual PSUs that can be fed from different supplies.	

Table 1 Morpheus Resilience

4. Morpheus Applications

The Morpheus automation system consists of many applications, some essential, others optional.

4.1 Starting Morpheus Applications

Morpheus applications are started from the 'Morpheus Shortcuts' folder on the desktop. The name and location of the folder can be changed in the 'Deploy' application (refer to page 24).



Figure 4 Morpheus Shortcuts Folder

The Editor, HUD and Timeplane are usually installed on the operator workstation with the other applications on a separate server.

Note: When starting an application that uses Rescale (for example, the Bridge), if the application is already running on the same multicast address then the user has the option of terminating the original instance. In this case, a message is added to the Windows Event Viewer application log.

4.2 Application Server

The Application Server allows the Editor and Host Shell Services applications to communicate with the Morpheus media management database. Refer to page 165 for further information.

4.3 Automated Mat-Checker (AMC)

The AMC scans a hot folder for pre transmission schedules (that are usually updated prior to transmission).

It also establishes if material has not yet been ingested (refer to page 631) onto the appropriate storage device ready for transmission, for example, Isilon, Media Grid or JBOD - requests are posted to the Morpheus media management system (refer to page 615) through the Media Management Application Server for the media to be ingested and stored.

The Automated Mat-Checker does not check that media has been ingested, it only sends the requests.

4.4 Automation Database Reporter (ADR)

The Automation Database Reporter is used to create and configure 'as run logs' and 'engineering logs'. Refer to page 569 for further information.

4.5 Bridge

The Bridge synchronizes the EventStore with the device controller cards. Refer to page 242 for further information.

4.6 Configurator

The Configurator is the configuration tool for the EventStore. Refer to page 50 for further information.

4.7 Deploy

An application to install or upgrade Morpheus. Refer to page 24 for further information.

4.8 Device Manager Viewer (DMV)

The Morpheus 'Device Manager Viewer' provides a view of the allocation of devices through a graphical representation. Refer to page 210 for further information.

4.9 Editor

The Editor application allows operators to interact with the system by appending schedules and monitoring the status of the playlist. Refer to page 3 for further information.

4.10 HUD (Head Up Display)

The HUD provides a limited, read-only view of one channel with limited event look-ahead. It is normally run on a separate workstation.

It is often used to display of the next few events in concise form, using a large font and customized color configuration.

Error messages are shown in a moving banner at the bottom of the HUD.

The HUD is a separate instance of the Editor.

For further information about the HUD, refer to the Morpheus Operators manual.

Note: When viewing live schedules in a Playout facility, the HUD is typically displayed on a large monitor for multiple operators to view. The Editor (Workstation) is used by a member of staff whose role is to create (rather than monitor) schedules.

4.11 Mock Morpheus Application Server (MMAS)

The Mock Morpheus Application Server is a 'lite' (file based) version of the Application Server (refer to page 19) and Morpheus media management database (refer to page 588). It is not appropriate for live use.

4.12 Morpheus Services (MS)

Morpheus Services provides a .NET remoting mechanism to access objects that are not contained within the EventStore.

For information relating to the EventStore refer to Chapter 2.2 EventStore.

4.13 MOS Interface

MOS is a socket based XML interface into Morpheus. It generates a copy of the active Morpheus schedule in MOS format, commonly used to provide data to EPG (refer to page 644) or graphics systems.

For example, it can be used to establish the title of the current and next 10 events for an EPG or now/next/later functionality within a channel.

4.14 Offline Editor

The Offline Editor is used for creating and editing schedules off-line. It has the same appearance as the Online Editor but lacks some of its features such as the clock and the live event countdown. Refer to page 6 for further information.

4.15 Panoplay

Panoplay synchronizes schedules between channels that access different Event Stores. Refer to page 528 for further information.

4.16 Pbak (Automation Kernel)

Pbak is the Grass Valley automation kernel that runs on the device controller card(s). Refer to page 169 for further information.

4.17 sQ Driver

A .NET plugin to the Bridge (refer to page 242) to provide control of sQ devices that use the CORBA protocol. CORBA (Common Object Request Broker Architecture) provides a framework for distributed applications to communicate with each other, even if they are implemented in different languages.

4.18 Rescale

Rescale is not an application, it is a mechanism that applications use to perform the following:

- Obtain the event model from the Rescale MSSQL database (refer to page 9).
- Serialize the updated event model back to the Rescale database.

Applications never read from, or write to, the Rescale database, instead they always use Rescale. This ensures that the integrity of the Rescale database is maintained - after each event model update, Rescale broadcasts messages to all other applications in order to update their event models.

Updates to the Rescale database are stored as commands - Rescale ensures that they are created in the order in which the updates are applied to ensure that the event model instances (refer to page 645), in active Morpheus applications, are synchronized.

4.19 Shell Services Host (Host Shell Services)

Host Shell Services is a host application that contains various services that can be used by the system. Services include the Transfer Decorator, the Material Decorator and the Locks Decorator. Refer to page 197.

4.20 Snapshotter

Snapshotter is an application within the EventStore that takes a 'snapshot' of the current model and deletes past updates from the 'command queue' (refer to 'Queues' on page 10). Refer to page 48 for further information.

4.21 SuperDuo

SuperDuo is a legacy schedule synchronization application that has been superseded by Panoplay.

4.22 The Equalizer

An application communicates with both the Morpheus EventStore and any configured Pbak controllers or ICE devices and establishes that they are compatible. It also provides notification of any inconsistencies and contains tools to rectify those inconsistencies.

The Equalizer creates devices in the EventStore that match the names of the corresponding drivers on the Pbak cards - it also verifies the following:

- Kernel Class Ids are compatible
- Pbak driver names do not exist on more than one card
- Both of the cards of a dual controller have the same drivers and configuration

For further information, refer to Section 11. The Equalizer on page 217.

4.23 Timeplane

The Timeplane displays scheduled events across multiple channels in a timeline, where each event's length is proportional to its duration - this contrasts with an event displayed in the Editor or HUD.

The Timeplane can indicate simultaneous events exist across channels. This is less apparent in the Editor or the HUD.

Use the Timeplane to zoom in and out to show all channels simultaneously - useful in a multi-region situation.

5. Deploy

Deploy is an application for installing or upgrading Morpheus:

- Select Morpheus applications to install (it is possible to install additional applications at a later time)
- Add a multicast address
- Specify a drive and folder for Morpheus logs
- Add switches to control application startup
- Recreate queues (necessary in a disaster recovery situation)
5.1 Installing and Adding Applications

The Editor, HUD and Timeplane are usually installed on the operator workstation, whilst other applications are installed on a separate server.

Important:If deploying Morpheus applications onto a Windows 7 platform, ensure that the display
setting in Control Panel > Appearance and Personalization > Display is set to 'Smaller -
100%', otherwise some Morpheus windows will not be displayed correctly.

Complete all of Section 5.1 in order to perform the installation

- 1. If installing applications for the first time, run FileDeployer.exe from the C:\Morpheusfolder.
- 2. If adding or modifying applications, double-click on **Deploy** in the Morpheus Shortcuts folder on the desktop.

The Rescale Deployment Tool window is displayed.

FD Rescale deployment tool (x64)		23		
Source folders				
Morpheus				
\\vm-203-data\AutomationReleases\Releases\Morpheus\v5\v5.2\Morpheus_5.2.46.18524\				
PRAK				
\\vm-203-data\AutomationReleases\Releases\Pbak\v5\v5.0\Pbak 5.0.28.4827\				
Common Infrastructure				
\vm-203-data\Automation Releases\Releases\CommonInfrastructure\v1\v1.1\mci 1.1.8.470\				
-				
Transfer				
	1			
Flatform (C x86 (* x64 Fetch assemblies required for setup				
Launch configurator				

Figure 5 Rescale Deployment Tool

- 3. Select the source folders for the following:
 - Morpheus
 - PBAK
 - Common Infrastructure
- 4. In the Transfer pane, select the appropriate Operating System using the Platform radio button:
 - x86 for a 32-bit O/S
 - x64 for a 64-bit O/S
- 5. Click on Fetch assemblies required for setup.
- 6. Once the process is complete, click on **OK** when prompted with the message 'file deploy has updated'.

The words 'No errors' should appear at the bottom of the window.

7. Click on Launch Configurator. The Morpheus Deployment Tool window is displayed.

C Morpheus Deployment Tool					
Settings					
Main settings As-run Database Re	scale over MSSQL Panopla	y Schedule	Database I	BXF Database Message Broker Workflo	w
005 0 11 77					
Multicast address 225.0.11.77	- Rellett) De al de a Marechaura (
Shortcut directory C:\Users Johnn	yRollett \Desktop \Morpheus ;	Shortcuts			
Logs					
I NTSC System Dep	loyment: x64				
Commit					
Applications Platform Tests					
Application Server	Warnings C Info	C Debug	C Leave		_ ^
AsRun Merge Tool	Warnings C Info	C Debug	C Leave		_
Automated Mat-Checker	Warnings C Info	C Debug	CLeave		=
Automation Database Reporter	Warnings C Info	C Debug	C Leave		_ 11
Barcode Reader	Warnings C Info	C Debug	C Leave		
Configurator	O Warnings O Info	C Debug	C Leave		
Device Manager Viewer	Warnings C Info	C Debug	C Leave		_
Fditor	Warnings C Info	C Debug	C Leave		- 11
Eventstore Service App	Warnings C Info	C Debug	C Leave		- 11
EventStore Test	Warnings C Info	C Debug	C Leave	/d	- 11
Eventstream Agent	Warnings C Info	C Debug	C Leave	/n The EventSource Or System Name	_
Eventstream Aggregator	Warnings C Info	C Debug	C Leave	/i DefaultInstance /ttl 60	
Repair/Install All Ch	eck Platform Just	update log l	evels		
Messages					
1					

Figure 6 Morpheus Deployment Tool

5.1.1 Main Settings Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- Multicast Address

Enter the multicast address for the Morpheus group - or further information, refer to Section 5.2 UDP Multicasting.

The text box is colour coded to indicate whether or not the IP address entered is a valid multicast address, and to ensure that the correct syntax is used (which includes no leading or trailing spaces):

- Green: valid
- Pink: invalid

- Shortcut Directory

Enter the location and name for the folder that will contain the installed application shortcuts (a 'Morpheus Shortcuts' folder will appear on the desktop once the deployment has been completed). A browse button is provided for convenience.

- Log directory

Enter the folder into which system logs are to be stored. The folder is appended to the Morpheus installation folder, i.e. if 'Logs' is entered into the Log directory field, then the path will resolve to C:\Morpheus\Logs. A browse button is provided for convenience.

- NTSC System

The video standard used by the system that Morpheus will control. Tick the checkbox in order to select **NTSC** for a 525/60 system, or clear the checkbox for a 625/50 system (refer to 'Drop-frame Timecode' on page 633).

5.1.2 As-run Database Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- Automation Database Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

A successful connection to the database will display the following message (Fig. 7):



Figure 7 Database Connection Successful

If a connection fails, the following error message is displayed (Fig. 8):



Figure 8 Database Connection Error

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

5.1.3 Rescale Over MSSQL Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- Rescale Database Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

- Recreate Queues

Recreate Queues is a process that deletes both the system Command Queues and the Snapshot Queues, thereby erasing the entire system configuration.



- Recreate Queues should only be used to rebuild an existing system, for an upgrade to some of the component applications, or for recovering from corrupt EventStore data.

- Before recreating queues, a backup of the **current_system.xml** file must be available if an existing configuration is to be reloaded (refer to page 131); to reload an existing system configuration refer to Section 5.1.3.1 Reimporting Current_System.xml.

- Always start the Snapshotter application before all others, having run the Recreate Queues process, in order to ensure that a clean build of the system is performed.

- 1. In the Rescale Deployment Tool, click on Launch Configurator.
- 2. Click on the Rescale over MSSQL tab.
- 3. Click on Recreate Queues.

Settings				
Main settings As-run Database	Rescale over MSSQL Pano	play Schedule Database BXF	Database Message Broker	Workflow
Use MSSQL back-end	for Rescale			
connection string Data So	urce=localhost;User ID=sa;Pass	sword=sa;Initial Catalog=Resca	e	
Test connection	Install Schema	Recreate Queues		
Commit				

Figure 9 Recreate Queues

4. A confirmation message is displayed.



Ensure that a backup exists before confirming - it is not possible to undo this action.

5.1.3.1 Reimporting Current_System.xml

After queues have been recreated, import the backup of current_system.xml.

From the Configurator (refer to page 50), click on the **Import/Export** toolbar button (refer to page 131).

5.1.4 Panoplay Schedule Database Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- Panoplay Schedule Database Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

5.1.5 BXF Database Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- BXF Database Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

5.1.6 Message Broker Tab

Contains the settings for the database in use by the EventStore Service Application.

Note: Save any new or changes parameters by clicking on **Commit**.

- Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

5.1.7 Workflow Tab

Note: Save any new or changes parameters by clicking on **Commit**.

- Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

Where:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (the name of the database with which to connect).

Note: The properties for this string will have been configured at the time of the database creation.

Verify the validity of the connection string by pressing the **Test Connection** button.

- Install Schema

Applies the initial structure, or updates to the structure, of the database according to the definitions in the schema file.

5.1.8 Applications Tab

- 1. Under Applications, select each application to be installed.
- 2. Use the radio buttons to select the log levels for each application only one radio button can be selected per application. Greyed out log levels are not applicable.
 - Warnings
 - Info
 - Debug
 - Leave
- 3. If required, use the field next to the application(s) to apply any switches (refer to Section 5.3 Application Startup Switches) and then click on **Repair/Install All**.

5.2 UDP Multicasting

Multicasting is a mechanism that allows a specific group of applications, running on various computers to receive data packets from a singe source device. Morpheus achieves this by multicasting over the User Datagram Protocol (UDP). A UDP packet is a formatted unit of data carried over an IP network.

In order to receive the UDP packets, each application must subscribe to the same multicast IP address, to which the source device must send packets destined for the group.

UDP multicasting is connectionless, meaning that it does not guarantee that packets will arrive at their destination and therefore does not require acknowledgement of receipt of a packet. This has the advantage of speed, at the expense of reliability.

A multicast IP addresses is different to a device's network IP address - they are from the reserved class D range of 224.0.0.0 to 239.255.255.255.

As with TCP, UDP at layer four of the OSI 7-layer model (refer to page 649).

5.2.1 UDP Multicasting in Morpheus

In Morpheus, all communications with the EventStore use UDP multicasting on port numbers **28523** and **28524**.

UDP multicasting is also used for communicating reference timecode (refer to page 632) from the device controller cards (refer to page 12) to the Bridge (refer to page 242).

5.2.2 Multicast Addresses

All EventStore clients must have a multicast address that specified in its shortcut (refer to 'Application Startup Switches' on page 37).

Example:

MorpheusEditor.exe /a 225.0.1.100

A 'multicast address' is an address with the same 4-byte format as an IP address. It must be configured in Morpheus to enable the distribution of UDP multicast packets.

The PC network adaptor is unaware of the multicast address (just as it is unaware of port numbers) since this relates to applications rather than network adaptors. Therefore the multicast address is not in the PC's network configuration, only in the configuration of each application.

The system multicast address is configured during software deployment (refer to 'Installing or Adding Modules') which automatically appends the correct application startup switch to the application shortcuts.

It is not held in the EventStore and consequently does not appear in **current_system.xml** (refer to page 131). It can be changed by running the Deploy application again or by editing the application shortcuts manually.

RescaleFileDeployment.xml keeps a record of the last multicast address entered during the Deploy process.

Multicasting allows two or more separate Morpheus systems to exist on the same physical network, provided each system has its own multicast address.

In Morpheus each logical Server group must have a unique Multicast address on a LAN. Multicast messages are processed by all applications that subscribe to the same multicast address.

5.3 Application Startup Switches

A switch can be applied to an application shortcut to control the manner in which the application starts.

A switch can be added to an application in either the Morpheus Deployment Tool or in the Properties window of the application shortcut.

Note: It is recommended to only add switches directly to shortcuts in the Morpheus Deployment Tool at the installation phase - shortcut properties will then be automatically populated. The same does not apply in reverse.

Switch syntax is as follows:

<drive>:\<application shortcut.exe> /<switch>

E.g. C:\Morpheus\MorpheusEditor.exe /o

A combination of switches can be applied, for example:

C:\MorpheusEditor.exe /a 225.0.11.152 /t <name> /x

Switches can be applied in one of two ways:

- In the Morpheus Deployment Tool, prior to deploying the application
- In the properties of the application shortcut after deployment of the application

5.3.1 Adding Application Startup Switches in the Morpheus Deployment Tool

Type the required switches against each application directly into the fields highlighted in Fig. 10 $\,$

RC Morpheus Deployment Tool				0 XX
Settings				
Main settings As-run Database Re	scale over MSSQL Panoplay	Schedule Database	BXF Database Message Broker Workflow	
Multicast address 225.0.11.77				
Shortcut directory C:\Users\Johnn	yRollett\Desktop\Morpheus Sh	hortcuts		
Log directory Logs				
VTSC System Dep	loyment: x64			
Commit				
Applications Platform Tests				
Application Server	Warnings C Info (O Debug O Lea	ve	
AsRun Merge Tool	Warnings C Info (C Debug C Lea	ve	_
Automated Mat-Checker	Warnings C Info (O Debug O Lea	ve	=
Automation Database Reporter	Warnings C Info (O Debug O Lea	ve	
Barcode Reader	• Warnings C Info	O Debug O Lea	ve	
✓ Bridge	Warnings C Info (ODebug OLea	ve	
Configurator	C Warnings C Info (O Debug O Lea		
Device Manager Viewer	Warnings C Info (O Debug O Lea	ve	
Editor		O Debug O Lea	ve	
Eventstore Service App		C Debug C Lea		_
EventStore Test		C Debug C Lea	/d	_
Eventstream Agent	Warnings C Info (C Debug C Lea	/n The_EventSource_Or_System_Name	_
Eventstream Aggregator	♥ Warnings ♥ Info ♥	C Debug C Lea	/i DefaultInstance /ttl 60	
Repair/Install All Ch	eck Platform Just u	pdate log levels		
Messages				

Figure 10 Morpheus Deployment Tool Application Switch Field

5.3.2 Adding Application Startup Switches into the Application Properties Field

- 1. Right-click on the application shortcut and click on Properties.
- 2. In the Shortcut Tab, enter the required switches in the **Target** field, as demonstrated in Fig. 11.

Security	Detai	s	Previous Versions
General	Sho	ortcut	Compatibility
E Ec	litor		
Target type:	Application		
Target location:	Morpheus		
Target:	:\Morpheus\	MorpheusEd	litor.exe /a 225.0.11.77
Start in:	C:\Morpheus		
Shortcut key:	None		
Run:	Normal windo	W	•
Comment:	Editor		
Open File L	ocation	hange Icon.	Advanced

Figure 11 Editor Properties

Note: The Morpheus Deployment Tool switch fields will not be populated if this method is used.

5.3.3 Application Startup Switches for the Editor

The following switches can be used for the Editor.

Switch	Function		
/a <multicast_address></multicast_address>	Sets the multicast address (refer to page 35).		
/of <path\filename.xml></path\filename.xml>	Runs the Editor as an Offline Editor and forces the use of a specific system.xml file (refer to page 131). The system.xml file is required for the Offline Editor.		
	The default location for exported system xml files is c:\EventStoreExport\current_system.xml. Adding the path and filename to the Offline Editor shortcut ensures that it always reads the latest version of the file.		
/r rolename	Starts the Editor using a specific role name, in this case, 'rolename' (refer to page 269).		
/x	Displays the Role Login window when starting the Editor, prompting for the role name only (no password is requested or required).		
/r rolename /x	Starts the Editor without displaying the Role Login window, and logs the operator in automatically using the stated rolename - the system does not prompt for a password.		
/t Myname	Prepends the words 'Morpheus Editor', on the Editor taskbar and on the taskbar shortcut, with customisable text. For example:		
	Myname Morpheus Editor File Edit Tools Win		
/hc 1	Starts the Editor as the HUD (refer to page 21) for a specific channel (the channel number is entered after /hc).		
/c <filename.xml></filename.xml>	Sets the name for the local configuration file.		
/i <name></name>	Runs a named instance (refer to page 645) of the Editor.		

5.4 Recreate Queues (Disaster Recovery)

Important: Before recreating queues it is vital to ensure that a good backup of the **current_system.xml** file exists (refer to page 131). Recreate Queues always requires the

system configuration to be re-imported (refer to 'Reimporting Current_System.xml' below).

Recreate Queues is a command in Deploy that deletes existing queues and generates new, empty queues. In doing so it deletes all channel schedules, configurations, Event Types (refer to page 52), MediaBalls (refer to page 53), devices and sources.

Recreate Queues should only be used for the recovery of corrupt EventStore data or for building a new system.

To recreate queues:

- 1. From Deploy, click on Launch configurator.
- 2. Click on the Rescale over MSSQL tab.
- 3. Click on Recreate Queues.

Settings
Main settings As-run Database Rescale over MSSQL Panoplay Schedule Database BXF Database Message Broker
☑ Use MSSQL back-end for Rescale
Rescale database Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=Rescale
Test connection Install schema Recreate Queues
Commit

Figure 12 Recreate Queues

4. A confirmation message is displayed.



Ensure that a backup exists before confirming, as it is not possible to undo this action.

5.4.1 Reimporting Current_System.xml

After queues have been recreated, import the backup of current_system.xml.

From the Configurator (refer to page 50), click on the **Import/Export** toolbar button (refer to page 131).

5.5 Deploy CLI Tool

As part of the Morpheus deployment system, the Deploy CLI tool assists in automating the creation of a new Morpheus system. It requires a PC or virtual machine that contains the correct environment for Morpheus but does not yet contain the Morpheus application and configuration.

Using the Deploy CLI tool results in a fully configured Morpheus system that is ready to play out.

The application has two stages:

- **System configuration** takes place on a central 'system preparation' server and creates the Morpheus configuration files.
- Machine configuration installing and configuring Morpheus on individual machines.

5.5.1 System Configuration

The Deploy CLI tool resides on a central 'system preparation' server with the following files:

- System_Profile.xml file
- Panoplay configuration file (PanoplayConfiguration.xml)
- An Icons folder
- A set of application configuration files for each machine
- System profile file and import extensions profile file
- Machine profile file for each Morpheus server

The profile files specify the set of parameters and their values that the Deploy CLI tool uses to perform its configuration.

The system_Profile.xml file contains the following Morpheus information:

- Eventstore System Name
- Multicast address
- NTSC flag
- Database connection strings (Rescale, AsRun, BXF, Panoplay)
- Morpheus App Server endpoints (including new machine names / IP addresses)
- Panoplay endpoints (agents, oracle)
- HostShell service instance timeout periods
- Morpheus Services endpoints

Import Extensions

Each Morpheus Event Store has a set of import extensions that can be offered to the user. The Deploy CLI tool has an **Import Extensions** option that prompts the user to select one or more extensions.

To offer the extensions list to the user, using a Command Prompt, enter the following command to create a new profile file (ImportExtensions_Profile.xml):

```
MorpheusDeployCLI.exe -importExtensions
```

The file resides in the Profiles directory (see above) on the 'system preparation' server. For each import extension, the file indicates whether it should be applied to the Eventstore.

Preparing a System

Once the ImportExtensions_Profile.xml file is created and placed in the Profiles directory, the application can use the new file to update the Morpheus System.xml and version by using the **Prepare** option.

Using a Command Prompt, enter the following command:

```
MorpheusDeployCLI.exe -prepare
```

This command updates the System.xml and PanoplayConfiguration.xml files that the application can use to create individual Morpheus installations during the machine configuration stage.

The Prepare command executes the selected import extensions specified in the ImportExtensions_Profile.xml file. The process fails if the file does not exist or is in the incorrect format.

5.5.2 Machine Configuration

For each individual machine that requires a new Morpheus installation, the Deploy CLI tool is deployed with the following files:

- Base image of Morpheus to deploy
- Base image of PBAK to deploy
- System-wide base configuration
- System.xml
- PanoplayConfiguration.xml
- Icons folder
- A set of application configuration files for each machine

The Deploy CLI tool has several functions that it can perform during the machine configuration step for a particular machine:

- Morpheus software deployment (-deploy)
- Report the Deploy CLI tool version (-vtool)
- Report the Morpheus deployed software version (-vdeploy)
- Morpheus prerequisites check (-pre)
- Morpheus database schema update (-update<database>)
- · Sniff the network for multicast packets for a specified time (-sniff)
- Import System.xml to create the Eventstore (-import)
- Perform an initial snapshot (-initialSnapshot)
- Recreate the Rescale queues (-recreateQueues)

Deploying Morpheus

The deployment (-deploy) function installs Morpheus onto the machine by performing the following steps:

- Configures an appropriate C:\rescale.ini including Max Hops and actual IP address.
- Configures the correct NTSC flag and x86/x64 platform.
- Configures the database connection strings.
- Moves the specified Morpheus applications and Icons to the target directory, configures their command line arguments and logging options and creates their shortcuts in the specified shortcuts directory.
- Moves the custom icons (if any) from the System / Icons directory on the 'system preparation' server to the target/Icons subdirectory, overwriting any icons installed by the previous step.
- Overwrites the installed configuration files in the target directory with the configuration files for the machine on the 'system preparation' server.
- Deploys MorpheusDeployCLI.exe and its dependent files to a target machine in the C:\MorpheusDeployCLI directory.

To deploy Morpheus, using a Command Prompt, enter the following command:

MorpheusDeployCLI.exe -deploy -deployData <path to DeployData> -machine <machine name> -morpheus <path to Morpheus image> -pbak <path to pbak image>

5.5.3 Deploy CLI Options

The Deploy CLI tool provides the following options:

Command		Description
-deploy •	-deployData <path to<br="">DeployData></path>	Deploys Morpheus onto target machines and configures them according to the parameters specified in <machine>_Profile.xml file.</machine>
•	-machine <machine name></machine 	
•	-morpheus <path mor-<br="" to="">pheus image></path>	
•	-pbak <path to<br="">pbak image></path>	
-vtool [-full]		Reports the version number of the Deploy CLI tool.
-vdeploy		Reports the versions of the installed software.
-pre		Performs a prerequisites test and reports the results.
-sniff -times seconds> - <path de<="" td="" to=""><td>secs <no. deployData eployData></no. </td><td>Runs a checks for <n> seconds for multicast packets on the network whose multicast address is specified in the System_Profile.xml file.</n></td></path>	secs <no. deployData eployData></no. 	Runs a checks for <n> seconds for multicast packets on the network whose multicast address is specified in the System_Profile.xml file.</n>
The options on the mac	s listed below she	ould only be run once the -deploy option is executed successfully

Table 2 Deploy CLI Tool Co	mmands
-recreateQueues	Recreates the Rescale queues.
-updateBxf -deployData <path deploydata="" to=""> -morpheus <path to<br="">Morpheus image> [-mustbeempty] i</path></path>	Installs or updates a BXF schema on a pre-existing database. If the [-mustbeempty] option is specified, the schema is only applied if the database is empty. If the database is not empty an error occurs.
-updateAsRun -deployData <path to<br="">DeployData> -morpheus <path image="" morpheus="" to=""> [-mustbeempty]</path></path>	Installs or updates an AsRun schema on a pre-existing database. If the [-mustbeempty] option is specified, the schema is only applied if the database is empty. If the database is not empty an error occurs.
-updatePanoplay -deployData <path to<br="">DeployData> -morpheus <path image="" morpheus="" to=""> [-mustbeempty]</path></path>	Installs or updates a Panoplay schedule schema on a pre-existing database. If the [-mustbeempty] option is specified, the schema is only applied if the database is empty. If the database is not empty an error occurs.
-updateRescale -deployData <path to<br="">DeployData> -morpheus <path image="" morpheus="" to=""> [-mustbeempty]</path></path>	Installs or updates a Rescale schema on a pre-existing database. If the [-mustbeempty] option is specified, the schema is only applied if the database is empty. If the database is not empty an error occurs.
-initialSnapshot	Runs the Snapshotter in a mode where it performs an initial snapshot if necessary and then exits.
-importSystem	Runs Morpheus Configurator in a mode where it loads the System.xml and exits.

All configuration changes are performed offline. A running system cannot be modified dynamically.

5.5.4 Logging

The tool creates a local log file: MorpheusDeployCli.log.

Reported items include:

- Deployed version
- Error conditions
- Actions performed

6. Snapshotter

The Snapshotter is an application within the EventStore that takes a snapshot of the current model and deletes past updates from the 'command queue'.

ss Snell Rescale Snapshotter		×
File Help		
Status		
Model available and snapshotter running		
Messages		
15/09/2016 13:44:20: AllOk: Snapshotter: Finished snapshot (last cmd seq = 73716) 15/09/2016 13:44:25: AllOk: Snapshotter: Removed 2 old commands or snapshots 15/09/2016 13:45:23: AllOk: Snapshotter: Starting snapshot	, took 259n	ns 🔺
15/09/2016 13:45:23: AllOk: Snapshotter: Finished snapshot (last cmd seq = 73909) 15/09/2016 13:45:28: AllOk: Snapshotter: Removed 1 old commands or snapshots 15/09/2016 13:46:27: AllOk: Snapshotter: Starting snapshot	, took 258n	ns
15/09/2016 13:46:27: AllOk: Snapshotter: Finished snapshot (last cmd seq = 74103) 15/09/2016 13:46:32: AllOk: Snapshotter: Removed 1 old commands or snapshots 15/09/2016 13:47:30: AllOk: Snapshotter: Starting snapshot	, took 271n	ns
15/09/2016 13:47:30: AllOk: Snapshotter: Finished snapshot (last cmd seq = 74291) 15/09/2016 13:47:36: AllOk: Snapshotter: Removed 1 old commands or snapshots 15/09/2016 13:48:34: AllOk: Snapshotter: Starting snapshot	, took 391n	ns
15/09/2016 13:48:34: AllOk: Snapshotter: Finished snapshot (last cmd seq = 74486) 15/09/2016 13:48:39: AllOk: Snapshotter: Removed 1 old commands or snapshots 15/09/2016 13:49:37: AllOk: Snapshotter: Stating snapshot	, took 481n	ns
15/09/2016 13:49:37: AllOk: Snapshotter: Finished snapshot (last cmd seq = 74679) 15/09/2016 13:49:42: AllOk: Snapshotter: Removed 2 old commands or snapshots 15/09/2016 13:50:40: AllOk: Snapshotter: Starting snapshot	, took 424n	ns
15/09/2016 13:50:41: AllOk: Snapshotter: Finished snapshot (last cmd seq = 74871) 15/09/2016 13:50:46: AllOk: Snapshotter: Removed 1 old commands or snapshots 15/09/2016 12:51:44: AllOk: Snapshotter: Stating snapshot	, took 275n	ns
15/09/2016 13:51:44: AllOk: Snapshotter: Finished snapshot (last cmd seq = 75065) 15/09/2016 13:51:49: AllOk: Snapshotter: Removed 1 old commands or snapshots	, took 256n	ns 🔻

Figure 13 Snapshotter

6.1 Snapshotter Functionality

When the Snapshotter has taken a snapshot of the model, all previous updates are deleted, and old data is sent to the 'snapshot queue' (refer to 'Queues' on page 10). This process occurs every 60 seconds.

Applications that read the model from the database need only the most recent snapshot (less than 60 seconds old), and then process any updates that remain in the command queue - this prevents them from needing to go back to the snapshot when the system was started and process all updates.

The Snapshotter prevents the command queue from becoming long and unwieldy. It also ensures that applications can always start up and subsequently re-read the model rapidly.

The Snapshot queue keeps 20 old snapshots. The command queue also keeps the updates that go with those shapshots.

6.2 Snapshotter Log

The Snapshotter log is a file created by the Snapshotter. It contains a record of all Snapshotter activity and can be found in C:\Morpheus\Logs - the most recent log file is Snapshotter.exe.log. Previous Snapshotter logs have the date at the end of the filename, for example, Snapshotter.exe.log.2011-11-01.

6.3 Initializing the Model

When queues are recreated, the bar at the top (under Status) may turn yellow. To initialize the model, click on the bar.

7. The Configurator

The Configurator is the configuration tool for the EventStore.

Configurator - BROADCASTSYSTEM1					x
File Advanced View Help					
🥰 😵 1 📣 📄 🐊 🚏				san	
	Name	Туре	Value		^
🔲 CH2 [AUTO_ON] PGM(null) PST(null) [0 events]	_SavedInpointData	String			
🔲 Region 1 [AUTO_ON] PGM(null) PST(null) [0 events]	ScheduleInformation	String			=
Region 2 [AUTO_ON] PGM(null) PST(null) [0 events]	ActualDuration	TPbakDateTime			
CH3 [AUTO_ON] PGM(null) PST(null) [0 events]	ActualEndTime	TPbakDateTime			
Channel 12 [AUTO_ON] PGM(null) PST(null) [0 events]	ActualStartTime	TPbakDateTime			
	ChainPosition	Int32			
Channel 10 [AUTO_ON] RGM/pull/ RST(null/ [Coverte]	Channel	IChannel			
	ChildDuration	TPbakDateTime			
Region 11 [AUTO_ON] PGM(null) PS1(null) [0 events]	Created DecorationStatus	I PbakDate Time DecorationStatusT			
Region 12 [AUTO_ON] PGM(null) PST(null) [0 events]	Decoration TrackingS	String			
CH1-Staging [AUTO_ON] PGM(null) PST(null) [0 events]	Device	IDevice			
CH2-Staging [AUTO_ON] PGM(null) PST(null) [0 events]	Device Allocation Status	Int32			
🔲 CH3-Staging [AUTO_ON] PGM(null) PST(null) [0 events]		IPDakDate Ime IDeviceGroup			
Channel14 [AUTO_OFF] PGM(null) PST(null) [0 events]	DeviceStartTime	TPbakDateTime			
Channel20 [AUTO ON] PGM(null) PST(null) [0 events]	Duration	TPbakDateTime			
	Duration Mode	Duration Mode Roolean			
	EndTime	TPbakDateTime			
	EndTimeOffset	TPbakDateTime			
	ErrorCode	Int32			-
	•				•
Online					



It provides the following functions:

- Configure, visualize and add 'Event Types', i.e. templates for new events on the schedule
- Add and delete 'categories' (tabs on the Palette, refer to page 5)
- Move MediaBalls (refer to page 53) from one Palette tab to another
- Delete, edit and clone MediaBalls
- Configure the parameters that appear on the Property Inspector (refer to page 5)
- Configure secondary events (refer to page 648)
- Add, delete and configure 'devices' (pieces of equipment that are controlled by Morpheus)
- · Add, delete and configure channels
- Configure alarms
- Save configuration information for the EventStore to a file, to be imported if necessary

- Configure multipart programme (page 141), junction preview (page 143) and rippling hold options (page 144)
- Clear channels
- Configure and enable Application Servers (page 165)
- Apply general system settings

On the main screen, extract parameter values by right-clicking on the required parameter. Select 'Copy Value' to place the value only into the Windows clipboard or 'Copy All Details' to copy the value and parameter name.

Note: It is possible to use the keyboard Enter key instead of the Apply button in order to configure Event Types, Devices and Channels.

7.1 Event Types

A uniquely named template containing parameters inherited from the Event Kind at the time of configuration - a single Event Type can be assigned to as many schedule events as is necessary.

When an event is created on the Editor schedule, some of its parameters are taken from the Morpheus media management database (refer to page 588), according to the material ID that has been specified. It is also possible to enter some of its parameters manually.

A default Event Type can be linked to a particular device using the Sources tab on the Channels window (refer to page 94).

An Event Type is made up of the following:

- Event kinds (see below).
- Event Type properties (refer to page 66).
- Event Type parameters (refer to page 79).

7.1.1 Event Kind

A system model consisting of a number of fixed parameters that are inherited by an Event Type at the time its configuration.

7.1.1.1 Break Header

Break header events contain main events, in order to group them into a commercial break. Main events are added to a break header as children and are automatically put into a follow-on chain (refer to 'Follow-on Event' on page 644). The first main event is fixed (refer to 'Fixed Event' on page 644), and the rest follow on from each other.

The duration mode of a break header is usually either:

- 'Use Children' (the break duration is equal to the total time of all the commercials within it), or
- 'Specified' (when a break needs to have a specific duration, and the Editor must ensure that the chosen commercials 'fill' it).

When 'Specified' is applied to an event on the Editor schedule, + or - signs appear in the Duration field. These indicate respectively that material must be added or removed from the break in order to reach the proper duration.

Note: It is possible to add a child event, such as a keyer event to a break header, even though the keyer event would become a sibling of a playout event. This can be used to superimpose a graphic across a group of several events.

7.1.1.2 Main Event / Material Event

A playout event in a Morpheus schedule consists of two parts, one governing the playout of material (the material event) and the other governing the selection of the correct source on the mixer (the main event). Each is described below.

Main Event

Main events are events that drive a mixer. A main event can be one of the following:

- A top level event (has no owner).
- A level one event, for example, it may have an owner that is a top level event such as a break header.
- A level two event, for example, a main event in a break header that also has an opt header (refer to 'Opt Header'/Region Header' on page 54) as its owner.

A main event cannot own another main event.

Material Event

Material events play a clip or a piece of material on a device.

Some material events are created automatically for main events, in order to play the material on the device that is attached to the main event's mixer source. The same applies if a guard source (refer to page 645) is specified, or an audio source that is different from the video source (breakaway audio).

7.1.1.3 MediaBall Header

A MediaBall header is used for creating MediaBalls. A MediaBall is a single collection of secondary events (refer to page 648), that can be moved, copied or pasted to another parent event. It is possible to create a MediaBall containing frequently used material and then add it to a primary event (refer to page 646) in order to save operator time searching for the events and then adding them individually.

Note:

A 'primary event' (also known as a 'main' or 'parent' event) is a top level event. It may have secondary events beneath it or may be a single event on the schedule.

A 'secondary event' (also known as a 'child' or 'sub' event) is associated with a primary event. One or more of its parameters are dependent on those of the primary event. It may be a Subevent of a primary event or a Subevent of another secondary event.

7.1.1.4 Normal Event

Normal Events define the behaviour of all other events in the system.

7.1.1.5 Opt Header (Region Header)

An opt header event is used on a master channel. Region headers are used on region channels An Opt header links a scheduled break between a master channel and specified region channels - for example, a service may have several regions with the same programmes that have different commercial breaks.

For details on configuring different channel types, refer to Section 7.4 Channel Configuration.

When an Opt header is created, region header events are automatically added to the region channels linked to the master channel, and have exactly the same start time and duration.

It is possible for an operator to add an Opt header to the Editor schedule using the Palette - refer to the Morpheus Operators manual.

Note: Only the commercial breaks are visible in the opt channels - they take their programming from the main channel.

Region headers are linked to opt headers. When the start time or duration of the opt header changes, the start time or duration of the region headers also changes. If the opt header is deleted, the region headers are also deleted (including all child events).

Opt header events and region header events can have main events as children. In addition they can have break header events or MediaBall header events as children.

The header and main child events in an opt or region header are automatically put into a follow-on chain (refer to 'Follow-on Event' on page 644), with the first main or header event being fixed (refer to 'Fixed Events' on page 644) and the rest following on from each other.

The duration of the main and header event chain is the same as that of the opt/region header.

An opt header event can only be a top-level event (it cannot have an owner). The automatically created region header can also only be a top-level event.

7.1.1.6 Record Event

A normal event that is used to schedule a device to record (such as a encoder port). This type of event must be used in conjunction with the Live Record Decorator Service (refer to page 234) that performs the database querying for the event.

7.1.1.7 Source Change Event

Changes a source on a router and makes another crosspoint.

7.2 Event Type Configuration

An outline of the procedure to create an Event Type is as follows:

- 1. Add a Category, or use an existing one.
- 2. Add or clone an Event Type / child Event Type.
- 3. Assign the Event Type to a Category.
- 4. Assign the Event Type to a Channel.
- 5. In the Morpheus Editor, select a channel and open the Palette: each Category, that has Event Types assigned to the selected channel, is displayed as a tab each tab contains the Event Types that can be used on the channel.

Detailed instructions follow in the remainder of this section.

Event Types are configured from the Event Types window.

1. Click on the **Configure Events** icon on the toolbar.



2. The Event Types window is displayed:

MC Event Types		
Event Types Categories	[
	Name: CH01 Default Main E	ain Event
Category	Event Type Properties A	All Parameter Definitions Kernel Parameter Definitions Display Order
		Assigned Channels
⊕ CH01 Cue Tone 60 seg Manual	Name CH01 Defa	Default Main Event
CH01 Cue Tone IN	Full Name CH01 Defa	Default Main Event 🔲 CH02
E CH01 Cue Tone OUT	Event Kind Main Event	CHO3
CH01 Default Region Header	Visibility Visible	▼ IsFixed Is a manual subevent I CH06
CHUI Router Switch		CH07
CHUT Take Backup Mixer To Air	Category	-None- CH08
⊕ CH01 Voiceover		SnellChannel1
	Icon	
	Kemel Class ID	119
⊕ CH02 Cue Tone 60 seg Manual		
GH02 Cue Tone IN	Expression	Select All Select None Revert
CHU2 Cue Tone OUT CHU2 Default Main Event		· · · · · · · · · · · · · · · · · · ·
		Cancel Apply
⊕ CH02 Logo		
. CH02 Logo TEST	Time offset to add to sub.	sub-events when adding to Bolling 0.0.00.02.00
	Program Event	
⊕ CH02 Momento Manual		
terrer CH02 MoscaF1		
CH02 MoscaF1 manual		
CH02 RT Chairon Simple Manual		
CHU2 RT Count Down NO FUNCIONA		
⊕ CH02 RT Crawl Manual		
⊕ CH02 RT Mosca PGM		
CHU2 RT Mosca PGM loop		00:00:00:00 00:15:00:02 00:30:00:02 00:45:00:04 01:00:00:00 01:15:00:06 01:30:00:06 01:45:00:08 02:00:00:00
CHU2 TakeBackupMixerToAir CHU2 TakeBackupMixerToAir CHU2 TakeBackupMixerToAir		
	Madia Pall's owner ow	augst
- CH04 Default Main Event	I	even
CH04 Default Region Header		
	CH01 Default Mai	Main Event
CH05 Default Region Header	onor bonduit mui	
4 m		
Add Add Clone Delete		Set MediaBall owner event duration: 01:00:03;18
		0 hr 2 hr
Add Child Add Clone Child		· · · · · · · · · · · · · · · · · · ·
Export Import	Hide MediaBall Viewer	

Figure 15 The Event Types Window

7.2.1 Categories

A category is a logical grouping for the purpose of organising similar Event Types on the Palette. Each channel has a dedicated Palette - a category tab will only appear on the Palette if one of the Event Types in the category has been assigned to the channel (as shown in Figure 16).

Note:

It is not mandatory for an Event Type to belong to a category - the Event Type '--None--' exists for this purpose.

Figure 16 Event Categories

7.2.1.1 Add a Category

- 1. In the Event Types window, select the Categories tab and click on **Add**.
- 2. The Enter Name window is displayed with a default name for the category enter a different name as required and click on **OK**. The new category appears in list to the left of the Event Types window and is now available to be selected as a property for any Event Type (Figure 17).

MC Event Types							
Event Types Categories Category	Name: CH02 Logo Event Type Properties All Parameter Definitions Kernel Parameter Definitions Display Order						
CH01 - Backup Mxer Event CH01 Cue Tone 60 seg Manual CH01 Cue Tone IN CH01 Cue Tone IN CH01 Default Main Event CH01 Default Main Event CH01 Default Region Header CH01 TakeBackupMxerToAir CH01 TakeMainMxerToAir CH02 - Braak Header CH02 - Braak Header CH02 Cue Tone 60 seg Manual CH02 Cue Tone IN CH02 Cue Tone IN CH02 Cue Tone IN CH02 Cue Tone IN CH02 LogoTEST CH02 Momento Manual CH02 Momento Manual CH02 RT Chavin Simple Manual CH02 RT Carwi CH02 RT En Vivo CH02 RT Main Simula CH02 RT En Vivo CH02 RT Manual CH02 RT En Vivo CH02 RT Manual CH02	Name CH02 Logo Full Name CH02 Logo Event Kind MaterialEvent Vaibility Vaible Is Fixed Is a manual subevent Category Grafics CH2 Icon CH03 Kemel Class ID 903 Expression Select All Take Next Truncation Behaviour Truncate ToPgmEndTime (Default) (secondary events only) O0:00:02:00						
CH02 RT Mosca PGM CH02 RT Mosca PGM CH02 RT Mosca PGM loop CH02 TakeBackupMixerToAir CH03 Default Main Event CH04 Default Region Header CH04 Default Main Event CH05 Default Main Event CH05 Default Main Event CH05 Default Region Header Add Add Clone Delete Add Child Add Cone Delete Madd Child Export Import	MediaBall's owner event 00:00:00 00:15:00;02 00:30:00;02 00:45:00;04 01:00:00;00 MediaBall's owner event Example Examp						

Figure 17 Event Properties

7.2.1.2 Delete a Category

- 1. On the Categories Tab of the Event Types Window, click on the category to be deleted
- 2. Click on Delete there is no confirmation!

7.2.1.3 Move a Category

Moving a category relates to changing its position in the list on the Categories tab on the Event Types window - this dictates the order in which the tabs are presented on the Palette.

1. Click on a category and use the **Move Up** and **Move Down** buttons to change its position in the list.

Example

In Figure 18, the original position of category GPIs is at the bottom of the list, and will therefore appear as the last tab on the Palette.

c Event Types	
Image Categories This category list is in the order that this is played in the Workstation palette. Image: Category list is in the order that the Workstation palette. whether Event Types in this category editable from the palette in the works Image: Category editable from the palette in the works Name Editable Desco False Router False Recording False	Name: CH02 Logo Editable sets are Operator iation. Add Full Name CH02 Logo Add Full Name CH02 Logo CH02 Logo CH01 Add Full Name CH02 Logo CH01 Event Kind MaterialEvent Wore Up Visibility Visible
Graphics False Graphics CH2 False Graphics MANUAL False Live False Desco CH2 False DSKs False DVEs False Media@Ball False	Move Down Category Grafics CH2 CH07 Toggle Icon CH08 Icon CH08 Kemel Class ID 903 Expression Select All Select All Select None Revert
< III > GPIs	Palette - Channel2 (CH02) CH02 Openot CH2 Live Desco CH2 MediaBa GPIs It CH02 Logo It CH02 RT Mosca PGM It It CH02 Mosca PGM It It CH02 Mosca PGM It It It It CH02 Mosca PGM It It

Figure 18 Moving an Event Category

In Figure 19, the category GPIs has been moved up one position in the list, above the category MediaBall - this change is also reflected in the Palette.

,	C Event Types		-						x
ſ	Event Types Categ	ories		Name: CH021	000				
l	This category list is in the order that they are displayed in the Workstation palette. Editable sets		Event Type Properties All Parameter Definitions Kernel Parameter Definitions Display Order						
whether Event Types in this category are Operator editable from the palette in the workstation.				Assigned Channels					
				Name	CH02 Lo	ogo	CH01		
	Name	Editable	Add	Full Name	CH02 Lo	ogo	✓ CH02 ○ CH03		
	Desco	False	Delete	Event Kind	Material	Event	CH04		
	Recording	False	Move Up	Visibility	Visible	▼ IsFixed 📝 Is a manual subevent 🥅	CH05		
	Graphics Grafice CH2	False False	Move Down	Category		Grafics CH2	CH07 CH08		
	Graphics MANUAL	False	Toggle	laan			SnellChannel1		
	Live	False	editable	ICON					
	Desco CH2	False		Kernel Class	ID	903			
	DVEs	False		Expression		A	Select All Select None	Revert	J
	GPIs	False		Expression		-			2
	MediaBall	False	Dalatta Cha	anal2 (CH02)					
ľ	•	Palette - Channel2 (CH02)							
		Material Router Recording Grafics CH2 Live Desco CH2 GPIs MediaBall							
			GPI						
									0
									E
									-
	۰ III	•							
	GPIs								Ь
l		-							
									4 J

Figure 19 Moving an Event Category

7.2.1.4 Rename a Category

- 1. On the Event Types Categories tab, click on the category to be renamed the field at the bottom of the Categories tab will be populated with the category name.
- 2. Overtype the current name with a new name, then click on **Rename** a confirmation window is displayed.

Note:

All category names must be unique - an error message is displayed if an attempt is made to use a category name that already exists.
7.2.2 Event Type Properties

The properties of a selected Event Type are displayed on the right-hand side of the Event Types window as shown below:

MC Event Types		
Event Types Categories	Name: CH02 Logo	
Category 🗨	Event Type Properties All Parameter Definitions Kernel Parameter Definitions Display Order	
CH01 - Backup Mixer Event CH01 Cue Tone 60 seg Manual CH01 Cue Tone 1N CH01 Cue Tone 0UT CH01 Default Main Event CH01 Default Region Header CH01 Router Switch CH01 TakeMainKxerToAir CH01 TakeMainKxerToAir CH02 - Backup Mixer Event CH02 - Backup Mixer Event CH02 Cue Tone 60 seg Manual CH02 Cue Tone 60 seg Manual CH02 Cue Tone 0UT CH02 Default Main Event CH02 Default Region Header CH02 LogoTEST CH02 Momento CH02 Momento CH02 Momento CH02 MoscaF1 CH02 RT Cawl CH02 RT Cawl Manual CH02 RT Manu	Name CH02 Logo Full Name CH02 Logo Event Kind MaterialEvent Visibility Visible Visibility Visible Category Grafics CH2 Icon Image: Cho2 Logo Kemel Class ID 903 Expression Image: Cho2 Logo Take Next Truncation Behaviour Truncate ToPgmEndTime (Default) (secondary events only) Time offset to add to sub events when adding to Rolling Program Event 00 : 00 : 02 : 00	ned Channels 401 402 403 404 405 406 407 408 408 AnelChannel1 Select All Select None Revert Cancel Apply
CH02 RT Mosca PGM loop CH02 TakeBackupMixeT oAir CH03 Default Main Event CH03 Default Region Header CH04 Default Region Header CH04 Default Region Header CH05 Default Rain Event CH05 Default Rain Event CH05 Default Rain Event CH05 Default Rain Event	MediaBall's owner event 00:00:00:00 00:15:00:02 0 CH02 Logo CH02 Logo	0:30:00;02 00:45:00;04 01:00:00;00
Add Add Clone Delete Add Child Add Clone Child Export Import	Set MediaBall owner event duration: 01:00:03;18 0 hr	2 hr Show parent / child connections Key

Figure 20 The Event Type Properties

When modifying a property, click on **Apply** to commit any changes or **Cancel** to abort.

- Name

A name of choice for the Event Type

- Full Name / Event Kind

The name of the Event Type and the kind of event it is (refer to page 52). These fields are for information only and cannot be changed.

- Visibility

- **Hidden** hide events based on the selected Event Type. The events are not visible on the schedule but are visible in the palette and the Property Inspector as a subevent.
- **Visible** display events, based on the selected Event Type, on the schedule and in the palette. The events are not visible in the Property Inspector as a subevent.
- Visible to Administrators display events based on the selected Event Type on the schedule and in the palette, only if the user's role has Event Type Administrator privileges (refer to the 'Event Type Administrator' option on page 257). The events do not appear on the Property Inspector as a subevent. If the role does not have Event Type Administrator privileges, the events do not appear on the schedule, palette or in the Property Inspector (as a subevent).

A use case is where a main channel event on the schedule is to be displayed but the accompanying play events are to be hidden. The visibility option menu is disabled (greyed out) for Main Events, Break Headers and Default Region Headers, to ensure that they cannot be hidden.

- IsFixed

Checkbox to indicate whether the event type has a fixed start time (inherited from a parent/owner event), or not (top level event). The checkbox is an indicator only, and is non configurable.

- Is a Manual Subevent

Select if events based on this Event Type are to be manual Subevents. A 'manual Subevent' is a secondary event that must be activated by a user.

- Category

To move the Event Type to a different tab on the Palette, select the required category. Refer to 'Categories' on page 66.

- Icon

The icon that is displayed in the Source column on the schedule.

Note: The icon applies to the Event Type. It may be overwritten by the icon selected on the Source tab in the Channels window (refer to 'Configuring Channels' on page 94) for the selected source.

To select another icon, click on the button at the far right of the Icon field to display the Select Icon window. Double-click on the required icon. To remove the icon, click on the cross button.

- Kernel Class ID

A three digit number to instruct the system of the parameters that relate to a device. It is a label for the kernel parameters (a list of parameters that the kernel needs to control the device).

- Expression

Write an 'expression' in C# to set the state of an event dependant upon other objects such as Channel, Device, or other parameters of an event. The 'expression' sets the 'EffectiveEnabledState' to 'Enabled' or 'Disabled'. For example, if the same schedule is to be loaded onto two different channels, but some event types should not appear on one of the channels, an expression can be written to automatically disable those event types if they appear on the chosen channel.

- Take Next Truncation Behaviour (Secondary Events Only)

This option is only applicable to events of 'Kind': Material Event, Normal, Record, and Source Change Event. It is to be applied to Subevents only.

- TruncateToPgmEndTime (Default): on a 'Take Next' of a PGM event, if the duration
 of a Subevent (to which this option has been applied) extends beyond the now
 truncated PGM event, this Subevent's duration is truncated in such a manner as to
 end with the PGM event.
- DoNotTruncate: on a 'Take Next' of a PGM event, if the duration of a Subevent (to which this option has been applied) extends beyond the now truncated PGM event, it is allowed to run for its full duration over the event that was PST but is now PGM (since the Take Next).

- Assigned Channels

Select the channels on which this Event type is to be available.

7.2.2.1 Add an Event Type

- 1. At the bottom of the Event Types tab (on the Event Types Window), click on the **Add** button the New Event Type Window is displayed.
- 2. Enter a name for the Event Type, and highlight an event Kind from the list of those available. Click on **OK** to save the new Event Type is added to the list on the left of the window.
- 3. Configure / edit the Event Type properties as detailed in Section 7.2.2 Event Type Properties

7.2.2.2 Add a Child Event Type

- 1. On the Event Types window, click on the Category tab and create a category, if required.
- 2. On the Event Types tab, select the relevant parent Event Type (refer to 'Primary Events' on page 646) and click on **Add Child** to display the Enter Name window alternatively, right click on the selected parent event to display a menu of choices:

Add Clone
Add Child
Add Clone Child
Delete

3. Type a name for the child Event Type in the field provided and click on **OK**.

The child Event Type appears under its parent on the list of Event Types.

4. Edit the properties and parameters of the child Event Type as required (refer to page 66).

When the parent Event Type is dragged from the Palette to the schedule, the event is placed on the schedule with its child beneath it.

7.2.2.3 Clone an Event Type

- 1. If required, use the Category tab to select the category containing the Event Type.
- 2. On the Event Types tab, select the Event Type from which the new Event Type will be cloned and click on **Add Clone** to display the Enter Name window alternatively, right click on the selected parent event to display a menu of choices:



Type a name for the Event Type (the default is '<Event Type> clone') and click on OK.
 The cloned Event Type appears on the list of Event Types.

Note: If an Event Type has existing child events, then they are also cloned during the process.

7.2.2.4 Clone an Event Type as a Child

Add a top level event as the child of another event as follows:

- 1. If required, use the Category tab to select the category containing the Event Type.
- 2. On the Event Types tab, select the event to which the cloned Event Type is to be added and click on **Add Clone Child** to display the Select Event Type to copy from window alternatively, right click on the selected parent event to display a menu of choices:

Add Clone
Add Child
Add Clone Child
Delete

3. Select the required Event Type from the list and click on **OK**.

7.2.2.5 Move an Event Type to a Different Category

- 1. On the Event Types tab, select the Event Type to be moved.
- 2. Under **Event Type Properties** (refer to page 66) select the required category from the **Category** list.

7.2.2.6 Delete an Event Type

To delete an Event Type:

1. From the list, select the Event Type to be deleted and click on **Delete** - alternatively, right click on the selected parent event to display a menu of choices:



Note: If an Event Type has children, then they are also deleted.

- 2. A confirmation window is displayed click on Yes to confirm.
- Note: An Event Type cannot be deleted if there is an event that exists in the schedule that is based upon it (an error message is displayed if this action is attempted). All Events based upon the Event Type must be deleted first.

7.2.2.7 Assigning Channels to Multiple Event Types

To assign channels to more than one Event Type at the same time:

- 1. Click on Assign Channels to Multiple Event Types.
- 2. Click on the first Event Type to configure, hold down the shift key and click on the last Event Type to configure. The Event Types are selected.
- 3. Select the channels to assign to the Event Types in the box as shown below:

Assign Channels To Multiple Event Types	- 0 X
16x9 GPI 2 keyers 3 PROMOS BLACK 5 FRAMES BreakHeader CH1 Main Event CH1 Main Event CH1 ProfileA - Play Clip CH1 ProfileB - Play Clip CH1 VTR1 Play Clip CH1 VTR2 Play Clip CH1 VTR3 PLAY CLIP CH2 OMNEON11 - B Router CH2 OMNEON13 - Play Clip CH2 OMNEON13 - B Router CH2 VTR1 Play Clip CH2 VTR2 Play Clip CH3 OMNEON11 - B Router CH2 OMNEON11 - B Router CH3 OMNEON11 - B Router CH3 OMNEON11 - B Router	Revert

Figure 21 Assigning Multiple Channels to Event Types

4. Click on **Apply** to save the changes.

7.2.3 Event Type Parameters

Event parameters that are inherited from the system when the event Kind is specified.

Event Type Properties	All Parameter Definitions	Kernel Param	eter Definiti	ions Display Order
Parameter Name	Parameter	DisplayName	K No	Parameter Type
AspectRatio			6	IntegerParamDef
AudioGain			4	MappedIntegerParamDef
AudioLag			13	TimecodeRangeParamDef
AudioLagOut			-1	TimecodeRangeParamDef
AudioLagRate			-1	TimecodeParamDef
AudioLead			12	TimecodeRangeParamDef
Audio MixIn Duration			11	TimecodeParamDef
Audio MixOut Duration			10	TimecodeParamDef
AudioMode			5	AudioModeParamDef
AudioSource			1	SourceParamDef
BreakawayAudio Materi	ialld		-1	StringParamDef
BreakawayAudioPlayou	utDevice		-1	PlayoutDeviceParamDef

Figure 22 Event Type Parameters

Event Type parameters are properties associated with an Event Type, such as the event name or a device. These may or may not be displayed on the Property Inspector (refer to page 5).

For detailed information on each parameter, refer to the Scheduling in Morpheus manual.

Event Type parameters are divided into tabs, as follows:

- All Parameter Definitions tab displays all parameters available to the selected Event Type. These may not all be visible - those that are not have False in the Visible column.
- Kernel Parameter Definitions Tab displays event parameters required by the kernel, as opposed to the parameters of the kernel itself, that are forwarded by the Bridge - they are identified by their Kernel Class ID.
 For information relating to the Bridge, refer to Chapter 12. The Bridge.
 For information on the kernel, refer to Chapter 10. Pbak (Automation Kernel).
- **Display Order tab** displays parameters that are configured to appear on the Property Inspector and also the order in which the parameters appear. If an Event Type is cloned, the order of the parameters is the same as for the parent.

To set a parameter as invisible on the Property Inspector:

- Select the parameter.
- Right-click and select 'Set invisible'.

The parameter disappears from the list. Click on **Reset Parameter Visibility And Display Order To Their Factory Settings** to display only the default parameters as shown in a new installation.

7.2.3.1 Modifying Event Type Parameter Properties

To modify a parameter for an Event Type:

- 1. Select the Event Type.
- 2. On the appropriate Parameter Definitions tab, either double-click on the parameter, or select the parameter and click **Modify Parameter**.

A parameter value can also be edited by clicking on the displayed value in the Default Value column on the tab itself. For further information on these parameters, refer to Section 7.2.3.4 'Event Parameter Definitions' on page 71.

The following window is displayed (the definitions may vary according to the parameter).

MC Modify Parameter Prop	erties For Single Event Type
Parameter Type	IntegerParamDef v
Parameter Name	AspectRatio
Parameter Alias	
Parameter Mode	Editable 🔹
Default Value	0
Kernel Param No	6
Display Order	0
Visible	
Paste Action	AlwaysPasteValue 🔹
Schedule Load Action	AlwaysLoadValue 🔹
Parameter Script Method	
Parameter Script Arguments	
	OK Cancel



3. Edit the fields as required and click on OK. .

Note:

The Editor may need to restart for some changes to take effect.

7.2.3.2 Modifying Multiple Event Type Parameter Definitions Simultaneously

- 1. Select the required Event Types using Shift-click or Ctrl-click.
- 2. Click on the **All Parameter Definitions** tab. All of the parameters for the selected Event Types appear in the list. Parameters that are common to all of the selected Event Types are displayed in a blue font; parameters that are within a subset of the selected Event Types are displayed in a gold font, as shown in Figure 24

MC Event Types							□ ×
Event Types Categories							
	Name: [Multiple]						
	Event Type Properties All Parameter	er Definitions					
⊕. CH02 RT Crawl Manual	Parameter Name	Parameter DisplayName	K No	Parameter Type	Default Value	Mode	Visi 🔺
CH02 RT En Vivo	AspectPatio		6	IntegerParamDef	0	Editable	Ta
CH02 RT En Vivo Manual	Audiol ag		13	TimecodeRangeParamDef	00.00.00.00	Editable	Tru
	AudioLagOut		-1	TimecodeRangeParamDef	00:00:00:00	Editable	Ter
🗄 CH02 RT Mosca PGM	AudioLagOdi			TimecodeParamDef	00.00.00.00	Editable	Tau
⊕ CH02 RT Mosca PGM loop	AudioLead		12	TimecodeRangeParamDef	00:00:00:00	Editable	Ta
CH02 TakeBackupMixerToAir	Audio Mixlo Duration		11	TimecodeParamDef	00.00.00.00	Editable	Tru
	Audio MixOut Duration		10	TimecodeParamDef	00:00:00:00	Editable	TruE
	AudioMode		5	AudioModeParamDef	33825	Editable	Tru
CH04 Default Main Event	Audio Source		1	SourceParamDef	DefaultSource	Required	Fal
CH05 Default Main Event	BreakawayAudioMaterialId		-1	StringParamDef	Dorddicoodroo	Editable	Tru
CHUS Default Main Event	Breakaway Audio Playout Device		-1	PlayoutDeviceParamDef		Editable	Tru
CH06 Default Main Event	Device		-1	DeviceParamDef		Editable	Tnu
	DeviceGroup		-1	DeviceGroupParamDef		Editable	Tnu
The Desco A OFF	Duration		-1	PbakDateTimeParamDef	00.00.00.00	Editable	Tru
⊕ Desco A OFF CH02	Duration Mode*		-1	Duration Mode Param Def	[Multiple]	Editable	Tru
	Enabled		-1	Boolean Param Def	True	Editable	Fal
	EndTimeOffset		-1	PbakDate TimeParamDef	00:00:00:00	Editable	Tru
⊕ Desco B_OFF	EventMaterialType		-1	Event Material Type Param Def	Junction	Editable	Tru
Desco B_OFF CH02	EventName		-1	String Param Def		Editable	Tru
ian Desco B_ON	GuardMaterialId		-1	StringParamDef		Editable	Tru
⊕ · Desco B_ON CH02	GuardPlayoutDevice		-1	PlayoutDeviceParamDef		Editable	Tru
DSK	GuardSource		-1	SourceParamDef	DefaultSource	Required	Tru
DVE	HoldFlag		-1	Boolean Param Def	False	Editable	Fal
Event Type Snell 4 - Kind MediaBallHeader	IsGuardEvent		-1	Boolean Param Def	False	Editable	Tru 🔻
	•						F.
- Event Type Snell 5 - Kind Normal	Add Parameter Delete Param	atar Madifu Paramatar	Blue parameter	s: are within all of the selected Ev	vent Types.	* Parameter prop	erties vary
Event Type Snell 6 - Kind OptHeader	Add Farameter Delete Faram	Modily Farameter	Gold parameter	rs: are within a subset of the selec	ted Event Types.	across selected	Event Type:
Event Type Snell 7 - Kind RecordEvent		00.00.00.00	00.45.00.00	00.00.00	00.45.00.04		00.00.00
		00:00:00	00:15:00;02	00:30:00;02	00:46:00;04	U1:	00:00:00
Event Type Snell 1 - Kind Break Header							
FLEX01 - Backup Mixer Event	Madia Pall's owner event		///////////////////////////////////////		///////////////////////////////////////	7////////	
FLEX01 Default Main Event	I I		///////////////////////////////////////				2 -
							=
FLEX02 - Backup Mixer Event	CH03 Default Main Event						
FLEX02 Default Main Event	- Chus Delaut Main Event						
FLEXU2 Default Region Header							
Add Add Clone Delete		Set MediaBall owner eve	nt duration: 01	:00:03;18 💷 Show	normet / abild cons		Kev
		0 hr		2 hr	parent / onita Coni		
Add Child Add Clone Child			Y				
Export Import	Hide MediaBall Viewer						Close

Figure 24 Modifying Multiple Event Type Parameter

Exceptions

- If a parameter in one selected event has the same parameter as another, but with different parameter definitions (e.g. StringParamDef and DeviceParamDef), then neither parameters is included in the list of All Parameter Definitions.
- If a parameter is of type EnumParamDef, it is not included in the list of All Parameter Definitions.
- If a parameter is of a Mapped*ParamDef (MappedIntegerParamDef, MappedStrinParamDef, MappedEventParamDef), it is not included in the list of All Parameter Definitions.
- If a parameter is an OidParamDef or a GuidParamDef, it is not included in the list of All Parameter Definitions.

- 3. Double-click on a blue coloured parameter in order to change the value that is associated to all selected Event Types. If the Event Types parameter do not all share the same value then the word [Multiple] is displayed in the default value field.
- Note: It is not possible to enter multiple values for a parameter when editing in this fashion the same new value is applied to the parameter for all Event Types.

For example, Figure 24 above shows that, for the selected Event Types, the DurationMode parameter has [Multiple] default values, i.e. the value could be any of the following: Specified, UseOwner, UseChildren, EndWithOwner, RelativeToOwner. If the value of the field is changed, then all of the selected Event Types parameter will inherit it.

Note: Any parameter that is configured with properties that vary across the selected Events, is marked with an asterisk (*).

Note: If more than one Event Type is selected, the Kernel Parameter Definitions and Display Order tabs are removed as they are only relevant on a per Event Type basis, with one exception - the Display Order tab is displayed if the following conditions are met:

- All of the selected events have the same number of visible parameters
- The names of the visible parameters of the selected events must be identical
- The names of visible parameters that are common to two or more selected events must be of the same parameter type

7.2.3.3 Event Type Parameter Context Options

Right-click on a parameter in the **All Parameter Definitions** tab in order to select one of the following options:

- Set Visible

Sets the selected parameter(s) to 'visible' on the Property Inspector.

- Set Invisible

Prevents the selected parameter(s) from being visible on the Property Inspector.

Note: It is also possible to set the visibility of the events on the schedule depending on the role of the user. Refer to Section 13.1 Common Configuration Settings for further information.

- Set order (ALL parameters, in alphabetical order)

Sets the display order for the parameters for all of the selected Event Types ONLY if they contain the same parameters, both in terms of the number of parameters and their settings. The parameters are displayed in alphabetical order.

7.2.3.4 Event Parameter Definitions

The parameter definitions listed, apply to the following tabs:

- All Parameter Definitions
- Kernel Parameter Definitions
- Display Order

- Parameter Type

The parameter type is set at the time that the parameter was created - the field is greyed out to prevent it from being changed.

- Parameter Name

The parameter name is set at the time that the parameter was created - if the field is greyed out then it cannot be changed.

- Parameter Alias

Enter an alternative name for the parameter - it will appear on the Property Inspector in place of the actual parameter name. The alias also appears as the **Parameter Display-Name** in the All Parameter Definitions tab.

- Parameter Mode

Select one of the following:

- Editable: allows an operator to edit the field on the Property Inspector.
- Read Only: displays the field on the Property Inspector but operators cannot edit it.
- Required: the field must be populated.
- EditorReadOnly: allows an operator to edit the field in the Configurator but not in the Editor.

- Default Value

The default setting, on the Property Inspector, for the field.

- Kernel Parameter No

If set to -1, the parameter is not sent to the Device Controller (refer to page 12) by the Bridge (refer to page 242).

If set to any other number, the parameter is sent to the Device Controller. The kernel parameter number dictates the order in which the parameters are sent, for example, 0, 1, 2, 3.

- Display Order

The field's position on the Property Inspector.

- Visible

Checkbox. Display the field on the Property Inspector - un-tick in order to hide the field.

- Paste Action

Dictates what happens to the parameter when the event is moved in the playlist. Make a selection from the following options:

- AlwaysPasteValue: All information for the parameter is retained when the event is moved.
- NeverPasteValue: Information in the parameter is not retained when the event is moved.
- OnlyPasteValueWhenCut: Information in the parameter is retained only when the event is cut.

- Schedule Load Action

- AlwaysLoadValue
- NeverLoadValue

- Parameter Script Method and Parameter Script Arguments

Using these fields, parameters in the EventStore can obtain their values from another data source. Refer to Section 7.2.3.7 Parameter Linking below.

These fields are also used for configuring the 'Morpheus DB Decorator' Host Shell Service (refer to page 247). For the service to work, set the Parameter Script Method field to 'DEC-ORATOR' and in the **Parameter Script Arguments** field, enter a value for the Morpheus DB Decorator service (must start with **MORPHEUSDB**). Refer to 'Parameter Script Arguments' on page 250 for further information.

- Allow Negative Values

Checkbox. Allow negative values to be entered on the Property Inspector.

- Tens Increment Enabled

Checkbox. Sets the behaviour of timecode related parameters on the Property Inspector. When selected, if the cursor is on one of the '10s' digits, use the up or down arrows to increase or decrease the value by 10. When cleared, the up and down arrows increase or decrease the value by 1.

For example:



Note: The Editor must be restarted in order for changes to this parameter to take effect.

- Clock Mode Enabled

Applies to timecode related parameters. When selected, the time counts up from 23:59:59:xx and is reset to 00:00:00:00. When cleared, it counts up higher than 24:00:00:00.

- Arithmetic Mode Enabled

Checkbox. Provides a calculator function to be used if the user needs to add or subtract values automatically. To display the calculator, press either plus or minus on the keyboard. Applies to timecode related parameters

Duration			
0	0:03:21:07		
+	00:00:00:00		

- Minimum Time Code

The minimum timecode that can be entered on the Property Inspector.

- Maximum Time Code

The maximum timecode that operators can enter on the Property Inspector.

- Mask

String parameters can be configured with a mask that is based on a regular expression and can exist in two forms: Validation, and Replace.

For Validation, specify a regular expression that parameter values must obey. Any attempt to set the value to a value that does not match the mask does not succeed.

For Replace, the regular expression must take the form <regular expression> => <replace expression>

7.2.3.5 Adding a Parameter

To add a parameter:

- 1. Select the required Event Type.
- 2. Click on Add Parameter.

The Add Parameter To Single Event Type window is displayed.

3. Configure the parameters with values as required, and click on OK.

7.2.3.6 Deleting a Parameter

Select the parameter to be deleted and click on **Delete Parameter**.

7.2.3.7 Parameter Linking

Using the Parameter Script Method and Parameter Script Arguments fields, parameters in the EventStore can obtain their values from another data source. They can be linked together, so that one parameter's value is dependent on another parameter, or another process can provide their value (for example, data coming from a third party database).

Where a parameter is linked to another parameter, they need to be of the same type or one parameter needs to be derived from the other. There are a few exceptions, for example, linking a Device or Source parameter to a String parameter causes the device name or source name to be applied to the string parameter instead of the underlying value (Oid or integer respectively).

The Parameter Script Method defines the source of the parameter value. The Parameter Script Arguments provide properties for the script method.

Parameter Script Methods

The available Parameter Script Methods are:

- Decorator the parameter is decorated by an external process. The parameter script arguments depend on the external processes. Refer to Section 21.2.3 Parameter Linking.
- **MediaBall** the parameter is decorated by the MediaballDecoratorService. The parameter script argument ties the parameter's value to the CUSTOM_PARAMS Media Management database table.

For example, if the argument is set to VideoFormat and a custom parameter of the same name exists, the value of that parameter is copied into the event's parameter.

 GetParameterFromFlexibleExpression - this method allows multiple source parameters to be combined and formatted and also include some other key properties. The parameter script argument must specify an Expression property that describes the master parameters as well as the formatting of the target parameter value. The master parameters are specified as {categories:property}. If the parameter being referred to in the expression is a source or device parameter, then Morpheus uses the name of the source or device in preference to the underlying stored value (integer or Oid respectively).

The available categories are:

- channel:OnAir
- channel:Name
- channel:UtcOffset
- channel:CurrentPanoplayState
- event:Ordsym
- path:<path>
- schedule:Name
- schedule:FileID
- SlaveExecution (refer to Panoplay parameter linking on page 74)

Example 1:

Expression={path:./MaterialId}.png

This argument provides a parameter value of the MaterialId plus a file extension of .png (for example, Grass Valley1.png)

Example 2:

Expression={channel:OnAir}

This argument provides a parameter value of True or False.

- GetParameterFromRelativeEvent the parameter script argument for this method
 must specify a Path property that describes the event path to the master parameter
 from the dependant parameter. For example, Path=../../DSK1/MaterialID navigates to
 the event's owner's owner's DSK1 Subevent and select its MaterialID parameter. If
 this is not defined, then Morpheus uses the default value for the dependant
 parameter. This parameter link method can also select the event's own parameters,
 for example, Path=./MaterialID. Wildcards are also supported '?' and '*' as well as
 SlaveExecution (refer to Panoplay parameter linking below).
- GetParameterFromOwner the value of the parameter is obtained from a parameter in the owner event. The parameter script arguments supported are: Name (for example, Name="MaterialId") and SlaveExecution (refer to Panoplay parameter linking below). If the Name argument is not defined, Morpheus uses a parameter of the same name.

- GetParameterFromUltimate the value of the parameter is obtained from a
 parameter in the ultimate (highest level) event. The parameter script arguments
 supported are: Name (for example, Name="MaterialId") and SlaveExecution (refer to
 Panoplay parameter linking below). If the Name argument is not defined, Morpheus
 uses a parameter of the same name.
- GetParameterFromMediaBall when an event is part of a MediaBall, the value of the parameter is obtained from a parameter in the MediaBall header. The parameter script arguments supported are: Name (for example, Name="MaterialId") and SlaveExecution (refer to Panoplay parameter linking below). If the Name argument is not defined, Morpheus uses a parameter of the same name.
- GetParameterFromMain the value of the parameter is obtained from a parameter in the main event in the ownership chain. The main event can be the direct owner or further up the ownership chain. The parameter script arguments supported are: Name (for example, Name="Materialld") and SlaveExecution (refer to Panoplay parameter linking below). If the Name argument is not defined, Morpheus uses a parameter of the same name.
- **LazyParameterLink** this method updates events when possible rather than immediately or to an exact time frame. It is suitable for use with time-linked parameters (refer to page 77). Three different types of argument are supported:

- **Text Objects**: the value of the parameter is obtained from a Text Object. The Parameter Script Argument must contain the name of the Text Object within square brackets, for example **[tob:OwnerActualEndTime]**, otherwise Morpheus evaluates the argument as a single line script.

- Flexible expression: the value of the parameter is obtained from a flexible expression as described in GetParameterFromFlexibleExpression.

- **Single Line Script**: if the parameter argument does not contain a text object or a flexible expression, Morpheus treats the argument as a single line script. Refer to Section 2.2.3 Morpheus Scripting for further information.

Time Related Parameters

Time linking is not recommended for use with 'strict' parameters. Parameter linking to the following time-related parameters is only supported using the 'lazy' parameter script methods:

- ActualDuration
- ActualStartTime
- ActualEndTime
- ContentDuration

A warning is displayed in the Configurator as shown in the example below when strict parameters are created that link to a time-related parameter:



Figure 25 Parameter Creation With Time Related Parameter Linking Warning

A warning is also displayed in the Configurator as shown in the example below when importing a system XML file that contains time-related parameter linking:

MC Notifications and Warnings
Warnings Event type: Child Parameter link target property (ActualDuration) is derived and will not be updated when changing. Do not rely on this field. For additional details, please see the Eventstore logs

Figure 26 Importing System XML With Time Related Parameter Linking Warning

Panoplay Parameter Linking

During the synchronization of a Panoplay system, it is possible that the root event of a large structured Event Type exists but the children for that Event Type are not yet created. Alternatively, a main event can have a source set that implies the existence of a specific play clip child event but it has not yet been created. Therefore, parameter linking is disabled during Panoplay Follower synchronization transactions.

When disabling the synchronisation of a specific parameter in Panoplay, it is recommended to evaluate the parameter link on the Follower system by marking it as allowing SlaveExecution.

For example, using 'etParameterFromFlexible:

```
SlaveExecution=True,Expression={schedule:Name} {schedule:FileId}
```

All GetParameterFrom methods support this additional argument.

7.2.4 Exporting and Importing Event Types

7.2.4.1 Export Button

Using the **Export** button, a selected Event Type can be saved to a file - the Event Type can then imported at a later time, if required.

- 1. Click on **Export** to display the Save mediaball window.
- 2. In the **File name** field, enter a name for the file and click on **Save**.

7.2.4.2 Import Button

To import an Event Type:

- 1. Click on Import.
- 2. Double-click on the file containing the Event Type to be imported.

A window is displayed showing the new Event Types that are being imported.

7.2.5 Event Type Viewer

- -

Provides a visualisation of the structure of a selected Event Type. Event Types are central to the configuration of Morpheus but can be complex both in terms of their event hierarchy and also the various possible StartMode and DurationMode settings for each event of the Event Type.

Trying to understand whether a particular configuration of an Event Type (Mediaball) is correct or not without some form of visualisation is impractical for all but the simplest Event Types.

The Event Type Viewer is displayed at the bottom of the 'Event Types' window. It contains a visual representation of an event as shown in the example below:

MC Event Types			
Event Types Categories	Name: CH01 Default Main	Event	
Category 🗨	Event Type Properties	All Parameter Definitions Kernel Parameter Definitions Displa	ay Order
CH01 - Backup Mixer Event	Name CH01 De	fault Main Event	Assigned Channels
EH01 Cue Tone IN	Full Name CH01 De	fault Main Event	CH02
CH01 Cue Tone OUT	Event Kind Main Even	nt	CH03
	Visibility Visible	sFixed 🗌 Is a manual subevent 🔲	CH05 CH06
CH01 TakeBackupMixerToAir CH01 TakeMainMixerToAir	Category	-None	CH07
	Icon		SnellChannel 1
	Kemel Class ID	119	
CH02 Cue Tone IN CH02 Cue Tone OUT	Expression		Select All Select None Revert
			Cancel Apply
CH02 Default Region Reader			
⊕ CH02 LogoTEST	Time offset to add to sub	events when adding to Rolling 00:00:02:00	
CH02 Momento Manual CH02 Momento Manual	Program Event		
⊕ CH02 MoscaF1			
⊕ CH02 MoscaF1 manual			
⊕ CH02 RT Chairon Simple Manual			
CH02 RT CountDown NO FUNCIONA			
CH02 RT Crawl			
CH02 RT En Vivo Manual			
CH02 RT Mapped test			
⊕ CH02 RT Mosca PGM			
- CH02 RT Mosca PGM loop		00:00:00;00 00:15:00;02 00:30:00;02 00:4	15:00;04 01:00:00;00 01:15:00;06 01:30:00;06 01:45:00;08 02:00:00;00
CH02 TakeBackupMixerToAir			
CH03 Default Region Header	MediaBall's owner ev	/ent	=
CH04 Default Main Event			
CH04 Default Region Header			
	CH01 Default Ma	in Event	
Add Add Clone Delete		Set MediaBall owner event duration: 01:00	0:03;18 Show parent / child connections Key
Add Child Add Clone Child		Uhr	2hr
Export Import	Hide MediaBall Viewer		Close

In the example shown above, the start time and duration of the 'CH1 Default Main Event' Event Type is illustrated relative to its hypothetical owner event.

In this case the 'CH1 Main Event' Event Type has the following properties:

- Duration is 01:00:00:00
- DurationMode is Specified
- StartMode: 'ReferenceToParentsEnd',
- StartTimeOffset is 00:00:00:00

It is displayed immediately to the right of the owner event (because its StartMode is 'ReferenceToParentsEnd' and its StartTimeOffset is 00:00:00:00), with a length proportional to its duration relative to the owner event duration (01:00:00:00 in the example).

Note:

These are the default values for Event Type: 'CH1 Default Main Event' inherited at the time it was created - they can be overridden by an user or by the Host Shell Services.

7.2.5.1 The Owner Event

The 'owner' event of the selected Event Type is always displayed in the viewer as a dark blue hatched rectangle with a dark blue border. It is always present even though the Event Type (when represented as an Event in the EventStore) may not have an owner.

Some Event Types, such as Opt Headers and Region Headers, never have owner events. Main Events sometimes have an owner, for example, if they are contained within a Break Header but usually do not. However, the Event Type Viewer always displays an owner.

The owner event duration can be modified in the viewer (from 0 to 2 hours in increments of 10 mins) by using the slider control - this will display the effect, if any, on the Event Type and its constituent events as a whole. This activity provides a means of understanding how the events of the Event Type behave within the constraints of the owner event duration.



Figure 28 Owner Event of the Selected Event Type

7.2.5.2 Show Parent / Child Connections

Tick the **Show parent / child connections** checkbox to display the parent / child associations between the events of the selected Event Type.

The arrow connections indicate the StartMode for a parent / child event within the Owner Event:

- ReferenceToParentsBeginning
- ReferenceToParentsEnd

Examples

If an event has a StartMode of ReferenceToParentsBeginning, then it starts at the beginning of the parent event.

If an event has a StartMode of ReferenceToParentsEnd then it starts at the end of the parent event. The end of a parent / child connection is always at the start of child event.



Figure 29 Parent / Child Event Relationships

7.2.5.3 Adjusting the Start Time and Duration of Events

If any of the following parameters are adjusted for a given Event Type, the changes are automatically reflected in the Event Type viewer, and will apply to any event that has been assigned the same Event Type:

- Duration
- DurationMode
- StartTimeOffset
- StartMode

7.2.5.4 Event Colour Coding

An Event Type has a coloured border that indicates its configured Event Kind property, and a fill colour to indicate the duration mode. Click on the **Key** button in order to open the colour code window (Figure 30).

MC MediaBall Viewer Key				
Me	ediaBall owner event			
Ma	ain event			
No	ormal event			
Ma	aterial event			
Br	eak Header event			
Or	ot Header event			
Re	gion Header event			
Me	ediaBall Header event			
Ci	rcular duration mode. Please correct.			
Du	IrationMode: Specified			
Du	ırationMode: UseOwner			
Du	irationMode: RelativeToOwner			
Du	irationMode: EndsWithOwner			
Du	irationMode: UseChildren			
> Pa	rent to child relationship			

Figure 30 Event Type Viewer Colour Key

7.2.5.5 Event Type Circular Duration Dependencies

An event outlined in red indicates that there is a circular duration dependency between the event(s) and their owner event whereby the owner's DurationMode is UseOwner, RelativeToOwner or EndsWithOwner and one or of its child event DurationMode is UseChildren. An example of this is illustrated in the figure below.



Figure 31 Incompatible Event Type Parameters

7.2.5.6 Event 'Tooltip' Summary

Hover over an event bar to reveal a pop-up window that provides an overview of the event, as shown in Figure 32.

	00:00:00	00:15:00:00	00:30:00:00	00:45:00:00	01:00:00:00
MediaBall's owner event					
MEDIA BALL99					r.
- SQUEEZE & INFO	Г к т	lame: MEDIA BALL99 (ind: Normal Type: Fixed			
SQUEEZE & INFO AUDIO	S	tart mode: ReferenceToPare tart time offset: 00:00:00:00 Juration mode: UseOwner	ntsBeginning		
- COMING UP NEXT		Isplayed duration: 01:00:00:0 Offset from MediaBall owner	00 event: 00:00:00:00		
CHANNEL LOGO					

Figure 32 Event Type Overview

Clicking on an event bar will load all panes in the Event Types window with a display of the configurations of the event.

7.3 Device Configuration

A 'device' is an item of equipment that is controlled by Morpheus, for example, a server port, VTR, Flexicart, router, mixer or graphics server. In Morpheus, most devices are controlled from the device controller card(s) (refer to page 12), regardless of whether they use a serial connection, a GPI connection (refer to page 636) or a network connection.

From the Devices window it is possible to add, clone, edit and delete devices.

MC Devices	
Groups Devices ALL Bug players Backup Bug players Main CH02 Bug Players main Cue Tones F1_M_PGM\DSK.01 F1_M_PGM\DSK.02 F1_M_PGM\DVE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.01 F1_M_PGM\SCTE.02 F1_MSUG.03 F1_M_PGM\SCTE.02 F1_MSUG.03 F1_MSUG.04 F1_MSUG.02 F1_MSUG.03 F1_MSUG.03 F1_MSUG.02 F1_MSUG.03 F1_MSUG.03 F1_MSUG.02 F1_MSUG.03 F1_MSUG.02 F1_MSUG.03 F1_MSUG.03 F1_MSUG.02 F1_MSUG.03 F1_MSUG.03 F1_MSUG.02 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.03 F1_MSUG.04	Properties More Properties Allocation Diary Custom Parameters Name ICE11 Supported Device ID ICE01 Cass Ids Atemate Device ID 903 903 Physical ID 903 907 Group Decoders 922 Device Type VideoServer Delete Automatic Allocation Weighting 0 Add Manage Device When Connected O V Is Playout Device Enabled Channels V CH01 CH03 CH04 CH05 CH06 CH07 Final SAMChannel1 Select All Select None Revert
Group Name Add Clone Once ALL- Apply Clone Device Multiple Times Add Delete Delete	Apply Close

Figure 33 Device Configuration Settings

To display the Devices window:

On the Morpheus Configurator window toolbar, click on Configure Devices:



7.3.1 Adding a Device

1. Under Devices, click on Add.

The device appears on the Devices list with the name NewDevice##.

2. Edit the properties of the new device as required (refer to Section 7.3.7 Device Properties).

7.3.2 Cloning a Device Once

The cloning process creates an identical copy of a device.

1. Under **Devices**, select the device to be cloned and click on **Clone Once**.

The device appears on the **Devices** list with the name **[Device Name]CloneX** where X=1 unless a device with that name already exists in which case the number increases until it is unique.

2. Edit the properties of the new device as required (refer to Section 7.3.7 Device Properties).

Note: It is also possible to clone a device once by right-clicking on the device and selecting the required function from the pop-up menu.

7.3.3 Cloning a Device Multiple Times

A single device can be cloned multiple times simultaneously if necessary. The clones will inherit all properties from the cloned device.

To clone a device multiple times:

1. Under **Devices**, select the device to be cloned and click on **Clone Device Multiple Times**.

The following window is displayed:

Clone Selected Device Multiple Times		
Selected device: CH07\DSK.01 No. of clones of device to create: 5		
Name(s) of cloned device(s)		
Rename:	CH07\DSK.01	heser to berault
with:	CH07\DSK.01Clone	<nth clone=""></nth>
i.e. CH07\DSK.01Clone1,, CH07\DSK.01Clone5		
	OK Cancel	

Figure 34 Configuration for Cloning a Device Multiple Times

- 2. Select the number of clones to create.
- 3. In the 'Name(s) of Cloned Device(s)' pane, the system will generate and display a default naming convention based on the name of the device to be cloned and the number of clones if an alternative name is required, type it into the text box.

To reset an alternative naming convention back to the system generated version, press the **Reset To Default** button.

- 4. Press **OK** to generate the clones (the devices appear on the **Devices** list according to the selected name convention) or **Cancel** to abort.
- 5. Edit the properties of the new devices as required (refer to Section 7.3.7 Device Properties).

Note: It is also possible to clone a device multiple times by right-clicking on the device and selecting the required function from the pop-up menu.

7.3.4 Deleting a Device

In the Devices pane, select the device to delete and click on **Delete**, or right click on the device and select **Delete** from the pop up menu - a confirmation window is displayed.

Note:

A device cannot be deleted unless no events are in existence in the Event Store.

7.3.5 Renaming A Device

If a device is renamed, the option exists to rename all subdevices simultaneously.

To rename a device and its subdevices:

- 1. Under **Devices**, select the device to rename.
- 2. In the **Name** field on the Properties tab, change the name.
- 3. Click on **Apply**. If other devices exist that have the same name, the Rename Devices window is displayed (Figure 35) that enquires as to whether they should also be renamed.

🚾 Rename Devices 📃 💻 🗶			
You have changed the name of a device from: ICE5B\AUD.01 to: ICE5B\MAUD.01 The following devices have similar names, do you wish to change the names of these also? Select those that you wish to rename. Rename device: ICE3M\AUD.01 to: ICE3M\MAUD.01 Rename device: ICE3B\AUD.01 to: ICE3B\MAUD.01 Rename device: ICE2M\AUD.01 to: ICE4M\MAUD.01 Rename device: ICE2M\AUD.01 to: ICE4M\MAUD.01 Rename device: ICE4B\AUD.01 to: ICE4B\MAUD.01 Rename device: ICE4B\AUD.01 to: ICE4B\MAUD.01 Rename device: ICE3B\AUD.01 to: ICE4B\MAUD.01 Rename device: ICE3B\AUD.01 to: ICE2B\MAUD.01 Rename device: ICE3B\AUD.01 to: ICE2B\MAUD.01 Rename device: ICE5M\AUD.01 to: ICE2B\MAUD.01 Rename device: ICE5M\AUD.01 to: ICE1B\MAUD.01 Rename device: ICE1M\AUD.01 to: ICE1M\MAUD.01 Rename device: ICE1M\AUD.01 to: ICE1M\MAUD.01			
Select All Select None			
OK Cancel			

Figure 35 Renaming Multiple Devices

- 4. Individually tick the checkboxes for the device names that are to be changed, or use the **Select All** button to tick all of the boxes simultaneously (use the **Select None** button to un-tick all of the boxes).
- 5. Click on **OK**. The subdevices now appear in the list with the new name.

7.3.6 Device Groups

If required, devices can be added to a group. For example, a group can be created to contain all the devices on Channel 1.

7.3.6.1 Adding a Group

To add a group:

1. Under the **Groups** list click on **Add**.

The group is added to the Groups list with the name New Group #.

2. With the new group selected, enter a name for the group in the **Group Name** field and click on **Apply**.

7.3.6.2 Renaming a Group

To rename a group:

- 1. Select the group to be renamed.
- 2. In the **Group Name** field, edit the name and click on **Apply**.

7.3.6.3 Deleting a Group

Select the group to be deleted and click on **Delete**.

7.3.7 Device Properties

The properties and parameter definitions in this section apply to the following tabs:

- Properties
- More Properties
- Allocation Diary
- Custom Parameters

In order to save any configuration changes, click on Apply.

7.3.7.1 Properties Tab

- Name

The name of the device.

- Device ID

A unique identifier in the Morpheus media management database (refer to page 588) for a storage medium, commonly a tape (not a VTR), a video server or archive.

- Physical ID

If the device is a server port then the physical ID is the server name.

- Group

Devices can belong to a group. These are displayed at the left of the Devices window (refer to 'Device Groups' on page 88).

- Device Type

- CartDevice
- Other
- PageDevice
- TapeDevice
- VideoServer

- Icon

The icon that will be displayed in the **Secondary Content** column on the schedule (an icon is displayed in the column if an event has a secondary event associated with it. Refer to 'Secondary (Sub) Events' on page 648).

To select another icon, click on the button to the far right of the **Icon** field to display the Select Icon window. Double-click on the required icon. To remove the icon, click on the cross button.

- Automatic Allocation Weighting

A value allocated to a device by the Device Manager (refer to page 210) in order to set its priority in assigning it to an event - devices with the highest allocation weighting are selected first.

- Manage Device

- Never
- When Connected
- Always

- DeviceStatusCode

- Connected
- Reduced Resilience
- Limited Control
- Disconnected
- Offline
- Unknown

The status of the external device to be controlled by Morpheus. If this field is set to **Offline**, the Bridge (refer to page 242) is not connected to that device.

- Supported Kernel Event Class Ids

A 'kernel class ID' is a three digit number that allows Morpheus to identify the parameters that relate to a device. It is a label for the list of parameters that the kernel (refer to page 169) needs to control that device - the kernel parameters.

To add a kernel class ID, enter it in the spin box and click on **Add**. To delete a kernel class ID, select it and click on **Delete**.

- Enabled Channels

Select the channels on which this device is available. It is possible to select channels for multiple devices at once by clicking on the first device, holding down the shift key and clicking on the last device then changing this setting. If the channel being changed is already set on one of the selected devices, it assumes an ambiguous state and needs to be set manually.

7.3.7.2 More Properties Tab

Select multiple devices for configuration by clicking on the first device, holding down the shift key and clicking on the last device, thus allowing the properties for several devices to be changed at once. If the property being changed is already set on one of the selected devices, it assumes an ambiguous state and must be set manually. If an ambiguous property contains a configurable timestamp, for example Required Pre-roll, then the field is highlighted in pink.

- Required PreRoll

A video server is sent a 'play' command in advance of the event start time to allow for latency - this is known as the 'pre-roll time'. A VTR is incapable of instantaneous stable playout and typically requires a few seconds' pre-roll to guarantee a stable output at the desired inpoint (refer to page 645).

Use the Required PreRoll field to enter the pre-roll time.

- Allocation Window

The period before the event goes to air when the device must be available to the channel.

- Preparation Window

The period prior to an event's air time when the device must be available for that specific event (or sequence of consecutive events) for example, cueing.

- Hold Window

The time after an event when the device must be available for a specific event (or sequence of consecutive events). This is for over-runs or manual holding of the event.

- Retention Window

The period after the scheduled end time of the event when the device must be available to the channel.

- Allow Consecutive Events

Tick the checkbox in order to allow consecutive events to play out from the device. Some devices (for example, servers) allow for consecutive events but some do not (VTRs).

- Allow Comp/Junc Prev

Tick the check box to allow Comp/Junc Preview on this device.

Comp Preview (Compound Preview) allows a sequence of events to be previewed according to the resources available in the flexible channel (refer to Section 7.4.1 Channel Types).

Junc Preview (Junction Preview) allows junctions to be previewed in order to ensure that transitions, for example, will play out as intended.

7.3.7.3 Allocation Diary Tab

The purpose of the allocation diary is to allocate devices to channels at certain times of the day.

- 1. To add an allocation diary to the device, click on Add.
- 2. Configure the parameters as required and click on **Apply**.

To delete an allocation diary, select it and click on Delete.

- Name

The name of the allocation diary.

- Assigned Channel

The channel to which the allocation diary is assigned (refer to 'Configuring Channels' on page 94).

- Assigned Channel Group

The channel group to which the allocation diary is assigned (refer to 'Channel Groups' on page 101).

- Recurrence

The interval at which the allocation diary recurs.

- Does Not Recur
- Daily
- Weekly
- Monthly
- Yearly

- Start At

The date and time at which the allocation diary starts.

- Duration of allocation

The duration of the allocation diary.

7.3.7.4 Custom Parameters Tab

Custom parameters that are applied to any events that use the selected device, as along as the parameter with the same name exists.

Allows the creation of parameters to be applied to events using the device.

- Enter the Name and Value in the fields provided and click on Add/Update.
- To delete a custom parameter, select the parameter and click on Delete.

7.4 Channel Configuration

In Morpheus, a channel corresponds to a schedule. The maximum capacity in one system is 256 channels. Icons representing each channel appear in the channel bar on the Editor window.

To display the Channels configuration window click on **Configure Channels** on the Morpheus Configurator window bar.



The Channels configuration window provides the means to add, clone, edit, and delete channels.

MC Channels		
MC Channels	Channels CH01 CH02 CH05 CH06 CH07 CH08 SAMChannel1	Channel Properties More Properties Sources Transition Types List. Custom Transition Templates Router sources SuperDuo Channel Name CH03 Channel Label Channel3 GroupNone Channel No 3 Database User Ids (CSV) UTC Offset 00:00:00:00 Icon Take Behaviour TakeNextMainEvent Pgm Bus Cut Behaviour ContinueInBreak Pgm Bus Cut Behaviour ContinueInBreak Mixer Device None> Backup Mixer Device None> Channel Type Master Master channel number -1 Master channel number -1 Panoplay Note! Set this at your own risk. If Panoplay is running, behaviour is undefined. Current Panoplay State Unsynchronised Value State Sta
Group Name ALL Apply Add Delete	Add Delete Clone	Apply Close

- - -

7.4.1 Channel Types

There are four types of channel:

Flexible

A Flexible Channel has dedicated hardware, and behaves as a backup to other channels in a system in order to provide resilience (refer to 'Resilience' on page 16).

Click on the **N+1 Synch** button on the Manual Intervention Panel (refer to page 5) in order to transfer events on a faulty channel to the flexible channel.

With particular configurations, it is possible to automatically take a N+1 channel to air when an N+1 operation is performed - an Event Type must be defined for the source channel with the name '<CHANNEL_NAME> N+1 Switch Event' that the N+1 process drops onto the N+1 channel in order to switch the downstream router to take the N+1 channel to air. In this case, the system moves the time link master events to the N+1 channel so that it takes responsibility for all of the time declarations. When the N+1 channel is released, the system moves the time link declarations back to the original channel.

- Preview

The flexible channel can also be used as a preview channel for Compound and Junction previewing and for Spot Checks.

For information on the configuration of Compound and Junction previewing, refer to Section 7.3.7.2 More Properties Tab.

For information relating to the configuration of Spot Checks, refer to Chapter 13.13.1 System > General Tab

A channel that is used for previewing events or sections of another channel. Items to be previewed are copied to the preview channel to be played using preview devices.

Master

Either an independent channel or the master of an opt group (refer to 'Opt Header/Region Header' on page 54).

Region

Also known as an 'opt-out channel' - contains only opt breaks (refer to page 54) that are copied automatically from the master channel. Main programme events are taken from the master channel but the breaks may contain local content.

Staging

A type of channel that is used with the CFC-JIP functionality.

The isolated channel that Dead-Rolls events, or a show, selected from the Source Channel. The Staging Channel has a dedicated one-to-one alliance with a Source Channel. It can be operated in exactly the same way as a Source Channel with two exceptions:

- Events cannot be loaded onto it outside of the CFC-JIP process
- No events will ever go to air

7.4.2 Add a Channel

1. Below the Channels pane, on the Channels window, click on **Add**.

Note: A window (Figure 37) is displayed to warn that the Editor and Bridge applications must be closed before creating a new channel.



Figure 37 New Channel Warning

- 2. Click on Yes to continue.
- 3. The Add a New Channel window is displayed:

MC Add a New Channel		×			
New channel name:	NewChannel9				
Choose the Event Types that will be cloned for this ch	annel	Event Types that will be created with the new channel			
Default Main Event Type:	System Default - Main Event 👻	NewChannel9 Default Main Event			
Default Region Header Event Type:	System Default - Region Header 🔹	NewChannel9 Default Region Header			
Other Morpheus Event Types:	Other ICE Event Types:				
System Default - Audio Over Event System Default - Backup Mixer Event System Default - Break Header System Default - DSK Event System Default - DVE Event System Default - QPU Event System Default - QPU Event System Default - Naterial Event System Default - Play Clip System Default - Router Event System Default - Router Event System Default - Source Change Event CH01 - Backup Mixer Event CH01 Cue Tone 60 seg Manual CH01 Cue Tone OUT CH01 Default Main Event	ICE DSK ICE Play Clip ICE Play Clip Guard ICE Play Clip Guard test ICE Play Clip test ICE Play Logo				
OK Cancel					

Figure 38 New Channel Settings

- 4. Enter a name for the channel (by default, the system adds a name in the following format' 'NewChannel<N>').
- 5. Select a default main Event Type and a default region header Event Type from the drop-down lists. These events appear in the 'Event Types that will be created with the
new channel' box on the right-hand side of the window. Changing the name of the channel also updates the event names in this box.

- 6. Add any additional Event Types required for the channel by ticking the checkboxes in the 'Other Morpheus Event Types:' list they will then appear in the 'Event Types that will be created with the new channel' pane on the right hand side of the window.
- 7. Add any ICE Event Types required for the channel by ticking the checkboxes in the 'Other ICE Event Types:' list they will then appear in the 'Event Types that will be created with the new channel' pane on the right hand side of the window.
- 8. Click on OK.

The channel appears in the Channels list.

9. Use the tabs to edit the properties of the channel (refer to Section 7.4.6 Channel Configuration Tabs).

7.4.2.1 New Channel Configuration Options

- New Channel Name

Any unique name of choice that will identify the channel. If the chosen name already exists, the system will display a Channel Duplication Occurrence warning window as well as the text 'Channel already exists' alongside the 'New Channel Name' field.



Figure 39 Channel Duplication Occurrence Warning Message

- Event Types that will be Created with the New Channel

A list of all of the Event Types that will be created with the channel from the selections made above.

7.4.3 Clone a Channel

Cloning a channel creates customisable copy of the original.

1. Open the Channels configuration window by clicking on Configure Channels on the Morpheus Configurator window bar.



2. On the Channels window, select the channel to clone and click on the **Clone** button (alternatively, right-click on the channel and select **Clone** from the pop-up menu).

The channel cloning wizard starts.

3. In the **Channel Name** field, enter a unique name for the channel. The system does not allow duplicate channel names - if the name already exists, the wizard will display a warning when the **Finish** button is pressed at the end of the process, and it will be necessary to go back and select a different name.

Click on Next.

MC Clone Channel from	СН08		_	x
			_	
Channel Name:	CH08 Clone 1			
	< Back	Next >	Cancel	

Figure 40 Clone Channel Wizard

4. Sources that are available for the channel that is being cloned appear in the Available Sources list.

MC Clone Channel from CH08		
Available Sources: BACKUP BARS BLACK EXT1 EXT2 EXT3 EXT4 PREVIEW SERVER	Clone > Clone All < Remove Select > Select All	
	< Back Next	Cancel

Figure 41 'Clone Channel' Wizard

Use the functions on the window in order to either 'clone' or 'select' Available Sources for the new channel. Cloning copies and renames the sources (appropriate where minor configuration changes are required to existing sources), whereas selecting makes the sources available to the channel without them being copied or renamed.

- · For an individual source: click on the source and press either Clone> or Select>
- For a contiguous subset of sources: left click and hold on the first source and drag the pointer to the last source press either **Clone>** or **Select>**
- For a non contiguous subset: left click on the first source, then <Ctrl> click on the other sources - press either Clone> or Select>
- For all sources: press either Clone All or Select All

The chosen sources appear in the Selected Sources pane.

Note: When a source is cloned, the system applies the following name format:

<channel number> Clone1_<source name>

If a source is cloned a second time, during another channel cloning process, and that source had retained its original system default name, then the system will apply the following default by adding an additional 'Clone1_' into the name:

<channel number> Clone1_Clone1_<source name>

In order to remove sources from the Selected Sources pane, highlight the source(s) and click on **<Remove**.

Click on Next

- 5. Refer to the instructions in step 4 in order to clone / select devices for the channel and then click on **Next**.
- 6. Refer to the instructions in step 4 in order to clone / select events for the channel and then click on **Next**

The Event Types (refer to page 52) available to the channel being cloned appear in the Events list.

7. Click on Finish.

The new channel appears on the Channels list.

Note: To configure the properties of a channel, refer to Section 7.4.6 Channel Configuration Tabs.

7.4.4 Delete a Channel

Under **Channels**, select the Channel to be deleted and click on the **Delete** button (alternatively, right-click on the channel and select **Delete** from the context menu).



Deleting a channel that is on-air will create undesirable behavior - the deletion of channels should therefore only take place during the configuration phase.

7.4.5 Channel Groups

7.4.5.1 Add a Group

1. Under the **Groups** list, on the Channels window, click on **Add**.

The Enter Name window is displayed.

2. Type a name for the group and click on **OK**.

The group now appears in the **Groups** list.

7.4.5.2 Rename a Group

- 1. Select the group to be renamed.
- 2. In the Group Name field at the bottom of the Groups list, edit the name and click on **Apply**.

7.4.5.3 Delete a Group

Select the group to be deleted and click on **Delete** - a confirmation window is displayed.

7.4.6 Channel Configuration Tabs

The fields on each tab of the Channels Window are described below.

In order to save any configuration changes, click on Apply.

7.4.6.1 Channel Properties Tab

Figure 42 Channels Window: Channel Properties Tab

- Channel Name

The name that is displayed below the channel icon on the Editor channel bar. (The 'channel bar' appears in the left-hand pane of the Editor window. It shows all channels that are available to a particular role (some channels may be disabled for certain roles).

- Channel Label

An additional, optional label that precedes the Channel Name on the channel bar.

- Group

Use the **Group** drop-down menu in order to select a group in which to place the channel (refer to 'Channel Groups' on page 101).

- Channel No

The number that is displayed on the channel icon on the Editor channel bar.

- Database User IDs (CSV)

Prevents a user from viewing material intended for another channel. It must be implemented in the Morpheus media management database (refer to page 588). Ensure this field is left blank if not implemented, otherwise Palette searches will return no results (refer to page 5)

- UTC Offset

'UTC' (Coordinated Universal Time) is the time standard by which the world regulates clocks and time.

Each channel can use a local timecode that is offset from the UTC, for example when region channels have different time zones. For information on region channels, refer to Section 7.4.1 Channel Types.

The UTC Offset field allows offsets in multiples of half an hour up to +/-13 hours. All event times on the schedule change as soon as the setting is applied, and the Editor clock shows the new time immediately. 'True' reference time can always available in the Bridge (refer to page 242).

This option can also be applied for daylight saving time. If the station reference timecode can be left at UTC throughout the year it is quick and simple to implement daylight saving time by altering the UTC offset.

Refer to 'Timecode' on page 632.

- Icon

The icon that is displayed on the channel bar. To select another icon, click on the button at the far right of the **Icon** field to display the Select Icon window. Double-click on the required icon. To remove the icon, click on the cross button.

- Take Behaviour

Dictates the result of clicking **Take Next** on the Manual Intervention Panel (refer to page 5). Select from the following in the drop-down menu.

- **TakeNextMainEvent**: takes the next Commercial in a break.
- TakeOutofBreak: takes the next top level event that follows a break and all of its commercials.

Note: The **Cue to Air / Cue to Preset** options on the Commercial Hotlist temporarily affect this option. If set to **TakeNextMainEvent**, clicking **Cue to Air** sets it to **TakeOutofBreak** then resets it when finished. The Commercial Hotlist is described in the Morpheus Operators manual.

- Pgm Bus Cut Behaviour

Specifies what should happen when a cut is made on the PGM bus. Select from the following in the drop-down menu:

- ContinueInBreak
- CutOutOfBreak

- Mixer Device

A drop-down list of mixer devices that have been configured in the 'Devices' page of the 'Configurator' - select a main mixer device for this channel from the list and click on the Apply button. The mixer selection will be automatically applied to the channel configuration on the Bridge.

- Backup Mixer Device

A drop-down list of mixer devices that have been configured in the 'Devices' page of the 'Configurator' - select a backup mixer device for this channel from the list and click on the Apply button.

- Backup Mixer Event Type

Select the backup mixer Event Type (refer to 'Event Types' on page 52)

- Channel Type

For information on Channel Types, refer to Section 7.4.1 Channel Types.

Set the Channel Type to one of the following from the drop-down menu:

- Flexible
- Master
- Region
- Staging

- Master Channel Number

If the selected channel is a flexible or region channel, use this field to specify the number of the master channel.

- As-Run Collect Dwell (seconds)

Set the number of seconds during which past events are greyed out on the schedule before they are moved to the AsRun database by the As Run DB Host Shell service (refer to page 201). 'As run logs' can then be created by the Automation Database Reporter (refer to page 569). The default setting is 60 seconds.

- Max Number of Events

The maximum number of events allowed for the current channel. When reached, an alarm is raised within Morpheus and the System Health Monitor (refer to page 198).

Panoplay Pane

- Current Panoplay State

Three states exist:

- Leader
- Follower
- Unsynchronised



The state must not be changed whilst Panoplay is running - the resulting behaviour is undefined.

7.4.6.2	More	Properties	Tab
---------	------	------------	-----

MC Channels		
Groups	Channels	Channel Properties More Properties Sources Transition Types List Custom Transition Templates Router sources SuperDuo
ALL	CH01 CH02	Default Main ET: CH04 Default Main Event
	CH03 CH04	Default Region ET: CH04 Default Region Header
	CH05 CH06	Use Master Inpoints Automation enabled
	CH07 CH08	Hold Allow paste from other channels
	SAMChannel1 NewChannel9	Decorate once only Do not decorate live record events
		Go into hold on last event 🛛 Channel On Air
		Preview Channel None>
		Spot check channel
		N+1 Channel None> •
		Dedicated Preview Device <pre> </pre> <pre> </pre>
		Staging Channel
		Structure Change Timeout (seconds 0-60) 0
		Panoplay Take Next Delay (trames, 0=Disabled)
		BXF Synchronisation Session Id
		Type None 🔻
		Role None
		Peer system name
Group Name		Peer channel name Release BXF Sync
-ALL Apply	Add Delete	
Add Delete	Clone	Apply Close

Figure 43 Channels Window: Channel Properties Tab

- Use Master Inpoints

A 'master inpoint' is the original inpoint (refer to page 645) of the tape copy. Tick the check box to use master inpoints.

- Hold

Tick the check box in order to enable the hold function for this channel - Hold is an action on the Manual Intervention Panel (refer to page 5) that pause the on-air event.

- Decorate Once Only

Some fields on the Property Inspector (refer to page 5) are decorated (populated) by the Morpheus media management database using the Material Decorator service (refer to page 236).

The normal system setting is **Decorate Always** that prevents operators from changing the values for any of these properties. If they do change a value, it reverts to its original.

When **Decorate once only** is selected, the value can be changed.

- Go into Hold on Last Event

When selected, the last event on the schedule is placed on hold before it has played out. When left clear, the event plays out.

- Automation Enabled

Tick the check box in order to enable automation for this channel.

- Allow Paste From Other Channels

Select the check box to allow operators to paste portions of schedules from other channels.

- Do Not Decorate Live Record Events

Tick the check box to prevent live events on the schedule from being decorated, even if the Live Record Decorator Service (refer to page 234) is running.

- Channel On Air

Tick the check box if the channel is an on air channel.

- Preview Channel

Select the Preview Channel from the drop-down menu that will be associated with this channel.

For information on Preview Channels, refer to Section 7.4.1 Channel Types.

- Spot Check Channel

From the drop-down menu, select the channel to use for spot checks.

- N+1 Channel

From the drop-down menu, select the Flexible Channel associated with this channel. For information on Flexible Channels, refer to Section 7.4.1 Channel Types.

- Dedicated Preview Device

Select the dedicated preview device for this channel.

- Staging Channel

Required when using CFC-JIP.

The isolated channel on which the Dead-Roll is performed. A Dead-Roll consists of either a number of events, or a show, selected from the Source Channel. A Staging Channel is bound to a single Source Channel, and it can operate in exactly the same way, except that no events on a Staging Channel will ever go to air.

From the drop-down menu, select the Staging Channel that will be associated with this Source Channel.

For information relating to CFC-JIP, refer to Chapter 13.9 Channel Flow Control-Join In Progress (CFC-JIP)

- User Editable SIO Parameters

Enable the changing of values of editable Schedule Information Object parameters in the Editor.

To make a parameter value editable:

1. Type the parameter name into the text field. The parameter must exist in the schedule file. Use commas to add (and separate) multiple parameters at once. All parameters must be present if they are to become editable.

User Editable SIO Parameters	BroadcastDate, ScheduleType	
		Apply Close

Figure 44 Adding an Editable SIO Parameter

2. Click on Apply.

3. Click on the ellipsis button next to the text field. The following window is displayed:

Parameter	Assigned Channels	
BroadcastDate	Channel1	
Schedule Type	Channel3	
] []	

Figure 45 Assigning an SIO Parameter to a Channel

4. Assign the parameters to the channel that holds the schedule. To add or remove all parameters for a channel, right click and select **Apply to all** or **Remove from all** as shown below (Figure 46):

User Editable Sc	hedule Parameters		×
Parameter	Assi	gned Channels	
Schedule T	Apply to all Remove from all	inel2 inel3	
_			

Figure 46 Applying or Removing All Parameters

The parameters in the Schedule Object Inspector in the Editor now appear in italic and bold text as shown below (Figure 47):

Property Inspector	Schedule Object Inspector
Schedule Name	
Friday	
External Id	
67de42aa-2b74-	4c2a-8ac5-f593
Property	Value
BroadcastDate	2011-12-20
ScheduleType	Cartoons

Figure 47 Editable Parameter

It is now possible to edit the values of these parameters by double-clicking on the parameter or by right-clicking on the value and selecting **Edit**.

- Panoplay Take Next Delay (timecode, 0=disabled)

Enter a value in seconds. A value of 0 disables this function.

When a take next is performed on the Panoplay Leader channel, it will not occur at precisely the same time on the Follower due to the inherent latency of the intervening infrastructure. This function ensures that a take next occurs at exactly the same time on both the Leader and Follower systems.

Disabled:

Standard behaviour. Upon a take next, the Follower channel will independently take next, and remain out of sync with the Leader until Panoplay detects a 'safe' point at which to synchronise its schedule (in order, for example, to avoid synchronising the schedule within a few frames of an event boundary). The timeframe within which the synchronisation must occur is limited to 30 seconds.

Enabled:

The feature is enabled once a non-zero value is entered into the field.

Upon a take next action on the Leader channel, the Panoplay Take Next Delay is added to the calculated Eventstore pre-roll in order to derive the start time of the next event. The new start time is then relayed to the Follower channel, via Panoplay, to ensure that it is applied to the next event, thus resulting in a synchronised take next.

It is common practice for the value of the Panoplay Take Next Delay to be in excess of 2 seconds, however this does depend upon the system infrastructure.

Note: In enabling this feature, a delay is introduced between the take next action and its effect on the Leader system.

Note:

This function should only be enabled if the schedule contains manual takes.

7.4.6.3 Sources Tab

A source is a button on a mixer that selects a device. It is also an input to a router. In Morpheus, the source configuration associates device names to source numbers, along with other settings such as the guard source (refer to page 645) and the default Event Type. Configuring a source links a device with its default Event Type.

MC Channels				_ D X
Groups -ALL- Group Name -ALL- Add Delete	Channels CH01 CH02 CH03 CH04 CH05 CH06 CH07 CH08 SAMChannel1 NewChannel9 Add Delete Clone	Channel Properties More Properties Sources Transit BARS BLACK DEC1 DefaultSource EXT1 Add Clone Delete Copy from	ion Types List Custom Tran Name Name 4 Name 8 Source Number Backup Mixer Source N Default Event Type Main On Air Device Icon Guard Source Rexible Source Name Take Guard Enabled Editor Visible Dummy Source	Annly
	·			

Figure 48 Channels Window: Sources Tab

Add, Clone, Delete a Source

A source can be added, cloned or deleted using the **Add**, **Clone**, and **Delete** buttons at the bottom of the Sources tab.

When a new source is created using the **Add** button, it is given the default name of 'NewSource X' (where X is a number equal to the number of existing sources). A source with the name 'DefaultSource' is automatically created for a new channel, therefore the next source that is created, using the **Add** button, will be given the default name of 'NewSource 1'.

A cloned source is automatically given a name with the format <Selected Source name>CloneX (where X=1, unless a source with that name already exists, in which case the number increases until it is unique). A cloned source is also allocated a source number automatically - the source number will be one number higher than the highest source number already allocated to a source on the same channel.

To delete a source, click on the source in order to select it and then click on the **Delete** button.

Configuration Parameters

- Name

The full source name that appears in source lists and the Property Inspector (refer to page 5).

- Name 4

The four character source name that appears on the soft legending on a mixer panel or source assign panel.

- Name 8

The 8-character source name that appears on a UMD ('Under Monitor Display'). The source name is displayed below the sources on the monitoring wall.

- Source Number

Identifies the button on the mixer panel that selects the configured source device (Main On Air Device). Multiple sources can be configured with the same source number - this practice is not recommended as it becomes impossible to uniquely identify a specific source during a program bus cut, for example.

- Backup Mixer Source No

Identifies the button on the backup mixer.

- Default Event Type

Select the Event Type (refer to page 52) required to create an event using this source.

- Main On Air Device

Select the device name connected to this source.

- Icon

The icon that appears in the Source column on the schedule for the selected device.

To select another icon, click on the button to the far right of the **Icon** field to display the Select Icon window. Double-click on the required icon. To remove the icon, click on the cross button.

- Guard Source

Select the device that is to be the guard source (refer to page 645).

- Flexible Source Name

The name of the backup source to be used in the flexible channel. For information relating to the Flexible Channel, refer to Section 7.4.1 Channel Types.

- Take Guard Enabled

Tick the check box to enable **Take Guard** for this source. Take Guard is an option on the Manual Intervention Panel (refer to page 5) that activates the guard source for the on-air event.

- Editor Visible

If unchecked, the source will <u>not</u> be visible in the following locations of the Editor: **Main Video Source** and **Guard Source** drop-down menus of the Property Inspector, 'Source' column drop-down menu in the schedule view of the 'Editor'. Additionally the source will no longer be visible in the 'Sources' pane in the Palette.

- Dummy Source

When ticked, the ability to take guard on the 'dummy' source is disabled. The following functions will no longer be available for the source:

- The Take Guard Enabled checkbox (for the source in the Configurator)
- The Toggle Guard right-click menu option in the Editor
- Take Guard PGM and Take Guard PST buttons on the MIP

Note: By design, this condition should be set on the dummy source used by the Missing Material Recovery Service (Chapter 14.21 Missing Material Recovery Service).

7.4.6.4 Transition Types List Tab

Tick the checkboxes in order to select the transition types that will be available from the Mix field on the Editor window and the **Transition Type** list in the Property Inspector (refer to page 5). By default, all transition parameters are selected for a new channel with the exception of wipes and splits.

MC Channels		
Channels Groups -ALL-	Channels CH01 CH02 CH03 CH04 CH05 CH06 CH07 CH08 SAMChannel1 NewChannel9	Channel Properties More Properties Sources Transition Types List Custom Transition Templates Router sources SuperDuo Jignore Transition Type VFade FadeAndTake Max TakeAndFade Cut Left ToRightHorizontalWpe Top ToBottomVerticalWipe OutwardsVerticalSplit OutwardsVerticalSplit OutwardsBoxWipe OutwardsBoxWipe OutwardsBoxWipe OutwardsDimentalWipe RightToLeftHoizontalWipe InwardsVerticalSplit InwardsVerticalSplit InwardsPerticalWipe Top RightTeverseComerWipe TopRightTeverseComerWipe TopRightTeverseComerWipe TopLeftReverseComerWipe TopLeftReverseComerWipe TopLeftReverseComerWipe InwardsDamondWipe VFade VFade VFade
Group Name -ALL- Apply Add Delete	Add Delete Clone	Select All Select None Revert Apply Close

Figure 49 Channels Window: Transition Types List Tab

Transitions

A transition is a mixer effect that is used to switch between one event and the next. There are many different types of transition, the simplest being a cut (an abrupt switch between two events) - others include fades, mixes and wipes, and more advanced types include DVE transitions.

The range of transitions available from the Morpheus Editor depends on the vision mixer that is incorporated in the system. If no mixer is present then only cuts can be performed.

If a mixer is present but only one server port is available, then any transition that does not involve overlapping of material can be performed, namely cut, V-fade, U-fade, fade and take, take and fade. However to perform a cross fade (also known as X-fade, mix or dissolve) or any kind of wipe, two server ports (one for each piece of material) and a mixer are needed.

The Mix field on the schedule displays an icon that represents the mixer transition for the start of the event. The default transition is 'Cut'.



When two back-to-back main events are scheduled to play out on the same source, and they are configured for anything other than a transition of type 'cut', then the following will occur:

- The event that is that is due to transition out is truncated at the start of the transition, thereby producing the effect of a cut
- The event that is transitioning in will do so at the programmed time and according to the configured transition type

7.4.6.5 Custom Transition Templates Tab

Create custom transitions - once created, they will appear with the system defaults, in the **Transitions** list on the Property Inspector (refer to page 5). Different channels can be configured with individual custom transitions.

MC Channels					<u> </u>
Groups	Channels CH01 CH02 CH03 CH04 CH05 CH06 CH07 CH08 SAMChannel1 NewChannel9	Channel Properties More Properties Source	tes Transition Types List Cust Name NewCust Icon Internation Transition Type Ignore Transition Transition Duration Mix Out Duration Mix In Duration Transition Offset	:om Transition Templates F tom Transition 0 Image: Complete state s	Router sources SuperDuo
	MC Enter Name Name: NewCustomTr	anation ()	Audio Lead Audio Lag Audio Mix Out Duration Audio Mix In Duration	00:00:00:00 00:00:00:00 00:00:00:00 00:00:00:00 00:00:00:00 00:00:00:00	
Group Name ALL Apply Add Delete	Add Delete Clone	Add Delete			Apply Close

Figure 50 Channels Window: Custom Transition Templates Tab

Add a Custom Transition Template

1. On the Custom Transition Templates tab, click on Add.

The Enter Name window is displayed.

- 2. Type a name for the template and click on **OK** (the system creates a default name that can be overwritten).
- 3. Edit the properties as required (detailed below)

Delete a Custom Transition Template

- 1. Select the template from the list
- 2. Click On Delete.



When deleting a custom Transition Template no confirmation window is displayed.

Configuration Parameters

- Name

The name of the transition type.

- Icon

The icon that appears in the **Mix** field on the Editor and the Transition Type list on the Property Inspector. To select another icon, click on the button at the far right of the **Icon** field to display the Select Icon window. Double-click on the required icon. To remove the icon, click on the cross button.

- Transition Type

If the custom transition is to be based on an existing transition, then select this transition from the **Transition Type** list. Otherwise, select **Ignore Transition Type**.

- Transition Duration

The duration from the start of the fade out of the video of the previous event, to the end of the fade in of the video of the current event.

- Mix Out Duration

The 'mix out' occurs when an event fades out after being aired. The **Mix Out Duration** is the duration taken for the previous event's video to fade out completely.

- Mix In Duration

The 'mix in' occurs when an event starts to air. The **Mix In Duration** is the duration of the fade in of the video for the current event.

- Transition Offset

The offset from the start of the event to where the video starts fading in.

- Audio Lead

The offset from the start of the event to the point at which the audio starts fading in. Delayed fade in is known as 'late lead' and advanced fade is known as 'early lead'.

- Audio Lag

The offset from the start of the event to the point where the audio for the previous event starts fading out. Delayed fade out is known as 'late lag' and advanced fade out is known as 'early lag'.

- Audio Mix Out Duration

The 'audio mix out duration' is the length of the audio as an event fades out.

- Audio Mix In Duration

The 'audio mix in duration' is the length of the audio as an event starts.

7.4.6.6 Router Sources Tab

Map a router source to a number. Each router source in the system and on the Editor schedule has a name. Each name needs to be mapped to a number.

MC Channels								- 0 2	×
Groups	Channels	Channel Properties	More Properties	Sources Transition	Types List Custom Tr	ansition Templates	Router sources	SuperDuo	
-ALL-	CH01 CH02 CH03 CH04 CH05 CH06 CH07 CH07 CH08	Router device Source map	(none)		•				
	SAMChannel1 NewChannel9	Name		Router source					
	New Gild In Cis	PstA PgmV		-1 -1					
		Aux3		-1					
		PgmA		-1					
		Aux4		-1					
		Aux1		-1					
		PstV		-1					
			PstV	-1					
Group Name									
-ALL Apply	Add Delete								
Add Delete	Clone						Apply	Close	

Figure 51 Channels Window: Router Sources Tab

To map a router source to a number:

- 1. From the Router Device drop-down list, select the required router source.
- 2. Enter the router source number in the field provided and click on Apply.

7.4.6.7 SuperDuo

SuperDuo is a legacy schedule synchronization application that has been superseded by Panoplay (refer to page 21).

MC Channels	
Groups Channels -ALL- CH01 CH02 CH03 CH04 CH05 CH06 CH07 CH08 SAMChannel1 NewChannel9 NewChannel9	Channel Properties Sources Transition Types List Custom Transition Templates Router sources SuperDuo SuperDuo Mode NatSuperDuo Requested SuperDuo state NatSuperDuo Last request time 31:AUG-2016 13:32:36:22 Actual SuperDuo state (do not modify) NatSuperDuo
Add Delete Clone	Apply Close

Figure 52 Channels Window: SuperDuo Tab

- SuperDuo Mode

- NotSuperDuo
- ChainA
- ChainB

- Requested SuperDuo State

- NotSuperDuo
- Unlinked
- Error
- AMaster
- BMaster

- Last Request Time

<date> <time>

- Actual SuperDuo State (do not modify)

- NotSuperDuo
- Unlinked
- Error
- AMaster
- BMaster

7.5 Alarm Configuration

Create, delete, and modify system alarms.



On the Morpheus Configurator window toolbar, click on the **Configure Alarms** icon.

Airms Seventy State Patches Description Bridge-Default Availability Moderate ClearedPendingAcknowledge 1 Not available E Bridge-Default Resilience Mild RaisedPendingAcknowledge 1 Activation is disabled E CH01 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled E CH01 Hold Mild RaisedPendingAcknowledge 1 Channel is in hold E CH01 Auto Severe Cleared 1 N+1 invoked for channel CH01 E CH02 Moderate Cleared 1 Device connection problem E CH02 Auto Severe Cleared 1 Channel is in hold E CH02 Auto Severe Cleared 1 Channel is in hold E CH02 Auto Severe Cleared 1 Too many events loaded into CH02 E CH02 Not K01 Moderate Cleared 1 Device connection problem E CH02 Not K02 Moderate Cleared 1 Device connection problem E <	MC Alarm Patches					_ 0	x			
Name Severity State Patches Description Bridge-Default Availability Moderate ClearedPendingAcknowledge 1 Not availabile Image-Default Resilience CH01 Auto Severe ClearedPendingAcknowledge 1 Reduced resilience Image-Default nesilience CH01 Auto Severe ClearedPendingAcknowledge 1 Channel is in hold CH01 Auto Severe Cleared 1 N+1 invoked for channel CH01 CH01 Verfilled Severe Cleared 1 N+1 invoked for channel CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe Cleared 1 N+1 invoked for channel CH02 CH02 Auto Severe Cleared 1 Device connection problem CH02 Auto Severe Cleared 1 N+1 invoked for channel CH02 CH02 Not K01 Moderate Cleared 1 Device connection problem CH02 Not K02 Moderate Cleared 1 Device connection problem CH02 Not K01 Moderate Cleared 1 Device connection problem CH02 Not K02 Moderate Cleared 1 Device connection problem CH03 Auto <t< td=""><td>Alarms Patches</td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	Alarms Patches									
Bridge-Default Availability Moderate ClearedPendingAcknowledge 1 Not available I Bridge-Default Resilience Mid RaisedPendingAcknowledge 1 Automation is disabled CH01 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH01 Hold Mid RaisedPendingAcknowledge 1 Automation is disabled CH01 N+1 Moderate Cleared 1 N+1 invoked for channel CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe Cleared 1 Device connection problem CH02 Hold Mid Cleared 1 Device connection problem CH02 Nu1 Moderate Cleared 1 Device connection problem CH02 Nu1 Moderate Cleared 1 Device connection problem CH02 Vosfilled Severe Cleared 1 Device connection problem CH02 Vosfilled Severe Cleared 1 Device connection problem CH02 Nu1 Moderate Cleared 1 Device connection problem <	Name	Severity	State	Patches	Description		*			
Bridge-Default Resilience Mild RaisedPendingAcknowledge 1 Automation is disabled CH01 Nuto Severe ClearedPendingAcknowledge 1 Automation is disabled CH01 Hold Mild RaisedPendingAcknowledge 1 Channel is in hold CH01 N+1 Moderate Cleared 1 N+1 invoked for channel CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe Cleared PendingAcknowledge 1 Automation is disabled CH02 Auto Severe Cleared PendingAcknowledge 1 Automation is disabled CH02 Auto Severe Cleared PendingAcknowledge 1 Channel is in hold CH02 N+1 Moderate Cleared 1 Channel is in hold CH02 Overfilled Severe Cleared 1 Device connection problem CH02 Overfilled Severe Cleared 1 Device connection problem CH03 Moderate Cleared PendingAcknowledge 1 Device connection problem CH03 Moderate Cleared PendingAcknowledge 1 Automation is disabled CH0	Bridge-Default Availabi	lity Moderate	ClearedPendingAcknowledge	1	Not available		Ξ			
CH01 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH01 Hold Mid RaisedPendingAcknowledge 1 Channel is in hold CH01 N+1 Moderate Cleared 1 N+1 invoked for channel CH01 CH01 Verfilled Severe Cleared 1 Device connection problem CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe Cleared 1 Channel is in hold CH02 Auto Severe Cleared 1 Channel is in hold CH02 Auto Severe Cleared 1 Moterate Cleared CH02 Auto Severe Cleared 1 Automation is disabled CH02 Auto Severe Cleared 1 Channel is in hold CH02 Net1 Moderate Cleared 1 Device connection problem CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Naton i	Bridge-Default Resilien	ce Mild	RaisedPendingAcknowledge	1	Reduced resilience					
CH01 Hold Mid RaisedPendingAcknowledge 1 Channel is in hold CH01 N+1 Moderate Cleared 1 N+1 invoked for channel CH01 CH01 Overfilled Severe Cleared 1 Too many events loaded into CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe Cleared 1 Channel is in hold CH02 Hold Mid Cleared 1 Channel is in hold CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 N+1 Moderate Cleared 1 Device connection problem CH02 N+1 Moderate Cleared 1 Device connection problem CH02 NSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked	CH01 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled					
CH01 N+1 Moderate Cleared 1 N+1 invoked for channel CH01 CH01 Overfilled Severe Cleared 1 Too many events loaded into CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Device connection problem CH02 Overfilled Severe Cleared 1 Device connection problem CH02 NSK 01 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe Cleared 1 N+1 invoked for channel CH03 CH03 Auto Severe Cleared 1 N+1 invoked for channel CH03 CH03 Nv11 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Nv16	CH01 Hold	Mild	RaisedPendingAcknowledge	1	Channel is in hold					
CH01 Overfilled Severe Cleared 1 Too many events loaded into CH01 CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH02 Nv1 Moderate Cleared 1 Channel is in hold CH02 Overfilled Severe Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Device connection problem CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Nuto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Nuto Severe ClearedPendingAcknowledge 1 N+1 invoked for channel CH03 CH03 Nuto Severe ClearedPendingAcknowledge 1 N+1 invoked for channel CH03 CH03 Nuto Severe ClearedPendingAcknowledge 1 Device connection pro	CH01 N+1	Moderate	Cleared	1	N+1 invoked for channel CH01					
CH02 Moderate Cleared 1 Device connection problem CH02 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH02 Hold Mild Cleared 1 Channel is in hold CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Device connection problem CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 N+1 Moderate Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N-1 invoked for channel CH03 CH03 NbK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 NbK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH01 Hold	CH01 Overfilled	Severe	Cleared	1	Too many events loaded into CH01					
CH02 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH02 Hold Mid Cleared 1 Channel is in hold CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Device connection problem CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Automation is disabled CH03 Moderate ClearedPendingAcknowledge 1 Automation is disabled CH03 Nto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Nto Severe Cleared 1 Channel is in hold Image: Channel CH03 Image: CH03 CH03 N+1 Moderate Cleared 1 Too many events loaded into CH03 Image: CH03 Image: CH03 Image: CH03 Image: CH03 Imag	CH02	Moderate	Cleared	1	Device connection problem					
CH02 Hold Mid Cleared 1 Channel is in hold CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Too many events loaded into CH02 CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Automation is disabled CH03 Mid Cleared 1 Channel is in hold CH03 Mid Cleared 1 Channel is in hold CH03 Mid Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 N+1 Moderate Cleared 1 Too many events loaded into CH03 Too CH03 NDSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem Too Delete Appl	CH02 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled					
CH02 N+1 Moderate Cleared 1 N+1 invoked for channel CH02 CH02 Overfilled Severe Cleared 1 Too many events loaded into CH02 CH02\DSK.01 Moderate Cleared 1 Device connection problem CH03\DSK.02 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Nuto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Nuto Severe ClearedPendingAcknowledge 1 Channel is in hold CH03 Nuto Severe Cleared 1 N+1 invoked for channel CH03 CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 Overfilled Severe ClearedPendingAcknowledge 1 Device connection problem CH01 Hold Severity Mid Image: Choi thold Image: Choi thold Image: Choi thold Delete Apply New Image: Choi thol thold	CH02 Hold	Mild	Cleared	1	Channel is in hold					
CH02 Overfilled Severe Cleared 1 Too many events loaded into CH02 CH02/DSK.01 Moderate Cleared 1 Device connection problem CH03/DSK.02 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 Overfilled Severe ClearedPendingAcknowledge 1 Device connection problem CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 NL01 Moderate ClearedPendingAcknowledge 1 Device connection problem Too CH01 Hold Description Channel is in hold Vereventy	CH02 N+1	Moderate	Cleared	1	N+1 invoked for channel CH02					
CH02\DSK.01 Moderate Cleared 1 Device connection problem CH02\DSK.02 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Verfilled Severe Cleared 1 Too many events loaded into CH03 CH03 \DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Verfilled Severe ClearedPendingAcknowledge 1 Device connection problem CH03 Verfilled Severe ClearedPendingAcknowledge 1 Device connection problem ************************************	CH02 Overfilled	Severe	Cleared	1	Too many events loaded into CH02					
CH02\DSK.02 Moderate Cleared 1 Device connection problem CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03\DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 N+1 Moderate Cleared 1 Too many events loaded into CH03 CH03\DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH01 Hold Delete Apply New Create Default Alarms Acknowledge All Delete All	CH02\DSK.01	Moderate	Cleared	1	Device connection problem					
CH03 Moderate ClearedPendingAcknowledge 1 Device connection problem CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 N+1 Moderate Cleared 1 Too many events loaded into CH03 CH03 NpSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH01 Hold Severity Mild ClearedPendingAcknowledge 1 Device connection problem Delete Apply New Vertex Connection problem Vertex Connection problem Vertex Connection problem Create Default Alarms Acknowledge All Delete All Delete All Delete All	CH02\DSK.02	Moderate	Cleared	1	Device connection problem					
CH03 Auto Severe ClearedPendingAcknowledge 1 Automation is disabled CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 NptK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem CH01 Hold Vertice Vertice Vertice Vertice Description Channel is in hold Vertice Vertice Vertice Delete Apply New Vertice Vertice Vertice Create Default Alarms Acknowledge All Delete All Delete All Vertice Vertice	CH03	Moderate	ClearedPendingAcknowledge	1	Device connection problem					
CH03 Hold Mild Cleared 1 Channel is in hold CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 \DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem * CH01 Hold	CH03 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled					
CH03 N+1 Moderate Cleared 1 N+1 invoked for channel CH03 CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03 NDSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem T CH01 Hold	CH03 Hold	Mild	Cleared	1	Channel is in hold					
CH03 Overfilled Severe Cleared 1 Too many events loaded into CH03 CH03\DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem * CH01 Hold	CH03 N+1	Moderate	Cleared	1	N+1 invoked for channel CH03					
CH03\DSK.01 Moderate ClearedPendingAcknowledge 1 Device connection problem * CH01 Hold	CH03 Overfilled	Severe	Cleared	1	Too many events loaded into CH03					
CH01 Hold Description Channel is in hold Severity Mild Delete Apply New Create Default Alarms Acknowledge All Delete All	CH03\DSK.01	Moderate	ClearedPendingAcknowledge	1	Device connection problem		-			
Description Channel is in hold Severity Mild Delete Apply New Create Default Alarms Acknowledge All Delete All	CH01 Hold									
Severity Mild Delete Apply Create Default Alarms Acknowledge All Delete	Description	Channel is in hold	ł							
Severity Mild Delete Apply Create Default Alarms Acknowledge All Delete										
Delete Apply Create Default Alarms Acknowledge All Delete All	Severity	Mild								
Delete Apply Create Default Alams Acknowledge All Delete All										
Create Default Alams Acknowledge All Delete All	Delete Apply New									
Create Default Alarms Acknowledge All Delete All										
	Create Default Alam	ns Ack	nowledge All Delet	te All						
DEBUG: Abort XA	DEBUG: Abort >	DEBUG: Abort XA Close								

Figure 53 Alarms Window

7.5.1 Create an Alarm

1. On the main window, click on **New**. The Create New Alarm window is displayed.

Create new ala	rm
Name	
Description	
Severity	Moderate 👻
	Cancel OK

Figure 54 Create New Alarm Window

- 2. In the Name field, give a unique name to the alarm and click on **Create**. If the same name has already been given to another alarm, then an error message is displayed.
- 3. In the **Description** field, enter a description for the alarm this is a mandatory field.
- 4. From the **Severity** drop-down menu, select a degree of severity for the alarm from the following, then click on **Apply**:
 - Mild
 - Moderate
 - Severe

7.5.2 Create Default Alarms

7.5.2.1 Create Alarms for Channels

1. Click on **Create Default Alarms** - the Batch Alarm Creator window is displayed:

Batch Alarm Creator	
Channels Services Devices Channels Channels Ch1 Ch02 CH02 CH03 CH04 CH05 CH05 CH06 CH07 CH08 SAMChannel1 NewChannel9	Channel Alams Automation Hold N+1 Active Overfilled
	Create Alarms
Messages	
	×
	Clear
	ОК

Figure 55 Batch Alarm Creator: Channels

- 2. On the Channels tab, select the following:
 - The channels for which alarms are to be generated (by default, all check boxes are ticked)
 - The channel alarms (alarm types) that will be generated for the selected channels. The following channel alarms are available:
 - Automation
 - Hold
 - N+1 Active
 - Overfilled
- 3. Click on **Create Alarms**. The new alarms appear on the Alarms tab of the Alarm Patches window (Figure 53).
- 4. Unless alarms are to be created for services and devices, click on **OK** to close the window.

7.5.2.2 Create Alarms for Services

Batch Alarm Creator	
Channele Services Devices	
	Service Alams
Bridge-Default	✓ Registered
DeviceManager MaterialDecoratorService	Resilience
10	
	Create Alams
Messages	
	<u>^</u>
	_
	Clear
	OK
	UK

1. Click on Create Default Alarms - the Batch Alarm Creator window is displayed:

- 2. On the Services tab, select the required services and the alarms to create for those services. Select from the following Services (by default, all check boxes are ticked):
 - Bridge-Default
 - DeviceManager
 - MaterialDecoratorService

Select from the following Service Alarms (by default, all check boxes are ticked):

- Registered
- Resilience
- 3. Click on **Create Alarms**. The new alarms appear on the Alarms tab of the Alarm Patches window (Figure 53).

4. Unless alarms are to be created for channels or devices, click on **OK** to close the window.

7.5.2.3 Create Alarms for Devices

1. Click on Create Default Alarms - the Batch Alarm Creator window is displayed:

Batch Alarm Creator	
Batch Alarm Creator Channels Services Devices V CH02_B_CF V CH02_B_CF\DT.01 V CH02_B_CF\DSK.01 V CH02_B_CF\DSK.02 V CH02_B_CF\DSK.02 V CH02_B_CF\DSK.02 V CH02_B_FLEX\DSK.01 V CH02_B_FLEX\DSK.01 V CH02_B_FLEX\DSK.02 V CH02_B_PGM\DSK.01 V CH02_B_PGM\DSK.02 V CH02_B_PGM\DSK.01 V CH02_B_PGM\DSK.02 V CH02_M_CF\A0V.01 V CH02_M_CF\A0V.01 V CH02_M_CF\A0V.02 V CH02_M_CF\DSK.01 V CH02_M_CF\DSK.01 V CH02_M_CF\DSK.02 V CH02_M_CF\DSK.01 V CH02_M_CF\DSK.01 V CH02_M_FLEX V CH02_M_FLEX\DSK.01	Device Alams Unknown Error Offline Offline Disconnected Limited Control Reduced Resilience Generic Error (single alarm for all of above) Create Alarms
Messages	
	ОК

Figure 57 Batch Alarm Creator: Devices

2. On the Devices tab, select the Devices, and the Device Alarms that will apply to them (all check boxes are ticked by default).

Select from the following Device Alarms (by default, all check boxes are ticked):

- Unknown Error
- Offline
- Disconnected
- Limited Control
- Reduced Resilience
- Generic Error (single alarm for all of above)

- 3. Click on **Create Alarms**. The new alarms appear on the Alarms tab of the Alarm Patches window (Figure 53).
- 4. Unless alarms are to be created for channels or services, click on **OK** to close the window.

7.5.3 Delete One or More Alarms

For a single alarm, click on the alarm to be deleted and then click on **Delete** - there is no confirmation window!

To delete all alarms <u>and</u> alarm patches, click on **Delete All** - a warning message is displayed, click on **Yes** to confirm or **No** to cancel.

7.5.4 Modify an Alarm

To modify an alarm:

- 1. Select the alarm to be modified.
- 2. Edit the **Description** and/or **Severity** fields as required (Figure 58) and click on **Apply**.

🚾 Alarm Patches 📃 📃 🔀								
Alarms Patches								
Name	Severity	State	Patches	Description		•		
Bridge-Default Availability	Moderate	ClearedPendingAcknowledge	1	Not available		Ξ		
Bridge-Default Resilience	Mild	RaisedPendingAcknowledge	1	Reduced resilience				
CH01 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled				
CH01 Hold	Mild	RaisedPendingAcknowledge	1	Channel is in hold				
CH01 N+1	Moderate	Cleared	1	N+1 invoked for channel CH01				
CH01 Overfilled	Severe	Cleared	1	Too many events loaded into CH01				
CH02	Moderate	Cleared	1	Device connection problem				
CH02 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled				
CH02 Hold	Mild	Cleared	1	Channel is in hold				
CH02 N+1	Moderate	Cleared	1	N+1 invoked for channel CH02				
CH02 Overfilled	Severe	Cleared	1	Too many events loaded into CH02				
CH02\DSK.01	Moderate	Cleared	1	Device connection problem				
CH02\DSK.02	Moderate	Cleared	1	Device connection problem				
CH03	Moderate	ClearedPendingAcknowledge	1	Device connection problem				
CH03 Auto	Severe	ClearedPendingAcknowledge	1	Automation is disabled				
CH03 Hold	Mild	Cleared	1	Channel is in hold				
CH03 N+1	Moderate	Cleared	1	N+1 invoked for channel CH03				
CH03 Overfilled	Severe	Cleared	1	Too many events loaded into CH03				
CH03\DSK.01	Moderate	ClearedPendingAcknowledge	1	Device connection problem				
CH01 Hold								
Description Char	nel is in hold	1						
Description		•						
Severity Mild			•					
Delete Apply New								
Create Default Alarms Acknowledge All Delete All								
DEBUG: Abort XA					Close			

Figure 58 Modifying an Alarm

7.5.5 Create Alarm Patches

Alarm patches define specific fault conditions and the current system status by monitoring the EventStore. It is then possible to create an alarm and link it to the patch so that it is triggered when the fault condition or status is present. For example, a 'channel in hold' patch can be created, then create an alarm to respond to that patch. if the channel goes in hold, the alarm triggers.

MC Alarm Patches					×			
Alarms Patches								
Target	Туре	Fault Value	Alam					
Bridge-Default	ServiceRegistered	False	Bridge-Default Availability		=			
Bridge-Default	Service Resilience	1	Bridge-Default Resilience					
CH01	ChannelOverfilled	True	CH01 Overfilled					
CH01	ChannelAutomation	False	CH01 Auto					
CH01	ChannelHold	True	CH01 Hold					
CH01	ChannelNPlusOne	True	CH01 N+1					
CH02	DeviceStatus	0	CH02					
CH02	ChannelOverfilled	True	CH02 Overfilled					
CH02	ChannelAutomation	False	CH02 Auto					
CH02	ChannelHold	True	CH02 Hold					
CH02	ChannelNPlusOne	True	CH02 N+1					
CH02\AOV.01	DeviceStatus	0	** NO ALARM **					
CH02\AOV.02	DeviceStatus	0	** NO ALARM **					
CH02\DSK.01	DeviceStatus	0	CH02\DSK.01					
CH02\DSK.02	DeviceStatus	0	CH02\DSK.02					
CH02\DVE.01	DeviceStatus	0	** NO ALARM **					
CH03	DeviceStatus	0	CH03					
CH03	ChannelOverfilled	True	CH03 Overfilled					
CH03	ChannelAutomation	False	CH03 Auto		-			
Target Alarm (no alarm) Delete Apply New								
Create Default Alarms Acknowledge All Delete All								
DEBUG: Abort XA								

Figure 59 Creating Alarm Patches

Create a new patch:

- 1. On the Patches tab, click on **New**.
- 2. In the Kind field, select the condition type that is to be monitored in the EventStore :
 - Application
 - ApplicationServerStatus
 - ChannelAutomation
 - ChannelHold
 - ChannelNPlusOne
 - ChannelOverfilled
 - DeviceStatus
 - Server
 - ServerRegistered
 - ServerResilience
- 3. Enter a target channel for the patch, e.g. Channel1.

Note: Use the correct spelling for the channel name as the system does not check that it is valid / exists.

- 4. Set the threshold for triggering an alarm in the **Fault value** field. For example, for ChannelHold, select the Asserted option in order to trigger an alarm when the 'in hold' status is true. Depending upon the Kind that has been selected, the Fault Value field is displayed in one of two ways:
 - Checkbox. 'Asserted'
 - Numerical value. Use the up and down arrows to set the value, and from the adjacent drop-down menu select from the following operators:
 - Equal
 - NotEqual
 - LessThan
 - LessThanOrEqual
 - GreaterThan
 - GreaterThanOrEqual
 - BinarAndIsNonZero
 - BinaryAndIsZero
- 5. Select an existing alarm to link to the patch.
- 6. Click on **OK**.

7.5.6 Modify a Patch

- 1. Click on the patch in the list
- 2. Edit the Target, Fault value or Alarm fields as required.
- 3. Click on **Apply**.

7.5.7 Delete One or More Alarm Patches

For a single alarm patch, click on the patch to be deleted and then click on **Delete** - there is no confirmation window!

To delete all alarm patches <u>and</u> alarms, click on **Delete All** - a warning message is displayed, click on **Yes** to confirm or **No** to cancel.

7.6 Import / Export

Configuration information from the EventStore should always be saved using the export function, for the following reasons

- A known working configuration can be restored in the event of a corruption of the live system
- Instead of reading configuration information from the Event Store, the Offline Editor uses the current_system.xml file, which therefore must be up to date with all changes (Chapter 2.1.8 Offline Editor)

These tasks are performed from the ImportExport window.



In the Morpheus Configurator window toolbar, click on the Import/Export icon.

The ImportExport window is displayed.

MC ImportExport		×
Export System	Import System From File Run import	Import Mediaball
	extensions	Close

Figure 60 ImportExport Window

7.6.1 Export System

Saves the entire Morpheus system configuration to the following default files, using the data in the Event Store:

- C:\EventstoreExport\current_system.xml
- C:\EventstoreExport\<yyyy-mm-dd>_<hh-mm-ss>_<system name>.xml

Note:

The existing current_system.xml file is always overwritten, the date-stamped copy is not.

Note: The filename can be changed to any name of choice, although it must have the extension .xml

7.6.2 Import System From File

Replaces the existing configuration with a previously saved system configuration. When selected, the following message is displayed:

This will clear out all devices, channels and Event Types from the EventStore - click on **OK** to continue or **Cancel** to abort.

The imported file must be have a .**xml** extension, and the correct xml tags must be present in the file.

7.6.3 Import Mediaball

Opens Windows Explorer to allow browsing to a MediaBall previously saved as a .xml file for importing

7.6.4 System Import Extensions

Click on **Run import extension** on the Import/Export window in order to display the System Import Extensions Window.

On any tab, click on **Dismiss** in order to close the window.

1	C System Import Extensions								x
	TrueTime parameters Mapped In	teger parameters	Alternate Bre	aks B	XF	Script mailbo	oxes		
	Max event count alarm								
l	Audio Parameters Region header	DurationMode	Dynamic opt ł	eaders	Start	time linking	Time	Link offset	
Audio parameters can be represented using "Integer" controls. However, it's more appropriate to use a "Mapped Integer" control which allows arbitrary units (such as dBU) instead of low-level protocol values. This import extension adjusts all existing MainEvent.AudioGain parameters to use Mapped Integer controls, and also searches all other event types looking for Kernel Class ID 122 (Audio Over) parameters to similarly convert.									
	Change MainEvent.AudioGa	in to mapped inte	ger Line	ar -12di	8 to +1	2dB	•	·	
	Change parameters likely to	be Audio Over Le	vel Fad	er A -inf	to OdE	}	•	•	
	Change parameters likely to be Audio Over Duck Fader A inf to 0dB						·		
	Update								
								Dis	miss

Figure 61 System Import Extensions
7.7 System Configuration

The EventStore Configuration window is used for setting general system functions.



To display the EventStore Configuration window, on the Morpheus Configurator window toolbar, click on the System Configuration icon.

MC EventStore Configuration	x
System Multipart Programme Junction Preview Rippling Hold Panoplay/Bxf Sync Name	Config
System Name BROADCASTSYSTEM1	
MessageBroker Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=Messa Connection String	geBrol
Test Conner	ction
OptRef Fixed to Opt Header Name	
Audio Lag Out Is Master	
Manual Take Is Master	
Use subevents to model PGM bus cuts	
Allow Multi-Level Opt-outs	
Enable Alternate Breaks Behaviour	
Enable Event Journaling	
True Time Window (# root events) 20 🚔 Priority, + 0 🚔 Lazy (requires service)
TimeLink Orphaned References Strict	
Prevent Taking Next On TrueTime Events	
Schedule Information Objects Have System Wide Unique External Ids	
Do Not Toggle Guard when Bus Cut Occurs to the Guard Source	
Apply	Close

Figure 63 EventStore Configuration - System Tab

7.7.1 System Tab

- System Name

Enter a name for that uniquely identifies this Morpheus system.

- MessageBroker Connection String

Enter a connection string to enable the EventStoreService application to connect to the MessageBroker service. Use the following format:

Data Source=<host>;User ID=<user id>;Password=<pwrd>;Initial Catalog=<bxf catalogue>

In order to test the connection string, click on Test Connection - an attempt will be made to connect to the MessageBroker service.

- OptRef Fixed to Opt Header Name

When selected, the **Opt Ref** and **Event Name** fields will be linked on the Property Inspector (refer to page 5). If the **Opt Ref** is changed then the **Event Name** will also change. When cleared, if the **Opt Ref** field is changed then the **Event Name** field will not change.

- Audio Lag Out is Master

Audio lag is the offset from the start of an event to the point where the audio for the previous event starts fading out. Delayed fade out is known as 'late lag' and advanced fade is known as 'early lag'.

Audio lag at the end of an event can be one of the following:

- A property of the current event
- One of the many transition properties of the next event.

- Use Subevents to Model PGM Bus Cuts

If enabled, Subevents are created under an existing main event in order to detail the changes following a PGM bus cut.

The action of performing a PGM bus cut changes the on-air source outside of the schedule (for example, in order to break from the scheduled programme for a news flash).

- Allow Multi-Level Opt-Outs

When selected, operators are allowed to add opt outs (refer to page 54) to other opt outs. For example, an opt header can be added as a child of another event (such as a region header).

New Opt Header Create fixed event after New Opt Header Create follow-on event after New Opt Header Create fixed event as a child of New Opt Header Decorate play clip

- Enable Alternate Breaks Behaviour

When enabled, the scheduling of back to back commercial breaks (break headers with commercials attached) is enabled. When scheduled consecutively, one of the commercial breaks becomes disabled automatically.

Using the right-click menu, operators can disable the other break and then toggle between the enabled one and the disabled one.

EVENT 1 A123456 EVENT 2 A234567 Event 3 A345678	Unselect break Toggle Bookmark Go to Next Bookmark Go to Previous Bookmark
Commercial Bre	Update Database
Alternative Com	00:00:00

In order to function, the boolean parameter 'SelectedBreak' must be added to all break header, opt header and region header Event Types, as follows:

After enabling Alternate Break Header behaviour, it is necessary to add the **SelectedBreak** parameter to all break header, opt header and region header Event Types, if not, the alternate break header behaviour function will not work.

To add the SelectedBreak parameter to the relevant Event Types, use the **Run import** extensions option.

Note: Before running this process, ensure that there are no break headers on the schedule.

1. On the Configurator, click on Import/Export.



The ImportExport window is displayed.

MC ImportExport		×
Export System	Import System From File	Import Mediaball
	Run import extensions	
		Close

Figure 64 ImportExport Window

2. On the ImportExport window, click on **Run import extensions**.

- 3. Click on the Alternate Breaks tab.
- 4. Click on Update.

MC System Import E	xtensions					x
Max event count alar	m					
Audio Parameters R	legion header DurationMode	Dynamic opt header	s Start	time linking	TimeLink offset	
True Time parameters	Mapped Integer parameters	Alternate Breaks	BXF	Script mailbo	ixes	
This import extension Region Headers. The systems have directly property is used instee FUNCTION CORREL appropriate event typ	n adds "SelectedBreak" param nis is used in systems that supo y modified the Enabled parame ead to specifically target Altem CTLY unless the SelectedBrea bes.	leters to Break Head Int Alternate Breaks. Iter, but more recently ate Breaks. Alternate ak parameters have b	ers, Opt in the pa a Selec breaks een def	Headers and ast, these ctedBreak WILL NOT ined on the		
					Dis	miss

Figure 65 System Import Extensions: Alternate Breaks

A message displays the number of parameters that have been created.

After completing the above steps, the **Selected Break** property is displayed on the Property Inspector when a break header is added to the schedule.

Selected Break

V

The **SelectedBreak** parameter is displayed on the All Parameter Definitions tab for all relevant Event Types (refer to 'Event Type Parameters' on page 79).

MC Event Types											a x
Event Types Categories	Name: Channel 12 Default	Region Header									
Category 🗨	Event Type Properties	All Parameter Definitions	Kernel Parame	ter Definitions Disp	olay Order						
CC Bug	Parameter Name	Parameter	DisplayName	K No	Parameter Type	Default Value	Mode	Visible	Display	Script	
Channel 10 Default Main Event	Bxfld			-1	GuidParamDef	0000000-0000-0	Editable	False	0	0	
Channel 10 Default Region Header	Device			-1	DeviceParamDef		Editable	False	0	0	
Channel Logo from MAP	DeviceGroup			-1	DeviceGroupParamDef		Editable	False	0	0	
Channel Logo from MIP	Duration			-1	Pbak Date Time Param Def	00:00:00:00	Editable	True	2	0	
Channel Logo from MIP1	DurationMode			-1	Duration Mode Param Def	UseOwner	Editable	True	1	0	
Channel Logo from MIP2	Enabled			-1	Boolean Param Def	True	Editable	False	0	0	
Channel1 Default Region Header	EndTimeOffeet			-1	Phak Date Time Param Def	00:00:00:00	Editable	Falco	0	0	
Channel11 Default Main Event	EventName			-1	Ctring Darger Def	00.00.00,00	Editable	Taise	0	0	
Channel11 Default Region Header	Lield Dee				Declara December	Felse	Editable	Felee	0	0	
Channel12 Default Main Event	HoldFlag				Boolean ParamDer	False	Editable	Faise	0	0	
Channel12 Default Region Header	IsGuardEvent			-1	BooleanParamDet	False	Editable	False	0	0	
Channel2 Default Main Event	ManualTake			-1	BooleanParamDet	False	Editable	False	0	0	
Channel2 Default Region Header	OptRef			-1	StringParamDef		Required	False	0	0	
Channel20 Default Main Event	SelectedBreak			-1	BooleanParamDef	True	Editable	False	0	0	
Channel20 Default Region Header	SlaveStatus			-1	IntegerParamDef	0	Editable	False	0	0	
Channel20_AE After Burner Lower Third - Ch1_DI	StartMode			-1	StartModeTypeParamDef	Reference ToPare	Editable	False	0	0	
Channel20_AE After Burner Lower Third - Ch1_N/	Start TimeOffset			-1	PbakDateTimeParamDef	00:00:00;00	Editable	False	0	0	
Channel20_AE Menu - 3D Tonight Ch1_DEFAUL											
Channel20_AE Menu - 3D Tonight Ch1_NewsTea											
Channel20_AE Menu - Simple Tonight Ch1_DEF/											
Channel20_AE Menu - Simple Tonight Ch1_Line I											
Channel20_Audio Over (s) BBC Wales											
Channel20_Audio Over (s) BBC Wales + Audio Sh -											
Channel20_Audio Over (s) News Report											
Channel20_Audio Over (s) Technical Difficulties											
Channel20_Audio Over (s) Trumpets											
Channel20_AudioShuffle <off off="" on=""></off>											
Channel20_AudioShuffle <pass thru=""></pass>	Add Parameter D	elete Parameter Mo	dify Parameter								
Channel20_AudioShuffle <silence pair1=""></silence>				, ,							
Channel20_AudioShuffle <silence pair2=""></silence>											
Channel20_AudioShuffle <silence></silence>			00:00:00;00	00:15:00;02	00:30:00;02 00:45:00;04	01:00:00;00 0	1:15:00;06	01:30:00;06	01:45:0);08 02: (J0:00;00
Channel20_AudioShuffle <track tags=""/> Discov											-
Channel20_AudioShuffle <track tags=""/> EBS_2			V7777								
Channel20_AudioShuffle <track tags=""/> TEST(MediaBall's owner e	vent									=
Channel20_AudioShuffle <track tags=""/> TEST(
Channel20_AudioShuffle <track tags=""/> TEST(<u> </u>
Channel20_AudioShuffle_Source Pair1 to Output	Channel12 Defa	ult Region Header									
Channel20_AudioShuffle_Source Pair1 to Output 🔻	Channel Dona										
4											
Add Add Clone Delete				Set I 0 hr	MediaBall owner event duration	n: 01:00:03;18	Show	/ parent / child	connectio	ns	Key
Add Child Add Clone Child				1	· · · · · · · · · · · · · · · · · · ·	1					
Export Import	Hide MediaBall Viewer										Close

Figure 67 Adding the SelectedBreak Property

- Enable Event Journalling

Switches Event Journalling functionality on. By default, this option is disabled. For further information, refer to Section 13.12 Event Journal Collector Service.

- True Time Window (# root events)

Allows for 'True Time' - it applies if there is an absolute event on the schedule with a fixed start time. An absolute event is an event that is fixed and has no owner, so its start time is absolute.

As the start time approaches, the events between the on-air event and the true time event start to become disabled. When the time is reached, the event goes to air automatically and the events in the middle are skipped.

The number of root (parent) events is the number of events that can be disabled or 'skipped'. The number entered here counts top level events only, not children.

We recommend a maximum of 10 events in a large system. Using a high number of events causes a dramatic drop in automation performance.

In order to function, the boolean parameter 'TrueTime' must be added to all main event and break header Event Types, as follows:

Note:

Ensure that there are no main events or break headers on the schedule before running this procedure (Run Import Extensions).

1. On the Configurator, click on Import/Export.



The ImportExport window is displayed.

MC ImportExport		X
Export System	Import System From File	Import Mediaball
	Run import extensions	
		Close

Figure 68 ImportExport Window

- 2. On the ImportExport window, click on Run import extensions.
- 3. Click on the TrueTime parameters tab.



Figure 69 Adding the TrueTime Parameter

4. Click on **Update**. A pop-up window is then displayed to indicate the number of parameters that have been created.

After completing the above steps, the **True Time** property is displayed on the Property Inspector when a main event or break header is added to the schedule.

True Time

The **TrueTime** parameter appears on the All Parameter Definitions tab for all relevant Event Types (refer to 'Event Type Parameters' on page 79).

MC Event Types										x
Event Types Categories										
	Name: Channel20_LIVE News Flash									
Category	Event Type Properties All Parameter	Definitions Kernel Parameter Definit	ions Dis	play Order						
Channel20 Ingest1	Parameter Name	Parameter DisplayName	K No	Parameter Type	Default Value	Mode	Visible	Display	Script	*
Channel20_LIVE News Flash	Notes		-1	StringParamDef		Editable	True	4	Decorator(MOR	
Channel20_LiveIngestDecode	PlayoutDevice		-1	PlayoutDeviceParamDef		Editable	False	0	0	
Channel20_LiveIngestRecord	PlayoutDeviceGroup		-1	DeviceGroupParamDef		Editable	False	0	ů.	
Channel20_Loop Header	RestrictedAirTime	Restricted Play between 10PM a	-1	BooleanParamDef	False	Editable	True	0	0	
	SchedHH		-1	StringParamDef		Editable	False	0	0	
Channel20_Mediaball2 - Auto Inserted	SchedMM		-1	StringParamDef		Editable	False	0	0	
Channel20_Play MEDIADECK_2	SchedSS		-1	StringParamDef		Editable	False	0	ů.	
Channel 20_RollCall - Freeze Detection - Disa	SlaveStatus		-1	IntegerParamDef	0	Editable	False	0	ů.	
Channel20_RollCall - Freeze Detection - Enall =	StartMode		-1	Start Mode Type Param Def	Reference To Pare	Editable	False	0	0	
Channel20_RollCall - Manual Switch to BACF	StartTimeOffset		.1	Phak Date Time Param Def	00.00.00.00	Editable	False	0	0	
Channel20_RollCall - Manual Switch to MAS	Subdescription		.1	StringParamDef	00.00.00,00	Editable	False	0	0	
Channel20_RollCall - Manual Switch to Roll	Tao		.1	StringParamDef		Editable	False	0	0	
Channel20_NoliCall - Mute Detection - Enable	Timel ink Declaration		.1	StringParamDef		Editable	False	0	0	
Channel 20, Boll Call GPL - LOGO ON	Timel ink/Offset		.1	Phak Date Time Param Def	00-00-00	Editable	False	0	0	
	TimeLinkBafarance			StringParamDef	00.00.00,00	Editable	False	0	0	
Channel 20 RollCall GPI- STILL VIDEO	Title		1	StringParamDef		Editable	Falso	0	0	
	TransitionDuration		2	TimecodeParamDef	00-00-00-00	Editable	Taua	0	0	
- Channel 20 RollCall IP - Ch 10 alarms - Disable	TransitionOffeet		0	Timecodel arambei	00-00-00-00	Editable	Eplan	0	0	
- Channel20_RollCall IP - Ch10 alarms - Enable	TransitionTumo		2	Transition TransParamDef	00.00.00,00	Editable	Taise	7	0	E
Channel20_RollCall IP - Ch10 alarms - Enable	TavaTima		2	Peelese Param Def	Enlag	Editable	Taua	1	0	
Channel20_RollCall IP - Switch to BACKUP	True Time		-	String - Derrors Def	raise	Editable	True	0	0	_
Channel20_RollCall IP - Switch to MASTER	Type		-1	StringParamDer		Editable	Faise	0	0	
Channel20_RollCall IP - Switch to RULES EN			-1	StringParamDer		Editable	Faise	0	0	
Channel20_Route clone	UMDContent		14	StringParamDer	D (10	Editable	True	0	0	-
Channel20_SAM Lower Third - Arabic	Video Source		U	SourceParamDer	DefaultSource	Required	False	U	0	
⊡- Channel20_SAM Lower Third - Intro										
	Add Parameter Delete Parame	ter Modify Parameter								
Channel20_Snell Lower Third (s) - Arabic State										
Channel20_Snell Lower Third (s) - Russian Ci										
Channel20_SubtitleLanguage <blank all=""></blank>		00:00:00	00:1	15:00;02	00:30:00;02	00:4	5:00;04		01:00:00;00	
Channel20_SubtitleLanguage <default></default>										
Channel20_SubtitleLanguage <defaults< td=""><td></td><td></td><td>/////</td><td></td><td></td><td>///////////////////////////////////////</td><td>//////</td><td>//////</td><td>//////</td><td></td></defaults<>			/////			///////////////////////////////////////	//////	//////	//////	
Channel20 SubtitleLanguage <specieic ei<="" td=""><td>MediaBall's owner event</td><td></td><td></td><td></td><td></td><td>///////////////////////////////////////</td><td></td><td></td><td></td><td>=</td></specieic>	MediaBall's owner event					///////////////////////////////////////				=
Channel20 SubtitleLanguage (SPECIFIC FIL										
Channel20_SubtitleLanguage <specific fil<="" td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></specific>										
Channel20_SubtitleLanguage <specific fil="" t<="" td=""><td>Channel20_LIVE News Flas</td><td>sh</td><td></td><td></td><td></td><td></td><td></td><td></td><td>- 11</td><td></td></specific>	Channel20_LIVE News Flas	sh							- 11	
										Ψ.
Add Add Clana Deleta			Set	Media Ball owner event duration	01-00-03-18					_
The clone Delete		(hr		2hr	Show	parent / chil	d connectio	ns Key	
Add Child Add Clone Child					21					
Event Import										
Laport import	Hide MediaBall Viewer								Close	

Figure 70 Event Types - True Time Parameter Definition

- TimeLink Orphaned References

The start times of events in two different channels can be linked using the **Time Link Declaration** and **Time Link Reference** fields on the Property Inspector (refer to page 5). If the start time of the declared event changes, the start time of the referenced event also changes.

This option describes how to deal with orphaned reference events which occur when the declaring event does not exist. The options are:

- Strict reference events are disabled (also disables all child events)
- Lazy reference events are left enabled and retain their last known start time. They are treated as an absolute event

Note:

For flexible channels, the system moves the time link master events to the N+1 channel so that it can take responsibility for all of the time declarations. When the N+1 channel is released, the system moves the time link declarations back to the original channel.

- Prevent Taking Next on TrueTime Events

Prevents a user from performing a Take Next on an event that has the TrueTime parameter set. This means that the TrueTime value and the scheduled start time for the event have a higher priority than the Take Next function. In order to perform a Take Next on the event, remove the TrueTime parameter.

When disabled, it is possible to Take Next on a TrueTime event only if it is preset, even if there are other events that it can enable and playout first.

7.7.2 Multipart Programme Tab

The 'Multipart Programme' options on this tab apply to the **Multipart Programme (MPP) ID** field on the Property Inspector (refer to page 5) that links segments of a programme (for example, a live event might be split by commercial breaks or a film by a news item). A multipart programme ID must be unique to a specific programme within a channel. Events marked with an MPP ID are not decorated with database in-points and durations. Durations are only updated when events are in hold (rippling) or when a Take Next action is performed.

MC EventSto	re Configuration					×
System Mu	ultipart Programme	Junction Preview	Rippling Hold	Panoplay/Bx	f Sync Name Cor	nfig
Max Sep	eration of Multipart	Programme Events	10	×		
Main Ma	terial Inpoint Adjust	ment		v		
Guard M	laterial Inpoint Adjus	tment		V		
Breakaw	vay Audio Material Ir	npoint Adjustment				
MPP Pol	icy ChangeN	lextPartWithoutShor	tening	•		
Australia	n Multichannel			V		
Master C	hannel </td <td></td> <td></td> <td>•</td> <td></td> <td></td>			•		
Threshol	d 00:00	:10:00				
					Apply	Close

Figure 71 EventStore Configuration - Multipart Programme Tab

- Maximum Separation of Multipart Programme Events

The maximum time (in minutes) between two events that are to be linked by Multipart Programme IDs.

- MPP Policy

ChangeNextPart

If a segment overruns or underruns, use this option in order to make the required adjustment to the duration of the next segment.

ChangeNextPartWithoutShortening

If a segment underruns, this option allows the duration of the following segment to be increased. It also prevents the duration being reduced if the segment overruns.

ChangeOnwardFromNextPartWithThreshold

If a segment overruns, this option allows the duration of the next segment to be reduced until it reaches the threshold setting (refer to 'Threshold' below), then reduce the duration of the following segment, and so on.

ChangeLastPart

If a segment overruns or underruns, this option allows an adjustment to be made to the duration of the last segment in the Multipart Programme ID group.

ChangeBackwardsFromLastPartWithThreshold

If a segment overruns, this option allows the duration of the last segment to be reduced until it reaches the threshold setting, followed by a reduction to the duration of the penultimate segment, and so on.

- Australian Multichannel

Tick the check box to enable 'rubber banding' (refer to page 646).

- Master Channel

Drop-down menu - select the channel that acts as the master channel for 'rubber banding'.

- Threshold

The minimum duration of any segment (the default is 30 seconds).

7.7.3 Junction Preview Tab

The **JUNC PREV** (Junction Preview) button on the Manual Intervention Panel (MIP) allows junctions to be previewed in order to ensure that transitions, for example, will play out as intended.

For information on the MIP, refer to Chapter 2.1.7 The Manual Intervention Panel (MIP).

Junctions can be previewed according to the resources available in the flexible channel. For details on the Flexible Channel, refer to Section 7.4.1 Channel Types).

JUNC PREV plays the beginning of one item and the end of the next. Use the **Run In** and **Run Out** fields to specify the required timecodes.

C EventStore Configuration				×
System Multipart Programme	Junction Preview	Rippling Hold	Panoplay/Bxf Sync Name C	onfig
Run In	00:00	:10:00		
Run Out	00:00	:05:00		
L			Apply	Close

Figure 72 EventStore Configuration - Junction Preview Tab

7.7.4 Rippling Hold Options

Applying 'Rippling hold' to a schedule pauses the current event, allowing it to overrun - the start times of the follow-on events will therefore update continuously as they also ripple behind the current event.

In this situation, the start times of upcoming follow-on events (refer to page 644) cannot be established until the preset event is run manually. They update continuously (that is, they 'ripple through') as far as the next fixed event (refer to page 644) on the schedule.

MC EventStore Configuration	×
System Multipart Programme Junction Preview Rippling Hold Panoplay/Bxf Sync Name Config	
Min Remaining Time Of Held Event 00:00:02:00	
Held Event Extension Period 00:00:00:00	
Apply	e

Figure 73 EventStore Configuration - Rippling Hold Tab

- Minimum Remaining Time of Held Event

Set a point at which an event is held before it reaches the end. For example, if this parameter is set to 00:00:02:00 for a 30 second event, then the event is held at a point **2** seconds before its end.

7.7.5 Other Tab

Options for the labelling of channels in order to describe their status when configured for Panoplay or BXF Tertiary Synchronisation.

C EventStore Configuration	
System Multipart Programme Junction	Preview Rippling Hold Other
Panoplay Master Label	Leader
Panoplay Slave Label	Follower
BXF Tertiary Sync Source Label	
BXF Tertiary Sync Target Label	Bxf Sync Tertiary Target
	Apply Close

Figure 74 EventStore Configuration - Panoplay & BXF Tertiary Label Configuration

Panoplay System Naming Configuration

Change the names of the Panoplay systems.

Panoplay uses the default names of Leader and Follower for the primary and secondary systems - they appear in the Panoplay status indicator in the Editor, in the title bar window of the Editor, and optionally as a banner across the Editor display on the Follower system. Refer to Chapter 16.4 Panoplay Status and to the 'Panoplay Slave Banner Visible' checkbox in Chapter 13.1 Common Configuration Settings.

If alternative names are desirable, use the text boxes described below:

- Leader Name Change

Enter an alternative name for the leader (primary) system.

- Follower Name Change

Enter an alternative name for the follower (secondary) system.

BXF Tertiary Synchronisation Naming Configuration

- BXF Tertiary Synchronization Source

An optional label that is displayed across the schedule on the source channel that has been active in BXF Tertiary synchronisation.

- BXF Tertiary Synchronization Target

An optional label that is displayed across the schedule on the target channel in order to identify it has having been selected to be active in BXF Tertiary synchronisation.

The target channel will always be one of type 'Flexible'.

7.8 Application Configurations Tab

Displays the configurations for all Morpheus applications and allows them to be renamed, copied and deleted.



MC Application Configurations	_	×
Available Application Configurations		
Bridge-Default (833) Common application settings for Role: All. (186) Common application settings for Role: Exception Monitoring. (186) Common application settings for Role: Incest. (186) Common application settings for Role: OFFLINE. (186) Common application settings for Role: Position 1. (186) Common application settings for Role: Position 1. (186) Common application settings for Role: Position 2. (186) Common application settings for Role: Position 2. (186) Common application settings for Role: ReadOnly. (186) Comfigurator (4) EventstoreHost/Default (227) MIP\SoftMIPPos1 (2358) MIP\SoftMIPPos2 (2376) MorpheusEditorAlIABC (3420) MorpheusEditorAlICH1 ICE (4105) MorpheusEditorAlICH5 (3980) MorpheusEditorAlICH5 (3980) MorpheusEditorAlICH6 (3980) MorpheusEditorAlICH6(Machine Settings (2985) MorpheusEditorAlICH6(Machine Settings (2985) MorpheusEditorAlICHAnnel 10 (12192) MorpheusEditorAlICHANNEL_1 (3938)		•
	Clo	ose

Figure 75 Application Configurations Window

7.9 Engineering Log Tab

The engineering log (refer to page 572) is a log for diagnostic purposes. Engineering logs can be created by the Eng Log Collector Host Shell Service (refer to page 211) and the Automation Database Reporter (refer to page 569).

Note: Scroll left to right in order to view all log entry fields.



On the Morpheus Configurator window toolbar, click on the Engineering Log tab

MC Engir	eering Log)				
Index	Severity	Eventstore Time	External Time	Criteria		*
182491	Moderate	23-SEP-2016 11:55:13;01	23-SEP-2016 11:55:13;28	Device		
182492	Moderate	23-SEP-2016 11:55:13;01	23-SEP-2016 11:55:13;28	Device		
182493	Moderate	23-SEP-2016 11:55:13;01	23-SEP-2016 11:55:13;28	Device		
182494	Moderate	23-SEP-2016 11:55:13;01	23-SEP-2016 11:55:13;28	Device		
182495	Moderate	23-SEP-2016 11:55:13;01	23-SEP-2016 11:55:13;28	Device		
182496	Mild	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;04	ChannelAffili	ated, Event Cl	hannels=1
182497	Mild	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;04	Event		
182498	Mild	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;04	Event		
182499	Moderate	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;04	ChannelAffili	ated, Manualli	ntervention
182500	Moderate	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;03	ChannelAffiliated, ManualInterven		ntervention
182501	Mild	23-SEP-2016 11:55:31;00	23-SEP-2016 11:55:31;04	ChannelAffiliated, Event Channels=		hannels=1
182502	Moderate	23-SEP-2016 11:57:34;00	23-SEP-2016 11:57:34;01	ChannelAffili	ated, Channel	Channels=
182503	Moderate	23-SEP-2016 11:59:32;01	23-SEP-2016 11:59:32;01	ChannelAffili	ated, Channel	Channels=
182504	Mild	23-SEP-2016 11:59:32;01	23-SEP-2016 11:59:32;01	Event		-
•						•
Rider		Filter			Next Index	
Ch1AsB	in-Channel1	Channel Affiliated Manual	Intervention Channel Event	Channels=1	182503	
Girinaria		Charlier Milded, Maridan	intervention, enanner, Event	Channels-1	102000	
D L. D. Delete All Lancian 250					Class	
Delete P	Lo	g Entries	2.50			Close

Figure 76 Engineering Log

7.10 Configurator Tool Bar Menus

Configurator - BROADCASTSYSTEM1			
File Advanced View Help			
		s	an)
- 🔲 CH1 [AUTO_ON] [HOLD] PGM({1D111EB4-F00E8131}) PST({68A8F967-54288E07}) [50 events]	Name Typ	e Value	*
 CH2 [AUTO_ON] [HOLD] PGM((642D6822-7F97099A)) PST(null) [70 events] Region 1 [AUTO_ON] PGM(null) PST(null) [0 events] CH3 [AUTO_ON] PGM(null) PST(null) [0 events] Ch3 [AUTO_ON] PGM(null) PST(null) [0 events] Channel 12 [AUTO_ON] PGM(null) PST(null) [0 events] Screen Too [AUTO_ON] PGM(null) PST(null) [0 events] Channel 10 [AUTO_ON] PGM(null) PST(null) [0 events] Region 11 [AUTO_ON] PGM(null) PST(null) [0 events] Region 12 [AUTO_ON] PGM(null) PST(null) [0 events] Channel 10 [AUTO_ON] PGM(null) PST(null) [0 events] Channel 10 [AUTO_ON] PGM(null) PST(null) [0 events] CH2 Staging [AUTO_ON] PGM(null) PST(null) [0 events] CH2-Staging [AUTO_ON] PGM(null) PST(null) [0 events] CH3-Staging [AUTO_ON] PGM(null) PST(null) [0 events] Channel14 [AUTO_OFF] PGM(null) PST(null) [0 events] Channel14 [AUTO_OFF] PGM(null) PST(null) [0 events] 	SavedinpointData Stim ScheduleInformation Strim Warnings Strim ActualDuration TPb ActualEndTime TPb AllowTopLevel Boo ChainPostion Int3 Channel ICha ChildDuration TPb Created TPb DecorationStatus Dec DecorationTrackingS Strim Device IDev DeviceAllocationStatus Int3 DeviceEndTime TPb DeviceGroup IDev DeviceStartTime TPb Duration TPb	19 19 19 19 19 19 19 19 19 19	
< III +	DurationMode Dura EffectiveEnabledState Boo EndTime TPb EndTimeOffset TPb ErrorCode Int3.	ationMode lean vakDateTime vakDateTime 2	
Online			

Figure 77 Configurator Tool Bar

7.10.1 File Menu Options

File	Advanced
	Import
	Export
	Exit

Figure 78 Configuration File Menu

7.10.1.1 Import/Export

Import/export the current_system.xml file (refer to 'Import/Export' page 131).

Import performs the same action as clicking **Import System From File** in the ImportExport window.

Export performs the same action as clicking Export System.

7.10.2 Advanced Menu Options

Advanced	View	Help					
All Aut							
Force (Force Clear Channel						
Force (Clear All C	Channels					
Event	Гуре Clor	ier					
Operat	tor Station	ıs					
Service	Services						
Applic	Application Servers						
TimeLi	ink Hierar	chy Templates					
Create Super-Duo Slave Parameter							
Scripts	Scripts Alarm Test						
Alarm							

Figure 79 Configuration Advanced Menu

7.10.2.1 All Auto On

Switches automation on for all channels. Switching automation on enables the commands to the playout devices while leaving the schedule running.

7.10.2.2 Force Clear Channel / Force Clear All Channels

- Force Clear Channel

Clears all events, including the on-air event and past events, from the channel selected in the Morpheus Configurator window.

- Force Clear All Channels

Clears all events from all channels in the Configurator. A confirmation window is displayed.



Use these options with caution. If the Bridge is connected when either of these options is selected, all event information is deleted from the device controller(s).

7.10.2.3 Event Type Cloner

Create a batch of new Event Types based on existing Event Types (refer to 'Event Types' on page 52).

EventType Cloning Assistant			
Event type construction plan			Channel assignment
Source name AE After Bumer Lower Third - Ch1_DE AE After Bumer Lower Third - Ch1_D AE After Bumer Lower Third - Ch10_D AE After Bumer Lower Third - Ch10_TN AE Main Event Template-Channel10 AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - Simole Tonight Ch1_DEFA Replace tem Image: Search and replace checked event type	Target name AE After Burner Lower Third - Ch1_D AE After Burner Lower Third - Ch1_N AE After Burner Lower Third - Ch10 AE After Burner Lower Third - Ch10_' AE Main Event Template-Channel10 AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch10_DEFAU AE Menu - 3D Tonight Ch10_NewsT AE Menu - 3D Tonight Ch10_NewsT AE Menu - Simple Tonight Ch1_DEFA III	Target Channels Channel 1 Channel 1, Channel 2 Channel 10 Channel 10 Channel 10 Channel 1 Channel 1 Channel 1 Channel 1 Remove selected fro Keep only selected i	Channel1 Channel2 Region 1 Region 2 Channel11 Channel12 ScreenToo Channel 10 Region 11 Region 12 Channel20 mlist Delete event types nlist

Figure 80 Event Type Cloner Window

- 1. Select all Event Types to clone.
- 2. Under **Channel assignment**, select the channels in which to create the cloned Event Types.
- 3. In the **Replace term** field, type the term to be replaced (appears in the cloned Event Type).

Note: The field is case sensitive - type the term exactly as it appears in the Event Type name.

- 4. Select **in source names -** replaces the term in the Event Type that is being cloned with the new term in the cloned event.
- 5. In the **with term** field, type the term that is to appear in the cloned Event Type name.

The following image shows that the name 'Event #' has been replaced with 'My Event #' to create cloned events My Event 1-3. 'Event' has been typed in the **Replace term** field and 'My Event' in the **with term** field.

	EventType Cloning Assistant Event type construction plan				
Existing events	Source name Event 1 Event 2 Event 3 My Event 1 My Event 2 My Event 3		Target name My Event 1 My Event 2 My Event 3 My Event 1 My Event 2 My Event 3		
	Replace term	Event	in target names		
	with term	My Event			

Figure 81 Event Type Cloning Assistant

6. To clone the Event Type(s), click on Search and replace checked Event Types.

The term is replaced in the Target name field - the EventType itself is not renamed.

Note: Before cloning the Event Types, the target name can be changed. Type the existing target name term in the **Replace term** field and select **in target names**. Enter the new term in the **with term** field. Click on **Search and replace checked Event Types**.

7. To clone the event(s), click on **Execute**.

The new Event Types appear at the bottom of the list.

- Remove Selected From List

Hiding Event Types on the List

Select the Event Types to hide and click on Remove selected from list.

Note: Event Types are not deleted.

- Keep Only Selected in List

Displaying Selected Event Types

Customise the display of the list of Event Types by applying a filter

Select the relevant Event Types and click on Keep only selected in list.

- Delete Event Types

Select the Event Types to delete and click on Delete Event Types.

7.10.2.4 Operator Stations

The EventStore uses 'operator stations' to identify the channel that an operator is viewing on the workstation. Operator stations can be used for various tasks in Morpheus.

For example, they can change the video routed to the monitor so that the video on the wall matches the channel the operator is working on.

When an operator station has been configured, it can be selected in the Editor and Timeplane (refer to 'Machine Specific Settings' on page 262).

Operator Stations			
OperatorStation 1 OperatorStation 2 OperatorStation 3	Name OperatorStation 3 Router device B Router Current channel Channel 1 PMap device Mixer_DSK2		▼ ▼ ▼
	Destination map		
	Name		Router dest
	Aux1		-1
	PstA		-1
	Aux2 Aux3		-1
	PgmA		-1
	Aux4		-1
	PgmV		-1
	PstV		-1
		-	1
Delete Add		Save	
			Close

Figure 82 Operator Stations Window

Add an Operator Station

- 1. From the Operator Stations window, click on Add.
- 2. Enter a name for the operation station in the field provided.
- 3. Select the router device, current channel and PMap device.
- 4. Select the required destination map and enter the required value in the field provided.
- 5. Click on Save.

The operator station is added to the list.

Delete an Operator Station

- 1. Select the operator station to delete.
- 2. Click on Delete.

Edit an Operator Station

- 1. Select the operator station to edit.
- 2. Make the changes as required and click on **Save**.

7.10.3 Services

Displays the Service registry window, showing running services - selected service entries can also be deleted as required using the **Delete Service Entries** button.

MC Service registry	- O X
Service	Last touched
Bridge-Default	27-SEP-2016 08:
Snapshotter	27-SEP-2016 08:
EventstoreServiceApp/MissingMaterialReportService	27-SEP-2016 08:
EventstoreServiceApp/ChannelOverviewService	27-SEP-2016 08:
EventstoreServiceApp	27-SEP-2016 08:
EventstoreServiceApp/MaterialUsageReportService	27-SEP-2016 08:
<	4
Delete service entries	Close

Figure 83 Service Registry Window

7.10.3.1 Application Servers

Configure and enable Application Servers. For details on the role of application servers, refer to Chapter 9. Application Server.

MC Application Servers	
Morpheus APP SVR	Application Server Details Application Server Type MorpheusAppServer Host Name (pc name or ip address) localhost Port 11000 T Enabled Apply Cancel
Create and Delete default alams when Creating Deleting Application Servers	Close

Figure 84 The Application Servers Window

Note: If default alarms are to be added to the Alarm Patches window when creating or deleting application servers, select the **Create and Delete Default Alarms When Creating\Deleting Application Servers** check box. Examples are 'The availability of Application Server "[name]" is unknown' and 'The Application Server "[name]" is unavailable'.

Create an Application Server

- 1. Click on Add.
- 2. Enter the name of the application server and of the host machine and click on **OK**.
- 3. Select the required Application Server Type.
- 4. Enter the required Port number.

Note: The port number must be unique.

- 5. To enable the application server, select **Enabled**.
- 6. Click on Apply.

Delete an Application Server

- 1. Select the application server to delete.
- 2. Click on Delete.

7.10.4 TimeLink Hierarchy Templates

Note: Use on the advice of Grass Valley engineering only.

Provides a method of configuring formal time linking relationships between channels (in a template) that the user can then apply to a schedule. When there are many time link declarations and references in a large schedule, it is sometimes possible to inadvertently create an invalid relationship between the 'master' and 'slave' events. Creating a hierarchy template prevents this situation and provides a visual overview of the current time link relationships.

To create a new template:

- 1. Click on Create/Copy.
- 2. Enter a new name for the template in the Name field.
- 3. Click on Save the editing window is now displayed in the right-hand panel.
- 4. In the editing window, right-click and select a channel.
- 5. The channel name appears in the editing panel. Click on the channel so that it turns green and becomes the master channel that contains the time link declarations.
- 6. Right-click and select another channel (the 'slave' channel that contains the time link references).
- 7. The channel appears in the editing panel as a child of the 'master' channel.
- 8. Continue creating the hierarchy as required. To delete a channel, right-click in the editing panel and select the delete option for the channel.
- Once the hierarchy is complete, click on Save the template is now accessible in the Editor from the Tools -> Timelink hierarchy menu option. Also refer to the Editor configuration option 'Allow active timelink hierarchy template to be changed' in Section 13.1 Common Configuration Settings for further information.

mplates		Edit Template - Template1	
ame	Active		
emplate1			
		Chan	nel1
		Chan	inel2
		Char	nol2
		Chan	iners.
		Name Template1	
eate/Copy		Currently Active	Cancel Delete Save

Example Hierarchy

Figure 85 Example Time link hierarchy template

7.10.5 Create Super-Duo Slave Parameter

SuperDuo is a legacy schedule synchronization application that has been superseded by Panoplay (refer to page 21).

7.10.6 Scripts

Create scripts for use with the Morpheus Access Panel - a hardware panel consisting of buttons that can be configured to provide MIP functionality.



Figure 86 Example Morpheus Access Panel

The panel uses the Serial MIP driver that is fundamentally the same as the standard MIP driver, with the following main differences:

- The panel is connected using RS422 (not GPIs),
- Multiple MIPs can be bound to the same panel.

For further information on this option, please contact a Grass Valley representative.

7.10.7 Alarm Test

Opens a window displaying a list of alarms and the alarm scroller.

Acknowledge one or more alarms by using the right-click menu.

MC Alarm Test					×
Alam	Severity	Time	Description		*
Vtr2 Offline	Severe	27-MAR-2012 16:06:41:00	Device is offline		
Mixer\DVE1 Unknown error	Severe	28-FEB-2012 13:07:54:19	Unknown error		
🛛 🗹 Bridge-Default Availability	Moderate	27-MAR-2012 16:06:41:00	Not available		
Svr1 Unknown error	Severe	28-FEB-2012 13:07:54:19	Unknown error		E
Channel 2 Auto	Severe	28-FEB-2012 13:07:54:19	Automation is disabled		
Mixer Offline	Severe	27-MAR-2012 16:06:41:00	Device is offline		
Svr2 Offline	Severe	27-MAR-2012 16:06:41:00	Device is offline		
Vtr1 Unknown error	Severe	28-FEB-2012 13:07:54:19	Unknown error		
Svr1 Offline	Severe	27-MAR-2012 16:06:41:00	Device is offline		
Ch 🤡	nar	nnel 2	Auto) -	A

Figure 87 The Alarm Test Window

7.11 Right-Click Menu Options

Right-click the events area on the left of the Configuration window to display the following menu:

Details	
Refresh	F5
Сору	
Paste	
Paste Top	
Paste From Clipboard	
Set Event Failed	
Set Event OK	
Set Material Status	•
Set Kernel Status	•
Set Device Allocation Status	
Set Event Started	
Set Event Finished	
Set Error Code	
Preview Event	
Tag Test	
InsertPresetBusCut()	

Figure 88 Right-Click Menu

7.11.1 Details

Opens a window displaying the details for the selected event:

×	
Type(Event) Oid({0101306B-9A9E7806}) Name(CH1 ProfileC - Play Clip) Device(Svr3) Duration(00:00:00:00) (UpstreamGuardEvent) (InPoint:00:00:00; MasterSOM:00:00:00; PlayoutDeviceSOM:00:00:00:00)	
ОК	

Note:

The same window can be displayed by double-clicking on the event.

In order to add default alarms to the Alarm Patches window whilst application servers are being created or deleted, select the **Create and Delete alarms when Creating\Deleting Application Servers** check box.

Examples

The availability of Application Server <name> is unknown

The Application Server <name> is unavailable

7.11.2 Refresh

Updates the Configurator with any changes that have been made (for example, it shows any new Event Types that have been added) and expands all the channels and events.

7.11.3 Copy / Paste / Paste Top

- Сору

Duplicates a single event. Select the Event and click on Copy.

- Paste

Copy an event to a position in between two others. Select the event above the required position in the schedule and click on **Paste**.

- Paste Top

Paste an event to the top of the schedule. Click on **Paste Top** in order to copy an event either to the top of the schedule.

7.11.4 Set Event Failed

Marks the event on the Editor schedule as having failed, and places a red barrel in the **Main** status column of the Morpheus Editor.

7.11.5 Set Event OK

If an event has been marked as having failed, this option resets its status to 'OK' and places a green barrel in the **Main** status column of the Morpheus Editor.

7.11.6 Set Material Status

These options apply to material events, and change the barrel indicators in the **Main** column on the Morpheus Editor schedule to indicate the status of events, as follows:

Status	Status Barrel	Description
Unknown		Marks the event as having a status of 'unknown'.
ExistsOnRequiredServer	Ŧ	The event exists on the selected server.
ExistsOnOtherDevice		The event exists in the Morpheus media management database but is on a different device.
DoesNotExist	D \$	The event's material ID does not exist in the Morpheus media management database.
NoValidInstances	?	The material ID exists but there are no valid instances of this event.
TransferRequestPosted		A transfer request has been posted.
TransferRequestInProgress		A transfer request is in progress.
TransferRequestFailed	×	The transfer request has failed.
Table 3 Set Material Status Optio	ns	

7.11.7 Set Kernel Status

Note: For test purposes only.

7.11.8 Set Event Finished

Finishes an event - the event is greyed out and becomes a past event.

7.11.9 Set Error Code

Places an error code on the Property Inspector (refer to page 5) for the playout Event Type. For example:

Error Code	Definition	Description
1116	Too late to execute moment	One of the components of an event has a start time that has already passed.
	<u> </u>	

Table 4 Set Error Code

Enter the required code in the Value field and click on Accept.

7.11.10 Preview Event

Preview of material events. Complete the parameters as required, click on **Apply** and then click on **OK**.

7.11.11 InsertPresetBusCut ()

Inserts a preset bus cut onto the schedule.

8. EventStore Test

FOR GRASS VALLEY ENGINEERING USE ONLY

The EventStore test shares most of its functions with the Configurator, although some are unique to it - these are detailed in this chapter.

C EventStore time: 20-MAR-2017 14:45:02;00	~				- • ×
About					
Channel Control Configuration Utilities Misc					
Force Clear Channel Force Clear All Channels Add Event Add Child Event	Delete Event	Force Delete Event	Collect Event Collect All		
CH1 [AUTO_ON] PGM({7EEB47F6-C17D6C2A}) PST({04F25B97-71C45C64}) [81 events]	^ Name	Туре	Value	KPN	^
CH2 [AUTO_ON] [HOLD] PGM({0194AEE5-FE3265FD}) PST({5FE2CE22-47C7D614}) [40 event:	_SavedInpo	intData String			E
Region 1 [AUTO_ON] PGM(null) PST(null) [0 events]	_Schedule1 Wamings	formation String			
Region 2 [AUTO_ON] PGM(null) PST(null) [0 events]	ActualDurat	ion TPbakDateTim	e		
CH3 [AUTO_ON] PGM(null) PST(null) [0 events]	⊨ ActualEndT	ime TPbakDateTim	e		
Channel 12 [AUTO_ON] PGM(null) PST(null) [0 events]	ActualStart	vel Boolean	e		
ScreenToo [AUTO_ON] PGM(null) PST(null) [0 events]	ChainPositio	in Int32			
Channel 10 [AUTO_ON] PGM(null) PST(null) [0 events]	Channel ChildDuratio	IChannel n TPbakDateTim	A		
Region 11 [AUTO_ON] PGM(null) PST(null) [0 events]	Created	TPbakDateTim	e		
Region 12 [AUTO_ON] PGM(null) PST(null) [0 events]	Decoration	itatus DecorationStat	usT		
CH1-Staging [AUTO_ON] PGM(null) PST(null) [0 events]	Decoration	IDevice			
CH2-Staging [AUTO_ON] PGM(null) PST(null) [0 events]	+ DeviceAlloc	ationStatus Int32			
< III >	DeviceEnd	ime TPbakDateTim	e		-
Refresh Load Aggregated Preserve Historical Poll Do	not set time 💌	Once	Collect TPS	Take Add Many Events	100 🚔
Save Save Aggregated Hold first		Te	Add Duration timeout Use Cached Start Ti	mes Test retract Writ	e Xa lock 10 🚔

Figure 89 EventStore Test

8.1 Next Transition for Bridge

A monitoring tool designed to provide an indication of a safe window of time within which maintenance tasks can be performed on controller cards and the Bridge, without causing disruption to the system.

For each selected channel, a visual countdown to the next main event transition is displayed, with the closest next transition reproduced in a larger font in the top left-hand side of the window, alongside which are the names of the associated channel and the PST main event. The colour of the countdown changes according to the configured threshold:

- Green countdown outside of the threshold (considered safe)
- Red countdown within the threshold (considered threatening to the stability of the system)

8.1.1 Configuring Next Transition for Bridge

1. On the 'Misc' tab, click on **Next Transition For Bridge** - the Time to Next Transition (TNT) window is displayed (Figure 90).

MC Time to Next Transition (TNT)		
00:01:03;27	CH1 GONE_GIRL_TRAILER_030	Threshold H M S F 0 V 2 V D V 2 V
Channel Name	Next Transition	A
🗷 CH1	00:01:03;27	
☑ CH2	00:02:12;16	=
Region 1		
Region 2		
CH3		
Channel12		
ScreenToo		
Channel 10		
L		

Figure 90 Time to Next Transition Window

2. Using the spin controls in the top right-hand corner, configure a safety threshold in hours, minutes, seconds, and frames, equal to the amount of time, ahead of the end of the PGM event (the next transition), before which it is considered safe to reconnect controller cards to the Bridge.

The default threshold is 2 minutes.

3. Tick the checkboxes against those channels to monitor - a countdown to the end of the PGM event on each channel is displayed in the Next Transition column.

9. Application Server

The Application Server allows the Editor and Host Shell Services applications to communicate with the Morpheus media management database (refer to page 588).

AP Morpheus Applicatio	ion Server	
File Tools Help		
Time Sev	verity Alarm	Description
27/09/2016 10:52:39 (cle	eared) Select Material	Select Material has been initialised LW7ENGA5924-4 EventstoreServiceApp
27/09/2016 10:52:39 (cle	eared) Check Valid Item	Check Valid Item has been initialised LW7ENGA5924-4 EventstoreServiceApp
27/09/2016 07:45:42 Info	o Lifecycle	Application started
27/09/2016 07:45:43 Info	o Schema	MAPP schema=5.0
27/09/2016 10:52:49 Info	o Select File Id	Select File Id has been initialised LW7ENGA5924-4 EventstoreServiceApp
P		
]

Figure 91 Morpheus Application Server Window

The Editor requires the Application Server for Palette and manual queries.

The decorators within Host Shell Services collect the missing values from the database to populate empty fields in the EventStore.

Note: The decorator services are Live Record Decorator (refer to page 234), Lock Decorator (refer to page 235), Material Decorator (refer to page 236) and Morpheus DB Decorator (refer to page 246).

9.1 Adding and Enabling Application Servers

Application Servers need to be enabled before they can be used. Application Servers can be added, configured and enabled using the Configurator (refer to page 50).

To enable application servers from the Configurator, select **Advanced > Application Servers** (refer to 'Application Servers' on page 154).

9.2 Configuration

To configure the Application Server, click on **Tools** on the tool bar and select **Configuration** from the drop-down menu,

9.2.1 Settings Tab

AP Configuration	×	
Settings Database Application	n Server Mater 🔸 🕨	
TCP/IP Port:	11000	
Use long file names		
Max. Database Connections	5 ÷	
Pause Between Queries (ms)	50 ÷	
Centura Retries	2 ÷	
Min Time Between Transfer Updates (ms)	0 ÷	
Don't Use Oldest Tape Instance No Master Instance	∍lf □	
Flag Recorded Material For Replication		
Set Segments Encoded on Completion of Record		
NTSC	V	
ОК	Cancel Apply	

Figure 92 Application Server Configuration - Settings Tab

- TCP/IP Port

Enter the required TCP/IP Port number.

- Use Long File Names

Tick the check box in order to allow the use of long file names. Long file names are set using the Long File IDs column (refer to page 600) in the Instance table (refer to page 597) of the Morpheus media management database.

- Max Database Connections

Enter the maximum number of database connections required.

- Pause Between Queries (ms)

Enter the amount of time, in milliseconds, to pause between queries.

- Centura Retries

The number of times that automation attempts to connect to the Centura database (for earlier versions of Morpheus that used the Centura database).

- Flag Recorded Material For Replication

When selected, Morpheus triggers the 'Replications Rules' in the Media Management Application Server (refer to page 626) when it creates live record material.

- NTSC

Sets the Application Server to be part of an NTSC system.

9.2.2 Application Server Tab

Credentials required for logging onto the Media Management Application Server.

AP Configuration	X		
Settings Database Ap	oplication Server Mater		
Logon to legacy Application Server			
Server:	localhost		
User Name:	SYSADM		
Password:	SYSADM		
Connection Poll (secs)	5 ÷		
ОК	Cancel Apply		

Figure 93 Application Server Configuration - Application Server Tab

- Logon to Legacy Application Server

When selected, this runs the Media Management Application Server (refer to page 626), provided media management (refer to page 615) is in use and the Transfer Decorator service is activated (refer to page 266).
10. Pbak (Automation Kernel)

Pbak is the automation kernel. It is the real time operating system (On Time), its configuration and the Grass Valley software combined with it that runs on the device controller card(s) (refer to page 12).

10.1 Pbak.exe

Pbak.exe is a copy of the executable file on a device controller card, compiled to run on a Windows PC. It is possible, if necessary, to use the PC COM ports as device controllers for certain types of broadcast equipment.

Note: As Pbak.exe is not time accurate, it is only recommended for non critical tasks.

10.2 Pbak Deployment Tool

Pbak Deploy is a utility for copying **.RTB** and **.DAT** files onto a compact flash disk for use by the device controller cards.

RTB files can only be copied onto the compact flash drive using Pbak Deploy - it is not possible to copy them directly to the drive. It is not, however, mandatory to use Pbak Deploy in order to copy the .dat files.

Using Pbak Deploy, Pbak.dat (see below) can be edited, either on the source drive or on the compact flash disk.

Note: Compact flash disks must be formatted FAT from within Windows before use. The recommended type is Sandisk.

10.2.1 Pbak.dat

Each device controller card has a **pbak.dat** configuration file that is loaded from the compact flash drive at boot-up. The pbak.dat file holds all configuration settings for the card to enable it to communicate with the broadcast devices connected to it.

10.2.2 Pbak.rtb

Each card has a copy of the operating system and proprietary code combined into one executable file, **pbak.rtb**.

10.2.3 Installation

In order to run the deployment tool, it is necessary to register the **PbakConnect.dll** file, as follows:

- 1. Browse to the folder containing the Pbak Deploy files.
- 2. Run setup.bat to register the PbakConnect.dll file.

Note:

The bootdisk.exe file should be in the same folder as PbakDeploy.exe.

10.2.4 Starting the Pbak Deployment Tool

From the Pbak Deploy folder, run PbakDeploy.exe.

PD Pbak Deployment tool (Pbak 4.2.36.4256)			_ 🗆 🗾 📈
File			
Change Dir Refresh Write to CF			
Target Eject			
Executable files (*.RTB) Configuration files (*.DAT)			
Name	Modified	Size	
			*

Figure 94 Pbak Deployment Tool

10.2.5 Configuring the Pbak Deployment Tool

1. Initially, the flash drive and the paths for the .rtb and .dat files must be configured, and then the files must be written to the drive (refer to 'Using Pbak Deploy' on page 172).

On the Pbak Deployment Tool, select File>Configuration - the Settings window is displayed.

PD Settings	_ D _ X
Target Drive	
•	
RTB directory	
DAT directory	
	OK Cancel

Figure 95 Pbak Deployment Tool Settings

- 2. From the **Target Drive** drop-down menu, select the drive containing the CF (Compact Flash) card to configure.
- 3. If required, select the **Show Makedisk progress** check box in order to display a window that provides diagnostic information from the 'MakeDisk' application as it runs (for diagnosing issues with the CF card).
- 4. In the **RTB directory** field, type or browse to the path containing the .RTB file.
- 5. In the **DAT directory** field, type or browse to the path containing the .DAT file.
- 6. If the On Time tools are installed on the PC, use the **On time tools directory** field to enter the path containing **bootdisk.exe**. If bootdisk.exe is located in the same folder as **Pbak Deploy.exe**, then this field can be left blank.

10.2.6 Using Pbak Deploy

The Pbak Deployment Tool window has two tabs, one for .RTB files and another for .DAT files.

PD Pbak Deployment tool (Pbak 4.2.36.4256)			- • ×
File			
Change Dir Refresh Write to CF			
Target Eject			
Executable files (*.RTB) Configuration files (*.DAT)			
Name	Modified	Size	
			^
			-

Figure 96 Pbak Deployment Tool

- Change Dir

Change the directory in order to view alternative RTB and DAT files on their respective tabs.

The directories can also be changed from the Settings window (refer to 'Configuring Pbak Deploy' on page 1710).

- Refresh

Refreshes the list of files displayed on the tabs.

- Write to CF

RTB files: writes the currently selected RTB file to the target drive and makes the target disk bootable.

DAT files: copies the currently selected DAT file to the target drive and renames it to **Pbak.dat**. If the **For debug build** check box is selected then the file is copied to the folder **\Debug** on the target, otherwise it is copied to the **\Release** folder.

- For Debug Build

DAT files only. Tick the check box if a DAT file should be downloaded for use when running Pbak under the debugger - configuration files tab only.

- Target / Eject

Eject the target disk. Click on **Eject** before removing the compact flash card from its socket, otherwise any pending file writes may not complete correctly.

Edit Source: Edit the selected DAT file on the PC - configuration files tab only.

Edit Target: Edit the selected DAT file on the target drive - configuration files tab only. If the **For debug build** check box is selected then the **\Debug\Pbak.dat** file is opened otherwise **\Release\Pbak.dat** is opened.

10.3 Kernel Logs

Information on PBAK log files.

10.3.1 Kernel As-Run Log

The 'kernel as-run log' is a text file log containing all instructions executed by the kernel.

The current file is KernelAsRun.log and is stored in C:\Morpheus\Logs - it is backed up daily to the file KernelAsRun.log.<date>

10.3.2 Kernel Diagnostics Log

The 'kernel diagnostics log' is a file, created by the kernel. It contains a record of kernel activity for all controller cards. It is transferred periodically to the Bridge PC normally every ten minutes.

The current file is KernelDiags.Log, in C:\Morpheus\Logs - it is backed up daily to the file KernelDiags<date>.log

10.4 Kernel Class ID

Event parameters in the EventStore are tagged as being required by the kernel according to the 'kernel class ID' in the device configuration. The kernel class ID is a three digit number that provides Morpheus with the additional parameters relating to a device. These are known as the 'kernel parameters'.

The kernel class ID and kernel parameters can be configured using the Configurator (refer to page 50).

To configure the kernel class ID, click on **Configure Devices** on the Configurator window. Use the **Supported Kernel Class IDs** option on the Properties tab.

To configure the kernel parameters, click on **Configure Events** on the Configurator window. Use the Kernel Parameters Definition tab for the required Event Type (refer to 'Event Type Parameters' on page 79).

10.5 Type ID

The 'type ID' is a three digit code stored against the device name in the device controller configuration file, **pbak.dat** (refer to page 169). It is associated with a device type such as a server, VTR or mixer, and defines the driver that the kernel should use in order to communicate with that device. The type ID requires specific parameters to be sent from the Bridge (refer to page 242) in the right order. In effect it sets the kernel class ID. The following table shows a list of type IDs.

Type ID	Device Type
220	GPIControlledDevice
221	MIP
301	Test Device
305	SimulatedMixer
350	SAMDecoder
402	SonyVtr
403	PinnacleIOPort
405	TektronixIOPort
406	OmneonIOPort
501	Mixer
503	DSK
220	AudioOver
505	DVE
506	PixelPower
507	TxSwitcher
610	Switcher
802	Sonifex
803	Aston Motif
807	LogoMotion
810	Subtitler
820	Vizrt
844	Dalet
848	VistekArc
853	Publitronic
Table 5	

10.6 Pbak Utility (Pbak Test Utility)

The Pbak Utility (Pbak Test Utility) provides the ability to read and edit the kernel registry and to back up and restore pbak.dat files (refer to page 169).

Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4827)	
Config 127.0.0.1 Disconnect 27-SEP-2016	
General Schedule Types Registry AsRun Diagnostics Devices Events Discovery	_
Timestamp Message	
	Clear Dump to KDs
	Reboot Code 0 ÷
	Sync Time ?
	Set Time Controller Commands
	Update RTB Command Code 0 +
	RTB Files Send?
	Pbak Deploy Controller Ping
	TaskDiags Timeout (secs) 5
	Ip Address
	Validate Send ?
	KD Files
	Controller Boot Time
	Controller Version
	Client Version
<►	



Note:

In order to use the Pbak Utility, the IP address of the device controller card is required to provide connectivity (refer to Section 10.6.1 Device Controller Card IP Address).

10.6.1 Device Controller Card IP Address

The IP address can be added in one of two ways:

- Using an Application Startup Switch on the Shortcut

- 1. Right-click on the Pbak Utility shortcut in the Morpheus Shortcuts folder, and select properties from the displayed menu. the Pbak Utility Properties window will be displayed.
- 2. Click on the Shortcut tab. Add the IP address to the target application path using the /a switch, as shown in the example:

C:\Morpheus\x86\PbakUtility.exe /a <IP address>

💴 Pbak Utility P	roperties					
Security	Details Previous Versions					
General	Shortcut Compatibility					
PI PI	oak Utility					
Target type:	Application					
Target location	x86					
Target:	C:\Morpheus\x86\PbakUtility.exe					
Start in:	C:\Morpheus\x86					
Shortcut key:	None					
Run:	Normal window 👻					
Comment:	Pbak Utility					
Open File L	ocation Change Icon Advanced					
	OK Cancel Apply					

Figure 98 Adding the Pbak IP Address to the Shortcut

- Using the Pbak Test Utility Config Page

1. On the Pbak Test Utility window, click on **Config**. The Configure the Current Task window is displayed.

ち Configure the current task			
Settings]	
ChannelNumber	0		
DiscoveryWaitTime	5000	Restore	
FrameAddress	127.0.0.1		
LocalNetworkAdapter	0	Default	
LogCallbacks	False		
RpcTimeout	30000	Apply	
ChannelNumber Event owner property for events c	reated by this program		
Dismiss			

Figure 99 Entering the Pbak IP Address

2. Enter the IP address into the FrameAddress field, and click on Apply.

10.6.1.1 Connecting to the Device Controller Card

In order to connect to the device controller card, click on the **Connect** button on the Pbak Test Utility window. If the connection is successful, the IP address field will gain a green background, otherwise it will be coloured red.

10.6.2 General Tab

n Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4827)		x
Config 127.0.0.1 Disconnect 27-SEP-2016 Wink Vink Vink		
General Schedule Types Registry AsRun Diagnostics Devices Events Discovery		
Timestamp Message		
	Clear Dump to KDs	
	Reboot Code 0 +	
	Sync Time ?	
	Set Time Controller Commands	
	Update RTB Command Code 0 -	
	RTB Files Send?	
	Pbak Deploy Controller Ping	
	TaskDiags Timeout (secs) 5	
	Ip Address	
	Validate Send ?	
	KD Files	
	Controller Boot Time	
	Controller Version	
	Client Version	

Figure 100 Pbak Test Utility - General Tab

- Reboot

Reboots the connected controller card.

- Sync Time

Synchronizes the PC time with the device controller card time.

- Set Time

Displays the Set Controller Time window.

Set Controller Time		l	
28 September 2016	-	09:	04:48:13
Date Only			Sys Time
	ОК		Cancel

Figure 101 Pbak Test Utility - General Tab - Set Controller Time

Set the kernel date and time or, alternatively, use system time by clicking on the **Sys Time** button.

- Update RTB

Upload a new version of **pbak.rtb** (refer to page 169).

Important: before using **Update RTB**, ensure that no device control commands are imminent as this parameter disables the controller card.

Click on **Update RTB** to display the Upload Executable to Controller window. Browse to, and then open the required file.

After the new file has been uploaded, the device controller card should reset; if not, use red reset button.

- RTB Files

A login screen is displayed - enter the username and password and click on Connect.

- TaskDiags

Displays the Task Diagnostics window - displaying internal tasks that are running on the card.

🖚 Task Diagnostics	s						X
							*
Get	TaskInfoCB	TCP Stack					
Save	▼ Task Info	Routing Table	Tcp Ports	🗖 Raw Ports	DCU Stats	All	
Close			UDP Ports	Ping Ports	DCU Track	None	



- Validate Config

Checks the validity of the PBAK configuration.

If valid then the message 'Configuration OK' is displayed on a pop-up window.

- KD Files

Kernel Diagnostics files.

A login screen is displayed - enter the username and password and click on Connect.

- Controller Version

Displays the current RTB version on a pop-up window.

- Client Version

Displays the current PbakConnectAssy version on a pop-up window.

- Dump to KDs

Logs specific information to the Kernel Diagnostics.

Enter a value to indicate the nature of the information that is to be logged:

0 = RPC client information

- 1 = controller boot time
- The ? button displays help text.

- Controller Commands

In development - not currently supported.

- Controller Ping

Send an ICMP Echo Request (ping) from the controller to a specified IP address. Optionally, set a timeout value (seconds): the amount of time that the controller will wait for an ICMP Echo Reply from the target device (the default is 5 seconds).

The ? button displays help text.

10.6.3 Schedule Tab

Create kernel events directly for test purposes.

Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4827)				— — X
Config 127.0.0.1 Discon	Devices Events Discovery	28-SEP-2016	1:55:07	
OID Origin ICCA8A36-BAEE0A00] 28-SEP-2016 00:00:00:00 IOBA94FA-2CBC5D00] 28-SEP-2016 00:00:00:00 ICC32438-DD4E6D00] 28-SEP-2016 00:00:00:00	Duration Device 00:00:15;00 Omneon1 00:00:15;00 ICE1 00:00:30;00 Ch5Mixer	Event Type Test Event1 (10) Mixer Take (120) Mixer Take (120)	30s 30s	Name=ICE2 Name=ICE2CH1 Name=ICE2CH3 Name=ICE2CH3 Name=ICE2CH3 Name=ICE3CH1 Name=ICE3CH1 Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=IQ_GPI00_RulesEngine Name=M2DP1 Name=MAP1 Name=M2P1 Name=Reg11Server Name=Reg11Server Name=Reg12Mixer Name=Reg12Mixer Name=Reg12Server Y Param Name Value
•		111		

Figure 103 Pbak Test Utility - Schedule Tab

- Load an Existing Schedule File



- Save the Schedule to Disk



Opens a file browser - select a location to save the schedule.



- Start / Stop Playing the Entire Schedule Repeatedly



To the right of the icon, add a delay, in seconds between the repeated play of the schedule (default is 30 seconds).

- Start / Stop the Simple Validation Service



All events in the schedule are repeatedly validated in a loop.

To the right of the icon, add a delay, in seconds between the repeated validation of the events (default is 30 seconds).

Progress Bar

Progress is displayed for each event in turn.



10.6.3.1 Create a New Kernel Event

1. From the list in the upper right pane of the Pbak Test Utility window, expand a Kernel Event Type and double click on the required event - the Create or Edit an Event window is displayed (Figure 104).

Config 127.0.0.1 Disconnect	28	-SEP-2016 REF	
General Schedule Types Registry AsRun Diagnosti Image: Constraint of the second	Create or edit an event nk type utomationDevice atum uration rigin deo Source udio Source ansition type ransition Duration udio Gain udio Mode spect ratio	FollowOn Image: Constraint of the second s	Expand a Kernel Event Type and double click on the event Bername-GP110 Bername-GP111 Bername-GP112 Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Generation Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Bername-Berna
		Cancel OK Created event attributes	Prome=A2_DEVICE Param Name=A2_DEVICE Param Name=A2_DEVICE Param Name Value II Value II Value II Value II Value ICI Value Value ICI Value

Figure 104 Pbak Test Utility - Create a Kernel Event

3. Configure the event parameters and click on **OK** - the Event is created and displayed in the central pane. Right click on a created event in order to display its attributes in the bottom right-hand pane.

10.6.3.2 Manipulating Events in the Created Events List

Right-click on a created event to display a drop-down menu of options (Figure 105).

Pbak Test Utility [127	.0.0.1] (Pbak 5.0.28.4827)									x
Config 127.0.0.1	Discon	nect		28-SEP-2016 REF]:[3:49			
General Schedule Types	Registry AsRun Diagnostics	Devices Event	s Discovery							
						30s	🕢 30s			
OID	Origin	Duration	Device	Event Type		S	Status Message			
[3CCA8A96-BAEE0A00]	28-SEP-2016 00:00:00;00	00:00:15;00	Omneon1	Test Event1	1 (10)		Null	Name=GPI11		
[03BA94FA-2CBC5D00]	28-SEP-2016 00:00:00;00	00:00:15;00	ICE1	Mixer Take	(120)		Null	Name=GF112 Name=ICE1		
[ICC32438-DD4E6D00]	28-SEP-2016 00:00:00;00	00:00:30;00	Ch5Mixer	Chain Event in 10s Ct	trl+C		Null	Mixer Take		
				Download Event Ct	trl+D			Name=ICE1-CH1		
				Delete Event	Del			Name=ICE1-CH2 Name=ICE1_CH3		
				Edit Event G	trl+F			Name=ICE2		=
				Change to Fixed C	trl+ E					
				Validate Event	+rl+V			Name=ICE2-CH2		-
			L	Validate Event Ci				Name=ICE2 SD0	C-CH20	
								Name=ICE3-CH1		
								H Name=IQHCO_C	HANGEOVER BulesEngine	
								Name=IQ_HIP_0	1	
									/MIngest1	
								Name=K2_DEVI	CE	
										- 1
								Raram Namo	Value	-
								Id	[1CC32438-DD4E6D00	01
								ClassId	120	-, ,
								Id Automation Device	0 Ch5Mixer	
								Refereneces	Start	
								Duration	00:00:30;00	
								Origin	28-SEP-2016 00:00:00	:00
								Video Source	0	
								Audio Source	0	
								Transition Duration	00:00:00;00	
								Audio Gain	0	
								Aspect ratio	ō	
								-		
						_				_
1										

Figure 105 Pbak Test Utility - Manipulating Events

- Chain Event in 10s

A chain is a number of events that run one after the other.

This function will schedule the start time of the chain for 10 seconds from the time that it was selected.

- Download Event

Download data for the selected event to the controller card, ready for execution.

- Delete Event

Delete the selected Event - a confirmation window is displayed

- Edit Event

Double-click on a created event to display the Event Edit window (Figure 106).

All of the configuration parameters are described in Section 10.6.3.1 Create a New Kernel Event.

Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4827)				
Config 127.0.0.1 Discon		28-SEP-2016	3: 15:4 1	
Config ECUUI Discon Wink Wink Wink General Schedule Types Registry AsRun Diagnostics DID Origin Image: Config Image: Config	rect Devices Events Discovery rv Event Edit AutomationDevice Datum Duration Origin Video Source Audio Source Transition type Transition Duration Audio Gain Audio Mode Aspect ratio	Cancel	305 305 305 € 305 92 00:00:00:00 1 1 1 1 1 1 1 1 1 1 1 1 1	B- Name=GP110 B- Name=GP111 B- Name=GP112 B- Name=ICE1 Mover Take B- Name=ICE1-CH1 B- Name=ICE1-CH2 B- Name=ICE1-CH3 B- Name=ICE2 B- Name=IQ_GP100_PulseEngine B- Name=K2_DEVCE B- Name=R2_DEVCE B- Name=R2_DEVCE B- Name=K2_DEVCE B- Name=K2_DEVCE B- Name=K2_DEVCE B- Name=K2_DEVCE B- Name=K2_DEVCE B- Name=ICE2 Id
		"		Audio Source 0 Transition type 0 Transition Duration 00:00:00:00 Audio Gain 0 Audio Mode 0 Aspect ratio 0
•				

Figure 106 Pbak Test Utility - Edit a Kernel Event

- Change to Fixed

Fix the selected event - a confirmation window is displayed.

- Validate Event

Display the last error message.

10.6.4 Types Tab

View, create and edit device types.

Note:

Modification to these configurations is not recommended - contact a Grass Valley representative for advice.

Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4	4827)	- • ×
Config 127.0.0.1	Disconnect 28-SEP-2016 REF	
General Schedule Types Powice Types P 2330 GPI P Abrecht P Abrecht P ApelaVDCP P ApelaVDCP P ApelaVDCP P AconGenere P Comple P Regist P Regist P Comple P Regist P Comple P Regist P Comple P Regist P Regist P Regist P Regist P Complement P B- Chron Lyn P Chrynon Lyn P Registry P Suppoted Event Types <	Vink gnostics Devices Events Discovery	Add Device Clone Device Edit Device Delete Device
B - Closed Caption (XDS) Inserter D - Dalet DASDEC DBmax D - Dekocast Dekocast DiglCpher Event Manager DivtechEPG DiglCpher Event Manager Digl		Revert SAVE

Figure 107 Pbak Test Utility - Types Tab

Right click on an existing device type to display a drop-down menu with the following functions (Figure 107):

- Add Device

For details of the configuration parameters, refer to Section 10.6.4.1 Add a Device

- Clone Device

For details of the configuration parameters, refer to Section 10.6.4.2 Clone a Device

- Edit Device

For details of the configuration parameters, refer to Section 10.6.4.3 Edit a device

- Delete Device

For an explanation of the function, refer to Section 10.6.4.4 Delete a Device

10.6.4.1 Add a Device

Click on Add Device in order to display the Device Configuration Window.

Device Configuration	22
Device Name Dummy Device Device ID 301 Optic	Complexity Score 0.0
····· Registry	Add Sub-Device Edit Sub-Device
	Add Event Type Edit Event Type
	Edit Parameter Add Key
	Edit Key
	Accept

Figure 108 Pbak Test Utility - Device Configuration Window

- Add Sub-Device

Opens the Sub-Device Configuration window (Figure 109).



Figure 109 Pbak Test Utility - Sub-Device Configuration Window

The configuration parameters are identical to those for adding a device, as described in this sub-section.

10.6.4.2 Clone a Device

Replicate an existing device.

Select the device to clone and click on **Clone a Device** - the Device Configuration window is displayed, pre populated with the attributes of the original device with the following exceptions:

- The original name is prepended with the word 'Clone' (e.g. the original device 'Dalet' is renamed to 'CloneDalet')
- A device ID of 9999 is allocated to the device
- A complexity score of 0.0 is allocated to the device

All configuration parameters are identical to those described in Section 10.6.4.1 Add a Device

10.6.4.3 Edit a device

Select the device and click on **Edit Device**.

All configuration parameters are identical to those described in Section 10.6.4.1 Add a Device

10.6.4.4 Delete a Device

Select the device and click on **Delete Device** - a confirmation window is displayed.

10.6.4.5 Revert

Returns all configurations to the last saved version - as long as any adds / clones / edits / deletes have not been saved then they will all be removed.

10.6.5 Registry Tab

The Registry tab allows Pbak registry settings to be configured and applied.

Copy and paste device driver configurations into the driver Configuration tree.

nv Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4827)	
Config 127.0.0.1 Disconnect 29-SEP-2016	
General Schedule Types Registry AsRun Diagnostics Devices Events Discovery	_
Devices	Edit
Abrecht ODEVICES ApellaVDCP OFTWARE	Add Key
⊕ Aprisa ⊕ SYSTEM	Add Value
ian-AxonGeneric ian-Brandmaster	Delete Item
E- Cavena Subtitler	Rename Item
E Chyron Channel Box	New MIP
⊞-CloneDalet 1 ⊞-Closed Caption (XDS) Inserter	New Serial MIP
	Changeover
⊡ DASDEC ⊕ DBmax	New
E- Dekocast	Carfe
⊡ DigiCipher Event Manager	Coniig
DivitechEPG	Environment
Er DNFdevice ⊡- DolbyDP569	Open File
EASyCAP	Save
EncoAudio Server	Save As
⊞-ENDEC ⊞-Event/SElectronicProgramGui	Controlling Ether
Events Beedanie regionada	Controller Files
由- Eventz UMD	
EI- EVERTZ AUS	
E FABSubtiler	
⊡- Flexicart	
E-Generic ASCII	
He GVG server +	

Figure 110 Pbak Test Utility - Registry Tab

10.6.5.1 Viewing Configuration Parameters

Drivers

Click on the text **Drivers** in the left margin of the window in order to open / close the Drivers pane.

<

Configuration Tree (driver Configuration)

Click on the Config button in order to open the Configuration tree.

Load the configuration of the chosen card.

Environment Tree (environment variables)

Click on the Environment button in order to open the Configuration tree.

Load the variables found in the system.

10.6.5.2 Using the Right Click Menu Systems

A right click menu system is available on the Drivers pane and in both the Configuration and Environment tree views - the Drivers pane only supports the copy function.

- New Key

Add a new key into the Configuration or Environment trees.

Click on a node in the tree (which may also be a key), then right click and select **New Key**. The Add Key window is displayed - enter a name for the new key and click **OK** to finish.

- New Parameter

Click on a key, then right click and select **New Parameter** from the pop-up menu. The NewParameterValueDlg window is displayed (Figure 111).

NewParameterValueDIg
Item name
Boolean Integer Double String Date Time Timecode
C True 🙃 False
Cancel OK

Figure 111 Add a New Parameter

Enter a name for the new parameter, then click on a parameter type and add the required value. Click **OK** to finish.

- Edit Parameter

Edit a key parameter.

Click on the parameter and select **Edit Parameter** from the pop-up menu - the Edit Value window is displayed. Both the value and the parameter type can be modified. Click on **OK** to finish.

- Delete

Delete an key or a parameter.

Click on a key or a parameter, then right click and select **Delete** from the pop-up menu - a confirmation window is displayed.

- Rename

Rename a key or a parameter.

Click on an key or a parameter, then right click and select **Rename** from the pop-up menu - the Rename window is displayed. Enter a new name and click on **OK** to finish.

- Copy / Paste

Copy From the Device Driver Pane into the Configuration Tree

Click on a device driver, then right click and select **Copy** from the pop-up menu in order to then right click again to **Paste** into the driver Configuration tree pane (Figure 112).



Figure 112 Copy a Driver Configuration into the

Note:

If the same device driver name is copied and pasted more than once into the same branch, all copies are renamed automatically using the following format: Copy(x)_of_<driver name>, where (x) is a number that increments with every copy.

Copy Within a Tree

Select a key, right click and select Copy. Select another key, right click and select Paste. The key, including all of its parameters, is copied to the chosen destination.

Note: Copying between the Configuration and Environment trees is not supported.

- Expand All

Expand all branches below the selected key.

- Collapse All

Collapse all branches below the selected key.

10.6.5.3 Using the Registry Function Buttons

- Edit

Edit the value of a key.

Click on the key in order to select it and click on **Edit**. The Edit Value window is displayed, defaulted to the appropriate data type (Figure 113). Change the value as required.

⊡. Environment
HARDWARE
⊕ <mark>.</mark> ETH0
⊨. ETH1
combo_index = [17]
<u>description = [Microsoft Virtual WiFi Miniport Adapter #2]</u>
dhcp = [True]
···· ip_address = [0.0.0.0]
mac_address = [[62,57,18,72,58,44,00,00]]
name = [{C8D948EE-62CE-4F3E-803C-3A661B5DB759}]
🖽 E Edit Value
E Boolean Integer Double String Date Time Timecode E E
⊞-E ⊕-E © True © False ⊕-E
SOFT Cancel OK

Figure 113

- Add Key

Add a new key into the Configuration or Environment trees.

Click on a node in the tree (which may also be a key), then click on **Add Key**. The Add Key window is displayed - enter a name for the new key and click **OK** to finish.

- Add Value

Add a new parameter and its value

Click on a key, then click on **Add Value** from the pop-up menu. The NewParameterValueDlg window is displayed (Figure 111).

Enter a name for the new parameter, then click on a parameter type and add the required value. Click **OK** to V.

- Delete Item

Delete a key or a parameter.

Click on a key or a parameter, then click on **Delete Item** - a confirmation window is displayed.

- Rename Item

Rename a key or a parameter.

Click on a key or a parameter, then click on **Rename Item** - the Rename window is displayed. Enter a new name and click on **OK** to finish.

- New MIP / New Serial MIP

Create a configuration for a new hardware Manual Intervention Panel (MIP), using standard illuminated buttons, or add a configuration for a serial MIP using a 6711 button panel with soft legending and a RS422 connection.

Click on a branch in either the Configuration or Environment tree, normally DEVICES, then click on **New MIP** - the New Mip Form is displayed ().

New Mip Form	
Name MIP	
 ✓ Hold ✓ Auto ✓ Pgm Take Guard ✓ Pst Take Guard Take Next Skip Next Super Duo Chain On Air Input Super Duo Chain Selected Input Inhibit Bus Cuts Input Bus cut mode 	Cancel OK

Figure 114 Pbak Test Utility - Edit Value

Note:

Unless the branch selected is DEVICES, a message is displayed warning the the chosen location for the MIP is unusual, prompting whether to continue or abandon the action.

Allocate the required functions to the MIP by ticking the appropriate text boxes, and click **OK** to finish.

The new MIP is added to the tree as a Key, fully populated with the selected parameters.

- Changeover

If the selected card has a failover partner, this action creates a registry file for the partner card.

1. Click on Changeover in order to display the Create Registry for Changeover Partner window (Figure 115).

Create registry for	changover par	. 0 %
Ip Address	127.0.0.1	
	Save to controller	r via ftp
	ОК	Cancel

Figure 115 Pbak Test Utility - Create Registry for Changeover Partner

- 2. IP address: enter the IP address of the card
- 3. Click in **OK**. Windows Explorer is opened select a location for the registry file and click on **Save**.

- New

Create a new registry file.

- Config

Load the configuration of the chosen card.

Load the Configuration tree into the pane.

- Environment

Load the variables found in the system.

Load the Environment tree into the pane.

- Open File

Click on Open File to open Windows Explorer...

Load any available PBAK registry file for editing.

- Save

Save as a .dat file to the default location in the MorpheusSchedules folder.

- Save As

Opens Windows Explorer in order to save as a particular file type in a non-default location.

- Controller Files

Opens an authentication window - enter a valid username and password and click on **Connect**.

10.6.5.4 Configuring Drivers

The Drivers pane, to the left, provides the means of adding device drivers to the registry.

- Click on the text 'Drivers' in the left margin of the window in order to view the library of driver configurations (the configurations are read from the MorpheusConfiguration.xml file in C:\Morpheus).
- 2. Expand the **DEVICES** item on the **Configuration** tree.



3. Drag & drop the required driver from the **Drivers** pane into the main registry pane.

The ConfigureDriverForm window is displayed, displaying the parameters (refer to page 201) and keys (refer to page 202) required for the configuration of the driver.

Note: Mandatory parameters are selected automatically and are read-only. Grey cells are read-only.

Co	onfigureDriverForm				ζ
	Name	Туре	Value		
	DRIVER NAME	string	New Dev	ice	
	type_id	integer	221		
	test_mode	bool	False		
	KEY	EDITABLE KEY	AutoOn		
	AutoOn\input	string	GPI1.05		
	AutoOn\number	integer	1		
	AutoOn\output	string	GPI1.06		
	KEY	EDITABLE KEY	BusCutMo	ode	
	BusCutMode\input	string	GPI1.16		
Г	BusCutMode\number	integer	9		
	KEY	EDITABLE KEY	Hold		1
	Hold\input	string	GPI1.03		1
	Hold\number	integer	0		1
	Hold\output	string	GPI1.04]
	KEY	EDITABLE KEY	InhibitBus	CutsInput	1
	InhibitBusCutsInput\input	string	GPI1.15]
	InhibitBusCutsInput\number	integer	8		1
	KEY	EDITABLE KEY	SDChainSelectedI]
	SDChainSelectedInput\input	string	GPI1.14		-
Ca	ncel			Ok	

Figure 116 Pbak Test Utility - Configure Driver Form

- 4. Select the check boxes for the parameters that are to be added to the registry.
- 5. Complete the window as required and click on **OK**.

The device driver is added to the bottom of the **DEVICES** pane

10.6.5.5 Parameters

Some parameters are specific to a particular transport type, e.g. serial or TCP, and are mutually exclusive

In Figure 117, the *serial_device* parameter check box is ticked indicating that serial comms related parameters (*rs232* and *connect_as_controller*) are configurable - the TCP related parameters (*ip_port*) are not configurable as they are greyed out.

Co	nfigureDriverForm			
	Name	Туре	Value	-
	DRIVER NAME	string	Imagestore	
	type_id	integer	703	
	prepare_time	timecode	00:00:04:00	
	preroll	timecode	00:00:00:00	
	margin	timecode	00:00:01:00	
	serial_device	string	?	
	true_preview	bool	True	
	baud_rate	integer	57600	
	num_aovs	integer	0	
	easykey	bool	False	
	default_channel	integer	1	
	ip_address	string	?	
	ip_port	integer	5006	
	rs232	bool	False	
	connect_as_controller	bool	True	
	KEY	UNEDITABLE KEY	Functions	
	Functions\num_layers	integer	0	
	Functions\postroll	timecode	00:00:00:00	
	KEY	UNEDITABLE KEY	Dve	
Ca	ncel			Ok

Figure 117 Pbak Test Utility - Configure Driver Form

To allow TCP parameters to be configured, the *ip_address* check box would have to be ticked - the serial comms related parameters would then not be editable.

10.6.5.6 Keys

There are two types of key:

- Uneditable
- Repeatable

Repeatable keys can be entered into the registry more than once. The name of each key ends with a number that must be within a specified range.

To configure a repeatable key:

1. Click the Layer button in the Value column.

- ConfigureDriverForm						
	Name	Туре	Value	•		
	connect_as_controller	bool	True			
	KEY	UNEDITABLE KEY	Functions			
	Functions\num_layers	integer	0			
	Functions\postroll	timecode	00:00:00:00			
	KEY	UNEDITABLE KEY	Dve			
	KEY	REPEATABLE KEY	Layer			
	KEY	UNEDITABLE KEY	Mixer			

The Repeatable Keys window is displayed:

Repeatable Keys	X	
Select the repeatable keys you wish to configure:		
Layer0		
Canad	Ok	
	UK	

2. Select the repeatable keys to be configured and then click on **OK**.

10.6.6 As Run Tab

Display raw data from the kernel as run log (refer to page 174).

- To display the data, click on Get.
- To save the data to a text file, click on **Save**.
- To clear the data from the tab, click on **Clear**.

📮 Pbak Test Utility	- • X
Config 127.0.0.1 Disconnect Disconnect TC Vink	
General Schedule Types Registry AsRun Diagnostics Devices Events Discovery	
Chick Chick General Schedule Types Registry AeRin Degroetics Decrease HighT2ESPC428217A651 Observe1 Discovery Idecrease Idecrease Status=Completed AeRin Degroetics Devices Idecrease Status=Completed AeRin Optimization Optimization Idecrease Status=Completed AeRin Optimization Idecrease Idecrease Status=Completed AeRin Optimization Idecrease Idecrease DeviceName=Nikeer Paramonia Idecrease Idecrease Idecrease Paramonia Idecrease Idecrease Idecrease Idecrease Paramonia	Get Delete Clear Save

Figure 118 Pbak Test Utility - AsRun Tab

10.6.7 Diagnostics Tab

Display data from the kernel diagnostics log (refer to page 174).

🗝 Pbak Test U	Itility [127.0.0.1]	(Pbak 5.0.28.4827)	_ 0 X
Config	127.0.0.1	Disconnect 30-SEP-2016	
General Sche	dule Types Regist	try AsRun Diagnostics Devices Events Discovery	
Timestamp	Topic	Message	
30-SEP-2	UMD1	Active	Get
30-SEP-2	VIR	Active	Clear
30-SEP-2	[iviuitipie]	Active Main charlestation Threadily - 000020da	
30-SEP-2	Clock	Main dock statung, imedulu = vouozzuc	Interval (ms)
30-SEP-2	Clock	Initializing boot date 25 of 2010 07.44.05.04	Poll 1000 🕂
(1) 30-SEP-2	Clock	Started multicast clock. Taroet=225.0.11.77 Adapter=ETH0	
30-SEP-2	Clock	Multicast ticks in minute 6581877	- Write incoming logs
30-SEP-2	Clock	Initialising Multicast Clock	to file
30-SEP-2	ю	Connection attempt received, listening port=1115 remote a	
30-SEP-2	Rpc	RPC client connection count=1	Display
30-SEP-2	RPC-Unknown	Received init command from RPC client name Test Client o	Display
30-SEP-2	RPC-Test Client	Successfully connected to RPC client name Test Client on	Track latest logs
30-SEP-2	RPC-Test Client	RPC client Test Client on connection 127.0.0.1:62659 soc	
30-SEP-2	Clock	Multicast ticks in minute 55	Filters case sensitive
30-SEP-2	0	Connection attempt received, listening port=1115 remote a	Topic filter
30-SEP-2	Rpc Listeran	RFC client connection count=2	
30-SEF-2	RFC-Unknown	Received introommand from Rrice clerk name onge-pera	
30-SEP-2	Svetem	Satting leave hold transactions to false	Message filter
1 30-SEP-2	RPC-Bridge-Def	Successfully connected to RPC client name Bridge-Default	
(1) 30-SEP-2	RPC-Bridge-Def	RPC client Bridge-Default on connection 127.0.0.1.5828 s	
(1) 30-SEP-2	ICE1-CH1	SKIP Moment Evt (05BB8096-005BFD09) Num 0 Origin23	Log levels
30-SEP-2	ICE1-CH1	sent current event changed pst={375D187E-EC575012} p	
30-SEP-2	ICE1-CH1	PST 101	
30-SEP-2	Events	Event count=3	✓ Warning
30-SEP-2	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2	Error
30-SEP-2	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2	Critical
30-SEP-2	Clock	Initialising Multicast Clock	
30-SEP-2	System	Morpheus Automation Controller v Pbak 5.0.28.4827 (c) 2	
30-SEP-2	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2	Max entries
30-SEP-2	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2	1000 -
30-SEP-2	CIUCK	Initialising Multicast Cock	
30-SEP-2	System	Morpheus Automation Controller v _Poak 5.0.20.4027 (c) 2	
(1) 30-SEP-2	System	Morpheus Automation Controller v Pbak 5.0.28.4827 (c) 2	Save displayed logs
30-SEP-2	Clock	Initialising Multicast Clock	to file
30-SEP-2	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2	
<u> </u>	-	T	

Figure 119 Pbak Utility - Diagnostics Tab

- Get

Load the Kernel diagnostic log into the main pane.

- Clear

Clear the log.

- Poll / Interval

Periodically update the display according to the configured interval (ms).
- Save Displayed Logs to File

Save the displayed logs to a text (.txt) file - opens Windows Explorer in order to select a location for the saved file.

Display Section

- Track Latest Logs

Holds the vertical scroll bar at the bottom of the window so that the latest logs are always in view.

- Filters Case Sensitive

Set the entries for Topic Filter and Message Filter as case sensitive.

- Topic Filter

There are three columns on the Diagnostics window: Timestamp, Topic, and Message.

When applied, only the topic that matches the entry for this filter will be displayed.

- Message Filter

When applied, only the message that matches the entry for this filter will be displayed.

- Log Levels

Tick the checkboxes in order to select the messages to be displayed, according to their severity level.

- Max Entries

Set the maximum number of logs that should be displayed.

Note: The Topic, Message, and Log Level filters only operate on new logs, not on those that were generated before the filters were applied.

10.6.8 Devices Tab

The left hand pane shows all configured devices and their connection status. A green tick means that a response has been received from the device. A red exclamation mark means that no response has been received.

PD Pbak Test Utility [127.	0.0.1] (Pbak 5.0	.28.4827)								×
Config 127.0.0.1		Disconnec	:t			30-SEP-2016	REF			
							TC			
		U VVINK			· · · ·					
General Schedule Types	Registry AsRun	Diagnostics	Devices	Event	s Discovery					
Name	Туре	Status	State	<u> </u>	Parameter	Value				
🖌 [Multiple]	TestDevice	Started,	0							
AAAREMOVEWHENFO	TestDevice	Started,	0							
🖌 AfterBurner	TestDevice	Started,	0							
App Store Device	TestDevice	Started,	0							
ARCHIVE_1	TestDevice	Started,	0							
ARCHIVE_2	TestDevice	Started,	0							
Ch5Mixer	SimulatedMixer	Started,	0							
GPI01	TestDevice	Started,	0							
GPI02	TestDevice	Started,	0							
GPI03	TestDevice	Started,	0	=						
CPI04	TestDevice	Started,	0							
GPIDE	TestDevice	Started	0							
GPI07	TestDevice	Started	0							
GPI08	TestDevice	Started	0							
J GPI09	TestDevice	Started	0							
GPI10	TestDevice	Started	0							
GPI11	TestDevice	Started	0							
GPI12	TestDevice	Started	0							
VICE1	Simulated Mixer	Started	0							
VICE1-CH1	SimulatedMixer	Started,	0							
VICE1-CH2	SimulatedMixer	Started,	0							
VICE1-CH3	SimulatedMixer	Started,	0							
VICE2	TestDevice	Started,	0							
VICE2_SDC-CH20	SimulatedMixer	Started,	0							
VICE2-CH1	SimulatedMixer	Started,	0							
VICE2-CH2	SimulatedMixer	Started,	0							
CE2-CH3	SimulatedMixer	Started,	0							
ICE3	TestDevice	Started,	0							
VICE3-CH1	SimulatedMixer	Started,	0							
VMIngest1	SimulatedMixer	Started,	0							
VIQ_GPI00_RulesEngine	TestDevice	Started,	0							
	TestDevice	Started,	U							
VIQHCO_CHANGEOVER	TestDevice	Started,	U							
V KZ_DEVICE	TestDevice	Started,	0							
	TestDevice	Started,	0							
	TestDevice	Stated	0	-						
V Onneon 1	III	olaiteu,	U							
J										

Figure 120 Pbak Utility - Device Tab

Click on a device in order to display its configured parameters and values.

10.6.9 Events Tab

Displays information relating to kernel events.

In the Origin column, click on an event in order for its configuration details to be displayed in the lower pane.

PD Pbak Test Utility [127.0.0.1] (Pbak 5.0.28.4	4827)		
Config 127.0.0.1	Disconnect	30-SEP-2016	
General Schedule Types Registry AsRun Dia	gnostics Devices Events Discovery		
General Schedule Types Registry AsRun Dia Origin Duration Device 30-SEP-2016 11:05:01:06 00:01:15:23 ICE1:CH1 30-SEP-2016 11:06:16:29 00:02:25:25 ICE1:CH1 30-SEP-2016 11:108:42:24 00:03:21:05 ICE1:CH1 30-SEP-2016 11:20:22 00:13:12:22 ICE1:CH1 30-SEP-2016 11:30:48:09 00:18:12:22 ICE1:CH1 30-SEP-2016 11:30:48:09 00:18:12:22 ICE1:CH1 30-SEP-2016 12:31:32:00 00:19:12:22 ICE1:CH1 30-SEP-2016 12:31:32:26 00:00:22:52 ICE1:CH1 30-SEP-2016 12:31:42:2 ICE1:CH1 30:5EP-2016 12:31:32:20 ICE1:CH1 <td< td=""><td>Wink gnostics Devices Events Discovery Status Hold Scheduled, Completed, Playing Scheduled Scheduled <</td><td>ErrorCode ErrorMsg PBAK_SUCCESS PBAK_SUCCESS <</td><td>Device Name</td></td<>	Wink gnostics Devices Events Discovery Status Hold Scheduled, Completed, Playing Scheduled Scheduled <	ErrorCode ErrorMsg PBAK_SUCCESS PBAK_SUCCESS <	Device Name
Param 4 4 Param 5 5 Param 6 6 Param 7 7 Param 8 8 Param 9 9 Param 10 10 Param 12 12 Param 13 13 Param 14 14	0 0 00.00:00:00 00:00:00:00 00:00:00:00 00:00:0		

Figure 121 Pbak Utility - Events Tab

- All

Display all events.

Tick the check box in order for all event types to be displayed - click on Synchronise to refresh the display.

- Executing

Display executing events.

Tick the check box in order to display executing events (un-tick 'All' first), and then click on Synchronise to refresh the display - can be used with either the Failed or Completed filters.

- Failed

Display failed events.

Tick the check box in order to display failed events (un-tick 'All' first), and then click on Synchronise to refresh the display - can be used with either the executing or Completed filters below.

- Completed

Display completed events.

Tick the check box in order to display completed events (un-tick 'All' first), and then click on Synchronise to refresh the display - can be used with either the executing or Failed filters below.

- Synchronise

Refresh the display.

- Clear Kernel

Clear all events from the Kernel - a confirmation window is displayed.

10.7 Pbak Manager Utility (Controller Management Utility)

Pbak Manager Utility displays all of the configured device controller cards (refer to page 12) in the system. Whereas Pbak Utility only operates on one card at a time, Pbak Manager operates on multiple cards simultaneously.

∞ Controller Managen	nent Utility									- 0	x
File Help											
Monitor Multicast Ken	nel As Run File Viev	wer Kemel Diags File Viewer	Kernel Log Cap	ture							
Upgrade RTB	IP Address	Version	State	Boot Time	Reboot Count	Disconn. Count	Unresp. Count	Avg. Not.	Status	LTC	B+B
Pbak Utility	127.0.0.1	5.0.28_Pbak 5.0.28.4827	Active	30-SEP-2016 07:44:03;04	0	0	0	1	Time : 30-SEP-2016 12:46:18;1	S Y	Y
Clear Stats											
Reboot											
Backup Config											
vvink											
	Minimise (Clear									
											-
	Output Warning	g									

Figure 122 Pbak Manager Utility

Connected cards are highlighted in green, and disconnected cards are highlighted in red; unresponsive cards are highlighted pink.

10.7.1 Configure the Pbak Manager Utility

On the manu bar, click on **File>Configuration** - the Configuration window opens.

configuration		x
Import Xml	☑ 127.0.0.1	
Add Controller		
Select All		
Deselect All		
	Cancel Save	

Figure 123 Controller Management Utility - Configuration Window

- Import Xml

Import a saved system configuration file into the Pbak Manager Utility - the default file imported is current_system.xml

Windows Explorer is opened to allow browsing to the required file.

- Add Controller

Manually add an additional controller - the Add Controller window is displayed. Enter the IP address of the controller click **Accept** - the controller appears in the Configuration window.

- Select All / Deselect All

Select or deselect all controller IP addresses in the window.

10.7.2 Monitor Tab

- Upgrade RTB

Upload a new version of **pbak.rtb**, the real-time operating system residing on the device controller card.



This function will disable the controller card - it is therefore important to ensure that there are no device control commands that are imminent.

Click on Update RTB - Windows Explorer is opened in order to select the RTB file.

After the new file has been uploaded, the device controller should reset - if not, use the red reset button.

- Pbak Utility

Opens the Pbak Test Utility for the selected card - refer to Section 10.6 Pbak Utility (Pbak Test Utility).

Click on the card in order to select it, then click on Pbak Utility.

- Clear Stats

Clear the stats for the Disconn. Count and Unresp,. Count fields.

The Disconn. Count and Unresp. Count fields display the number of times the card has disconnected or become unresponsive due to reboots, typically when the card has been upgraded.

- Reboot

Reboot the selected card.

- Backup Config

Copies the .dat files (refer to page 169) from the cards onto a local drive.

1. Click on the required card, then click on Backup Config.

The following warning message is displayed:

.dat backup will cause the system's performance to be momentarily degraded. Would you like to proceed?

2. A browser window is opened - select the location for the copied file and click on **OK**.

The following naming format is used for the file:

<card IP address>.dat

10.7.3 Multicast Tab

Displays all of the cards in the system that are generating clock signals, providing visibility of the clock status, and making it possible to establish whether any of the cards are out of sequence.

	ement Utility					_	x
File Help							
Monitor Multicast K	emel As Run File Viewer	Kernel Diags File Viewer Kernel Log Capture					
Start	IP Address Tick		Timecode Locked	Lost +3 sec.	Format		
Stop	192.168.123.123 30-S	EP-2016 14:41:54;00	Present	0	NTSC		
Clear							
Multicast Address							
225.0.11.77							
Ignore Port							
<u> </u>							

Figure 124 Controller Management Utility - Multicast Tab

- Multicast Address

The multicast address on which to listen for clock signals.

- Start

Listen for clock signals on the defined multicast address

- Stop

Stop listening for clock signals.

- Clear

Clear the discovered clock signal generators from the window.

10.7.4 Kernel As Run File Viewer Tab

View information from a kernel AsRun log (refer to page 174).

∞ Controller Management Utility											x
File Help											
Monitor Multicast Kernel As Run File Vie	wer Kernel Diags File	Viewer Kernel Log	g Capture								
Accuracy	Device	Max. Latency	Start Time	ld	Class Id	Owner	Options	Hold	Status	As Run	^
Low Latency level is set to 1 frames	F1_B_CF	00:00:00;00	13-SEP-2016 10:56:46;00	37EB6B81-283D9303	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 10:56:46;00	41683243-1AA6367E	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 11:56:46;00	7FA49A9C-24BFF0D8	119	1	0	Relea	Compl	Origin=13-SE	
Medium Latency level is set to 5 frames	F1_M_CF	00:00:00;00	13-SEP-2016 11:56:46;00	57844FEC-27B460EC	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:56:46;00	3DCC551B-2CFCAC37	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:56:46;00	7D3EEA11-F0F42691	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:56:56;00	40D98F06-2E0C56ED	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:56:56;00	6BE1389D-C13CEB62	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:57:26;02	2380C88A-DA3DBADC	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:57:26;02	6956633A-F7E7D521	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:57:41;03	6A9E96F2-27639D20	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:57:41;03	222E34EE-E1B5103D	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:57:46;08	065A050D-66D9643C	119	1	0	Relea	Compl	Origin=13-SE	=
	F1_M_CF	00:00:00;00	13-SEP-2016 12:57:46;08	19248DF1-164B8F66	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:58:01;17	5932C755-E5E8E9B7	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:58:01;17	108D1AB2-FA4EF984	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:58:16;24	4BE4DFB2-D8AD57A9	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:58:16;24	4C1B4600-A547CED2	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00:00	13-SEP-2016 12:58:32;01	727AE104-12D722D7	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00:00	13-SEP-2016 12:58:32;01	196F735A-BB3021F3	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:58:47;08	7E6E5484-2C7EFA33	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:58:47;08	3C8B45DB-9642CA7C	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:59:17;10	2BD2FEDA-F67E2C1F	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:59:17;10	2451D3A7-3F001431	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:59:32;11	7977C9BF-4EE7B338	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00:00	13-SEP-2016 12:59:32;11	0AEA3ED7-915FBE96	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:59:37;16	3AA29CDB-C6B7F83A	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00:00	13-SEP-2016 12:59:37;16	4C1BBA08-C1933DA4	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 12:59:52;23	0E5D40C1-060FF119	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 12:59:52;23	2EB6149B-7A854823	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 13:00:08;00	4B2882A0-3D0366AA	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 13:00:08;00	4961765A-54594BA2	119	1	0	Relea	Compl	Origin=13-SE	
	F1_B_CF	00:00:00;00	13-SEP-2016 13:00:23;07	1F489647-F0F8E6C0	119	1	0	Relea	Compl	Origin=13-SE	
	F1_M_CF	00:00:00;00	13-SEP-2016 13:00:23;07	0420E3DC-F828092F	119	1	0	Relea	Compl	Origin=13-SE	_
	F1 R CF	00.00.00.00	13.SEP.2016 13:00:38:1/	77555477.45531004	119	1	Λ	Relas	Compl	Origin=12-SE	

Figure 125 Pbak Manager Utility - Kernel As Run Tab

1. Open the folder that contains the kernel as run logs.

The default location is C:\Morpheus\Logs

Kernel as run log files are named according to the following format:

KernelAsRun.log.yyy-mm-dd

2. Click, hold and drag an as run log file onto the central pane of the Kernel As Run File Viewer tab. The file will load - a progress bar is displayed.

Accuracy Sliders

The **Accuracy** sliders allow the selection select events with an error margin, for example, events that were late.

10.7.5 Kernel Diags File Viewer Tab

The Diags Viewer tab allows the viewing of information from a selected kernel diagnostics log (refer to page 174).

Controller Management Utility							
File Help							
Monitor Multicast Kernel As Run File	Viewer K	émel Diags Fil	e Viewer Kem	el Log Capture			
Controllers		Output					
127.0.0.1		Controller	Date	Time	Number	Device	Message
		127001	22/09/2016	07:54:50:15		ICE2B\EXT 04	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		F1 B CE\AOV 02	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		ICE2B\EXT 03	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		ICE2B\EXT 02	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		F1 B CE\AOV 01	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		ICE2B\EXT 01	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		ICE28\TXT 02	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		ICE1M\ENC.01	StartDevice
		127.0.0.1	22/09/2016	07:54:50:15		Clock	Storing boot time as 22-SEP-2016 07:54:50:15
TimeFilter		127.0.0.1	22/09/2016	07:54:50:15		System	System Log started
2/09/2016 07:54:49	-	127.0.0.1	22/09/2016	07:54:50:15		System	W32 Controller
2/09/2016 16:02:02		127.0.0.1	22/09/2016	07:54:51:15		Clock	Initialising Multicast Clock
E/00/2010 10.02.02	<u> </u>	127.0.0.1	22/09/2016	07:54:51:15		Clock	Started multicast clock Target=225.0.11.77 Adapter=ETH0
extFilter		127.0.0.1	22/09/2016	07:54:52:00		Clock	Multicast ticks in minute ()
		127.0.0.1	22/09/2016	07:55:00:02		Clock	Multicast ticks in minute 8
		127.0.0.1	22/09/2016	07:55:13:00		Clock	Initialising Multicast Clock
		127.0.0.1	22/09/2016	07:56:04:24		10	Connection attempt received listening port=1115 remote address=127.0.0.1 port=4036 s
FilterNow		127.0.0.1	22/09/2016	07:56:04:24		RPC-Unknown	Received init command from RPC client name Bridge-Default@hold_trans=not_used@o
		127.0.0.1	22/09/2016	07:56:04:24		Boc	RPC client connection count=1
		127.0.0.1	22/09/2016	07:56:04:24		System	Setting lenacy hold transactions to false
evices		127.0.0.1	22/09/2016	07:56:04:24		BPC-Bridge-Default	Successfully connected to RPC client name Bridge-Default on connection 127.0.0.1:403
	_	127.0.0.1	22/09/2016	07:56:04:24		RPC-Bridge-Default	Trimmed client name from Bridge-Default@hold_trans=not_used@to_Bridge-Default
	<u> </u>	127.0.0.1	22/09/2016	07:56:05:24		RPC-Bridge-Default	BPC client Bridge-Default on connection 127.0.0.1:4036 socket=120 set callback mask t
		127.0.0.1	22/09/2016	07:56:05:27		ICE1B	Allocation conflict details: {44BEE062-9145EED4} from 22-SEP-2016 07:56:10:12 to 22-5
CH02 B CF\DSK.02		127.0.0.1	22/09/2016	07:56:05:28		ICE18	event={74E24014-27E4E062} msg=PRESET_EVENT
CH02_B_CF\SCTE.01		127.0.0.1	22/09/2016	07:56:05:28		ICE1M	event={7C65AA65-268EEAE6}msg=PBESET EVENT
CH02_B_FLEX		127.0.0.1	22/09/2016	07:56:05:28		F1 B CE	PST 101
CH02_B_FLEX\DSK.01		127.0.0.1	22/09/2016	07:56:05:28		F1 M CF	PST 101
CH02_B_FLEX\DSK.02		127.0.0.1	22/09/2016	07:56:05:28		F1 B CF	sent current event changed pst={1FCD05B1-0A6B2029} pgm={00000000-000000000}
		127.0.0.1	22/09/2016	07:56:05:28		ICE1B	sent current event changed pst={74E24014-27F4F062} pgm={00000000-00000000}
CH02_B_PGM\DSK.01							······································
CH02 M CE							

Figure 126 Pbak Manager Utility - Diags Viewer Tab

1. Open the folder containing the kernel diagnostics log.

The default location is C:\Morpheus\Logs

Kernel diagnostic log files are named according to the following format:

KernelDiags.log.yyy-mm-dd

- 2. Click, hold and drag a kernel diagnostics log file onto the central pane of the Kernel Diags File Viewer tab.
- 3. By default, all events are displayed. Use the filters to personalise the view. Refer to 'Filters' below. To update the display, click on **Filter Now**.

10.7.5.1 Filters

- Controllers

Select the controllers for which log entries are to be displayed.

All controllers are selected by default - un-tick the check boxes against controllers for which the logs entries are not to be displayed, then click on **FilterNow**.

- TimeFilter

Select a period of time within which to display log entries - only those log entries that have a timestamp that falls within the selected period are displayed. The dates and times selected must match those between the first and last log entries, if not a message is displayed that indicates the current valid time-span.

By default, the system sets the start and end dates / times in order that the first and last log entries that exist are displayed.

Use one of the following methods of setting the start and end dates / times, then click on **FilterNow**:

- Over-type the existing dates and times directly
- Click on the planner icon against the start and end dates / times and select a date, or click on the **Today** link at the bottom of the calendar in order to to select the current day. Only the date is set, the time must be overwritten manually.

- TextFilter

Match text against the *Message* field of the log entries.Not case sensitive.

Click on FilterNow in order to activate the filter.

- Devices

Select the devices for which log entries are to be displayed.

All devices are selected by default - un-tick the check boxes against devices for which the logs entries are not to be displayed, then click on **FilterNow**.

10.7.6 Kernel Log Capture Tab

Capture Kernel Diagnostics and As Run logs from controllers in order to retain a record of the system in the event of a playout failure.

Controller Management	Utility				x
File Help					
Monitor Multicast Kemel As	Run File Viewer	Kemel Diags File Viewer Kemel Log Cap	ture		
	Source	Timestamp	lopic	Message	
1000 🚔 Poll Interval (ms)	127.0.0.1	04-OCT-2016 08:39:40;01	UMD1	Active	
	127.0.0.1	04-OCT-2016 08:39:40;01	VTR	Active	
Capture Kernel Diags	127.0.0.1	04-OCT-2016 08:39:40;01	[Multiple]	Active	
	127.0.0.1	04-OCT-2016 08:39:41;01	Clock	Initialising Multicast Clock	
Capture As Runs	127.0.0.1	04-OCT-2016 08:39:41;01	Clock	Started multicast clock. Target=225.0.11.77 Adapter=ETH0	
	127.0.0.1	04-OCT-2016 08:39:42;00	Clock	Multicast ticks in minute 12050640	
	127.0.0.1	04-OCT-2016 08:40:00;00	Clock	Multicast ticks in minute 18	
Display	127.0.0.1	04-OCT-2016 08:40:03;00	Clock	Initialising Multicast Clock	
Track latest logs	127.0.0.1	04-OCT-2016 08:40:58;05	10	Connection attempt received, listening port=1115 remote address=127.0.0.1 port=11479 so	
	127.0.0.1	04-OCT-2016 08:40:58;05	Rpc	RPC client connection count=1	
	127.0.0.1	04-OCT-2016 08:40:58;06	RPC-Unknown	Received init command from RPC client name Bridge-Default@hold_trans=not_used@ on	
	127.0.0.1	04-OCT-2016 08:40:58;06	RPC-Bridge	Trimmed client name from Bridge-Default@hold_trans=not_used@ to Bridge-Default	
	127.0.0.1	04-OCT-2016 08:40:58;06	System	Setting legacy hold transactions to false	
	127.0.0.1	04-OCT-2016 08:40:58;06	RPC-Bridge	Successfully connected to RPC client name Bridge-Default on connection 127.0.0.1:11479	
	127.0.0.1	04-OCT-2016 08:40:59;08	RPC-Bridge	RPC client Bridge-Default on connection 127.0.0.1:11479 socket=120 set callback mask t	
	127.0.0.1	04-OCT-2016 08:40:59;10	ICE1-CH1	SKIP Moment Evt {6302A777-4A47ACFB} Num 0 Origin30-SEP-2016 12:31:52;25 Sched 0	
	127.0.0.1	04-OCT-2016 08:40:59;11	ICE1-CH1	sent current event changed pst={570660E1-0F707215} pgm={6302A777-4A47ACFB}	
	127.0.0.1	04-OCT-2016 08:40:59;11	ICE1-CH1	PST 104	
	127.0.0.1	04-OCT-2016 08:41:00;04	Events	Event count=11	
	127.0.0.1	04-OCT-2016 08:50:11;17	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	127.0.0.1	04-OCT-2016 08:50:25;00	10	Connection attempt received, listening port=1115 remote address=127.0.0.1 port=56286 so	
	127.0.0.1	04-OCT-2016 08:50:25;00	Rpc	RPC client connection count=2	
	127.0.0.1	04-OCT-2016 08:50:25;01	RPC-Unknown	Received init command from RPC client name Manager-127.0.0.1 on connection 127.0.0.1	
	127.0.0.1	04-OCT-2016 08:50:25;01	RPC-Manage	Successfully connected to RPC client name Manager-127.0.0.1 on connection 127.0.0.1:5	
	127.0.0.1	04-OCT-2016 08:50:25;02	RPC-Manage	RPC client Manager-127.0.0.1 on connection 127.0.0.1:56286 socket=360 set callback m	
	127.0.0.1	04-OCT-2016 08:50:27;01	RPC-Manage	Client Manager-127.0.0.1 on connection 127.0.0.1:56286 socket=360 get controller boot ti	
	127.0.0.1	04-OCT-2016 09:00:42;22	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	127.0.0.1	04-OCT-2016 09:10:04;00	Clock	Initialising Multicast Clock	-
	127.0.0.1	04-OCT-2016 09:11:14;02	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	=
	127.0.0.1	04-OCT-2016 09:21:45;11	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	127.0.0.1	04-OCT-2016 09:32:17;01	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	127.0.0.1	04-OCT-2016 09:40:05;00	Clock	Initialising Multicast Clock	
	127.0.0.1	04-OCT-2016 09:42:48;14	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	127.0.0.1	04-OCT-2016 09:53:20;10	System	Morpheus Automation Controller v _Pbak 5.0.28.4827 (c) 2004 - 2016 Snell Ltd (Aug 19 20	
	①127001	04-OCT-2016 10:03:52:07	System	Mombeus Automation Controller v Pbak 5.0.28 4827 (c) 2004 - 2016 Snell Ltd (Aug 19.20	*

Figure 127 Pbak Manager Utility -Kernel Log Capture Tab

The Poll interval determines the frequency at which the utility checks the controllers.

- Capture Kernel Diags

Tick the check box in order to display the kernel diagnostic information

- Capture As Runs

Tick the check box in order to display the As Run information.

11. The Equalizer

The Equalizer application communicates with both the Morpheus EventStore and any configured Pbak controllers or ICE devices and establishes that they are compatible. It also provides notification of any inconsistencies and contains tools to rectify those inconsistencies.

The Equalizer creates devices in the EventStore that match the names of the corresponding drivers on the Pbak cards - it also verifies the following:

- Kernel Class IDs are compatible
- · Pbak driver names do not exist on more than one card
- · Both cards of a dual controller have the same drivers and configuration

On startup, the application performs the following actions:

- Connects to Rescale using the specified multicast address in order to access the EventStore. The Equalizer only supports connection to a single EventStore.
- Reads the Bridge controller configuration to identify the cards that it needs to connect to, including those that are are single controllers, dual controllers, and ICE units. The Bridge application does not have to be running in order to use The Equalizer.
- Reads the MorpheusConfiguration.xml file and uses the Pbak parameter information from it in order to create Event Types. It also produces the list of devices on the left hand side of the Card configuration form (refer to Sectionr 11.5.3 Configure Cards).

© The Equalizer				_ _ ×
Tools Help				
		[Connect	
	127.0.0.1 [Single 2330] 10.1.0.1041	10.1.0.105 [Dual 2330]		
	Export Create Missing D	levices Reconcile Device Kernel Class Id	s Reboot	
	127.0.0.1			
	Name	Eventstore Match? Type	Type Id Kernel Class Ids (Pbak Device)	Kemel Class Ids (Eventstore Device) Kemel Class Ids Compatible?
	Disconnected			
	Filter: All	▼ Show Errors [0/0] 🔥 🗹 Show Warnings [0/0] 👔	Show Messages [0/0] Report
	Card IP	Scope	Device Name Description	
	Errors, Warnings And Messages			

Figure 128 The Equalizer

11.1 Connecting to the Pbak Controllers

Upon starting, the application reads the Bridge configuration in order to obtain the list of Device Controller cards, and creates a tab for each card as shown in Figure 128. To connect the application to the Device Controller cards, click on the **Connect** button.

The following information is displayed at the top of each tab:

- On the left hand side of the application is a tree view of the controllers. Each node indicates the status of the controller. A grey square icon indicates that the controller is not connected. Alternatively, the colour (green, yellow or red) indicates the most serious level of error detected for a device on that controller (refer to Section 11.3 Understanding Errors, Warnings and Messages).
- IP address of the controller card (or pair of IP addresses for a dual card)
- The type of connected device Single 2330 for a single controller, Dual 2330 for a dual controller, and ICE for an ICE unit
- The controller version number
- The state of the controller card active or inactive
- Buttons to refresh the Pbak drivers on the controller card display, to export the card's configuration and also to reboot the card - refer to Section 11.2 Working with Pbak Controllers

The Equalizer									
ools Help									
				Disconn	ect				
127.0.0.1	127.0.0.1 [Single 2330] 10.1.0.104	10.1.0.105 [Dual 233	30]						
	🗄 🍫 🛛 Export 🔹 Create Missing D	evices Reconcile	Device Kernel Class I	lds Reboo	ot				
	127.0.0.1 Controller Versio	n: 5.0.28 (_Pbak 5.0.	28.4827)	ACTIVE					
	Name	Eventstore Match?	7 Type	Type Id	Kemel Class Ids (Pbak I	Device)	Kernel Class Ids (Eventstore Devi	ice) Kernel Class Ids Compatible	a?
	(Multiple)	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[104, 917]	No	
	AAAREMOVEWHENFORCECLE	. Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kemel Class Ids]	No	
	AfterBurner	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[100]	Yes	
	App Store Device	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[500]	No	
	ARCHIVE_1	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kernel Class Ids]	No	
	ARCHIVE_2	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kernel Class Ids]	No	
	Ch5Mixer	Yes	SimulatedMixer	305	[119, 120]		[119]	Yes	
	GPI01	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GPI02	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP103	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP104	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP105	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP106	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP107	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP108	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP109	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GPI10	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	Connected								
	Filter: All	•	🔕 🔽 Show Errors	[32/32]	🔥 🔽 Show Warnings	[5/5] (į	Show Messages [0/0]	Report	
	Card IP	Sco	ope	Device	Name	Description			
	3 127.0.0.1	Pba	ak Device	Multiple	el	The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	orted
	2 127.0.0.1	Pba	ak Device	AAARE	MOVEWHENFORCE	The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	ortec
	23 127.0.0.1	Pba	ak Device	AppSto	reDevice	The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	orted
	23 127.0.0.1	Pba	ak Device	ARCHI	VE_1	The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	ortec
	23 127.0.0.1	Pba	ak Device	ARCHI	VE_2	The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	orted
	2 127.0.0.1		ak Device	GPI01		The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	ortec
	3 127.0.0.1	Pba	ak Device	GPI02		The Eventstore	e device of the same name does not ha	ave any Kernel Class Ids that are suppo	ortec
	•				III				
	Errors, Warnings And Messages								



The following information is displayed within the main window, for each controller:

Name: the name of the Pbak device

For each device a 'traffic light' status is assigned to the driver:

<u>Green</u>: Kernel Class Ids are compatible - all of the Eventstore Device Kernel Class Ids match some or all of the Pbak Device Kernel Class Ids (there may be additional Pbak Device Kernel Class Ids assigned to the Pbak Device).

<u>Yellow</u>: Kernel Class Ids are partially compatible - one or more of the Eventstore Device Kernel Class Ids match some of the Pbak Device Kernel Class Ids.

<u>Red</u>: Kernel Class Ids are not compatible - none of the Eventstore Device Kernel Class Ids match the Pbak Device Kernel Class Ids.

Eventstore Match?: the listed Pbak device matches one that is configured in the Eventstore.

Type: the device type, e.g. mixer, video player.

Type Id: a three digit number that identifies the driver that is required by the kernel in order to communicate with this Pbak device - it specifically identifies the type of device, such as a server, VTR, or mixer.

Kernel Class Ids (Pbak Device): a three digit number that identifies a function that is required by the Pbak device from the driver - it associates the Pbak device with parameters that are used by the Eventstore.

Kernel Class Ids (EventStore Device): a three digit number that identifies a function that is configured for the device in the Eventstore - they should match at least one or more of those that are configured for the Pbak device.

Kernel Class Ids Compatible?: as indicated by the traffic light status in the Name column above. Yes = green, Partially = yellow, No = red.

Note: Dual controllers are displayed within a single tab - the two instances are displayed side by side to allow simple comparison.

11.2 Working with Pbak Controllers

The Equalizer provides the following functionality for cards:

- Refreshing the list of Pbak Drivers
- Exporting card configuration
- Creating missing devices in the EventStore
- Reconciling devices with the EventStore
- Rebooting the cards

These options are available on each tab as shown below:

The Equalizer									X
ools Help									
				Disconn	ect				
	127.0.0.1 [Single 2330] 10.1.0.104 1	0.1.0.105 [Dual 23	30]						
	😽 Export Create Missing De	vices Reconcile	Device Kernel Class	Ids Reboo	ot				
	127.0.0.1 Controller Version	n: 5.0.28 (_Pbak 5.0	.28.4827)	ACTIVE					
	Name	Eventstore Match	? Type	Type Id	Kemel Class Ids (Pbak	Device)	Kernel Class Ids (Eventstore Device	e) Kernel Class Ids Compatible?	
	[Multiple]	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[104, 917]	No	
	AAAREMOVEWHENFORCECLE	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kernel Class Ids]	No	E
	AfterBurner	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[100]	Yes	
	App Store Device	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[500]	No	
	ARCHIVE 1	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kernel Class Ids]	No	
	ARCHIVE_2	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[No Kernel Class Ids]	No	
	Ch5Mixer	Yes	SimulatedMixer	305	[119, 120]		[119]	Yes	
	GP101	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP102	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP103	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP104	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP105	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GPI06	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP107	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP108	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GP109	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	
	GPI10	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100]	[125]	No	-
	Connected								
	Filter: All	•	🔕 📝 Show Errors	s [32/32]	🁔 🗵 Show Warnings	; [5/5] (j)	Show Messages [0/0]	Report	
	Card IP	Sc	ope	Device	Name	Description			*
	127001	Ph	ak Device	Multiple	a]	The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supporte	ed by
	0 127 0 0 1	Ph	ak Device	AAARE	MOVEWHENFORCE	The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supporte	ed by
	127001	Ph	ak Device	AppSto	reDevice	The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supporte	ed by
	3 127 0 0 1	Ph	ak Device	ARCHI	VF 1	The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supported	ed by
	0 127 0 0 1	Ph	ak Device	ARCHI	VE 2	The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supporte	ed by
	2 127 0 0 1	Pb	ak Device	GPI01		The Eventstore	device of the same name does not have	e any Kemel Class Ids that are supporte	ed by
	2 127.0.0.1	Pb	ak Device	GPI02		The Eventstore	device of the same name does not have	re any Kernel Class Ids that are supporte	ed by 🔻
	•				III				•
	Empre Warnings And Messages								

Figure 130 The Equalizer - Card Options

11.2.1 Refreshing the List of Pbak Drivers

Click on the refresh icon in order to refresh the view of Pbak drivers for the card. It is not necessary to click on the icon after The Equalizer performs an operation (such as renaming a Pbak driver or creating an EventStore device).

However, if a device is created or modified in the Configurator application, then The Equalizer is not aware of these changes and, therefore, a refresh of a card's Pbak drivers is necessary.

```
Note: The Equalizer can also be used to create a new EventStore device for a Pbak driver or edit an existing device so it is not necessary to use the Configurator to perform these functions.
```

11.2.2 Exporting Card Configuration

Clicking on the **Export** button for a card exports the card's configuration in XML format to the selected location.

11.2.3 Create Missing Devices

Clicking on the **Create Missing Devices** button displays the Create Missing Devices form as shown below:

EQ Create Missing Ev	entstore Devices		x
	This is the list of the devices for this card that are missing in the Eventst	ore.	
	Select those that you wish to create.		
	Provides: GPI02 Kernel Class Ids: [10, 11, 12, 12, 14, 15, 16, 90, 10]	01	 1
	V Device, Griuz, Reifiel Class lus, [10, 11, 12, 13, 14, 13, 10, 50, 10	iu]	
Select All			
Select None			
Jelect None			
	OK Cancel		

Figure 131 The Equalizer - Create Missing Devices Form

Listed are all of the Pbak drivers on the card that do not have an EventStore device of the same name. The devices are all selected by default but can be deselected / reselected by the user either one at a time or by clicking on the **Select None** or **Select All** buttons.

Clicking **OK** creates EventStore devices of the same names as the selected Pbak drivers. Each created EventStore device is also assigned the same Kernel Class as its Pbak driver therefore making the EventStore device compatible.

Once the devices are created, the Pbak drivers on the card appear in the Equalizer main window with an Eventstore Match status of 'Yes'.

11.2.4 Reconcile Devices

Click on the **Reconcile Devices** button for a card in order to display the Reconcile Devices form, as shown below:



Figure 132 The Equalizer - Reconcile Devices Form

Listed are all of the Eventstore devices that are configured as Pbak devices but whose allocated Kernel Class Ids are either partially or completely incompatible with them. They are all selected by default but can be deselected / reselected either one at a time or by clicking on the **Select None** or **Select All** buttons. Click on **OK** to set the Kernel Class Ids of the selected EventStore devices to those of their corresponding Pbak drivers.

11.2.5 Reboot card

Clicking on the **Reboot** button for a card reboots that card. The user must confirm the action.

11.3 Understanding Errors, Warnings and Messages

The lower half of the application is dedicated to all Errors, Warnings and Messages identified by the application for the controllers.

Above the Errors, Warnings And Messages is a panel containing controls for:

- · Filtering messages that are displayed by the application
- For independently showing or hiding Errors, Warnings and Messages
- A summary of the current number of each message type

The Equalizer automatically performs checks on the controllers and reports any errors in the 'Errors, Warnings And Messages' area:

- Errors are identified by a red circular icon with a white cross
- Warnings are identified by a yellow triangle icon containing an explanation mark
- **Messages** are identified by a grey circle icon containing the letter 'i' as indicated by the checkboxes in the status panel

The Pbak Driver Does Not Have An Eventstore Device With The Same Name The Eventstore Device Of The Same Name Has	Select 'Create Eventstore Device For This Pbak Driver' or Select 'Rename This Pbak Driver To The Name Of An Eventstore Device' (not possible for an ICE) or Select 'Rename An Eventstore Device To The Name Of This Pbak Driver' Select 'Edit Eventstore Device'
Name The Eventstore Device Of The Same Name Has	Select 'Rename This Pbak Driver To The Name Of An Eventstore Device' (not possible for an ICE) or Select 'Rename An Eventstore Device To The Name Of This Pbak Driver' Select 'Edit Eventstore Device'
The Eventstore Device Of The Same Name Has	Select 'Rename An Eventstore Device To The Name Of This Pbak Driver' Select 'Edit Eventstore Device'
The Eventstore Device Of The Same Name Has	Select 'Edit Eventstore Device'
One Or More Kernel Class Ids But The Pbak Driver Has None.	and specify one or more Kernel Class Ids for the Device that are supported by the corresponding Pbak driver or
	Select 'Reconcile Eventstore Kernel Class Ids With Pbak' to set the Kernel Class Ids of the Eventstore device match those of the Pbak device.
	Select 'Rename This Pbak Driver To The Name Of An Eventstore Device'
The Pbak Driver Exists On More Than One Controller	Use the Controller Config form to remove the device from the appropriate cards.
The Eventstore Device Of The Same Name Has One Or More Kernel Class Ids That Are Not Supported By The Pbak Driver	Select 'Edit Eventstore Device' and specify one or more Kernel Class Ids for the Device that are supported by the corresponding Pbak driver or
Dilvei.	Select 'Reconcile Eventstore Kernel Class Ids With Pbak' to set the Kernel Class Ids of the Eventstore device match those of the Pbak device.
The Pbak Driver Does Not Exist On Card: <card IP address> [of a dual controller]</card 	Use the Controller Config form to add the driver to the card that is missing the Pbak driver.
<card1 address="" ip=""> is version X but <card2 ip<br="">address> is version Y [of a dual controller]</card2></card1>	Install the correct version of the controller software on one or both cards of the dual controller.
Value mismatch: <key value> = X in <card1 ip<br="">address> and <key value> = Y in <card2 ip<br="">address> [of a dual controller]</card2></key </card1></key 	Use the Controller Config form to correct the key value mismatch (unless of course the values are meant to be different!)
	One Or More Kernel Class Ids But The Pbak Driver Has None. The Pbak Driver Exists On More Than One Controller The Eventstore Device Of The Same Name Has One Or More Kernel Class Ids That Are Not Supported By The Pbak Driver. The Pbak Driver Does Not Exist On Card: <card IP address> [of a dual controller] <card1 address="" ip=""> is version X but <card2 ip<br="">address> is version Y [of a dual controller] Value mismatch: <key value> = X in <card1 ip<br="">address> [of a dual controller]</card1></key </card2></card1></card

Errors, Warnings and Messages generated by The Equalizer are listed below:

Error, Warning or Message	Description	Resolution
Warning (Dual Controller)	Key X found in <card ip<br="">address> only [of a dual controller]</card>	Use the Controller Config form to ensure that there are no keys present on one card and not the other.
Warning (Dual Controller)	Key SYSTEM\changeover_en abled is FALSE on <card IP address> [of a dual controller]</card 	Use the Controller Config form to set the value of key SYSTEM\changeover_enabled to TRUE.
Message	The Pbak Driver's Typeld Does Not Exist In MorpheusConfiguration.x ml. Hence No Event Types Can Be Created For It.	Ensure that the correct version of MorpheusConfiguration.xml is being used by the application.
Table 6 The Equalizer: Errors,	Warnings and Messages	

11.4 Resolving issues

The Equalizer provides tools to resolve several of the most common Errors and Warnings using a context menu that is displayed when right-clicking on a device entry in the uppermost pane (Figure 133).

to The Equalizer								• ×
Teste Uste								
Tools Help								
				Disconne	ect			
	127.0.0.1 [Single 2330] 10 1 0 1	04 10 1 0 105 [Dual 23]	301					
10.1.0.104 10.1.0.105	Conta Minin	- Devices Devecile	Device Kernel Class	Tele I Deber				
	: * Export Create Missin	g Devices Reconcile	e Device Kernei Class	Ids Keboo	π			
	127.0.0.1 Controller Ve	ersion: 5.0.28 (_Pbak 5.0	.28.4827)	ACTIVE	1			
	Name	Eventstore Match	? Type	Type Id	Kernel Class Ids (Pbak	Device) Kernel Class Ids (Eventst	tore Device) Kernel Class Ids Compatib	ile? ^
	OUMD#2	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100] [90]	Yes	
	UMD#3	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100] [90]	Yes	
	OUMD#4	Yes	TestDevice	301	[10, 11, 12, 13, 14, 15,	16, 90, 100] [90]	Yes	
	UMD#5	Yes	TestDevice	301	[10 11 12 12 14 15	10 00 1003 0003	Yes	
	OUMD1	Yes	TestDevice	301	[1 Create Even	tstore Device For This Pbak Device	o	
	OVTR .	Yes	TestDevice	301	[1 Edit Eventst	pre Device	es	
	Ch5Mixer	Yes	SimulatedMixer	305	1 Reconcile Ev	entstore Device Kernel Class Ids With Dha	k Device es	
	CE1	Yes	SimulatedMixer	305	[1	relisione bevice kenner class fas with the	artially	
	CE1-CH1	Yes	SimulatedMixer	305	[1 Rename Thi	s Pbak Device To The Name Of An Events	store Device es	
	CE1-CH2	Yes	SimulatedMixer	305	1		es	
	CE1-CH3	Yes	SimulatedMixer	305	[1 Rename An	Eventstore Device To The Name Of This P	Pbak Device es	=
	CE2_SDC-CH20	Yes	SimulatedMixer	305	[1 Create / Clo	ne Event Types For This Phak Device	es	
	CE2-CH1	Yes	SimulatedMixer	305	[113, 120]	[113]	es	
	CE2-CH2	Yes	SimulatedMixer	305	[119, 120]	[119]	Yes	
	CE2-CH3	Yes	SimulatedMixer	305	[119, 120]	[119]	Yes	
	CE3-CH1	Yes	SimulatedMixer	305	[119, 120]	[119]	Yes	
	Ingest3 VMIngest1	Yes	SimulatedMixer	305	[119, 120]	[119]	Yes	*
	Connected							
	Hiter: All	•	😢 🗹 Show Error	rs [32/32]	Show Warnings	[5/5] (i) V Show Messages [0/0]	Report	
	Card IP	Sc	оре	Device	Name	Description		
	127.0.0.1	Pb	ak Device	Multiple	el	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	2 127.0.0.1	Pb	ak Device	AAARE	MOVEWHENFORCE	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	2 127.0.0.1	Pb	ak Device	App Sto	reDevice	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	3 127.0.0.1	Pb	ak Device	ARCHI	VE 1	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	3 127.0.0.1	Pb	ak Device	ARCHI	VE 2	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	2 127.0.0.1	Pb	ak Device	GPI01	-	The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by
	127.0.0.1	Pb	ak Device	GPI02		The Eventstore device of the same name do	es not have any Kernel Class Ids that are sup	ported by 👻
	•				III			•
	Errors, Warnings And Messages							

Figure 133 The Equalizer - Problem Resolution Tools

11.4.1 Create Eventstore Device For This Pbak Device

This menu item is enabled when no EventStore device has been configured for an existing Pbak device has the same name as the selected Pbak driver. Selecting this option creates an EventStore device to match the selected Pbak device. In addition, the Kernel Class IDs of the EventStore device are set to be the same as those supported by the Pbak device.

When the EventStore device is created, the Device form from the Configurator application is displayed with the new device already selected to allow further configuration if required.

11.4.2 Edit Eventstore Device

This menu item is enabled when the selected Pbak device has a matching entry in the Eventstore - selecting this option displays the Device form from the Configurator application with the device already selected in order to allow configuration changes.

11.4.3 Reconcile Eventstore Kernel Class Ids With Pbak Device

This menu item is enabled when the selected entry is one where the Eventstore device is configured with at least one Kernel Class ID that is not configured for the Pbak driver.

Click on this menu item to set the Kernel Class Ids of the EventStore device to match those of the Pbak device.

11.4.4 Rename This Pbak Device To The Name Of An Eventstore Device

Rename a Pbak device to that of an existing Eventstore device.

This menu item is only enabled if the following apply:

- The controller is not an ICE
- The selected Pbak device is not a sub device sub-device portions of names are fixed
- The selected device name is in the card's Registry

🙉 Rename Pbak I	Device To An Existing Device In The Eventstore	. 🗆 🗌	x					
Select the name Show Show Show Note: Event	 Select the name of the Eventstore device that you wish to rename the Pbak device ICE1 [119, 120] to: Show only Eventstore devices that have at least one Kernel Class Id in common with the chosen Pbak device Show only Eventstore devices that have the same Kernel Class Ids as the chosen Pbak device Show all Eventstore devices Note: Eventstore devices that are already matched to a Pbak device are not shown because it Is illegal to rename a Pbak device to the name of an existing Pbak device 							
Eventstore De	evice Supported Kernel Class Ids		1					
	Note: subdevices are not shown OK							

Figure 134 The Equalizer - Rename a Pbak Device

If the selected Pbak device has the same name as an existing EventStore device, then an alert is displayed requesting confirmation of the action. Clicking the menu item displays the 'Rename Pbak Driver To An Existing Device In The Eventstore' form (Figure 134).

The listed EventStore devices will have at least one Kernel Class ID that matches a Kernel Class ID list of the selected Pbak device.

Select an existing EventStore device that is not already matched to a Pbak device. Three options are available to filter the displayed Eventstore devices, as follows:

- Show only EventStore devices that have at least one Kernel Class ID in common with the chosen Pbak driver
- Show only EventStore devices that have the same Kernel Class IDs as the chosen Pbak driver
- Show all EventStore devices

Click on the EventStore device that the selected Pbak Device will be renamed to - a confirmation window is displayed. If the Pbak driver has any sub devices, only the device part of their name is also renamed.

Note: It is possible that the registry for the card already has an entry corresponding to the new device name. In this case, the renaming of the Pbak driver fails and an error message is displayed. Use the Card configuration form to modify the card's registry by renaming or deleting the relevant key.

11.4.5 Rename An Eventstore Device To The Name Of This Pbak Device

This menu item is enabled only if there is no EventStore device (or sub device) with the same name as the selected Pbak device - click on the menu item to open the Eventstore device renaming window (Figure 135).

Rename Eventstore device to the name of the selected Pbak device						
Select The name of the Events Show only Eventston Show only Eventston Show all Eventstore 	tore device that you wish to rename to: ICE1 [1 e devices that have at least one Kernel Class k e devices that have the same Kernel Class Ids devices	19, 120] d in common with the chosen Pbak de as the chosen Pbak device	vice			
Eventstore Device	Supported Kernel Class Ids	Assigned on card	•			
Ch5Mixer	[119]	127.0.0.1				
ICE10	[101, 119]					
ICE1-CH1	[119]	127.0.0.1				
ICE1-CH2	[119]	127.0.0.1				
ICE1-CH3	[119]	127.0.0.1				
ICE2_SDC-CH20	[119]	127.0.0.1				
ICE2-CH1	[119]	127.0.0.1				
ICE2-CH2	[119]	127.0.0.1				
ICE2-CH3	[119]	127.0.0.1				
ICE3-CH1	[119]	127.0.0.1	=			
Ingest3_VMIngest1	[119]	127.0.0.1				
Reg11Mixer	[119]	127.0.0.1				
Reg12Mixer	[119]	127.0.0.1				
Reg1Mixer	[119]	127.0.0.1				
Reg2Mixer	[119]	127.0.0.1				
Router	[101, 119]	127.0.0.1				
VMIngest1	[119]	127.0.0.1				
VMIngest2	[119]	127.0.0.1				
VMIngest3	[119]	127.0.0.1				
VMIngest4	[119]	127.0.0.1				
VMIngest5	[119]	127.0.0.1				
VMIngest6	[119]	127.0.0.1	+			
	Note: subdevices are not sho	vn				

Figure 135 The Equalizer - Rename an EventStore Device

The listed EventStore devices will have at least one Kernel Class ID that matches a Kernel Class ID of the selected Pbak device. The IP address of the controller card is only displayed if an Eventstore device has a matching Pbak device configured.

This form is similar to the 'Rename Pbak Driver To An Existing Device In The Eventstore' form described on page 227, providing the same three options for filtering the displayed Eventstore devices:

- Show Only Eventstore Devices That Have at Least One Kernel Class Id In Common with the Chosen Pbak Driver.
- Show Only Eventstore Devices That Have the Same Kernel Class Ids as the Chosen Pbak Driver
- Show All Eventstore Devices

Click on the EventStore device that will be renamed to that of the selected Pbak device - a confirmation window is displayed.

11.4.6 Create / Clone Event Types

The Equalizer also allows the user to create or clone Event Types for a Pbak device that has a corresponding EventStore device. This menu item is enabled when an EventStore device of the same name as the selected Pbak device exists in the EventStore. Creating an Event Type using The Equalizer allows the user to select the appropriate Pbak kernel parameters.

When selected, the 'Create Or Clone Event Types For Pbak Device' form is displayed (Figure 136):

Create Or Clone Event Types For Pbak Device								
Create or clone an existing Event Type for Pbak device: ICE1-CH1 (119, 120)								
You can create an Event Tune for this device either hy cloning an existing Event Tune or hy creating								
a new one based u	oon the Eventstore co	onfiguration for the devi	ice in the Pbak de	vices document				
Show only	Event Types with a c	ompatible Kernel Class	ld * 💿 Sho	w all Event Types				
	deutere 🐼 Norm	-t-lite-d-star						
		latching device						
List View Hierarchical View								
Full Name	EventKind	Kernel Class Id	Compatible?	Eventstore Device	Uses Chosen Device?			
X AE Main Event Template-Channel10	MainEvent	119	Yes	ICE2-CH1	No			
AE Menu - 3D Tonight Ch1_DEFAULT	MainEvent	119	Yes	ICE1-CH1	Yes			
AE Menu - 3D Tonight Ch1_NewsTeam	Main Event	119	Yes	ICE1-CH1	Yes			
X AE Menu - 3D Tonight Ch10_DEFAULT	MainEvent	119	Yes	ICE2-CH1	No			
🗙 AE Menu - 3D Tonight Ch10_NewsTeam	MainEvent	119	Yes	ICE2-CH1	No			
AE Menu - Simple Tonight Ch1_DEFAULT	MainEvent	119	Yes	ICE1-CH1	Yes	=		
AE Menu - Simple Tonight Ch1_Line Up	MainEvent	119	Yes	ICE1-CH1	Yes			
X AE Menu - Simple Tonight Ch10_DEFAULT	MainEvent	119	Yes	ICE2-CH1	No			
X AE Menu - Simple Tonight Ch10_Line Up	MainEvent	119	Yes	ICE2-CH1	No			
X CFC DeadRoll End	MainEvent	119	Yes		No			
CFC DeadRoll Start	MainEvent	119	Yes		No			
Channel 1 - Staging Default Main Event	MainEvent	119	Yes	1054 0110	No			
Channel 10 Default Main Event	MainEvent	119	Yes	ICE1-CH3	No			
Channel11 Default Main Event	MainEvent	119	Yes		No			
Channel 12 Default Main Event	MainEvent	119	Yes		No			
Channel 14 Default Main Event	MainEvent	119	Yes		No			
Channel2 Default Main Event	MainEvent	119	res		NO			
Channel20 Deraut Main Event	MainEvent MainEvent	119	Yee	ICE1 CU1	NO Yoo			
Channel20_AE Menu - 3D Tonight Ch1_DEFAOLT	MainEvent	119	Yee		Yee			
Channel 20 AE Menu - Simple Tonight Ch1 DEFAULT	MainEvent	119	Yee	ICE1.CH1	Yee			
	MainEvent					*		
Edit Refresh Add Clone Add Child Add Clone Child Delete								
		Dismiss						

Figure 136 The Equalizer - Create / Clone Event Types Form

There are two tabs:

- List View a display of event types from the Eventstore in alphabetical order
- Hierarchical View a display of events and their Subevents in a tree structure in alphabetical order

Above the tabs are two options:

- Show only Event Types with a Compatible Kernel Class Id

Displays only those event types that exist both as Pbak devices and Eventstore devices that also have one or more matching Kernel Class Ids.

- Show all Event Types

Show all event types regardless of any matching Kernel Class Ids.

An icon is displayed alongside each entry in the views to indicate the following:

- This event type currently uses the device selected in the Equalizer.
- This event type does not use the device selected in the Equalizer.
- This event type currently uses a sub-device of the one selected in the Equalizer (applicable to Hierarchical View only).

Function Buttons

- Refresh

Update the window with any entries following relevant system changes.

- Delete

Delete the currently selected event type - a confirmation window is displayed. This function is also available in the menu that is displayed when

- Dismiss

Close the window.

11.4.6.1 Edit (an Event Type)

Click on an Event Type then click on **Edit** to open the Event Types window of the Configurator - refer to Chapter 7.2 Event Type Configuration for further information.

11.4.6.2 Add (an Event Type)

Click on **Add** to Start the 'Add an Event Type' wizard in order to create a new event type for the device selected in the Equalizer. Follow the instructions provided in the wizard (Figure 137).

			eate Event Type for Pbak device / Eventstore device: ICE2-CH1 [119, 120], TypeId: 305							
	Step 1: Choose the basis for the Event Type's set of Kernel parameters									
This device is a mixer, so only MainEvent or Normal Event Types may be created for it.										
	Choose	the EventKind for the Event Typ	e: MainEvent	•						
Choose	the basis for th	e device's list of Kernel paramete	rs: 119 : [Unavailab	le in MorpheusConfig.xml]	•					
			Kernel Parameters:							
Parameter Name	K No	Parameter Type	Default Value	Description	Source	*				
VideoSource	0	SourceParamDef	DefaultSource	<unavailable></unavailable>	Eventstore					
AudioSource	1	SourceParamDef	DefaultSource	<unavailable></unavailable>	Eventstore					
TransitionType	2	TransitionTypeParamDef	Cut	<unavailable></unavailable>	Eventstore					
TransitionDuration	3	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
AudioGain	4	MappedIntegerParamDef	0 dB	<unavailable></unavailable>	Eventstore					
AudioMode	5	AudioModeParamDef	33825	<unavailable></unavailable>	Eventstore	Ε				
AspectRatio	6	IntegerParamDef	0	<unavailable></unavailable>	Eventstore					
MixOutDuration	7	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
MixInDuration	8	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
TransitionOffset	9	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
AudioMixOutDuration	10	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
AudioMixInDuration	11	TimecodeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore					
	12	TimecodeRangeParamDef	00:00:00;00	<unavailable></unavailable>	Eventstore	-				

Figure 137 The Equalizer - Add Event Type Wizard

Note:It is not possible to create an Event Type for a Pbak driver if MorpheusConfiguration.xml
has not been loaded, the selected Pbak driver's Type ID is not contained within
MorpheusConfiguration.xml or the selected Pbak driver does not have any Kernel Class
IDs.

11.4.6.3 Add Clone (Event Type)

- 1. Select an event type from the list and perform one of the following actions:
 - a) Click on Add Clone, or
 - b) Right click on the event and select **Add Clone** from the drop-down menu The 'Choose a Name for the Cloned Event Type' window is displayed.
- 2. Use the default name for the clone or change as required, then click on **OK**.
- 3. Use the check boxes to choose whether to assign the device, selected in the Equalizer, to the new event type, and whether or not to assign one of the Kernel Class Ids from that device to the cloned event type.
- 4. Click on **OK** to finish or **Cancel** to discard the clone.

All parameters can be changed at a later time by selecting the new clone and clicking on Edit, or by using the Configurator.

11.4.6.4 Add Child (Event Type)

Click on **Add Child** to Start the 'Add an Event Type' wizard in order to create a new event type for the device selected in the Equalizer. Follow the instructions provided in the wizard (Figure 137).

11.4.6.5 Add Clone Child Event Type

- 1. Select an event type from the list and perform one of the following actions:
 - a) Click on Add Clone, or
 - b) Right click on the event and select **Add Clone** from the drop-down menu The 'Select Event Type to Copy From' window is displayed.
- 2. From the drop-down menu, select the event type from which parameters will be copied from. If attempting to add main event parameters as a child of the selected main event, an error message is displayed and the action is not allowed.
- 3. Use the check boxes to choose whether to assign the device, selected in the Equalizer, to the new event type, and whether or not to assign one of the Kernel Class Ids from that device to the cloned event type.
- 4. Click on **OK** to finish or **Cancel** to discard the clone. The cloned child event is now visible in the Hierarchical View Tab of the 'Create or Clone Event Types for Pbak Device.

All parameters can be changed at a later time by selecting the new clone and clicking on Edit, or by using the Configurator.

11.5 Global Functions

Functions of the Equalizer that are applicable system wide are available via the Tools menu (Figure 138):

- Create Localized Configuration
- Event Types: Event Type Analysis and Create Dual ICE Event Type
- Reboot Cards
- Configure Cards
- System Architecture Diagram
- Export System.xml

Decomed Center Localised Configuration pe 2330 [0.10.10.01.00.05 [Dual 2330] Rebot Cards C. Create Missing Devices Reconcile Device Kernel Class Ids (Post Device) Kernel Class Ids (Eventatore Devi	to The Equalizer							
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CLC2_DOC-1120 res Simulated Mixer 305 [113, 120] [113] res CLC2_CH2 Yes Simulated Mixer 305 [113, 120] [119] Yes CLC2_CH2 Yes Simulated Mixer 305 [113, 120] [119] Yes CLC2_CH2 Yes Simulated Mixer 305 [113, 120] [119] Yes CLC2_CH3 Yes TestDevice 301 [10, 11, 12, 13, 14, 15, 16, 90, 100] [101] No * Connected TestDevice 301 [10, 11, 12, 13, 14, 15, 16, 90, 100] [101] No * Card IP Scope Device Name Description * * * Q 127.0.0.1 Pbak Device [Multiple] The Eventstore device of the same name does not have any Kemel Class Ids that are supported by * Q 127.0.0.1 Pbak Device AAAREMOVEWHENFORCE The Eventstore device of the same name does not have any Kemel Class Ids that are supported by * Q 127.0.0.1 Pbak Device APpStoreDevice The Eventstore device of the same name does not have any Kemel Class Ids that are supported by * Q 127.0.0.1			CH20 Yes	Simulated Mixer	205	[10, 11, 12, 13, 14, 13, 16,	50, 100j [101] [110]	Yes
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CLC2-CH3 Yes SimulatedMixer 305 [113, 120] [113] Yes CICE3 Yes TestDevice 301 [10, 11, 12, 13, 14, 15, 16, 90, 100] [101] No * Comected Filter: All Show Errors [32/32] Show Warnings [5/5] I Show Messages [0/0] Report Card IP Scope Device Name Description The Eventstore device of the same name does not have any Kemel Class kids that are supported by O 127.0.0.1 Poak Device [Multiple] The Eventstore device of the same name does not have any Kemel Class kids that are supported by O 127.0.0.1 Poak Device ARAEIMOVEWHENFORCE O 127.0.0.1 Poak Device ARAEIMOVEWHENFORCE O 127.0.0.1 Poak Device APD StoreDevice The Eventstore device of the same name does not have any Kemel Class kids that are supported by O 127.0.0.1 Poak Device ARCHIVE_1 The Eventstore device of the same name does not have any Kemel Class kids that are supported by O 127.0.0.1 Poak Device ARCHIVE_2 The Eventstore device of the same name does not have any Kemel Class kid			Yes	Simulated Mixer	205	[110, 120]	[110]	Yes
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Connected Connected Filter: All Ites It			Vae	TestDevice	301	[10, 11, 12, 13, 14, 15, 16]	90 1001 [101]	No
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		0 127 0 0 1		Phak Device	GPI02	 Tr	e Eventstore device of the same name do	bes not have any Kernel Class Ids that are supported by
		•						*
Emors Warnings And Messages		Errors Warning	is And Messages					



11.5.1 Event Types

11.5.1.1 Event Type Analysis

Provides an overview of the entire system. Click on the **Event Types Analysis** button in order to view a list of the Pbak drivers, their EventStore device names, and the Event Types that use them (if any).

© Event Types Analysis							
This report lists, for each Pbak device, the Event Types in the Eventstore that use the device with the same name and establishes whether their Kernel Class Ids are compatible with their Pbak Driver Kernel Class Ids							
Pbak Device Name And Eventstore Event Types	Eventstore Device Name	Card IP Address					
-K GPI 11 Latch [125] [Normal]							
-K GPI 11 Pulse Beginning [125] [Normal]							
GPI 11 Pulse End [125] [Normal]							
□-1 GPI12 [10, 11, 12, 13, 14, 15, 16, 90, 100]	GPI12 [125]	127.0.0.1					
-K GPI 12 Pulse End [125] [Normal]							
-K GPI 12 Latch [125] [Normal]		E					
GPI 12 Pulse Beginning [125] [Normal]							
🖻 📜 ICE1 [119, 120]	ICE1 [101, 119]	127.0.0.1					
K Route done [101] [Normal]							
K Channel20_Route done [101] [Normal]							
□-IIII ICE1-CH1 [119, 120]	ICE1-CH1 [119]	127.0.0.1					
-K Channel20_AE Menu - Simple Tonight Ch1_Line Up [119] [MainEvent]							
-K AE Menu - Simple Tonight Ch1_DEFAULT [119] [MainEvent]							
-K Channel20_AE Menu - Simple Tonight Ch1_DEFAULT [119] [MainEvent]							
-K xDemo - Subtitles and Closed Captions Ch1 [119] [MainEvent]	K xDemo - Subtitles and Closed Captions Ch1 [119] [MainEvent]						
K AF Menu - 3D Tonight Ch1_NewsTeam [119] [MainEvent]		-					
One or more Eventstore devices and / or Event Types	have Kemel Class lds that are incompatible or partially compa	atible with their Pbak device.					
Expand All Nodes Collapse All Nodes	Dismiss	Refresh					

Figure 139 The Equalizer - Event Types Analysis

Filter Options

Two radio buttons at the top of the form indicate whether to list only those Pbak devices that have corresponding devices in the EventStore, or, to list all Pbak devices regardless of whether they have a corresponding EventStore device.

Below the radio buttons, there are two further options:

• Include Event Types That Use Devices In The Same Device Group - for each Pbak device, only those Event Types that directly use the EventStore device of the same name are listed. However, some configurations dynamically allocate an Event Type to a device that belongs to a device group if specified in the Event Type's 'DeviceGroup' parameter. If this feature is enabled, all additional Event Types that use a device in the same Device Group are also listed.

Configuration Options

Right-click on a Pbak driver or Event Type and select an option in order to:

- Reconcile EventStore device Kernel Class IDs with Pbak: this feature is only
 available if one or more of the Kernel Class IDs do not belong to those of the Pbak
 driver
- Edit EventStore device opens the Configurator's devices form
- Set Kernel Class ID to Pbak Device Kernel Class ID set the Kernel Class ID to one of the IDs of its Pbak driver
- Edit Event Type opens the Configurator's Event Types form

11.5.2 Reboot Cards

The user can reboot one or more cards by clicking on the **Reboot Cards** button and selecting individual card(s) to be rebooted as shown below:

😰 Select Cards To Reboot	×
Please select the cards that you wish to reboot.	
Note that ICE devices are greyed out as they cannot be rebooted via the Pbak interface	
☑ 10.1.0.188 (ACTIVE)	
🔲 127.0.0.1 (ACTIVE)	
Select All	
Select None	
* Card needs rebooting	
OK Cancel	

Figure 140 The Equalizer - Reboot Cards

Dual controllers are shown as a pair of checkboxes on a row. The form also indicates the cards that are active - buttons allow the user to select and deselect all cards. Any cards that are not connected are greyed out and cannot be selected.

Click OK to reboot the card(s) or Cancel to close the window without saving the settings.

11.5.3 Configure Cards

The Equalizer provides the ability to configure multiple Pbak Device Controller cards simultaneously using the **Configure Cards** button - click to generate the following form:

Devices Catalog	Card Configurations		Cards
Devices Catalog	Card Configurations Card: 10.1.0.188 [ACTIVE] Card: 10.1.0.188 [ACTIVE	Card: 127.0.0.1 [ACTIVE]	Cards 2330 10.1.0.188 [ACTIVE] 2330 127.0.0.1 [ACTIVE]
Dekocast Denon MD DigCipher Event Manager DivtechEPG DivtechEPG DivteSe9 EASyCAP EN530 EncoAudioServer ENDEC Event SBectronicProgramGuide Evert Multiviewer Evertz MUltiviewer Evertz VID Evertz VDS Everts VDS	Save Revert Export Reboot	Save Revert Export Reboot	
FABSubtiter FABSubtiter Fexicant Genenic ASCII Genenic Sender Genenic Sender GenericSender GenericSender Hartishscriber Hartishscriber HittP Interface CICE AOV CICE Construct Generator CICE Custor To Inserter CICE DSK CICE DVE CICE Construct Inserter CICE Generic VANC Inserter CICE Player CICE Player CICE RT Graphics	Save Revet Export Reboot	Save Revert Export Reboot	
D # E SCTE VANC Inserter	Dismiss		

Figure 141 The Equalizer - Configure Cards

In the central portion of the form are four 'registry configuration' windows, each of which can contain the registry configuration of a card. When the form is opened, these windows display the registries of the cards in the order of their configuration in the Bridge. A dual card occupies two windows; either the upper pair, or the lower pair.

Note:

The registry cannot be obtained for ICE units, it is not, therefore, possible to configure ICE units using this form

The right hand panel lists the configured cards as icons. If a card's configuration is displayed, then its icon is shown with a green circular icon containing a white letter 'D'.

In order to show the registry configuration of a card that is not currently being displayed, click on a card icon that does not have the green 'D' icon and drag it to one of the available registry configuration windows. If this action replaces an existing registry configuration in the window (and if that configuration has been changed but not saved), the user is prompted to save or discard the changes. If the replaced configuration is one card of a dual card then both cards of the dual card are removed.

11.5.3.1 Dual Cards

A dual card can only be dragged to the upper left or lower left registry configuration window. In the case of dual cards, each configuration occupies its own window, and a yellow bar and a 'Duplicate Actions Across Cards' checkbox is displayed - if ticked, every action (New Key, New Parameter, Edit Parameter, Delete, Rename and Paste) is duplicated on the other card, if possible. If such an action is not possible, for example if a key is renamed on one card that does not exist on the other card, then the user is informed.

The dual card windows contain left and right arrow buttons to allow the configuration of one card to be overwritten by the other. Click on the left arrow button in order to copy the entire configuration from the right hand card onto the left hand card - the configuration on the left card will be deleted, although IP address, port and legacy port values are preserved if they exist. Click on the right arrow button in order to copy the entire configuration from the left hand card.

11.5.3.2 Modifying Registry Settings

To modify the registry settings of a card, right-click on the card and select one of the available menu options. The available options are: New Key, New Parameter, Edit Parameter, Delete, Rename, Copy and Paste. Expand All and Collapse All refer to expanding the selected node.

Registry items can be moved or copied from one card to another. For example, a device can be transferred from one card to another by ensuring that the registries of both cards are displayed and then selecting and dragging the registry entry for the device from the source registry window to the destination registry window.

On the left hand side of the form is a list of the devices in the MorpheusConfiguration.xml file. Any of these devices can be dragged onto any occupied registry window. A configuration window is displayed that allows the user to specify the configuration of the device.

Each registry configuration window has the following buttons: **Save**, **Revert** and **Export...** and **Reboot**. The **Save** and **Revert** buttons become active when the configuration of a card is changed.

The options are:

- Save save the currently displayed registry to the card.
- Revert undo any changes made since the last save.
- **Export...** save the configuration of a card as an XML file. This button is active only when there are no unsaved changes. A **Save As...** window is displayed to prompt the user to enter a filename.
- Reboot reboot the controller in order to make active the changes to the registry.

Currently, an ICE machine cannot have its registry settings edited. If an ICE is dragged onto a registry window, the words 'Registry unavailable' appear in the registry window and its **Save**, **Revert, Export...** and **Reboot** buttons are inactive.

11.5.4 System Architecture Diagram

Select this menu option in order to display the controller cards, and their characteristics on a network diagram.

Note:

In order to be displayed, controller cards must be in a connected state.

ICE's are not displayed.



Figure 142 The Equalizer - Card Visualization

Note:

All devices are listed by their type and individual name: GPI's, serial devices, TCP / UDP devices, and others (where a device does not fall into any of the previous categories).

- Refresh

Update the display.
- Print Preview and Print

View how the document will appear once it is printed.

- Print...

Send the document to a printer.

11.5.5 Exporting the Current System

Export and save the current_system.xml - it can be subsequently imported into the Configurator application.

Click on **Export System.xml** in order to save the file to the default location of C:\EventstoreExport.

12. The Bridge

The Bridge is an application that synchronizes the EventStore with the device controller cards (page 12). It usually runs on the principal EventStore PC.

Pridao						_ 0 <u>_ x</u>
Bridge						
System Advanced Help						
CH1 CH2 Region 1 Region 2 C	CH3 Channel12 ScreenToo Channel	10 4 >	Dies		REF	
			Disc	onnect	SVC TC	
Take Hold Hold Auto	On					
Diagnostics Transactions Controller Statu	IS					
□ 🐼 127.0.0.1	Controllers Devices					
AAAREMOVEWHENFORCI						
ARCHIVE_1	Name	Туре	Connection Status	Driver Status	Controller	A
ARCHIVE_2	AAAREMOVEWHENFORCECLEARALL	TestDevice	Connected	Started, Active	127.0.0.1	
🛛 💞 AfterBurner	ARCHIVE_1	TestDevice	Connected	Started, Active	127.0.0.1	
AppStoreDevice	ARCHIVE_2	TestDevice	Connected	Started, Active	127.0.0.1	
Ch5Mixer	AfterBumer	TestDevice	Connected	Started, Active	127.0.0.1	
GPI01	AppStoreDevice	TestDevice	Connected	Started, Active	127.0.0.1	
GPI02	Ch5Mixer	SimulatedMixer	Connected	Started, Active	127.0.0.1	
GPI03	GPI01	TestDevice	Connected	Started, Active	127.0.0.1	E
GPI05	GPI02	TestDevice	Connected	Started, Active	127.0.0.1	
GPI06	GPI03	TestDevice	Connected	Started, Active	127.0.0.1	
GP107	GPI04	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI05	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI06	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI07	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI08	TestDevice	Connected	Started, Active	127.0.0.1	
GPI12	GPI09	TestDevice	Connected	Started, Active	127.0.0.1	
ICE1	GPI10	TestDevice	Connected	Started, Active	127.0.0.1	
V ICE1-CH1	GPI11	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI12	TestDevice	Connected	Started, Active	127.0.0.1	
	ICE1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
CE2-CH1	ICE1-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
CE2-CH2	ICE1-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE2-CH3	ICE1-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
VICE2_SDC-CH20	ICE2	TestDevice	Connected	Started, Active	127.0.0.1	
💞 ICE3	ICE2-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE2-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
IQHCO_CHANGEOVER	ICE2CH3	Simulated Mixer	Connected	Started, Active	127.0.0.1	
VIQ_GPI00_RulesEngine	ICE2_SUCCH20	Simulated Mixer	Connected	Started, Active	127.0.0.1	
IQ_HIP_01		Circulate d Misses	Connected	Stated, Active	127.0.0.1	
V Ingest3_VMIngest1		Jindiated Wixer	Connected	Stated, Active	127.0.0.1	
MAP1		TestDevice	Connected	Started Active	127.0.0.1	
MD2P1		TestDevice	Connected	Started, Active	127.0.0.1	
					127.0.0.1	Ψ.

Figure 144 The Bridge Window

When events are added, deleted and updated on the Editor schedule, they are changed to 'kernel transactions' and sent to the respective device controllers (via devices connected to the cards).

The Bridge forwards events from the EventStore to the kernel (refer to page 169) or whichever controller card has the correct device connected to it, looking ahead in time according to the 'event look ahead' setting (refer to 'Event Look Ahead' on page 243).

If the Bridge is shut down, the controller card(s) or ICE units (refer to the note below) continue to run the schedule for the duration of the look ahead window. Manual intervention is not possible in this case.

The Bridge directs EventStore data to the controller card that is connected to the device for the event.

Note: Where Grass Valley video servers are in use, they are not controlled by a device controller. The Bridge communicates directly with the video server using a driver that appears in the Bridge configuration as an alternative to device controllers. An IP address has to be specified.

12.1 Event Look Ahead

The Event Look Ahead is the period of time and the minimum number of events that the Bridge uses to 'look ahead' when pre-loading event data into the device controller cards.

The event look ahead ensures output continuity during testing, upgrades or network failures.

The time and number of events are set in the Bridge configuration using the 'Execution Window' and 'LookAheadEvent Count' channel settings (refer to Section 12.7.1 Bridge Configuration Options).

For details on configuring the Bridge, refer to Section 12.7 Bridge Configuration.

The event look ahead settings depend on a number of factors including the complexity of the schedules, the number of ports used per card, the presence or otherwise of devices (refer to page 645) and the need to allow enough time for a successful system restart.

Certain functions, such as Rippling Hold, involve significant processor power, and the main reason for limiting the event look-ahead is to avoid overloading the device controller cards. For details on Rippling Hold, refer to Chapter 7.7.4 Rippling Hold Options.

On the schedule, a grey barrel in the Main status column designates an event that falls outside of the look ahead period, and indicates that there is no response from the Bridge (refer to Figure 145). The Bridge cannot provide status information until event data bas been loaded into the kernel (refer to page 169), which will not occur until the event comes within the event look ahead.

Note: The Transfer Decorator service has its own look ahead setting (refer to page 266).

Start Time	Title	Duration	Mix	Main	Source
11:14:25;13	ON-AIR EVENT A123456	00:08:11;01	T		Server1 HDOMN1
11:14:25;13	ON-AIR EVENT A123456	00:08:11;01	T		Server1 HDOMN1
11:22:44;27	PRESET EVENT A234567	00:50:09;00	U		Server1 HDOMN1
12:12:53;27	EVENT 3 A345678	00:50:45;10	U	Ŧ	Server1 HDOMN1
13:03:39;09	EVENT 4 A456789	00:49:14;00	U	Ŧ	Server1 HDOMN1
13:52:53;07	EVENT 5 A567890	00:56:07;12	U	Ŧ	Server1 HDOMN1
14:49:00;21	EVENT 6 A678901	00:51:33;02	T	ŧ	Server1 HDOMN1
15:40:33;21	EVENT 7 B123456	00:50:07;18	T		Server1 HDOMN1
16:30:41;09	EVENT 8 B234567	01:04:09;26	U		Server1 HDOMN1
17:34:51;05	EVENT 9 B345678	02:25:17;22	T		Server1 HDOMN1
20:00:08;27	EVENT 10 B456789	00:04:18;24	T		Server1 HDOMN1

Figure 145 Events Outside the Look Ahead Period

12.2 Functions of the Bridge

The Bridge provides the following functionality:

- Ensure that the device controller card(s) are updated with event data, looking ahead a specified time.
- Discard event parameters that are not required by the device itself, for example the event title is not required by a video server.
- Direct event data to the device controller in order to allow it to connect to the device specified in the event.
- Receive timecode (refer to page 632) from device controllers, and to forward it to the EventStore.
- Prioritize event data forwarded to the device controllers.
- Receive device status information from device controllers and update the Event Store accordingly.

12.3 Bridge Clock

The Bridge clock always displays the EventStore time with no offsets applied. The following buttons appear to the left of the clock:

- **REF** indicates that a valid video reference signal is being fed into the system, for example NTSC or PAL.
- **TC** indicates that a valid Time of Day timecode (refer to page 635) is being fed into the system.
- **SVC** a service lamp that, when lit, identifies the active Bridge in a multi-bridge system.

12.4 Connecting to the EventStore

To connect to the EventStore, click on Connect.

12.5 Bridging Channels

The Bridge can be configured to bridge selected channels only using channel buttons at the top left of the Bridge window.

🕫 Bridge					_ 0 <u>_ X</u>
System Advanced Help					
CH1 CH2 Region 1 Region 2 CH3 Channel12 Screen Too Cha	nnel 10 🔹 🕨	Disc	connect		24:0 /
Diagnostics Transactions Controller Status					
ARCHIVE 1	Туре	Connection Status	Driver Status	Controller	*
ARCHIVE 2	ALL TestDevice	Connected	Started Active	127.0.0.1	
AfterBurner ARCHIVE 1	TestDevice	Connected	Started Active	127.0.0.1	
AppStoreDevice ARCHIVE 2	TestDevice	Connected	Started, Active	127.0.0.1	
	TestDevice	Connected	Started, Active	127.0.0.1	
AppStoreDevice	TestDevice	Connected	Started, Active	127.0.0.1	
Ch5Mixer	SimulatedMixer	Connected	Started, Active	127.0.0.1	
GPI03	TestDevice	Connected	Started, Active	127.0.0.1	-
GPI02	TestDevice	Connected	Started, Active	127.0.0.1	=
GPI05 GPI03	TestDevice	Connected	Started, Active	127.0.0.1	
GPI06 GPI04	TestDevice	Connected	Started, Active	127.0.0.1	
GPI05	TestDevice	Connected	Started, Active	127.0.0.1	
GPI06	TestDevice	Connected	Started, Active	127.0.0.1	
GPI07	TestDevice	Connected	Started, Active	127.0.0.1	
GPI08	TestDevice	Connected	Started, Active	127.0.0.1	
GPI09	TestDevice	Connected	Started, Active	127.0.0.1	
GPI10	TestDevice	Connected	Started, Active	127.0.0.1	
GPI11	TestDevice	Connected	Started, Active	127.0.0.1	
GPI12	TestDevice	Connected	Started, Active	127.0.0.1	
ICE1-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE1-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE2-CH1 ICE1-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE2-CH2 ICE1-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE2	TestDevice	Connected	Started, Active	127.0.0.1	
ICE2_SDC-CH20	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE3 ICE3CH1 ICE2-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE2-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
V IQ GPI00 RulesEngine	SimulatedMixer	Connected	Started, Active	127.0.0.1	
ICE3	TestDevice	Connected	Started, Active	127.0.0.1	
···· Ingest3_VMIngest1 ICE3-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
K2_DEVICE IQHCO_CHANGEOVER	TestDevice	Connected	Started, Active	127.0.0.1	
MAP1 IQ_GPI00_RulesEngine	TestDevice	Connected	Started, Active	127.0.0.1	
MD2P1	TestDevice	Connected	Started, Active	127.0.0.1	-
		-			

Figure 146 Channels on the Bridge

Clicking a channel button applies any channel-specific actions to that channel only.

If no channel buttons appear at the top left of the Bridge window, it is likely that no **current_system.xml** file has been imported (refer to 'Import/Export' on page 131).

Take, Hold, and Auto (automation on/off) functions are available in the Bridge and apply to the selected channel. These are provided as an aid to testing and are not intended for operational use.

The Bridge clock appears at the top right of the screen.

12.6 Bridge Tabs

12.6.1 Diagnostics Tab

Click on Go in order to display a log of recent activity.

Note: Caution should be exercised when using this function as channels can be taken off-line.

BR Bridge										X
System A	Advanced									
Channel1	Channel2 Cha	annel3			D	isconnect	S		<u>]:50:</u> -	12
Take			AULO							
Diagnostics	Transactions	Controlle	er Status							
<u>C</u> hannel	Channel1		Go Clear	Save		к	iemel 0	Eventstore 0	Parameter 0	
ld		Ch	Start Time	Duration	Type Id	Title	Device	Controller	Status	Hold
{23283 7	7FE-C6B8B8DB}	1	25-APR-2012 14:01:23:01	00:04:54:22	100	EVENT 3	Server1		Eventstore Only	Releas
082851	108-1EC8B0A3}	1	25-APR-2012 14:06:17:23	00:04:08:16	100	EVENT 4	Server1		Eventstore Only	Release
486D30 {	064-BF719E5F}	1	25-APR-2012 14:10:26:14	00:03:16:05	100	EVENT 5	Server1		Eventstore Only	Release
•										۱.
KPN	Es Name	Eve	entstore Value	Controlle	er Name	Controller V	alue			
-1	Event Status	Nul	l							
-1	Channel	1								
-1	StartTime	25-	APR-2012 14:01:23:01							
-1	Duration	00:	04:54:22							
-1	Device	Ser	ver1							
-1	Hold (ch) Release									
-1	PrepareOnly									
0		00:	00:00:00							

Figure 147 Bridge Diagnostics Tab

The upper pane of the Diagnostics tab displays all commands sent to device controller cards - this is useful for following the sequence of commands sent to a device as an aid to fault-finding.

To save the log, click on **Save** - Windows Explorer is opened (by default, the log is saved as a text file in C:\Morpheus).

To clear the log, click on Clear.

12.6.2 Transactions Tab

View events that are synchronized across the controllers and the EventStore.

For Grass Valley use only.

12.6.3 Controller Status Tab

The pane on the left hand side of the Controller Status tab lists those controllers that are configured. The status of each is indicated by either a green tick or a red exclamation mark.

Bridge						– – X
System Advanced Help						
CH1 CH2 Region 1 Region 2 Cl Take Hold Hold Auto	H3 Channel12 Sc	creen Too Channe	el 10 🕢 🕨	Disconnect	SVC TC	5:22:39
Diagnostics Transactions Controller Status	•					
	Controllers Devices					
10.1.0.104/105	Name	Туре	Version	Active	Status	
	127.0.0.1	PbakSingle	5.0.28 (_Pbak 5.0.28.4827)		Connected	
	10.1.0.104 105	PbakDual	Unknown		Disconnected	
	L					

Figure 148 Bridge Controller Status > Controllers Tab

A green tick means that a response has been received from the device. A red exclamation mark means that no response has been received.

To display the parameters and status of controllers and devices, click on the required controller in the left hand pane and then click on either the Controllers or Devices tab.

BR Bridge						
System Advanced Help						
CH1 CH2 Region 1 Region 2 CH	3 Channel 12 Screen Too Channel	10				
			Disc	onnect		
Take Hold Hold Auto	On					
Discussion Transactions Controller Status	1					
Diagnostics Transactions controller states						
127.0.0.1	Controllers Devices					
10.1.0.104[105	Name	Туре	Connection Status	Driver Status	Controller	*
	AAAREMOVEWHENFORCECLEARALL	TestDevice	Connected	Started, Active	127.0.0.1	
	ARCHIVE 1	TestDevice	Connected	Started, Active	127.0.0.1	
	ARCHIVE 2	TestDevice	Connected	Started, Active	127.0.0.1	
	AfterBurner	TestDevice	Connected	Started, Active	127.0.0.1	
	AppStoreDevice	TestDevice	Connected	Started, Active	127.0.0.1	
	Ch5Mixer	SimulatedMixer	Connected	Started Active	127 0 0 1	
	GPI01	TestDevice	Connected	Started, Active	127.0.0.1	-
	GPI02	TestDevice	Connected	Started Active	127 0 0 1	=
	GPI03	TestDevice	Connected	Started Active	127 0 0 1	
	GPI04	TestDevice	Connected	Started Active	127 0 0 1	
	GPI05	TestDevice	Connected	Started Active	127.0.0.1	
	GPI06	TestDevice	Connected	Started Active	127.0.0.1	
	GPI07	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI08	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI09	TestDevice	Connected	Started Active	127 0 0 1	
	GPI10	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI11	TestDevice	Connected	Started, Active	127.0.0.1	
	GPI12	TestDevice	Connected	Started, Active	127.0.0.1	
	ICF1	SimulatedMixer	Connected	Started Active	127.0.0.1	
	ICE1-CH1	SimulatedMixer	Connected	Started Active	127 0 0 1	
	ICE1-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE1-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE2	TestDevice	Connected	Started, Active	127.0.0.1	
	ICE2-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE2-CH2	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE2-CH3	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE2 SDC-CH20	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	ICE3	TestDevice	Connected	Started, Active	127.0.0.1	
	ICE3-CH1	SimulatedMixer	Connected	Started, Active	127.0.0.1	
	IQHCO CHANGEOVER	TestDevice	Connected	Started, Active	127.0.0.1	
	IQ GPI00 RulesEngine	TestDevice	Connected	Started, Active	127.0.0.1	
	IQ HIP 01	TestDevice	Connected	Started, Active	127.0.0.1	
						•



12.7 Bridge Configuration

Configure Bridge parameters by selecting **System** from the menu bar followed by **Configuration**. The Bridge Configuration window is displayed.

san (Bridge Configuration					
Set	tings					
	BridgeServiceMode	Single				
	BusCutTicks	6		Restore		
⊳	Channels	Per-channel config				
⊳	ControllerFailover	Controller failover config		Default		
	Controllers	2 controllers				
	KemelLogFetch	60	=	Apply		
	MasterClock Timeout	10	_			
	Minimum Manual Insert Duration	5				
	PgmBusCutMode	Always				
	Post Transiton Blanking Margin	00:00:02;00				
	Pre Transiton Blanking Margin	00:00:02;00				
	PstBusCutMode	Always	_			
	RescaleMaxWriteXa	2000	_			
	RescaleWriteTimeout	2000	_			
	ServiceTimeout	60	Ŧ			
Bri Def	BridgeServiceMode Define mode of interaction with Service registry					
		Dismiss				

Figure 150 Bridge Configuration Window

Settings that are configurable are either shown in bold type or have blank fields; some settings have a tree-like structure, so it may be necessary to click on an arrow alongside them in order to reveal the configurable parameters. Clicking on a configurable parameter will provide one of two editing possibilities:

- If an arrow for a drop-down list appears in the parameter field, select an option from those available.
- If no drop-down list arrow appears, the parameter can be entered into the blank field or simply overwritten if there is an existing entry.

All Bridge configuration settings are described in Section 12.7.1 Bridge Configuration Options.

When a parameter has been changed, the word **MODIFIED** appears to the right of the window to alert the engineer to the fact that changes have not yet been saved.

To save changes, click on the **Apply** button - the word **MODIFIED** disappears (this only saves the changes, it does not actually apply them). To apply changes, the Bridge application will need to be restarted, as follows:

1. Close the Bridge Configuration window - a window will appear requesting confirmation that the changes are to be applied.



Figure 151 Bridge Configuration Change Confirmation Window

- 2. Click on **OK** to confirm, or **Cancel** to discard the changes.
- 3. The message *RESTART REQUIRED CONFIGURATION CHANGED* will be written on the Bridge title bar, and a further window is displayed stating "The Bridge application needs to be restarted" click on **OK** to acknowledge.
- 4. Shut down the Bridge application by clicking on **System** on the menu bar, and selecting **Exit**.
- 5. Restart the Bridge application.

Other functions that can be used in the Bridge Configuration window are as follows:

- **Restore** restore all changed fields to their previous settings.
- Default return all fields to their default settings.
- **Dismiss** close the window without applying any changes.

12.7.1 Bridge Configuration Options

The following options are available:

- BridgeServiceMode

Defines how the Bridge interacts with the service registry. The Bridge has three service modes:

• **Multiple**: for resilience purposes, a redundant pair of Bridges can be run. Use 'Multiple' to run the Bridge in dual redundant mode, with a failover Bridge partner.

Note: the nature of the Bridge function means this is never essential - the Bridge can be restarted if required, with no more than a short interruption to the bridging process.

- **Single**: allows only one Bridge to provide a service (will not permit a redundant pair.
- **None**: prevents the current instance of the Bridge from providing the bridging service.

- BusCutTicks

Delays the execution of a manual bus cut. One tick is equal to 100ms. Enter the required number of bus cut ticks.

- Channels

Configure Bridge settings for each channel. Expand the Channels option and then expand the channel name.

- Bridge: select True or False. True bridges the channel to hardware.
- **ExecutionWindow**: the length of the event look ahead time (refer to 'Event Look Ahead' on page 243). Enter the time in hh:mm (hours:minutes) a typical setting is one hour.
- IQOnAirTriggerCommand: the Bridge can detect an OnAir trigger from an IQ device. To add notifications of any changes to the OnAir command status to the channel's AsRun log, set this option to the Command ID for the property in the IQ device that holds the name of the current video output (for example, the IQH-CO30 card uses the Command ID '6630' for the name of the current video output).
- IQOnAirTriggerDeviceName: the device driver name of the iq card.
- **IQOnAirTriggerOutputName**: the name given to the video output that this channel represents on the IQ/RollCall device, for example, Master or Backup.
- **LateExecutionMargin**: prevents events that are later than this margin from being downloaded. Enter the margin in minutes and seconds.
- LookaheadEventCount: the minimum number of events that the Bridge uses to look ahead when loading event data into the device controller card(s) (refer to 'Event Look Ahead' on page 243). It is typically in the range 20-100. The lowest allowed number is 10.

- **MipDevice**: enter the name of the channel's Manual Intervention Panel (refer to page 5) which must match the name entered in the registry in the Pbak Utility. Refer to 'Adding an External MIP to the PBak Configuration' on page 640.
- **PgmBusMonitor**: enter the name of the programme bus monitoring device.

- Controllers

Shows the number of controller cards present (use two controllers for a redundant pair). Click on the value field to display the ellipsis button.

...

Click on the ellipsis button in order to display the ControllerConfig Collection Editor window. To add a controller card IP address, click on **Add** and then enter it into the Address field. Also enter the driver name in the field provided. To remove an address, select it and then click on **Remove**.

- KernelLogFetch

The interval between fetches for the kernel transaction log. Enter the interval in seconds. The default is 60.

- MasterClockTimeout

The amount of time that can elapse with no clock ticks before the Bridge attempts to become the clock master.

- MinimumManualInsertDuration

The minimum duration of a manual insert, in seconds. If the default event duration is lower than this figure, the Bridge setting takes priority.

- PGMBusCutMode

A 'PGM bus cut' occurs when an operator changes the on-air source without scheduling it (for example, breaking away suddenly from a programme for a news flash). Each option is described below.

 Always: this value links to the Use subevents to model PGM bus cuts System Configuration setting. To access this setting, from the Configurator, click on the System Configuration toolbar button. Refer to 'Configurator' on page 50. If this option is selected, Always inserts a Subevent in the schedule below the Programme event to reflect the source change. This is the recommended mode.

If the **Use subevents...** check box is cleared, a new main event with the Program bus source is inserted in the schedule. Programme bus cuts on the mixer are passed to automation, appear in the schedule and are then placed in the as-run log (refer to page 569).

- **Never**: PGM bus cuts on the mixer are not forwarded to automation, they do not appear in the schedule and they are not placed in the as-run log.
- Use GPI: PGM bus cuts on the mixer may be passed to automation, depending on the state of a GPI input, normally connected to a button on the hard MIP that is pressed to prevent the bus cut being detected by automation. Refer to 'GPI' on page 636.
- Always with Sub Event: operates in the same way as the 'Always' option above.
- **Ignore**: All source changes on the preset bus are ignored and no modifications to the schedule occur.

- PostTransitionBlankingMargin / PreTransitionBlankingMargin

The blanking margin is a small amount of time before and after a main bus transition. Bus cuts are not processed during the blanking margin.

Enter the margin in hh:mm:ss:ff. (hours:minutes:seconds:frames).

- PstBusCutMode

Select the required mode for a preset bus cut.

- Always: inserts a default main event into the preset position on the schedule.
- **Never**: updates the preset audio and video sources with the newly selected sources on the mixer preset bus.
- **Use GPI**: allows use of the preset bus as a preview bus this mode is used in conjunction with a Manual Intervention Panel (MIP). Refer to page 5.

A GPI (refer to page 636) on the Manual Intervention Panel is allocated for roaming the preset bus so that when this GPI is asserted all preset bus cuts are ignored. If this GPI is not asserted the preset source is updated in the same way as the Never mode.

- Always with Sub Event: not supported.
- **Ignore**: all source changes on the preset bus are ignored and no modifications to the schedule occur.

- RescaleMaxWriteXa

The rescale maximum write duration.

- RescaleWriteTimeout

The amount of time it takes the Bridge to carry out a transaction before it times out.

- ServiceTimeout

The Bridge service timeout in seconds. The Bridge must be restarted in order to register the change. Enter 0 to disable service withdrawal.

- StatusUpdateTicks

The delay in writing status updates to the EventStore. One tick is equal to 100ms.

- SystemClockMode

Determines how the Bridge drives the EventStore clock. This is usually set to **Multicast**. Make a selection from the following options:

- **Multicast**: the system clock is maintained by means of UDP multicast ticks (refer to page 35) from at least one device controller (usually two or three).
- **TCP Locked**: the system clock is maintained by means of TCP clock ticks from a card that has been configured to do so in its pbak.dat.
- **TCPAny**: the system clock is maintained by means of TCP clock ticks from a card chosen by the Bridge on start-up.
- None: for Grass Valley development use only.

- SystemTimeToTimecode

Set to either **True** or **False**. True periodically sets the computer clock to match the incoming timecode. This is updated every five minutes.

- TransactionTimeout

The transaction timeout period, in seconds, within which all controllers are expected to have completed their transactions. Otherwise they are resynchronized.

12.8 The Advanced Menu

Bridge													×
Curtury (Adversed II-la												
System	Advanceu Help				Tala	1101							
CH1	Re-Synchron	ise Chan	inel	annel 12 5	creen loo una	nel IU		Disc	connect	REF	1 1.		
Tak	Re-Synchron	ise All								SVC	1 1.	1	
Idk													
Diagnostic	Transations C	- steeller (Charton										
Didginostro	a Transacuons C	ontroller a	Status		A								
Channe	al CH1	•	Go	Clear	Save		Kemel	31 Even	tstore 31 F	Parameter ()			
ld		Ch	Start Time		Duration	Type Id	Title	Device	Controller	Status	Hold	Prepare Only	*
√ {6300	112D-DE745814}	1	27-FEB-2017	09:23:48;08	00:18:12;22	119	Intl_VballL_Wm	ICE1-CH1	127.0.0.1	OK	Release	False	
🗸 {3D14	7AA5-C82FFFA7}	1	27-FEB-2017	09:42:01:00	00:00:50;03	119	LANGUAGEDE	ICE1-CH1	127.0.0.1	OK	Release	False	
✓ {63DE	BB32-6FDBC08B}	1	27-FEB-2017	09:42:51:03	00:00:10;00	119	PAD_IDENT001	ICE1-CH1	127.0.0.1	OK	Release	False	
√ {737E	BA5E-8737817A}	1	27-FEB-2017	09:43:01:05	00:01:38;29	119	LIVEREC-00099	ICE1-CH1	127.0.0.1	OK	Release	False	
✓ {4C39	85B0-82125CDD}	1	27-FEB-2017	09:44:40;04	00:00:24;26	119	ON LOCATION	ICE1-CH1	127.0.0.1	OK	Release	False	E
V {1579	DAA9-4CA6C5DD}	<u>_1</u>	27-FEB-2017	09:45:05;02	00:03:21:05	119	Firestarter	ICE1-CH1	127.0.0.1	OK	Release	False	
{0987	164E-B36D4694}	1	27-FEB-2017	09:48:26;07	00:01:00;03	119	0525_PELICANS	ICE1-CH1	127.0.0.1	OK	Release	False	·
√ {02E7	A9AE-A8516B04}	1	27-FEB-2017	09:49:26;10	00:00:29;02	119	GONE_GIRL_T	ICE1-CH1	127.0.0.1	OK	Release	False	
V {0B6D	(05B9-BEB45297)	1	27-FEB-2017	09:49:55;12	00:00:11;29	119	ICE_CUBE_LOOP	ICE1-CH1	127.0.0.1	OK	Release	False	
V {12D6	4690-395F2086}	1	27-FEB-2017	09:50:07;11	00:00:10;00	119	PAD_IDENT001	ICE1-CH1	127.0.0.1	OK	Release	False	
{OFCC	E140-23922E18}	1	27-FEB-2017	09:50:17;11	00:00:24;26	119	ON LOCATION	ICE1-CH1	127.0.0.1	OK	Release	False	
V {7749	37F4-3360AAA5}	1	27-FEB-2017	09:50:42;07	00:02:20;00	119	INTERSTELLA	ICE1-CH1	127.0.0.1	OK	Release	False	
√ {2BC4	6FC5-D58CA640}	1	27-FEB-2017	09:53:02;09	00:02:59;29	119	LIVEREC-00095	ICE1-CH1	127.0.0.1	OK	Release	False	
🗸 {106B	DF12-91366C96}	1	27-FEB-2017	09:56:02;10	00:19:54;08	119	Intl_Vball_Men_2	ICE1-CH1	127.0.0.1	OK	Release	False	
V {40AA	F7B9-2B28AEDD}	1	27-FEB-2017	10:15:56;16	00:01:59;28	119	LIVEREC-00093	ICE1-CH1	127.0.0.1	OK	Release	False	
√ {3D74	3EFA-949DC15F}	1	27-FEB-2017	10:17:56;16	00:18:12;22	119	Intl_VballL_Wm	ICE1-CH1	127.0.0.1	OK	Release	False	
√ {2AEC	BA4A-3CE3787D}	1	27-FEB-2017	10:36:09;08	00:00:50;03	119	LANGUAGEDE	ICE1-CH1	127.0.0.1	OK	Release	False	
√ {7CA1	41FB-07E45171}	1	27-FEB-2017	10:36:59;11	00:00:10;00	119	PAD_IDENT001	ICE1-CH1	127.0.0.1	OK	Release	False	-
KPN	Es Name	Event	tstore Value		Controller	Name	Controller Value						-
-1	Event Status	Down	loaded		Event Sta	atus	Scheduled						E
-1	Channel	1			Owner		1						
-1	Start Time	27-FE	B-2017 09:45:	05;02	Origin		27-FEB-2017 09:45	:05;02					
-1	Duration	00:03	:21;05		Duration		00:03:21:05						
-1	Device	ICE1-	CH1		Device		ICE1-CH1						
-1	Hold (ch)	Relea	ise		Hold		Release						-

Figure 152 The Bridge Advanced Menu

- Re-Synchronise Channel

Download scheduled events from the chosen channel to the device controller, overwriting events that are currently in the device controller.

- Re-Synchronise All

Identical to Re-Synchronise Channel, above, but applies to all channels.

Note:

The **Re-Synchronise Channel** and **Re-Synchronise All** options should only be used if there are serious errors on a channel.

13. Editor Configuration

The Editor **Configuration** window contains the parameters that set up access to, and the presentation of, the on air schedule.

Note: The functionality of the Editor is described in detail in the Morpheus Operators manual.

To access the Configuration window:

- 1. Start the Editor application. The 'Role Login' window will appear.
- 2. In the case of a new installation of Morpheus, if a personalised role has not yet been created / allocated then log in using the default role **All** and default the password **qw**.
- 3. From the Menu Bar, select **Tools > Configuration**, or click on the **Configuration** icon on the Toolbar.



 Enter the 'Editor Configuration' password when prompted (default = qw) - if this is an existing installation, the password may have been changed by an administrator. The Editor Configuration Window is displayed.

💓 Editor Configuration		
Common	Configuration password qw	
 Browse Shortout Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) 	 Lock Workstation Property Inspector Visible Property Inspector Tooltips Visible Property Inspector Checkbox on same line Allow Select From Timeplane Debug Mode Restrict alarms to visible channels Show alarm scroller in Workstation Show alarm descriptions in scroller Allow alarm acknowledgement Display Confirmation Messages for deleting/cuttin 	Disable 'Paste Top' Disable 'Force Decorate' Grid Icon Size Scale Disable Linked Lists Linked List Mode Single Reference Multiple Reference Use Global Schedule File Name g events
Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20)	 Enable commercial break validation functionality Horizontal Scrollbar For Grid Allow drag drop Allow active timelink hierarchy template to be cha Enable Skypath Editor Show System Name Panoplay Oracle Address Morpheus Services servers (CSV host names) Material Transfer Show Material Transfer Progress Update even Bd Synchronization Time Out 30 secs 	nged Is PanoplayMirror? Panoplay Slave Banner Visible Panoplay Control Visible y 10 secs (min 10)
Import Export		OK Cancel Apply

Figure 153 The Editor Configuration Window

13.1 Common Configuration Settings

To display the common configuration settings, select **Common** from the left hand pane of the **ConfigForm** window. Each of the settings is described below.

- Configuration Password

Apply a password to the Editor configuration function (or change an existing password). If the ConfigForm window is opened, a window is displayed prompting for the password. The default configuration password is 'qw'.

- Lock Workstation

Disables many of the toolbar buttons and some of the menu options. It also prevents changes being made to fields on the Property Inspector (refer to page 5).

- Property Inspector Visible

Tick the check box to in order to display the Property Inspector on the Editor window.

- Property Inspector Tooltips Visible

When enabled, this function displays the contents of a Property Inspector text field in the form of a tooltip when the user hovers over the field using the mouse. This feature improves the legibility of long fields.

- Allow Select From Timeplane

When selected, if a user double-clicks on an event in the Timeplane (refer to page 23), the event will be selected in the Editor.

- Restrict Alarms to Visible Channels

For channels that are not displayed on the channel bar, prevent alarms from appearing each time a change is made.

- Show Alarm Scroller in Workstation

Tick the check box to in order to display an alarm scroller at the bottom of the Editor window.

- Show Alarm Descriptions in Scroller

Tick the check box in order to scroll the alarms on the alarm scroller (refer to 'Show alarm scroller in Workstation' above).

- Allow Alarm Acknowledgement

When enabled, if double-clicking on the status bar, an Alarms window is displayed. Right-clicking on an alarm in this window displays a menu providing the function to acknowledge one or more alarms.

To allow the acknowledgement of alarms, tick the **Allow alarm acknowledgement** check box.

To prevent operators from acknowledging alarms, clear the check box.

- Display Confirmation Messages for Deleting / Cutting Events

Tick the check box to display a confirmation window when operators choose to delete or cut events.

- Disable 'Paste Top'

Disable the 'Paste Top' feature on the Editor context (right-click) menu. Allows one or more events to be moved or copied to a position immediately after the on-air event.

- Disable 'Force Decorate'

Disable the 'Force Decorate Events' feature on the Editor context (right-click) menu. Allows a user to to return a property to its original value after it has been changed manually.

- Use Global Schedule Filename

Within the same Morpheus system, it is useful to be made aware of the name of the schedule that was last loaded onto a channel - this feature posts the name of that schedule in the bottom left-hand corner of the online Editor.

There are two modes:

- Local (disabled): the name of the last schedule that was loaded locally, on a per editor / per channel basis. This is the default mode.
- Global (enabled): the name of the last schedule that was loaded from any Editor, on a per channel basis

The last loaded schedule is defined as any of the following:

- One that has overwritten the current loaded schedule following the use of the Replace Schedule function
- One that has been added to the current loaded schedule following the use of the Append Schedule function
- One that has been renamed following a Save As instruction.

The schedule name is updated dynamically upon the most recent change.

- Enable commercial break validation functionality

Enables a verification process to ensure that each commercial in a break header is valid within its context before being played out. Refer to Section 13.32 Schedule Validation Service for further information.

When enabled, the following actions are added to the commercial break right-click menu on the Editor window:

Break Validation 🔹 🕨 🕨	Mark all events in this break as valid
	Clear all validation tracking for this break
	Mark this event as valid in this break
	Clear this event's validation tracking

- Horizontal Scrollbar For Grid

When enabled, a horizontal scroll bar is added into the Editor window - if the visible columns exceed the width of the screen the horizontal scroll bar appears thus allowing all columns to be viewed.

- Allow Active Timelink Hierarchy Template to be Changed

Allows timelink hierarchy templates on the schedule. The new function is displayed on the **Tools** menu as **Timelink Hierarchy**. Refer to Section 7.10.4 TimeLink Hierarchy Templates for further information.

- Enable Skypath Editor

For Grass Valley use only.

- Panoplay Oracle Address

Panoplay is a Morpheus application that allows channels on separate systems to be synchronized. Follower channel systems can be modified to be the same as Leader channel schedules. Enter the Panoplay Oracle address here.

For information on Panoplay, refer to Chapter 16. Panoplay

- Is PanoplayMirror?

On a mirrored Panoplay system, a mirror cannot become the Leader. When selected, this function disables the 'Become Leader' button on the Workstation. Refer to Chapter 16.4 Panoplay Status for further information.

- Panoplay Slave Banner Visible

Display the configured name of the Follower system as a banner across the Editor grid in order to clearly indicate its status. Refer to Chapter 7.7.5 Other Tab for information on configuring the names.

- Panoplay Control Visible

When **Panoplay Control Visible** is selected, PanoPlay buttons are displayed in the bottom left of the screen to allow switching between Leader, Follower and Un-Synchronized.

- MorpheusServices Servers (CSV host names)

Used for the collection of information from other systems.

- Material Transfer: Show Material Transfer Progress

Displays a bar in the main column on the Editor schedule to indicate the percentage of the material that has been transferred.

- Material Transfer: Update every

Sets the frequency with which Morpheus updates the material transfer status.

- Show Thumbnails

Creates a Thumbnail column on the Editor and displays a thumbnail for each item of material that exists in the configured Momentum system.

• Update Every

Enter a value that defines the frequency with which Morpheus updates the thumbnails.

13.2 Database Configuration Settings

The Database option applies to the search results area in the Palette (refer to page 5). Limit the number of rows displayed when a user searches for material.

To display the database settings, select **Database** from the left hand pane of the ConfigForm window.

Enter the maximum number in the Maximum Result Set field.

W ConfigForm		No. and No.
Common Database Browse Shortcut Keys Machine Specific	Maximum Result Set Note: All database conn configured in the Event EventStore configuration connection settings	1000 rection settings are now store. Please use an n tool to add/remove/edit

Figure 154 Editor Configuration - Database Settings

13.3 Browse

The 'Browse' function provides a thumbnail (a still frame) of the video content in the schedule on the Editor window. Clicking on the thumbnail allows a user to preview the scheduled video content before going to air.

The parameters in the **Editor Configuration > Browse** page allow the system to supply the thumbnails from a video storage device (such as a video server or an ICE) for broadcast quality, high resolution video clips, and/or from Momentum (if installed) for proxy clips (typically low resolution versions of the clips available from the video storage device).

Important:

The Browse function is dependant upon Microsoft 'Desktop Experience' being installed.

For installation instructions, refer to the Desktop Experience Overview at https://technet.microsoft.com

7 Editor Configuration	
Editor Configuration Common - Database Browse - Shortcut Keys - Machine Specific - Roles - Barcodes - Overrun/Underrun - Channel Flow Control Miscellaneous - CH1 - CH2 - Region 1 - Region 2 - CH3 - Flexible / N+1 (Channel1: - ScreenToo - Position 2 (Channel 10) - Region 11 - Region 12 - CH3-Staging - CH3-Staging - CH3-Staging - Position 1 (Channel20)	Enable Browse Hostname (or ip) Browse Device Id Momentum © Enable Browse Preview © Use FileId as Momentum MaterialId Hostname or IP Address mdemo User ID 7E4529FD5CCC413C9721DA7 Configured Proxy Path Momentum_MEDIA\PROXY Configured File Type mp4 © Show Thumbnails Update every 5 secs Video Server Parameters Momentum Parameters
Import Export	OK Cancel Apply

Figure 155 Editor Configuration - Browse Function

The configuration fields are divided into two sections:

13.3.1 Video Server Parameters

- Enable Browse

Tick the checkbox to allow browsing to a video server - not required for browsing to Momentum.

- Hostname (or IP)

Enter the unique computer name or IP address of the server on which the high resolution video clips are stored.

-Browse Device Id

Enter the device ID of the video server [named in 'Hostname (or IP)' above] - it must match a device ID that exists in the Configurator (Configurator > Devices > Device ID).

13.3.2 Momentum Parameters

- Enable Browse Preview:

Tick the checkbox to allow browsing of thumbnails and low resolution proxy clips on the Momentum system.

- Use FileId as Momentum MaterialId

Morpheus can be configured with both a FileId and a Material Id for the same media file, whereas Momentum uses only a MaterialId - tick the checkbox to force the MaterialID in Momentum to be the value of the FileId in Morpheus (the checkbox is greyed out unless The 'Enable Browse Preview' box has been ticked).

- Hostname or IP Address

Enter the unique computer name of the Momentum system, or its IP address.

- User ID

Enter a valid user ID, matching one that is already configured in the Momentum system.

- Configured Proxy Path

Enter the fully qualified path name of the folder containing the required low resolution files - it must match the path configured in Momentum. Note that many proxies can be configured within Momentum, each containing different files.

- Configured File Type:

The supported file types are **mp4** or **mov** - select one or the other from the drop-down menu

- Show Thumbnails

Tick the checkbox in order for thumbnails to be displayed in the Thumbnail column of the Morpheus Editor.

- Update Every n Secs

Specify the frequency at which the thumbnails displayed in Morpheus should be updated following thumbnail display changes in Momentum. The default is 10 seconds.

- Note: In order to avoid any performance issues, it is recommended that the value of Update 'Every n Seconds' is set to the lowest acceptable frequency.
- Note:

The viewing of thumbnails within the Morpheus Editor is NOT dependent upon a Material ID being available on the playout server - this means that Momentum will still provide the thumbnail from the proxy database despite the actual material being unavailable for broadcast.

13.4 Shortcut Keys Settings

Shortcut keys are assigned to some Morpheus Editor commands, for example, CTRL+ALT+C to clear a current channel or CTRL+D to add a default event. The Shortcut Keys configuration function allows assigned shortcut keys to be change or removed.

To display the shortcut key options, select **Shortcut Keys** from the left-hand pane of the ConfigForm window.

🦅 Editor Configuration			x
Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Ch1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20)	Command Action Channel ClearChannel Action Channel Cut Entire Schedule Action Channel Paste Top Entire Schedule Action Channel Paste Top Entire Schedule Action Channel Select Thire Schedule Action Channel SlipNest Action Channel Take Next Action Channel Take Next Action Channel Take Next Action Channel Take Next Action Editor Advanced Search Action Editor Advanced Search Action Editor Commercial Hotlist Description Shortcut for selected command Press shortcut keys Apply Shortcuts currently used by: The select add the select of the select add the select of the select add the select of the select add		
Import Export	OK Cancel	Apply	

Figure 156 Editor Configuration - Shortcut Keys Settings

13.4.1 Assigning Shortcut Keys to a Command

1. Select the relevant Morpheus Editor command from the **Command** list.

The shortcut keys assigned to the selected command appear in the **Shortcut for selected command** field.

- 2. Click on Remove to remove the shortcut keys.
- 3. To enter a new shortcut key combination, click on the **Press shortcut keys** field and press the relevant keys on the keyboard.

For example, to assign **CTRL+ALT+S**, **P**, hold down the **CTRL** and **ALT** keys whilst pressing **S**. Release all keys then press **P**.

4. Click on Apply.

Note:

If the key combination entered is assigned to another command, then this command is displayed in the **Shortcuts currently used by** field.

13.5 Machine Specific Settings

The EventStore uses 'operator stations' to determine the channel that an operator is viewing on their workstation. Operator stations can be used for various tasks in Morpheus. For example, they can change the video routed to the monitor so that the video on the wall matches the channel the operator is working on.

An operator station first needs to be configured, (refer to 'Creating an Operator Station Name' below) then it can be selected in the Editor and Timeplane (refer to page 23).

To display the machine settings option, select **Machine Specific Settings** from the left-hand pane of the ConfigForm window.

W ConfigForm	
Common Database Browse Shortcut Keys Machine Specific Roles	Operator station NB: No two workstations should be assigned the same Operator Station

Figure 157 Editor Configuration - Machine Specific Settings

13.5.1 Creating an Operator Station Name

Before linking the Timeplane and Editor, ensure an operator station name has been created for the operator station.

- 1. Start the Configurator (refer to page 50).
- 2. From the **Advanced** menu, select **Operator Stations** to display the Operator Stations window.
- 3. Any existing operator station names appear on the list at the left of the window.
- 4. Click on **Add** and enter a name for the operation station in the field provided.
- 5. Select the router device, current channel and PMap device.
- 6. Select the required destination map and enter the required value in the field provided and click on **Save**.

The operator station is added to the list.

13.5.2 Selecting an Operator Station Name for the Editor

On the Machine Specific Settings Editor configuration screen, select the required station name from the **Operator Stations** list and click on **OK**.

13.5.3 Selecting an Operator Station Name for the Timeplane

- 1. In the Timeplane application, display the Configuration window in either of the following ways:
 - From the Edit menu select Config.
 - On the Timeplane toolbar, click on the Configuration icon.



2. On the Appearance tab for the required channel, select the required **Associated Operator Station** and click on **Save**.

Associated Operator Station		
MyOperatorStation	•	

13.6 Roles

A role is a configured set of permissions and restrictions that are applied to a login account. Options that are not relevant for one user are disabled, yet the same options may be enabled for another user. Many roles can be created, each tailored to the requirements of different users (mainly operators), for example:

- Configure some channels to be visible, and others not.
- Disable some buttons on the toolbar.
- Enable and disable buttons on the Manual Intervention Panel (MIP), refer to page 5.
- Enable MediaBalls (page 53).
- Change the color of events to indicate the type of event, any warnings.

13.6.1 Displaying the Role Settings

From the left hand pane of the 'Editor Configuration' window, select Roles.

💱 Editor Configuration		- • ×
 Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20) 	Current Role All Current Password Administrator Role Maintenance New Role Name Source Role Name New Role Clone Role Delete Role	
Import Export	OK Cancel	Apply

Figure 158 Editor Configuration - Role Settings

13.6.2 Creating a Role

Select a method of creating a role from one of the two options below.

13.6.2.1 'New' Role

A completely new role has only default settings - for example, many of the toolbar buttons are greyed out, the column widths need setting to display the column contents, and the Property Inspector fields (refer to page 5) are read only.

- 1. From the left-hand pane of the ConfigForm window, select Roles.
- 2. In the **New Role Name** field, type a name for the role.
- 3. Click on New Role.

13.6.2.2 Cloned Role

The permissions and restrictions of an existing role are copied into a new role, with a new name - simplifies role creation when a new role requires only a few changes over an existing one. To clone a role:

- 1. From the **Source Role Name** list, select a role on which to base the new one.
- 2. In the **New Role Name** field, type a name for the role and click on **Clone Role**.

13.6.2.3 Administrator (option)

Allows events on the schedule to be hidden according to the user role. Selecting this option displays events on the schedule and in the palette if the Visibility property for the Event Type on which they are based is set to 'Visible to Administrators'.

Note: The Event Type does not appear in the Property Inspector as a Subevent whether or not this option is selected

This option applies to all operators who are members of the current role. Refer to the Visibility parameter in Chapter 7.2.2 Event Type Properties for further information.

13.6.3 Deleting a Role

To delete a role:

- 1. From the **Source Role Name** list, select the role to delete.
- 2. Click on Delete Role.

13.6.4 Selecting a Different Role

To switch from one role to another:

1. From the Menu Bar select **File > Change Role**.

The Role Login window is displayed.

- 2. From the Role name list, select the required role.
- 3. When prompted, enter the password associated to the role and click on **OK**.

13.6.5 Setting Role Permissions and Restrictions

The setting or changing of permissions and restrictions associated with a role can only be performed when logged in to the Editor using that role - these tasks are not performed using an administrators account.

- 1. Start the Editor.
- 2. Log in:
 - a) Directly, using the role name for which permissions and restrictions are to be set, or
 - b If already logged in to another role, switch roles to the one for which permissions and restrictions are to be set (Section 13.6.4 Selecting a Different Role).
- 3. From the Menu Bar, select **Tools > Configuration**, or click on the **Configuration** icon on the Toolbar.



- 4. Enter the 'Editor Configuration' password when prompted this level of password protection prevents operators from changing their role permissions and restrictions. The Editor Configuration Window is launched.
- 5. Read through the remainder of this chapter for details on the configurable permissions and restrictions.

13.7 Barcodes

To display the Barcodes options, select **Barcodes** from the left-hand pane of the ConfigForm window.

🦅 Editor Configuration			
 Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20) 	Enabled Port 39452 ↓ Timeout 00:02:00:04 ✓ Acknowledge code pairs	Types Uhknown Error Oddics Probel	
import Export		Calice	

Figure 159 Editor Configuration - Barcodes Settings

Some of the settings are described in the table below.

Function	Description
Enabled	Enables barcodes.
Port	Enter the port number for the barcode reader.
Timeout	Enter the required timeout setting. The default setting is 00h02m00s00f.
Types	To enable specific equipment types, select the relevant check boxes.
Table 7 Deveade Cattings	

Table 7 Barcode Settings

13.8 Overrun / Underrun

To display the Overrun / Underrun options, select **Overrun / Underrun** from the left-hand pane of the ConfigForm window.

🦅 Editor Configuration	
Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels Ch1 CH2 Region 1 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging CH3-Staging CH3-Staging Position 1 (Channel20)	Display Settings Show in event previous to fixed event Show overrun for event in hold Show scheduled duration Distribute Overun Max. Frames to Remove Using Distribute Overrun Max. Frames to Remove Using Distribute Overrun (0 Frames will disable this feature) Allowable Material Types Junction Programme Commercial Live LiveRecord Confirm Before Distributing? Alert me When Completed?
	Distribute Underrun Max. Frames to Add Using Distribute Underrun Allowable Material Types Junction Programme Commercial Live LiveRecord Confirm Before Distributing? Alert me When Completed? Underun\Overrun Threshold Threshold: 00:00:00:01
Import Export	OK Cancel Apply

Figure 160 Editor Configuration - Overrun / Underrun Settings

Over and under runs can occur when there is a fixed event (refer to page 644) on the schedule:

- An 'over run' occurs when the fixed event is scheduled to begin during the previous event.
- An 'under run' occurs when the previous event is scheduled to end earlier than the fixed event's start time.

When an over or under run occurs, a second timecode is displayed in the **Duration** field on the Editor schedule, below the event's duration.

Duration 00:03:04:20 00:00:04:00

This indicates one of the following:

- How much material needs to be removed, in the case of an over run.
- How much material needs to be added, in the case of an under run.

13.8.1 Distributing Overrun / Underruns

Allows the user to correct any overruns / underruns in a schedule using the **Distribute overrun** function on the Editor right-click context menu. If an event is overrunning, the user selects this function and the system proceeds to find a list of candidate events and corrects the over or underrun by making a set of small adjustments to the durations of these selected events.

In the case of an overrun or underrun due to a fixed or timelink slave event, this is all the events in the main event chain from the point of the overrun or underrun to the previous event that is either fixed, timelink slave or has started.

In the case of an overrun or underrun caused by a fixed duration break header, the set of candidates is all the events in the header. In either case, only material types that are configured as available for distributed overrun or underrun are available as candidates to be clipped or extended.

If there are insufficient candidate events to correct the over or underrun, a window is displayed to indicate the current over or under run and the maximum correction that can be made. For example:

Overrun of 00:00:00;10 cannot be distributed over 6 events. The maximum correction that can be made is 00:00:00:06. Do you wish to continue? [Yes] [Cancel]

13.8.2 Configuring Overrun / Underrun Behavior

13.8.2.1 Display Run Settings

Specify whether over/under runs are indicated in the **Duration** field for the fixed event or for the event that precedes it.

Function	Description
Show in event previous to fixed event	Indicates an under or overrun in the Duration column of the event prior to the fixed event.
Show in fixed event	Displays an under or overrun in the Duration column for the fixed event.
Show overrun for event in hold	Applies when the on air event is on hold and overruns. When selected, the amount by which the event has overrun appears as a white timecode above the event's red countdown progress bar in the Duration column. When the event has been released from hold the overrun value is no longer relevant and is removed.
Show scheduled duration	Enable to display the scheduled duration in the event of an event underrunning or overrunning. If this function is clear, Morpheus shows the currently adjusted duration. In both cases, the amount of time added or subtracted for the event is displayed below the event duration.

Each function is described in the table below.

Table 8 Over Run/Under Run Settings

13.8.2.2 Distribute Overrun

Configure the parameters and the user experience for any overruns as follows:

- **Max. frames to remove using Distribute Overrun** enter the maximum number of frames to remove from each eligible event. If this value is 0 (zero) then the Distribute Overrun feature is disabled.
- Allowable Material types only the selected material types are clipped. If this list is empty then the Distribute Overrun feature is disabled.
- **Confirm before distributing** presents the user with a confirmation window before the overrun is redistributed.
- Alert me when completed presents the user with a completion window after redistributing the overrun.

13.8.2.3 Distribute Underrun

Configure the parameters and the user experience for any underruns as follows:

- Max. frames to remove using Distribute Underrun enter the maximum number of frames to add to each eligible event. If this value is 0 (zero) then the Distribute Underrun feature is disabled.
- Allowable Material types only the selected material types are extended. If this list is empty then the Distribute Underrun feature is disabled.
- **Confirm before distributing** presents the user with a confirmation window before the overrun is redistributed.
- Alert me when completed presents the user with a completion window after redistributing the underrun.

13.8.2.4 Underrun/Overrun Threshold

Sets a minimum amount of time below which Morpheus ignores any underrun or overruns. For example, if the event is due to underrun/overrun by more than the configured value, the event background changes to the color configured for Underruns/Overruns in the Colours tab. If an event is due to underrun/overrun by less than the configured value, the event does not change color. The default value is 1 frame.

13.9 Channel Flow Control-Join In Progress (CFC-JIP)

A procedure that recreates a specified section of a schedule from a Source Channel onto a Staging Channel in order to allow for interruptions to the on-air source, whilst providing the capability of resuming scheduled time. This feature allows for the following:

- A program to overrun
- Switching to an unscheduled live event
- Preserving a section of a live schedule from the contingency of possible or necessary change
- Modification of the live schedule on the Source Channel, and the resumption of original events at their scheduled time, when appropriate
- Modification of a section of the schedule off-air on a Staging Channel, and to subsequently overlay it back onto the Source Channel for broadcast as an alternative to the scheduled events

Events on the Staging Channel continue to run at scheduled time without being broadcast, i.e. they are Dead-Aired, allowing for the original schedule to be rejoined as follows:

- At the point at which it would have been had there been no interruptions.
- Using alternative events

There are two mechanisms:

Channel Flow Control (CFC)

Source and Staging Channel coordination, Dead-Roll and Take Live functions.

Join In Progress (JIP)

The Rejoin function.

Note: JIP is a function of CFC.

The following CFC-JIP functions are available:

Dead-Roll

The preservation of a Show, or of the events within a designated period of time in the schedule, from a Source Channel onto a Staging Channel.

The time span of a Dead-Roll can be selected: 30, 60, 90 minutes, or for the duration of the currently selected Show.

Note: A Dead-Roll can start at any time, either during the PGM event or from the start time of any other event in the future. However, a Dead-Roll cannot end mid way through an event, i.e. when selecting a fixed duration of 30, 60, or 90 minutes, the final event in the Dead-Roll Set will be the last one that will finish before the end of the selected duration. For example, if a Dead-Roll of 30 minutes is selected to start on an event that has a duration of 20 minutes, then the next event must have a duration of 10 minutes or less in order to be included in the Dead-Roll.
• Take Live

An event of fixed duration is inserted into the current schedule and the source is immediately switched to a preconfigured alternative, thereby delaying the scheduled events. A Deadroll is performed concurrently by the system for a default duration as defined by the value of the Deadroll Window.

The intended purpose of this feature is to interrupt the schedule with a live event.

For configuration details refer to Section Take Live Configuration.

Note: The Dead-Roll and Rejoin processes are manual, requiring an Operator to select the section of schedule to preserve on the Staging Channel, and the point at which a Rejoin takes place (if any).

Rejoin

The Join In Progress - the process of using the Staging Channel for one of the following purposes:

- To resume the broadcast of original events at scheduled time.
- To override the original events with a modified schedule.

13.9.1 CFC-JIP Intended Environment

Any broadcast system where channel flexibility combined with schedule preservation are required, such as in the following examples:

- The on-air schedule is required to be periodically interrupted
- An event is required to overrun
- Changes to sections of the on-air schedule are required, for broadcast if and when
 necessary
- Note: CFC-JIP states (Dead-Roll, Take Live, Rejoin etc.) are persisted across separate Operator Stations.

13.9.2 CFC-JIP Terminology

This section provides brief definitions of the common terms used throughout CFC-JIP - refer to later sections for their technical applications.

Source Channel

The active channel, running the on-air schedule.

Origin Event

The original events on the Source Channel, identifiable from their OIDs.

Staging Channel

The isolated channel on which the Dead-Roll is performed. A Dead-Roll consists of either a number of events, or a show, selected from the Source Channel. A Staging Channel is bound to a single Source Channel, and it can operate in exactly the same way, except that no events on a Staging Channel will ever go to air.

Note:

It is not possible to load a schedule directly onto the Staging Channel outside of the CFC-JIP process.

A Dead-Rolled schedule on the Staging Channel may be modified if either Dynamic Rejoin modes are intended to be used for the Rejoin (refer to Section 13.9.3 Rejoin Modes) - any modification to the part of the schedule on the Source Channel that has been Dead-Rolled will be overwritten upon a Rejoin.

Dead-Roll

The mechanism by which the chronology of a schedule is preserved by running a matching set of events from a Source Channel on a Staging Channel. Events in the schedule on the Staging Channel are not broadcast. The duration of a Dead-Roll is selectable from a set of predefined options:

- An entire 'Show'
- 30, 60, or 90 minutes of the schedule

Refer to the Morpheus Operator's Manual.

Take Live / Take Live All

A function that is designed to interrupt the current event on the Source Channel by inserting a live event into the schedule from an alternative source - a Take Live can be performed on the selected channel (that which is currently in view in the Editor) or on multiple channels simultaneously by performing a Take Live All.

- A Dead-Roll is performed on the current 'Show' and the system 'Takes into' the live event. The duration of the live event inserted into the Source Channel schedule is preconfigured, although this is a nominal value only- the PST event is set to Manual Take, therefore the live event has the Hold flag set
- The duration of the Dead-Roll is preconfigured
- Resume the schedule at a selected point in time during the live event by performing a Rejoin within the Rejoin Timeframe.

Rejoin

The Join In Progress. Events from the Dead-Roll Set on the Staging Channel provide the means of resuming the original schedule at the point at which it would have been had it not been interrupted, and in accordance with the selected Rejoin mode. The nature of the Rejoin can be selected:

- Single Rejoin applies only to the selected channel
- · Group Rejoin (gang Rejoin) applies to multiple channels



Regardless of the selected Rejoin Mode, a Rejoin is only possible for the duration of the Dead-Roll.

Rejoin Timeframe

Applies to all Rejoin modes.

The current duration of the Dead-Roll Set within which a Rejoin is possible. The Rejoin Timeframe extends from the PGM on the Staging Channel to the end of the Dead-Roll Set. The Rejoin Timeframe diminishes as events on the Staging Channel are Dead-Aired.

Modifying the Dead-Roll Set

If events on the Staging Channel are altered following the Dead-Roll, then the Rejoin Timeframe will change according to the duration of those events - in this case, only the dynamic rejoin modes are supported. Due to its nature, a Mapped Rejoin must not be attempted if events on the Staging Channel have been modified. If the Dead-Roll Set has been modified, once a Rejoin is performed the Dead-Roll End Marker on the Source Channel can no longer be used as a time reference against the original schedule time.



Regardless of the selected Rejoin Mode, a Rejoin is only possible for the duration of the Dead-Roll.

Channel Flow Control (CFC)

The mechanism that uses the Source / Staging Channel pair to perform the Dead-Roll, Take-Live and Rejoin functions.

Dead-Roll Set

The group of events that have been Dead-Rolled on the Staging Channel prior to a Rejoin Instruction (whether or not one occurs).

Dead-Airing

The action of running a schedule on a Staging Channel without broadcasting the events.

Rejoin Calculation

The procedure that assesses the candidacy of the event that will lead in the rejoin process, based upon the state of the playout device(s), the length of the Bumper that will precede the Rejoin Event, and the remaining duration of the candidate event.

A candidate Rejoin Event can only be a Main Event.

For details on the Rejoin Calculation, refer to Section 13.9.4 The Rejoin Calculation.

Counterpart Event

A duplicate of an Origin event, appearing on the Staging Channel in the Dead-Roll Set, and on the Source Channel following a dynamic mode Rejoin.

Natural Rejoin Event

The event on the Staging Channel that is PGM at the point of a Rejoin Instruction - it is *expected* to lead in the rejoin process, ahead of the Rejoin Calculation result finding it an acceptable candidate.

Candidate Event

Any Origin Main Event on the Source Channel at, or after, the point of a Rejoin. The events are evaluated in turn, and in scheduled order, by the Rejoin Calculation, for the purpose of nominating the Calculated Rejoin Event.

Calculated Rejoin Event

The Main Event that has been selected by the Rejoin Calculation as the candidate to lead in the rejoin process - depending upon the selection criteria of the Rejoin Calculation, any Candidate Event (including the Natural Rejoin Event) could be selected.

Note: Unless there are very short events in the schedule, it is likely that the Calculated Rejoin Event will be either the PGM of the PST event on the Source Channel.

Rejoined Event

The first event to air on the Source Channel after the Bumper Event, following a Rejoin.

Preserved Event

An event that is identified when a Dead-Roll Set has not yet fully expired and a Preserved Rejoin Instruction is issued. It describes Origin Events on the Source Channel that are within the boundaries of the Rejoin Timeframe; they are subsequently disabled by the system and displaced to a position below the events copied from the Staging Channel, in between the first Dead-Roll End Marker (copied from the Staging Channel) and the last Dead-Roll End Marker (the original Source Channel End Marker). As Origin Events, they can be enabled if required in order to replace the Counterpart Events copied from the Staging Channel (in which case the Counterpart Events should be disabled).

Residual Event

An Origin Event that was included in Dead-Roll and will remain on the Source Channel after a Rejoin has been performed in the following situations:

- When an event has overrun on the Source Channel
- When the duration of the Rejoin Timeframe has been purposefully reduced (for example if one or more events have been deleted from the Dead-Roll Set)
- A combination of an overrun on the Source Channel and a reduction in the duration of the Rejoin Timeframe

The number of Residual Events present on the Source Channel will depend on the states of the Source and Staging Channels at the point of the Rejoin, such as:

- The remaining duration of the Rejoin Timeframe
- The duration of the Source Channel event overrun

Note:

Residual Events will only be present when a dynamic rejoin mode is used (Override or Preserved)



In most cases, it will be desirable to manually delete all Residual Events following a Rejoin - this is particularly relevant if scheduled time is to be resumed on the Source Channel.

For detailed information on the dynamic rejoin mode, refer to Section 13.9.3.2 Override Mode and Section 13.9.3.3 Preserved Mode.

Bumper Event

The event that is inserted by the CFC to be broadcast on the Source Channel schedule, ahead of the Rejoined Event, in order to inform the end viewer that the scheduled events are about to resume. The Bumper Event could be a logo, graphic, or a clip from an evergreen source.

Rejoin Delay

A fixed amount of time used in the Rejoin Calculation to allow for the following:

- · The normal schedule to be resumed according to the selected Rejoin Mode
- The held PGM to finish playout, the duration of which is defined by the parameter 'Min. Remaining Time of Held Event'
- The source device to prepare to play the Bumper event

Bumper Duration

The duration over which the Bumper Event will be played, as determined by the Rejoin calculation - it is set in the configuration at a fixed minimum, however it may be extended by the Rejoin Calculation as required.

The Rejoin Calculation takes account of the actual duration of the Bumper Event.

Rejoin Offset

The term used to describe the combined duration of the Rejoin Delay and the Bumper Duration.

13.9.3 Rejoin Modes

Different Rejoin modes are available to determine how the schedule is resumed on the Source Channel:

- Mapped
- Override
- Preserved

By default, a Rejoin can only be performed from the CFC Interface (refer to the Morpheus Operator's Manual).

Note:

It is possible for all CFC operations to be activated via a script - contact Grass Valley engineering if this is a requirement.

A Rejoin mode can only be selected once a Dead-Roll has been activated, but can be changed at any point up until a Rejoin instruction has been executed.



Regardless of the selected Rejoin Mode, a Rejoin is only possible for the duration of a Dead-Roll (the Rejoin Timeframe).

Note:

Failure to Issue a Rejoin Instruction

- A Dead-Roll has been performed, there has been no change to Events on the Source Channel, and no Rejoin has been actioned:

No consequences. When the Dead-Roll expires (a Dead-Roll can only ever have a fixed duration) then all events on the Staging Channel are deleted at the point of of the next Dead-Roll unless the Channel Flow Control Service is running (for example, if Preserve Aired Staging Events is enabled). The Events on the Source Channel are broadcast according to the original schedule.

For information relating to Preserve Aired Staging Events, refer to Section Channel Configuration.

- A Dead-Roll has been performed, the schedule on the Source Channel has been modified, no Rejoin has been actioned but the Dead-Roll has now expired:

The original timing of the schedule cannot be retrieved, therefore all events following the changes will air late - manual intervention will be required if schedule time is to be restored.

Note:

Dealing with Time Link Declarations and Time Link References

Due to their nature, if present in a Dead-Roll Set, both Time Link Declarations and References are disabled by the Channel Flow Control system - they are labelled as such with the following suffix

'_CFC_DISABLED'

Upon a Rejoin, the suffix is removed and the Time Links are enabled on the Source Channel.

The Rejoin modes are described using schedule scenarios in the Editor. The original Source schedule is shown in Fig. 161, a section of which (a Show) is Dead-Rolled - specific modifications have been made to the schedules on both the Source and the Staging channels, in different combinations in order to demonstrate the effects of different Rejoin modes. Regardless of the Rejoin Mode, the Source schedules are identical.

ME Morpheus Editor - 0	CH1				- • ×	
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E 2	09:09:03,03	AZ LIVEREC-00102	00:00:30;00 00:00:0	10;00	Start Time	
CH2	10:00:23;03	1 LIVEREC-00102	00:00:30;00 00:00:0	0;00	09:59:: Start Date	
CH2-Staging	10:00:53;03	2	00:00:30;00 00:00:0	0;00	25 Octobe	
5	10:01:23;05	3	00:00:30;00 00:00:0	0;00	Start Type	'Show' to Dead-Roll
СНЗ	10:01:53;05	4	00:00:30;00 00:00:0	10;00	Fixed -	
(10:02:23;07	LIVEREC-00102 5	00:00:30:00 00:00:0	0;00		
CH3-Staging	10-02-53-07	LIVEREC-00102	00-00-30-00 00-00-0	0.00	Sched H H	
Region 1	10.02.00,07	LIVEREC-00102	0.00.00.00	10,00		
2	10:03:23;09	LIVEREC-00102	00:00:30;00 00:00:0	10;00	Restricted	
Region 2	10:03:53;09	B3 LIVEREC-00102	00:00:30;00 00:00:0	10;00	Material Id	
Region 11	10:04:23;11	B4	00:00:30;00 00:00:0	0;00	LIVEREC-(
Region 11		LIVEREG-00102				
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E 2						
Flexible / N+1 (Channel12)					True Time	
2					Duration	
ScreenToo					00:00:	
10 Position 2 (Channel					Hold Flag	
10)					Event Nam	
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(Channel20)					Manual fa	
Channel14					(Noton)	
	JIP_FinalTestsSho	nt.sch 11 (0)	Idle	0	OK Cancel	
E.						1

Figure 161 Source Channel Schedule

The Source schedule consists of three shows, as follows:

- Show 1: two events, A1 and A2. Event A2 is used in all overrun examples.
- Show 2: the Dead-Rolled show in all examples, containing events 1-5. These events are reproduced on the Staging Channel and will demonstrate the effect of different Rejoin Modes on the Source Channel. For the sake of clarity, once Dead-Rolled, three asterisks (***) have been manually prepended to the titles of all events on the Staging Channel in order to facilitate their identification on the Source Channel following a Rejoin.
- Show 3: four events, B1-B4.

All events have an initial duration of 30 seconds, unless modified in order to demonstrate the effect of Source and / or Staging Channel schedule alterations ahead of a Rejoin. Any modification is clearly stated in each example.

Each Rejoin example is illustrated with the Staging Channel (on the left) and the Source Channel at the point at which a Rejoin has been performed - the Rejoin instruction is issued mid-way though event 3 on the Staging Channel in all examples.

13.9.3.1 Mapped Mode Rejoin

This mode is designed to make it possible to resume schedule time on the Source Channel following an event overrun (such as an extended sports program or news bulletin).



Mapped Mode Rejoin

Figure 162 Mapped Rejoin Mode Concept

It is a static mode that synchronises Origin Events on the Source Channel to the Dead-Rolled Counterpart Events on the Staging Channel in order to maintain an accurate one to one mapping - by referencing a single point in time in the Dead-Roll Set relative to an event at the point of the Rejoin Instruction, this mode identifies precisely where to resume an event on the Source Channel (the Rejoined Event) thereby preserving schedule time.

No events are copied from the Staging Channel when using the Mapped Rejoin mode - the Rejoined Event, and all that follow, are the Origin Events on the Source Channel.

Important:Mapped mode offers the highest performance, and is recommended for use in all Rejoin
cases. A Mapped mode Rejoin will fail if changes have been made to the schedule on
either the Source Channel or the Staging Channel, with one exception: a Mapped Rejoin is
supported following a Take Live, despite the insertion of an event onto the Source Channel.

Note: The duration of the Rejoined Event is reduced in order to absorb the Rejoin Delay and accommodate the broadcast of the Bumper Event.

Note: Events on the Staging Channel are Counterparts of the Origin Events on the Source Channel, and as such they are allocated new OIDs. A table is maintained by CFC in order to associate the OID of the Origin Event with that of the Counterpart Event. In Mapped Rejoin mode, the Dead-Roll is only used as a time reference for the Rejoin, the Origin Events will always retain their original OIDs.

For information relating to the CFC Markers, refer to the Morpheus Operator's Manual.

Mapped Rejoin Example 1: Overrun on Source Channel

At the point of the Dead-Roll instruction, the Staging Channel appears as shown in Fig. 163.

ME Morpheus Editor -	CH1-Staging			L.	- 0 ×	
File Edit Tool	s Window Skin Help	⊇ 👁 🔿 🔗 ≺		2:52:52	531)	Dead-Roll Start Marker
SecondOne	Start Time Title	🔥 V Dura	tion Duration Ared	Main 🔺 Next Liv	/e Event	
67				00:0	00:17	
CH1	12.52:39;01 ***CFC De	adRoll Start 00:	00:00;00 00:00:00;00	Proper	ty Inspector S	
E	12:52:30:01 ***1	L_START	00.20.00 00.00.00.00	Filter		
CH1-Staging	LIVEREC-	00102	00.30,00 00.00.00,00	CFC	DeadRol ^	
52	12:53:09;03 ***2	00:00	00:30;00 00:00:00;00	Sta	urt Time	Dead Polled Show
CH2	12:63:39;03 ***3 LIVEREC-4	00102	00:30;00 00:00:00;00	Sta	2 : 55 : 0 Int Date	Dead-Rolled Show
CH2-Staging	12:54:09;05 ***4	00:	00:30;00 00:00:00;00	24	October	
6	12:54:39:05 ***5	0102	00:30:00 00:00:00:00	Sta	irt Type	
СНЗ	LIVEREC-	00102	,,,,	Fix	ed 👻	
6	12:55:09;07CFC De DEADROL	I_END	00:00;00 00:00:00;00		ne Link D	
CH3-Staging				De	atriate d	Dood Poll End Markor
1	Channel Flow Control			Re	sincled i	
Region 1	Deadroll Cancel 12-52-39-01	00.00.30.00 ***1		Ma	terial Id	
2	Override v	00.00.00,00		DE	ADROLL	
Region 2	Take Live			UN	⊿ D Cont∈	
1	Rejoin CH1	Rejoin Info Rejoin	n available in 00:00:17:01			
Region 11				Ain	able Title	Channel Flow Control
Region 12				Tru	ie Time	Interface Window
52				Du	ration	
Flexible / N+1 (Channel12)					0.00.0	
2				Ho	ld Flag	
ScreenToo						
10				Eve	ent Name	
Position 2 (Channel				***	CFC Dea	
				Ma	nual Take	
Position 1				No	tes	
(Channel20)						
				 Image: A market of the second s	ant kilatari "	
Channel14	< [7 (0) Idla		- (Ok	Cancel	
		7 (0) Idle		v		

Figure 163 Mapped Rejoin Example 1: Staging Channel Schedule

Event A2 has been allowed to overrun by manually placing it on hold. Events 1- 5 have been Dead-Rolled.

At the point of the Rejoin in event 3, the following occurs on the Source Channel:

- 6. The hold is removed from the overrunning PGM event (event A2), allowing it to air for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 7. Events 1 and 2 have already Dead-Aired on the Staging Channel, and are therefore disabled on the Source Channel by the system.
- 8. Event 3 goes to air at the point that it would have been had there been no overrun, and the events that follow play out according to the original scheduled time.

Staging Channel		Source Channel				
5 5	On-air ev	On-air event plays out for the duration of the Reioin Dela				
		one playe out h		o Rojoli Dolay		
Rejoin instruction issued during event 3	Bumper	Event	Scheduled ti	me is resumed		
🐼 Morpheus Editor - CH1-Staging	X Morpheus Editor - CH	1	/	- O X		
	File Edit Tools	Window Skin Help				
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SecondOne Start Time Title 🔥 V Duration Duration Aired Main -	Ve Event Channels			Next Live Event		
CH1 11:53:55 08 *** CEC DeadRoil Start 00:00:00:00 00:00:00		11:53:26:08 A2	00102			
DEADROLL_START DEADROLL_START D0:00:00:00:00:00:00:00 File		11:52:56;0 A1	00:02:30;00 00:00:30;00	Filter		
CHT-Staging LIVEREC-00102 00:00:00:00 00:00:00:00 00:00:00 00:00:	DeadRol CH1-Staging	LIVER /C-0 11:53:26;08 A2	00102 00:00:03;00 00:01:48;20	1 Start Type		
CH2 11/2E426-00 102 00:00:00;00 00:00:00;00 11	1:56:2 CH2	LIVEREC-0 11:55:18;00 JIP BUMPE	00102 00:00:03:00 00:00:00:00	Follow (-		
LIVEREC-00102	art Date	11:55:21:00 1	MPP 00:00:01;00 00:00:00:00 00:00:00:00	Time Link I		
CH2-Staging 31:55:13:00 CFC Kegent Marker 00:00:00:00:00:00:00 24	October CH2-Staging	LIVEREC-0	00102	Sched H H		
11:56:26:14 CFC DeadRoll End 00:00:00;00 00:00:00;00 CH3 11:55:13:00 DEADROLL_END Fix	Ked - CH3	LIVEREC-				
	ne Link D	LIVEREC-	00102122	Restricted		
CH3-Staging Re:	CH3-Staging	11:66:26;12 4 LIVEREC-0	00102	Material Id		
L Channel Flow Control	E 1 Region 1	11:55:56;12 5 LIVEREC-0	00102	LIVEREC-0		
2 Macood V	EADROLL 2	11.56:26:14 CFC Dead DEADROL	Roll End 00:00:00;00 00:00:00:00 1_END			
Region 2 Take Live UN	M D Conte Region 2	11:56:26;14 B1 LIVEREC-0	00:00:30;00 00:00:00;00	Airable Title		
Rejoin 11 CH1 Rejoin Info Deadroll not activated	rable Title Beging 11	11:56:56;14 B2 LIVEREC-(00102 00:00:30;00 00:00:00;00	True Time		
		11:57:26;16 B3	00102			
Region 12	Je Time Region 12	11:57:56;16 B4	00102 00:00:30;00 00:00:00;00	Duration		
Flexible / N+1	Iration	LIVEREDA	00102	Hold Flag		
(Channel12))0:00:0 (Channel12)			Event Nam		
Screen Too	Id Flag			1		
10 CEC Interface	ent Name 10			Manual Ta		
Position 2 (Channel 10) Ma	Anual Take Position 2 (Channel 10)			Notes		
	tes 🔞			Fuenthist		
Poston I (Channel20)	(Channel20)			LiveRet -		
Channel 14	Channel14					
4 (3) Idle 0	Cancel	JIP_FinalTestsShort.sch 1	12 (1) Idle	OK Cancel		

Figure 164 Mapped Mode Rejoin Example 1: Overrun on the Source Channel

Note:

This example is based on a Dead-Roll. In the case of a Take Live, no event is required to be on hold if rejoining before the end of the inserted live event on the Source Channel.

Mapped Mode Example 2: Event Insertions on Source Channel

In this example, no overrun has occurred, but three additional events of 30 second duration each have been inserted into the Source Channel Schedule (2a, 2b and 2c). Events 1-5 have been Dead-Rolled.

Note: This example is based on observation only and is not recommended as a use case - if any changes are made to the Source or Staging Channels, then a Dynamic Rejoin mode should be used.

At the point of the Dead-Roll instruction, the Staging Channel appears as shown in Fig. 165.

Morpheus Editor - C	H1-Staging					_ _ ×	
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SecondOne	Start Time	Title	A V Duration	Duration Aired	Main	Next Live Event	
E 1						00:00:47	
СН1	12:52:39;01	CFC DeadRoll Start	00:00:00;0	00:00:00:00		Property Inspector S c	
CH1-Staging	12:52:39;01	***1 LIVEREC-00102	00:00:30;0	00:00:00;00		Filter CFC DeadRol ^	
52	12:53:09;03	***2	00:00:30;0	00:00:00;00		Start Time	Dead-Rolled Show
CH2	12:53:39;03	***3	00:00:30;0	00:00:00;00		12:55:0	
2	12:54:09:05	^^^4	00:00:30:00	00:00:00:00		24 October	
CH2-Staging	40-54-20-05	LIVEREC-00102	00.00.20.0	00.00.00.00		Start Type	
CH3	12:54:39;05	b LIVEREC-00102	00:00:30;0	00:00:00;00		Fixed -	
(12:55:09;07	***CFC DeadRoll End DEADROLL_END	00:00:00;00	00:00:00;00		Time Link D	
CH3-Staging						Restricted I	Dead-Roll End Marker
1.	Channel Flow Contro	4				E	
Region I	Deadroll Cancel	12:52:39;01 00:00:30;0	00 ***1			Material Id	
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	Take Live					O M D CONR	
Region 11	Rejoin	CH1 Rejo	in Info Rejoin available i	n 00:00:17;01		Airable Title	
500							
Region 12						True Time	Interface Window
2						Duration	
(Channel12)						00:00:0	
2						Hold Flag	
ScreenToo						Event Name	
10						***CEC Dea	
Position 2 (Channel 10)						Manual Take	
500							
Position 1 (Channel20)						Notes	
						Event Materia	
Channel14	•	III			+ -	(III)	
		7 (0)	Idle		0	OK Cancer	

Figure 165 Mapped Rejoin Example 2: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin in event 3, the following occurs on the Source Channel:

- 1. Events A1, A2, 1 and 2 have aired successfully, and new event 2a is already airing this event does not appear on the Staging Channel, as it was added to the Source Channel after the Dead-Roll was performed (the same applies to events 2b and 2c).
- Event 2a airs for the duration of the Rejoin Delay and is then followed by the Bumper 2. Event.
- 3. The CFC system disables events 2b and 2c in order to resume event 3 at the point that it should be according to the original schedule time, followed by the remaining events

Staging Channel Source Channel On-air event plays out for the duration of the Rejoin Delay Rejoin instruction issued during event 3 **Bumper Event** Scheduled time is resumed Edit san @ => 🖸 < 🛯 🖕 🚛 🚛 📜 😓 🖉 🐵 i i 🖬 🖬 📝 🛋 🖬 🖪 🖺 🛉 Y 🖈 🖻 🚔 🗟 SecondOne 23:59:58 00:00:03 1 **T**1 00:00:03;00 00:00:16;29 11:59:05;01 2a LIVEREC-00102 Property In Filter ector S **T**1 1 00:00:30;00 00:00:30;00 A1 LIVEREC-00102 CFC DeadRol A2 LIVEREC 00.00.30.0 00:00:30;00 CH2 Start Type 00:00:30:00 Start Time (H2 12:00:3 Follow (-00:00:14;29 00:00:30:00 11:59 00:00:14:29 EREC-00102 **2** Start Date **2** Time Link 00:00:30:00 00:00:00:00 00:00:00:00 **CFC Relain Marke** 24 Octobe Start Type Sched H H 11:59:05;0 2a LIVEREC-00102 JIP BUMPER **1 S** 00:00:03;00 00:00:16;29 01 ***CFC DeadRoll End 00 DEADROLL_END 00:00:00:00 00:00:00:00 Fixed 00:00:03;00 00:00:00;00 Time Link D Restricted **T T** 26 LIVEREC-00102 00:00:00:00 00:00:00:00 Material Id Restricted 1 11:59: 1 00:00:00;0 LIVEREC-LIVEREC-0 102 Material Id U M D Con 11:59:28;00 00:00:07;01 00:00:00;00 2 egion 2 LIVEREC-00102PP 2 Region 2 DEADROLL 11:59 30;00 00:00:00;00 U M D Conte T Airable Title LIVEREC-00102 Take **1** 511 12:00 00:00:30;00 00:00:00;0 CH. Rejoin Info De 1 Airable Title LIVEREC-00102 True Time 00:00:00:00 00:00:00:00 512 512 DEADROLL END Duration True Time 12:00:35:01 00:00:30:00 00:00:00:00 4 **2** 52 LIVEREC-00102 00:00 Duration 12:01:05;03 00:00:30:00 00:00:00:00 , Hold Flag 00:00:00 12:01:35;03 00:00:30;00 00:00:00;00 2 \boldsymbol{z} Event Nam Hold Flag 00:00:30;00 00:00:00;00 12:02:05;08 B4 Event Name Manual Ta 10 10 **CFC** Interface **CFC Dea Notes Manual Take 520 S 20 Notes Event Mate LiveRet -OK Cancel OK Cancel

Figure 166 Mapped Mode Rejoin Example 2: Additional Event Insertions on the Source Channel

13.9.3.2 Override Mode

This is a dynamic mode that acts upon events that are within the Rejoin Timeframe (the length of time between the PGM event at the point of the Rejoin Instruction, to the end of the last event in the Dead-Roll Set). At the point of the Rejoin, the events (or parts of events) that are within the Rejoin Timeframe will replace those on the Source Channel that occupy the same period of time. Any events on the Source Channel that are straddled by the end of the Rejoin Timeframe are deleted.

This is demonstrated in Fig. 167, where the Dead-Roll has been modified by deleting event 5, and increasing the duration of Event 4 by that of the deleted event. At the point of the Rejoin, events 3 and 4 from the remaining Dead-Roll (the duration of which is the Rejoin Timeframe) will overwrite Origin Events 3, 4, and 5 on the Source Channel.



Figure 167 Dynamic Rejoin Mode Concept

Override mode is designed to make it possible to modify the contents and the length of the schedule on the Staging Channel, during the Dead-Roll and ahead of the Rejoin, allowing a different selection of events to be overlaid onto the Source Channel. The Rejoin Timeframe may be changed if events on the Staging Channel are modified.

Note: If the Dead-Roll Set has been modified, once a Rejoin is performed the Dead-Roll End Marker on the Source Channel can no longer be used as a time reference against the original schedule time. In this second example (Fig. 168), event A2 has been allowed to overrun. At the point of the Rejoin, events 3, 4, and 5 from the Dead-Roll will overwrite Origin Events 1, 2, and 3 on the Source Channel as they have been delayed by the duration of the overrun. This has the effect of leaving Residual Events in the Source Channel schedule, i.e Origin Events 4 and 5 - if they are not deleted, the material identified by these events will be broadcast twice (once from the Rejoined Events, and again from the Origin Events).



Figure 168 Dynamic Rejoin Mode Concept Showing Residual Events

- Note: The duration of the Rejoined Event is reduced in order to absorb the Rejoin Delay and accommodate the broadcast of the Bumper Event.
- Note: If the Dead-Roll was initiated as a result of an overrun, and no changes are made to the schedule on the Source Channel or the Staging Channel, it is advisable to use Mapped Mode.
- Note: The system generates a new OID each time a Counterpart Event is created. The OIDs on the Source Channel are unique, as are those of the Dead-Roll Set, and those that re-populate the Source Channel upon a rejoin.

Override Mode Example 1: Event Duration Extended On Staging Channel

The duration of Event 5 has been extended on the Staging Channel by 40 seconds (from 30s to 1m10s), prior to the Rejoin, thus extending the Rejoin Timeframe.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 169.



Figure 169 Override Rejoin Example 1: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The Source Channel on-air event, event 3, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart events (events 3, 4, and 5), or parts thereof, from the Staging Channel that have not yet Dead-Aired are copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe - this results in events B1 and B2 being deleted.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll.
- 4. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B3.

Note: Event B3 onwards will not air according to their original scheduled time due to the event changes (increased duration of event 5 and the deletion of events B1 and B2).



Figure 170 Override Mode Rejoin Example 1: Event Extended on the Staging Channel

Override Mode Example 2: Events Deleted From the Staging Channel

Events 4 and 5 have been deleted from the Dead-Roll prior to the Rejoin, thereby shortening the duration of the Rejoin Timeframe.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 171.



Figure 171 Override Rejoin Example 2: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following occurs:

- 1. The Source Channel on-air event, event 3, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart event (event 3), or part thereof, from the Staging Channel that has not yet Dead-Aired is copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe this results in Origin events 4 and 5 (the Residual Events) remaining on the Source Channel.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration
- 4. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event 4.

Note: The first CFC DeadRoll End Marker on the Source Channel marks the end of the Rejoin Timeframe, accounting for the deletion of events 4 & 5. The second Dead-Roll End Marker was created on the Source Channel at the point of the Dead-Roll. In order to preserve the revised schedule, all events between the two Dead-Roll End Markers (the Residual Events) must be deleted.

Staging Channel

Source Channel On-air event plays out for the duration of the Rejoin Delay

Rejoin instruction issued during event 3

Bumper Event \ Event 3 copied from Staging Channel



Figure 172 Override Mode Rejoin Example 2: Event Deletions From the Staging Channel

Note:

The duration of the Rejoined Event is reduced in order to absorb the Rejoin Delay and accommodate the broadcast of the Bumper Event.

Override Mode Example 3: Overrun on Source Channel and Event Duration Extended On Staging Channel

The duration of Event 5 has been extended on the Staging Channel by 40 seconds (from 30s to 1m10s), prior to the Rejoin, thus extending the Rejoin Timeframe. Additionally, an overrun has been allowed on the Source Channel.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 173.



Figure 173 Override Rejoin Example 3: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The overrunning Source Channel on-air event, event A2, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart events (events 3, 4, and 5), or parts thereof, from the Staging Channel that have not yet Dead-Aired are copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll (4 and 5).
- 4. The duration of the overrun on the Source Channel was longer than the duration of the extended Rejoin Window, resulting in Origin Event 5 (the Residual Event) remaining on the Source Channel between the two Dead-Roll End Markers in order to preserve the altered schedule from the Staging Channel, Origin Event 5 should be deleted.
- 5. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B1.

Note: Events B1 onwards will not air according to their original scheduled time due to the combination of the overrun and the extended Rejoin Window. Resumption of Source Schedule time in such a case would be difficult.



Figure 174 Override Mode Rejoin Ex. 3: Overrun on Source Channel and Event Duration Extended on Staging Channel

Override Mode Example 4: Overrun on Source Channel and Event Deletion on Staging Channel

Events 4 and 5 have been deleted from the Dead-Roll prior to the Rejoin, thereby shortening the duration of the Rejoin Timeframe. Additionally, an overrun has been allowed on the Source Channel.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 175.

Me Morpheus Editor -	CH1-Staging	
File Edit Tool	s Vindov Sin Help 🛱 🖌 😽 🛍 🖆 🔍 ⊕ 🖶 🤗 🗲 😫 🗃 🛋 ⊑ _[4:_0]	. Dead-Roll Start Marker
SecondOne	Start Time Title A V Duration Duration Aired Main A	Next Live Event
	14:08:28;28 3 LIVEREC-00102	
СН1	14:07:28;24 ***CFC DeadRoil Start 00:00:00;00 00:00:00;00 DEADROLL_START	
CH1-Staging	14:07:28;24 ***1 LIVEREC-00102 00:00:30;00 00:00:30;00	***CFC DeadF ^
CH2	14:07:58;24 ***2 00:00:30;00 00:00:30;00 11	Start Time Modified Dead-Roll
	14:08:28;26 LIVEREC-00102 00:00:15;00 00:00:15;00	Start Date
CH2-Staning	14:09:58;28 ***CFC DeadRoll End 00:00:00;00 00:00:00;00	24 October
	14:08:68:26 DEADROLL_END	Start Type
СНЗ		Fixed
		Time Link D
CH3-Staging		
1	Channel Flow Control	
Region 1	Deadroll Cancel 14:08:28:26 00:00:30:00 ***3	Material Id
2	Mapped	DEADROLL
Region 2	Take Live Bumper Mat Id Bumper Source DEC2	U M D Conté
1	Rejoin CH1 Rejoin Info Next Event	
Region 11		Arable Title Channel Flow Control
Region 12		
Flexible / N+1		Duration
(Channel12)		00:00:0
2		Hold Flag
ScreenToo		Event Name
10		***CEC Dea
10)		Manual Tak
520		
Position 1 (Chappel20)		Notes
(GHAIIIGIZO)		
Channel 14		
	2 (3) Idle 0	= OK Cancel

Figure 175 Override Rejoin Example 4: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The overrunning Source Channel on-air event, event A2, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart event (event 3), or part thereof, from the Staging Channel that has not yet Dead-Aired is copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll.
- 4. The duration of the overrun on the Source Channel was considerably longer than the reduced duration Rejoin Window, resulting in Origin Events 2, 3, 4, and 5 (the Residual Events) remaining on the Source Channel between the two Dead-Roll End Markers in order to preserve the altered schedule from the Staging Channel, Origin Events 2, 3, 4, and 5 should be deleted.
- 5. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B1.

Note: Event B1 onwards will not air according to their original scheduled time due to the combination of the overrun and the extended Rejoin Window. Resumption of Source Schedule time in such a case would be difficult.

Bumper Event

Staging Channel

Source Channel

On-air event plays out for the duration of the Rejoin Delay

Only event 3 copied from Staging Channel

Rejoin instruction issued during event 3

File Edit Tools ÈÈÈQ I® ⇒ SI < 12:59:43 500 Title ***3 LIVEREC-00102 ne 00:00:14;00 00:00:16;00 00:00: 13 00:00:030 1 12:57:56;04 00:00:03;00 00:01:46;24 A2 LIVEREC-00102 **9**1 **E**1 12:57:56:0 :00:03:00 00:01:46:2 00:00:30;00 **2** 00:00:30:00 Start Type **2** LIVEREC-00102 JIP BUMPER 00:00:03;00 00:00:00;00 12:59:2 00:00:14;00 00:00:16:00 Time Link D 52 LIVEREC-00102 12:59:49:00 00.00.02.08 00.00.00.00 00:00:00:00 00-00-00-00 CFC Relain Mark 4 LIVEREC-00102PE Sched H H **1 1** 00:00:00 00:00 00:00:00 FC DeadRoll End 00:00:00:00 00:00:00:00 OLL END 12:59:56:0 00:00:30:00 00:00:00:00 1 4 **1**3 Restricted I **8**3 . IVEREC-00102 00:00:30;00 00:00:00;00 13:00:26:0 ł erial Id 1 G. 1 LIVEREC-00 13:00:56:08 00:00:30:00 00:00:00:00 U M D Conte 12:59:26;08 00:00:30;00 ***3 13:01:26:10 00:00:30:00 00:00:00:00 4 2 2 IVEREC-00102 • 00:00:00:00 00:00:00 Airable Title Take Live Bumper Mat Id Bumper Source, DEC2 **1 S**[1] 13:01:56;10 Rejoin CH1 nfo Next E B1 4 True Time 13:02:26;13 **1** 512 B2 LIVEREC-00102 \mathbb{C} 4 Duration 13:02:56:12 00:00:30;00 00:00:00;0 B3 LIVEREC-00102 0 00:00:3 52 13:03:26:14 00.00.30.00 00.00.00.00 Hold Flag T 4 \boldsymbol{z} Event Name 2 Manual Take 10 10 **CFC** Interface Note **Residual Events between** S720 Event Mater **Dead-Roll End Markers** OK Cancel OK Cancel 3 (3) Idle 12 (1) Idle JIP_FinalTestsShort.sch

Figure 176 Override Mode Rejoin Example 4: Overrun on Source Channel and Event Deletion on Staging Channel

13.9.3.3 Preserved Mode

Preserved mode is identical to Override mode, i.e. the Rejoin is processed in the same way, except that it preserves the original events from the Source Channel that have been Dead-Rolled, and would otherwise be overwritten by Staging Channel Events at the point of the Rejoin.

It is a suitable Rejoin Mode following an overrun, and / or modification of the events on the Source Channel or the Staging Channel (i.e. rejoining with a modified schedule).

Note: Preserved mode is designed to provide the operator with the capability of resuming the schedule with the Origin Events.

This mode allows for, and requires, manual intervention in restructuring the schedule on the Source Channel once the Rejoin has completed. The following options are available:

- Allow the Rejoined Event and the remainder of those events that have been imported from the Staging Channel to be broadcast. Residual Events should be deleted, should they exist, in order to avoid playing the same event content twice.
- Enable the Preserved Events in order for them to be reinstated, and disable or delete the events imported from the Staging Channel.
- Disable an event imported from the Staging Channel, replacing it with a Residual Event.
- Note: If the Dead-Roll was initiated as a result of an overrun, and no changes are made to the schedule on the Source Channel or Staging Channel, it is advisable to use Mapped Mode.
- Note: If changes have been made to the Dead-Roll Set, then this mode can be used.
- Note: The duration of the Rejoined Event is reduced in order to absorb the Rejoin Delay and accommodate the broadcast of the Bumper Event.

Note: Dealing with Time Link Declarations and Time Link References

Due to their nature, if present in a Dead-Roll Set, both Time Link Declarations and References are disabled by the Channel Flow Control system - they are labelled as such with the following suffix:

'_CFC_DISABLED

Upon a Rejoin, the suffix is removed and the Time Links are enabled on the Source Channel.

Preserved Mode Rejoin Example 1: Event Duration Extended On Staging Channel

The duration of Event 5 has been extended on the Staging Channel by 40 seconds (from 30s to 1m10s), prior to the Rejoin, thus extending the Rejoin Timeframe.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 177.



Figure 177 Preserved Rejoin Example 1: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The Source Channel on-air event, event 3, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart events (events 3, 4, and 5), or parts thereof, from the Staging Channel that have not yet Dead-Aired are copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe - this results in events 4, 5, B1 and B2 preserved in a disabled state.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll.
- 4. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B3.

Note: Event B3 onwards will not air according to their original scheduled time due to the increased duration of event 5.



Figure 178 Preserved Mode Rejoin Example 1: Event Duration Extended on Staging Channel

Preserved Mode Rejoin Example 2: Event Deletion On Staging Channel

Events 4 and 5 have been deleted from the Dead-Roll prior to the Rejoin, thereby shortening the duration of the Rejoin Timeframe.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 179.



Figure 179 Preserved Rejoin Example 2: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following occurs:

- 1. The Source Channel on-air event, event 3, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart event (event 3), or part thereof, from the Staging Channel that has not yet Dead-Aired is copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe - this results only in the remainder of Origin event 3 being replaced. However, because of the shortened Dead-Roll, the Rejoin Timeframe has been reduced, resulting in Origin Events 4 and 5 remaining in the source Schedule as Residual Events - they should be deleted if the revised schedule is to be maintained.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

Also due to the shortened Rejoin Timeframe, there were no events to preserve.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration.
- 4. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B1.

Note: The first CFC DeadRoll End Marker on the Source Channel marks the end of the Rejoin Timeframe, accounting for the deletion of events 4 & 5. The second Dead-Roll End Marker was created on the Source Channel at the point of the Dead-Roll. To preserve the revised schedule, events between the two Dead-Roll End Markers (Residual Events) must be deleted.

Staging Channel

Source Channel

On-air event plays out for the duration of the Rejoin Delay

Rejoin instruction issued during event 3 **Bumper Event** Event copied from Staging Channel ▲ 🔍 🐵 🗟 < 🛤 🛋 📴 🛛 🕄 🖓 🚳 🖻 🗈 🖻 🔍 🐵 🔿 🔗 🧲 🙀 📷 🛋 🐚 13:07:02 🛛 💷 🚔 📑 🗔 🛗 📝 at 🗆 🖼 ¥ 🔥 Title ana 3 LIVEREC-00102 00:00:14;00 Duration Aired 13:06 5;10 00:00: 13 00:00:03 1 **T**1 00:00:03;00 00:00:16;20 13:06:45:10 UVEREC-00102 ector S 1 **T**1 00:00:30;00 00:00:30;00 A1 LIVEREC-00102 CFC DeadRol 00:00:30;00 CH2 00:00:30:00 Start Time Start Type 52 13:08:1 00 00.00.30.00 13:06:45:10 00:00:14:00 00:00:16:00 Ħ 0 C-00102 **2** LIVERE Time Link LIVEREC-00102 Start Date 52 13:07:15:12 00:00:00;00 00:00:00;00 CFC Rejoin Marke 24 Octobe -00102 Start Type 00:00:03;00 00:00:16;20 Sched H H 53 3:08:15:14 ***CFC DeadRoll End 3:07:16:12 DEADROLL_END **5**3 13:06:45:10 00:00:00:00 00:00:00:00 LIVEREC-00102 JIP BUMPER 00.00.03.00 00.00.00.00 Time Link D Restricted **1**3 **T** 13:07:08:02 00:00:07:10 00:00: Material Id LIVEREC-001021PE Restricted 1 1 LIVEREC-FC DeadRoll. ADROLL_END erial Id U M D Con Cancel 13:06:45;10 00:00:30;00 ***3 C 2 Region 2 DEADROLL 2 IVEREC-00102 Preserve • U M D Conte Airable Title 4 Take Live Bumper Mat Id Bumper Source DEC2 IVEREC-00102 571 511 CH1 Rejoi Jeadkoll En Airable Title True Time 13:08:15;14 ł 512 512 LIVEREC-00102 Duration True Time 13:08:45:14 00.00.30.00 00.00.00.0 1 LIVEREC-00102 52 52 00:00 Duration 13:09:15:16 00:00:30:00 00:00:00:00 Hold Flag LIVEREC-00102 00.00.0 13:09:45;16 00:00:30:00 00:00:00:00 1 Event Nam \boldsymbol{z} \boldsymbol{z} Hold Flag Event Name Manual Ta 10 10 **CFC** Interface **CFC Dea Notes Manual Take Revised schedule time S 20 520 Notes Event Mate LiveRet -**Residual Events** OK Cancel OK Cancel 2 (3)

Figure 180 Preserved Mode Rejoin Example 2: Event Deletion on Staging Channel

Preserved Mode Rejoin Example 3: Overrun on the Source Channel and Event Duration Extended on Staging Channel

The duration of Event 5 has been extended on the Staging Channel by 40 seconds (from 30s to 1m10s) prior to the Rejoin, thus extending the Rejoin Timeframe. Additionally, an overrun has been allowed on the Source Channel.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 181.



Figure 181 Preserved Rejoin Example 3: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The overrunning Source Channel on-air event, event A2, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart events (events 3, 4, and 5), or parts thereof, from the Staging Channel that have not yet Dead-Aired are copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe (events 1-4) - those events are preserved in a disabled state.

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll (events 4 and 5).
- 4. The duration of the overrun on the Source Channel was longer than the duration of the extended Rejoin Window, resulting in Origin Event 5 remaining on the Source Channel as a Residual Event between the two Dead-Roll End Markers in order to preserve the altered schedule from the Staging Channel, Origin Event 5 should be deleted.
- 5. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B1.

Note: Event B1 onwards will not air according to their original scheduled time due to the combination of the overrun and the extended Rejoin Window. Resumption of Source Schedule time in such a case would be difficult.

Staging Channel

Source Channel

On-air event plays out for the duration of the Rejoin Delay

Rejoin instruction issued during event 3	Bumper Event	Events copied from Staging Channel		
Morpheus Editor - CHI-Stage File Edit Tools Window Skin Help	Morpheus Editor - Cr1			
Second ine Sat Time Tile A V Duration Duration Ared Man .	Next Live Event			
CH 13:08:43 V7 ***CFC DeadRoll Start 00:00:00;00 00:00:00;00 DEADROLL_START	Property Inspector	13:27 A Control Area		
CH3:84rig 13:08:43.7 CH3:84rig 0:00:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:30:00 0:00:0	Start Time	4326 A1 13:27 A2 13:27 A		
C12 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:22 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:09:43:2 13:00:43:2 13:00:43:2 13:00:43:2 1	13:11:1 Start Date CH2 13:10: CH2 13:10: CH2 13:10: CH2 13:10:	04:00 JP BUMPER 30 00:00:00:00 Follow (* 00:00:01:00 00:00:00 Time Link (* 07:00 **3		
CH2-Segreg 13:01:02:00 CFC CedRoll Find 00:00:00:00 00:00:00:00 13:01:65:01 DEADROLL_END 00:00:00:00 00:00:00:00	24 October Start Type Fixed	LIVEREC-00102 00:00:30;00 00:00:00;00 Sched H H		
CH-9 Stapp	Time Link D CH3-Staging 13:11:	43:29		
Channel Flow Control Destroil Cannel	Restricted 13:11: Material Id Region 1 13:11:	53;29 1 LIVEREC-00102 1 00:00:00 00 00:00:00 00 53:29 2 00:00:00:00 00:00:00 00 UVEREC-0 U M D Con		
Z Preserve Region 2 Take Live	U M D Conte Region 2 13.11	LIVEREC-00102 4 00:00:00;00 00:00:00;00 Airable Title		
Rejoin 11 CH1 Rejoin Info Deadroll not activated	Airable Title Region 11	63,22 4 Control Contro Contro Control<		
Report 12	True Time Region 12 13:311 13:12 Duration 12 13:11 13:12	14:01 CFC back Duration 24:01 DEADROLL_END 00:00:00:00 00:00 00:00:30:00 00:00:30:00 ■ Hold Eng		
Fledde (AF1 (Charnell2)	00:00:0 Flexible / N+1 (Channel12) Hold Flag 2	LIVEREC-00102 00:00:30;00 00:00:00;00 Event Nam		
Screet Too / 10 CFC Interface	Event Name 10 13:13: ***CFC Dea Position 2 (Channel	22/0 B3 B3 B3 B3 B3 B4		
	Manual Takr 10 Notes Parison 1	Revised schedule time		
(Channel20)		served Events		
Channel14	OK Cancel	inaTestsShort sch 16.(1) Idle OK Cancel		

Figure 182 Preserved Mode Rejoin Ex. 3: Overrun on Source Channel and Event Duration Extended on Staging Channel

Preserved Mode Rejoin Example 4: Overrun on the Source Channel and Event Deletion on Staging Channel

Events 4 and 5 have been deleted from the Dead-Roll prior to the Rejoin, thereby shortening the duration of the Rejoin Timeframe. Additionally, an overrun has been allowed on the Source Channel.

Immediately prior the Rejoin instruction, the Staging Channel appears as shown in Fig. 183.

Morpheus Editor - 0	CH1-Staging		_	
File Edit Tools	Window Skin Help 🔐 💅 😽 🖺 🖺 🔍 🛞 🖏 🤣 🍕 🜉) a 1 4:08	:44_ 💷	Dead-Roll Start Marker
SecondOne	Start Time Title V Duration	Duration Aired Main	Next Live Event	
	14:08:28;26 3 LIVEREC-00102	00:00:15;00	00:00:44	
CHI	14:07:28;24 ***CFC DeadRoff Start 00:00:00;00 DEADROLL_START	00:00:00;00	Property Inspector S c	
CH1-Staging	14:07:28;24 4***1 00:00:30;00 LIVEREC-00102	00:00:30;00	***CFC DeadF ^	
CH2	14:07:58;24 ***2 LIVEREC-00102 00:00:30;00	00:00:30;00	Start Time	Dead-Rolled Show
	14:08:28;26 ***3	00:00:15;00	Start Date	
CH2 Starios	14:09:58;28 ****CFC DeadRoll End 00:00:00;00	00:00:00:00	24 October	
CH2-Staging	14:08:58:26 DEADROLL_END		Start Type	
§ 3			Fixed -	
СНЗ			Time Link D	
হ্				
CH3-Staging			Restricted I	Dead-Roll End Marker
1	Channel Flow Control		E .	
Region 1	Desdroll Cancel 14:08:28:26 00:00:30:00 ***3		Material Id	
2	Mapped -		DEADROLL	
Region 2	Take Live Bumper Mat Id Bumper Source DEC2		U M D Conte	
5		[]		
Region 11	CHI Rejoin Info Next Event]	Airable Title	
572				Channel Flow Control
Region 12			True Time	Interface Window
5				
Flexible / N+1			Duration	
(Channel 12)			0:00:00	
2			Hold Flag	
Screenloo			Event Name	
10			***CEC Dog	
Position 2 (Channel 10)			Manual Take	
570				
Position 1			Notes	
(Channel20)				
			Cuant Matari *	
Channel14	<	5 v	OK Cancel	
	2 (3) Idle	0		

Figure 183 Preserved Rejoin Example 4: Staging Channel Schedule (Dead-Roll)

At the point of the Rejoin, the following actions occur:

- 1. The overrunning Source Channel on-air event, event A2, plays out for the duration of the Rejoin Delay and is then followed by the Bumper Event.
- 2. The Counterpart event (event 3), or part thereof, from the Staging Channel that has not yet Dead-Aired is copied onto the Source Channel, replacing any events that fall wholly or partly within the Rejoin Timeframe (event 1) this event is preserved in a disabled state

Note: The asterisks prepended to the Dead-Rolled events demonstrate that these are copies, and not the Origin Events.

- 3. The PGM event from the Staging Channel, event 3, is then resumed on the Source Channel for its remaining duration, and is followed by all later events from the Dead-Roll.
- 4. The duration of the overrun on the Source Channel was considerably longer than the reduced duration Rejoin Window, resulting in Origin Events 2, 3, 4, and 5 (the Residual Events) remaining on the Source Channel between the two Dead-Roll End Markers in order to preserve the altered schedule from the Staging Channel, Origin Events 2, 3, 4, and 5 should be deleted.
- 5. The remainder of the schedule on the Source Channel, outside of the Rejoin Timeframe, is resumed after the Dead-Roll End Marker, starting with event B1.

Note: Event B1 onwards will not air according to their original scheduled time due to the combination of the overrun and the reduced Rejoin Window. Resumption of Source Schedule time in such a case would be difficult.

Staging Channel Source Channel On-air event plays out for the duration of the Rejoin Delay Event copied from Staging Channel Rejoin instruction issued during event 3 **Bumper Event** 🖹 Q 🐵 👼 🗨 🗶 🙀 📭 🖳 🖳 🕂 13:23 🚥 🖆 📑 🗔 🛗 📝 at 🖪 🖽 🖌 🚽 Title ***3 LIVEREC-00102 00:00:13;00 00:00:17;00 00:00: 13 🖟 00:00:03 **T**1 **T**1 13:11:35;26 00:00:03:00 00:01:47:02 AZ LIVEREC-00102 0 1 1 00:00:30;00 00:00:30;00 V EC-00102 13-11-35-26 00:00:03;00 00.01.47.02 00:00:30;00 00:00:30:00 Start Type Ø Start Type 52 **2** LIVEREC-00102 JIP BUMPER 0.00.03.00 00.00.00.00 Follow (-13:13:06 00:00:13:00 00:00:17:00 0 LIVEREC-00102 Time Link D Time Link I 52 00:00:00:00 00:00:00:00 13:13:29:00 00:00:07:00 00:00:00:00 CFC Rejoin Marke LIVEREC-00102PP Sched H H Sched H H **S T**3 00-00-00-00 00-00-00-00 CFC DeadRoll End 00:00:00:00 00:00:00:00 13:13:36:00 00:00:00:00 00:00:00:00 0 Restricted I Restricted LIVERED-00102 **1 9**3 13:13:36:00 00:00:30:00 00:00:00:00 Material Id IVEREC-00102 Material Id 1 1 LIVEREC-00 -LIVEREC-VEREC-00102 U M D Conte U M D Con 13:13:06;00 00:00:30;00 ***3 2 Region : ь 2 Region 2 IVEREC-00102 Pres rve • 13:15 Airable Title Airable Title Bumper Mat Id Bumper Source DEC2 LIVEREC-00102 571 571 CH1 AGRONEN OUI ENE Rejo True Time True Time 13:15:36;04 B1 LIVEREC-00102 512 512 Duration Duration 13:16:06;06 00:00:30:00 00:00:00:00 00:00:3 LIVEREC-00102 00:00 52 13:16 36:06 00:00:30:00 00:00:00:00 0 Hold Flag Hold Flag IVEREC-00102 13:17:06;08 **B4** 00:00:30:00 00:00:00;00 Event Nan \boldsymbol{z} Event Name \boldsymbol{z} Revised schedule time Manual Tak Manual Ta 10 10 CFC Interface Notes Notes Preserved Event 520 Event Mater Event Mate LiveRet -**Residual Events** OK Cancel OK Cancel IIP_FinalTestsShort.sch 13 (1) 3 (3)

Figure 184 Preserved Mode Rejoin Ex. 4: Overrun on Source Channel and Event Duration Extended on Staging Channel

13.9.4 The Rejoin Calculation

The purpose of the Rejoin Calculation is to determine the point at which the original schedule should be resumed following a Rejoin Instruction. It has the following functions:

- To elect an event to lead in the Rejoin: the Calculated Rejoin Event
- To ensure that any Candidate event has a minimum remaining duration (the Minimum Event Duration), as set in the CFC-JIP configuration, in order to be nominated as the Calculated Rejoin Event.

The configuration of a minimum duration ensures that the the schedule does not resume with an event that may be finishing imminently, or is deemed to be unsuitably short - if this is the case, then the next Candidate event is evaluated, and so forth, until an event that complies with the Minimum Event Duration is identified.

• To allow sufficient time for the source device to prepare to play the Bumper event - a period of time known as the Rejoin Delay.

The Bumper material and its source are set in the CFC-JIP configuration (refer to Section 13.9.5.3 Configuration of CFC-JIP Behaviour). The duration of the Bumper Event will never be less than its configured value - it may however be extended by the system under specific circumstances (detailed later in this section).

Note: As a part of the Rejoin Process, the inpoint of the Calculated Rejoin Event must be adjusted in order for broadcasting to occur according to the principles of CFC-JIP. To prevent a material decorator from resetting the inpoint to its original value, the CFC sets a Multi Part Program (MPP) flag [MPP] on the Calculated Rejoin Event on the Source Channel. This flag can be ignored, as it does not reflect it's true meaning and purpose.

13.9.4.1 Rejoin Calculation Examples

The following examples use an overrunning event to demonstrate the principle of the Rejoin Calculation - it should be noted, however, that other interruptions to the schedule will have the same effect, such as a live source inserted as a held event.

Rejoin Calculation Example 1

1. An event has overrun by an unspecified amount of time.



Figure 185 The Rejoin Calculation Example 1

- 2. A Rejoin instruction has been manually issued from the Channel Flow Control panel, instructing the CFC-JIP process to terminate the broadcast of the overrunning event, and to return to the original schedule.
- 3. The Rejoin Calculation applies a static delay, the Rejoin Delay, on the return to the schedule in order to allow sufficient time for the normal schedule to be resumed according to the selected Rejoin Mode, the held PGM to finish playout (the duration of which is defined by the parameter 'Min. Remaining Time of Held Event'), and the source device to prepare to play the Bumper event. The overrunning event will continue to play until the end of the Rejoin Delay.
- 4. The Rejoin Calculation has evaluated the candidacy of events in the schedule in order to establish eligibility to lead in the Rejoin process.

The Rejoin Calculation establishes that the Natural Event is the earliest suitable candidate, and is therefore nominated as the Calculated Rejoin Event.

- 5. The Rejoin Calculation has determined the amount of time over which to play the Bumper Event in this example, the minimum duration is applied, as configured, based upon the election of the Calculated Rejoin Event. The Bumper Event will start immediately after the Rejoin Delay.
- 6. The Rejoin Delay expires, the Rejoin is actioned, and the Bumper Event is broadcast.
- 7. The schedule is resumed, broadcasting the remainder of the Natural Event (i.e. from the point in time at which it would have been broadcast had the previous event not overrun), and then the events that follow.
Rejoin Calculation Example 2

1. An event has overrun by an unspecified amount of time.



Figure 186 The Rejoin Calculation Example 2

- 3. A Rejoin instruction has been manually issued from the Channel Flow Control panel, instructing the CFC-JIP process to terminate the broadcast of the overrunning event, and to return to the original schedule.
- 4. The Rejoin Calculation applies a static delay, the Rejoin Delay, on the return to the schedule in order to allow sufficient time for the normal schedule to be resumed according to the selected Rejoin Mode, the held PGM to finish playout (the duration of which is defined by the parameter 'Min. Remaining Time of Held Event'), and the source device to prepare to play the Bumper event. The overrunning event will continue to play until the end of the Rejoin Delay.
- 5. The Rejoin Calculation has evaluated the candidacy of events in the schedule in order to establish eligibility to lead in the Rejoin process.
 - a) The Natural Event is not a suitable candidate as, although the Rejoin Delay and the configured Bumper Duration both expire before the end of the event, the Minimum Event Duration is longer than the remainder of the event.
 - b) The next event in the schedule has been evaluated against the Minimum Event Duration only, was found to be a suitable candidate, and was therefore nominated as the Calculated Rejoin Event.
 - c) The Bumper Event duration is extended to the start time of the Calculated Rejoin Event in order to include the remaining duration of the discarded Candidate Event (event 1). The Bumper Event will start immediately after the Rejoin Delay.

- 6. The Rejoin Delay expires, the Rejoin is actioned, and the Bumper Event is broadcast for the extended duration.
- 7. The schedule is resumed, broadcasting the Calculated Rejoin Event from its preserved start time (i.e. from the point in time at which it would have been broadcast had there not been an event overrun) and then the events that follow.

13.9.5 Configure CFC-JIP

CFC-JIP cannot coexist with the old JIP functionality within the same Morpheus system - the two functions are mutually exclusive. By default CFC-JIP is not configured, and it is therefore possible to use the old JIP functionality - however, when one Staging Channel is configured and then associated to a Source Channel, CFC-JIP becomes enabled, old JIP is disabled and its configuration forms can no longer be accessed.



Note: A Staging Channel is identical to any other channel, and can be configured as such, except that it is not possible to load a schedule directly onto it outside of the CFC-JIP process.

It remains possible to paste events onto the Staging Channel from other channels if **Allow Paste From Other Channels** is enabled.

13.9.5.1 Channel Configuration

1. Create a new channel of type 'Staging'.

MC	Channels			
	Groups	Channels	Channel Properties More Pro	operties Sources Transition Types List Custom Transition Templates R
		Channel2 Region 1 Region 2 Channel11 Channel12 ScreenToo Channel 10 Region 11 Region 12	Channel Name Channel Label Group Channel No Database User Ids (CSV)	Channel 1-Staging Staging Channel -None 13
		Channel 1-Staging Channel 20	UTC Offset Icon Take Behaviour Pgm Bus Cut Behaviour Mixer Device Backup Mixer Device Backup Mixer Event Type Channel Type Master channel number As-run collect dwell (secon	0 0 : 00 : 00 SAM-1 TakeNext MainEvent ContinueInBreak <none> <none> <none> Staging 1 60</none></none></none>
	Group Name -ALL Apply Add Delete	Add Delete Clone	Max number of even	nts 2000 🔄 Note! Set this at your own risk. If Panoplay is running, behaviour is undefined. Unsynchronised 🔹

Figure 187 Create a Staging Channel

a) Navigate to the Channel Configuration page in the Configurator:

Configurator > Configure Channels > Add (under the channels column).

 b) Assign a channel name - one that perhaps associates the Staging Channel with the Source Channel, e.g. if Source Channel is 'Channel1' then the Staging Channel could be named 'Channel1-Staging' (any naming convention is, however, acceptable). c) If the manual extension of a Dead-Roll is anticipated (i.e. the manual addition of events onto the Staging Channel) then tick the Allow Paste From Other Channels checkbox on the Staging Channel's *More Properties* tab in the Configurator, as shown in Fig. 188.

Note:

If events are pasted onto the Staging Channel in addition to those from a previous Dead-Roll, a Mapped Rejoin will fail.

MC Channels	
Groups Channels -ALL- CH1 CH2 Region 1 Region 2 CH3 Channel12 Screen Too Channel 10 Region 11 Region 11 Region 11 Region 12 CH1-Staging CH3-Staging CH3-Staging CH3-Staging CH3 Channel 10 Region 11 Region 11 Region 12 CH1-Staging CH3-Staging CH3 Channel 10 Region 11 Region 11 Region 12 CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging <tr< th=""><th>Channel Properties More Properties Sources Transition Types List Custom Transition Templates R Default Main ET: Channel 1 - Staging Default Main Event Default Region ET: Channel 1 - Staging Default Region Header Use Master Inpoints Automation enabled V Hold Allow paste from other channels V Decorate once only Do not decorate live record events O Go into hold on last event Channel On Air In In Rippling Hold Hide f automation disabled V Preview Channel <none> V N+1 Channel <none> V Staging Channel <none> V User Editable SIO Parameters Structure Change Timeout (seconds 0-60) 0 Panoplay Take Next Delay (frames, 0=Disabled) 00:00:00:00 0</none></none></none></th></tr<>	Channel Properties More Properties Sources Transition Types List Custom Transition Templates R Default Main ET: Channel 1 - Staging Default Main Event Default Region ET: Channel 1 - Staging Default Region Header Use Master Inpoints Automation enabled V Hold Allow paste from other channels V Decorate once only Do not decorate live record events O Go into hold on last event Channel On Air In In Rippling Hold Hide f automation disabled V Preview Channel <none> V N+1 Channel <none> V Staging Channel <none> V User Editable SIO Parameters Structure Change Timeout (seconds 0-60) 0 Panoplay Take Next Delay (frames, 0=Disabled) 00:00:00:00 0</none></none></none>
	Session Id
	Role None
Group Name ALL Apply Add Delete	Peer system name Apply BXF Sync Peer channel name Release BXF Sync
Add Delete Clone	Apply Close

Figure 188 Staging Channel Configuration - More Properties

- d) From the drop-down menu, select Channel Type 'Staging'.
- e) Click on Apply.

MC Channels				
Groups	Channels	Channel Properties More Prope	rties Sources Transition Types List Custom Ty	ransition Templates R
-ALL	Channel1 Channel2 Begion 1	Default Main ET: LIVE News Fl	ash	
	Region 2 Chappel11	Default Region ET: Channel1 D)efault Region Header	
	Channel12	Use Master Inpoints	Automation enabled]
	Channel 10	Hold	Allow paste from other channels]
	Region 12 Channel 1 Stacing	Decorate once only	Do not decorate live record events]
	Channel20	Go into hold on last event	Channel On Air	
		Preview Channel	Channel2 🗸]
		Spot check channel	Channel2 🔹]
		N+1 Channel	Channel2 •	
		Dedicated Preview Device	ICE1\PVW -	
		Staging Channel	Channel1-Staging 🗸	
		User Editable SIO Parameters]
		Structure Change Timeout (sec	onds 0-60) 0	
		Panoplay Take Next Delay (fran	nes, 0=Disabled) 00:00:02:00]
		BXF Synchronisation		
		Session Id		
		Туре	None	
		Role	None	
		Peer system name		
Group Name	Add Delete	Peer channel name		Release BXF Sync
Aug Delete	Cione			Apply Close

2. Assign the Staging Channel to the Source Channel (the Source Channel must be of channel type 'Master').

Figure 189 Assign the Staging Channel to the Source Channel

- a) Click on the chosen Source Channel (in this example, Channel1)
- b) Click on the More Properties tab.
- c) From the Staging Channel drop-down menu, select the channel that was created in step 1.
- d) Click on Apply.

CFC-JIP is now enabled and it is no longer possible to use old JIP.

- e) Restart the Editor (Workstation) if already open
 - The Staging Channel now appears on the Channels list in the Editor.

- The CFC icon is displayed on the Editor tool bar. 候

Note: The CFC icon is only displayed on the Editor tool bar for a configured Source Channel and Staging Channel pairing, otherwise it is greyed out - refer to Section 13.9.5.1 Channel Configuration.

Note: The CFC interface button cannot be displayed / hidden according to user role.

13.9.5.2 Configuration of Channel Flow Control

Navigate to the Channel Flow Control configuration window:

Editor > Tools Menu > Configuration > Common...Channel Flow Control

🦅 Editor Configuration		_ D X
Common Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging CH3-Staging Position 1 (Channel20)	✓ Use Combined CFC Window ✓ Ch1 ✓ CH2 ○ CH3 Enabled Rejoin Modes ✓ Overwrite ✓ Overwrite ✓ Preserve ✓ Mapped ✓ Include Manual Take Events In Deadroll	
Import Export	OK Cancel	Apply

Figure 190 Configure Channel Flow Control

Important:

The configuration of all of the properties in the Channel Flow Control window (Fig. 190) applies only to the currently selected role, thereby providing the ability to enforce role based restrictions.

Log in to the system under each role in order to configure unique restrictions: Morpheus Editor > File > Change Role

- Use Combined CFC Window

Checkbox. If ticked, the individual CFC interfaces that have 'Combined CFC Channel' ticked (below), are merged into a single window (Fig. 191). It is not possible to un-tick all channels, therefore if Use Combined CFC Window is ticked, at least one Combined CFC Channel will also be ticked (described below).

Channel Flow Control	
Deadroll Cancel Ovenide	10:28:43;04 00:02:20;00 INTERSTELLAR_TRAILER_220
Take Live	Bumper Mat Id Bumper Source DEC1
Rejoin	CH1 Rejoin Info Next Event: Intl_Vball_Men_2
Deadroll Cancel	10:29:02;27 00:01:15;23 Jazz Pianoman
Take Live	Bumper Mat Id Bumper Source DEC3
Rejoin	CH2 Rejoin Info Next Event: Magicman CupBall Trick
Take Live All	Rejoin All

Figure 191 CFC Interfaces Combined into a Single Window

If un-ticked, an individual CFC interface window is displayed per selected channel, as shown in Fig. 192.

Channel Flow Control				
Deadroll Cancel	10:31:03;04 00:19:54;08 Intl_Vball_Men_2			
Take Live	Bumper Mat Id Bumper Source DEC1			
Rejoin	CH1 Rejoin Info Next Event: LIVEREC-00093			

Figure 192 Single CFC Interface

Note: The Combined CFC Window feature disables the individual per-channel CFC interface views - if only a subset of CFC interfaces have been combined into a CFC window (i.e. ticked), the excluded CFC interfaces (un-ticked) cannot be viewed.

- Combined CFC Channels

Checkbox. Tick those channels that are to displayed in the Combined CFC Window. Those that are un-ticked cannot be displayed

- Enabled Rejoin Modes

Sets the Rejoin modes that will be available from the drop-down menu on the CFC interface (Fig. 193) - the setting is of a global nature, and will therefore apply to all CFC interfaces.

Channel Flow Control	
Deadroll Cancel	08:30:21;04 00:19:54;08 Intl_Vball_Men_2
Preserve Mapped	Bumper Mat Id Bumper Source DEC1
Rejoin	CH1 Rejoin Info Next Event: LIVEREC-00093
Deadroll Cancel	08:30:22;24 00:02:17;15 Magicman Rope Trick
Take Live	Bumper Mat Id Bumper Source DEC3
Rejoin	CH2 Rejoin Info Next Event: Magicman 3Ladies Trick
Take Live All	Rejoin All

Figure 193 Rejoin Modes on CFC Interface

- Include Manual Take Events in Deadroll

Controls whether or not a Dead-Roll can be performed if the part of schedule that will be copied to the Staging Channel contains one or more events that have a Manual Take flag set. The default is ticked - Manual Take events are included in the Dead-Roll.

If ticked then the system will Dead-Roll all of the events, including those with a Manual Take flag - when recreated on the Staging Channel, these Counterpart Events will lose their Manual Take flags, and the Dead-Roll will therefore run without the need for manual intervention.



If un-ticked, and a Dead-Roll is requested that *would* include an event with a Manual Take flag in the Dead-Roll Set, then the system will not perform the Dead-Roll.

There is no system warning to alert to this condition!

13.9.5.3 Configuration of CFC-JIP Behaviour

Navigate to the Join In Progress tab on the Editor Configuration Window:

Editor > Tools > Configuration > select 'Channel' > System tab > Join In Progress tab

Ø Editor Configuration	×	
	Appearance System Bipple Query Options Schedule Import	
Common	Conserved Delling Maximum Material Missing Material Dilars I Join In Progress M	atorial Danast
Database		atenai Report
Browse	Bumper Event	
Shortcut Keys	Event Type CFC DeadRoll End	
Machine Specific	Material Id	
Roles		
Barcodes	Source DEC1	
Overrun/Underrun	Use Dynamic Source	
Channel Flow Control	Minimum Duration 00:00:03:00	
Miscellaneous		
⊡- Channels	Channel	
	Minimum Duration 00:00:03:00	
CH2 Region 1	D D. L. 00.00.05.00	
Region 2	Rejoin Delay 00:00:05:00	
	Preserve Aired Staging Events	
Elevible / N+1 (Channel1)	Breaks	
ScreenToo	Clipped Commercial Filler	
Position 2 (Channel 10)		
Region 11	Material Id	
Region 12	Source	
CH1-Staging	Maka Filles Leat la Darah	
CH2-Staging	Make Filler Last in break	
- CH3-Staging	Preserve Farlier Commercials	
- Channel 14		
Position 1 (Channel20)	Take Live	
	Event Type LIVE News Flash 💌	
	Source DEC2	
	Event Duration 00:10:00:00	
	Deadroll Window 01:00:00:00	
	Take Delay 00:00:05:00	
4 III >		
Import Export	OK	Cancel Apply
		· • • • •

Figure 194 Configuration of CFC-JIP Behaviour

Bumper Event Configuration

The first event that will go to air at the point of a Rejoin Action, inserted before the Calculated Rejoin Event, informing the viewer that the normal schedule is about to resume. The Bumper Event may air a logo, graphic, or a clip from an evergreen source.

- Event Type

From the drop-down menu, select the Bumper event type that will play out (refer to Section 13.9.4 The Rejoin Calculation) - the selection is limited to Event Kind 'Main Event'.

- Material Id

Click on the ellipsis button (...) in order to display the Material ID Validator window and enter a default material Id for the Bumper Event. Click on **OK** to accept the new material Id, or **Cancel** to annul.

Note: The material Id for the Bumper Event must syntactically match one that exists in the Palette - there is no predictive help. The Material ID Validator is not case sensitive.

Note: Using the CFC interface, it is possible to override the default Bumper Event material Id, configured here, with an alternative. Refer to the Morpheus Operator's Manual for details.

Note: The Morpheus Application Server must be running in order for a material Id to be selectable.

- Source

From the drop-down menu, select the source of the Bumper event material Id.

- Use Dynamic Source

Checkbox. If ticked, then the source selection for the configured Bumper Event is performed dynamically by the system in the following order:

- 1. The source of the Calculated Rejoin Event, i.e. the source of the successful candidate event of the Rejoin Calculation.
- 2. The default Bumper Event source, as configured in 'Source' above.

Note: If un-ticked, then the source for the Bumper Event will be that configured in 'Source', above.

- Minimum Duration

The minimum period of time over which the Bumper Event will play - it is fixed unless the Rejoin Calculation has a need to extend it in order to satisfy the rejoin criteria (refer to Section 13.9.4 The Rejoin Calculation).

Channel Configuration

- Minimum Duration

Specify the minimum acceptable duration of a Candidate Event.

This parameter exists as a safety margin to guard against rejoining the schedule with an event that has an unsuitably short duration - the value of this parameter is used exclusively in the Rejoin Calculation.

- Rejoin Delay

Specify a period of time that takes account of the latency required for a source device to be ready to play the Bumper Event, the held PGM event to finish playout (the duration of which is defined by the parameter 'Min. Remaining Time of Held Event'), and for the normal schedule to be resumed according to the selected Rejoin Mode. It must have a value that is higher than the value of the Required PreRoll parameter for the source device that has been selected to play the Bumper Event.

The specified duration is used exclusively in the Rejoin calculation.

Important: The minimum value for the Rejoin Delay MUST be calculated as follows:

Rejoin_Delay ≥ Min_Remaining_Time_of_Held_Event + Preroll + 1 second

Where:

'Min Remaining Time of Held Event' is configured in: Configurator > System Configuration > Rippling Hold Tab

'Preroll' is that of the source device that will play the Bumper Event, configured in: Configurator > Devices > More Properties

- Preserve Aired Staging Events

When enabled, the Dead-Airing PGM and all previous events that have Dead-Aired on the Staging Channel are preserved for the purpose of allowing them to be recorded into the channel's As-Run log as a record of the events that should have been broadcast.

All events on the Staging Channel that did not Dead-Air are removed by the Channel Flow Control Service after the Rejoin. If no Rejoin occurs in the current Dead-Roll, then its events are cleared from the Staging Channel by the Channel Flow Control Service.

When enabled, this feature applies to all rejoin modes.

Note: The Asrun Collect Dwell parameter is set on a per channel basis in the Configurator, on the Channel Properties tab.

Note: The Cancel function will not delete an aired Staging Event that has been preserved. Refer to the Morpheus Operator's Manual for information on the Cancel function.

To enable, tick the checkbox, and create an instance of the Channel Flow Control Service as follows:

In the ShellHost Configuration window, click Add.

- 1. From the 'Service Type' drop-down menu, select ChannelFlowControlService.
- 2. In the 'Instance Name' text box, enter a unique name for this instance of the service.

There are no detailed configuration parameters required for this service.

Note: The Channel Flow Control Service (Host Shell Service) is responsible for performing the housekeeping on Dead-Roll Sets on the Staging Channel, an instance of which must be running in order for this functionality to be operational.

- · If no Rejoin has taken place, the service deletes the Dead-Roll Set
- If a Rejoin has taken place, the Dead-Aired events remain on the Staging Channel for AsRun collection

If a Rejoin has not occurred, then by default no change has been made to the schedule, and the effect of this functionality will be of no relevance.

Configuring Break Functions

Clipped Commercial Filler Pane

Define the content that will be played out instead of the clipped commercial content. The content is played for the entire duration of the clipped commercial thus ensuring that only whole commercials, that were not overrun, are broadcast. Any commercials that have been overrun entirely are discarded.

Note:

If this feature is not configured, then the remainder of the clipped commercial content will be aired.

- Material Id

Click on the ellipsis button and specify the Material Id of the content to be used as the commercial filler. The **OK** button is greyed out unless the system has validated that the specified Material ID exists - validation is not case sensitive.

- Source

Specify the source for the Material ID to be used as the filler.

- Make Filler Last In Break

When enabled, the commercial that was clipped at the point of the Rejoin is moved to the end of the commercial break.

Tick the checkbox in order to enable this feature.

Note: If Make Filler Last In Break is checked without entering a value for the Material Id and Source fields, then the clipped commercial will be moved to the end of the break and will air its original content for its remaining duration.



Example - Make Filler Last in Break (Fig. 195):

sciledule

Figure 195 Make Filler Last in Break

- 1. Commercials 1 and 2 in a scheduled break have been overrun at the point of the Rejoin.
- 2. The duration of the overrun is subtracted from the beginning of the commercial break (affecting commercials 1 and 2).
- 3. Event 1 has been overrun entirely:
 - a) If using a Dynamic Rejoin Mode, event 1 is discarded.
 - b) If using a Mapped Mode Rejoin, event 1 is disabled and remains on the Source Channel for Asrun collection.
- 4. For all Rejoin Modes, commercial 1 remains in the break but is disabled.
- 5. The Bumper event is inserted before the break, ahead of commercial 3.

Commercial 2 has been clipped, so it is relocated to the end of the commercial break, thus reordering the sequence of events, the duration of the Bumper event is subtracted from commercial 2.

6. After the Bumper Event, scheduled timing is resumed: commercial 3 is played for its scheduled duration and instead of the clipped commercial being broadcast (commercial 2), a filler is played for its remaining duration.

Important: If Preserve Earlier Commercials is enabled (see below), in the example shown in Fig. 195, Commercial 1 (which had Dead-Aired on the Staging Channel) would be enabled on the Source Channel at the point of the Rejoin and would be aired immediately after the Bumper Event and ahead of the filler that has replaced the clipped commercial. In the same situation, Commercial 3 would be disabled and moved to the end of the break.

- Preserve Earlier Commercials

It is possible that an event could overrun onto a commercial break, thereby preventing commercials from being broadcast - if enabled (checkbox is ticked), this function presupposes that the most valuable commercials in a break are those that are due to air first, at the expense of those that are due to air last. If a Rejoin Instruction takes place during a commercial break, then the duration of the overrun is subtracted from the trailing commercials (Fig. 196) thereby preserving the leading commercials for broadcasting in their entirety. If the checkbox is NOT ticked, then the duration of the overrun is subtracted from the beginning of the commercial break.

Important: This feature also has an effect on the ordering of commercials when the 'Make Filler Last In Break' feature is enabled.



Example - Preserve Earlier Commercials (Fig. 196)

Figure 196 Preserve Earlier Commercials

- 1. Commercials 1 and 2 in a scheduled break have been overrun at the point of the Rejoin these commercials are classified as the most valuable and must therefore be broadcast at the expense of commercials that are at the end of the break.
- 2. The duration of the overrun is subtracted from the end of the commercial break (affecting commercials 4 and 5), thus ensuring that commercials 1 and 2 play in their entirety according to the scheduled time of the break. The duration of commercial 5 is entirely consumed by the overrun and is therefore disabled and moved to the end of the commercial break.

- 3. The Bumper event is inserted before the break, ahead of commercial 1, but its duration is also subtracted from the end commercial, commercial 4.
- 4. After the Bumper, commercials 1, 2, and 3 are played for their scheduled duration. Commercial 4 will play the remainder of its duration unless Clipped Commercial Filler has been configured, in which case a filler is played for its remaining duration. Scheduled timing is resumed as soon as the Bumper Event has aired.

Take Live Configuration

- Event Type

From the drop-down menu, select the Event Type that will be used for the Take Live. Only those Event Types that have been assigned to the channel in the Configurator will be visible.

- Source

From the drop-down menu, select the source from which the Take Live event will be supplied.

- Event Duration

Enter an estimated duration for the Take Live event.

This value will have no effect upon the actual duration of the broadcast, as the Take Live event is inserted with the Hold Flag set - all following events will therefore be placed into a Rippling Hold once the Event Duration has expired and Take Live event is allowed to overrun.

The default is 30 minutes.

Note: A null value is valid.

- Deadroll Window

The duration of the Deadroll when a Take Live is actioned

The default is 1 hour.



It is recommended that the value attributed to the Deadroll Window is greater than that of the Event Duration - no Rejoin would be possible should the duration of the live event exceed that of the Deadroll Window.

- Take Delay

Configure the delay to apply between a Take Live action and its execution - the default is 5 seconds.

The purpose of this parameter is to allow for delays in the allocation of the resources required for the Take Live operation.

Applies to the Take Live function only.

13.10 Miscellaneous Settings

A collection of additional actions:

- Apply a background color to the icons on the channel bar to indicate errors.
- Change the vertical arrangement of the channel icons in the channel bar.
- Apply settings to events that will over run or under run.
- Disable the Force Decorate Events function on the right-click menu
- Adjust the N+1 start time
- Apply confirmation warnings when loading or appending SIO schedules
- Use a Momentum browser in the Editor

To display the miscellaneous settings, select **Miscellaneous** from the left-hand pane of the ConfigForm window.

107 Editor Configuration		
Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels	Channel Bar Colour Default Skin Background Icon only Select Icon only Selected Full width Error Restore defaults On/Off Air Channel Indication Ø Decorate Duration Display (Slight delay upon activation) Ø Decorate In Point	ttings 1
CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20)	Channel Order Use Role Based Channel Ordering Channel CH1 CH1-Staging CH2 CH2 CH2-Staging Region 1 Region 2 Region 11 * * N+1	
(III)	Start Time Offset (seconds) 2 💭 Load Schedule Confirmation Prompt when loading a schedule (replacing all events in the channel) Prompt when appending a schedule that is already loaded Co-operative mode Display all channels Display On-Air channels only OK Cancel	ie Apply

Figure 197 Editor Configuration - Miscellaneous Settings

Each of the settings is described below.

13.10.1 Channel Bar Settings

Configure colors for the following:

- The background color for the channel icons on the channel bar
- A color for a selected channel icon
- A color for a channel error.

For example:





The color can be applied around the channel icon or across the width of the channel bar.

1. To set the color, click on the required color box, for example, Error.

The Color window is displayed.

2. Select the required color from the palette and click on **OK**.

Each of the color options has an associated checkbox - if enabled then a color can be configured; if disabled then the color is shown as transparent (default Windows colors).

Click on **Restore Defaults** to enable all checkboxes and set the colors to the Grass Valley defaults.

Note: Colors may be disabled by un-ticking the Channel Bar Colour boxes.

13.10.2 Default skin

Change the look and feel of the Editor window by selecting a default skin type.

Select one of the following options from the drop-down list:

• **Classic** - selects the standard color scheme as shown below:

ME Morpheus Edit	or - CH1			
File Edit 1	Tools Window	Skin Help	ĒĒ ĒĒ I ⊘ ■	13:58:56 💷
Channels	Start Time 13:58:3	Link Title 0525_PELICANS 0525_PELICANS	Offset Duration Mix 14:00	2-48 Next Live Event
CH1	13:58:3	0525_PELICANS 0525_PELICANS	00:00:37;29	Property Inspector Schedule Object Inspector
CH1-Staging	13:59:3	GONE_GIRL_TRAILER_030 GONE_GIRL_TRAILER_030	00:00:00;00 00:00:29;02	0525_PELICANS
E	14:00:0	ICE_CUBE_LOOP ICE_CUBE_LOOP	00:00:00;00 00:00:11;29	Start Time
CH2	14:00:1	INTERSTELLAR_TRAILER_220 INTERSTELLAR_TRAILER_220	00:00:00;00 00:02:20;00	Start Date
CH2-Staging	14:02:3	Intl_Vball_Men_2 INTL_VBALL_MEN_2	00:00:00;00 00:19:54;08	08 December 2016
CH3	14:22:2	LIVEREC-00095 LIVEREC-00095	00:00:00;00 00:02:59;29	Fixed v
5	14:25:2	LIVEREC-00101 LIVEREC-00101	00:00:00;00 00:00:59;28	Time Link Declaration
CH3-Staging	14:26:2	ON LOCATION - EXTREME WEATHER ON LOCATION - EXTREME WEATHER	00:00:00;00 00:00:24;26	Restricted Play between 10
L Region 1	14:26:5	Firestarter PAD_FIREGLOW001_03.21.10	00:00:00;00 00:03:21;05	Material Id
2	14:30:1	Jazz Pianoman PAD_JAZZPIANO001_01.15.23	00:00:00;00 00:01:15;23	0525_PELICANS
Region 2	14:31:3	Magicman Cup&Ball Trick PAD_MAGICIAN001_01.33.13	00:00:00;00 00:01:33;13	U M D Content
Region 11	14:33:0	Intl_VballL_Wmn_1 INTL_VBALL_WMN_1	00:00:00;00 00:18:12;22	Airable Title
Fraine 12	14:51:1	LIVEREC-00094 LIVEREC-00094	00:00:00;00 00:01:59;28	Truo Timo
	14:53:1	LANGUAGEDEMOA1 LANGUAGEDEMOA1	00:00:00;00 00:00:50;03	
Flexible / N	 Channel1_S 	chedule1.sch 14 (0) Idle	9 %	3:43 Query OK Cancel

Figure 199 Classic Skin

ME Morpheus Editor - C	MI Morpheus Editor - CH1				
File Edit Tools	s Window Skin Help	5 È Q © 🕫 🤗 🧭 🔛 🛱	: E 12: E 🔗 🔳		14:01:01 🚥
Channels	Start Time Li 14:00:15	nk Title INTERSTELLAR_TRAILER_220 INTERSTELLAR_TRAILER_220	Offset Duration 00:00:00;00 00:01:33;29	▲ ● ● 13:58:34;00	Next Live Event
СН1	13:58:34	0525_PELICANS 0525 PELICANS	00:01:00;03		Property Inspector Schedule Object Inspector Filter
CH1-Staging	13:59:34	GONE_GIRL_TRAILER_030 GONE_GIRL_TRAILER_030	00:00:00;00 00:00:29;02		0525_PELICANS
E	14:00:03		00:00:00;00 00:00:11;29		Start Time
CH2	14:00:15	INTERSTELLAR_TRAILER_220	00:00:00;00 00:01:33;29		Start Date =
CH2-Staging	14:02:35	Intl_Vball_Men_2	00:00:00;00 00:19:54;08		08 December 2016
СНЗ	14:22:29	LIVEREC-00095 LIVEREC-00095	00:00:00;00 00:02:59;29	=	Fixed
6	14:25:29	LIVEREC-00101 LIVEREC-00101	00:00:00;00 00:00:59;28		Time Link Declaration
CH3-Staging	14:26:29	ON LOCATION - EXTREME WEATHER ON LOCATION - EXTREME WEATHER	00:00:00;00 00:00:24;26		Restricted Play between 10
L Region 1	14:26:54	Firestarter PAD_FIREGLOW001_03.21.10	00:00:00;00 00:03:21;05		Material Id
2	14:30:15	Jazz Pianoman PAD_JAZZPIANO001_01.15.23	00:00:00;00 00:01:15;23		0525_PELICANS
Region 2	14:31:31	Magicman Cup&Ball Trick PAD_MAGICIAN001_01.33.13	00:00:00;00 00:01:33;13		U M D Content
Region 11	14:33:04	Intl_VballL_Wmn_1 INTL_VBALL_WMN_1	00:00:00;00 00:18:12;22		Airable Title
Region 12	14:51:17	LIVEREC-00094 LIVEREC-00094	00:00:00;00 00:01:59;28		True Time
5	•				
Flavible / NaT	Channel1_Schedule1.	sch 11 (3) Idle	9 %	13:59:34;03	Query OK Cancel

• Light - selects a light grey color scheme as shown below:

Figure 200 Light Skin

- Me Morpheus Edito 14:0 I:20 sm 🖆 🖬 🗑 🗹 🖌 🖺 🛍 🖷 🔍 👁 🦻 🥸 🥥 😫 🗊 🕮 🖳 🗄 🗄 🖉 📼 INTERSTELLAR_TRAILER_220 INTERSTELLAR_TRAILER_220 14:00:15. 00:00:00;00 00:01:15;00 **E**1 0525_PELICANS 0525_PELICANS 13:58:34... 00:01:00;03 5 GONE_GIRL_TRAILER_030 GONE_GIRL_TRAILER_030 **S**2 INTERSTELLAR_TRAILER_220 INTERSTELLAR_TRAILER_220 14:00:15... 00:00:00;00 00:01:15;00 52 14:02:35 Intl_Vball_Men_2 INTL_VBALL_MEN_2 LIVEREC-00095 LIVEREC-00095 00:00:00;00 00:19:54;08 mber 2016 53 14:22:29. 00:00:00;00 00:02:59;29 LIVEREC-00101 LIVEREC-00101 ON LOCATION - EXTREME WEATHER ON LOCATION - EXTREME WEATHER Firestarter PAD_FIREGLOW01_03.21.10 14:25:29. 00:00:00;00 00:00:59;28 **5**3 14:26:29. 00:00:00;00 00:00:24;26 14:26:54. 00:00:00;00 00:03:21;05
 PAD_FIREGLOW01_03.21.10

 Jazz Pianoman

 PAD_JAZZPIAN0001_01.15.23

 Magicman Cup&Bail Trick

 PAD_MAGICIAN001_01.33.13

 IntL_VbailL_Wmn_1

 INTL_VBALL_WMN_1

 LIVEREC-00094

 LIVEREC-00094
 14:30:15.. 00:00:00;00 00:01:15;23 2 14:31:31. 00:00:00;00 00:01:33;13 **S**71 14:33:04. 00:00:00;00 00:18:12;22 **5**712 14:51:17. 00:00:00;00 00:01:59;28 5<mark>2</mark> 🗖
- Dark selects a dark grey color scheme as shown below:

Figure 201 Dark Skin

13.10.3 Offline Editor Decoration Settings

The following decoration settings are available for the Offline Editor:

Function	Description
Disable decoration	When enabled, the Force Decorate Events option on the right-click menu is greyed out. The Decorate All Events function is greyed out on the Offline menu in the Offline Editor (refer to page 6).
Decorate Title	The offline editor has a feature that allows it to decorate the offline schedule. If Disable Decoration is not selected, then enabling this function will allow the title to be decorated.
Decorate Duration	If Disable Decoration is not selected, then enabling this function will allow the duration to be decorated.
Decorate In Point	If Disable Decoration is not selected, then enabling this function will allow the Inpoint to be decorated.

Table 9 Decoration settings

The **Force Decorate Events** right-click option allows users to override the **Decorate Once Only** configuration setting and return a field to its original value if it has been changed. For information relating to the Decorate Once Only parameter, refer to Chapter 7.4.6.2 More Properties Tab

Note: These decoration settings do not affect the Palette.

13.10.4 Channel Order Settings

Change the order of channel icons on the channel bar - in this example, channel 3 has been moved to the top.



To change the order of the channel icons:

- 1. Select the Use Role Based Channel Ordering check box.
- 2. Under **Channels**, select the appropriate channel and use the **Move Up** and **Move Down** buttons to move it to the required position.
- 3. Repeat for any other channels.

13.10.5 N+1 Start Time

Allows the the cue time for an N+1 flexible channel to be adjusted.

The default value is 10 seconds. Use this function with devices such as an ICE that require a lower cue time. Morpheus dynamically updates the inpoint for the first event in the N+1 channel so that the two channels are still synchronized.

For further information, refer to Flexible Channel in Chapter 7.4.1 Channel Types.

13.10.6 Load Schedule Confirmation

When selected, the **Prompt when loading a schedule** function places a confirmation warning (shown below) on the Editor when the user attempts to replace all events on a channel.



Figure 202 Load Confirmation Warning

When selected, the **Prompt when appending a schedule that is already loaded** function places a confirmation warning (shown below) on the Editor when the user attempts to append a schedule that is already loaded in the Editor.



Figure 203 Append Confirmation Warning

Click on **OK** to append the schedule. Morpheus allocates the schedule a new Schedule Information Object ID. In the example above, the new schedule has an ID of Friday[1].

13.10.7 Use Momentum Browser

Enables the Momentum Browser in the Editor for use with Momentum thumbnails.



Figure 204 Momentum Browser

For further information, refer to Section 13.16 'Configuring Momentum Thumbnails' on page 375.

13.11 Channel Configuration

The **Channels** function allows configuration settings to be applied to different channels. To display the channel options, select **Channels** from the left-hand pane of the 'Editor Configuration' window.

All configuration information for the EventStore is stored in the file **C:\EventstoreExport\current_system.xml** (default location).

The **Import Config. To All Channels** function allows a previously exported configuration file to be applied to all channels for the current role.

To configure an individual channel, select it from the list on the left-hand side of the window. Additional **Import** and **Export** buttons at the bottom of the window allow configurations to be saved and applied to other channels.

13.12 Channel Appearance Settings

13.12.1 Colours Tab

Allows the colours of various components visible in the Morpheus Editor to be customised on a per channel basis.

- Event background
- Event text
- Gutter and Bookmarks
- The Palette, Property Inspector and Schedule Object Inspector background and text (refer to page 5)
- HUD messages (refer to page 21)
- Event countdown (refer to page 5)
- Commercial Hotlist
- The Next Break Panel (under Miscellaneous)



Figure 205 Editor Configuration - Colour Configurations

13.12.1.1 Changing the Background or Text Color

- 1. Select a channel from the left-hand pane.
- 2. Select the Editor component to modify.
- 3. Click on the coloured box ('Selected Colour'), and the Windows Color Picker will appear.
- 4. Select a color, and click on **OK**.

Note: Gutter and Bookmark colours are applied on a per channel <u>and</u> on a per skin basis. Two alternate gutter colours are available to distinguish between schedules with different Schedule Information Objects (SIOs).

The **PGM background** color box contains an additional function that overrides the selected color and makes the PGM background effectively transparent. This feature is useful if viewing the underlying Event Type background color is more important than having a dedicated on air background color, for example, displaying when a break header is on air. Clicking on the 'Ignore PGM colour' button results in the Event Type color being displayed, not the PGM background color.

The **Underrun/Overrun** color box also contains an additional **Ignore Colour** function that overrides the selected color. This button allows the user to stop events from displaying a special background color for underrunning/overrunning events.

13.12.1.2 Changing the Event Font

Change the font and size for events on the schedule as follows:

- 1. Under Tree Font, click on the underlined text.
- 2. Select the required font and size and click on **OK**.

13.12.1.3 Changing the Property Inspector / Schedule Object Inspector font

Change the font and size of text on the Property Inspector and Schedule Object Inspector as follows:

- 1. Under Property Inspector font, click on the underlined text.
- 2. Select the required font and size and click on OK.

13.12.2 Columns Tab

Allows the selection of the columns that are to be displayed in the Editor window, create custom columns and set validation options.

🦅 Editor Configuration		x
Common	Appearance System Ripple Query Options Schedule Import	
	Colours Columns Display Options MIP	
Browse	Columns	
- Shortcut Keys	Standard Validation Column Display Mode	
Machine Specific	V Start Time	-
Roles		
Barcodes	Offset Suppress 'In-point has offset' warning	
···· Overrun/Underrun	V Duration	
- Channel Flow Control	Secondary Content	
Miscellaneous	Source	
	Main Suppress 'Out-point out of range' warning	
CH2	V Guard	
Region 1	QC Suppress 'Back-to-back mix error' warning	
Region 2	Slave Main	
CH3	V Stave Guard	
Flexible / N+1 (Channel1:	End Of Material	
ScreenToo	Break Duration	
Position 2 (Channel 10)	Date	
Region 12	Thumbnail	
CH1-Staging	Duration Aired	
CH3-Staging	Custom Columns	
Position 1 (Channel20)	Title	
		- 1
	Add Rename Selected Column	
	Remove Selected Column	
	Selected Custom Column Field Names	
	Upper Line Field Name	
	Lower Line Field Name	
	Update	
4 III >		
[moot] [Fyrest]		1
import Export		J

Figure 206 Editor Configuration - Channel Columns Settings

13.12.2.1 Column Options

Select the check boxes for each column that is to be displayed. The columns then appear on the Editor as shown below:

	Schedu	ule Columns		
Start Time	Title	Duration Mi	x Main	Source
14:55:55:19	ON-AIR EVENT A123456	00:08:08:00		Server1 HDOMN1
14:55:55:19	ON-AIR EVENT A123456	00:08:08:00		Server1 HDOMN1

For descriptions of individual columns, refer to the Morpheus Operator's Manual.

13.12.2.2 Custom Columns

It is possible to create custom Editor columns as shown in the example below:

Custom	Custom Columns
	Title
	Add Rename Selected Column
	Remove Selected Column
	Selected Custom Column Field Names
	Upper Line Field Name
	Lower Line Field Name
	Update

Figure 207 Editor Configuration - Channel Custom Columns

To create a custom column:

- 1. Enter a title it will be displayed at the top of the column.
- 2. Enter an upper line field name if required. The field name must be a parameter name for the main Event Type. If the name of the parameter is incorrect, it will not be displayed. This parameter is displayed at the top of the row.
- 3. Enter a lower line field name if required. The field name must be a parameter name for the main Event Type. If the name of the parameter is incorrect, it is not displayed. This parameter is displayed at the bottom of the row.
- 4. Click on Add to create the column it will then appear in the list on the left-hand pane.
- 5. Select the column title in order for it to appear on the Editor and click on **OK**.

The custom column is then displayed on the Editor as shown in the example below:

Custom	Start Time	Link	Title
A0123456 Mixer	10:58:11;01		EVENT 10 A0123456
C055653 Mixer	08:41:47:16 15:25:16:24		ON-AIR EVENT C055653
A123456 Mixer	<u>15:43:51;13</u> 🔘		EVENT 1 A123456
C003458 Mixer	15:48:06;24		EVENT 2 C003458
A3456789 Mixer	15:51:27;05		EVENT 3 A3456789

Figure 208 Custom Column on the Editor

To change the settings for a custom column, enter the new details and click on **Update**. To delete a custom column, click on **Remove**.

13.12.2.3 Validation Options

The **Validation** field on the Editor schedule shows icons indicating errors or information associated with an event. The **Validation Column Display Mode** functions determine whether a single icon is displayed or more than one icon.

Validatio	on Column Display Mode
	•
	Suppress 'In-point has offset' warning
	Suppress 'In-point out of range' warning
	Suppress 'Out-point out of range' warning
	Suppress 'Back-to-back mix error' warning

Each function is described below.

Function	Description
Single Icon	Displays only one icon in the Validation column and the icon indicates the highest (most serious) error level.
AggregratedByName	Displays more than one icon, with the highest level on the left, the second highest next to it and so on.
Table 10 Validation Setting	S

Examples of each are shown below:



Note:	
-------	--

The Generic Validation Host Shell Service is used to validate events (refer to page 220).

13.12.2.4 Inpoint/Outpoint Warnings

The Inpoint/Outpoint Warning functions are:

Function	Description				
Suppress 'In-point has offset' warning	When cleared, the following icon is displayed in the Validation column on the Editor schedule if the event's inpoint (refer to page 645) is offset from (later than) the Morpheus media management database inpoint (refer to page 588).				
	To prevent the icon from appearing, select Suppress 'In-point has offset' warning .				
0					
Suppress 'In-point out of range' warning	when cleared, the following icon is displayed in the Validation column if the event's inpoint is earlier than the database inpoint.				
	To prevent the icon from appearing, select Suppress 'In-point out of range' warning .				
	*				
Suppress 'Out-point out of range' warning	When cleared, the following icon is displayed in the Validation column if the event's outpoint (refer to page 645) is later than the database outpoint. This means that the clip may freeze for the duration of the event.				
	To prevent the icon from appearing, select Suppress 'Out-point out of range' warning .				
Suppress 'Back-to-back mix error' warning	When cleared, the following icon is displayed in the Validation column if a Mix or Wipe transition is selected that uses the same source as the previous main event source.				
	To prevent the icon from appearing, select Suppress 'Back-to-back mix error' warning .				

Table 11 Inpoint/Outpoint Validation Warning Settings

13.12.3 Display Options Tab

For the configuration of the toolbar and other visual display options, on a per channel basis.



Figure 209 Editor Configuration - Channel - Display Options

13.12.3.1 Source Column Display

Select the device types to display in the Source column on the schedule. Each function is described below.

- Video Source Only

Displays only the video source in the Source column.

- Video Source & Device

Displays both the video source (such as the router or mixer) and device in the Source column.

- Video & Audio Source

Displays both the video and audio sources in the Source column.

13.12.3.2 Toolbar Buttons

Select the buttons that need to be displayed on the Editor toolbar.

13.12.3.3 'Other' Parameter Pane

This section contains additional functions.

- Don't Auto Explode Break Headers

When selected, break headers are visible but the commercials below them are not. When cleared, both the headers and their commercials are displayed. This feature only applies to the topmost break in the schedule.

Note: This feature is deprecated by the Explode Breaks functionality. Refer to - Explode Breaks in this section.

- Display Frames

Tick the check box to display all timecodes as **hh:mm:ss:ff**. Clear this check box to display timecodes as **hh:mm:ss**.

- Show No Master Instance Status

Indicates that there is no master instance.

-Warn If Secondary Events Fall Outside Main Event

When selected, if a secondary event's duration (refer to page 648) causes it to fall outside the primary event's duration (refer to page 646), a warning color is displayed in the background of the **Secondary Content** column.

- Show Main Events with Default Sources as Errors

When selected, if a user selects a default source from the **Source** column for the main event, an error color is displayed in the event's background. When cleared, no error color is displayed.

- Show Second Detail Line

Tick the checkbox to display second line detail in each event row. Second line detail includes the MaterialID in the Title column and the device name in the Source Column. When un-ticked, no second line information is displayed.

Row depth is constant, regardless of this setting.

16:17:44;17		Intl_Vball_Men_2 INTL_VBALL_MEN_2	00:00:00;00	00:19:54;08	U	DEC1 ICE1	
16:37:38;25	-++	Break -	00:00:00;00	00:02:49;02			Ŧ
16:40:27;27		LIVEREC-00093 LIVEREC-00093	00:00:00;00	00:01:59;28	U	DEC1 ICE1	
16:42:27;27		Inti_VballL_Wmn_1	00:00:00;00	00:18:12;22	IJ	DEC1 ICE1	

Second Detail Line Visible

16:17:44;17		Intl_Vball_Men_2	00:00:00;00	00:19:54;08	U	DEC1	
16:37:38;25	-++	Break -	00:00:00;00	00:02:49;02			
16:40:27;27		LIVEREC-00093	00:00:00;00	00:01:59;28	U	DEC1	
16:42:27;27		Intl_VballL_Wmn_1	00:00:00;00	00:18:12;22	U	DEC1	

Second Detail Line Suppressed

- Collapse Second Detail Line

When the checkbox is ticked, the depth of all rows is reduced to one line. This is a companion setting to **Show Second Detail Line** when un-ticked.

Un-tick this feature to expand all rows.

16:17:44;17	Intl_Vball_Men_2	00:00:00;00 00:19:54;08 1	DEC1
16:37:38;25	Break -	00:00:00;00 00:02:49;02	
16:40:27;27	LIVEREC-00093	00:00:00;00 00:01:59;28 1	DEC1
16:42:27;27	Intl_VballL_Wmn_1	00:00:00;00 00:18:12;22 1	DEC1

Collapsed Second Detail Line with Second Detail Line Suppressed

- Show Events with Over/Under Run as Errors

When selected, if the timing of an event causes an overrun or an underrun, the background color of the event changes to indicate an error.

- Highlight Error Events

Tick the check box to change the background color of events with errors.

When cleared, the background color of events with errors does not change, even if the Show Main Events with Default Sources as Errors and Show Events with Over/Under Run as Errors check boxes are selected.

This does not affect the Warn If Secondary Events Fall Outside Main Event function.

The warning color for errors is set on the Colours tab (refer to page 338) under **Grid>Backgrounds>Events in Error**.

Include Error and Critical Event Level Warnings

This function is only available if the **Highlight Error Events** function above is selected. Selecting this function turns the background color of an event red if it contains one or more warnings that are errors or critical.

- Show Next Break Panel

Tick the checkbox in order to provide the following functionality:

- The next commercial break header automatically expands.
- A panel is displayed above the schedule that contains the following information:
 - The date and time when the break is due to play out
 - The name of the break
 - The duration of the break

Refer to Figure 210.

It is also possible to change the color of the panel background (refer to page 338).

ME Morpheus Edit	tor - CH1							- • X
File Edit	Tools Window	Skin Help) 🖆 🔍 🚱 🔿 🔄			la 🖉 📼		09:06:11 🚥
Channels	10-DEC	-2016 0	8:57:50;00	Commercial	Break 1	06:	07	Next Live Event
CH1	09:05:5	UK.	0525_PELICANS 0525_PELICANS		Crisel	00:00:43;29		Property Inspector Schedule Object Inspector
CH1-Staging	09:05:5		0525_PELICANS 0525_PELICANS			00:00:43;29	U	Filter Commercial Break 1
2	09:06:5		GONE_GIRL_TRAILE	R_030 R_030	00:00:00;00	00:00:29;02		Start Time
CH2	09:07:2		ICE_CUBE_LOOP ICE_CUBE_LOOP		00:00:00;00	00:00:11;29		08:57:50:00 Start Date
CH2-Staging	09:07:3		PAD_IDENT001_010 PAD_IDENT001_010	_002 _002	00:00:00;00	00:00:10;00	U I I	10 December 2016
\$ 3	09:07:4		ON LOCATION - EXT ON LOCATION - EXT	REME WEATHER REME WEATHER	00:00:00;00	00:00:24;26	U I I	Start Type
СНЗ	09:08:1		INTERSTELLAR_TR	AILER_220 AILER_220	00:00:00;00	00:02:20;00	T I I	Event Name
CH3-Staging	09:10:3		LIVEREC-00095 LIVEREC-00095		00:00:00;00	23:47:18;26	T F I	Commercial Break 1
1 Perior 1	08:57:5 10-DEC	-6-	Commercial Break 1			00:06:07;10 23:44:18;25		Zoop ▼ Duration Mada
2	08:57:5		Commercial 1		00:00:00;00	00:00:29;02	U F I	UseChildren
Region 2	08:58:1		Commercial 2		00:00:00;00	00:02:20;00	U F I	Duration
Region 11	09:00:3		Commercial 3		00:00:00;00	00:00:29;02	U F I	00:06:07:10
572	09:01:0		Commercial 1		00:00:00;00	00:02:20;00	U E	
Region 12	09:03:2		Commercial 5		00:00:00;00	00:00:29;02	U E I	
Flexible / N+1 (Channel 12)	09:03:5		Intl_Vball_Men_2 INTL_VBALL_MEN_2	2	00:00:00;00	00:19:54;08	U 🛓	
2.	Channel1_5	Schedule1.sch	111 48 (0) Idle			1	09:58:11	Query OK Cancel

Figure 210 Editor Configuration - Channel - Show Next Break Panel

- Enable Context Menu Toggle Guard

Tick the checkbox in order to enable the Toggle Guard option on the Editor right-click menu. Toggle Guard switches all events using the same device as the highlighted event to the guard source.

- Enable Standard Cut / Copy / Paste Operations
If checked, the user is able to perform normal and cut / copy / paste functions: Ctrl-c / Ctrl-v, and right click paste sibling /paste child /paste top. If unchecked, cut / copy / paste actions are not possible.

Note: 'Paste Top' may be enabled / disabled separately in the 'Common' parameters of the Editor Configuration. If pasting to another channel, **Allow paste from other channels** must be checked in Configurator > Channels > More Properties.

- Enable Cut/Copy/Paste of Entire Schedules

If ticked, a user is able to perform a right mouse click to display a pop-up menu to select a cut / copy / paste of the entire schedule (the operation is based on a single Schedule Information Object ID). Highlight any event in the schedule, perform a mouse right click and select 'Cut Entire Schedule' or 'Copy Entire Schedule' as required, then 'Paste Top Entire Schedule' or 'Paste Entire Schedule'. If pasting to another channel, **Allow paste from other channels** must be checked in Configurator > Channels > More Properties.

- Enable Right To Left Text

If ticked, text is aligned to the right of all fields in the Property Inspector that support character strings, excluding the 'Filter' field.

- Explode Breaks

Sets a default display behaviour for a break.

Do Nothing

The feature is disabled.

Explode

Display all breaks, expanded to the first level of the sub-event tree.

Collapse

Display all breaks, collapsed to the top level parent event.

The setting affects all breaks, but only at the point at which a schedule is loaded, appended, or saved in the Editor. Only if a 'save' command is issued will the setting apply to existing breaks in the schedule visible in the Editor, otherwise there is no change.

Note:

This feature deprecates the '- Don't Auto Explode Break Headers'.

13.12.4 MIP Tab

The functions on the MIP tab relate to the Manual Intervention Panel - a panel of buttons for overriding the schedule. It is described in detail in the Morpheus Operators manual.

77 Editor Configuration	
	Appearance System Ripple Query Options Schedule Import
Common Database	Colours Columns Display Options MIP
Prowso	Selected MIP Extension Available MIP Extensions
Shortcut Keys	
Machine Specific	Add MIP SoftMIPPos2
Roles	MIP Setup SoftMIPPos1
Barcodes	Show MIP Icons Import
Overrun/Underrun	Auto On Button Enabled
Channel Flow Control	V Hold Button Enabled
Miscellaneous	Preview Button Enabled Rename
🖻 Channels	Comp Preview Button Enabled
CH1	Take Next Button Enabled
CH2	Generate Xml
Region 1	Take Grd Button Enabled Rows 1
Region 2	Enable MIP activation from keyboard
Elovible / N+1 (Channel1)	Separate Gang Take Button
	Generate
Position 2 (Channel 10)	
Region 11	
Region 12	
- CH1-Staging	
CH3-Staging	Gang Take Channels
Position 1 (Channel20)	CH1
	CH2
	Region 1
	CH3
	Channel12
	ScreenToo
	Channel 10
	Region 12
	CH1-Staging
	CH2-Staging
	CH3-Staging Channel20
Import Export	OK Cancel Apply

Figure 211 Editor Configuration - Channel - Manual Intervention Panel Tab

13.12.4.1 MIP Setup

Function	Description
Show MIP Icons	When selected, icons and text are displayed on the MIP buttons. When cleared, only the text is displayed on the buttons.
Auto On Button Enabled	When selected, the AUTO IS ON button on the MIP is enabled and available for use.
Hold Button Enabled	When selected, the HOLD button on the MIP is enabled and available for use.
Preview Button Enabled	When selected, the PREVIEW button on the MIP is enabled and available for use.
Comp Preview Button Enabled	When selected, the COMP PREV button on the MIP is enabled and available for use.
Take Next Button Enabled	When selected, the TAKE NEXT button on the MIP is enabled and available for use.
Table 12 MIP Settings	

Function	Description
Skip Next Button Enabled	When selected, the SKIP NEXT button on the MIP is enabled and available for use.
Take Grd Button Enabled	When selected, the TAKE GRD and TAKE GRD PST buttons on the MIP are enabled and available for use.
Enable MIP activation from keyboard	When selected, operators can press F9 (when viewing the Editor window) to display the MIP. When cleared, F9 does not display the MIP.
Separate gang take button	If selected, the Gang Take button is displayed on the second row of the MIP panel - next to the Skip Next button instead of next to the Take Next button.
Table 12 MIP Settings	

13.12.4.2 MIP Extensions

Add further buttons to the MIP from the 'Available MIP Extensions' pane in the Editor Configuration window. An example is shown below.



Figure 212 MIP Extensions

Function	Description
Selected MIP Extension	Select a MIP extension and display it at the bottom of the Manual Intervention Panel. Select the required extension from the list.
Add MIP Extension	Create a MIP extension. 'New MIP' is displayed in the Available MIP Extensions list.

Table 13 MIP Extension Settings

Function	Description
Import/Export	All configuration information for the EventStore is stored in the file current_system.xml that, by default, is located in C:\EventstoreExport .
	The Export button allows the selected MIP extension to be exported in order to apply it to a different schedule using the Import button. Unlike the Export System function in the Configurator, MIP Export exports the MIP only. It does not affect any changes made to the system configuration. When Export is clicked, the Save As window is displayed - either accept the existing name or enter a new one.
Rename	Rename a MIP extension. Select the MIP extension and click on Rename . In the Enter New name window, type the required name and click on Apply .
Delete	Delete a MIP extension. Select the MIP extension and click on Delete . Click on Yes to confirm.
Generate XML	Enter the number of rows and columns on a MIP extension. The default is 1 row and 6 columns. Select the MIP to change. Enter the required number of rows and columns and click on Generate . At the prompt to replace the existing MIP extension, click on Yes .
Table 13 MIP Extension Se	ettings

Issue 1 Rev. 2

13.12.4.3 Using MIP Extension Scripts

When creating and subsequently exporting a MIP extension, the generated file contains an XML script that can be manually edited to modify the appearance and behavior of the new MIP buttons.

To create an XML script:

- 1. Click on Add MIP Extension.
- 2. In the Generate XML section, select the number of rows and columns to include in the extension. Click on **Generate**.
- 3. Click on Export. Save the file and then open it in Notepad.

An example XML file for the MIP extension in Figure 212 is shown below:

```
<?xml version="1.0" encoding="utf-16"?>
<MipExtensionData
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Rows>
    <RowData>
      <Buttons>
        <ButtonData>
          <Width>231</Width>
          <Image>EAS-Buttonv2</Image>
          <Event>event://SoftMIP/EAS</Event>
          <Text></Text>
<BackgroundBrushColorAsARGB>-2830136</BackgroundBrushColorAsARGB>
        </ButtonData>
        <ButtonData xsi:type="ChannelSetButtonData">
          <Width>231</Width>
          <Image>NewsFlash</Image>
          <Event>event://SoftMIP/Newsflash</Event>
          <Text></Text>
<BackgroundBrushColorAsARGB>-2830136</BackgroundBrushColorAsARGB>
        </ButtonData>
        <ButtonData>
          <Width>231</Width>
          <Image>UNDO</Image>
          <Event>event://SoftMIP/Undo</Event>
          <Text></Text>
<BackgroundBrushColorAsARGB>-2830136</BackgroundBrushColorAsARGB>
        </ButtonData>
      </Buttons>
      <RowHeight>160</RowHeight>
    </RowData>
  </Rows>
  <VerticalRowSpacer>8</VerticalRowSpacer>
  <HorizontalColumnSpacer>8</HorizontalColumnSpacer>
</MipExtensionData>
```

Edit the fields as required in order to change the MIP button.

An additional entry can be made in the XML file to provide the capability of selecting the channels to which the action of the button press will be applied - checkboxes of all channels configured in the system will be displayed alongside the button.



Figure 213 Custom MIP Button with Channel Selection

Add the following entry to the <ButtonData> start tag of the button's XML element:

```
xsi:type="ChannelSetButtonData"
```

i.e.

```
<ButtonData xsi:type="ChannelSetButtonData">
```

Now, the action of the button press is applied to all selected channels simultaneously. Select channels using the visible checkboxes and the scroll bar, or press on the ellipsis button in order to view all channels for selection within a separate window.

Note: This is currently the only 'type' value that can be used with the MIP.

13.12.4.4 Gang Take Channels

An function to allow the selection of channels that can be taken in a single operation. This is achieved using a 'Gang Take'.

13.13 Channel System Settings

Apply configuration settings to different channels.

To display the channel options, select the channel to configure from the left-hand pane of the Editor Configuration window - features are grouped by type onto separate tabs. The System tabs are described in this section.

13.13.1 System > General Tab

Figure 214 Editor Configuration - System - General Tab

Function	Description
Schedule Load Path	The default path for schedules. When operators choose to append or replace schedules, this is the path that is shown.
Channel is Visible	When enabled, after clicking OK , the channel icon dynamically appears on the channel bar and the schedule for that channel is displayed in the Editor window. When cleared, the channel is not visible.
Lock Channel	Tick the checkbox to secure the Editor by disabling the following functions:
	- Toolbar Buttons: Load Schedule, Append Schedule, Save Schedule, Save As Schedule, Clear, Cut, Copy, Paste, Paste Top, Palette, Configuration, MIP, CFC-JIP, Ripple, Add a Default Event.
	- Editor Right-Click Menu: all.
	- File Menu: Open, Append, Fill Regions, Save, Save As, Clear.
	- Edit Menu: Advanced Search and Replace
	- Tools Menu: Join In Progress
	Applied on a per channel basis.
	When locked, many of the toolbar buttons and right-click options are greyed out and unavailable. When cleared, all options for the selected role are available.
	Note : if CFC-JIP is enabled, old JIP will already have been disabled. Refer to Section 13.9 Channel Flow Control-Join In Progress (CFC-JIP)
Track Program Event at Startup	Applies to the Track Program Event button on the toolbar. When selected, Track Program Event is enabled each time the Editor is started, regardless of its previous setting. When cleared, it reverts to the last setting. Track Program Event is described in the Morpheus Operators manual.
Allow MediaBall Creation	When enabled, operators can create MediaBalls (refer to page 53). When cleared, MediaBalls cannot be created.
Track Live Events	Applies to the Event Countdown. When selected, each time the Editor is started, the Track Live Event function is selected on the event countdown right-click menu. When cleared, the Track Selected Event function is selected.
	Filter I Remaining Break Header Track Selected Event

Table 14 Channel System Settings

Function	Description
Enable Transition Editor	Allows transitions to be set up visually. Tick the check box in order to add the following button to the Transition Type field on the Property Inspector (refer to page 5).
	Click on the button in order to display the Transition Editor. Clear the check box to remove the option to display the Transition Editor.
Preview on Launch	When enabled, Morpheus automatically loads and starts playing the selected clip when operators click on Preview on the Manual Intervention Panel.
Create Child Events by Double Click	When enabled, operators can add child events to selected events by double-clicking a secondary event (refer to page 648) on the Palette (refer to page 5).
Master Inpoints for Secondary Events	Normally, a master tape instance has a different inpoint (refer to page 645) from a server. This function allows the server instance to refer to the tape timecode.
Double click palette material	Tick the check box to allow operators to add main events) to the schedule by double-clicking them on the Palette.
Filter non-QC'd material in palette	When enabled, only events that have QC check marks applied are displayed.
Spot Check interstitial source	Select the required source for any events that are inserted between spot check events.
Spot Check dupe mode	When Morpheus performs spot checks, events are copied to a flexible channel - a user is then able to play the events in order to check the content. For information on Flexible Channels, refer to Chapter 7.4 Channel Configuration.
	Morpheus uses the dupe (duplication) mode setting to copy events based on the unique material id only or both the material id and SOM (start of material).
Errors: Only report errors in the defined window	When enabled, errors are only active if their event starts prior to the end of the error window.
Errors: Error Window Duration (HH:MM)	Sets the length of the error window.
Read Only Spots	When enabled, events within the commercial breaks in the schedule cannot be edited, added or deleted. The operators can still move whole breaks within the schedule.
ChannelLabel	Places a channel label next to the channel name on the channel bar. It also places this on the ConfigForm window.

Table 14 Channel System Settings

13.13.2 System > Rolling Hour Tab

The 'rolling hour', if enabled, performs a dynamic check on one of the following:

- Programmes (main programme items)
- Commercials (revenue generating advertisements)
- Junction events (channel idents and other interstitials)
- Live events (live studio items)

The rolling hour appears on the Editor status bar as a percentage or duration of either:

- A 60 minute period (that could be partly in the future), or
- The current or previous complete clock hour.

💔 Editor Configuration	
	Appearance System Ripple Query Options Schedule Import
Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH2-Staging CH3-Staging Position 1 (Channel20)	Appearance System Ripple Query Options Schedule Import General Rolling Hour Missing Material Missing Material Filters Join In Progress Material Report Image: Enable -1, 0 +1 hour commercial summary in status bar Image: Enable rolling hour Image: Enable rolling hour Image: Use report periods for -1, 0, +1 hour summary (see Material Report tab) Image: Display report period total (see Material Report tab) Image: Show aired duration Image: Track Event Image: Selected Event Image: Optimized Type Image: Commercial Commercial Event Image: Selected Event
	Time Span Image: Span Stress Image: Span Stress Minutes Back Image: Span Stress Minutes Forward Image: Span Stress Image: Span Stres Image: Span Stress <
	Inresholds Use: ● Percentage ● Time Code Critical Colour Critical Threshold 00:09:00:18 ● Total Warning Threshold 00:03:00:06 ● No. Decimal places O ● Varning Threshold 60.00 % Warning Threshold 30.00 %
4 III >	
Import Export	OK Cancel Apply

Figure 215 Editor Configuration - Channel - System - Rolling Hour Tab

Function	Description
Enable -1, 0 +1 hour commercial summary in status bar	When selected, the Editor status bar shows the last hour, the current hour and the next hour. Refer to Figure 216 below.
Enable rolling hour	Tick the check box to display the rolling hour on the status bar.
Use report periods (refer to Material Report tab)	Tick the check box to include report periods configured in the Material Report tab.
Track Event: Program Event	Tick the check box to reference the rolling hour to the on-air event.
Track Event: Selected Event	Tick the check box to reference the rolling hour to a highlighted event.
Content Type	Select the programme type for which occurrences are to be quantified.
Time Span: Use Rolling Hour	Enable this function to analyze a time period based on the current or selected event.
Time Span: Use Clock Hours	Enable this function to analyze a complete clock hour.
Time Span: Minutes Back/Minutes Forward	Use these fields to specify the time period referred to the current or selected event. In the color boxes, select the colors to display in the Editor when the figure exceeds the critical and warning thresholds.
Thresholds: Critical Threshold/ Warning Threshold	Set the threshold above which the Editor status bar display will change to the configured color. Click on the colour blocks to display a palette in order to select alternative colours for the Critical and Warning indicators.
Display As: Percent/Total	Select the manner in which the statistics should be displayed in the Editor status bar.
No. Decimal places	Specify the precision of the Editor status bar indication.
Font Size	Change the size of the rolling hour timecodes or percentages displayed on the status bar.

Table 15 Rolling Hour Settings

The following image shows the rolling hour indicators on the status bar.



Figure 216 Rolling Hour Indicators on the Status Bar

13.13.3 Missing Material Tab

The missing material report within the Editor checks for and lists the following:

- Missing material.
- Material on other devices.
- Material requiring ingest (refer to page 631).
- Events with titles that do not match the titles in the Morpheus media management database (refer to page 588).
- Events with durations that do not match the durations in the database.

🦅 Editor Configuration	
	Appearance System Ripple Query Options Schedule Import
	General Rolling Hour Missing Material Missing Material Filters Join In Progress Material Report
Browse	Enable Enable Auto Update
- Shortcut Keys	Enable Filters
Machine Specific	
Roles	Device Transfer PIDs Alter Destination Server for Transfer Requests
Barcodes	Name Process ID Original Server Requested Transfer Material To
Overrun/Underrun	
Channel Flow Control	
Miscellaneous	
🖻 - Channels	
CH1	
CH2	
Region 1	Add Missing Devices Delete Device Add Delete
CU2	
Elovible / N+1 (Chappel1)	Number of events to pass to the application server 50
ScreenToo	
Position 2 (Channel 10)	🔲 Default PID 1 🚔
Region 11	- Report Columns
Region 12	Channel Channel Market
CH1-Staging	Time to Air → Enabled Column Name Wridth
···· CH2-Staging	Duration Material ID
CH3-Staging	Title
Position 1 (Channel20)	Device ID Reason
	Region 1
	Region 2
	CH3
	ScreenToo
	Channel 10
	Region 11
	CH1-Staging
	CH2-Staging +
Import Event	
import Export	OK Cancer Appiy

Figure 217 Editor Configuration - Channel - Missing Material Tab

Function	Description
Enable	Enables the Missing Material Report option on the Tools menu.
Enable Auto Update	Allows Morpheus to automatically and periodically update the report without the user clicking the Run Report button.
	In this mode, the Toolbar is labelled as such, as shown below:
	ME Missing Material Report (Auto Updating)
	File Query Data
	1 1 3 3 5
Enable filters	Allows the user to set filters on the Missing Material Report by displaying an additional filter panel on the main window. For further filter settings and to change the font and color settings of the report results, refer to page 361.
Device Transfer PIDs	List all video servers that need to be checked. To add a video server, click on Add Missing Devices . To change the process ID, double-click on the server and type the required number. To delete a video server, select it and click on Delete Device .
Alter Destination Server for Transfer Requests	To change the destination server for transfer requests (refer to page 268), click on Add. From the Select Original Server list, select the current server. from the Select New Destination Server list, select the server to replace it with and click on OK. To delete the destination server, select it and click on Delete.
Number of events to pass to the application server	The Editor queries the Application Server (refer to page 165) about the metadata (refer to page 588) for each material event. Set the number of events that the Editor queries at a time to ensure the best performance.
Default PID	Select the Default PID check box to use a default Process ID (refer to page 618) value. Enter the required value in the spin box.
Report Columns/Enabled Column Name	Allows columns to be selected for display on the Missing Material Report. From the Report Columns list, select each column to add and click on the right arrow button. The column is added to the Enabled Column Name list.
Channels	Select the channels that can be checked in the missing material report.
Table to wissing waterial i	report settings

13.13.4 Missing Material Filters tab

Set filters against the Missing Material Report (refer to Section 13.13.3 Missing Material Tab above) and change the font and color settings of the results.



Figure 218 Missing Material Report Filters Settings

Description
When enabled, Morpheus uses the title to check whether an event is a duplicate of one that already exists on the missing material list.
When enabled, if the title of an event does not match the title in the database, 'Title mismatch' is displayed in the Reason column on the Missing Material Report.
When enabled, Morpheus uses the duration to check whether an event is a duplicate of one that already exists on the missing material list.
When enabled, if the duration of an event does not match the duration in the database, 'Duration mismatch' is displayed in the Reason column.
Select a text or background option. The font and color changes in the functions described below are applied to this selection. For example, selecting 'Commercials text' means that the font and color functions in the opposite tab column are applied to only the result text for commercials in the Missing Material Report.
Click on the row font example in order to change the size, font and style for the text.
Click on the row font example in order to change the size, font and style for the text when it is printed using the Print function on the Missing Material Report toolbar. This feature is useful when the user does not want to create printed reports using different colours and fonts.
Click on the color box in order to change the color. This feature helps the user to differentiate between different programme types quickly.

 Table 17 Missing Material Report Filter Settings

13.13.5 Join In Progress Tab

Note: There are two versions of Join In Progress: legacy and CFC-JIP. For details on CFC-JIP refer to Section 13.9 Channel Flow Control-Join In Progress (CFC-JIP).

When 'Join In Progress' is applied to an event, the relevant device appears to be started but not cut to air until another event ends. For example, if a live event overruns, it may be better to lose part of the next event rather than delay the whole schedule.

Join In Progress allows the next event to start and, when it is eventually cut to air, placed at the point it would have been if the live event had not overrun.

The device is not started. Instead, the inpoint (refer to page 645) of the material is adjusted continually over time and, when the joined event eventually runs, the material starts at the calculated inpoint.

The preroll time for the device has to elapse (refer to page 646).

The schedule has to be in the 'hold' state for the Join In Progress function to be available.

Morpheus prevents the Join In Progress function from joining an event less than 30 seconds from the end.

V Editor Configuration			2	×
Appearance System Ripple Query Options Schedule Import				
General Rolling Hour Missing Material Missing Material Filters Join In Progres	Material Report			
Bumper Event				
Shortcut Keys Event Type CFC DeadRoll End				
Machine Specific				
- Roles				
Barcodes Source DEC1				
Overrun/Underrun Use Dynamic Source				
Minimum Duration 00:00:03:00				
CH2 Minimum Duration 00:00:03:00				
Region 1 Beioin Delay 00:00:05:00				
Region 2				
Elevible / N+1 (Channel1)				
Breaks				
Position 2 (Channel 10) Preserve Earlier Commercials				
Region 11 Clipped Commercial Filler				
Material Id				
CH1-Staging				
CH2-Staging				
Make Filler Last In Break Make Filler Last In Break				
Event Type				
Source 🗸				
Event Duration 00:30:00:00				
Deadroll Window 01:00:00:00				
Import Export OK	Cancel	Арр	oly	
			_	_

Figure 219 Editor Configuration - System - Join In Progress Tab

13.13.5.1 Bumper Event

Morpheus can be configured to automatically insert and play out a bumper event prior to joining the playlist in progress.

A bumper event is a brief announcement, usually between two and 15 seconds. For example "We now rejoin [Film Name]".

If a user clicks on **Rejoin** during a Join in Progress, then the bumper event becomes the preset event (the event that follows the on-air event).

When the bumper event is taken to air, the new preset event is the event to join in progress.

The start time and SOM (start of material) of the rejoined event are adjusted appropriately.

The bumper event configuration functions are described below.

Function	Description			
Event Type	Select the Event Type to configure as the bumper event.			
Material Id	Click on the ellipsis button () to enter a material ID for the bumper event. The material ID is only accepted if it exists in the Media Management database and belongs to the correct channel. It is not possible to paste a Material ID into this field and the following characters are not permitted: " ' () : ; { } [] ~ $-$ `] ? %			
Source	Enter the source for the bumper event.			
Use dynamic source	Select this function to dynamically select a source for the Bumper event at the point of rejoin. Morpheus selects the source using the following priority depending on the source availability:			
	1. Source of the rejoin event			
	2. Source of the selected event			
	3. Default source (configured in the Source field above)			
Minimum Duration	Enter the minimum duration of the bumper event.			
Table 18 Bumper Event Set	itings			

13.13.5.2 Channel

The channel configuration functions are described below.

Function	Description					
Minimum Duration	The Minimum Duration is the smallest amount of time that a clip can be reduced to in order to allow it to be rejoined. If the clip has less than this duration left at rejoin, the remaining duration of the clip from the point of rejoin (accounting for Bumper duration and Rejoin Delay) is taken and added to the Bumper event duration. The now void clip is disabled. At Rejoin, the system then plays the remaining portion of the held event, according to the Rejoin Delay setting, followed by the extended Bumper event followed by the event that succeeded the disabled event.					
Rejoin Delay	The amount of time before the Rejoin occurs. This is useful if a bumper event precedes a programme that is set to 'join in progress'.					
Fable 19 Join In Progress Channel Settings						

13.13.5.3 Breaks

Where Join in Progress affects a break header and its contents, selecting this function 'loses' content from the *last* commercial. This preserves the first commercial. If this function is not selected, Morpheus 'loses' content from the *first* commercial in the break header.

13.13.6 Material Report Tab

Set a time period to include in the Rolling hour calculation.

Common Database Browse Shortcut Keys Shortcut Keys Shortcut Keys Barcodes Barcodes Overrun/Underrun Channels Ochannels Sunday Othes Sunday Barcodes Sunday Overrun/Underrun Channels Othes Sunday Ochannels Add Region 1 Region 1 Region 1 StreamToo Post Tendol / Maxerial Masing Material Rises Sinday Display Next Report Period 66.00	🦅 Editor Configuration							x
Common General Raing Hour Maaing Material Files Join In Progress Material Report Provise Shortcut Keys Machine Specific Rapot Periods And Thresholds Sunday Time Time Threshold Rearcodes Overrun/Underrun Channel Flow Control Sunday 10:00 Sunday 12:00 Sm0s Machine Specific Region 1 Region 2 CH3 Flexible / N+1 (Channel1: Sinday 10:00 Sunday 12:00 Sm0s Machine Specific Add Remove Display Next Report Period 6:00 Sinday 10:00 Sunday 12:00 Sm0s Machine Specific OK Cancel Add Remove Display Next Report Period 6:00 Sinday 10:00 Sinday Sinday<		Appearance System Ripple	Query Options Sc	hedule Import				
Browse Shortxut Keys Machine Specific Raise Barcodes Overrun/Underrun - Channel Flow Control Miscellaneous - Chil Region 1 - CH2 Region 1 - Region 1 Add - Position 2 (Channel 10) Region 12 - CH3 Flexible / NH1 (Channel10) - Region 12 Other 100 - Othissing Display Next Report Period - Othissing Other 100 - Region 11 Signing - Othissing Other 100 - Region 12 Other 100 - Region 12 Other 100 - Region 12 Other 100 - Othissing Other 100 - Region 12 Other 100 - Othissing Other 100 - Position 1 (Channel/20) Other 100 - Position 1 (Channel/20) Other 100 - Import Expert Other 100	Database	General Rolling Hour Missin	ng Material Missing	Material Filters J	oin In Progress	Material Report		
Shotcut Keys Machine Specific Roles Barcodes Overrun/Underrun Chanel Flow Control Miscellaneous Channels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Display Next Report Period 06.00 Miscellaneous Chanels Chanels Display Next Report Period 06.00 Miscellaneous Chanels Display Next Report Period 06.00 Miscellaneous Chanels Display Next Report Period 06.00 Miscellaneous Chanels Display Next Report Period 06.00 Miscellaneous Chanels Chanels Display Next Report Period 06.00 Miscellaneous Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels Chanels C	Browse	Report Periods And Threshol	ds					
Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Ochannels Ochi CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 1 (Channel 10) Region 11 Region 12 CH1-Staging CH3-Staging CH3-Staging Position 1 (Channel20) // Export // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // // //	Shortcut Keys	Start Day Time	End Day	Time	Threshold			
Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels CH1 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH3 CH4: Staging CH2: Staging CH3: CH2: Staging Position 1 (Channel20)	Machine Specific	Sunday 10:00	Sunday	12:00	5m0s			
Bercodes Over run/Underrun Channel Flow Control Miscellaneous Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 1 Region 11 Region 11 Region 12 CH1-Staging CH2-Staging Position 1 (Channel20) Import Export OK Cancel Apply	Roles							
Overland Okannel Flow Control Miscellaneous Miscellaneous Channels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channeli: ScreenToo Position 2 (Channel 10) Region 12 CH3-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging Position 1 (Channel20) Import Export Import Export	Barcodes							
Miscellaneous Channels CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH2-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging OK CH3-Staging OK	- Channel Flow Control							
Channels CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Postion 2 (Channel 10) Region 12 CH2-Staging CH2-Staging CH3-Staging CH3-Staging Position 1 (Channel20) Import Export	Miscellaneous							
Import Export	- Channels							
CH2 Region 1 Region 2 CH3 CH3 Flexible / N+1 (Channel 10) Region 11 Region 12 CH3-Staging Display Next Report Period 06:00 CH3-Staging Position 1 (Channel 20) Position 1 (Channel 20) Model (Channel 20) Import Export	CH1							
Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH3-Staging CH3-Staging CH3-Staging Position 1 (Channel20)	CH2							
Import Export Import Export	Region 1							
Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 12 CH1-Staging CH2-Staging Position 1 (Channel20) /// Channel20 // Channel20	CH3	Add Remove						
ScreenToo Position 2 (Channel 10) Region 11 CH1-Staging CH2-Staging Position 1 (Channel20) Multiply Next Report Period D6:00 Display Next Report Period D6:00 D6:0	Flexible / N+1 (Channel1:							
Position 2 (Channel 10) Region 11 Region 12 CH3-Staging CH3-Staging Position 1 (Channel20)	ScreenToo	Display Next Report Period	06:00					
Region 11 Region 12 CH1-Staging CH3-Staging Position 1 (Channel20)	Position 2 (Channel 10)							
Region 12 - CH1-Staging - CH2-Staging - CH3-Staging Position 1 (Channel20)	Region 11							
CH2-Staging CH3-Staging Position 1 (Channel20)								
CH3-Staging Position 1 (Channel20) Import Export OK Cancel Apply								
Position 1 (Channel20) Import Export OK Cancel Apply	CH3-Staging							
Import Export OK Cancel Apply	Position 1 (Channel20)							
Import Export OK Cancel								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply								
Import Export OK Cancel Apply	4							
Import Export OK Cancel Apply								
	Import Export				UK	Cancel	Apply	

Figure 220 Material Report Settings

To add a time period, click on Add. The following window is displayed:

ME Configure R	leport Period		X
Start Day:	Monday 🔹	Start Time: 10:00	•
End Day:	Friday 🔹	End Time: 00:00	•
Threshold:	5mOs		
Example: T	o specify a threshold of 10 r	ninutes and 15 seconds, enter 10m15s	s.
		ОК	Cancel

Figure 221 Configure Material Report Time Period

To add a new time period:

- 1. Enter a start time and date.
- 2. Enter an end time and date.
- 3. Enter a threshold time period. This threshold sets the maximum amount of the selected material allowable within the time period. For example, if only 10 minutes of commercials are permitted to air within the time period, set this value to 10m.
- 4. Click on **OK** to save the settings.

13.13.7 Channel Ripple Settings

The term Rippling refers to playing out events on a schedule from alternate playout devices or server ports. The following examples show where rippling can be used:

- In a VTR based system, where at least two machines need to play out alternately, rippling allows time for tapes to be changed. If a series of very short files (one or two seconds) are to play out, three or more ports could be necessary.
- In server based systems where a port requires a defined preroll time in order to guarantee a stable output (preroll is the amount of time, ahead of the start time of an event, that the server receives a 'play' command, in order to account for any latency).

Rippling distributes the load evenly between devices or ports. Operators can ripple a schedule using the **Ripple** button on the toolbar.

The Ripple tab allows configuration functions to be configured for rippling.

🦅 Editor Configuration							
Common	Appearance System Ripple Query Options Schedule Import						
	Seurces Bioples Biople Names - Add Ripple Defaults						
Database	Sources Tuppie Hailes V Process Breaks						
Browse	ARCHIVE Clear Rippling Config Delete Process MediaBalls						
Shortcut Keys	BARS						
Machine Specific	DEC1						
Roles	DEC2 →						
Barcodes							
Overrun/Underrun	EXT1						
Channel Flow Control	EXT2						
Changela	EXT3						
	K2_DEVIC						
CHI	SQSERVER						
Region 1							
Region 2							
CH3							
- Flexible / N+1 (Channel1:							
ScreenToo	←						
Position 2 (Channel 10)							
Region 11							
Region 12	Video Audio						
CH1-Staging							
CH2-Staging	Source Repetition Warning						
Position 1 (Channel20)							
Posición 1 (Channel20)							
۰ III >							
Export Export							

Figure 222 Channel Ripple Tab

Function	Description
Ripples	Select either Ripple Names or Ripple Server . If Ripple Server is selected, the sources to ripple can be selected from the Sources list. Refer to 'Sources' below.
Ripple Defaults	Select the check boxes that you want to be selected by default on the Select A Ripple window.
Sources	If 'server' is selected from the Ripples list, the Sources list can be used to select those servers to ripple. Select the required server and click on the following button: > • Note: to remove a server from the list, select it and click on the left arrow. Use the up and down arrows to change the order of the servers.
Source Repetition Warning	Displays a warning when there are back to back sources.
Table 20 Channel Ripple Se	ettings

13.14 Channel Query Options

This function applies to the **Query** button on the Property Inspector (refer to page 5). It provides a mechanism of selecting those fields that will be populated when the **Query** button is used, and which fields are selected in the Search and Replace window in the Editor. The 'Search and Replace' function allows operators to search for material based on its ID, title or source and, if required, replace these for one or more events.

The configurable fields are:

- Duration
- In Timecode
- Title
- File ID

To display the channel query options, under **Channels** in the left-hand pane of the Config Form window, select the channel to configure. In the right-hand pane, click on the Query Options tab.

V Editor Configuration	
✓ Editor Configuration Common Database Browse Shortcut Keys Machine Specific Roles Overrun/Underrun Channel Flow Control Miscellaneous Orthanels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH3-Staging CH2-Staging CH3-Staging CH3-Staging Position 1 (Channel20) 	
Import Export	OK Cancel Apply

Figure 223 Editor Configuration - Channel Query Options Tab

To specify the fields that are to be are populated when **Query** is clicked on the Property Inspector, select/clear the relevant check boxes under **Event Query Options**.

To specify which of the fields are replaced when **OK** is clicked, select/clear the relevant check boxes under **Search and Replace Query**.

13.15 Schedule Import

Load schedules from one or more other channels into the selected channel.

To display the schedule import options, under **Channels** in the left-hand pane of the Config Form window, select the channel to configure. In the right-hand pane, click on the Schedule Import tab.

🦅 Editor Configuration			x
Common Database Browse Shortcut Keys Machine Specific Roles Barcodes Overrun/Underrun Channel Flow Control Miscellaneous Channels Chanels CH1 CH2 Region 1 Region 2 CH3 Flexible / N+1 (Channel1: ScreenToo Position 2 (Channel 10) Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Position 1 (Channel20)	Appearance System Rpple Query Options Schedule Import Channels' schedules which are allowed to be loaded into this channel CH2 Region 1 Region 2 CH3 Channel12 Screen Too Channel 10 Region 1 Region 1 Region 1 Channel 10 Region 1 Region 12 CH1-Staging CH2-Staging CH2-Staging CH2-Staging Channel20 Add unlisted channel Delete unlisted channel		
Import Export	OK Cancel	Apply	

Figure 224 Channel Schedule Import Settings

Select the check boxes for appropriate channel schedules.

13.16 Configuring Momentum Thumbnails

In order to display Momentum thumbnails on the Editor for each clip, configure the following functions:

- Click on **Tools > Configuration**.
- In the Common main page configuration settings, enable the Show Thumbnails function and set a refresh time in seconds (refer to Section 13.1 Common Configuration Settings). Click on Apply.
- In the **Browse** configuration settings, enter the IP address and username for the Momentum system (refer to page 269).
- In the **Miscellaneous** configuration settings, enable the Momentum browser (refer to page 336).
- In the Channel **Columns** configuration settings, set the Thumbnail column to be visible (refer to page 340).

13.17 Commercial Hotlist Configuration

The 'Commercial Hotlist' is a feature within the Editor that provides a fast way to manipulate content in a channel's playlist, usually during a live event. It can be used to replace breaks in the schedule and cue a break to air or to the preset position. The Commercial Hotlist is described in detail in the Morpheus Operators manual.

ME Cor	nmercial Hotl	ist						_ D X
File	Edit							
CH1	ICE LIVER	EC-00094		11	TERSTELLAR TR	AILER 220		GONE GIRL
Mode	Offline	© Online ⊚ On A	Air Edit	o0:00:00;	00		5 10 15	20 30 45 60
Ma	terialId	Duration	Title	Source	Status	Playout Count		
⊡ <mark>[C</mark> ł	H1] Break -	00:05:01;03					Â	
		00:00:11;29	ICE_CUBE_LOOP	DEC1			E	
	LIVEREC-	00:01:59;28	LIVEREC-00094	DEC1				
		00:02:20;00	INTERSTELLAR_ TRAILER 220	DEC1				Ok Cancel
	LOOVE OF			DEC1				
	Abort	Kill	Replace		Cue To PST	Insert		

Figure 225 Commercial Hotlist Main Window

13.17.1 Enabling the Commercial Hotlist

The Commercial Hotlist is not available by default. It can be enabled in the Morpheus Editor as follows:

In C:\Morpheus, double-click on CommercialHotlistEnabler.exe

13.17.2 Configuring the Commercial Hotlist

- 1. In the Editor, select **Commercial Hotlist** from the **Tools** menu the commercial hotlist window is displayed (Figure 225).
- 2. From the Commercial Hotlist Edit menu, select Configuration.
- 3. The Commercial Hotlist Configuration window is displayed.

The functions on each tab are described below.

13.17.2.1 General Settings Tab

Commercial Hotlist Configuration			• • ×
General Settings Channel Settings Display Database			
Channel Linking Style Style Use break headers with Reference Declarations	Shared Hotlist Share the hotlist across channels		
Create Programme Behaviour Create Programme Event Copy and Clone Break Time Link the Programme Event Copy	Pre-Roll 00:00:00:00		
Abort/Kill			
Channel Linking Tier 1 Regions Master Channel Tier 1 Regions CH01 CH02 CH03 CH04 CH05 CH06 E CH07 CH08 CH09 CH10 CH11 CH12 CH13 CH14 CH14 CH14 	Tier 2 Regions		
		ОК	Cancel

Figure 226 Commercial Hotlist Configuration - General Settings Tab

Parameters:

Function	Description
Channel Linking Style:	When selected, the Commercial Hotlist links breaks across multiple channels using 'Reference/Declaration' parameters.
Use break headers with Reference Declarations	The declarations are created automatically by the hotlist.
	When a break is inserted into the running event, the second part of that event is given a reference. The reference is used to link the event to the second part of the running event in other channels.
	This means that Morpheus can perform a 'take out of break' in the main channel and in respective linked channels.
Table 21 Commercia	I Hotlist Configuration - General Settings

Commercial Hotlist Configuration - General Settings Table 21

Function	Description			
Create Programme	It functions as follows:			
Create Programme	 A user highlights the PGM position on the schedule and chooses a break on the Commercial Hotlist. 			
Clone Break	2. The user clicks on Cue To PST .			
	 The currently playing live event is changed to a MPP event (MultiPart Programme). This is described in the Morpheus Operators manual. 			
	 A commercial break is inserted at the PST position on the schedule and is given a manual take status. 			
	 Another MPP event, derived from the on-air live PGM event is inserted at PST+1. 			
	If the commercial break is taken, the remainder of the PGM MPP is added onto the PST+1 MPP segment.			
	If the Create Programme Event Copy and Clone Break check box is cleared and the above steps are repeated, the break is inserted at PST (manual start) and the PGM event is not split using MPP.			
Shared Hotlist:	When a hotlist is shared, the same hotlist is used regardless of the channel that is selected in the Editor.			
Across Channels	Can be configured only if the Channel Linking Style: Use Break Headers with Reference Declarations is enabled.			
Pre-Roll	When a break is cued to air, the Commercial Hotlist needs to establish whether it has enough time to perform this operation before the current programme event ends. It does this using the Pre-Roll setting.			
	For example, if the programme event has five seconds remaining, the Commercial Hotlist determines whether or not there is enough time to perform the following before the five seconds elapse:			
	Insert a break			
	The first commercial of the break to cue			
	The first commercial to be ready to play			
	The Commercial Hotlist also uses the Pre-Roll setting along side the Abort function to determine whether there is enough time to perform the abort before the programme event ends.			
Channel Linking	Links channels to the selected master channel (an independent channel) when operators select Insert Break from the right-click menu in the hotlist.			
	It does not enforce these channels and each linked channel can be deleted from the hotlist break group if required.			
Table 21 Commercia	It also does not enforce creation of these channels when loading from a schedule. In this case only the channels found in the schedule file are inserted into the hotlist. Hotlist Configuration - General Settings			

13.17.2.2 Channel Settings Tab

ME Commercial Hotlist Configurat	ion			_ (x
General Settings Channel Settings	Display Database					
Channel	Break Header Event Type	Main Video Source	Commercial EventType		*	
CH1	System Default - Break Header	DefaultSource	LIVE News Flash			
CH2						
Region 1						
Region 2						
CH3					=	
Channel12						
Screen I oo						
Channel 10 Region 11						
Region 12						
CH1-Staging						
CH2-Staging						
CH3-Staning				_	*	
	System Default - Break Head 🔻	Default Source 🔹	LIVE News Flash			Set
			ОК		Canc	el

Figure 227 Commercial Hotlist Configuration - Channel Settings Tab

Function	Description		
Break Header Type	The EventStore (refer to page 8) break Event Type to create for the given channel when inserting a new break from the hotlist.		
Main Video Source	The video source to use when inserting commercials into the selected channel.		
Commercial Type	The type of commercial to insert.		
Table 22 Commercial Hotlist Configuration - Channel Settings			

13.17.2.3 Display Settings Tab

ME Commercial Hotlist Configuration		
General Settings Channel Settings Display Database		
Timeplane Show Timeplane Highlight Selection Background	Show Property Inspector	
Enabled Functions Abort Cue To Air Kill Cue To PST Replace Insert Hotlist Allow Live Source Selection	Font Size 8.25	
	ОК	Cancel

Figure 228 Commercial Hotlist Configuration - Display Settings

Function	Description			
Timeplane:	When selected, the Hotlist Timeplane is displayed at the top of the			
Chow Timonlong	Commercial Hotlist window. The Hotlist Timeplane is a time			
Show Timepiane	proportional view of the commercials in the break(s) selected in the			
	Hotlist Grid. This is used for multi-channel systems.			
<u>Timeplane:</u>	Applies when clicking on breaks in the Timeplane - select from two different highlighting options:			
Highlight Selection				
Background	Un-ticked: thin blue outline only.			
	Ticked: thin blue outline, filled with the colour set in Editor Configuration > Appearance > Colours > Timeplane Selection			
	Background (refer to Section 13.12.1 Colours Tab).			
	LIVEREC-00094			
	LIVEREC-00094			
Show Property	Enabling this function displays a lightweight Property Inspector on the			
Inspector	grid for each commercial Subevent. It displays all visible string parameters for the Subevent. Use the OK and Cancel buttons to edit			
	the parameters in the same way as the main Editor Property Inspector.			



Function	Decor	intion				
Enabled Functions	Select the required functions for use with the Commercial Hotlist - if a					
	feature not selected, it will not appear as a button on the main Commercial Hotlist window. The following functions can be enabled:					
	•	Abort				
	•	Kill				
	•	Replace				
	•	Cue to A	vir			
	•	Cue to F	PST			
	•	Insert				
Font Size	Alter t Hotlist GUI p	he font siz t - rows are arameter t	e of all text en e re-sized to si ext is not re-si	tries on the Time uit. The default is zed.	plane and in the 8.25 points.	e
<u>Hotlist</u> :	Tick th	ne checkbo	ox in order for	live sources to be	e selectable fro	ma
Allow Live Source Selection	then li	ve source	s are not inclue	ded in the menu.	229). If un-tick	.ea,
	⊡-•[CH	H1] Break -	00:05:01;03			Ŧ
		LIVEREC-	00:01:59;28	LIVEREC-00094	DEC1 -	
		ICE_CUB	00:00:11;29	ICE_CUBE_LOOP	ARCHIVE BARS	
		INTERST	00:02:20;00	INTERSTELLAR_	BLK DEC1	
	L	GONE_GI	00:00:29;02	GONE_GIRL_TRA	DEC2 DEC4 DefaultSeuree	
					EXT1 EXT2	
					EXT3 EXT4	
					K2_DEVICE SQSERVER STUDIO#1	
	L Figure	229 Sour	rce Menu		10010#1	1
Timeplane Channel Column Options	Define the Co contro	e the manr ommercial lls:	ner in which the Hotlist Timepla	e name of the cha ane. Use a combi	annel is display nation of the fol	red on lowing
	Short Name radio button only: the first 3 characters of the Channel Name as set in the Configurator					
	 Long Name radio button only: the whole of the Channel Name, as set in the Configurator 					
	 Channel Label ticked and Short Name radio button set: Channel Label as set in the Configurator plus the first 3 characters of the Channel Name as set in the Configurator, in brackets, i.e. 'Channel Label(Short Name)' 					
	 Channel Label ticked and Long Name radio button set: Channel Label as set in the Configurator plus the whole of the Channel Name as set in the Configurator, in brackets, i.e. 'Channel Label(Long Name)' 					
	For de Prope	etails of the rties Tab.	e configured na	ames, refer to Ch	apter 7.4.6.1 C	hannel

Table 23 Commercial Hotlist Configuration - Display Settings

13.17.2.4 Database Tab

ME Commercial Hotlist Configuration			- • • ×
General Settings Channel Settings Dis	play Database		
Database Access	Transfers	Locks	
Jitter 50	Enable Transfer Requests	Enable Material Locking	
✓ Rest 50 -	Pid 1 🚔	Playlist Name	
E-th-10-rise			
Enabled Queries			
Duration			
📝 Title			
		0	K Cancel

Figure 230 Commercial Hotlist Configuration - Database Settings

Function	Description			
Database Access:	When Jitter is selected, batch queries move around in time randomly. This introduces variation in the queries performed on the database.			
JILLEI	I his value should be set in milliseconds.			
<u>Database Access:</u> Rest	'Rest' is always enabled by default. It is the period of time between successive batch queries. The default value is 50ms.			
Transfers	Using this function, the Commercial Hotlist can make automatic transfer requests for material that is in the hotlist but is not present on the required devices. A PID can also be selected to use for the transfer. The default value is 1.			
Locks	Using this function, the Commercial Hotlist feature can lock all material that is currently in the hotlist. This material cannot be transferred or deleted from the current device until it is removed from the hotlist. By entering a playlist name, the current transfers can be easily identified in the Media Management database.			
Enabled queries: Duration	When enabled, Morpheus is able to update the duration for any event in the Commercial Hotlist. If this function is not selected, the duration remains unchanged, preserving the scheduled duration.			
<u>Enabled queries:</u> Title	When enabled, Morpheus is able to update the database title for any event in the Commercial Hotlist. If this function is not selected, the title remains unchanged.			
Table 24 Commercial Hotlist Configuration - Database Settings				

13.18 ICE Master Control: ICE Panel Configuration

The ICE Panel provides the ability to control an ICE mixer from a dedicated hardware panel for the purpose of switching sources, adding graphics, etc.

A layout (panel design) is created in the 'ICE Panel Editor' application and then downloaded to the Controller card to which the hardware panel is connected.

- A single layout can only be associated to one Controller card
- Individual layouts can be associated to the same Controller card or to many different ones
- Individual layouts can be associated to the same ICE or to different ones on the same Controller card

This document uses examples of layouts that offer functionality for different mixers on the same ICE.

13.18.1 Prerequisites

The following tasks must have been performed on any ICE that is to operate under 'ICE Master Control' (refer to the 'Configuration' chapter in the ICE Technical User Manual):

- 1. 'MAP Control' (on the ICE 'Mixers tab [Fig. 231]) must be configured on the mixers for the ICE that is to be controlled by 'ICE Master Control'.
 - MAP Control enabled
 - Controller IP Address configured
 - Device Name Prefix configured

-	MAP Control				
			10.1.0.110		ICE MC
	V Enabled	Controller IP Address	10.1.0.112	Device Name Prefix	ICE_MC

Figure 231 MAP Control Configuration on the ICE

2. The ICE configuration must have been saved to a registry file.
13.18.2 Accessing the ICE Panel Configuration Utility

The ICE Panel Configuration Utility is accessed from the Morpheus Editor, as follows (Fig. 232):

- 1. Click on **Tools** in the Windows menu bar.
- 2. Click on ICE Panel Configuration from the drop-down menu.

Morpheu:	s Edito	r - Cinnamon1 (Channel1)			
File Edi	t Too	ols Window Skin Help			
	• 7	Configuration	l 🗈 🗟 📾 🖚 🐼 🔚 🕋 🔍 📴		
		Ripple			
Channels		Missing Material Report	Title	Offset 15:01:41	л.,
		Alarms			
		Join In Progress			
Cinnamon1		Hourly Summary	LIVE Test Ptn1 T/L5		Property Inspector Schedule Object Inspector
(unannen)	4	Multisystem Control			Filter
2		Slave Edit System	LIVE feed1 CPTB5	00:00:00	LIVE Test Ptn1 T/L 5
Chan2		15:00:51:16	LIVE feed1 CPTB5	00:00:00	Offset
snell		10.00.01,10	LIVE feed i Ci 165		
Chan3		15:01:01;18	LIVE Test Ptn2 T/L3	00:00:00	
ondrio					Start Mode
		15:01:11;18	LIVE Test Ptn2 T/L4	00:00:00	ReferenceToParentsEnd
					Start Type
		15:01:21;18	LIVE Test Ptn1 T/L5	00:00:00	Follow On
		15:01:31:18	LIVE feed1 CPTB5		Multipart Programme Id
		15:01:41;18	LIVE Test Ptn1 T/L5	00:00:00	
					Duration
					00:00:10:00
					Transition Type
					Main Video Source
		ICE_record_test.sch	8 (0) Idle	0 % 15:01:51	a Query OK Cancel

Figure 232 Accessing the ICE Panel Editor Utility

4. The ICE Panel Editor window is displayed (Fig. 233, shown with a previously configured layout).

Configura	el Editor tion La	youts															
Layout:	CE_MC_cha	in1	•	Update Laj	yout 9	iave Layout						Controller:	Connected				
DECI	DEC2	СРТВ5	TLS	TLS	Live 2		Disable Page	Ch1	DSK1.1	DSK2.1	A0V1.1	A0V2.1		DefaultSource CPT85 TieLine5 DEC1 DEC2 TieLine3 LiveFeed2 TieLine6	Đ	Devi - DSK1 - DSK2 - ADV1 - ADV1 - DSK2 - DSK3 -	
																	Close

Figure 233 The ICE Panel Editor

13.18.3 Topology of the ICE Panel Editor

The features, functions, and configuration options of the ICE Panel Editor.



Figure 234 ICE Panel Editor Topology

13.18.3.1 Configuration Menus

Set up communication between the MAP panel and an ICE.

- Configuration...

Import the configuration from an ICE in order that it may be controlled from a MAP panel.

1. Click on the **Configuration** button - the ICE Panel Editor Configuration Window is displayed (Fig. 235).

	Import	
	Import	
ICE_MC		
-		

Figure 235 ICE Panel Editor Configuration Window

- 2. Click on the **Import** button.
- 3. Windows Explorer is displayed.

Browse to the location of the required ICE configuration that has been previously saved, then click on **Open**.

The ICE mixers and their sub-device definitions are loaded onto the Controller card to which the MAP panel is attached, and the 'Device Name Prefix' is displayed in the configuration list. The Controller card IP address and the 'Device Name Prefix are defined in the 'MAP Control' configuration on the ICE.

The 'Device Name Prefix' uniquely identifies the ICE (e.g. ICE_MC in Fig. 235). Refer to Section 13.18.1 Prerequisites.

Note: The ICE 'Device Name Prefix' will be used in the naming of all panel layouts in order to create an association. Refer to 'Layouts...' below.

- Layouts ...

For each of the panel layouts required, configure all of the following parameters.

Note: The design of the layout is performed at a later stage.

1. Name

Identify a panel layout on a Controller card (Fig. 236).

Note: It is recommended a panel layout design is based upon a single channel (ICE mixer) and that this is taken into consideration when it is named.

Panel Layouts		
Name:	ICE_MC_chan1 ICE_MC_chan2 ICE_MC_chan2	
Connection:		
Serial 💌		
Serial Name/IP Port:		
Add	1	
	,	

Figure 236 ICE Panel Editor Layouts

Each panel layout identity must be defined following a strict naming convention that is composed of a prefix and a suffix, as follows:

Prefix: the 'Device Name Prefix' of the ICE that this layout will control. In the examples shown, the prefix is *ICE_MC*.

Suffix: any name of choice that uniquely identifies the layout, preceded by an underscore.

Note: The suffix does <u>not</u> have to match the name of the channel as configured in Morpheus.

In the examples shown, the suffixes identify the channel on the ICE to which the panels relate, i.e _*chan*1, _*chan*2, _*chan*3.

The resulting names of each panel layout would therefore be as follows:

ICE_MC_chan1

ICE_MC_chan2

ICE_MC_chan3

2. Connection

From the drop-down menu, select the communication mechanism that exists between the MAP panel and the Controller card:

Serial: RS422

3. Serial Name / IP Port

According to the selection made for the connection type, enter one of the following interface address types:

Serial Name: the serial port number on the Controller card.

IP Port: the IP address of the interface on the Controller card (not the port).

4. Click on Add.

The panel layout identifier is displayed.

5. If communication between the ICE Panel Editor and the Controller card has been established, then the 'Controller' indicator will be highlighted green, and the word 'Connected' will be displayed.

Controller: Connected

If communication has failed to be established, then the indicator will be highlighted in red and display the word 'Disconnected'.

Controller: Disconnected

13.18.3.2 Layout Controls

Select, modify, and save panel layouts.

- Layout

A drop-down menu that lists all of the panel layout identities that have been created in the 'ICE Panel Editor Layouts' window, for all of the ICE configurations that have been imported using the 'ICE Panel Editor Configuration' window.

The menu provides the method of selecting a panel layout for design purposes or for modification.

- Update Layout

Revise an existing panel layout on an impermanent basis on the Controller card.

Once the Controller card is rebooted, any changes are lost and the MAP panel design reverts to that which was last 'saved'.

- Save Layout

Preserve any changes to a panel layout on a permanent basis on the Controller card.

13.18.4 Creating or Editing a Panel Layout

Important: When the ICE Panel Editor is opened, the device / source fields are populated according to the channel that is currently selected in the Morpheus Editor. Devices and sources must not be added to a panel layout that is not associated to that channel, as they will be incorrect.

Follow the sequence detailed below in order to create or edit a panel layout:

- 1. In the Morpheus Editor, select the channel that is associated to the panel layout that is to be created or edited.
- 2. Open the ICE Panel Editor.
- 3. Select the panel layout that is associated to the current channel in view in the Morpheus editor.
- 4. Perform the necessary changes.
- 5. Close the ICE Panel Editor.
- 6. Repeat in order to edit any other panel layout.

The following options are available for editing a panel layout:

- Drag & drop a source or device onto empty cell on the layout stencil (Fig. 237)
- Drag & drop a source or device onto an occupied cell in order to change its current function
- Set an empty or an occupied cell to type 'Disable' or 'Unassigned Source'

Note:

When a device or source is dropped into an empty cell, the 'ICE Panel Button Configuration' form is displayed - the button appears only once the **OK** button has been pressed (refer to Section 13.18.4.1 ICE Panel Button Configuration).



Figure 237 Creating a Panel Layout

13.18.4.1 ICE Panel Button Configuration

When either a source or a device is dragged and dropped onto the layout stencil, the 'ICE Panel Button Configuration' form is displayed - only once it has been configured will the button appear on the panel layout.

Left-click on a either a button or an empty cell in a panel layout in order to access its individual configuration parameters, as shown in Fig. 238.



Figure 238 ICE Panel Button Configuration

Note: The property fields are identical, regardless of the button function. Greyed out properties are those of the ICE sources and devices loaded onto the Controller card, and as such cannot be changed.

- Type

Source

Is set If the cell is populated with a 'source', or the cell is empty.

DSK:

Is set if the cell is populated with a 'DSK'.

AOV:

Is set if the cell is populated with an 'AOV'.

Disable:

Select this type for an empty cell that is to be defined as the MAP panel 'disable' button. When this button type is pressed, all other buttons will be disabled and unlit - press again to enable the panel buttons. This is a feature to prevent accidental button presses.

Unassigned Source:

Should a source be set, for example from a Morpheus schedule, that is not defined on the MAP panel then this button will be set to that unrecognised source, illuminated, and labelled with the corresponding source number configured on the ICE, as follows:

U<ICE source number>

The source setting will persist until another undefined source is set, thereby providing the means of manually cutting back to it should a different source have been selected from the MAP panel.

By default, source 0 is set on a button of type 'Unassigned Source' - button presses with this source set are ignored.

Note:

An 'Unassigned Source' button is recommended for all panel layouts.

Only one 'Unassigned Source' button should be created per panel layout.



Despite the 'Type' field values being selectable from a drop-down menu, they must not be changed for any 'device' or 'source' that has been dragged & dropped onto the panel layout. This recommendation also applies to the 'Unassigned Source'.

- Caption

Enter an alphanumeric description that will be displayed on the MAP panel button.

- Colour

Select a default colour for the MAP panel button that it will display when it is not active, i.e. the associated source has not been selected.

- Highlighted Colour

Select a highlight colour for the MAP panel button that it will display when it is active, i.e. the button has been pressed and associated action has been performed.

- Channel

Associates the button with a specific Morpheus channel / ICE mixer device.

The *Channel No* and the related ICE *Mixer Device* are as configured in the 'Channel Properties' in the Morpheus Configurator (e.g. Morpheus channel number 1 relates to ICE mixer device 'DEV1').

- Source Number

The *Source Number* of the source on the specified channel (above) as configured in the Morpheus Configurator. This could be an ICE source or an external source.

- Device Number

For system use only and non-configurable.

A number that identifies the sub-device in the Controller card driver. It starts at number 1 for the first sub-device of a particular type added as a button to the panel layout, and is incremented for each additional sub-device of the same type added thereafter.

For example, the first AOV sub-device added to the panel layout is allocated device number 1, the second is allocated number 2, etc. The first sub-device of a different type, such as a DSK, is also allocated number 1, the second is allocated number 2, etc.

- Level

Applies to DSK and AOV sub-devices only. It is greyed out on all other device / source configuration forms.

A configurable value in the range 0-100 representing the percentage level of contribution to the current PGM from the sub-device. A value of 0 deactivates the sub-device, therefore the button will have no effect and will not be illuminated when pressed.

 If the sub-device is a keyer (DSK), then the value configured will set the level of transparency of the image sent to the mixer. A value of 100 adds the image at maximum opacity. Fig. 239 shows the 'State' field of the ICE GUI after the button for the DSK has been pressed, with the Level configured at 100.

Level	
State	100
Max Level	100
Rate	20
	1
Cut	Fade

Figure 239 DSK Sub-Device Contribution Level to PGM Mixer

 If the sub-device is an audio over (AOV), then the value configured will set the level of the audio contribution to the mixer. Fig. 240 shows the 'State' field of the ICE GUI after the button for the AOV has been pressed, with the sub-device 'Level' configured at 100 and the 'PGM Level' ducked to 30% of its original contribution (in brackets).

Level	
State	100 (29)
Level	100 -
Pgm Level	100 -
Rate	10 -
Cut	Fade

Figure 240 AOV Sub-Device Contribution Level to PGM Mixer

- PGM Level

Applies to AOV sub-devices only (Fig. 240). It is greyed out on all other device / source configuration forms.

A configurable value in the range 0-100, allowing an adjustment of the percentage level of audio contribution currently on the PGM whilst the sub-device is active. Fig. 240 shows the 'State' field of the ICE GUI after the button for the AOV has been pressed, with the sub-device 'Level' configured at 100 and the 'PGM Level' ducked to 30% of its original contribution (in brackets).

13.18.5 Verifying the Panel Layouts on the Controller Card

The Controller card configuration is visible in the Bridge, and in greater detail from the PBAK Test Utility.

13.18.5.1 Controller Configuration on the Bridge

- 1. Click on the 'Controller Status' tab.
- 2. In the left-hand pane, open the tree with the IP address of the Controller card that has been configured with the panel layout(s). The names of the panel layouts will be visible.

Alternatively, click on the 'Devices' tab in the main pane in order to view devices on all of the configured Controller cards (Fig. 241).

8R Bridge						
System Advanced Help						
Channel1 Chan2 Chan3				1	BEE	
			Disc	onnect	SVC TC	والمرالي والمرالي
Take Hold Run Auto	On					ᆞᆜᆝᆜᆞᆜᆝᆜ
Diagnostics Transactions Controller Status						
	Controllers Devices					
⊟- 💞 Dev1				D.1 01.1		
	Name Front C	Turpe	Connection Status	Driver Status	Lontroller	
	Eventis	TestDevice	Connected	Started, Active	10.1.0.112	
	Flexicart Flexicart/Mat	Flexicart Flexic ext Mr	Connected	Started, Active	10.1.0.112	
Dev1\DSK.02	Flexicar(\v/r)	Flexicart Vtr	Connected	Started, Active	10.1.0.112	
Dev1\DSK.03	Flexicart/Vtr2	Flexicart Vtr	Connected	Started, Active	10.1.0.112	
Dev1\DSK.04	GPL2	2330 GPI	Connected	Started, Active	10.1.0.112	
Devi (DVE.01	GPL2	2330 GPI	Connected	Started, Active	10.1.0.112	
Devi DVE.02	GPL2	2330 GPI	Lonnected	Started, Active	10.1.0.112	
	GPI_8	2330 GPI	Connected	Started, Active	10.1.0.112	
Dev2\A0V.01	GPI_BCD	MultiGPI	Connected	Started, Active	10.1.0.112	
Dev2\DSK 01	ILE 4/4X	TestDevice	Lonnected	Started, Active	10.1.0.112	
Dev2\DSK.02	ICE_MC_chan1	MAPICE	Connected	Started, Active	10.1.0.112	
Dev2\DVF.01	ICE_MC_chan2	MAPICE	Connected	Started, Active	10.1.0.112	
Dev2\DVE 02	ICE_MC_chan3	MAP ICE	Connected	Started, Active	10.1.0.112	
E- Dev3	ICE_MC_panel_BACKUP	TestDevice	Connected	Started, Active	10.1.0.112	
	ICE_MC_panel_sw	PMAP_Receiver	Connected	Started, Active	10.1.0.112	
	ICE_simulated	TestDevice	Connected	Started, Active	10.1.0.112	
	ICE_simulated\DEC.01	Unknown	Connected	Started, Active	10.1.0.112	
🛛 💞 Dev3\DSK.02	ICE_simulated\DEC.02	Unknown	Connected	Started, Active	10.1.0.112	
🕀 💞 DevMorpheus	ICE_simulated\DEC.03	Unknown	Connected	Started, Active	10.1.0.112	
The second seco	ICE_simulated\DEC.04	Unknown	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort	Imagestore750	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\layer0	Imagestore750L	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\ftb0	Imagestore750F	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\layer1	Imagestore750L	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\ftb1	Imagestore750F	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\layer2	Imagestore750L	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\ftb2	Imagestore750F	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\layer3	Imagestore750L	Connected	Started, Active	10.1.0.112	
	IS_ChannelPort\ftb3	Imagestore750F	Connected	Started, Active	10.1.0.112	-
J	,					

Figure 241 ICE Panel Configuration on the Bridge

13.18.5.2 Controller Configuration in the PBAK Test Utility

- 1. From the Morpheus 'Shortcuts' folder, open the Pbak Test Utility.
- 2. Unless otherwise set, click on the **Config** button at the top of the window and enter the IP address of the Controller card to which the MAP panel is attached.
- 3. Click on the Connect button in order to connect to the Controller Card.
- 4. Click on the 'Registry' tab.
- 5. Click on the 'Config' button on the panel to the right hand-side of the window.
- 6. In the main pane, open the 'Configuration' tree
- 7. The branches for each of the panel layouts will be visible. Each of them can be opened in order to view their specific configurations (Fig. 242).

🕅 Pba	ak Test Utility [10.1.0.112] (Pbak 5.0.90.5287)	
C	Config 10.1.0.112 Disconnect 20-FEB-2018	
Genera	ral Schedule Types Hegistry AsRun Diagnostics Devices Events Discovery Test	
Driv	⊡ ICE_474X	Edit
ers	BEMlisten_port = [3010]	
		Add Key
	alignment = [left]	Add Value
	background_colour = [dark orange]	
	highlighted_background_colour = [bright red]	Delete Item
	menu_page_index_orrset = [3]	Bename Item
	serial device = [RTCOM1]	
		New MIP
	use_alternate_colours = [True]	New Cestel MID
	verbose = [False]	
	I AOV1.1	Changeover
		New
		Config
	THE DEC2	Coniig
		Environment
	⊡ DSK2.1	
	⊡- DSK2.3	Open File
	⊡ DisablePage	6 aug
	⊡ Live 2	Jave
	I IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	Save As
	E Universite and Country	
	En unassignedebource	Controller Files
	⊞-ICE_MC_chan2	
	ICE_MC_panel_sw	
	ICE simulated	

Figure 242 ICE Panel Configuration in the PBAK Test Utility

13.18.6 Hardware Panel Specification

Currently only one panel is supported for use with the ICE MC and PBAK Device Control functions - details below.

Model: Luna 7028-RC Series 1RU Shallow Router Control Panel

Part Number: 7028251RCSB

Description: 1RU 39 key LCD Control Panel with Rotary Encoder Knob (the Rotary Knob has no functionality when used with the ICE Master Control feature)

Dimensions:

- Height (1RU): 43.6mm
- Width: 448mm
- Depth: 50mm

Power:

- 2 x DC jacks for redundant external AC mains converter
- Power Over Ethernet (POE)

For further details relating to this panel, please refer directly to the Grass Valley product data sheet 'Luna - 7028-RC Series'.

Note:

e: In the ICE Technical User Manual, the hardware panel is referred to as follows:

MAP Panel for ICE Master Control and PBAK Device Control.

14. HostShell Services

Host Shell Services is a host application that contains various services that can be used by the system.

14.1 HostShell Services Main Window

Running services are displayed at the top of the HostShell window with a log, and alarms are displayed at the bottom.

HostShell: Defa	ultForLW7EN	VGA5924-4					- D 2	×	
File Settings H	File Settings Help								
Services Services									
Name	Туре			Mode	State	Message			
Material Decorator	MaterialDec	oratorServiceAssy.MaterialDecor	atorService	Always	Running	Decorations: 15. 50 events at 60 events per second. Change backlo	g 166.		
Transfer Decorator	TransferDec	oratorServiceAssy.TransferDeco	ratorService	Always	Running	Xfers: New=0 Updated=0 Cancelled=0. 85 events at 3148 events pe	r second. Chang	nge b	
					"			•	
Log									
13/12/2016 08:45:	59 Transfer I	Decorator Configuration: Cha	innels: {Regio	on 1, Reg	ion 2, Chan	inel12, Region 11, Region 12, Channel 10, Channel20, CH1, CH2}, Pric	orityMainEventC	λ ~ I	
13/12/2016 08:45:	59 ShellServ	iceManager (Reaping service:	Ch1AsRun)	iana : Dealar	Automatic	n EventStern MedelObiNetEventEvention: Channel: Channel2 ant fo	und at Deshal (,	
13/12/2016 08:46:	00 LOCKS De	iceManager (Reaning service)	pilon Except Locks Dec)	IOTI. FIODE	a.Automatio	n.EventStore.ModelObjNotFoundException. Channel. Channel2 hot to	und al Frobel.A	ŕ	
13/12/2016 08:46:	08 ShellServ	iceManager Reregistration requ	uired - App Se	erver may	have been	restarted.			
13/12/2016 08:46:	13 Transfer I	Decorator Transfer sink rereg	istration dete	ected.				-	
<		III					•		
Alarms									
Time	Severity	Alam	Description						
13/12/2016 08:46:0	00 Severe	Locks Dec Component failure	Pump Threa	d exceptio	on: Channe	I: Channel2 not found			
13/12/2016 08:46:0	00 Mild	Locks Dec shutdown	Shutdown r	equested	Componen	t failure: Pump Thread exception: Channel: Channel2 not found			
13/12/2016 08:45:5	58 Mild	Ch1AsRun shutdown	Shutdown r	equested	Configurati	ion error - channel not found: Channel1			
13/12/2016 08:45:	56 Info	ShellHost	Application	started					
13/12/2016 08:45:	o/ (cleared)	Hescale	Model loade	a					
L								- 11	

Figure 243 HostShell Window

Note:

Host Shell Services only work if the Application Server is already running (refer to page 165).

Three buttons appear at the top of the HostShell window - **Service Settings**, **Quick launch** and **Restart failed services**. Each of these is described on the following page.

Some of the most commonly used Host Shell services are described in this chapter.

Note:

The BXF services are covered in a separate chapter (refer to 'BXF Services' on page 579).

14.1.1 Quick Launch

Launch a service that is set to Manual (refer to 'Launch Modes' above).

1. Click on Quick Launch. The Launch Panel window is displayed.



Figure 244 Host Shell Service Launch Panel

3. Double-click the service to launch.

14.1.2 Restart Failed Services

If any services were shut down manually or did not start correctly, click on **Restart failed services**.

14.1.3 Right-Click Menu

In the HostShell Services main window, right-click on an active service from the list and select one of the following options from the menu:

Resume	
Suspend	
Shutdown	
Log to GUI	

14.2 Service Settings - Configuration of HostShell Services

Host Shell Services can be configured to run some, or all, services. Services can be added, run and configured from the 'ShellHost configuration' window. To display the window, either click on the **Service settings** button on the HostShell window, or from the **Settings** menu select **Service settings**.

HS ShellHost configura	tion: DefaultForLW7ENGA5924	1-4		_
Instances			Service configuration	
Name	Туре	-	Instance name	Ch1AsRun (AsRunCollectorServiceAssy.CollectorService)
M Ch11AsRun	CollectorService			
M Ch12AsRun	CollectorService		Launch	Aluma
Ch1AsRun	CollectorService			Aways
M Ch20Asrun	CollectorService		Icon name	ASRUN -
M Ch2AsRun	CollectorService		Assume to	
M Ch3AsRun	CollectorService		Arguments	
M Ch4AsRun	CollectorService		Max write start (30000	(me)
M Ch7AsRun	CollectorService		Max write start (50000	, , , , , , , , , , , , , , , , , , ,
M Ch8AsRun	CollectorService			
M Ch9AsRun CollectorService			Max write durn (30000	ims)
M DB Decorator	MorpheusDBDecora			Γ = Γ
M Device Manager	DeviceManagerServ		Defunite start (5000-	-)
M EngineeringLog	EngLogCollectorSer		Der write start (5000m	s)
M GenericValidation	GenericValidationSer			
M Graphics - Auto_U	LazyParameterEvalu	=	Def write durn (2000m	s)
M Live Record	LiveRecordDecorato			
Locks Dec	LockDecoratorService			
M Loop	ScheduleLoopService			
Material Decorator	MaterialDecoratorSe		Service registration	
M MediaballDecorator	MediaballDecoratorS			
M Reactive Live Re	ReactiveLiveRecord			Not enrolled
M SES	ScriptExecutionServi			Not cillioned
Transfer Decorator	TransferDecoratorSe	-		
Add De	elete Update Cl	lone		Detailed config Dismiss

Figure 245 Host Shell Service Settings

Services that have been added appear under 'Instances' with the settings for each service on the right under 'Service configuration'. The following functions are available from the ShellHost configuration window.

14.2.1 Add a Service

To add a service:

- 1. Click on Add to open the Add service window.
- 2. From the Service type drop-down list, select the type of service to add.
- 3. In the **Instance name** field, type a name to be used for this service instance.
- 4. Click on **OK**.

The service is displayed on the list on the left.

14.2.2 Delete a Service

Under Instances, select the service to remove and click on Delete.

14.2.3 Configure a Service

To configure a service:

- 1. Under **Instances**, select the service to configure.
- 2. In the **Service configuration** section of the window, complete the fields on the right of the window, as required.
- 3. To configure the service further, click on **Detailed config**.
- 4. Complete the Configuration window for that service as required and click on **Save**.

For detailed configuration information on each service, refer to the individual sections that follow in this chapter.

14.2.4 Launch Modes

Each service can run in one of three launch modes: **Manual**, **Automatic** and **Always** - refer to Table 25.

Mode	Description	lcon					
Manual	The default setting. In this mode the service has to be run using Quick Launch on the 'HostShell window. If Host Shell is restarted, the service has to be run again because the launch mode remains as 'Manual'.	м					
Automatic	When running dual Host Shells, this setting ensures that arbitration between the two takes place. Services start automatically when the Host Shells are run.	A					
Always	The normal operation with single Host Shells. The service starts automatically when the Host Shell is run.						
Fable 25 HostShell Launch Modes							

To apply a launch mode to a service, click on the service in the Service Settings window, select the required mode from the **Launch** drop-down menu, and click on **Update**.

HS ShellHost configura	tion: DefaultForLW7ENG	iA5924-4		
Instances			Service configuration	
Name	Туре	^	Instance name	AfterBurner (AfterBurnerServiceAssy.AfterBurnerService)
M 2nd screen	SecondScreenService			
M AfterBurner	AfterBurnerService		Launch	Magual
M Alarms	ExternalMorpheusAl			
M Alarms - Ch10	ExternalMorpheusAl		Icon name	Always
M Application Store	ScheduleAppStoreS		Annuala	Automatic
M ASWS	MorpheusApplication		Arguments	
M BXF Database Ma	BXFDatabaseMainte	=	Max write start (3000	()me)
M BXF File Reader	BXFFileReaderService		Max write start (5000	, , , , , , , , , , , , , , , , , , ,
M BXF File Writer	BXFFileWriterService			
M BXF Import Content	BXFImportContentSe		Max write durn (3000	00ms)
M BXF Query	BXFQueryService			$[\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$
M BXF Schedule Ser	BXFScheduleService		Defunite start (5000)	
M Ch10Asrun	CollectorService		Det write start (5000	ms)
M Ch11AsRun	CollectorService			
M Ch12AsRun	CollectorService		Def write durn (2000)	ms)
Ch1AsRun	CollectorService		200 11110 00111 (2000)	
M Ch20Asrun	CollectorService			
M Ch2AsRun	CollectorService			
M Ch3AsRun	CollectorService		Service registration	Ū
M Ch4AsRun	CollectorService			
M Ch7AsRun	CollectorService			60 second timeout
M Ch8AsRun	CollectorService			
M Ch9AsRun	CollectorService	-		
Add De	elete Update	Clone		Detailed config Dismiss

Figure 246 HostShell Service Launch Modes

14.3 After Burner Service

Identifies events the have After Effects Subevents, and detects if the graphics have changed. For each event on the selected channels, the service examines the event's Material Id and compares it with the event's 'AfterBurner' parameters. If the event has changed, it updates the Material Id and generates a transfer request to the Media Management system.

HS After Burner Service Configuration	
H3 After Burner Service Configuration Channels Available channels: CH1 CH2 CH2-Staging CH3-Staging Ch3-Staging <	Channels to decorate:
Channel20 Region 1	hin: 00:00:10:00 of playout.
This service will only set the Materiall StringParamDef parameter called 'After StringParamDef parameter. Each After The Materialld is set to be a hash (pre parameter and value and the After Effe	I parameter of Material Events that have a EffectsProjectName' and at least one After Effects Effects parameter must begin with the prefix 'AE_'. ixed with 'AE_') of the AfterEffectsProjectName ts parameter names and their values.
	Cancel Save

Figure 247 Afterburner Configuration

It is also possible to set a time limit on changing the event in relation to the time remaining before playout.

14.4 Alarm GPI Service

Configure GPI alarms (refer to page 636).

14.4.1 Configuring the Alarm GPI Service

To configure the Alarm GPI Service:

- 1. Enter, in milliseconds, the required amount of time between each check.
- 2. Select the serial port on which to perform the check.
- 3. Click on Save.

Alarm Gpi Configuration	
Time (ms) between checks Serial port	1000 -
	Cancel Save

Figure 248 Alarm GPI Configuration

14.5 As Run DB Service

The 'As Run DB' service keeps a record of the events that have played out on the schedule and writes them to the 'Asrun' database - they can then be used for billing purposes. The As Run DB service can work with the Automation Database Reporter application (refer to page 569) to produce 'as run logs' (refer to page 569).

As-run Datab	ase Configuration	
Channel	Channel 1	•
Connection	string	Test connection
Data Sourc	a=LT;User ID=user;Password=password;Initial Catalog=AsRun	
	Cance	Save

Figure 249 As-run Database Configuration

14.5.1 As-Run Database Service Configuration Parameters

To configure the As Run DB Service:

- 1. Select the required channel from the Channel list.
- 2. In the **Connection string** field, enter the required connection string in the following format (in one continuous string).

```
Data Source=<machinename>\SQLEXPRESS;UserID=<userID>;
Password=<password>;Initial Catalog=AsRun
```

Note: SQLEXPRESS only applies when SQLServer Express is used as the database server. Where full SQLserver is used, the backslash and the word SQLEXPRESS are omitted, leaving only the machine name.

14.6 Commercial Minutage Protection Service

Applied on a per-channel basis, this utility constantly monitors the aggregate duration of events of type 'Commercial' per clock hour - if the duration exceeds a pre-configured total time that has been allowed per clock hour, then the commercial events in that hours' schedule that run over and beyond the allocated time are considered to be in breach of the rule, and are not aired. Instead of airing the commercials that are considered in breach of the rule, this service switches to a different source and plays out an alternative, non-commercial event (such as a graphic). The constant monitoring process ensures that changes to the schedule, during the clock hour, that may be affected by the configured 'Commercial Air Time' are re-evaluated by the service. A 'clock hour' is fixed to start on the hour, and the evaluation of commercial events is always performed in time order. The service has no effect upon events that are not of type 'Commercial'.

Note: When an event of type 'Commercial' is in breach of the 'Commercial Air Time' period and has therefore been stopped from going to air, the service changes the 'Event Material Type' to **Junction** - this is non-configurable.

The following counters are displayed in the 'Message' column of the ShellHost Service window, alongside each active instance of the service:

- **Commercial Allowance Remaining** the amount of time, within the clock hour, that is currently available to air commercial events without breaching the 'Commercial Air Time' period. The display represents the total time remaining, regardless of whether or not there are commercial events in the schedule waiting to go to air. The time counts down as 'Commercial Air Time' is consumed within the clock hour (displayed as <hours>:<minutes>:<seconds>:<frames>).
- **Commercial Air Time Remaining** the amount of time that currently scheduled commercial events would require in order to go to air. In order for commercial events to not be in breach of the 'Commercial Air Time' period, this counter should always be less than or equal to the 'Commercial Allowance Remaining' (above).
- Commercials Over Minutage the total number of events of type 'Commercial' that are currently in breach of the 'Commercial Air Time' period setting for the existing clock hour. Included are events that are due to start after the 'Commercial Air Time' period has expired, and events that would have started before the 'Commercial Air Time' period had expired but are due to finish after it has expired.
- **Excluded Commercial Airtime** the amount of 'Commercial Air Time' that has been reclaimed by the service in cancelling the airing of commercial events. Another commercial event with a duration less than or equal to this time, could be added to the schedule without being in breach of the 'Commercial Air Time'.

The service will automatically adjust these counters if the schedule for the current clock hour is altered, for example if an event that is in breach of the 'Commercial Air Time' period is moved to a later clock hour.



An example of the principle of the Commercial Minutage Protection Service is shown in Figure 250 below.

Figure 250 Commercial Minutage Protection Service - events in breach

In this example, on the channel to which the Commercial Minutage Protection Service has been applied, 13 events of type 'Commercial' each have a duration of 1 minute, as shown by the individual time slices on the clock; the aggregate duration of the commercials is therefore 13 minutes (not shown are the other non-commercial events that occupy the time in between the commercials). If the pre-configured total time that has been allowed per clock hour for commercials (known as the 'Commercial Air Time') has been set to 9 minutes, then there will be 4 minutes of overrun, equating to 4 commercials that are 'in breach' of the 'Commercial Air Time'. If the schedule remains unchanged for the hour, the commercials shown in green will go to air as planned, but those shown in red will not.

The 'Commercial Minutage Protection Service' must be started from the ShellServices Host - refer to the Shell Services Host section of the Engineers Manual for further information.

Commercial Minutage Protection Service Configuration
Monitored Channel
Commercial Air Time 00:20:00:00
Event Breaching
Material Id Prefix
Alternate Video Source 🗨
Default Video Source 🗨
Preserve Original Source
Parameter Name
Raise Validation Warning
Error
Service Frequency
Maximum Sleep (Seconds) 6
Sectors / Hour 6
Cancel Save

Figure 251 Commercial Minutage Protection Service Configuration Window

All of the parameters below must be configured in order to enable the service.

- Monitored Channel

Select the channel that is to be monitored from the drop-down menu. Only one channel can be monitored per instance of the Commercial Minutage Protection Service, therefore separate instances of the service must be created for each additional channel. The channel must already have been created in the 'Configurator' application.

- Commercial Air Time

Enter the maximum time permitted for commercials per clock hour in the following format:

<hours>:<minutes>:<seconds>:<frames>

The default is 20 minutes (00:20:00:00).

Event Breaching

In the 'Event Breaching' pane, configure the parameters that will define system behaviour in the event of a breach of the 'Commercial Air Time'. Refer to the flow chart in Figure 252 for an understanding of the system behaviour.

- Material Id Prefix

Enter any prefix of choice. The prefix will be automatically prepended to the material id of commercial events that are in breach of the 'Commercial Air Time' period setting. The default is a double underscore (___).

- Alternate Video Source

From the drop-down menu, select the pre-configured video source that will play out an alternative image or moving graphic in replacement of the commercial that is in breach of the 'Commercial Air Time' period setting. The service uses the entry for 'Alternate Video Source' as the replacement 'Source' against the original commercial event, and it will be played out for a period of time that is equal to the duration of the original commercial event, and with an identical start time. The 'Alternate Video Source' must have been defined as a 'Source' within the monitored channel, using the 'Configurator' application, to allow it to be displayed within the list of 'Alternative Video Source' options.

- Default Video Source

From the drop-down menu, select the video source that will be used for events that are no longer in breach of the 'Commercial Air Time'. This parameter is only applied to events that are no longer breaching the 'Commercial Air Time' (this implies that the event was breaching the 'Commercial Air Time' period at some point in the current clock hour). Unless the 'Preserve Original Source' checkbox is ticked (see below), an event will not be reassigned to its original source if it is no longer in breach of the 'Commercial Air Time' period; instead the event is assigned to the source defined as the 'Default Video Source'.

- Preserve Original Source

If ticked, this option allows the process to reassign an event to its original source when it is no longer in breach of the 'Commercial Air Time' (the original source is defined as the one that was originally assigned to the event before it was considered in breach of the 'Commercial Air Time'). In order for the process to store the original source definition, a new event type parameter must be defined as described below.

Parameter Name

Enter the name of the parameter that has been assigned to preserve the original source. This must be defined in the Configurator against the event type as follows:

- 1 In the Configurator, click on the 'Configure Events' icon.
- 2 Select the event type and click on the 'All Parameter Definitions' tab.
- 3 Click on 'Add Parameter' and select Parameter Type 'StringParamDef' (the parameter must be of this type).
- 4 In the 'Parameter Name' field enter a suitable name for the parameter definition. It is this name that must be entered into the 'Parameter Name' field of the 'Commercial Minutage Protection Service Configuration' window.

Once defined, the parameter definition will be visible in the property inspector section of the Editor, against the event.

- Raise Validation Warning

Tick the checkbox in order for the service to display an icon in the 'Validation' column of the Morpheus Editor against commercial events that are in breach of the 'Commercial Air Time' period. This function is designed to highlight to the operator of the Editor that there are commercial events that will not go to air without remedial action. The icons are associated to severity levels that can be selected from the drop-down menu: Information, Warning, Error, Critical (the icons are default, pre-configured items in the Editor and should not be changed).



Figure 252 Commercial Minutage Protection Service - System Behaviour

- AsRun Database

Enter a connection string to allow the service to access the Asrun Database. It is required in order for the process to know how much of the 'Commercial Air Time' has already been consumed by commercial events that have already aired during the current clock hour.

Service Frequency

In the **Service Frequency** pane, enter the time related parameters that will define how frequently the service re-evaluates commercial events against the configured 'Commercial Air Time'.

- Maximum Sleep (Seconds)

Defines the number of seconds between event evaluation scans <u>at the start</u> of the clock hour. The number of seconds between scans is decremented as the hour progresses according to the number of 'Sectors' that have been defined (refer to the 'Sectors / Hour' parameter below).

Enter the required number of seconds between event evaluation scans. This will define how frequently the service will evaluate commercial events for breaches of the 'Commercial Air Time'. Ensure that the number of seconds configured is always a value greater than or equal to the number of sectors configured in the 'Sectors / Hour' field. The maximum value is 20 seconds, and the minimum value is 1 second. The default value is 6 seconds. During the final 5 minutes of the clock hour, the service will automatically scan every second (this is non-configurable).

- Sectors / Hour

The service allows the clock hour to be divided into individual sectors of equal duration as each time sector expires, the number of seconds between event evaluation scans (as defined by 'Maximum Sleep') is decremented to allow the service to scan more frequently as the hour progresses. 'Sleep' is decremented according to the following formula:

lastsleep - (maxsleep / sectors)

Where '*lastsleep*' is equal to the sleep time from the previous sector, '*maxsleep*' is equal to the configured value of the 'Maximum Sleep' parameter, and '*sectors*' is the configured value of 'Sectors / Hour'.

Ensure that the number of sectors configured is always a value smaller than or equal to the number of seconds configured in the 'Maximum Sleep' field (it also makes sense for 'Maximum Sleep' to be a multiple of 'Sectors / Hour'). The default value is 6 sectors. The maximum value is 12 sectors, the minimum value is 2 sectors.

The example in Figure 253 (below) demonstrates the principle behind the 'Service Frequency' configuration options. In this case, 'Maximum Sleep (Seconds)' has been set to 12, and 'Sectors / Hour' has been set to 4.

For the 15 minutes in sector 1, commercial events are scanned according to the value of 'Maximum Sleep' (i.e. every 12 seconds) for a breach of the 'Commercial Air Time'. After the first 15 minutes of the clock hour, commercial events are scanned every 9 seconds - this occurs in sector 2. Formula: 12 - (12/4) = 9.

In sector 3, commercial events are scanned every 6 seconds. Formula: 9 - (12 / 4) = 6.

Finally, in sector 4, commercial events are scanned every 3 seconds. Formula: 6 - (12/4) = 3. In the last 5 minutes of the clock hour, events are scanned automatically every second. The process is reset at the end of the clock hour.



Figure 253 Commercial Minutage Protection Service - Service Frequency

Note: Panoplay compatibility. An instance of the service can be configured on both the Leader and Follower channels, but only the instance on the Leader will be operational.

14.7 Delay Shadow Channel Service

Allows Morpheus to 'shadow' a channel with a configurable delay.

As a top level event is marked as complete, Morpheus copies it across to a new channel that has a time offset. Its sources are set to the delay server, and its Subevents are also disabled. This feature effectively allows a schedule to play out in advance so that if there is a problem, the exact schedule is now available in the shadow channel but a few hours delayed (the exact time it is due to go to air) so that it can be manipulated to fix any issue. The user can then select a video server instead of the delay server, and enable any secondary content. The Device Manager allocates any secondary devices.

Note:

This service is compatible with Panoplay.

Delay Shadow Channel Service C	onfig
Air Channel	CH1 🗸
Delay Shadow Channel	CH2 •
Delay Server Video Source	▼
Delay	01:00:00:00
Filler Title	Filler Event
	Cancel Save

The following configuration is available for this service:

Figure 254 Delay Shadow Channel Service Configuration

The following configuration settings are available:

- Air channel

Select the original channel.

- Delay Shadow Channel

Select the channel to use as the delay channel.

- Delay Server Video Source

Select the video source for the delay server.

- Delay

Select the required time delay.

- Filler Title

Select a title for use in the Editor where the delay channel does not know which event was originally playing out.

14.8 Device Manager Service

The 'Device Manager' service manages the allocation of devices to events in order to make optimum use of resources and eliminate conflicts in a multi channel environment. It also detects conflicts.

It only selects a device that:

- Is enabled for the relevant channel and is connected.
- Supports the kernel class Id of the Event Type (the 'kernel class ID' is a three digit number that informs the system of the parameters that relate to a device - refer to page 52)

14.8.1 General Tab

Using the General tab, the Device Manager service can be configured to re-allocate events that have an overlap, where the device is disconnected, or where the device has a diary entry that means it is not allowed to be used. The diary entry can allocate the device to a different channel, or take the device offline for maintenance.

Device Manager Configuration	
General Channels	
Automatically reallocate conflicting main events	
Automatically reallocate conflicting normal events	
Automatically reallocate events that have a device error	
Automatically reallocate events that have a mismatching devic group or if the device is no longer enabled for the channel	e 📝
Retry span (in seconds) for main events that have no devices available	30
Maximum number of retries for main events that have no devices available	3
Reallocation window	
Only reallocate events if their start time is:	
More than this number of seconds in the future (protecting events about to go to air)	0 seconds
Less than this number of minutes in the future (preventing reallocations of distant events). Zero means ignore this check.	0 🚔 minutes
	Cancel Save

Figure 255 Device Manager Service Configuration - General Tab

View the allocation of devices using the Morpheus 'Device Manager Viewer' application (refer to Section 17. Device Manager Viewer).

Reallocation Window

This service also allows the user to reallocate or protect events based on the length of time remaining before they are due to go on-air, as follows:

- More than this Number of Seconds in the Future

If the user does not want events to be reallocated very close to the start time, this value can be set to a minimum number of seconds. Events that are due to start less than this number of seconds in the future are not reallocated. This protects events that are about to go on air.

- Less than this Number of Minutes in the Future

If the user does not want to reallocate events that are in the distant future, this value can be set to a minimum number of minutes. Events that are due to start at a time that is greater than this number of minutes in the future, are not reallocated. A value of zero ignores this check.

14.8.2 Channels Tab

Device Manager Configuration			
General Channels			
Available Channels) ۲	Channels To Manage	
CH1 CH2 Region 1 Region 2 CH3 ScreenToo Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging	->	Channel 10 Channel 20	
		Cancel	ave

Figure 256 Device Manager Service Configuration - Channels Tab

To select the channels to manage:

- 1. On the Channels tab, under **Available channels**, select the channels to manage.
- 2. Click on --> . The channels appear under Channels to Manage.
- Note: To prevent a channel from being managed, select it under **Channels to Manage** and then click on

14.9 Eng Log Collector Service

The Eng Log Collector service creates a log for diagnostic purposes (refer to 'Engineering Log' on page 572).

The service can be configured to either write the engineering log to the AsRun database or to a file.

If the service is configured to write the log to a file, the messages are taken directly from the EventStore.

If the service is configured to write the log to the AsRun database, the Automation Database Reporter application (refer to page 569) needs to be running. The Automation Database Reporter takes the information from the AsRun database and writes the log to a file.

It is recommended that the Eng Log Collector Service is configured to add the log to the database - the Automation Database Reporter can then be used to write the log to a file.

lutput	-
Criteria	lype
Channel Affiliated	File O Database
V Device	
ManualIntervention	File log Database
Alam Alam	
Application	UTC Offset Minutes
Channel	
V Event	Filename extension .eng
Service	Bath Cillings) As Duras) Fire
V Time	
V Parameter	T
hannels to enable for channel-affiliated log entr	ies
Parameter III hannels to enable for channel-affiliated log entr Available channels	ies Channels to log
Available channels ScreenToo	ies Channels to log CH1
Available channels ScreenToo CH1-Staging	ies Channels to log CH1 CH2
Available channels ScreenToo CH1-Staging CH2-Staging	ies Channels to log CH1 CH2 Region 1 Region 1 Region 2
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging	ies Channels to log CH1 CH2 Region 1 Region 1 Region 2 CH3
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging CH3-Staging Channel20	ies Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel12
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging CH3-Staging Channel20	Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Channel 10 Channel 11 Channel
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging Ch3-Staging Channel20	ies Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Region 11 Region 11 Region 12
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging CH3-Staging Channel20	ies Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Region 11 Region 12
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging Ch3-Staging Channel20	ies Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Region 11 Region 11 Region 12
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging Ch3-Staging Channel20	ies Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Region 11 Region 11 Region 12
Parameter III Available channels ScreenToo CH1-Staging CH2-Staging CH3-Staging CH3-Staging Ch3-Staging Channel20	Channels to log CH1 CH2 Region 1 Region 2 CH3 Channel 10 Region 11 Region 12

14.9.1 Configuring the Eng Log Collector Service

Figure 257 Eng Log Collector Service Configuration

- Criteria

Select the criteria to include in the log.

- Type

Select to write the log to a file or to a database. The file and database options are described below.

- File Log Tab

UTC Offset Minutes

'UTC' (Coordinated Universal Time) is the time standard by which the world regulates clocks and time. The 'UTC offset' allows each channel in a system to use a different offset from an overall time of day timecode reference. This is useful in situations where regional channels are in different time zones. Enter the required offset in minutes.

Filename Extension

Enter the preferred extension for the log file. The default is .eng.

Path

Enter a path to specify the location to store the log. The default path is C:\As Run Logs\Engineering.

- Database Tab

Connection string: enter the connection string for the AsRun database table.

- Channels to Enable for Channel-Affiliated Log Entries

Select the channels to log.

Under Available channels, select the channels to log.

Click on -->

The channels appear under Channels to log.

.

To remove a channel, select it under Channels to log and then click on <--

Note: View entries in the engineering log using the Engineering Log option in the Configurator (refer to page 148).
14.10 Event Journal Collector Service

A service that is used by the Panoplay functionality to collect and generate As-run logs for both Leader and Follower channels. Refer to Section 16. Panoplay for further information.

Configure the services as follows:

1. Select a channel from the drop-down list as shown below:

Event Journal (Collector Service Configuration		
Channel	CH1	•	
Connection s	string	Test connection	
Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=AsRun			
		Cancel Save	

Figure 258 Event Journal Configuration

- 2. Ensure that the connection string is correct using the Test Connection button.
- 3. Click on Save.
- Note: To use the Event Journal Collector Service, the As-run DB Service must be disabled **before** creating an Event Journal Collector service in order to prevent it from collecting the Panoplay events.

The As-run DB Service only needs to be turned off or on for each channel that is using it. The As-run DB Service can be run on other channels, but the Event Journal Collector Service and the As-run DB Service cannot be run on the same channel at the same time.

14.11 External Morpheus Alarms Service

A service to provide external alerts. These alerts are intended to notify operators about certain error conditions with Morpheus.

The alerts can take the form of:

- An email
- An event in the Morpheus schedule
- A log file

The possible alarm conditions are:

- Material is not available
- Device is disconnected
- Device allocation error
- Live event
- Event error
- Event validation error

14.11.1 Configuring the External Morpheus Alarms Serv	ing the External Morpheus Alarms Se	ervice
-------------------------------------------------------	-------------------------------------	--------

1. Select a channel to monitor from the drop-down list as shown below:

HS External Morphe	us Alarms Service Cor	figuration					x
Channel CH1 Event Window: hrs 0 mins 2 secs 0 Alarm Detection Interval (secs) 10							
Alert Type		Alarm Types		Alert Frequency	9	Send On Clear	
Email	▼ Configure	LiveEvent	Configure	Once	- T	rue	-
Add New Alert	Delete Alert				Cancel	Save	

Figure 259 External Morpheus Alarms Service Configuration Window

- 2. Select an Event Window, i.e. the length of time starting from the current time during which events are checked for alarm conditions.
- 3. Select the Alarm Detection Interval, i.e. the interval in seconds for which the events are checked for alarm conditions. For example, if this option is set to 10 seconds, then every 10 seconds, the service checks for any error conditions on the configured channel.
- 4. Add a new alert type as required by clicking on the **Add New Alert** button. All current alerts are displayed in the list.
- 5. Configure the alert as described below.
- 6. Click on **Save**. The service is now configured.

The following attributes can be configured for each alert:

- Alert type such as email, file or event insertion
- Alarm type a list of the different scenarios that can trigger an alert
- Alert frequency sets how often the alert is generated
- Send on Clear sets whether to send an alert after the alarms are cleared

14.11.2 Alert Types

- Email
- Event Insertion
- File

14.11.2.1 Email Alert

An alert to create and send email containing all newly detected alarms, cleared alarms and any outstanding alarms, including a time stamp for each entry.

Create an email alert as follows:

1. In the Alert Type column, click on the drop down list, select **Email**, then click on the adjacent **Configure** button. The following form is displayed:

External Alarm Co	nfiguration - File	
SMTP Server C Server Name Server Port Enable SSI Use default User Name	onfiguration	
Email Configura From To Subject	stion Morpheus Alert Report	? Cancel Ok

Figure 262 File Alert Configuration

2. In the SMTP Server Configuration section, set the SMTP options required in order to connect to the email account to use with the service:

- Server Name

The name of the mail server, e.g. smtp.domain.com

- Server Port

The port number on the server for SMTP traffic, typically port 25, 587, or 465 (for use with SSL).

- Enable SSL

Enable encryption over the Secure Sockets Layer (SSL).

- Use Default Credentials

Use the credentials of the user that is currently logged in. If ticked, the User Name and Password fields are greyed out.

- User Name

Set a user name for authentication to the mail server.

Note: If Use Default Credentials is disabled, then a valid user name must be entered - it is not possible to save the configuration if this field is left blank.

- Password

Set a password for authentication to the mail server.

Note: If Use Default Credentials is disabled, then a valid password must be entered - it is not possible to save the configuration if this field is left blank.

3. In the Email Configuration section, set the From, To, and Subject fields for the email. These details are also useful in order for the recipient to create email rules. If sending to multiple recipients, separate the email addresses using a semi-colon followed by a space.

Example

b.dickinson@company.com; s.harris@company.com

4. Click on **OK** to save the settings.

14.11.2.2 File alert

An alert to create a summary file containing all newly detected alarms, cleared alarms and any outstanding alarms, including a time stamp for each entry.

Create a file alert as follows:

1. In the Alert Type column, click on the drop down list, select **File**, and click on the adjacent **Configure** button. The following form is displayed:

HS External Alarm Configuration - File				
File Location				
File Name				
File Extension	log			
Append to file	e			
	Can	cel Ok		

Figure 265 File Alert Configuration Form

- 2. Set the location for the alert file by typing in a file location path or by using the browse button in the **File Location** field.
- 3. Enter a name for the file in the File Name field.
- 4. Enter a file extension for the file in the File Extension field. The default is .log.
- 5. Select the append to file option in order to add the new alert summary to the end of the existing file. Otherwise, the file is overwritten each time a new alert summary is created.
- 6. Click on **OK** to save the settings.

14.11.2.3 Event Insertion Alert

An event that creates a new Subevent in the schedule when any alarm condition for either the main event or any of its child events is detected.

If the main event is playing out when the alarm is detected, the new Subevent plays out two seconds later. If the main event is not playing out, the new Subevent is inserted with a start time offset as configured in the Event Type.

When the service first starts, it search the schedule for the existence of any events that are of the Event Type configured for insertion on alarm detection and clearance. If any events are found, they are deleted. Therefore, it is important that the Event Types used by this service are not used elsewhere in the schedule.

Note: It is highly recommended that the service contains only one event insertion alert at a time.

To create an event insertion alert:

 In the alert type column, click on the drop down list, select EventInsertion, the click on the adjacent Configure button. The following form is displayed:

HS External Alarm Configuration - Event Insertion	- • ×
Event to insert on alarm detection	Configure ?
Delete inserted event when alarms cleared	
Event to insert when alarms cleared	Configure ?
	Cancel Ok

Figure 268 Event Insertion Configuration From

- Click on the **Configure** button next to the 'Event to insert on alarm detection' option and select the required event from the list. Click on **OK** to save the event settings. This Event Type is displayed in the schedule under the relevant main event when any alarm condition for either the main event or any of its child events is detected.
- Select the 'Delete inserted event when alarms cleared' option in order to delete the previously inserted Subevent when all alarms are cleared for all events in the hierarchy beneath the relevant main event.
- 4. Alternatively, click on the **Configure** button next to the 'Event to insert when alarm cleared' option and select the required event from the list. This Subevent is inserted under the relevant main event when all alarms are cleared for all events in the hierarchy. This option is only available when the 'Delete inserted event when alarms cleared' option is not selected.
- 5. Click on **OK** to save the settings.

```
Note: For this alert type, the 'Alert Frequency' option is always set to 'Once' and the 'Send On Clear 'option is always set to 'True'. These settings cannot be changed.
```

14.11.3 Alarm type

Configures the different scenarios that will trigger an alert.

To configure an alarm type:

1. Click on the **Configure** button adjacent to the Alarm Type. The following form is displayed:

HS Alarm Types Configuration 🗕 🗖 🗙
Select which alarm types you want to be notified about:
MaterialNotAvailable DeviceDisconnected DeviceManagerAllocationError LiveEvent EventError EventValidationError
Cancel Ok

Figure 271 Alarm Type Configuration Form

- 2. Select the required alarm types from the list. The alarm types are:
 - a) **MaterialNotAvailable** If the material for an event is not on the required server and this is detected within the time window, an alarm is generated.
 - b) **DeviceDisconnected** When an event reporting a device status of disconnected is detected within the time window, an alarm is generated.
 - c) **DeviceManagerAllocationError** When an event reporting a device allocation error is detected within the time window, an alarm is generated. This error is only set by the Device Manager when it cannot allocate a device for the event.
- Note: When a controller device allocation conflict exists, this is reported as an EventError as described below.
 - d) **LiveEvent** When an event reporting a material type of 'live' is detected within the time window, an alarm is generated.
 - e) **EventError** When an event reporting a failure status is detected within the time window, an alarm is generated.
 - f) **EventValidationError** When an event reporting a validation error is detected within the time window, an alarm is generated.
 - 3. Click on **OK** to save the settings.

14.11.4 Alert Frequency

To configure a frequency for an alert type, select a frequency from the drop-down list as shown below:

HS External Morpheus Alarm	ns Service Configuration			- • ×	
Channel CH1 Event Window: hrs 0 mins 2 secs 0 Alarm Detection Interval (secs) 10					
Alert Type	Alarm Types		Alert Frequency	Send On Clear	
File 🔻 🔿	Configure All	Configure	Once 👻	True 💌	
			Once Every 30Secs Every 2Mins Every 5Mins Every 10Mins		
Add New Alert Delete	te Alert		Cano	el Save	

Figure 274 External Morpheus Alarms Service - Alert Frequency

Any newly detected alarms cause an alert report to be sent immediately, but for any recurring alarm conditions, the service sends an alerts at the configured interval.

The only exception is the 'Every Time' option. For this option, every time an alarm is detected (whether it has been previously detected or not) an alert is sent. Therefore, the frequency of this alert depends on the Alarm Detection Interval value.

14.11.5 Send On Clear

To configure the service to send an alert when the alarms are cleared, set this option to true.

14.11.6 Deleting an alert

To delete an alert, click on the Delete Alert button.

14.12 Generic Validation Service

The Generic Validation Service is used to validate events. If it finds any errors or warnings it places icons in the **Validation** column on the Editor schedule to indicate these.

Note: The manner in which the validation icons appear from the Editor application can be configured. Select **Tools > Configuration** and under **Channels**, click on the required channel. Click on the **Columns** tab. Set the validation options as required (refer to page 343).

There are various types of Generic Validation service. These are:

- Pbak Event Validation
- Mixer Event Validation
- Omneon Event Validation
- FTP Event Validation
- UNC Event Validation
- Priority Source Validation
- Clip Size Validation

14.12.1 Configuring the Generic Validation Service

14.12.1.1 The General Tab

Use the General tab to select the type of service to validate and to apply settings to that type. Each option is described in Table 26.

HS ValidationConfigForm	— — X
General Type Error Reporting	
Validation Service Type	
Device Transaction min. Period Value	
1	500
Backgound Schedule Validation min. Period 1	
	20
Initial Processing Delay 5 sec	
0	20
Maximum Items to Process 10	
· · · · · · · · · · · · · · · · · · ·	200
Priority Window Priority window period 05:00:00:00 Priority workload % 60	
Cancel	Save

Figure 277 Generic Validation Service Configuration Form - General Tab

Option	Description	
Validation Service Type	Select the type of service to validate. The options on the Type tab change, depending on the Validation Service Type selected.	
Device Transaction min. Period	The minimum amount of time, in milliseconds, between sending query messages to the device. If a device is slow or unresponsive, it is recommended that this value is changed to 20ms.	
	The recommended setting for the Mixer, Omneon and Pbak validation service types is 1 ms.	
Background Schedule Validation	The period in minutes during which the entire schedule is revalidated. If this is set to 0, background schedule validation is disabled.	
min. Period	The recommended setting for the Mixer type is 0 minutes.	
	The recommended setting for the Omneon type is 5 minutes.	
	The recommended setting for the Pbak type is 1 minute.	
Initial Processing Delay	When the service loads, this is the time in seconds before the first message is sent to the device.	
	The recommended setting for the Pbak, Mixer and Omneon validation service types is 20 seconds.	
Maximum Items to Process	The maximum number of validations that can be processed in one transaction.	
	For example, 100 items might be awaiting validation with a Maximum items to Process value of 10. The service would process 10 items 10 times. There would be a delay between each item equalling the Device Transaction min. Period value.	
	The recommended setting for the Mixer and Pbak types is 100 items.	
	The recommended setting for the Omneon type is 10 items.	
<u>Priority Window:</u> Priority Window Period	Events are prioritized for validation if their start time falls within the configured window. The service checks these events more frequently than those outside of the window.	
Priority Window: Priority Workload	Configure the workload distribution of the service. The percentage of time on priority events can be modified as required with the remainder left for background checks.	

The following table contains the available options:

 Table 26
 Generic Validation Configuration Options

14.12.1.2 The Type Tab: Pbak Event Validation

A service to check for the presence of scheduled content on the specified devices and warn an operator of missing material.

18 ValidationConfigForm				
General Type Error Reporting				
Device	▲ Kemel Class Id	Controller		
ICE2\DEC.01	100	Not Selected -		
✓ ICE2\DEC.02	921	Not Selected		
CE2\DEC.02	100	Not Selected		
CE2\DEC.03	100	Not Selected -		
CE2\DEC.03	921	Not Selected		
CE2\DEC.04	921	Not Selected -		
CE2\DEC.04	100	Not Selected -		
CE2\ENC.01	917	Not Selected		
CE2\ENC.01	104	Not Selected -		
CE2\GPG	919	Not Selected -		
ICE2\GPG	920	Not Selected -		
CE2\GPG2	919	Not Selected		
Multiple IP change		Cancel Save		

Figure 278 Generic Validation Service - Type Tab: Pbak Event Validation

The validation process operates as follows:

- 1. The service calls down to the controllers passing the event information.
- 2. The controllers call in to the device to validate the presence of the scheduled content.
- 3. The result of this call is passed back to the Pbak Validation Service and the Editor is updated accordingly.

The functionality of the validation call depends on how this has been implemented in the controller. For most drivers this is a simple check for the presence of a file on the device. For other devices, such as a subtitler, this may involve an additional check that the file is available for playout in a specified language.

To configure the service:

- Select the check box for the required device.
- Select the controller from the list.
- Enter the Kernel Class ID. The 'kernel class ID' is a three digit number that informs the system of the parameters that relate to a device. It is a label for the kernel parameters a list of parameters that the kernel (refer to page 169) needs to control the device.

14.12.1.3 The Type Tab - Mixer Event Validation

A service to flag and optionally fix the schedule if secondary events (refer to page 648) affect the timelines of the main transition.

This may occur under the following conditions:

- Excessive time is taken by a mixer to transition a bus (for example, PGM, DSK or AOV) on or off air.
- A mixer does not support simultaneous transitions unless they start concurrently.

HS ValidationConfigForm	
General Type Error Reporting	
Event Margin	25 frames
25	50
🖉 Tight Margins	
Auto Correction Event Count	0 events
0	20
Validated Devices	
	Cancel Save

Figure 279 Generic Validation Service - Type Tab: Mixer Event Validation

Note: A mixer event (such as a DSK event) that is scheduled to start at the same time as its parent main event is the desirable state - transitions that occur on the same frame are acceptable as the mixer devices can process multiple transitions at the same time. One that is scheduled to complete a few frames before, or start a few frames later than its parent main event may cause a delay to the main bus transition due to the delay introduced by the processing. Examples of products on which this can occur are Saturn, Maestro, M2100, and Brand Master.

- Event Margin

The number of frames either side of a main event transition, within which a child mixer event and any of its sub-events will require remedial action, as their start time or end time does not occur at the same time as the transition.

Any such events will be flagged with a warning in the Validation column of the schedule, as defined on the 'Error Reporting' tab (Section 14.12.1.9 The Error Reporting Tab).

Specify a number of frames between 25 and 50.

- Auto Correction Event Count

For those events that straddle the boundary of the 'Event Margin', specify the number of future events in the schedule, counting from the PGM event, that will have their duration or start time offset modified in order for that event's end time or start time to coincide with the transition.

Specify from 0 to 20 events, where 0 disables the 'Auto Correction Event Count'.

- Validated Devices

Tick the checkbox against each device for which this service should run. The service will validate any event that is configured to use the specified device.

- Tight Margins

In some situations, mixer events beyond the transition, and outside of the configured Event Margin, can be mistakenly auto corrected as described above. Should this be undesirable, then enable this feature in order to regulate the behaviour of the 'Auto Correction Event Count'.

Questions and Answers on the Mixer Validation Type

Q. What happens if a DSK is scheduled to turn on one frame after the main transition?

A. The DSK event is aligned to the main transition when it comes within the 'Auto Correction Event Count' of the Program event.

Q. What happens if a DSK is scheduled to turn on at the same time as a transition but has a different fade up rate?

A. It is ignored by the service. The drivers always uses the main event's transition shape and rate. The sub content (AOV, DSK, USK or DVE) will transition with the main event transition.

Q. What happens if a DSK is scheduled to turn off one frame before the main transition?

A. The DSK event is aligned to the main transition when it comes within the 'Auto Correction Event Count' of the Program event.

Q. What happens if a DSK is scheduled to turn off at the same time as a transition but has a different fade down rate (the DSK transition may have started earlier in the driver because of this)?

A. It is ignored by the service. The drivers must always use the main event's transition shape and rate. The sub content (AOV, DSK, USK and DVE) will transition with the main event's transition.

Note: As a rule, when a mixer SubeventSubevent comes within the 'Auto Correction Event Count' and is within the 'Event Margin' of a main transition, it is aligned to the main transition. When the sub content transitions to air, it uses the main event's transition rate and shape.

14.12.1.4 The Type Tab - Omneon Event Validation

This service uses Omneon Media and Player APIs to validate the content on the Omneon that is scheduled for playout.

HS ValidationConfigFor	m	_ – ×
General Type Error F	Reporting	
Clip Directory	\Omneon\clip.dir	
Essence Directory	\Omneon\clip.dir\media.dir	
Director Name	10.1.0.123	
Player Name	Play_1	
Essence Validation T	ype All audio expressions and all essence	
Validate in-points	and out-points Convert Timecode [60 fps -> 30 fps]	
In-point Tolerance +/-	- frames 0 Omneon Timecode Mode	
Out-point Tolerance	+/- frames 0 Oefault O First Frame	
AfterBurner ICE1\AUD.01 ICE1\AUD.02 ICE1\AUD.03 ICE1\AUD.04 ICE1\DEC.01 ICE1\DEC.02 ICE1\DEC.03 ICE1\DEC.04 ICE1\VID.01		
	Cancel] Save

Figure 280 Generic Validation Service - Type Tab: Omneon Event Validation

The service validates the following:

- Inpoints (refer to page 645), outpoints (refer to page 645) and duration.
- The file ID.
- Essence files video and audio files that are contained within a wrapper. For example, an Omneon uses a .mov wrapper that contains metadata about the MPEG video essence file and the AIFF audio essence files.

Option	Description	
Clip Directory	The directory for the file ID. The file ID is the name that the system uses to locate a file on the video server.	
Essence Directory	The directory for the essence files.	
Director Name	The Omneon director name.	
Player Name	The player port that the service connects to. We recommend a player port that is used for preview or not used at all for validation. This ensures minimum impact on playout.	
Omneon Remote	The Omneon remote port.	
Port	Note: Omneon only supports a x86 version of ompIrlib.dll and ommedia.dll . The default setting is 3000. If more than one Omneon Validation Type is running on a single machine, this port number must be unique for each service. For example, Omneon Validation Service 1 could use 3000 and Omneon Validation Service 2 could use 3001.	
Essence Validation	Essence files can be validated using one of the following options:	
Туре	 All audio expressions and all essence: for events with audio expression parameters, this validates all expressions. For events without audio expression parameters, this validates all essence files. 	
	 All audio expressions and all in routing table: for events with audio expression parameters, this validates all expressions. For events without audio expression parameters, this validates using expressions in the routing table. 	
	 First audio expression and all essence: or events with audio expression parameters, this validates using the first expression in each tag only. For events without audio expression parameters, this validates all essence files. 	
	• First audio expression and all in routing table: for events with audio expression parameters, this validates using the first expression in each tag only. For events without audio expression parameters, this validates using expressions in the routing table.	
	All essence: validates all essence files for all events.	
	 All in routing table: validates all events using expressions in the routing table. 	
Validate in-points and out-points	When selected, the service checks that an event's inpoint or outpoint is not before or after the end of the clip.	
Convert Timecode [60 fps ->30 fps]	In order to maintain compatibility with the Morpheus system and the Media database, data that relates to clips stored on an Omneon at 60 frames per second is converted to 30 frames per second when this service (the Omneon variant of the Generic Validation Service) checks the data returned from the Omneon device with that stored in the Media Database.	
In-point/Out-point Tolerance +/- frames	Allow for a margin of error on the material. For Grass Valley use only.	
Omneon Timecode	• Default: the first frame inpoint time in the header.	
wode.	• First Frame: the first frame inpoint time in the media.	

Each field on the Type tab described below.

 Table 27 Omneon Validation Type Settings

Option	Description
Devices	A list of devices is displayed at the bottom of the window. Select the check boxes of all of the devices to which the settings are to be applied.

Table 27 Omneon Validation Type Settings

Note: To view the error message associated with an event failing validation, add the string parameter 'ValidationMessage' to the relevant Omneon events.

This parameter should also be set to **Visible** as follows: on the Configurator toolbar, click on **Configure Events**, and from the list on the left, select the appropriate event. Under **Event Type Properties**, select **Visible** and in the **Expression** field, enter the 'ValidationMessage' string. Refer to 'Configurator' on page 50.

14.12.1.5 The Type Tab - FTP Event Validation

The service uses an FTP connection (refer to page 644) to check whether or not a file is present. No other validation is performed. To perform the check, the string parameter **FileId** must be present. This provides the name of the file to look for.

HS Validat	ionCo	nfigForm					- • • ×
General	Туре	Error Re	porting				
Device			Host Name	User Name	Password	Working Folder	File Extension
ICE1			 Host_1 	anonymous	validation@snellg	\MyFolder\mxf	.mxf
ICE2			Host_2	anonymous	validation@snellg	\MyFolder\mxf	.gxf
Note: F	TP is o	ase sens	itive, so it is im	portant that the Workin	ng Folder and File Exter	nsion have the correct	case
				pertant and are trontin	g . c.aor ana r no Extor		
						Can	cel Save

Figure 281 Generic Validation Service - Type Tab: FTP Event Validation

The service connects to the FTP server on the host machine using the supplied Host Name, Username and Password.

The file path has the following components: /WorkingFolder/FileId.extension.

Note: If the slashes (\) before/after the working folder are missing, these are added.

If the dot (.) before the file extension is missing, this is added.

After connecting to the FTP service, the service checks for the presence of the files by adding the working folder, file ID and extension together.

Configuration:

To add or remove a device, right click on the background of the Type tab and select either **Add Device** or **Remove Device**.

Note:

FTP is case sensitive so the configuration of the working folder and file extension should be case accurate. The File Ids provided in the event should also be case accurate.

14.12.1.6 The Type Tab - UNC Event Validation

The service uses a UNC (Universal Naming Convention) path to check whether or not a file is present. No other validation is performed. To perform the check, the string parameter **FileId** must be present. This provides the name of the file to look for.

HS ValidationCo	nfigForm					- • ×
General Type	Error Repo	orting				
Device		Host Name	User Name	 Password 	Working Folder	File Extension
ICE1	-	Host_1			\MyFolder\mxf\	.mxf
					Cancel	Save

Figure 282 Generic Validation Service - Type Tab: UNC Event Validation

The file path has the following components:

\\HostName\WorkingFolder\FileId.extension

Note: If the slashes (\) before/after the working folder are missing, these are added.

If the dot (.) before the file extension is missing, this is added.

The service attempts to log on with the provided username and password. If it fails to authenticate, it may be necessary to map a drive permanently.

To add or remove a device, right click on the background of the Type tab and select either **Add Device** or **Remove Device**.

Note: UNC is not case sensitive.

14.12.1.7 The Type Tab - Priority Source Validation Type

The service compares the start times of router events on regional channel(s) with those on the master channel to detect any clashes. If any events in the specified time window have the same router destination, the event with the high priority source is allowed while the event with the low priority source is disabled. If there are no priority distinctions between the events, a warning is issued indicating that manual intervention is required.

Note:

When making changes to the schedule, regional events are validated immediately. Master channel events are only validated at the next validation cycle time.

HS ValidationConfigForm		
General Type Error Reporting		
Master Channel CH1	▼ Time window (+/- frames) 12 –	
Text Objects:	Normal Router Sources: Priority Router Sources	s:
Name	Name No. ^ Name	No.
Graphic1_Later Graphic1_Later_Time Graphic1_Next Graphic1_Next_Time Graphic1_Now_Time Graphic2_Later Graphic2_Later_Time Graphic2_Next Graphic2_Next_Time Graphic2_Now Graphic2_Now_Time map:Decoder_Selector	1271 1271 1271 1272 1272 168 1273 1273 168 1274 1274 168 1275 1275 -> 1276 1276 -> 1277 1277 -> 1278 1279 -> 128 128 1280 1281 1281 1281 1282 1282 •	127 168
		Cancel Save

Figure 283 Generic Validation Service - Type Tab: Priority Source Validation

Each field on the Type tab is described below.

Option	Description		
Master Channel	Select the master channel that is referred to when the service checks for master channel events.		
Time Window	The time, in frames, before and after the regional event's start time. This is the time window within which regional and mater channel router events are compared.		
Text Objects	Displays all the available text objects. When a check box is selected for one of these objects, low priority sources appear in the Normal Router Sources list.		
Normal Router Sources	Displays of the low priority sources for the object selected in the Text Object list. They are disabled when compared with a high priority sourced event aimed at the same router destination.		
Priority Router Sources	Displays all of the high priority sources. These override low priority sources aimed at the same router destination.		
Table 28 Generic Validation Configuration - Priority Source Validation Options			

Use the left / right arrow controls to move sources between the Normal Router Sources and Priority Router Sources lists. Click on a source in order to select it individually, or use <Ctrl> click or <Shift> click in order to select multiple sources.

14.12.1.8 The Type Tab - Clip Size Validation

Clip Size Validation: A Chain and B Chain Tab

The Clip Size validation type checks sizes of files on Chain A and Chain B, 'main' and 'guard'. The main source is the primary playout source for an event. The guard source is a backup playout device that can be selected if the main source becomes inoperative.

Validation failure implies that the clips differ. The following are validated:

- Device connection Devices can be connected to use the configured options.
- File exists The clip exists on both devices.
- File not empty The clips are not empty (zero file size).

Equal Size - The size of the clip on both devices is within the configured tolerance.

Each tab is described below.

No ValidationConfigForm	_ 🗆 X
General Type Error Reporting	
A Chain B Chain Devices File Extensions Thresholds	
UNC Path	
Username	
Password	
Is Omneon device 📃	
IP Address	
Director Name	
Player Name	
Clip Directory	
Essence UNC	
	Cancel Save

Figure 284 Generic Validation Service - Type Tab: Clip Size Validation (A/B Chains)

Option	Description
UNC Path	The UNC (Universal Naming Convention) path to the device's working clip directory.
Username/Password	The username and password required to establish the UNC connection.
Device ID	The device ID of a material event that should trigger Clip Size validation.
Is Omneon Device	Tick the checkbox if the clip is on an Omneon device.
IP Address	The IP address of the device.
Director Name	The Omneon director name.
Player Name	The player port that the service connects to. We recommend a player port that is used for preview or not used at all for validation. This ensures maximum impact on playout.
Clip Directory	The directory for the file ID. The file ID is the name that the system uses to locate a file on the video server.
Essence UNC	The UNC (Universal Naming Convention) for the essence files, video and audio files that are contained within a wrapper. For example, an Omneon uses a .mov wrapper that contains metadata about the MPEG video essence file and the AIFF audio essence files.
Omneon Remote	The Omneon remote port.
	Note: Omneon only supports a x86 version of omplrlib.dll and ommedia.dll. The default setting is 3000. If more than one Omneon Validation Type is running on a single machine, this port number must be unique for each service. For example, Omneon Validation Service 1 could use 3000 and Omneon Validation Service 2 could use 3001.

Table 29 Clip Size Validation Type Settings

Clip Size Validation: Devices Tab

Select the devices for the clip to be validated.

HS ValidationConfigForm			x
General Type Error Reporting			
A Chain B Chain Devices File Extensions Thresholds AFTERBURNER ICE1VAUD.01 ICE1VAUD.02 ICE1VAUD.04 ICE1DEC.01 ICE1DEC.02 ICE1VDEC.03 ICE1VDEC.03 ICE1VDE.03 ICE1VD.01 ICE1VD.03 ICE1VD.03 ICE1VD.01 ICE1VD.03 ICE1VD.03 ICE1VD.04 ICE1VD.03 ICE1VD.03 ICE1VD.03 ICE2/AUD.04 ICE2/AUD.02 ICE2/AUD.04 ICE2/AUD.02 ICE2/AUD.04 ICE2/AUD.04 ICE2/AUD.04 ICE2/AUD.04 ICE2/AUD.04 ICE2/DEC.02 ICE2/DEC.02 ICE2/DEC.02			
Cancel) <mark></mark> s	ave]

Figure 285 Generic Validation Service - Type Tab: Clip Size Validation (Devices)

Clip Size Validation: File Extensions Tab

Lists the possible file extensions for the clip. To add an extension, type it in the field provided and click on **Add**. To remove an extension, select it and click on **Remove**.

HS ValidationConfigForm	_ 🗆 X
General Type Error Reporting	
A Chain B Chain Devices File Extensions Thresholds	
	Cancel Save

Figure 286 Generic Validation Service - Type Tab: Clip Size Validation (File Extensions)

Clip Size Validation: Thresholds Tab

The configured tolerance is either a Percentage difference or an Absolute difference in bytes between the file sizes on the devices configured on Chain A and Chain B.

HS Validation	ConfigForm	_ _ ×
General Typ	e Error Reporting	
A Cha	in B Chain Devices File Extensions Thresholds	
	Validation Threshold	
	Absolute D bytes	
	Percentage 0 % B compared to A chain	
	Cancel	Save

Figure 287 Generic Validation Service - Type Tab: Clip Size Validation (Thresholds)

MPP Event Validation

HS ValidationConfigForm	_ 0	x
General Type Error Reporting		
Event types to check that parameter values match across a set of MPP events		
Available Event Types Configured Event Types	i	
AE After Bumer Lower Third - Ch1_DEFAULT AE After Bumer Lower Third - Ch1_NAB2014 AE After Bumer Lower Third - Ch10_'NAB2014' AE After Bumer Lower Third - Ch10_DEFAULT AE Main Event Template-Channel10 AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - Simple Tonight Ch10_DEFAULT AE Menu - Simple Tonight Ch10_Line Up AppStoreInfoEvent AppStoreProgram Audio Over (s) BBC Wales Audio Over (s) BBC Wales Audio Over (s) Technical Difficulties Audio Over (s2) BBC Wales Audio Over (s2) Technical Difficulties Audio Over (s2) Trumpets Audio Over (s2) Trumpets		
Cancel	Save	e

Figure 288 Generic Validation Service - Type Tab: MPP Event Validation

Use the **Add** & **Remove** controls to move event types between the Available Event Types and Configured Event Types lists. Click on an event type in order to select it individually, or use <Ctrl> click or <Shift> click in order to select multiple event types.

Event Time Validation

HS ValidationConfigForm	n					x
General Type Error Re	eporting					
General Type Error Re Avaii Channel20_Audio Shu Channel20_Audio Shu Channel20_BARS for Channel20_BARS for Channel20_CB Bars for Channel20_CB Bars for Channel20_Channel L Channel20_Channel L Channel20_Channel L Channel20_Channel L Channel20_CC Media Channel20_ICE Media Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ Channel20_ICE Nativ	eporting lable Event Types ffle <track tags=""/> EBS_2 ffle <track tags=""/> TESTCLIP ffle <track tags=""/> TESTCLIP ffle <track tags=""/> TESTCLIP ffle_Source Pair1 to Output Pair ffle_Source Pair2 to Output Pair ffle	Add -> <- Remove	Co	onfigured Event Type	5	
	- 1_					
				Cancel	Save	

Figure 289 Generic Validation Service - Event Time Validation

Use the **Add** & **Remove** controls to move event types between the Available Event Types and Configured Event Types lists. Click on an event type in order to select it individually, or use <Ctrl> click or <Shift> click in order to select multiple event types.

14.12.1.9 The Error Reporting Tab

The Error Reporting tab is used to specify the icons that appear in the **Validation** column on the Editor schedule for each validation level. If a level is not associated with an icon then no icon is displayed on the Editor when an error is found.

😬 ValidationConfigForm							
General Type Error Reporting							
	Message	Error Level		lcon			
	Pbak Validation Crit	Critical	Default	WCRITICAL	8	Default	
	Pbak Validation Error	Елтог	Default	WERROR		Default	
	Pbak Validation Info	Information	Default	WINFORMATION	6	Default	
	Pbak Validation No	None	Default	WNONE	\bigcirc	Default	
	Pbak Validation W	Warning	Default	WWARNING	<u> </u>	Default	
	Device Disconnect	Critical	Default	WCRITICAL	8	Default	
×	Call Failure	Error	Default	WERROR		Default	
Cancel Save							

Figure 290 Generic Validation Service - Error Reporting Tab

For each message, click on the **Default** button next to the error level in order to restore the warnings to their default settings.

Click on the **Default** button next to the icon column for a message in order to restore the icon to the default setting.

Warning Levels

The following warning levels are available for the validation messages.

- Critical No mov or mxf file (essence missing)
- Error Timecode errors
- Information Not used
- Warning Mixer validation only (starttime/endtime is incorrect)
- None No errors

14.13 HUD Fax Service

This service sends the contents of the HUD (refer to page 21) as a serial datastream allowing broadcasters to send current schedule data to their regions or affiliates. The configuration options for this service are shown in Figure 291 below.

HUD Fax Config	
Time (ms) between checks	Compass Style Gpi to Morpheus Device Map
Serial port COM3	
Channel Channel 1	3 4
DVB Param Name	5
Tag Param Name Tag	8
	10
	12
	13
	15
	17
	19
	21
	22 23
	24
	26
	27 28
	29 30
	31 32
	_
	Update
	Cancel Save

Figure 291 HUD Fax Service Configuration

14.14 Lazy Parameter Evaluation Service

This service allows the use of the following parameter script methods for an Event Type parameter:

- LazyParameterFromTextObjectScript
- LazyParameterFromSingleLineScript
- LazyParameterFromFlexibleExpresson

The service updates event parameters when possible rather than immediately or to an exact time frame. There is no additional configuration for this service. If an event is updated more than 10 times in any one minute, any further updates are suspended for five minutes.

For further information, refer to Section 7.2.3.7 Parameter Linking.

14.15 Lazy True Time Service

This service enables / disables events that prevent an absolute event becoming preset at its designated start time, but in a lazy way. This improves performance in a system that contains a large number of events before an absolute 'True Time' event. For further information, refer to the 'True Time WIndow (# root events)' parameter in Chapter 7.7.1 System Tab.

The following configuration option is available:

Lazy True Time Service Configuration	
Time between runs (seconds) 10	
	Cancel Save

Figure 292 Lazy True Time Service Configuration Window

The service runs at the configured interval (time between runs in seconds) and manages the events in batches.

Note:

Do not use this service without advice from Grass Valley.
14.16 Live Record Decorator Service

This service generates an 'Instance' record in the Morpheus media management database (refer to page 588) in preparation for a live recording using a Subevent (refer to page 648). It reserves a file ID and then, at the end of the live recording, enters the eventual duration and updates the encoded flag.

14.16.1 Configuring the Live Record Decorator Service

The Live Record Decorator service can be configured using the following window.

LiveRecord Event Decorator Service Configurati	ion	
Channels Settings		
Available channels		Channels to decorate
CH1 CH2		Channel 10
Region 1 Region 2	>	
CH3 Channel12		
Screen Too Pagion 11	<	
Region 12 CHI Staring		
CH2-Staging		
Channel20		
		Cancel Save

Figure 293 Live Record Decorator Service - Channels Tab

14.16.1.1 Channels Tab: Selecting the Channels to Manage

- 1. On the **Channels** tab, under **Available channels**, select the channels to decorate.
- 2. Click on --> .

The channels appear under Channels to decorate.

Note:

To prevent a channel from being decorated, select it under **Channels to decorate** and then click on |

14.17 Lock Decorator Service

The Lock Decorator service prevents the deletion of material that is needed for playout.

This service populates the 'Locks' table in the Morpheus media management database (refer to page 588) by looking ahead by a set amount of time in the Editor schedule for a channel. The default look ahead is 24 hours.

The service also updates the 'last used' and 'last aired' fields in the database.

14.17.1 The Channels Tab

Channels Algorithm parameters Video servers Available channels Channels to decorate CH1 CH2 CH3 > Screen Too Channel 12 CH1-Staging Channel 10 CH2-Staging Channel 10	figuration
Available channels Channels to decorate CH1 Region 1 CH2 CH3 Screen Too Channel 12 CH1-Staging Channel 10 CH2-Staging Channel 10	i parameters Video servers
CH1 CH2 CH3 ScreenToo CH1-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-Staging CH2-S	s Channels to decorate
	S → Region 1 Region 12 Channel 10 Channel 20
Cancel Save	Cancel Save

Figure 294 Lock Decorator Service - Channels Tab

Using the Channels tab, select the channels to decorate.

- 1. Under **Available channels**, select the channels to decorate.
- 2. Click on -->

The channels appear under Channels to decorate.

Note:

To prevent a channel from being decorated, select it under **Channels to decorate** and then click on |

14.17.2 Algorithm Parameters Tab

Lock Decorator Configuration		
Channels Algorithm parameters Video servers		
Priority window Priority window top level event count 50 Priority window period	Workload % Priority 10 Changes 50 Background 40	× ×
Throttle 7%		
	Cancel	Save

Figure 295 Lock Decorator Service - Algorithm Parameters Tab

Each option on this tab is described below.

Option	Description
Priority Window	Events in the priority window are considered to be the highest priority. The Lock Decorator service checks these events more frequently than those outside of the window. The priority window either uses the event count value or all events within a given time window, depending on which covers the largest number of events.
Workload %	Configure the workload distribution of the service. The percentage of time on priority and changes can be modified as desired with the remainder left for background checks.
Throttle	The throttle is applied in the Carburetor algorithm used while applying changes to the EventStore model (refer to page 9). The default is 7%.
Table 30 Lock Decora	tor Sonvice Algerithm Parameters

 Table 30
 Lock Decorator Service Algorithm Parameters

14.17.2.1 Video Servers Tab

Lock Decorator Configuration		
Channels Algorithm parameters Video servers		
Available Servers(7) DEMO-ICE ICE1_GFX ICE2_GFX ICE2_SDC ICE3_GFX K2_DEVICE MEDIADECK_2	->	Lock List(3) ICE1 ICE2 ICE3
Include Page Devices		Lock Window
		00:00:00
		Cancel Save

Figure 296 Lock Decorator Service - Video Servers Tab

- 1. On the Video servers tab, under Available Servers select the server to post locks for.
- 2. Click on --> .

The servers appear in the Lock List.

- 3. In the **Lock window** field, enter the required time period.
- 4. To include page (for example, ImageStore) devices in the lock list, select the **Include Page Devices** checkbox. By default it is unchecked.



14.18 Material Decorator Service

The Material Decorator service populates fields on the Editor schedule and in the EventStore using data from the Morpheus media management database (refer to page 588). The fields that are decorated depend on the Material Decorator configuration. Refer to 'Fields to Decorate Tab' on page 466.

The service uses the 'material ID' and 'device ID' keys (refer to page 614) to query the database and add the relevant information. It retrieves this information using the Application Server (refer to page 165) and .NET remoting.

14.18.1 Status Barrels

The Material Decorator also enters a 'status barrel' in the **Main** column on the Editor schedule. The barrel shows the event's 'material status' (for example, whether or not the material is in the database or if a transfer is in progress - refer to 'Transfer Decorator Service' on page 512). It also enters a value for each event's material status into the EventStore.

If the material status is 'not available' then the Transfer Decorator posts a request for the material.

If the Material Decorator is not running, the material status is not displayed correctly in the Editor and no transfer requests are posted.

Table 31 below shows the status barrels that appear on the Editor schedule.

EventStore Material Status	Meaning	Status Barrel
0	No response from the Decorator	
1	An instance of the material ID exists on the device specified in the event.	
2	The material ID exists in the database but there is no instance of it on the specified device. The Transfer Decorator scans for this status.	ŧ
3	The material does not exist anywhere in the database.	Þ ¢
4	The material ID exists but no instances are found.	?
5	The Transfer Decorator found a red barrel and posted a transfer request.	
6	A transfer is in progress.	
7	The transfer failed.	×

Table 31 Event Material Status Barrels

If the material is in the process of being transferred (status 6), Morpheus can be configured to display a progress bar behind the barrel. Refer to Section 13.1 Common Configuration Settings for further information.

Note:

14.18.2 'Decorate Always' / 'Decorate Once Only'

The Material Decorator has two settings: Decorate Always and Decorate Once Only. Each of these is described below.

• Decorate Always

The normal system setting, 'Decorate Always', prevents operators from changing the value for any fields that have been configured to be decorated. It constantly decorates the fields. It operators modify a value on the Property Inspector (refer to page 5) and click on **OK**, the property reverts to its original value.

The **Decorate Always** setting is set by unchecking the 'decorate once only' box in the channel settings.

Decorate Once Only

The 'Decorate Once Only' system setting overrides the 'Decorate Always' setting. It allows operators to use the Property Inspector to change the initial values of fields.

The Decorate Once Only setting can be applied in the Configurator (refer to page 50). On the Configurator toolbar, click on **Configure Channels**. On the Channels window, click on the More Properties tab. Select the **Decorate once only** check box.

Note: Operators can change a value for a property that is decorated constantly using the **Multipart Programme Id** field on the Property Inspector. This is described in the Morpheus Operators manual.

14.18.3 Configuring the Material Decorator Service

The options on the Material Decorator Configuration tabs are described below.

14.18.3.1 Channels Tab

Using the Channels tab, select the channels to decorate.

Even	t Deco	rator Configuration			
Cha	innels	Algorithm parameters	Fields to decorate	Miscellaneous	s Wamings
- A	vailable	e channels		G	Channels to decorate
	legion 1 legion 2 H3 hannel creen T hannel legion 1 H1-Sta H3-Sta hannel	12 oo 10 1 2 ging ging 20		>	CH1 CH2
					Cancel Save

Figure 297 Material Decorator Service - Channels Tab

Select channels as follows:

- 1. Under Available channels, select the channels to be decorated.
- 2. Click on --> .

The channels appear under Channels to decorate.



To prevent a channel from being decorated, select it under **Channels to decorate** and then click on $|_{<--}|$.

14.18.3.2 Algorithm Parameters Tab

Sets priority and workloads.

Event Decorator Configuration		
Channels Algorithm parameters Fields to decorate Miscellaneous Warn	nings	
Priority window Priority window top level event count Priority window period	Workload % Priority Changes Background	10
Throttle 7%		
Block Write Size (20ms)		
	Cancel	Save

Figure 298 Material Decorator Service - Algorithm Parameters Tab

Priority Window

A configurable margin within which events are considered to be of the highest priority. The Material Decorator Service performs checks on these events more frequently than on others. The Priority Window in based upon two different measurements:

- Priority Window Top Level Event Count

The next 50 events after the programme event.

- Priority Window Period

All events that fall within the specified period of time.

The Priority Window automatically switches to the measurement that covers the greatest number of events.

Workload %

Configure the workload distribution of the service. The percentage of time on priority and changes can be modified as desired with the remainder left for background checks.

Additional Controls

- Throttle

The throttle is applied in the Carburetor algorithm used while applying changes to the EventStore model. The default is 7%.

- Block Write Size

The maximum duration that the service locks the EventStore model (refer to page 9) for to perform write transactions. The default is 25ms.

14.18.3.3 Fields to Decorate Tab

Use the Fields to decorate tab to select those fields that the Material Decorator will populate.

Event Decorate	or Configuration				
Channels Alg	orithm parameters	Fields to decorate	Miscellaneous	s Warnings	
Available fiel SomOffset BreakawayA ErrorMessag MasterTapef ExtendedSta	lds udio Material Id e Found tus Bitmap		> < Help	Fields to decorate Oid Materialld InstanceLabel DatabaseDuration EventMaterialType MaterialStatus Duration GuardMaterialId MaterialDuration PlayoutDeviceSom Title MasterSom StorageDevice	
				Cancel Save	

Figure 299 Material Decorator Service - Fields to Decorate Tab

Fields will only be populated by the Material Decorator if they are listed in the **Fields to decorate** table. To move fields between the **Available fields** and **Fields to decorate** tables, click on a field to highlight it and use the left and right arrow buttons.

Use the Help button to obtain a brief explanation of the individual fields.

Table 32 lists all of the available fields, and identifies those that are essential and those that are optional.

Field	Essential/Optional/Not Required
Oid (Object Identifier)	Optional
MaterialID	Optional
Breakaway audio material ID	Optional
Guard material ID	Optional
Error message	Optional
Master tape found	Optional
Instance label	Essential
Storage device	Optional but desirable
Master SoM	Optional
Title	Optional but desirable
Event material type	Optional
Duration	Optional but desirable
Material duration	Optional
Database duration	Optional
Material status	Required for status barrels
SoM offset	Optional
Playout device SoM	Optional but desirable
Table 32 Fields to Decorate	

14.18.3.4 Miscellaneous tab

This tab provides additional configurations for the service.

Event Decorator Configuration			
Channels Algorithm parameters Fie	lds to decorate	Miscellaneous	Warnings
Subtract audio leads from inp	oint in the datab	ase	
Protect from airing non-QC m for the channel's Owner Id Gr	aterial and mate oup	erial not	
Decorate programme event Ir	stanceLabel (Fi	leld)	
Allow Duration Update of Started	Events		
Not Allowed O Li	ve Record Even	its Only 💿 A	All Events
Select Material Type to be decor These settings work in differen as a field for decoration on the If EventMaterialType is being of Material Type returned from th If EventMaterialType is not bei on the EventMaterialType para Note - all Material Events are n will fail to play out. Thus it may be necessary to ha	ated t ways dependir "Fields to decor lecorated then the Media databased ing decorated the meter on the even equired to be de two several serv	ng on whether th rate" tab nis service will o se. en this service w vents. ecorated in order ices covering th	the EventMaterialType field is selected only decorate events based on the will only decorate events based er to make them valid, else they he different options.
Commercial	🔽 Live Rec	ord	
Junction	V Program	me	
V Live			
			Cancel Save

Figure 300 Material Decorator Service - Miscellaneous Tab

- Select Material Type to be Decorated

Select the material types to be decorated by the Morpheus system. By default, all material types are selected.

If the EventMaterialType is not decorated and the material type in this option *is not* selected, the schedule provides the event data (for example, inpoint). If the material is selected, the event data is decorated by the database.

If the EventMaterialType is decorated, the service queries the database for the correct event data. If material type in this option *is not* selected, the schedule provides the event data (for example, inpoint). If the material is selected, the event data is decorated by the database.

14.18.3.5 Warnings Tab

Apply warning icons to the **Validation** field on the Editor schedule. These are displayed if the service detects a discrepancy between the field value in the event and the Morpheus media management database.

Double-click on the Icon name column next to the required field to type in a path to the icon.

Event Deco	orator Configuration						
Channels	Algorithm parameters	Fiel	ds to decorate	Miscellaneous	Wamings		
Field			Icon Name				ן ר
MasterS	iom						
Playout	DeviceSom						
SomOffs	set						
Material	Duration						
Title							
EventM	aterialType						_
Duration	1						-
							-
							-
							-
							-
						Cancel Save	

Figure 301 Material Decorator Service - Warnings Tab

Note: If the service is configured to decorate a field with a configured icon, the service overwrites the field to match the value from the Morpheus Media Management database and no warning icon is displayed.

14.19 MediaBall Decorator Service

Creates MediaBalls for the selected channels using information from the EVENT_TYPE_ASSOCS and CUSTOM_PARAMS tables in the Media Management database.

Configure this service using the Mediaball Decorator configuration window as shown below:

Event Decorator Configuration					
Channels Algorithm parameters					
Channels Algorithm parameters Available channels CH1 CH2 Region 1 Region 2 CH3 Channel12 ScreenToo Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging	->	Channels to decorate Channel 10 Channel20			
		Cancel Save			

Figure 302 MediaBall Decorator Service - Channels Tab

14.19.1 Channels Tab

Select channels as follows:

- 1. Under Available channels, select the channels to be decorated.
- 2. Click on --> .

The channels appear under Channels to decorate.

Note: To prevent a channel from being decorated, select it under **Channels to decorate** and then click on ______ .

14.19.2 Algorithm Parameters Tab

Event Decorator Configuration		
Channels Algorithm parameters		
Priority window Priority window top level event count Priority window period	Workload % Priority Changes Background	10 x 50 x 40
Throttle 7% Image: State of the		
	Cancel	Save

Figure 303 MediaBall Decorator Service - Algorithm Parameters Tab

Select the channels to decorate on the **Channels** tab and set priority and workloads on the **Algorithm Parameters** tab as described in Section 14.18.3.2 Algorithm Parameters Tab.

14.20 MediaBall Inserter Service

This service automatically adds secondary events (refer to page 648) or MediaBalls (refer to page 53) to specific Event Types (refer to page 52) in one or more selected channels.

1. To configure the service, click on the **Add** button in the Mediaball Inserter Service Configurations window.

Mediaball Inserter Service Configurations						×
Channels To Decorate	For Events Of Type	Create Children Of Type	Material Types To Decorate	Once Only	First Offset	Repeat Every
Add Edit Delete	·		·		Cance	l Save

Figure 304 MediaBall Inserter Service Configurations Window

Mediaball Inserter Con	ig			X
Channels				
Available Channels	Cł	nannels to [Decorate	•
CH1 CH1-Staging CH2 CH2-Staging CH3-Staging CH3-Staging Channel 10	>			
For Events of Type				-
When Material Type is Available Material Types Commercial Junction Live LiveRecord Programme	Mate	rial Types	to Deco	rate
Frequency Once Only	First Offset Repeat every	00:00	00:00 00:00	
	Cance		Save	

2. The Mediaball Inserter Config window will be displayed (Figure 305).

Before applying settings, select the channels to configure. It is only possible to select Event Types that are valid for all channels. To populate events regardless of their material type, select all material types. If no material types are selected then no events are decorated.

Channels Pane

- Available Channels / Channels to Decorate

Select the channels that the MediaBall will appear in.

Under Available Channels, select the required channels.

Click on -->

The channels appear under Channels to Decorate.



To prevent a channel from being decorated, select it under **Channels to decorate** and then click on ______.

Main Window

- For Events of Type

Select the Event Type to which the MediaBalls will be added.

- Create Children of Type

Select the type of MediaBall or secondary event that is to be added.

'When Material Type Is' Pane

- Available Material Types / Material Types to Decorate

From the **Available Material Types** list, select the material type to add. Use the right arrow to move it to the Material Types to Decorate list.

Frequency Pane

- Once Only

Select this check box if only a single occurrence is required.

- First Offset

The offset for the first addition of the selected MediaBall. The offset is the time difference between the start of a secondary event and the start/end of the primary event above it. It is possible to set a negative offset.

- Repeat Every

The interval at which the Mediaball/secondary event is added after the First Offset.

14.21 Missing Material Recovery Service

A feature to provide for continuous playout when media, specified in an event on the schedule, is missing or unavailable.

When this service is running, it monitors events within a configurable look-ahead to establish whether or not the MaterialID specified for the main source is available - in the absence of the material, the MaterialID is substituted with an alternative from a guard event on a 'dummy' source.

Note: The material specified by the MaterialID on the 'dummy' guard source must be stored on the main source device, as no material request will be issued.

The configuration process, detailed below, requires the following:

- Creation of an instance of the Missing Material Recovery Service
- Creation of a 'dummy' device
- Creation of a 'dummy' source
- Insertion of a 'dummy' guard event into the schedule

14.21.1 Configuring the Missing Material Recovery Service

1. Click on **Add** in the Missing Material Recovery Service Configuration window (Figure 306).

Missing Material	Missing Material Recovery Service Configuration						
Channel Name	Event Window	Keep Original Duration	Set Validation Warning	Event Types			
CH1	00:00:15;00	True	True	1 event types configured			
Add	Add Edit Delete Cancel Save						

Figure 306 Missing Material Recovery Service Configuration Window

2. The Service Configuration window is displayed.

Service Configuration	×
Channel CH1 Event Window: hrs 0 mins 0 secs 15 Event Duration: Image: Keep 1st choice material duration Validation Warnings: Insert validation warning Events: Insert validation warning Events: Insert validation warning CFC DeadRoll Start xDemo - Subtitles and Closed Captions Ch1 Image: AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_Line Up CFC DeadRoll End Channel 1 - Staging Default Main Event	?
Cancel OK	

Figure 307 Missing Material Recovery Service - Service Configuration Window

- Channel

Select the channel that the service will monitor.

- Event Window

Enter an amount of time, ahead of the event on the main source going to air, from which point the service will check its material status for the availability of the media. The service will continually check the material status for the duration of the Event Window up to the scheduled start time.

It is possible that more than one event will simultaneously fall within the Event Window - in which case the material status of each will be checked.

The default value is 15 seconds.

- Event Duration: Keep 1st Choice Material Duration

Event duration is configurable - so as not to disrupt the schedule, the duration of the original event on the main source can be preserved by applying it to the substituted 'dummy' guard event.

Tick the checkbox to enable.

- Validation Warnings: Insert Validation Warning

Post validation warnings in the validation column of the Editor in order to indicate that the service has swapped the MaterialID of the event on the main source for that from the guard source. This occurs when the service detects that the media associated with the MaterialID for the event on the main source is either missing or unavailable within the time specified by the Event Window.

Tick the checkbox to enable.

- Events

Select all of the event types, assigned to the defined channel, that this instance of the service will monitor.

Note:

For the service to function, the following must apply:

- The Material Status of the event on the main source must not be any of the following: 'Exists on Required Server', 'Unknown'.
- The Material Status of the event on the guard source must be 'Exists on Required Server'.

Material Status is indicated by the barrels in the Editor.

14.21.2 Configure the EventStore

Since the guard event cannot be used in its conventional 'guard' manner, its associated source device must be a test / dummy device created specifically for the unique purpose of storing an alternative MaterialID for the main source.

- 1. Create a 'Dummy' Device
 - a) From the Configurator, clone the device that is to play the media, and on which the channel, monitored by the Missing Material Recovery Service, is enabled.
 - b) Select a new name for this 'dummy' device all other properties must remain unchanged. The device ID must be that of the main device (it is used when the Material Decorator accesses the MAPP database).
- 2. Create a 'Dummy' Guard Source
 - a) Configurator > Configure Channels > Sources Tab Clone the source of the main play clip event to create a 'dummy' guard source.
 - b) Select a new name for this 'dummy' guard source.
 - c) Tick the **Dummy Source** checkbox.
- Note: A 'dummy' guard source cannot be used as a main or a real guard source. When the **Dummy Source** checkbox is ticked, the following are disabled in order to prevent a Take Guard from being performed on the source:
 - The **Take Guard Enabled** checkbox (for the source in the Configurator)
 - The Toggle Guard right-click menu option in the Editor
 - Take Guard PGM and Take Guard PST buttons on the MIP

When configured with a 'dummy' guard source, the main source cannot also have a real guard source.

3. Configure the Main Source

<u>On the main source:</u> in Configurator > Configure Channels > Sources Tab, from the **Guard Source** drop-down menu, select the source that will act as the 'dummy' guard source.

4. Build the Schedule

Select a material event for the 'dummy' guard source, and insert it directly below the main material event in the schedule.

The MaterialID for the event on the 'dummy' guard source must be different from that specified on the main source, and it should be a clip that is always present on the target device, such as an 'evergreen' clip.

14.22 Morpheus DB Decorator Service

The Morpheus DB Decorator service can query any field in the ITEM (refer to page 593) and INSTANCE (refer to page 597) tables in the Morpheus media management database (refer to page 588) and use these to obtain metadata (refer to page 588). The service makes the data available to the EventStore as a parameter to send to a device.

For the service to work, both of the following need to be configured:

- The Host Shell service
- The EventStore

The Host Shell service must be configured to decorate the details required. Refer to 'Configuring the Morpheus DB Decorator Service' below.

When the Host Shell service has been configured, it searches through the EventStore, looking for any parameters that have the 'Parameter Script Method' set to Decorator and the 'Parameter Script Arguments' set to a valid value for the DB Decorator Service. Refer to Chapter 14.22.3 Configuring the EventStore.

Note: The Morpheus DB Decorator service must be running if the **QC** and **Notes** columns are to be displayed on the Editor schedule. It is also necessary for some types of parameter linking (refer to page 590).

14.22.1 Channels Tab

Select the channels to decorate as follows:

- 1. Under Available Channels, select the required channels.
- 2. Click on --> .

The channels appear under Channels to Decorate.

Note: To prevent a field from being decorated, select it under **Channels to decorate** and then click on ______ .

HS MAPPDecoratorConfigFor	m					x
Channels Algorithm parameter	S					
Available channels			6	Channels to decora	te	
CH1 CH2	<u>^</u>					
Region 1 Region 2		;				
CH3 Channel12						
Screen Too	E	<-	-			
Region 11						
CH1-Staging						
CH2-Staging CH3-Staging	-					
Item Fields Instance Fields	Presentation Fields	Audio S	huffling	DSK configuration	Subtitle configuratio	n 🔸 🕨
Material Type	Decorate Once	-	Arch	ive	Decorate Once	-
Owner ID	Decorate Once	-	Aspe	ect Ratio	Decorate Once	▼
Purge Date	Decorate Once	–	Revi	ewed By	Decorate Once	-
Scavenge	Decorate Once	-	Filed	l Date	Decorate Once	-
Notes	Decorate Once	–	Statu	IS	Decorate Once	-
Material ID	Decorate Once	•	Epis	ode Number	Decorate Once	-
Title	Decorate Once	T	Num	ber Of Tapes	Decorate Once	▼
On Air Duration	Decorate Once	-	Subt	itle Reference	Decorate Once	-
Run On Duration	Decorate Once	-				
					Cancel Sav	e

Figure 308 MAPP Decorator Configuration Form - Channels Tab

Configure the channels as follows:

- 1. From each of the sub-tabs, tick the checkboxes against the fields that the service is to decorate:
 - Item Fields
 - Instance Fields
 - Presentation Fields
 - Audio Shuffling
 - DSK Configuration
 - Subtitle Configuration
 - GPI Configuration
 - Aspect Ratios
- 2. For each desired field, select either **Decorate Once** or **Decorate Always** from the adjacent drop-down menu.

If **Decorate Always** is selected, any changes made to that parameter is overwritten by data from the database. If **Decorate Once** is selected, the parameter is only decorated once and after that any changes made by an operator are kept.

14.22.2 Algorithm Parameters Tab

Set priorities and workloads.

HS MAPPDecoratorConfigForm		X
Channels Algorithm parameters		
Priority window	Workload %	
Priority window ten level event count	Priority	10 🜲
	Changes	50 🌲
Priority window period	Background	40
Throttle 7%		
Block Write Size (20ms)		
· · · · · · · · · · · ·		
	Cancel	Save
	Cancel	Save

Figure 309 MAPP Decorator Configuration Form - Algorithm Parameters Tab

Option	Description
Priority Window	Events in the priority window are considered to be the highest priority. The Morpheus DB Decorator service checks these events more frequently than those outside of the window. The priority window either uses the event count value or all events within a given time window, depending on which covers the largest number of events.
Workload %	Configure the workload distribution of the service. The percentage of time on priority and changes can be modified as desired with the remainder left for background checks.
Throttle	The throttle is applied in the Carburetor algorithm used while applying changes to the EventStore model (refer to page 9). The default is 7%.
Block Write Size	The Maximum duration that the service will lock the EventStore model for to perform write transactions. The default is 25ms.

 Table 33 Morpheus DB Decorator Algorithm Settings

14.22.3 Configuring the EventStore

When the fields to be decorated have been configured for the Morpheus DB Decorator service, it is necessary to configure the EventStore. Required Event Types (refer to page 52) must have 'parameter script arguments' set using the 'AddaParameter' window, as follows:

- 1. Start the Configurator and click on Configure Events on the toolbar.
- 2. On the list of Event Types, click on the required Event Type.
- 3. On the All Parameter Definitions tab, double-click on the required event parameter (refer to page 79).

The AddaParameter window is displayed.

- 4. Set the **Parameter Script Method** field to **Decorator**.
- 5. Enter the required **Parameter Script Arguments**. This field should be set to a valid value for the DB Decorator Service and should start with **MORPHEUS DB::** (refer to 'Parameter Script Arguments' on page 483).

MC Modify Parameter Prop	erties For Single Event Type
T	
Parameter Type	AudioModeParamDef
Parameter Name	AudioMode
Parameter Alias	
Parameter Mode	Editable 💌
Default Value	0
Kernel Param No	5
Display Order	0
Visible	
Paste Action	AlwaysPasteValue 🔹
Schedule Load Action	AlwaysLoadValue 👻
Parameter Script Method	Decorator 👻
Parameter Script Arguments	RPHEUSDB::PRESENTATION::STEREOROUTING]
	OK Cancel

Figure 310 EventStore Parameter Properties for Single Event Type

14.22.3.1 Parameter Script Arguments

The following is a full list of the Parameter Script Arguments.

Presentation Table Fields (refer to 'Presentation Table' on page 602)

```
MORPHEUSDB::PRESENTATION::PROGRAMTYPE,
MORPHEUSDB::PRESENTATION::PDC,
MORPHEUSDB:: PRESENTATION:: STEREOROUTING,
MORPHEUSDB::PRESENTATION::PROGRAMLEVEL,
MORPHEUSDB:: PRESENTATION:: DSK1DURATION,
MORPHEUSDB:: PRESENTATION:: DSK2DURATION,
MORPHEUSDB::PRESENTATION::DSK3DURATION,
MORPHEUSDB:: PRESENTATION:: DSK4DURATION,
MORPHEUSDB::PRESENTATION::DSK1INPOINT,
MORPHEUSDB::PRESENTATION::DSK2INPOINT,
MORPHEUSDB::PRESENTATION::DSK3INPOINT,
MORPHEUSDB::PRESENTATION::DSK4INPOINT,
MORPHEUSDB::PRESENTATION::DSK1MATERIALID,
MORPHEUSDB::PRESENTATION::DSK2MATERIALID,
MORPHEUSDB::PRESENTATION::DSK3MATERIALID,
MORPHEUSDB::PRESENTATION::DSK4MATERIALID,
MORPHEUSDB:: PRESENTATION:: DSK1DEVICE,
MORPHEUSDB::PRESENTATION::DSK2DEVICE,
MORPHEUSDB::PRESENTATION::DSK3DEVICE,
MORPHEUSDB::PRESENTATION::DSK4DEVICE,
MORPHEUSDB::PRESENTATION::AUDIOCHANNELGAIN,
MORPHEUSDB::PRESENTATION::SUBTITLETYPE
```

Item Table Fields (refer to 'Item Table' on page 593)

MORPHEUSDB::ITEM::TITLE, MORPHEUSDB::ITEM::ONAIRDURATION, MORPHEUSDB::ITEM::RUNONDURATION, MORPHEUSDB::ITEM::SUBTITLEREF, MORPHEUSDB::ITEM::REVIEWEDBY, MORPHEUSDB::ITEM::NOTES, MORPHEUSDB::ITEM::FILEDDATE, MORPHEUSDB::ITEM::STATUS, MORPHEUSDB::ITEM::EPISODENUMBER, MORPHEUSDB::ITEM::NUMBEROFTAPES, MORPHEUSDB::ITEM::ASPECTRATIO, MORPHEUSDB::ITEM::MATERIALTYPE, MORPHEUSDB::ITEM::OWNERID, MORPHEUSDB::ITEM::PURGEDATE, MORPHEUSDB::ITEM::SCAVENGE, MORPHEUSDB::ITEM::ARCHIVE, MORPHEUSDB::ITEM::CATEGORYID

Instance Fields (refer to 'Instance Table' on page 597)

MORPHEUSDB::INSTANCE::SOURCEDEVICEID, MORPHEUSDB::INSTANCE::LASTAIREDDATE, MORPHEUSDB::INSTANCE::USAGECOUNT, MORPHEUSDB::INSTANCE::TIMECODEIN, MORPHEUSDB::INSTANCE::TIMECODEOUT, MORPHEUSDB::INSTANCE::VITC, MORPHEUSDB::INSTANCE::LTC, MORPHEUSDB::INSTANCE::DELETEAFTER, MORPHEUSDB::INSTANCE::TECHNICALCOMMENT, MORPHEUSDB::INSTANCE::VIDEOCOMPRESSION, MORPHEUSDB::INSTANCE::AUDIOMODE, MORPHEUSDB::INSTANCE::AUDIOSAMPLERATE, MORPHEUSDB::INSTANCE::QUALITYCHECK, MORPHEUSDB::INSTANCE::RUNON, MORPHEUSDB::INSTANCE::RECORDEDDATE, MORPHEUSDB::INSTANCE::RUNON, MORPHEUSDB::INSTANCE::CLIPREF

14.23 MTV Rules Engine Decorator Service

This service populates a schedule, or a segment of it, according to a playlist created automatically by a rules engine linked to a web-based voting system.

14.24 NplusOne Service

This service posts transfer requests for material for all events within the next hour, for all channels that are configured to use the N+1 channel. This means that the video servers always have the next hour of material ready in the event of one of the N+1 channels goes to air.

It also locks the material for all events in the next hour, for all channels that are configured to use that N+1 channel. This is to prevent the Video Network Manager (VNM) from performing any background deletion of the files.

14.24.1 Channels Tab

Select the channels to decorate.

N+1 Configuration						
Channels Settings						
Available channels Channels to decorate						
Available channels CH1 CH2 Region 1 Region 2 CH3 Channel12 ScreenToo Channel 10 Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Channel20	Channels to decorate					
	Cancel Save					

Figure 311 NplusOne Service Configuration Window - Channels Tab

Select the channels to decorate as follows:

- 1. Under Available Channels, select the required channels.
- 2. Click on -->

The channels appear under Channels to Decorate.

Note:

To prevent a field from being decorated, select it under **Channels to decorate** and then click on |

14.24.2 Settings Tab

This tab contains additional NplusOne options as shown below:

N+1 Configuration			
Channels Settings			
Target channel database owner IDs (CSV)			
Time between scans (seconds)	60	* *	
Window			
Root event count (0 = no limit)	10	×	
Minimum time in future	00:00:02:00		
Maximum time in future	05:00:00:00		
Transfers			
Source DeviceId	Target DeviceId		
			Delete
		•	Add
Pid	0		
Allow transfer retardation	\checkmark		
Post transfers if uncoded instance exists			
Ignore transfer errors older than (0 to disable repost)	00:10:00:00		
		Cancel	Save

Figure 312 NplusOne Service Configuration Window - Settings Tab

- Target Channel Database Owner IDs (CSV)

Enter the owner IDs for the selected channels in a comma separated list.

- Time Between Scans (seconds)

the length of time that the service pauses before looking for new work.

Window Pane

- Root Event Count (0 = no limit)

The number of events for the service to process. A value of 0 (zero) means process all events.

- Minimum Time in Future

The earlier time to stop processing events, regardless of the root event count.

- Maximum Time in Future

The latest time to stop processing events, regardless of the root event count.

Transfers Pane

- Pid

The Process ID to receive the transfer requests.

- Allow Transfer Retardation

Allows the service to adjust a transfer request's 'Requested Time' to a later time. If this request is in use by multiple systems, deselect this option as it can cause a transfer to be late for another system.

- Post Transfers if Uncoded Instance Exists

Allows the system to post a request to transfer material even if only an *unencoded* Instance exists. If this option is not selected, the system only posts requests if an *encoded* instance exists.

- Ignore Transfer Errors Older Than

Allows the user to configure the length of time after a failed request before posting a new request. A value of 0 (zero) disables reposting.

14.25 Pbak Event Validation Service

Note: This service is deprecated and therefore no longer supported. Please use the 'Generic Validation Service', selecting the Pbak Event Validation type.

14.26 Pbak Interface Driver Service

A service that queries the duration of one or more events on a device and decorates the schedule with the new durations.

14.26.1 Algorithm Tab

- **Device Transaction Frequency** the frequency between transactions with the device.
- Schedule Validation Frequency the frequency at which the service searches the schedule for background work.

HS ValidationConfigForm			x
Algorithm Devices			
Device Transaction Frequency 1000 ms	1	1 1	· - 1
Schedule Validation Frequency 1 mins			
· · · · · · · · · · · · · · · · ·		I	1
Cancel		Sav	/e

Figure 313 Pbak Interface Driver Service - Algorithm Tab

14.26.2 Devices Tab

1. To add a new device, click on Add.

HS ValidationConfigForm			<u> </u>
Algorithm Devices			
Device Name	Event Class Ids	IP Address	Port
Add Modify	Delete		
		Cancel	Save

Figure 314 Pbak Interface Driver Service - Devices Tab

- 2. Specify a device name, IP address and port.
- 3. Select one or more Event Types to query on the device using the Event Types field as shown below:

HS Add/Modify Device	e	×
Device Name	ICE1-CH2	•
Event Types	Channel11 Default Main Event Channel12 Default Main Event Channel2 Default Main Event Channel20 Default Main Event Channel20_AE Menu - 3D Tonight	
IP Address	192.168.10.20	
Port	3830	×
	OK Canc	el

Figure 315 Pbak Interface Driver Service - Add / Modify Device

4. Click on **OK** to save the device.

There are also options to **Modify** and **Delete** an existing device.

14.27 Pernicious Time Service

Pernicious Event Configuration		
Channels Settings		
Available channels CH1 CH2 Region 1 Region 2 CH3 Channel 12	>	Channels to decorate
Channel12 ScreenToo Channel 10 Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging Channel20	<	
		Cancel Save

Figure 316 Pernicious Time Service - Channels Tab

14.27.1 Channels Tab

- 1. On the **Channels** tab, under **Available channels**, select the channels to decorate.
- 2. Click on --> .

The channels appear under **Channels to decorate**.


14.28 Reactive Live Record service

This service permits more flexible recording than the Live Record Decorator Service. It uses separate events for Start recording (ICE Class ID 917) and Stop recording (ICE Class ID 918). The service updates the Media Management database only after the Start event is complete and the metadata, for example, the inpoint, is known. Even if the metadata is insufficient, it allows the recording to continue.

The service is compatible with Panoplay.

14.28.1 Channels Tab

Select channels to use with the service.

LiveRecord Event Decorator Service Configuration	n	
Channels Settings		
Available channels CH1 CH2 Region 1 Region 2 CH3 Channel12 ScreenToo Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging CH3-Staging CH3-Staging Channel20	->	Channel 10
		Cancel Save

Figure 317 Reactive Live Record Service - Channels Tab

- 1. On the **Channels** tab, under **Available channels**, select the channels to decorate.
- 2. Click on -->

The channels appear under Channels to decorate.

Note: To prevent a channel from being decorated, select it under **Channels to decorate** and then click on _____ .

14.28.2 Settings Tab

LiveRecord	Event De	corator Service Configuration	
Channels	Settings		
		Time ahead to set the DELETE AFTER date (days)	30
	Time	to leave an event in the sin bin following a MAPP failure (seconds)	60
		Time between runs (seconds)	10
		Make MAPP instances with PLAYABLE status set immediately	V
		Set transferable when finished	
		Delay before setting transferrable (seconds)	60
	Allow cle	eanup of existing Item and Un-Encoded Instances prior to recording	
		Add validation warnings when potential problems are found	
		Validation warnings update interval (seconds)	10
		C	ancel Save

Figure 318 Reactive Live Record Service - Settings Tab

- Allow Cleanup of Existing Item and Un-Encoded Instances Prior to Recording

If a secondary record event contains a Material ID that already exists, Morpheus removes the existing item and un-encoded instances before beginning the new recording.

- Add Validation Warnings when Potential Problems are Found

If a secondary record event contains a Material ID that already exists, Morpheus creates a validation warning in the Editor. Morpheus does not attempt to delete the existing material or any un-encoded instances. The Material ID must be changed manually.

14.29 Schedule Appender Service

This service automatically appends schedule files created off-line when they are placed in the path entered in the Schedule Appender Configuration window.

Schedule Appender Co	nfiguration
Channel	CH1 •
Input Directory	C:\Morpheus
Processed Directory	C:\Morpheus\Processed
Processed Extension	done
	Cancel Save

Figure 319 Schedule Appender Service Configuration Window

14.30 Schedule Export Service

The 'Schedule Export Service' periodically exports the channel's current schedule into a schedule file in Morpheus XML format. The service can be configured to export events that meet specific criteria and fall within a certain time period.

Note: When a configured event is deleted, an export is performed regardless of whether the event is inside the configured time window or not. This is because the event information is not retrievable after it has been deleted so its start time cannot be checked.

14.30.1 Configuring the Schedule Export Service

From the Schedule Export Service Configuration window, click on Add.

Schedule E	chedule Export Service Configuration											
Channel	Export Poll Mode	Export on ES Change	Event Window	Ignore time changes	Ignore deletions	Next Event Window	Export If No Events	Folder(s)	Filename Template	Purge Files	Purge After (Days)	Event Filter
CH1	Every15Seconds	True	00:00:00:00	False	False	00:00:00;00	False		Export {0} {1} {2}	False	10	No finished ev
•	1		1	1	1	III			1	1	1	•
Add	Edit	Delete									Cancel	Save

Figure 320 Schedule Export Service Configuration Window

The Export Config window is displayed.

Export Config		x
Channel	CH1 •	
Export Poll Mode	Every15Seconds	
Export Rules		
Export on EventStore	changes 👽 Event Window: hrs 0 🌩 mins 0 🜩 🤶	
	Ignore time and duration changes	
	Ignore events being deleted	
No export when next	event is within window	
hrs 🛛 🛓 mi	ns 0 📩 secs 0 📩 ?	
Export file with no eve	ents 🔲 ?	
Folder(s)		
Filename Template	Export {0} {1} {2}.sch	
Purge Old Files	Older than (days) 10	
Event Filters		
Configure Dev	ices	
Configure Event	Types	
Include Finishe	ed Events	
	Cancel OK	

Figure 321 Schedule Export Service - Export Config Window

- Channel

Select the channel that includes the schedule to be exported.

- Export Poll Mode

Specify the frequency at which the schedule is to be exported.

Export Rules Pane

•

- Export on EventStore Changes

When selected, the service performs an export as soon as a configured event is changed in the EventStore in any of the following ways.

- The start time or duration of the event changes.
- An event is added or deleted.
 - A kernel parameter (refer to page 79) is changed.

Note: If no event filters are configured, the service exports the schedule for all events. In hold mode, event time changes are ignored.

- Event Window

If the Export on EventStore Changes check box is selected, the Event Window option becomes available. Use this option to configure a time window during which an export takes place.

Any events outside the event window are not included in the export. If the window is set to 0 hrs and 0 minutes, all configured events in the schedule are imported.

- Ignore Time and Duration Changes

This setting applies when the **Export on EventStore Change** check box is selected. The **Ignore time and duration changes** option prevents a schedule export from being performed when the start time or duration of an event changes.

- Ignore Events Being Deleted

This setting applies when the **Export on EventStore Change** check box is selected. The **Ignore events being deleted** option prevents a schedule export from being performed when an event is deleted.

- No Export When Next Event is Within Window

Prevents an export from being performed when a configured event is due on air within the specified window. The export is re-scheduled for the time that the event goes off air.

- Export File with no Events

When selected, a file is exported even when there are no events that meet the specified criteria.

Main Pane

- Folder(s)

Select a directory in which the schedule files will be placed. If required, more than one location can be configured (use a semi-colon as a separator between the paths).

- Filename Template

Enter a template for the filename of exported schedules. This template dictates how the filename is constructed.

The template can include, one, some, all, or none of the following:

- {0}: the channel name
- {1}: the date of export in the format yyyy-MM-dd
- {2} the time of export in the format hhmm

For example a template of 'Export {0} on {1} {2} for backup.sch' would produce a filename in the following format:

Export Channell on 2010-02-20 1600 for backup.sch.

Note: A file extension is required.

- Purge Old Files

Select in order to purge files in the export folder that are older than the number of days specified.

Event Filters Pane

- Configure Devices

Select devices to include in the event filter.

Event Filter Configuration	×
Select the items you wish to include in the filter	
GPI11	-
GP112	
ICE1\AUD.02	
ICE1\AUD.03	
ICE1\BUG.01	
ICE1\DEC.02	-
Cancel	ок

Figure 322 Schedule Export Service - Configure Devices

- Configure EventTypes

Select the Event Types to include in the event filter.

Event Filter Configuration	×
Select the items you wish to include in the filter	
AE After Burner Lower Third - Ch1_DEFAULT AE After Burner Lower Third - Ch1_NAB2014 AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - 3D Tonight Ch1_DEFAULT AE Menu - Simple Tonight Ch1_DEFAULT AE Menu - Simple Tonight Ch1_Line Up Audio Over (s) BBC Wales Audio Over (s) BBC Wales + Audio Shuffle Audio Over (s) News Report Audio Over (s) Technical Difficulties Audio Over (s) Trumpets	
AudioShuffle <off off="" on=""> AudioShuffle <pass thru=""></pass></off>	-
Cancel	ж

Figure 323 Schedule Export Service - Configure EventTypes

- Include Finished Events

Tick the check box in order to include finished events in the file.

14.31 Schedule Loop Service

This service allows a specified region of a schedule to repeat a number of times using a 'loop header' (see below).

14.31.1 Loop Header

A 'loop header' is a header, inserted into a schedule, that allows its child events to be looped (repeated continuously) until the next event starts. The next event must be a fixed event (refer to page 644).

Looping is typically used to fill a period of time, for example a few hours during the night, when a channel does not have programmes scheduled. Instead it can have a repeating 'wheel' of items such as promos, information and news. The 'wheel' contents are placed in the loop header.

When the loop header starts, it automatically inserts a copy of itself and its contents into the schedule. This process carries on as long as there is time to run the whole loop before the next schedule event starts.

As the start time of the next (fixed) event on the schedule approaches, there is likely to be insufficient time to run the whole loop. (The Schedule Loop Service can be configured to allow partial loops). At this point a 'padding event' is inserted automatically in the schedule, between the loop header and the fixed event.

	12:17:34:14	Past Event A987654	00:00:30:00	
	12:18:04:14	Loop Header	00:01:10:24	
	12:18:04:14	ITEM 1 A474747	00:00:20:08	
	12:18:24:22	ITEM 2 A123456	00:00:30:00	
	12:18:54:22	ITEM 3 A234567	00:00:05:08	
	12:19:00:05	ITEM 4 A345678	00:00:15:08	
	12:19:15:13	Loop Header	00:00:51:00	
	12:19:15:13	ITEM 1 A474747	00:00:01:00	
	12:19:15:13 12:19:35:21	ITEM 1 A474747 ITEM 2 A123456	00:00:01:00	
	12:19:15:13 12:19:35:21 12:20:05:21	ITEM 1 A474747 ITEM 2 A123456 ITEM 3 A234567	00:00:01:00 00:00:30:00 00:00:05:08	
	12:19:15:13 12:19:35:21 12:20:05:21 12:20:11:04	ITEM 1 A474747 ITEM 2 A123456 ITEM 3 A234567 ITEM 4 A345678	00:00:01:00 00:00:30:00 00:00:05:08 00:00:15:08	
Padding Event	12:19:15:13 12:19:35:21 12:20:05:21 12:20:11:04 12:20:26:12	ITEM 1 A474747 ITEM 2 A123456 ITEM 3 A234567 ITEM 4 A345678 Loop Padding Manual Addition	00:00:01:00 00:00:30:00 00:00:05:08 00:00:15:08 00:00:43:13 00:00:43:13	
Padding Event	12:19:15:13 12:19:35:21 12:20:05:21 12:20:11:04 12:20:26:12	ITEM 1 A474747 ITEM 2 A123456 ITEM 3 A234567 ITEM 4 A345678 Loop Padding Manual Addition CH1 - Play Clip Manual Addition	00:00:01:00 00:00:30:00 00:00:05:08 00:00:15:08 00:00:43:13 00:00:43:13	

Figure 324 Loop Headers on the Editor Schedule

The following conditions must be met before adding a loop header the schedule:

- The Schedule Loop service must be configured and running (refer to page 502).
- If the loop header Event Type (refer to page 52) does not exist, it must be created (refer to page 504).

Note: The as run log (refer to page 569) contains a record of every looped event.

14.31.1.1 Adding Events to an Active Loop Header

Consider the following operational characteristics when adding events to a loop header:

As a loop header goes on air, it is automatically duplicated in the schedule for broadcasting immediately after the preceding loop has completed. In order for the insertion of a new event to be replicated across all subsequent loops, it must be added to the pending loop, not the on-air loop.

14.31.2 Configuring the Schedule Loop Header Service

HS Schedule Looping Configuration	— — X
Channels CH1 CH2 Region 1 Region 2 CH3 Channel12 ScreenToo Channel 10 Region 11 Region 12 CH1-Staging CH2-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Staging CH3-Stag	 Looping Enabled Allow Partial Loops Padding Event Label Padding Event Type Event Type: Source Name: Minimum Padding Duration: 00:00:00:00

Figure 325 Schedule Looping Configuration Window

- Channels

Select the channel for the loop header.

- Looping Enabled

Tick the check box to enable looping in the Editor schedule.

- Allow Partial Loops

Tick the checkbox in order to allow partial loops, if there is insufficient time for the full loop to run.

Padding Event Type Pane

- Event Type

Select the type of event to use for the padding event. The padding event is inserted into the schedule automatically if there is not enough time for the full loop to run. The Event Type should be one that can be interrupted at any point, such as a still or moving 'filler'.

- Source Name

Select the source name for the padding event.

- Minimum Padding Duration

Enter the minimum duration for the padding event.

14.31.3 Creating a Loop Header Event Type

1. In the Configurator application (refer to page 50), click on the Configure Events icon:



The Event Types window is displayed.

- 2. On the list of Event Types (refer to page 52), select **System Default Break Header** (or whichever is the configured break header Event Type).
- 3. Click on Add Clone, enter the name Loop Header and click on OK.
- 4. With the Loop Header Event Type selected on the list of Event Types, click on the All Parameter Definitions tab, then click on **Add Parameter**.

The Add Parameter window is displayed.

- 5. From the Parameter Type list, select BooleanParamDef.
- 6. In the Parameter Name field, type Loop.
- 7. From the Default Value field, select True.

🚾 Add Parameter To Single Event Type				
Parameter Tuno				
Parameter Name	BooleanParamDef			
	Loop			
Parameter Alias				
Parameter Mode	Editable			
Default Value	True 🗸			
Kernel Param No	-1			
Display Order				
Visible				
Paste Action	AlwaysPasteValue 👻			
Schedule Load Action	AlwaysLoadValue 🔻			
Parameter Script Method				
Parameter Script Arguments				
	OK Cancel			

Figure 326 Configurator - Add Parameter to Single Event Type Window

- 8. Click on **OK**.
- 9. On the All Parameter Definitions tab, double-click on on the Parameter name *DurationMode*.

The AddAParameter window is displayed.

- 10. From the Default Value list, select UseChildren and click on OK.
- 11. From the Category list, select the required category. This is the Palette tab from which the loop header Event Type can be selected.

14.31.4 Adding the Loop Header to the Schedule

Operators can add the loop header to the Editor schedule by dragging and dropping it from the Palette (refer to page 5). The Palette is described in detail in the Morpheus Operators manual.

- 1. In the Editor schedule, open the Palette.
- 2. Click on the Palette tab that includes the loop header.



3. Click and drag the loop header above the required fixed event on the schedule.

14.31.4.1 Adding Child Events to the Loop Header

- 1. On the Palette, search for the first event to place under the loop header.
- 2. Hold down the right mouse button and drag the event from the schedule on to the break header.
- 3. Release the mouse button to display the following menu:

Create fixed event after Loop Header
Create follow-on event after Loop Header
Create fixed event as a child of Loop Header
Decorate play clip

4. Select Create fixed event as a child of Loop Header.

5. Continue to add further material as required in the same manner.

11:40:50:18	E-h	Loop Header	00:01:15:24	
11:40:50:18		EVENT 1 A123456	00:00:30:08	
11:41:21:01		EVENT 2 A234678	00:00:15:08	
11:41:36:09		EVENT 3 A987654	00:00:30:08	

14.32 Schedule Validation Service

A service to ensure that the context in which every commercial in a break header will be used is acceptable before going to air. For example, to ensure that commercials that contain characters from a film or television programme are not shown during or around the film / television programme itself.

An operator can review and mark a commercial break's location in a schedule as valid in advance of going to air. The results of the check appear in the Validation column in the Editor. If a commercial is subsequently moved or deleted within a break, the validation status is updated.

This Host Shell Service updates the schedule with the validation results.

To configure the service:

- 1. Add an instance of the Schedule Validation Service in the Shell Service Host application.
- 2. Set the Launch to Always and click on Update.
- 3. Click on **Detailed Config**. The following window is displayed:

Schedule Validation Configuration	
Time (ms) between checks Purge expired records after (hours) Channel	1000 (m) 24 (m) V
	Cancel Save

Figure 328 Schedule Validation Service Configuration Window

- Time (ms) Between Checks

The length of time in milliseconds between status checks of the material

- Channel

The Channel to check.

- Note: This feature will display two icons on the Validation column in the Editor: one to report that a commercial is in a valid location, and another to report that a commercial is in an invalid location in a break header. These should reside in the Morpheus icons folder, and have the following names:
 - CommercialIsValid, to represent a positive result.
 - CommercialIsInvalid, to represent a negative result.

14.33 Second Screen Service

This service sends XML messages to specified web server addresses, over HTTP, that contain information about the current playlist of one or more channels.

Second Screen Service Configuration									
Only connect with SSL (HTTPS) Override SSL certificate requirement (not for production use) Message Formats Heartbeat frequency (MS): 5000 Heartbeat Destinations Add Remove Program Event Program Event									
Channel name	Export frequency	No. events	Events web service address	Preset event notification web service address	Notification notice time	Max notificatio			
Channel1	2	5	http://172.19.216.208:14544	http://172.19.216.208:14544	2	2			
Add Edit Delete Log Folder (do not use the Morpheus log folder): C:\Logs\Second Screen Media Biometrics Ø Delete Message Logs that are older than 1 - hours old.									
					Cancel	Save			

Figure 329 Second Screen Service Configuration Window

The service can deliver the following message types:

Notification Message

Notifies the server up to N seconds before the preset event becomes the program event for the specified channel. N can be configured to be 1, 2, 5, 10, 20, 40 or 60s. If the program event changes very suddenly and the service was therefore unable to send a notification message in advance, then a notification message is sent when the preset event becomes the program event. The notification message contains the system time, channel name, event name, event OID, material id and the actual start time of the preset event.

Events Message

Contains metadata for consecutive events on the specified channel's playlist, starting with the current program event. The events message can be configured to contain 2, 5,10 or 50 events. It can also be configured to be sent once every 15s, 30s, 1min, 5min or 10min.

- Break Header Event
- Info Event
- Program Event
- Heartbeat Message

Contains the system time, service name (SSS), the hostname of the server on which the service is running and the list of the channels for which the service has been configured to send playlist messages. This message can be configured to be sent once every 1, 2, 5 or 10 minutes.

Each of these message types can be assigned the same or different web service addresses. A single service has a single heartbeat message configuration and can be configured to send messages for multiple channels.

14.33.1 Logging

The service can also be configured to log the messages sent in an assigned directory, and also to purge those older than after a specified number of minutes. Each message has its own log file having the following syntax:

'Events log<channel> <date> <time>.xml'

'Notification log<channel> <date> <time>.xml'

'Heartbeat log <date> <time>.xml'

Inside each log file is a statement of when the message was sent and the response from the server, followed by the XML content. If the message could not be sent, for example, because the endpoint was not available, then this is also stated.

- Log Folder (do not use the Morpheus log folder)

Use the ellipsis button to open a file browser, and select a directory in which to file the logs.

14.34 Subevent Timing Service

This service causes Subevents (secondary events, refer to page 648) of a specific type to end at a particular time. This is the start time of a 'stop' subevent. This service is designed for sub events that need their durations to be determined by events further down the schedule.

The two sub Event Types are joined by a 'link parameter'. The start Subevent uses the contents of this link parameter to find the corresponding stop Subevent.

One or more configurations can be created.

14.34.1 Creating a Subevent Timing Configuration

To create a Subevent timing service:

From the Subevent Timing Service Configuration window, click on **Add**. The Subevent Timing Config window is displayed as shown below:

Subevent Timing Service Configuration								
Channel Name	Start Event Type	Stop Event Type	Link Parameter	Apply Stop Device				
	Subevent Timing Config		2					
	Start Subevent Type		•					
	Link Parameter Name	o stop event						
	Any occurences of the Start up with the beginning of the contents of the Link Parame Subevent.	t Subevent Type will have it's duration Stop Subevent Type, if one can be fou eter specified to locate the correspondi	extended to line ind. It uses the ng Stop					
		Cancel	ОК					
Add	Edit Delete							
			Cance	el Save				

Figure 330 Subevent Timing Service - Configuration Window

- Channel

The channel on which the configured Subevents will apply - only one channel can be selected for each configuration.

- Start Subevent Type

Select the required Event Type. Secondary events of this type on the schedule will end at the start time of the stop Subevent.

- Stop Subevent Type

Select the required Event Type. The start time of secondary events of this type on the schedule is used to dictate the end time of the start Subevent.

- Link Parameter Name

Select the name of the parameter that is used to link a start and stop event. The link parameter should be present in both the start and stop event and should have the same value. We recommended that this contains unique values (if there is repetition of the values, the service finds the first matching one and uses that).

- Apply Start-Event's Device to Stop Event

If selected, this option applies the device from the start event to the stop event.

Note: The duration of a start event is only managed if a corresponding stop event can be found. Events in the future are checked approximately every 10 seconds. Events that have started are checked at every clock tick.

14.35 Swift TX Service

This service uses the SwiftTX API to upload a number of subtitle events to the device. Without it, Morpheus only loads subtitle files for the programme and preset events.

HS Swift Tx Loader Config	
IP Address	127.0.0.1
Port	2400 ÷
Schedule Load Size (hrs)) 1 🔅
Subtitle Device	•
Channel	-
Kernel Class Id	140 💌
Enable Schedule Upd	ates
Validate Files	
Normal	Embedded
I Live	✓ Blocking
CG	✓ Teletext
CG and Closed	✓ CG and DVB
DVB	Vone None
	Cancel Save

Figure 331 Swift TX Service

14.36 Transfer Decorator Service

The Transfer Decorator service sets the media management process (refer to page 615) in action and looks for events with the following characteristics:

- Have not yet started.
- Have a valid material ID specified (refer to page 614).
- Have a storage device supplied by the Material Decorator (refer to 'Material Decorator Service' on page 461).
- Have a playout device specified.
- Have a video server requested as the playout device.
- Have a playout device that is enabled in the Transfer Decorator configuration.
- Have a material status indicating that the required material ID is not available on the chosen device (refer to 'Transfer Requests' on page 518).

Note: In order for the Transfer Decorator Service to run, the Material Decorator service must also be running.

14.36.1 Configuring the Transfer Decorator Service

14.36.1.1 Channels Tab

On the channels tab, select the channels to decorate.

Transfer Decorator Configuration								
Channels Algorithm parameters Video servers								
Available channels CH3 ScreenToo CH1-Staging CH2-Staging CH3-Staging CH3-Staging <>	Channels to decorate Region 1 Region 2 Channel12 Region 11 Region 12 Channel 10 Channel 20 CH1 CH2							
☑ Add event parameters to Transfer Request Parameters as XM	٨L							
Allow the service to push transfer NEEDED BY times further is be disabled when material is shared across channels control	into the future as required. This should led by different transfer decorators.							
Allow the service to cancel transfer requests. This should be channels controlled by different transfer decorators.	disabled when material is shared across							
Do not post MaterialIds containing the characters								
Do not cancel Transfer Request while is playing. This shoul across channels controlled by different transfer decorators.	ld be disabled when material is shared							
	Cancel Save							

Figure 332 Transfer Decorator Service - Channels Tab

- Available Channels / Channels to Decorate

- 1. Under Available Channels, select the channels to be decorated.
- 2. Click on --> .

The channels appear under Channels to Decorate.



14.36.1.2 Algorithm Parameters Tab

ansfer Decorator Configuration	
Channels Algorithm parameters Video servers	
Priority window Priority window top level event count Priority window period 01:00:00:00	Workload % Priority 10 V Changes 50 V Background 40
Throttle 7%	
	Cancel Save

Figure 333 Transfer Decorator Service - Algorithm Parameters Tab

Priority Window

A configurable margin within which events are considered to be of the highest priority. The Material Decorator Service performs checks on these events more frequently than on others. The Priority Window in based upon two different measurements:

- Priority Window Top Level Event Count

The next 50 events after the programme event.

- Priority Window Period

All events that fall within the specified period of time.

The Priority Window automatically switches to the measurement that covers the greatest number of events.

Workload %

Configure the workload distribution of the service. The percentage of time on priority and changes can be modified as desired with the remainder left for background checks.

Additional Controls

- Throttle

The throttle is applied in the Carburetor algorithm used while applying changes to the EventStore model. The default is 7%.

14.36.1.3 Video Servers Tab

Channels Algorithm parameters Video servers					
Available servers		Servers to post trans	fers for		
DEMO-ICE	1	Device ID	PID	Retry delay	Lookahead
MEDIADECK 2	>	ICE2	1	0	
		ICE3	1	0	
		ICE1 GFX	1	0	
	<]	ICE3_GFX	1	0	
		ICE2_GFX	1	0	
		ICE2_SDC	1	0	
		ICE1	1	0	
	-				
"Not in database" porting		- Conver configuratio	-		
Not in database posting		Server conliguratio	0		a
Post when Noltem		Initia	I PID		
	,	Retry delay (minu	tes) 0		
Initial PID		ricaly delay (mina			
		Restrict to lo	okahead [.]	0 🚔 da	ve 0 📥 hre
			onanoua.		ya 💽 ma

Figure 334 Transfer Decorator Service - Video Servers Tab

- Available Servers / Servers to Post Transfers For

- 1. Under Available Servers, select the servers to be post transfers for.
- 2. Click on --> .

The servers appear under Servers to Post Transfers For.

Note: To remove a server from Servers to Post Transfer For, select it and then click on

- Restrict to Lookahead

A 'look ahead' period can be configured for the Transfer Decoratorin order to limit its activity to within a specified number of days and/or hours on the schedule. If the Restrict to Lookahead check box is cleared, the Transfer Decorator acts on the entire schedule.

14.36.2 Transfer Requests

If material is missing for an event, a red barrel is displayed on the left hand side of the **Main** column on the schedule.

The **Post Transfers** button on the Missing Material Report, inside the Morpheus Editor, allows a user to enter requests into the 'Transfer Requests' table in the Morpheus media management database, via the Transfer Decorator (refer to page 588). The Transfer Requests table maintains a record of all requests for material to be moved or ingested.

The Transfer Decorator then updates the status of the transfer on the **Main** column on the Editor schedule, by means of barrels. Each possible status is shown in Table 34 below.

Barrel	Status
	A transfer request has been posted.
	A transfer request is in progress.
×	The transfer request has failed.
Table 34	Transfer Request Status Barrels

Note: For information on the Transfer Request table in the Morpheus Media Management database, refer to page 603. For information about the media management process, refer to page 615.

15. HydraHUD

HydraHUD is a web-based application that can display the contents of up to 10 channels at once. This section contains instructions on configuring the roles and appearance of the application. We recommend Google Chrome as it is the de facto standard browser for all professional Web applications due to its rich feature set.

To use HydraHUD, install the EventStore Service App and ensure that the MessageBroker database is correctly configured in the Deploy application.

To configure HydraHUD, navigate to the following web address:

<IP address or name of HydraHUD server>/HydraHUD/

The following page is displayed:

🗅 Index	×
← → C 🗋 localh	ost/HydraHUD/
Welcome to H	ydra.
Roles	
	Create
Operator Delete Supervisor Delete	
Appearances	
	Create
Appearance	Delete
Channel2	Delete

Figure 335 HydraHUD Configuration

15.1 Viewing the Channel Information

In common with the Morpheus Editor, HydraHUD uses roles to determine channel viewing rights.

In order to view channel information, select a role name as shown in the example below:

Roles							
		Create					
Operator	Delete						
Supervisor	Delete						

Figure 336 Selecting a Role

In the example below, a restricted page is displayed, as would be configured for an operator.

🕒 HUD		×													×
← → C	🗋 localho	st/HydraHU	D/Hud?role	=Operator										52	≡
Logged in a	s <u>Operator</u>													Hom	ne
My Morph	neus, Channe	811		12:58:17	My Morph	eus, Channe	12		12:58:17	My Morph	eus, Channe	13	2	12:58:17	
Title	MaterialID	Duration	Device	Main	Title	MaterialID	Duration	Device	Main	Title	MaterialID	Duration	Device	Main	
Event 1	C034016	00:04:41:03	HDOMN1	-	Event 1	C034016	00:04:41:03	Server2	-	Event 1	C034016	00:04:41:03	Server3	-	
Event 2	C054694	00:04:07:15	HDOMN1	-	Event 2	C054694	00:04:07:15	Server2	-	Event 2	C054694	00:04:07:15	Server3	-	
Event 3	C054825	00:05:25:10	HDOMN1	-	Event 3	C054825	00:05:25:10	Server2	-	Event 3	C054825	00:05:25:10	Server3	-	
Event 4	C061099	00:03:32:06	HDOMN1	-	Event 4	C061099	00:03:32:06	Server2	-	Event 4	C061099	00:03:32:06	Server3	-	
Event 5	C061069	00:03:37:08	HDOMN1		Event 5	C061069	00:03:37:08	Server2		Event 5	C061069	00:03:37:08	Server3		

Figure 337 Viewing a Channel for a Role

15.2 Configuring Roles

To view the currently configured roles and their channels:

1. On the welcome page, click on **Configure**. The Configuration page contains the following list of roles and channels:

Roles		
Name	Channels	
Operator	My Morpheus: Channel1,Channel2	
Supervisor	My Morpheus: Channel1, Channel2, Channel3	

Figure 338 Configured Roles and Channels

HydraHUD displays the following information:

- The role name
- The Morpheus system name, for example, MyMorpheus
- The list of channels that the role user can view
- 2. Click on Back to Hydra to return to the main page.

15.2.1 Creating a New Role

To create a new role:

1. On the **Welcome to Hydra** page, enter a name for the role in the text field as shown below:

Roles				
Manager		Create		
<u>Operator</u>	Delete			
Supervisor	Delete			

Figure 339 Adding a Role

2. Click on Create. The new role is displayed in the list as shown in the example below.

Roles			
			Create
<u>Operator</u>	Delete		
<u>Supervisor</u>	Delete		
<u>Manager</u>	Delete		

Figure 340 List of Appearances

To remove a role, click on **Delete**.

15.2.2 Configuring a Role

To change the role configuration:

- 1. Click on the role name
- 2. Click on the link to the role name as shown below:



Figure 341 Configuring Roles

The following window is displayed:

Role Configuration	×
Displayed Channels for Operator My Morpheus Channel1 My Morpheus Channel2 My Morpheus Channel3	
	Cancel Save

Figure 342 Adding and Removing Channels From a Role

- 3. Select the channels required for the role.
- 4. Click on **Save**. The channel page automatically refreshes to display the new configuration.

15.3 Creating Appearances

An Appearance, in HydraHUD, is a set of display characteristics that can be configured in order to restrict the viewing of information on a per role basis.

15.3.1 Creating an Appearance

1. On the **Welcome to Hydra** page, enter a name for the appearance in the text field as shown below:

Appearances		
Channel1	Create	
Appearance	Delete	
Channel2	Delete	

Figure 343 Adding an Appearance

2. Click on **Create**. The new appearance is displayed in the list as shown in the example below.

Appearances		
	Create	
<u>Appearance</u>	Delete	
Channel2	Delete	
Channel1	Delete	

Figure 344 Appearance List

To remove an appearance, click on **Delete**.

15.3.2 Configuring an Appearance

1. Click on the appearance name as shown in the example below:

Appearances		
	Create	
Appearance	Delete	
Channel2	Delete	
Channel1	Delete	

Figure 345 Selecting an Appearance

The following window is displayed

Configure Appearance for	r Appea	rance				
heme Default 🔻						
Columns						
Title MaterialID						
Duration		Width 85	5			
Device		Decerat				
Main		Decorati	Dis Disal Dura HasE HasE	bled tionErro Error DeviceEr	r ror	
Display Name Duration						
Add Rename Delete						
Rows						
Decorators Di	isabled					
Height 60 De	urationE	rror				
Ha	asError	_				
Ha	asDevice	eError				
Cells						-
Data Source	Row	ColumnW	idth He	eight Al	ignment	Operation
ActualDuration	1	1 1	00 1	00 Le	eft	Delete
ActualDuration •				L	.eft ▼	Add
Decorators Disabled DurationError HasError HasDeviceError	r					
Topics To Janore						
	Add	Delete		Categ Topic	ory Nam Name	e

Figure 346 Configuring an Appearance

2. Create each column required by entering a column name into the **Display name** text field in the **Columns** section and clicking **Add**. Set a width for each column (can be readjusted at any time). Select the Morpheus decorators that will operate on this column. Columns can also be renamed or deleted at this point.

The columns appear on the role page as shown in the example below:

Logged in as	Operator			
My Morphe	eus, Channel	1	(<i>P</i> 12:58:17
_				
Title	MaterialID	Duration	Device	Main

Figure 347 Channel Display Names

- 3. For each column, click on the column name and, in the **Cells** section of the page, select a data source. For example, to display the Material IDs that are currently in a schedule in Morpheus, in a column labeled Material ID, create a column named Material ID and select a data source of Material ID from the drop-down list in the Cells section.
- 4. After selecting a data source from the drop-down list, enter a row number, column number, width and height for the cell and click on **Add**. Select the Morpheus decorators that will operate on this cell. Columns can also be renamed or deleted in this section.

The cells appear on the role page as shown in the example below:

MaterialID C034016	
C054694	
C054825	
C061099	
C061069	

Figure 348 Cell Contents

- 5. To configure the height of each row, enter a new value into the height field in the Rows section of the page and select the Morpheus decorators that will operate on the rows.
- 6. Click on **Save** to retain the new settings or **Cancel** to close the window without saving the changes.

15.4 Configuring a channel

To apply an appearance to a channel:

- 1. On the welcome page, click on the required role. The main channel page is displayed.
- 2. For the required channel, click on the settings symbol as shown below:

Logged in a	s <u>Operator</u>			
My Morph	eus, Channe	11	4	12:58:17
Title	MaterialID	Duration	Device	Main
Event 1	C034016	00:04:41:03	HDOMN1	_

Figure 349 Configuring a Channel

The following window is displayed:

Configure HUD for My Morp	heus, channel Channel 1 ×
Appearance Appearance •	
Maximum Number of Rows	10
Start at Program Event	
Expand Breaks	
Overrun Tolerance(Frames)	10
Available columns	Configured columns Title MaterialID Duration Device Main
	Cancel Save

Figure 350 Selecting a Channel Appearance

- 3. Select an appearance from the drop-down list.
- 4. Set the maximum number of rows for the channel.
- 5. If required, select the **Start at Program Break, Expand Breaks** options and set an overrun tolerance in frames.
- 6. Click and drag the column headings from the **Available columns** box to the **Configured columns box**. The columns do not appear on the page unless they are listed in the **Configured columns** box.
- 7. Click on **Save** to retain the new settings or **Cancel** to close the window without saving the changes. The channel page automatically refreshes to the new settings.

15.5 Backup and restore

To backup and restore the HydraHUD configuration:

1. On the main welcome page, click on **Configure**. The following page is displayed:



Figure 351 Backup and Restore

- 2. To backup the current HydraHUD settings, click on **Download current settings** they are saved to the file HydraHUD.json in the browser default Downloads folder.
- 3. To restore an exiting HydraHUD configuration, click on **Choose File**. Select a HydraHUD.json file and click on **Open**. Morpheus loads the file. Click on **Upload** to apply the file settings to HydraHUD.
- 4. Click on **Back to Hydra** to return to the main HydraHUD page.

16. Panoplay

The purpose of Panoplay is to synchronize schedules between channels that access different Event Stores. For example, using Panoplay, a Follower schedule can be modified so that it is identical to a Leader channel schedule - any change to a Leader channel is applied immediately to the Follower channel. A change made in a Follower channel is overwritten immediately by the Leader channel.

During the synchronization process, automation is switched off on the Follower system, and no automation commands are issued during this period. This state is indicated in the Editor.

A Follower channel cannot be the on-air channel - if Panoplay detects that a Follower channel is on-air, it will be un-synchronized from the Leader channel in order to prevent playout problems.

16.1 Sync Sets

A Leader channel and all of its Followers can be grouped to form a 'sync set' and one Panoplay agent manages this sync set. Sync sets can be synchronized with each other.

One or more agents run within a host program (the Panoplay application). Each EventStore has one instance of this associated with it, although not necessarily on the same machine. Each agent manages one sync set.

A Follower system cannot have any channels in the sync set with the OnAir flag set to true. If a Follower system detects that a channel in the sync set is on-air, all channels in that sync set become un-synchronized. If a system is in an un-synchronized state, an alarm is raised.

If a system contains channels that are already on-air, then it cannot be made to act in Follower mode. Attempts to set the system to Follower mode in the Oracle application initially appear to be successful but reset to the previous mode moments later and the system returns to an un-synchronized state.
16.2 Multisystem Synchronization

Panoplay supports synchronization with a third (or more) EventStore for disaster recovery and upgrade purposes. Each additional EventStore requires its own Panoplay Agent. These additional systems (mirrors) cannot become the Panoplay Leader.



Figure 352 Panoplay Multisystem Synchronisation

Note: It is important that any additional EventStores and their Agents remain fully connected to both the Primary and Secondary systems at all times. Disconnection of any Agent prevents Panoplay operation on the remaining Agents until the disconnected Agent reconnects to the other Panoplay Agents.

16.3 Panoplay Configuration

Panoplay is configured from an editable XML file: *PanoplayConfiguration.xml*, an example of which is provided in Chapter 28. Appendix - Panoplay Example XML Configuration File. By default the file is installed in C:\Morpheus by default, however, the location is configurable

The current_system.xml file for each system must contain identical device names, sources and Event Types (refer to page 131). The device configuration of each system must link these to the correct storage device for that system.

16.4 Panoplay Status

The Panoplay status is displayed the Editor window as either Leader, Follower or Unsynchronized. It is shown in the title bar of the window and in a panel to the bottom-left as shown below:



Figure 353 Panoplay Panel on the Editor

Note: The Leader / Follower names are the defaults and may have been changed in the system configuration. Refer to Chapter 7.7.5 Other Tab.

Panoplay alarm messages appear on the bottom toolbar and can be acknowledged using the Editor Alarms functionality.

The Leader, Follower and un-synchronized status is specified in a radio button matrix in the Panoplay Oracle.

16.5 Communication

Communication with the EventStore is by means of UDP multicasting (refer to page 35).

Communication between Panoplay applications uses a TCP port and an IP address or machine name specified in the configuration XML (refer to TCP/IP on page 649).

16.6 As Run Logs

Panoplay uses the Event Journal Collector Service (see section 13.12) for the collection and generation of As Run logs.

Morpheus can automatically merge the Panoplay Leader and Follower As Run logs into one As Run log. For further information, refer to Section 20.5 As Run Merging on page 586.

Note: To use the Event Journal Collector Service, the As-run DB Service must be disabled *before* creating an Event Journal Collector service in order to prevent it from collecting the Panoplay events.

The As-run DB Service only needs to be turned off or on for each channel that is using it. The As-run DB Service can be run on other channels, but the Event Journal Collector Service and the As-run DB Service cannot be run on the same channel at the same time.

16.7 Panoplay Applications

Panoplay consists of several applications that work together:

- **Panoplay Agent** manages the synchronization of Leader and Follower channels. This application must be running in order to enable synchronization.
- **Panoplay Oracle** determines which sync set / channel is the Leader and which is the Follower. This application must be running in order to enable synchronization.
- **Panoplay Schedule Loader** allows a loaded schedule to be distributed across synchronized channels.
- Panoplay Schedule Client shows which schedules are being loaded onto which channels.

Typically all of the Panoplay applications run on one machine.

16.7.1 Panoplay Oracle

16.7.1.1 PanoplayConfig.xml

The *PanoplayConfig.XML* file provides the entire Panoplay functional configurations. An example of which is provided in Chapter 28. Appendix - Panoplay Example XML Configuration File.

Define the location of the PanoplayConfig.xml:

- 1. Right click on the Panoplay Oracle Shortcut the Panoplay Oracle Properties window is displayed.
- 2. In the Target text box on the Shortcut tab, following the path of the Oracle application, enter the full path and name of the Panoplay Oracle .xml configuration file in speech marks , using the format shown in the example below (a <space> separates the two paths):

C:\Morpheus\PanoplayOracle.exe "C:\Morpheus\PanoplayOracle.exe"

When Panoplay Oracle is started, the location of the PanoplayConfig.xml file must be defined otherwise the application will not start, and the following error message is displayed:



16.7.1.2 Configuration Guide to the PanoplayConfig.xml File

A guide to configuring the elements in the PanoplyConfig.xml file, an example of which can be found in Chapter 28. Appendix - Panoplay Example XML Configuration File.

- <GoUnsynchronisedWhenSlaveOnAir>

A situation can arise whereby Centra and Panoplay become in conflict over the legitimate on-air state of the Morpheus systems following a manual changeover of the Leader and Follower, forcing the systems to become unsynchronised. This configuration option overcomes this undesirable condition.

False = Do not unsynchronise the Panoplay systems if the 'Follower' has been changed to Master state and is currently on-air (OnAir flag is set).

True = Unsynchronise the Panoplay systems if the 'Follower' has been changed to Master and is currently on-air (OnAir flag is set). This setting is the default.

16.7.2 Panoplay Schedule Loader Configuration Settings

To configure the Panoplay Schedule Loader, run the application and then select **File > Settings**. The settings are grouped into tabs, each of which is described below.

16.7.2.1 Global Settings Tab

This section contains information on global settings.

8 Configuration Form	
Global settings Performance Tasks	
Schedule database connection string	
	Guess
Use multi-instance resilience and service registration	
TCP/IP Remoting Part for thin clients 43975	
	Save Cancel

Figure 354 Panoplay Schedule Loader Global Settings

- Schedule Database Connection String

Enter the required connection string to the database.

- Use Multi-Instance Resilience and Service Registration

Select this check box to allow multiple Panoplay Schedule Loader servers to run for resilience purposes. This prevents any issues that may otherwise arise from running multiple Schedule Loaders on one EventStore.

- Filter Schedule Processing to Local System (<system name>)

The schedule database stores schedules for multiple systems. However, only one instance of the server application is connected to one local system. When selected, this option only allows schedules that can be loaded by the local system. When clear, it allows the control of the whole system.

- TCP/IP Remoting Port for thin Clients

Enter the required TCP/IP remoting port for thin clients.

16.7.2.2 Performance Tab

This section contains information on performance settings.

Configuration Form		٢
Global settings Performance Tasks		
Database poll interval for status display purposes (seconds)	1	
Maximum number of events to load in one batch	10	
Maximum amount of system time to dedicate per batch (milliseconds) Note that each batch is subdivided into 50ms transactions	500	
Amount of time to spend idle between processing batches (milliseconds)	500	
Cache TTL (seconds) Database data is cached to speed up retrieval. Large cache TTLs allow a large number of schedules to be loaded concurrently, but also require more physical memory.	7 300 <u>*.</u>	
	Save Cancel	

Figure 355 Panoplay Schedule Loader Performance Settings

- Database Poll Interval for Status Display Purposes

The frequency at which the client requests a full list of schedule load job statuses from the server and updates its UI as a result. A lower number results in a more transient display but provides a more accurate overview.

- Maximum Number of Events to Load in One Batch

Limits the number of events loaded into the schedule in one batch.

- Maximum Amount of System Time to Dedicate per Batch (milliseconds)

Limits the time allowed per batch of events.

- Amount of Time To Spend Idle Between Processing Batches (milliseconds)

Sets the amount of time, between loading each batch of events into the schedule, that the system is idle.

- Cache TTL (seconds)

The Cache TTL (Time To Live) option dictates how long items remain in a cache. The entities that make up a schedule in the database can be time consuming to retrieve and are cached for a set amount of time.

If a Schedule Loader application is controlling only a few active jobs at a time, a small TTL can be specified. However, if a Schedule Loader application is loading several channels at a time, a larger TTL is required. A TTL value that is too large may take up too much memory so on a big system, some fine tuning may be required.

16.7.2.3 Tasks Tab

This section contains information on saving synchronization settings for channels.

SL Configuration Form		- 0 ×
Global settings Performance Ta	isks	
New Task	Tack Nama New Tack	
	 Source files 	
	Path	
	File mask e.g.: *.sch	e
	Post processing of source file	
	Move to another directory	
	Change file extension e.g.: imported .done	
	O Delete	
	Schedule name and version extraction	
	Based on filesystem filename From schedule name embedded inside sch	edule file
	Schedule Name e.g.: ^(? <match>.*)_v.*\$</match>	
	Schedule Version e.g.: ^.*_v(? <match>[0-9]+).*\$</match>	
	/ Limits	
	Stall loading while a channel is overfilled, or when there are more than 44 🖨 hours	loaded
Add Delete	1	
	Save	Cancel

Figure 356 Panoplay Schedule Loader Task Settings

- Add

Add a new task. The new task is displayed at the top left of the window and is given a default name - click on the name in order to display the configuration options for the task (displayed on the right).

- Delete

Delete an existing task. Select the task on the list and click on Delete.

- Task Name

Type a name to replace the default name.

- Source Files

Apply settings to source schedule files.

- Path

Enter or browse to the path containing the source schedule files.

- File Mask

A file extension filter to specify the type of files should be examined in the specified directory. For example, '*.sch' specifies all files ending with the .sch extension.

- Append Schedules into Automation as they Arrive

Add schedules to automation as they arrive, otherwise, leave this check box clear.

- Post Processing of Source Files

Define the fate of a source file after it has been processed.

- Move to Another Directory

Select this to move the source file to another directory. Enter or browse to the required path.

- Change File Extension e.g. Imported

Apply a different extension to the file to indicate its status, for example, **.imported** or **.done**.

- Delete

Select this to delete the source file after processing.

- Schedule Name and Version Extraction

Configure a schedule name and version number.

The Schedule Loader must have the name of a schedule and its version number, information that can be extracted either from a schedule filename or from the contents of the schedule file.

- Based on Filesystem Filename

Extracts the schedule name and version number from the file name. For example, a schedule may have the name 'ChannelOne_evening_v2.sch', identifying the schedule name as 'ChannelOne_evening' and the version as '2'.

- From Schedule Name Embedded Inside Schedule File

The schedule file is an XML file that contains an XML tag describing the schedule. For example, it might contain: <Schedule Name="ChannelOne_Evening_v2">. The Schedule Loader can extract the required information from the schedule name inside the file.

- Schedule Name

A regular expression that describes how to extract the true schedule name from the schedulename/version combination in either the filename or XML tag.

- Schedule Version

A regular expression that describes how to extract the schedule version number from the schedulename/version combination in either the filename or XML tag.

- Limits

The **Stall Loading...** setting ensures that there is always a certain number of hours of schedule loaded. Select **Stall Loading...** to prevent a source schedule file from loading when a channel is overfilled or when more than the stated number of hours are loaded.

16.8 Morpheus 'Maximum Event Count'

Morpheus can set a maximum event count for each channel. This raises an alarm within Morpheus and also in the System Health Monitor (refer to page 553).

The maximum event count is also used to control the Panoplay Schedule Loader. When the Schedule Loader is close to the event count limit, it pauses and resumes loading when another, lower threshold is crossed.

To configure the event count:

- 1. Start the Configurator (refer to page 50).
- 2. On the toolbar, click on **Configure Channels**.

The Channels window is displayed.

3. Under Channel Properties, type the event count setting under Maximum Number of Events.

17. Device Manager Viewer

View the allocation of devices using the Morpheus 'Device Manager Viewer' application.

The Device Manager Viewer allows engineers to detect whether a device is over or under-used and therefore to determine whether this may pose an unacceptable risk to the system. For example, the Device Manager Viewer may indicate that a device is in use too frequently or that a failing device can be swapped out.

This application provides a dynamic, graphical representation of devices (horizontal axis) over time (vertical axis). This is determined by the scheduled events across one or more channels.

Device Mana	iger Viewer									x
File Zoom	Tools Help)								
		t 💉 🗎) 💩 🖥	all	snell cfg CH1		•			
	ICE1-CH1	K2_DEVICE	ICE1\DEC.04	ICE1\DEC.01	ICE1\DEC.02	ARCHIVE_1	AfterBurner	GPI03	GPI04	GPI0
- 	ON INTERSTELL AR_TRAILER			DE CODE L PAD IDENTO ON LOCATION - INTERSTELL AR_TRAILER 220						Î
- 11:25:00	_220			_220						
- 11:25:18,00 - - - - - - - - -										
= 11:27:00 	LIVEREC- 00095			LIVEREC- 00095						
										Ŧ
<										F
Zoom 9367									Zoom	n 1000 🔡

Figure 357 Device Manager Viewer

Each device has its own column. Time flows downwards and, as time elapses, the display moves upwards. The red line shows the current time.

If the bars in the device columns are shown in red, this indicates that the device is not configured to be managed using the Device Manager.



Figure 358 Device Manager Viewer - Red Cross-Hatching

17.1 Device Manager Viewer Controls

The following controls are available from the main application window:

Icon	Description
C,	Zooms in on the schedule. Refer to Section 17.3 Zoom Tab.
	Zooms out on the schedule. Refer to Section 17.3 Zoom Tab.
C,	Zooms in with finer granularity on the schedule. Refer to Section 17.3 Zoom Tab.
	Zooms out with finer granularity on the schedule. Refer to Section 17.3 Zoom Tab.
unda Marine Marine	Resynchronize schedule information with the Configurator.
al	Resolve individual allocation issues by allocating a different device for the event. Press to open the 'Manual Intervention of Allocation Issues' window.
	View the device diary. Press to open the 'Device Diary Form' window. Refer to Section 17.4.1 Device Diary Form.
الله الله الله الله الله الله الله ال	Configure the application settings.
	Save the current state of the system to an XML file.
6	Load a previous state of the system from an XML file.
snell all	Display all of the current channels on the application window.
snell cfg	Display the configured channels on the application window.
Channel1 -	Select a channel to display in the Device Manager Viewer window.



17.2 Configuring Device Manager Viewer

The following tabs are available:

Colours

Select colors and fonts for the events - these are applied when the **Track Device Manager use** option is selected (if the option is not selected, the events appear in red).

Columns

Select the order in which devices are displayed. The display is based on columns on a per channel basis - the width of the columns can be altered.

Other

- Warning Look Ahead: for Grass Valley use only.

- **Operator Station**: selects the operator station. The application automatically changes channel according to the channel that is being viewed in the Editor.

- **Captures**: selects the folder in which to store the system state XML file. A communal folder can be used in order to allow operators to share files.

17.3 Zoom Tab

- Zoom In

Zoom in on the displayed schedule in order to view a shorter period of time.

- Zoom Out

Zoom out of the displayed schedule in order to view a longer period of time.

- Fine Zoom In

Zooms in at half the rate of 'Zoom In'.

- Fine Zoom Out

Zooms out at half the rate of 'Zoom Out'.

17.4 Tools Tab

17.4.1 Device Diary Form

Device Diary Form	
ICE 1 AUD Players ICE 1 AV Decoders ICE 1 BL	ICE1\DEC.01 - Device Status ICE1\DEC.01 - Device Diary
Physical ID Device Name ICE1\DEC.01 ICE1\DEC.02 ICE1\DEC.03 ICE1\DEC.03	ICE1\DEC.01 is connected and working
ICE2_SDC\DEC.01 ICE2_SDC\DEC.02 ICE2_SDC\DEC.03 ICE2_SDC\DEC.04	Take Device This will take the device "ICE1\DEC.01" offline by scheduling a maintenance diary entry for a defined period Offline This will take the device "ICE1\DEC.01" offline by scheduling a maintenance diary entry for a defined period
	Take Physical Device This will take all devices with the same Physical ID "" offline by scheduling a maintenance diary entry for a defined period
	Bring Device "ICE1\DEC.01" This will bring the device "ICE1\DEC.01" online by ending any current maintenance diary entries
	Bring Physical Device "" Online This will bring all devices with the same Physical ID "" online by ending any current maintenance diary entries
	Change Channel Allocation This will allow the change allocation to be changed for the selected device
Device Group View	
Playout Device View	Close



17.4.1.1 Device Views

Selects the organisation of the system's configured devices, in the left-hand pane. Select from the following:

- Device Group View

Displays devices according to their configured groups - a separate tab is displayed for each group.

- Playout Device View

Displays devices according to their nature: Playout Device or Non-playout Device - a separate tab is displayed for each.

18. EventStore Service Application

The EventStore Service Application receives requests for information from other Morpheus applications through the Morpheus Message Broker. Additionally, applications can issue notification messages when events change.

Messages can include reports based on event information - for example, HydraHUD can send a message to the EventStore Service application to request events for a particular channel. If changes are made to the events then a message is broadcast to all interested clients (including Hydra).

The application can communicate with the following Morpheus services:

- HydraHUD
- The Channel Overview Service (provides all data and updates for Hydra Active)
- The Missing Material Report service
- The Material Usage (Rolling Hour) Report service

B Eventstore Service - 225.0.11.77		
File Tools Help Activity		
Counter	Count	
Read Xa	4018	
Read Xa Success	4018	
Transient SQL Exceptions	0	
Tx (publish) NotifyChange	642	
Tx (publish) NotifyEarliestErrorsInChannelChange	584	
Tx (publish) NotifyEventStatusReportsChange	573	
Tx (publish) NotifyMaterialUsageReportChange	154	
Tx (publish) NotifyMissingMaterialReportChange	70	
Tx (sent) ResponseQueryMaterialUsageReport	1	
Write Xa	19	
Write Xa Success	19	
Running		

Figure 363 EventStore Service Application Window

18.1 Configuring the Event Store Service Application

To configure the application, click on **Tools -> Configure** - the Eventstore Service Configuration window is displayed.

Each tab on the window provides a **Dismiss** button and a **Save** button - click on **Dismiss** in order to cancel any unsaved changes, and close the configuration window.

18.1.1 Missing Material Tab

Eventstore Service	Configuration				
Missing Material	Changed Overviewe	Material Llagos		Commorgial Haago	
Missing Materia	al Report	Material Usage	Device Overviews	Commercial Usage	
Refresh Ba	anorte				
How often sh frequency in disables the s	ould the service run? Seconds. A value of 0 service.	Enter the (Zero)	2		
				Dismiss Sa	ive

Figure 364 Eventstore Service Configuration Window - Missing Material Tab

- Refresh Reports

Creates reports for the Missing Material Report in the Editor.

18.1.2 Channel Overviews Tab

Eventstore Service	Configuration		-		
Missing Material	Channel Overviews	Material Usage	Device Overvie	ws Commercial	Usage
-Channel Overv	views Generation				
Refresh C How often sł frequency in disables the	nannel Overviews nould the service run? I Seconds. A value of 0 service.	Enter the (Zero)	2		
				Dismiss	Save

Figure 368 Eventstore Service Configuration Window - Channel Overviews Tab

- Refresh Channel Overviews

For use with HydraActive.

18.1.3 Material Usage Tab

Eventstore Service Configuration				
Missing Material Channel Ours inve	Material Usane	Davias Oversieves	Commercial Ulas es	
Missing Material Charinel Overviews	Material Gaage	Device Overviews	commercial Usage	_
Material Usage Report				
Refresh Reports				
How often should the service run? frequency in Seconds. A value of 0 disables the service.	Enter the) (Zero)	10		
Include By Parameter				
Calculate usage of events with spe parameter name.	cified			
			Dismiss Save	

Figure 372 Eventstore Service Configuration Window - Material Usage Tab

- Refresh Reports

Set the frequency, in seconds, at which the application generates a Material Usage Report (Rolling Hour Report).

A value of 0 disables the service.

- Include by Parameter

In order to include a specific event in the Rolling Hour calculations, create a visible, boolean Event Type parameter for the event and enter the parameter name into this setting. This parameter appears on the Property Inspector for the event. If the parameter is selected (set to True), the event is included in the Rolling Hour calculations.

18.1.4 Device Overviews Tab

Eventstore Service Configuration			
Missing Material Channel Overviews	s Material Usage	Device Overviews	Commercial Usage
Enable Device Overviews			
Available Devices		Configured I	Devices
[Multiple] AAAREMOVEWHENFORCECLE AfterBumer AppStoreDevice ARCHIVE_1 ARCHIVE_2 Ch5Mixer GPI01 GPI02 GPI03 GPI04 GPI05 GPI05 GPI06 GPI07 GPI08 GPI07 GPI08 GPI09 GPI10 GPI10 GPI12 ICE1 ICE1-CH1 ICE1-CH1 ICE1-CH1VAOV.01 ICE1-CH1VAOV.02	Add -> <- Remove	ICE1\DEC.04 ICE1\PVW SQ_ENC.01 SQ_ENC.02 SQ_ENC.03 SQ_ENC.04 SVR_ENC.01 SVR_ENC.02 SVR_ENC.03 SVR_ENC.03 SVR_ENC.03	
			Dismiss Save

Figure 376 Eventstore Service Configuration Window - Device Overviews Tab

- Add / Remove

Select a device from the Available Devices pane and click on **Add** in order to transfer it to the Configured Devices pane. Use the **Remove** button to extract a device from the Configured Devices pane and return it to the Available Devices pane.

18.1.5 Commercial Usage Tab

Eventstore Service	Configuration						
Missing Material	Channel Overviews	Material Usage	Device Ove	erviews	Commercial	Usage	
Current Hour C	ommercial Report						
Refresh Re How often sh frequency in disables the s	eports nould the service run? Seconds. A value of 0 service.	Enter the (Zero)	0				
					Dismiss	Save	

Figure 380 EventStore Service Configuration Window - Commercial Usage Tab

- Refresh Reports

Set the frequency, in seconds, at which the application generates a Current Hour Commercial Report.

A value of 0 disables the service.

19. Morpheus System Health Monitor

The System Health Monitor alerts engineers to potential issues with their Morpheus installation. Multiple system and Morpheus parameters are monitored with respect to:

- The Rescale MSSQL database (refer to page 10)
- Time (PC time and external time sources)
- Operating system platform
- Various performance counters (for example, available memory, paging file size and available disk size).

Most of these will raise an alarm if a particular condition is true, whereas others are provided for information only. If any alarms are raised, a red \mathbf{M} will flash on the Windows task bar.

Μ

If no alarms exist, a static green **M** is displayed.

м

The System Health Monitor is installed on every PC on which Morpheus is deployed. It starts automatically and must be kept running in order for log files to be updated (these are required by Grass Valley support engineers).

Note: If stopped, the System Health Monitor will be reactivated when a Morpheus application is started.

All installations of the System Health Monitor that communicate using the same multicast address (refer to page 35) will show alarms from all other installations - all individual system logs will therefore contain alarms from all installations.

19.1 The System Health Monitor Alarms Window

To view the System Health Monitor's alarms window, double-click on the \mathbf{M} icon on the Windows task bar. This window displays either unacknowledged alarms or all alarms, depending on the selection at the bottom of the window.

∞ Morpheus System Health Monitor: 225.0.11.77				
Help				
Machine	Source	Alam name	Value	Alarm State
LW7ENGA5924-4	Database	DB file and log file on different physical disks	False	RaisedUnacknowledged
LW7ENGA5924-4	Database	DB file disk drive has other files installed	c:	RaisedUnacknowledged
LW7ENGA5924-4	Database	DB log disk drive has other files installed	c:	RaisedUnacknowledged
LW7ENGA5924-4	Database	Main DB (localhost) maximum server memory may not be set	2147483647 MB	RaisedUnacknowledged
LW7ENGA5924-4	UdpTime	Number of time sources	1	ClearedPendingAckno
LW7ENGA5924-4	Version	Morpheus Version	[MCI]=MCI Patch 1.1.14.470 Not authorised for issue, untrack	RaisedUnacknowledged
All Unacknowledged				

Figure 384 Morpheus System Health Monitor Alarms Window

- To acknowledge an alarm, right-click on the alarm and click on the displayed **Acknowledge** button.
- To display unacknowledged alarms only, click on the **Unacknowledged** radio button.
- To display all alarms, click on the **All** radio button.

19.2 The Morpheus System Health Monitor Menu

If enabled, the Morpheus System Health Monitor menu provides several options to create system reports and log files, and edit alarm filters.

To display the Morpheus System Health Monitor menu, right click on the \mathbf{M} icon on the Windows taskbar. The following menu is displayed:

Gather reports
Gather perfmon logs
Export system configuration (.xml)
Edit perfmon counters
Edit alarm filters
Gather everything
Metrics profiling
Export metrics (.lgz)
Dump rescale data
Create process dump

Figure 385 System Health Monitor Menu

19.2.1 Enable / Disable the System Health Monitor Right-Click Menu

By default the right-click menu system is enabled - it can be disabled in order to prevent an operator from using any of the functions. Configure visibility of the menu system in the following manner:

- 1. Using Windows Explorer, open the Morpheus installation folder, by default *C:\Morpheus*.
- 2. Open the SystemHealthMonitor.xml file using Notepad++
- 3. Edit the following entry:

<HideToolbarIconOptions>**false**</HideToolbarIconOptions>

false = right-click menu system is enabled

true = right-click menu system is disabled

- 4. Save the changes and exit the file.
- 5. Restart the System Health Monitor application in order for the change to take effect.

Note: If the <HideToolbarIconOptions> line is removed from the SystemHealthMonitor.xml file, then the right-click menu system will be enabled.

19.2.2 Gather Reports

Save a list of system reports to a folder of choice. The reports saved are placed either in a folder with the current machine name or in a zip file.

The reports included are as follows:

Name
Database.txt
📄 DatabaseAggregator.txt
EventViewerLogs.txt
📄 LogFile.txt
MetricsFile.txt
PcTime.txt
PcTimeAggregator.txt
PerfCounter.txt
Platform.txt
📄 RescaleIni.txt
📋 UdpTime.txt
Version.txt
📄 VersionAggregator.txt



To gather the reports:

1. From the System Health Monitor menu, select **Gather reports.**

The 'Location to Save Reports' window is displayed.

See Location	n to save r	reports		×
Output fil Path	e			
	🔽 Zip	Votify when complete		
			Cancel	Continue

Figure 387 Location to Save Reports Window

- 2. Using the ellipsis button, browse to the directory in which to save the reports the Path field will be populated with the selected directory.
- 3. By default, the reports are saved to a zip file (the **Zip** checkbox is ticked) un-tick in order to save the reports directly to a folder in the chosen directory.

The 7zip filename is generated using the following naming convention: SystemHealthMonitor Reports yymmdd hhmmss

The folder containing the reports is generated using the following naming convention: <machine name>_<GUID>.

- 4. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 5. Click on **Continue** in order to generate the reports.

19.2.3 Gather Perfmon Logs

Save a system performance log to a folder of choice.

1. From the System Health Monitor menu, select Gather Perfmon Logs.

The 'Location to Save Perfmon Logs' window is displayed.

. Location	n to save p	perfmon logs		×
Output file Path	e V Zip	Votify when complete		
Time inte	rval From: To:	Today 10/01/2017 11:02:26 13/01/2017 11:02:26	Filters	
			Cancel	Continue

Figure 388 Location to Save Perfmon Logs Window

- 2. Using the ellipsis button, browse to the directory in which to save the reports the Path field will be populated with the selected directory.
- 3. By default, the logs are saved to a zip file (the **Zip** checkbox is ticked) un-tick in order to save the reports directly to an xml file in the chosen directory.

The resulting file is generated using the following naming convention: <machine name>_<GUID>

- 4. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 5. In the **Time Interval** pane, select **Today** to save a log for the current day only. Alternatively, enter a start and end date for the log entries - by default logs are created to cover the previous 72 hours.
- 6. Click on **Continue** in order to generate the reports.

19.2.4 Export System Configuration .(xml)

Export the system configuration to an xml file. This option is identical to the Export System button in the Configurator (Chapter 7.6.1 Export System).

1. From the System Health Monitor menu, select Export System Configuration (.xml).

The 'Location to Save System Configuration' window is displayed.

🛥 Location to save system configuration			×	
-Output fi Path	le			
	📝 Zip	Notify when complete		
			Cancel Cont	inue

Figure 389 Location to Save System Configuration Window

- 2. Using the ellipsis button, browse to the directory in which to save the files the Path field will be populated with the selected directory.
- 3. By default, the configuration is saved to a zip file (the **Zip** checkbox is ticked) un-tick in order to save the reports directly to an xml file in the chosen directory.

The 7zip file or xml file is generated using the following naming convention: yyyy-mm-dd_hh-mm-ss_<system name>

- 4. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 5. Click on **Continue** in order to generate the reports.

19.2.5 Edit Perfmon Counters

Edit performance counters.

1. From the System Health Monitor menu, select Edit Perfmon Counters.

The 'System Health Monitor - Performance Counters' window is displayed.

🥶 System Health Monitor - Performance Counters		×
Memory\Available_MBytes;Minimum=800		-
Paging Hie(_tota) X_Usage Paging Hie(_tota) X_Usage Peak		
Processor Time		
LogicalDisk(C:)/v. Free Space:Minimum=5;Maximum=100		=
LogicalDisk(C)/V/vg. Disk Gueue Lengin LogicalDisk(C)/V/ ree Space:Minimum=5:Maximum=100		-
LogicalDisk(D:)/Avg. Disk Queue Length		
LogicalDisk(E:)/X Free Space:Minimum=5;Maximum=100		
LogicalDisk(F)\% Free Space.Minimum=5;Maximum=100		
LogicalDisk(F:)/Avg. Disk Queue Length		
Physical Disk(1 D:)/www. Disk Guebe Length		
PhysicalDisk(2 E:)\Avg. Disk Queue Length		
PhysicalDisk(3 F:)\Avg. Disk Queue Length NET CI R Memory(MomberisHost) 21 Bytes in all Heans		
.NET CLR Memory(MopheusHostShell)/# Gen 0 Collections		
.NET CLR Memory(MorpheusHostShell)\# Gen 1 Collections		-
	•	E.
		_
Cancel	Apply	

Figure 390 System Health Monitor - Performance Counters Window

Note: The counters are displayed directly within the window - no file based report is generated.

19.2.5.1 Right Click Edit Menu

Right click on the 'System Health Monitor - Performance Counters' window to open an edit menu.



Any edits to the counters that have been confirmed with the Apply button are permanent. In order to reset the counters to their default appearance, it is necessary to restart the System Health Monitor.

Undo	
Cut	
Сору	
Paste	
Delete	
Select All	
Right to left Reading order	
Show Unicode control characters	
Insert Unicode control character	•
Close IME	
Reconversion	

Figure 391 'System Health Monitor - Performance Counters' Edit Menu

- Undo

Undo an edit to the content of the 'System Health Monitor - Performance Counters', such as the deletion of an entry.

- Cut

Cut displayed content from the 'System Health Monitor - Performance Counters' window.

- Copy

Copy displayed content from the 'System Health Monitor - Performance Counters' window.

- Paste

Paste additional content into the 'System Health Monitor - Performance Counters' window.

- Delete

Delete displayed content from the 'System Health Monitor - Performance Counters' window.

- Select All

Select all of the content displayed in the 'System Health Monitor - Performance Counters' window.

- Right to Left Reading Order

Left or right justify all of the content displayed in the 'System Health Monitor - Performance Counters' window.

19.2.6 Edit Alarm Filters

Configure alarm filters.

From the System Health Monitor menu, select **Edit Alarm Filters**. The 'System Health Monitor - Alarm Masking' window is displayed.

🥯 System Health Monitor - Alari	m Masking		– – ×
Machine	SourceName	Alam name	Mode
LW7ENGA5924-4	PerfCounter	Processor(_Total)\% Processor Time	Exclude
			Evolude 💌
	lladate		
Add Remove	Update		
		Cancel	Continue

Figure 392 System Health Monitor - Alarm Masking Window

- 1. Using the drop-down menus at the foot of each of the columns, select the following in order to create an alarm mask:
 - Machine: the machine that is the source of the alarm
 - SourceName: the type of alarm to filter
 - Alarm Name: the precise identity of the alarm to filter
 - · Mode: whether to include or exclude the configured alarm from the reports
- 2. Click on Add in order to create the mask.

- Remove

Highlight the alarm mask and click on Remove in order to delete it from the list.

- Update

Highlight the alarm mask, edit the characteristics of the mask and click on Update in order to save the changes.

- Continue

Closes the window.

19.2.7 Gather Everything

Creates a folder (or zip file) containing system information (detailed in Section 19.2.7.1).

1. From the System Health Monitor menu, select Gather Everything.

The 'Location to Save Files' window is displayed.

🏾 Location to sav	e files	×
Output file Path V Zip	Votify when complete	
Time interval From: To:	Today 10/01/2017 15:42:06 13/01/2017 15:42:06	Filters
		Cancel Continue

Figure 394 Location to Save Files Window

- 2. Using the ellipsis button, browse to the directory in which to save the files the Path field will be populated with the selected directory.
- 3. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 4. By default, the configuration is saved to a zip file (the **Zip** checkbox is ticked) un-tick in order to save the reports directly to files the chosen directory.

The 7zip file or folder containing the reports is generated using the following naming convention:

SystemHealthMonitor Reports yymmdd hhmmss

- 5. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 6. In the **Time Interval** pane, select **Today** to save a log for the current day only. Alternatively, enter a start and end date for the log entries - by default logs are created to cover the previous 72 hours.
- 7. Click on Continue in order to generate the reports.

19.2.7.1 System Information Included in the 'Gather Everything' Process

- EventViewerLogs contains the listed text files:
 EventLog-Application.txt
 EventLog-HardwareEvents.txt
 EventLog-Internet Explorer.txt
 EventLog-Key Management Service.txt
 EventLog-Media Center.txt
 EventLog-ODiag.txt
 EventLog-OSession.txt
 EventLog-Security.txt
 EventLog-System.txt
 EventLog-Windows PowerShell.txt
- Log File contains all Morpheus logs.
- Machine Name contains the listed text files:
 - Database.txt
 - DatabaseAggregator.txt
 - EventViewerLogs.txt
 - LogFile.txt
 - MetricFile.txt
 - PcTime.txt
 - PcTimeAggregator.txt
 - PerfCounter.txt
 - Platform.txt
 - RescaleIni.txt
 - UdpTime.txt
 - Version.txt
 - VersionAggregator.txt
- Metrics file contains all Morpheus metrics files.
- **PerfCounter** contains a performance counter file.
- Version contains the version report file.
- System.xml the configuration of the Morpheus system (identical to the file that can be generated individually using the Export System Configuration (.xml) option in this menu system, or from the Configurator (Chapter 7.6.1 Export System).
19.2.8 Metrics Profiling

19.2.8.1 Enable System Wide Metrics Profiling on the System.

 From the System Health Monitor menu, select Metrics profiling. The following message is displayed:

'Are you certain that you want to enable metrics logging on this system?'

2. Click **Yes** to confirm.

19.2.8.2 Disable System Wide Metrics Profiling on the System.

1. From the System Health Monitor menu, select Metrics profiling.

The following message is displayed:

'Are you certain that you want to disable metrics logging on this system?'

2. Click **Yes** to confirm.

19.2.9 Export Metrics

1. From the System Health Monitor menu, select **Export Metrics**.

The 'Location to Save Metrics.lgz File' window is displayed.

Location to save me	trics .lgz file	
Output file Path	Notify when complete	
Time interval From: To:	Today 13/01/2017 08:08:19 16/01/2017 08:08:19	Filters
		Cancel Continue

Figure 396 Location to Save Metrics Window

- 2. Using the ellipsis button, browse to the directory in which to save the files the Path field will be populated with the selected directory.
- 3. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.

The metrics are saved to a .lgz file using the following naming convention: SystemHealthMonitor Logs yymmdd hhmmss

- 4. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 5. In the **Time Interval** pane, select **Today** to save a log for the current day only. Alternatively, enter a start and end date for the log entries - by default logs are created to cover the previous 72 hours.
- 6. Click on **Continue** in order to generate the reports.

19.2.10 Dump Rescale Data

1. From the System Health Monitor menu, select **Dump Rescale Data**.

The 'Location to Save Files' window is displayed.

🏾 Locatio	on to save t	files	×
Output f Path	ile V Zip	☑ Notify when complete	
			Cancel Continue

Figure 398 Location to Save Files Window

- 2. Using the ellipsis button, browse to the directory in which to save the files the Path field will be populated with the selected directory.
- 3. By default, the configuration is saved to a zip file (the **Zip** checkbox is ticked) un-tick in order to save the reports directly to an xml file in the chosen directory.

The 7zip file or xml file is generated using the following naming convention: RescaleDump $_{225_0_{11_77}}$

- 4. **Notify When Complete** enabled by default. When ticked, a notification window informs that the process has been completed.
- 5. Click on **Continue** in order to generate the reports.
- Note: A new rescale data dump will overwrite a previous one that is in the target directory for the output file.

19.2.11 Create Process Dump

Displays all of the current Windows processes (in the same manner as Windows Task Manager) and provides the facility to produce a dump file.

1. From the System Health Monitor menu, select Create Process Dump.

The 'System Health Monitor - Process Dumper' window is displayed.

🧰 Systen	n Health Monitor - Process Dumper			x
Pid	ProcessName			<u> </u>
7896	acrotray			
8156	AdobeARM			=
2352	AGSService			
7544	ApMsgFwd			
7572	ApntEx			
1684	Apoint			
2324	amsvc			
1132	audiodg			
6844	BingSvc			
3712	CcmExec			
4816	CharacterMap			
9636	chrome			
5900	chrome			
4340	chrome			
1436	chrome			
4756	chrome			
4288	chrome			
7836	communicator			
7596	conhost			
1984	conhost			
3028	conhost			
7940	conhost			
7912	CorelIOMonitor			
680	CSISS			+
Output p	ath:		🔳 Z	Δip
Double-click process to dump				
		_		
			Dismi	SS

Figure 399 System Health Monitor - Process Dumper

- 2. Using the ellipsis button, browse to the directory in which to save the files the Output Path field will be populated with the selected directory.
- Tick the Zip checkbox in order to produce a 7zip file containing the selected process dump, otherwise the output file will be placed directly into the target directory (the deffault).
- 4. Double click on a process to create the dump file.
- 5. Click on **Dismiss** in order to close the Process Dumper window.

20. Automation Database Reporter

The Automation Database Reporter is used to create and configure the following:

- As Run logs
- Engineering logs
- Event Journal logs

20.1 As Run Log

When an event has played, it is greyed out on the Editor schedule for whatever 'dwell time' is configured (refer to 'Setting the Dwell Time for the As Run Log' below). The default is one minute.

The event is then removed from the schedule and placed in the As Run database by the As Run DB Host Shell service (refer to page 201).

The Automation Database Reporter takes events from the As Run database and publishes them to a file known as the As Run log. The file has the following format:

<Channel name>_yyyy-mm-dd-hh-mm.sch

To create As Run logs, both the Automation Database Reporter and the As Run DB Host Shell service must be running.

20.1.1 Setting the Dwell Time for the As Run Log

- 1. Start the Configurator (refer to page 50).
- 2. On the Configurator toolbar, click on the Configure Channels icon:



The Channels window is displayed.

- 3. Click on the Channel Properties tab.
- 4. In the As-Run Collect Dwell (seconds) field, enter the required time.

MC Channels		
Groups -ALL-	Channels CH01 CH02 CH03 CH04 CH04	Channel Properties More Properties Sources Transition Types List Custom Transition Templates Router sources SuperDuo Channel Name CH03
	CH05 CH06 CH07 CH08 SAMChannel1	Group -None- Channel No 3 Database User Ids (CSV) UTC Offset 00:00:00:00
		Icon Take Behaviour TakeNextMainEvent Pgm Bus Cut Behaviour ContinueInBreak
		Mixer Device <none> Backup Mixer Device <none> Backup Mixer Event Type <none> Channel Type Master</none></none></none>
		Master channel number -1 As-run collect dwell (seconds) 7200 Max number of events 2000
		Panoplay Note! Set this at your own risk. If Panoplay is running, behaviour is undefined. Current Panoplay State Unsynchronised
Group Name		
Add Delete	Clone	Apply Close

Figure 401 Configurator > Channels > Channel Properties Tab

20.1.2 Example As Run Log

Channel1_2012-03-15_00.sch - Notepad
<u>File Edit Fo</u> rmat <u>V</u> iew <u>H</u> elp
xml version="1.0" encoding="UTF-8" ? <schedule></schedule>
As-run collected at 15/03/2012 15:56:24
<event aspectratio"="" fullyqualifiedtype="Chann
<PreviousUid>-1</PreviousUid></td></tr><tr><td><OwnerUid>-1</OwnerUid>
<EventKind>MainEvent</EventKind></td></tr><tr><td><Fields></td></tr><tr><td><pre><Parameter Name= Charmeticuscomid Value= /> <Parameter Name=" type="Channel 1 Main Event" uid="3556" value="0"></event>
<parameter label="0 dB" name="AudioGain" value="0"></parameter> <parameter name="AudioLag" value="00:00:00:00"></parameter>
<parameter name="AudioLagout" value="00:00:00:00"></parameter>
<pre><parameter name="AudioLeagRate" value="00:00:00:00"></parameter></pre>
<pre><parameter name="AudioMixInDuration" value="00:00:00"></parameter> <parameter name="AudioMixOutDuration" value="00:00:00"></parameter></pre>
<parameter name="AudioMode" value="0"></parameter> <parameter name="AudioSource" value="SVC4"></parameter>
<pre><parameter name="BreakawayAudioMaterialId" value=""></parameter></pre>
<pre><parameter name="BreakawayAudioPlayoutDevice" value=""></parameter> <parameter name="Device" value="Device1"></parameter> </pre>

Figure 402 The As Run Log

20.2 Engineering Log

The engineering log is for diagnostic purposes. A new engineering log is created each time a change occurs in Morpheus, for example if:

- An event is held on the schedule
- A Host Shell service is no longer available.

The Automation Database Reporter works with the Eng Log Collector Host Shell service (refer to page 211) to write the engineering log to a file. The Eng Log Collector needs to be configured to write the log to the AsRun database. The Automation Database Reporter can then be configured to write the engineering log to a file.

Note: It is possible to write the log to a file using only the Eng Log Collector by taking the messages directly from the EventStore. However, it is better if the Eng Log Collector is configured to write the logs to the AsRun database.

The engineering log file has the format:

EngLog-<Multicast Address>_yyyy-mm-dd.eng

For further information, refer to 'Multicast Addresses' on page 35.

20.2.1 Example Engineering Log

The second secon	
<u>File Edit Format View H</u> elp	
<pre># Engineering log published at 16/03/2012 12:54:15 0076369 15-MAR-2012 09:18:06:00 15-MAR-2012 09:18:06:13 Moderate Alarm AUTO-LAB1 PbakBridge Alarm [SVRVW1] Changed from ClearedPendingAcknowledge to RaisedPendingAcknowledge</pre>	•
0076370 15-MAR-2012 09:18:06:00 15-MAR-2012 09:18:06:13 Moderate Device AUTO-LAB1 PbakBridge DeviceStatusCode on [SVRvw1] changed from Connected to Disconnected: Controller device status changed	
0076371 15-MAR-2012 09:25:20:00 15-MAR-2012 09:25:20:04 Moderate Alarm AUTO-LAB1 PbakBridge Alarm [SVRvw1] changed from RaisedPendingAcknowledge to clearedPendingAcknowledge	
Moderate Device AUTO-LAB1 PbakBridge DeviceStatusCode on [SVRVM] changed from Disconnected to Connected: controllor device status changed	
0076373 15-MAR-2012 10:04:03:00 15-MAR-2012 10:04:03:00 Moderate Alarm AUTO-LAB1 PbakBridge TimeChange Alarm [Omneon Validation Availability] changed from	
ClearedPendingAcknowledge to RaisedPendingAcknowledge 0076374 15-MAR-2012 10:04:03:00 15-MAR-2012 10:04:03:00 Mild Service AUTO-LAB1 PbakBridge TimeChange Service [Omneon Validation] no longer available: Expired 0076375 15-MAR-2012 10:04:15:00 15-MAR-2012 10:04:15:01	
Moderate Alarm AUTO-LAB1 MorpheusHostShell Alarm [Omneon Validation Availability] changed from RaisedPendingAcknowledge to ClearedPendingAcknowledge [0076376 15-MAR-2012 10:04:15:00 15-MAR-2012 10:04:15:01	
Mild Service AUTO-LAB1 MorpheusHostShell Service [Omneon Validation] now available: Service acquisition attempted	

Figure 403 The Engineering Log

20.3 Event Journal log

When an event has played on a Panoplay system, it is greyed out on the Editor schedule for whatever 'dwell time' is configured (refer to 'Setting the Dwell Time for the Event Journal Log' below). The default is one minute.

The event is then removed from the schedule and placed in the As Run database by the Event Journal Collector Service (refer to page 201).

The Automation Database Reporter takes the events out of the As Run database and publishes them to a file known as the Event Journal log, which has the following format:

<Channel name>_yyyy-mm-dd-hh-mm.sch

To create Event Journal logs, both the Automation Database Reporter and the Event Journal Collector Service must be running on each Morpheus system.

20.3.1 Setting the Dwell Time for the Event Journal Log

- 1. Start the Configurator (refer to page 50).
- 2. On the Configurator toolbar, click on **Configure Channels**:



The Channels window is displayed.

- 3. Click on the Channel Properties tab.
- 4. In the As-run collect (seconds) field, enter the required time.

20.3.2 Example Event Journal Log

📄 event_journal.sch - Notepad	. O X
<u>F</u> ile <u>E</u> dit F <u>o</u> rmat <u>V</u> iew <u>H</u> elp	
<pre><?xml version="1.0" encoding="utf-8"?></pre>	
<pre> <schedule></schedule></pre>	=
<events channel="Channel5"></events>	
This event came from Machine Morpheusl and SystemID 1	
<pre><!--Collected at Monday 26 03 2012 09:25:57 AM--> </pre>	
<pre>cvent 01d= 32 Type= cname11 Main Event FullyQualifiedType= cna cneedings</pre>	inner 5 D
<pre>compertides_1</pre> /previous/tu> compertides_1	
<pre><stited>true</stited></pre> /states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states/states	
<eventkind>MainEvent</eventkind>	
<manuallytaken>True</manuallytaken>	
<requestedmanualtake>True</requestedmanualtake>	
<fields></fields>	
<pre><parameter name="AspectRatio" value="0"></parameter></pre>	
<pre><parameter label="0 dB" name="AudioGain" value="0"></parameter></pre>	
<pre><parameter name="AudioLag" value="00:00:00:00"></parameter></pre>	
<pre><parameter name="AudioLagout" value="00:00:00:00"></parameter> </pre>	
<pre></pre>	
<pre><parameter name="AudioDextropression" value="00:00:00"></parameter></pre>	
<pre><parameter <="" name="AudioMixOutDuration" pre="" value="00:00:00:00"></parameter></pre>	'>
<pre><parameter name="AudioMode" value="33825"></parameter></pre>	
<parameter name="AudioSource" value="5MAINA"></parameter>	-
<	

Figure 404 The As Run Log

20.4 Running the Automation Database Reporter

To run the Automation Database Reporter, double-click on the Automation Database Reporter shortcut in the Morpheus Shortcuts folder.

D8 Automation Database Reporter			
System Tools Help			
Log filter	Time	Source	Message
(all)	18/01/2017 11:15:21		Wrote config to disk
New Asrun	18/01/2017 11:15:21		Start: ReporterConfig(ConnectionString(Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=AsRun) SystemNa
New EnglogCollectorCo	18/01/2017 11:15:21		Correcting database publishers
	18/01/2017 11:15:21		Discovered 1 engineering log publishers in database that are not configured - deleting
	18/01/2017 11:15:21		Deleting engineering log publisher: New EnglogCollectorConfig-301c0d6d-ada5-42c6-96d0-
	18/01/2017 11:15:21		Starting publishers
	18/01/2017 11:15:21		Starting New EnglogCollectorConfig-301c0d6d-ada5-42c6-96d0-bfeae7fa4edb
	18/01/2017 11:15:21	New EnglogCollector	Starting
	18/01/2017 11:15:21		Starting New Asrun
	18/01/2017 11:15:21	New Asrun	Starting
-	Unfiltered		
Errors			
Time	Source	Error	

Figure 405 Automation Database Reporter

The configured log publishers appear in the **Log Filter** pane on the left, with messages on the right. Any errors are shown at the bottom of the window.

Important:The Automation Database Reporter should always be running. If it is not running, the
AsRun database grows too large, causing performance problems or even a system crash.
This is because all events must be collected from the EventStore and written to the AsRun
database to prevent the EventStore becoming overloaded. The AsRun database is always
growing and the Automation Database Reporter trims it down.

Publishers

Publish one of the following types of reports:

- AsRun log
- Engineering log
- Live record asrun log
- Event Journal

Note:

The Automation Database Reporter can be configured with multiple publishers for an AsRun log. This allows, for example, for daily 'asruns' and event by event 'asruns'.

20.4.1 Using the Automation Database Report Configuration Tool

On the Automation Database Reporter menu bar, click on **Tools**, and select **Configure** from the drop-down menu. The Automation Database Configuration window is displayed.

20.4.1.1 Configuring the Global Parameters for all Publishers

The global parameters apply to all Publishers.

Automation Database Report Configuration	
Global Publishers	
Database connection	
Connection string	Test connection
Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=	AsRun
Number of days of log to preserve	0 A Read from database
Let this application prune the database every hour	
System name (must match a Morpheus System Name)	•
Worst PC clock difference from station timecode (seconds)	180 (*
Temporary file path	C:\Temp\
	Cancel Apply

Figure 406 Automation Database Reporter Configuration - Global Tab

Global Parameters

- Connection String

Define the connection string as SQL Server SqlConnection value pairs separated by semicolons (;) in the following format:

'Data Source=<SQL server address [typically the machine name]>;

User ID=<SQL server login account [default = sa]>;

Password=<SQL server login account password [default = sa]>;

Initial Catalogue=<DatabaseName> (name of the database with which to connect).

Example

Data Source=localhost;User ID=sa;Password=sa;Initial Catalog=AsRun

- Test Connection

Click to test the connection to the specified database.

Both a successful and a failed connection are notified via a pop-up window.

20.4.1.2 Creating a Publisher

Click on the 'Publishers' tab, then click on New to display the New Publisher window.

Automation Database Report Configuration	
Global Publishers	
Publishers Publishers New Delete Update	P# New publisher Choose a publisher type to create Anin Engineering log Live record asun log Event Journal Cance
	Cancel Apply

Figure 407 Publisher Tab - New Publisher Window

Highlight one of the following:

- Asrun
- Engineering Log
- Live Record Asrun
- Event Journal

Click on **Create** to generate the publisher.

Click on the new Publisher in order to access its configuration parameters (Figure 408).

Function Buttons

- New

Opens the New Publisher window for the creation of a publisher.

- Delete

Select an existing publisher and click on Delete in order to remove it.

Note: There is no confirmation window.

- Update

When a change is made to the configuration of a publisher, the Update button will turn red. In order to confirm the changes, the Update button must be used - if not any changes will not be applied.

- Cancel

Cancels any changes to the configuration of a publisher, even if the Update button has been used.

- Apply

Closes the Automation Database Configuration window after configuration changes have been made.

20.4.1.3 Publisher Specific Configuration Parameters

All Publisher configuration parameters are detailed in this section, although some are greyed out in the GUI to indicate that they do not apply to a particular Publisher, as shown by the example in Figure 408.

Note:

When using Panoplay, an Event Journal publisher must be created on both Morpheus systems.

Automation Database Report Configuration	
Global Publishers	
Publishers	Publisher config
New Asrun Publisher	Name New Asrun Publisher
New Engineering Log Publisher	Master channel name CH1 -
New Live Record Assus Log Publisher	
	Translate times to local from LITC Renumber LIDs
	Ilse previous dav's date in filenames Double framecount
	Publication hourminute 0 1 10 1
	Output file extension .sch
	Default output path C:\Morpheus
	Scan Frequency 5
	Start Event Type Event field match
	Stop Event Type EventJournal tables?
	Also publish to TCP/IP socket
	Host name or IP Address
	Pot number
	Separate regional output paths
	Channel Path
	Update Channel
	Delete Path
New Delete Update	
	Cancel Apply

Figure 408 Example: Configuration of an Asrun Publisher

- Name

A default name for the publisher is allocated upon creation, but, if required, enter a new name by over-typing the existing one - the change is reflected in the Publishers pane.

- Master Channel Name

Select a Master Channel Name from those available in the drop down menu.

- Output Type

The **Output type** drop-down menu provides options for filing the as run logs, as detailed below.

SingleFile

The AsRun log from the master channel (including all Regions) is output to a single file, covering a period of the last 24 hours. The output file format is <Channel Name>_yyy-mm-dd-hh-mm.sch (where the date and time relate to the when the .sch file was created).

SeparateFiles

The AsRun log for the master channel is output to one file, and separate files are created for the AsRun logs of each of the regional channels. The output file format is <Channel Name>_yyy-mm-dd-hh-mm.sch (where the date and time relate to the when the .sch file was created).

SeperatePaths

Provides the same output mechanism as 'SeparateFiles', but with the added functionality of being able to specify individual fully qualified path names for the folders in which the output files are to be stored - enter the paths in the 'Separate regional output paths' table (this table is greyed out for all other output types). The output file format is <Channel Name>_yyy-mm-dd-hh-mm.sch (where the date and time relate to the when the .sch file was created).

OneEntryPerFile

Each event in the AsRun log is output to a separate file. The output file format is <10 digit incrementing number>_<channel name>.sch.

AsRunEndFlag

If the AsRunEndFlag parameter has been set to TRUE as a parameter on an event, the publisher will output the contents of the AsRun log from the previous AsRunEndFlag entry, up to the latest AsRunEndFlag entry in the log. The output file format is <Channel Name>_yyy-mm-dd-hh-mm.sch (where the date and time relate to the when the .sch file was created).

- Publication Boundary Strategy

• Very Eager

When the configured publication time arrives, events that FINISH <= PUBLICATION_TIME are published. Because the log is published on time, some events with FINISH <= PUBLICATION_TIME may end up in the next day's log.

• Eager

Events that FINISH <= PUBLICATION_TIME are guaranteed to appear in the log. It is likely that the log will be published close to the publication time that has been configured, but it may be delayed until the system proves that there are no further events that should be included in the log.

Lazy

Events that START <= PUBLICATION_TIME are guaranteed to appear in the log, however, in order for this requirement to be met, the log may not necessarily be generated until sometime after the publication time that has been set.

- Publication Hour: Minute

Enter the time at which the log is to be published.

- Output File Extension

Enter the desired extension for the log - the default is .sch.

- Default Output Path

Enter the path of a destination folder in which to store the logs

- Scan Frequency

Live Record Asrun Log publisher only.

- Start Event Type

Live Record Asrun Log publisher only.

In order to use live recordings with a Panoplay system, it is necessary to use the Event Journal instead of the As Run functionality.

Enter the wildcard '%' followed by the live record start event name, for example:

%LiveRecord Start.

The wildcard represents any parent events of the selected event.

- Stop Event Type

Live Record Asrun Log publisher only.

Enter the wildcard '%' followed by the live record stop event name, for example:

%LiveRecord Stop.

The wildcard represents any parent events of the selected event.

- Event Field Match

Live Record Asrun Log publisher only.

- Event Journal Tables?

Live Record Asrun Log publisher only.

- Also Publish to TCP/IP Socket

The socket is the combination of an IP address and a port number.

Host Name or IP Address

The host name or IP address of the device to which to publish

Port Number

The TCP / UDP port number on the device identified above, to which to publish.

20.4.2 Reporting Database Statistics

The Automation Database Reporter application also provides an overview of the database statistics for the Morpheus system. It contains information on currently configured Engineering, As Run logs and Event Journals.

To view the report, click on **Tools -> Configure** on the main Automation Database Reporter window. The report window is displayed as shown below:

Database report		
Database properties: version 1.11 keep_days 10 operation_lock 1723	•	
Defined systems: BROADCASTSYSTEM1 225.000.011.077		
Traditional AsRun information:		
Channels and as-run size in system BROADCASTSYSTEM1:		
Oldest as-run entries in BROADCASTSYSTEM1:		
As-run publishers in BROADCASTSYSTEM1: New Asrun		
No illegal start times prior to 2000-00-01 found in asrun		
No illegal start times after 2030-00-01 found in asrun	≡	
Event Journal AsRun information:		
Channels and as-run size in system BROADCASTSYSTEM1:		
Oldest event journal entry in BROADCASTSYSTEM1:		
Event Journal publishers in BROADCASTSYSTEM1:		
No illegal start times prior to 2000-00-01 found No illegal start times after 2030-00-01 found		
Engineering log information:		
Engineering log publishers in BROADCASTSYSTEM1: New Asrun New EnglogCollectorConfig-301c0d6d-ada5-42c6-96d0-		
Publishers not configured for Engineering Log output BROADCASTSYSTEM1:		
Oldest engineering log entry in BROADCASTSYSTEM1:	-	
ОК		

Figure 409 Database Statistics Report

20.4.3 Manually Publishing Logs

From the Tools menu on the Automation Database Reporter, select **Manual Publish** - the Manual Publication window is displayed (Figure 410).

Once configured, click on **Begin** to publish the log to the 'Default Output Path' folder selected on the 'Publisher Config' form.

anual Publication				
 As-Run Log 	🔘 Engineering L	og 💿 Event Journal	◎ Live Record	
Select Channel		From	То	TimeZone
CH1		11/01/2017 12:12:44	18/01/2017 11:53:19	UTC
Time Range			Options	
Available	Available: 11/01/2017 12:12:44 -> 18/01/2017 11:53:19		Single entry per file	StopEventType
	TimeZone=UT	C	Renumber UIDs	
			Opt-outs in seperate files	MatchedEventField
From		То	Double framecount	Get times
11 January 2	017 🔍 🔹	18 January 2017 🔲 🔻	Also publish to TCP/IP sock	xet
12:12:44:	28	11:53:19:23	Host name or IP Address	12000
			Port number	12000 x
				Cancel Begin

Figure 410 Automation Database Reporter - Manual Publication Window

- Time Range

The default time range can be customised using the From and To fields:

• From

Enter the time and date from which entries should be published.

• To

Enter the time and date up to which entries should be published.

- Also Publish to TCP/IP Socket

The socket is the combination of an IP address and a port number.

Host Name or IP Address

The host name or IP address of the device to which to publish

• Port Number

The TCP / UDP port number on the device identified above, to which to publish.

- LiveRecord Details

Note: For publications of type Live Record only.

• Start Event Type

Enter the wildcard and name, e.g. %LiveRecord Start

• Stop Event Type

Enter the wildcard and name, e.g. %LiveRecord Stop.

MatchedEventField

Shared Parameter

20.5 As Run Merging

The Automation Database Reporter provides as run merging functionality. It can automatically publish events from any publisher once the event has been aired. The as run log files can also be sent to a remote network location.

To enable As Run merging:

- 1. Click on Tools -> Configure on the main Automation Database Reporter window.
- 2. Click on the Global tab.
- 3. On one Panoplay system only, in the As Run Merging section at the end of the tab, select the option as shown below:

•	This option loads the published files, parses the contents based on the events which have finished being on air and then outputs the results to the Merge folder. It is also possible to send the new file to a remote network location using TCP/IP.
	Note! This must only be activated on ONE panoplay system only.

Figure 411 As Run Merging Option

4. Click on the **Settings** button. The following window is displayed:

Details			
File extension	.sch Only files with the specified ex Specify in the format ".ext"	tension will be consider	ed.
Watch folder A	\\svr1\share		Watch folder A and B are the directori
Archive directory	\\svr1\archive		These should be the directories set via the automatic publishing output
			put copies of successful input schedul
Watch folder B	\\svr2\share		successfuly merged schedules
Archive directory	\\svr2\archive		
Merge directory	\\src3\share		
Also publish to	TCP/IP socket		
Host name or IP A	Idress Note! W	hen enabling this featur	e, make sure that you have not configure
Port number	12000 Publishe	ers to point to the same	endpoint as this will cause published

Figure 412 Configuring as Run Merging

- 5. Set the type of file to merge in the 'File extension to match' option. This is usually a .sch file.
- 6. Configure the two directories that contain the unmerged As Run schedules. These schedules exist due to the Morpheus 'publisher' running on the Panoplay system.
- 7. Configure the archive directories that will contain copies of the merged input schedules.

- 8. Configure the merge directory that contains copies of the successful merged schedules.
- 9. Set the number of archived files to keep in the 'archive' and 'merged' directories. This is the number of files that can exist at any time. The files are removed in reverse time order (oldest first).
- 10. If the asrun schedule needs to be published onto another machine, enter the TCP/IP host name and port number.
- 11. Click on **OK** to save the changes.

21. Morpheus Media Management Database

The Morpheus media management database is a complete, up to date list of every recording on every device in the system (for example, playout, backup, near-line, archive and ingest, refer to page 631).

The media management system (refer to page 615) updates the Morpheus media management database whenever the following occurs:

- A media asset file is moved, copied or deleted.
- Database entries are added or modified, for example, when new 'soft segments' are created (refer to page 591), new presentation data is added, or inpoints (refer to page 645) and outpoints (refer to page 645) are changed.

21.1 Metadata

For each recording, the database contains metadata (data about data), such as the title, date, owner, inpoint, aspect ratio, duration and material type of a piece of material.

If no metadata exists in the Morpheus media management database for a material file, it can be added manually using File Import (refer to page 626). This application also has the capability of extracting metadata from a file header.

The Gateway application monitors a folder for the arrival of an xml file that contains the metadata for a specified material file (refer to page 626).

The Administration application can be used to manually enter metadata relating to material (refer to page 623).

21.2 Further Information

21.2.1 Instance

'Instance' is a term used to describe a recording of a media file.

The instance table lists metadata for each instance (refer to page 597).

It is possible for multiple instances of a media file to exist on different devices, such as on servers and on tape, in which case each instance has a different instance label (see below) but the same material ID (refer to page 614).

21.2.1.1 Instance Label

An 'instance label' is a unique identifier for a recording in the Morpheus media management database.

In a system using short file IDs, an instance label is also the physical filename for a server recording. If long file IDs are in use (refer to page 600), the instance label is a unique index for the instance table.

21.2.1.2 Instanceless Item

An 'instanceless item' is an entry in the item table (refer to page 593) which does not have a corresponding entry in the instance table. This is not to be confused with an 'orphan' item. For further information, refer to page 589.

21.2.1.3 Deviceless Instance

A 'deviceless instance' is a recording with a blank or non existent device name, for example, a recording which is not on any media.

A deviceless instance breaks the rules of the database and should never occur unless the database has been edited directly. No Morpheus application permits such an entry to be created.

21.2.1.4 Instanceless Device

An 'instanceless device' is a device with no instances of recorded material associated with it, for example, a blank tape.

An instanceless device appears in the storage device table (refer to page 601) as a device name that is never referenced in the instance table (refer to page 597).

21.2.2 Orphans

An orphan is either:

- 1. A media file that exists on a video server (or other device) but does not appear in the Morpheus media management database. This is known as a 'server orphan'. Server orphans can occur after deleting a server file or tape recording manually.
- 2. An entry in the Morpheus media management database for which no corresponding media file exists. This is known as a 'database orphan'. Database orphans can occur after deleting a media file from a device manually.

It is possible to have tape, video server and archive orphans.

Orphan recordings can arise when FTP (refer to page 644) is used to transfer video files onto a video server. Initially the database has no record of such files, and the metadata either has to be:

- Extracted from the file header, using File Import (refer to page 626).
- Entered manually, using File Import.
- Taken from a separate XML file using Gateway (refer to page 626), which links a filename with a material ID and all the associated metadata (refer to page 588).
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21.2.2.1 Deleting Orphans

Any type of orphan can be identified and deleted using the Reconcile function in the Request Controller (refer to page 627).

21.2.3 Parameter Linking

'Parameter linking' is a way of extracting a field from the EventStore or Morpheus media management database and using it as a parameter to be sent to a controlled device.

Parameter linking from the database requires the Morpheus DB Decorator service (refer to page 247) to be running in Host Shell Services (refer to page 197). Link parameters as follows:

- 1. Activate a Morpheus DB Decorator service and provide it with a unique and useful name. Configure it to read the relevant fields from the Morpheus media management database.
- 2. In the Configurator (refer to page 50), modify the relevant parameter of the Event Type to have the correct 'parameter script method', which would be 'decorator' in this case.
- 3. Set the script arguments in the Event Type to be MORPHEUS::<tablename>::<columnname>.
- For a secondary event (refer to page 648) to take a parameter (such as its title) from its immediate parent, set the parameter script method to 'Get parameter from owner'. 'Get parameter from ultimate' forces the secondary event to take the parameter from the ultimate parent, that is, the top level event in the case of nested secondary events. There are also options to take parameters from a MediaBall header (refer to page 53) or main (mixer) event.

This process is described in detail in the 'Morpheus DB Decorator' topic on page 247.

21.2.4 Segmenting

'Segmenting' is the process of splitting an item. It is normally used to 'cut' a long form piece of material into smaller parts and is generally used for films and shows.

There are three ways to segment an item:

- Using ingest (refer to page 631)
- Soft segmenting
- Segmenting using material IDs

Each method is described below.

21.2.4.1 Using Ingest to Segment an Item

Ingest material one segment at a time, each segment being one file and having its own material ID (refer to page 614), instance label (refer to page 588) and long file ID (refer to page 600) - this can be referred to as 'hard segmenting'.

Segmenting material in this way is operationally inflexible, for the following reasons:

- If different channels require different segments of the same material.
- If the same programme will be re-broadcast with different segments.

In such cases, the only option is to re-ingest with different inpoints (refer to page 645) and outpoints (refer to page 645).

21.2.4.2 Soft Segmenting

When not using long file IDs (refer to page 600), create segments by playing out the item multiple times using different inpoints and outpoints. This is known as 'soft segmenting'.

This is done during schedule creation and needs the Morpheus DB Decorator (refer to page 247) to be disabled to allow overwriting inpoints.

21.2.4.3 Segmenting Using Material IDs

If long file IDs are in use, multiple entries in the instance table (refer to page 597) can refer to the same physical file on the video. This is because the long file ID does not have to be unique.

Material IDs (refer to page 614) can be suffixed -1, -2, -3 and so on, each entry in the instance table (refer to page 597) referring to each successive segment by means of the inpoint (refer to page 645) and outpoint (refer to page 645). This provides full operational flexibility.

Material is normally segmented at the acquisition (refer to page 621) or review stage.

To segment a programme when it has been added to the schedule, copy it as many times as necessary for the number of segments. The material ID for each segment can be edited in the Property Inspector (refer to page 5) by adding a suffix, -1, -2, -3, and so on.

Edit the inpoint and outpoint of each segment as required and place commercial breaks between the segments. The Morpheus DB Decorator, refer to page 247, will no longer overwrite the inpoint and outpoint as the material ID has been modified.

The Editor **Main** column show a database error but this can be ignored as the file ID is sufficient to establish which clip is to be played out.

When the file ID has been obtained from the original material ID (when the event has come within the event look-ahead, refer to page 243, and been passed to the kernel, refer to page 169) it will stay in place even if a suffix is added to the material ID.



To segment a live event 'on the fly' and preserve the total duration, use 'multipart programme IDs' (refer to page 139).

21.3 Core Database Tables

The Morpheus media management database uses Microsoft's SQL Server and is a relational database. It consists of a number of tables which are linked by common columns.

The 'item', 'instance' and 'storage device' tables are known as core tables because every recording must use all three.

Item Table Item data only		Instance Table Data relating to the individual recording instances only		Storage Device Table Storage device data only
Material ID (primary key)		Instance Label (Primary Key)		Device Number (primary key)
Title		Material ID (foreign key)		Location
On-air Duration	1	Device ID (foreign key)		Device Type
Reviewed By	1	Last Used Date		Format
Episode Number		Timecode In		
Aspect Ratio		Timecode Out		
Material Type	1	VITC / LTC	1	
Owner ID	1	Delete After Date	1	
Purge Date	1	Video Compression		
	,	Audio Mode		
		Audio Sample Rate		
		Audio Compression		
		Quality Check Date		
		Encoded Flag		
		Long File ID		

Figure 413 Relationships Between the Core Database Tables

The recording information is held in the instance table. This must contain a unique material ID, which exists in the item table, and a device name, which exists in the storage device table.

The core tables minimize repetition of data, save space and maximize access speed. For example, if there are multiple recordings of an item, it would be wasteful to repeat the content information for each recording. For this reason, data is kept in the item table where it only needs to be stored once.

To determine the content of a recording, SQL Server obtains the material ID specified in the instance record and then looks it up in the item table.

Similarly, to find the storage device information for a recording, SQL Server finds the device name specified in the instance record, and then looks up the device name in the storage device table.

The use of a separate storage device table allows device information to be recorded once, thus saving space if there are many recordings on one device. This is always the case for a video server and, very often, for a tape.

Each device has a unique name and, in the storage device table, metadata about each device is held against each device name. In this context a video server is a device and a tape (not a VTR) is a device.

A material ID can exist in the item table without any recordings of that content appearing in the instance table. This condition is known as 'item only'. Search for these records from the Palette (refer to page 5) using an 'item-only search'.

A device name can exist in the storage device table without being referred to in the instance table. This corresponds to an empty device, for example, a blank tape or a new video server which has no recordings yet.

All material specified in schedules is checked immediately using the Morpheus media management database to ensure that an instance of the material ID exists on the specified playout device. The result of this check is indicated in the Editor using status 'barrels' (refer to page 236).

Note: An instance record cannot be entered until the item and storage device records exist.

Each of the core database tables is described below.

21.3.1 Item Table

The item table lists the parameters relating to the content of each video instance (refer to page 588). Its columns are described below.

Note: The following are required fields:

MATERIAL_ID

TITLE

ON-AIR DURATION

MATERIAL TYPE

• MATERIAL_ID (Primary Key)

A unique identifier for a piece of material. It can contain data up to 128 characters, including uppercase letters, numbers and some symbols. For further information on the material ID, refer to page 614.

TITLE

The material's title. This field can contain text up to 128 characters.

ON-AIR DURATION

The duration of the material. Its format is hh:mm:ss:ff.

RUN-ON-DURATION

The duration of material that follows the stated duration. Its format is **hh:mm:ss:ff**. This is entered prior to acquisition (refer to page 621). This entry takes priority over the same data stored in the instance table.

SUBTITLE_REF

The file ID used for subtitle equipment. It can contain text up to 30 characters.

REVIEWED_BY

This is used to confirm that the file has been reviewed and provide the initials of the person who checked the item for content. This is normally entered during acquisition (refer to page 621). It can be displayed in the **QC** column on the Editor schedule as a blue tick. It can contain text up to 20 characters.

NOTES

A free text field, useful for entering information or reminders. Can contain text up to 254 characters.

Note:

The Morpheus DB Decorator must be running and configured to query the Notes column (refer to page 247).

FILED_DATE

The filed date of the database record. Its format is **dd:mm:yy hh:mm:ss**. This is inserted automatically and is read-only.

STATUS

The status of the item. This can contain text up to 10 characters.

• EPISODE_NUMBER

The episode number in a series. This is an integer field, allowing up to a maximum of 999999999 numbers.

• NUMBER_OF_TAPES

This is used to specify the number of tapes required, in case the material is spread across multiple tapes. It is a text field, allowing up to two characters.

ASPECT_RATIO

This can be 4:3, 16:9, 16:9PV or 20:9. It is a text field, allowing up to four characters. This also includes AFD (refer to 'AFD (Active Format Descriptor)' on page 596).

• MATERIAL_TYPE

The type of material, for example, programme or commercial. This is a text field, allowing up to 10 characters. One material type must be allocated to the recording. For further information on material types, refer to page 596.

OWNER_ID

This is used to generate different views of the item table for different owners. This is an integer field, allowing up to a maximum of 99999999999999999999999999999 that the column has to be implemented when the database is initially set up.

PURGE_DATE

The date after which the material can be purged. Its format is date and time.

SCAVENGE

A flag which triggers automatic central archiving.

ARCHIVE

A flag which triggers automatic local archiving.

CATEGORY_ID

This column is used for customizing programme types. It is an integer field, allowing up to 999999999 numbers.

21.3.1.1 Material Type

The 'Material Type' is a parameter held for every material ID in the item table. There are five possible material types in Morpheus. Each is described in Table 36 below.

Material Type	Description
Programme	A main programme item, generally advertised in the listings magazines or on the EPG (refer to page 21)
Commercial	A revenue generating advertisement
Junction	A channel ident, promo, bumper or other interstitial
Live	An item from a live studio or outside source
Live record	An event which was recorded from a live source using Live Record (refer to page 621). This Event Type may contain black, unwanted, inappropriate or unexpected content

Table 36 Material Types

It is good practice to classify material properly as this can activate or permit certain functions.

The material type can be edited in the Property Inspector (refer to page 5) if the Event Type configuration allows this. It may, however, be overwritten by the Material Decorator (refer to page 236) if the channel configuration specifies it.

Morpheus Administration (refer to page 623) allows an additional material type known as 'still'. If such material is scheduled in Morpheus it appears as JUNCTION in the Editor schedule.

User-defined material types are not available.

21.3.1.2 AFD (Active Format Descriptor)

A code sent on line 21 of a TV signal to indicate which format the picture should be viewed in. This is different from the aspect ratio itself.

The receiving equipment reads this data and switches the display to the correct aspect ratio. It takes into account the physical aspect ratio of the screen and the viewer's preferences (for example, letterbox or zoom for 16:9 pictures on a 4:3 screen).

The code consists of an integer from 0 to 7. The addition of the code can be automated by Morpheus, for example, using a GPI event (refer to page 636).

21.3.2 Instance Table

A list of instances of recorded material (refer to page 588).

Note:	The following are required fields:
	INSTANCE_LABEL
	MAT_ID
	DEVICE_ID
	VITC
	LTC
	RECORDED_DATE
	LONG_FILE_ID

• INSTANCE_LABEL (Primary Key)

A unique identifier for an instance. It can contain text up to 8 characters and is always numeric. If long file IDs (refer to page 600) are not in use, the instance label is the same as the filename on the server. If long file IDs are in use, the instance label becomes the unique index for the table, used by the database and not by Morpheus.

• MAT_ID (Foreign Key)

This identifies the content of the recording. It can contain text up to 128 characters. This cross references the item table (refer to page 593). For further information, refer to 'Material ID' on page 614.

• DEVICE_ID (Foreign Key)

This identifies the device that the recording is on. It is a text field allowing up to 20 characters. This cross references the device table. For further information, refer to 'Device ID' on page 614.

SOURCE_DEVICE_ID

The ID of the source. This is a text field, allowing up to 20 characters. It can only contain uppercase letters.

LAST_AIRED_DATE

The date the material was last played out. Its format is date and time. It is inserted automatically.

• LAST_USED_DATE

The date the material was last put into a schedule (whether played out or not). Its format is date and time. This is written to by the 'Lock Decorator service' (refer to page 235).

• USAGE_COUNT

The number of times the material has been used. This is an integer field, allowing up to 999999999 integers. It is incremented automatically.

TIMECODE_IN

The timecode at SoM (start of material). Its format is **hh:mm:ss:ff**. Server instances default to **00:00:00:00** and tape instances to **10:00:00:00**. Tape SoM is set by the operator when using the various Morpheus ingest applications.

TIMECODE_OUT

The timecode at EoM (end of material). Its format is hh:mm:ss:ff.

• VITC

A **Yes/No** field to indicate whether or not VITC is present. For information relating to the Vertical Interval TimeCode (VITC) refer to page 634.

• LTC

A **Yes/No** field to indicates whether or not LTC is present. For information relating to the Longitudinal TimeCode, refer to page 634.

• DELETE_AFTER

Expressed as a date a ns a timecode. Allows auto deletion from a video server in order to save space (refer to 'Background Deletion' on page 620).

TECHNICAL_COMMENT

A free information text field, allowing up to 254 characters.

VIDEO_COMPRESSION

Inserted automatically as an 8-bit floating point.

AUDIO_MODE

Text field, allowing up to eight characters. Possible values are A to both, B to both, mono mix, stereo or ph rev B (phase reversal of the B audio signal).

• AUDIO_SAMPLE_RATE

The format of this column is 8-bit floating point. This should be 48KHz for embedded SDI.

AUDIO_COMPRESSION

The format of this column is 8-bit floating point.

• QUALITY_CHECK

This contains a time and date stamp to indicate when a file's technical quality has been checked. The Morpheus DB Decorator must be running and configured to query this column (refer to page 247).

AUTO_QC

This field contains a time and date stamp to indicate that a material item's technical quality has been checked by the Morpheus Quality Manager application and declared to be valid. The Morpheus DB Decorator must be running and configured to query this column (refer to page 247).

RUN_ON

The duration of the material after the 'end' of the item. Its format is **hh:mm:ss:ff**. This is normally set in the Acquisition application (refer to page 621) at the time of ingest. This could be relevant in the case of a crossfade or wipe into the next item.

RECORDED_DATE

The date on which the material was recorded. This is a date and timecode field. It is inserted automatically.

ENCODED

This indicates that a clip has been fully transferred with no errors. For further information, refer to 'Encoded Flag' on page 600.

CLIP_REF

This column is not used.

AUDIO_SHUFFLING_ID

Used in multi level audio systems, this is an integer field.

LONG_FILE_ID

If long file IDs are in use (refer to page 600), this is the filename on the server. It is a text field, allowing up to 128 characters. Beware of characters prohibited by third party equipment (due to operating system and reserved characters).

Long file IDs are not the primary key of the table, so there can be multiple entries referring to the same long file ID, permitting multiple entries in the item table.

INSTANCE_STATUS

This field is for future use.

21.3.2.1 Encoded Flag

The 'Encoded' flag indicates that a file has been encoded completely (transferred or ingested) and that a valid file exists.

Note: Encoding is the process of getting video from the incoming stream or via a file transfer, which is probably SDI, into a file of whatever format is used on the server (for example, MPEG, mov).

The Encoded flag is visible in the Palette (refer to page 5) for all server recordings.

The term is used because servers store material in encoded form, with encoders on the inputs and decoders on the outputs.

21.3.2.2 Unencoded Instance

An 'unencoded instance' is a server recording for which the Encoded flag is not set. This indicates that the recording or file transfer is still in progress, has been aborted or failed before it was completed.

The Reconcile function (refer to page 629) in the Request Controller media management application allows users to search the database for unencoded instances and delete them.

The Reconcile operation has to be run again afterwards in order to remove any invalid files from the server.

21.3.2.3 Long File IDs

'Long File ID' is an additional column in the instance table. It allows the physical filename of a server recording to be different from the instance label. This means that:

- The physical filename can appear any number of times because it is not the unique index of the table.
- Each occurrence may have a different material ID, that could specify different inpoints (refer to page 645) and outpoints (refer to page 645) for one filename - this will allow soft segmenting.
- Use the presentation table (refer to page 602) to specify different audio gain settings for the same filename, enabling quick and easy selection of language tracks in the same file.

The option to use long file IDs can be set in the Application Server (refer to page 165). From here, select **Configuration** from the **Tools** menu and, and on the Settings tab, select **Use long file names**. This option can also be set in Acquisition (refer to page 621).

Some users find it convenient to have the file ID and the material ID the same to simplify identification of material in a list.

If long file IDs are in use, items with short file IDs are still visible to the Palette (refer to page 5) and can still be played out. If long file IDs are not in use, only short file ID items are displayed.
21.3.3 Storage Device Table

The storage device table stores parameters of tapes, video servers and archives. Its columns are described below.

Note: The following are required fields:

DEVICE NO

LOCATION

TYPE

Note: An entry must exist in the storage device table before a corresponding entry can be made in the instance table (refer to page 597). This is because an instance record cannot refer to a non-existent device.

• DEVICE_NO (Primary Key)

A unique identifier for one storage medium such as a tape or server. It is the same as DEVICE_ID (refer to page 614). This is a text field, allowing up to 20 characters. It cannot be edited. It is generally either a tape number or server name.

LOCATION

The location of the storage device, for example, Library or room. This is a text field, allowing up to 20 characters. This can be edited from Acquisition (refer to page 621) or Administration (refer to page 623).

TYPE

The type of storage device, for example, tape, video server or archive. This is a text field, allowing up to 20 characters (chosen from a fixed list).

FORMAT

The format of the storage device, for example, tape format. This is a text field, allowing up to 20 characters. This can be edited from Acquisition or Administration.

NAME

This column is not used.

• NDF

Non Drop Frame. This is a flag that can be edited from Acquisition or Administration.

21.4 Other Database Tables

As well as the core database tables, there are many other tables in the Morpheus media management database. The total number is 75. Some of these are described below.

21.4.1 Presentation Table

The presentation table lists transmission mixer settings associated with a Material ID (refer to page 614). These include information on PDC, subtitles, keyers, GPI flags (refer to page 636) and audio-over parameters, such as channel gain, stereo routing and phase reverses.

If long file IDs are in use (refer to page 600), multiple entries in the instance table (refer to page 597) can all refer to the same video file, but have different material IDs.

This allows different material IDs to refer to the same material but with different audio tracks faded up.

This means that when the material ID is scheduled, regardless of what device plays it out on, the presentation table settings can be applied to the mixer automatically.

21.4.1.1 GPI Flags

The presentation table contains 32 flags known as 'GPIs'. These do not relate to physical GPIs (refer to page 636). They are flags that can trigger MediaBalls (refer to 'Parameter Linking' on page 590).

The GPI flags can be accessed from Morpheus Acquisition (refer to page 621) or Morpheus Administration (refer to page 623) by clicking the presentation table button:



To display the flags, click on the GPI tab.

Automation Setup				×
A614234 GREEN CARD			<u>0</u> k	Cancel
<u>G</u> PI <u>D</u> SK S	Subtitles/ <u>P</u> rogram Codes	Audio		
GPI 🟒				
🗆 GPI1	🗖 GPI9	🗖 GPI17	🗖 GPI25	
🗆 GPI2	🗆 GPI10	🗆 GPI18	🗖 GPI26	
🖂 GPI3	🖂 GPI11	🖂 GPI19	🗌 GPI27	
🗖 GPI4	🗖 GPI12	🗖 GPI20	🔲 GPI28	
🗖 GPI5	🗖 GPI13	🖂 GPI21	🗖 GPI29	
🗖 GPI6	🗖 GPI14	🖂 GPI22	🗖 GPI30	
🗖 GPI7	🖂 GPI15	🗖 GPI23	🗖 GPI31	
🗖 GPI8	🗖 GPI16	GPI24	🗖 GPI32	

Figure 414 GPI Flags

21.4.2 Transfer Request Table

The transfer request table keeps a record of all requests for material to be transferred. Its columns are described below.

Note: The following are required fields:

ID

PROCESS_ID

TIME_REQUIRED

TIME_REQUESTED are required fields.

• ID (Primary Key)

This is an index, not the material ID. It is an integer column, allowing up to 999999999 numbers.

• SOURCE_MAT_ID

The ID of the material being transferred. This is a text field allowing up to 128 characters.

SOURCE_DEVICE_ID

The device ID of the source instance. This is a text field, allowing up to 20 characters.

SOURCE_INSTANCE

The instance label of the source instance. This is a text field, allowing up to 20 characters.

TARGET_DEVICE

The device ID of the target file. This is a text field, allowing up to 20 characters.

TARGET_INSTANCE

The instance label of the target file. This is a text field, allowing up to 20 characters.

PERCENTAGE

This field contains the current status of the material being transferred in the form of a percentage. The Editor uses this information to display a progress bar behind the material barrel. This is an integer field, allowing up to 999999999 numbers.

PROCESS_ID

Identifies a transfer agent (refer to page 618). This is an integer field, allowing up to 999999999 numbers. For further information, refer to 'Process ID' on page 618.

PROGRESS

This field contains the current status of the material being transferred. The Editor uses this information to display a progress bar behind the material barrel. This is a text field, allowing up to 20 characters.

TIME_REQUIRED

The date and time the material is required.

TIME_REQUESTED

The date and time the material was requested.

REQUEST_TYPE

The type of transfer request. This can be copy, move or delete. This is an integer field, allowing up to 999999999 numbers.

• PARAMETER

This is a text field, allowing up to 16 characters.

STATUS

The status of the transfer request. This is an integer field, allowing up to 999999999 numbers.

21.4.3 Cache Request Table

The cache request table lists all pending cache requests. It exists for legacy reasons and all current media management applications use the transfer request table.

The cache request table is automatically synchronized with the transfer request table, apart from delete requests which only appear in the transfer request table.

21.4.4 Cache Error Table

The cache error table lists all failed cache requests. It exists for legacy reasons, and is automatically synchronized with the transfer error table which is the one used by current media management applications.

21.4.5 Transfer Error Table

The transfer error table lists failed transfer requests (refer to 'Transfer Errors' on page 617) i.e. transfers that the media management system (refer to page 615) has been unable to complete.

The list is visible in the Request Controller media management application (refer to page 627) and in the Editor Missing Material report (refer to page 631).

The transfer error table is similar to the transfer request table (refer to page 603) but it contains additional information that relates to the error.

The information the Transfer Error Table is detailed below:

Note: The following are required fields:

ID, PROCESS_ID,

TIME_REQUIRED

TIME_REQUESTED

• ID (Primary Key)

This is an index, not the material ID. It is an integer column, allowing up to 999999999 numbers.

SOURCE_MAT_ID

The ID of the material being transferred. This is a text field allowing up to 128 characters.

SOURCE_DEVICE_ID

The device ID of the source instance. This is a text field, allowing up to 20 characters.

• SOURCE_INSTANCE

The instance label of the source instance. This is a text field, allowing up to 20 characters.

TARGET_DEVICE

The device ID of the target file. This is a text field, allowing up to 20 characters.

• TARGET_INSTANCE

The instance label of the target file. This is a text field, allowing up to 20 characters.

PROCESS_ID

Identifies a transfer agent (refer to page 618). It is an integer field, allowing up to 999999999 numbers. For further information, refer to 'Process ID' on page 618.

TIME_REQUIRED

The date and time that the material is required.

• TIME_REQUESTED

The date and time that the material was requested.

REQUEST_TYPE

The type of transfer request. This can be copy, move or delete. This is an integer field, allowing up to 999999999 numbers.

• PARAMETER

This is a text field, allowing up to 16 characters.

STATUS

The transfer status. This is an integer field, allowing up to 999999999 numbers.

• FAILURE_CODE

The code assigned to the failed transfer request (refer to Table 37). This is an integer field, allowing up to 999999999 numbers.

FAILURE_TIME

The time and date of the failed transfer.

• FAILURE_DETAILS

A text field describing the error - 254 characters maximum (refer to Table 37).

The table below lists the possible transfer errors.

Error Message	Error Code	Description
TE_NONE	0	No error
TE_UNKNOWN	100	An unknown error has occurred
TE_OUT_OF_TIME	101	No time to transfer
TE_NO_VALID_INSTANCE	102	No valid source instance
TE_LEGACY_ERROR	103	A legacy agent has produced an error
TE_UNENCODED_INSTANCE_EXISTS	104	Another agent is transferring the instance
TE_INVALID_NEXT_PROCESS_ID	105	Agent is misconfigured. Repost not possible
TE_CANNOT_REACH_TARGET_SERVER	106	Cannot create target instance
TE_INVALID_REQUEST	107	Inconsistent or incorrect parameters to request
TE_CACHE_REQUEST_FAILED	108	Error processing cache request
TE_NO_STREAM_AVAIL	109	There was no stream available to process the request
TE_END_OF_CHAIN	110	Request reached end of chain
TE_ALREADY_IN_ARCHIVE	111	Already in archive
TE_REPOST_NOT_ALLOWED_AVM_FAILED	112	A request requiring an FC move failed because the source clip did not pass automatic QC
TE_CANCELLED_BY_OPERATOR	113	The request has been cancelled by a user
TE_INVALID_TARGET_SERVER	201	Invalid target server
TE_INVALID_MATERIAL_ID	202	Invalid material ID
TE_ITEM_DATA_MISMATCH	203	Item data mismatch between originating database and implementing database
TE_INVALID_SRC_SERVER	204	Invalid source server
TE_SRC_INST_NOT_EXIST	205	Src instance does not exist in database (where a src instance is given)
TE_SRC_SERVER_IS_OFFLINE	206	Src server is offline
TE_TARGET_INST_NOT_EXIST	207	Target instance does not exist in database (where a target instance is given)
TE_TARGET_SERVER_IS_OFFLINE	208	Target server is offline
TE_APPLICATION_EXCEPTION	209	An application exception has occurred
TE_SERVER_IS_NOT_LOCAL	210	The server is not local to the database, it is a REMOTE type
Table 37 Transfer Errors		

TE_DEVICE_IS_NOT_VIDEO_SERVER211The specified device is not a video serverTE_INSTANCE_ALREADY_ENCODED212The specified instance label has already been used and is encodedTE_ARCHIVE_ERROR213The command to the archive had an errorTE_SRC_FILE_DOES_NOT_EXIST214The source file to transfer does not exist on the source serverTE_TRANSFER_CANCELLED215The transfer has been cancelled by a userTE_TARGET_FILE_ALREADY_EXISTS216The source file to transfer does not exist on the source serverTE_INVALID_ARCHIVE_GROUP217The target archive group is invalidTE_MATERIAL_IS_LOCKED218The target archive server has been disconnectedTE_INVALID_SERVER220Invalid server nameTE_INVALID_PROCESS_ID221Process ID has not been assigned to an agent or is otherwise invalid
TE_INSTANCE_ALREADY_ENCODED212The specified instance label has already been used and is encodedTE_ARCHIVE_ERROR213The command to the archive had an errorTE_SRC_FILE_DOES_NOT_EXIST214The source file to transfer does not exist on the source serverTE_TRANSFER_CANCELLED215The transfer has been cancelled by a userTE_TARGET_FILE_ALREADY_EXISTS216The source file to transfer does not exist on the source serverTE_INVALID_ARCHIVE_GROUP217The target archive group is invalidTE_ARCHIVE_SERVER_DISCONNECTED218The target archive server has been disconnectedTE_INVALID_SERVER219The material is locked in the 'locks table' in the database (refer to page 608).TE_INVALID_PROCESS_ID220Invalid server nameTE_INVALID_PROCESS_ID221Process ID has not been assigned to an agent or is otherwise invalid
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TE_ARCHIVE_SERVER_DISCONNECTED218The target archive server has been disconnectedTE_MATERIAL_IS_LOCKED219The material is locked in the 'locks table' in the database (refer to page 608).TE_INVALID_SERVER220Invalid server nameTE_INVALID_PROCESS_ID221Process ID has not been assigned to an agent or is otherwise invalid
TE_MATERIAL_IS_LOCKED219The material is locked in the 'locks table' in the database (refer to page 608).TE_INVALID_SERVER220Invalid server nameTE_INVALID_PROCESS_ID221Process ID has not been assigned to an agent or is otherwise invalid
TE_INVALID_SERVER 220 Invalid server name TE_INVALID_PROCESS_ID 221 Process ID has not been assigned to an agent or is otherwise invalid
TE_INVALID_PROCESS_ID 221 Process ID has not been assigned to an agent or is otherwise invalid
TE_AGENT_CANNOT_HANDLE_REQUEST_TYPE 222 Invalid request type for agent for example, sending a Delete request to a legacy agent (only copy or move accepted)
TE_INVALID_PARAMETER_FIELD 223 Agent cannot interpret the data in the PARAMETER fiel
TE_FILENAME_IS_BLANK 224 No filename is specified

21.4.6 Locks Table

The locks table is maintained by the Lock Decorator service (refer to page 235) in the Host Shell application (refer to page 197). It lists instances (refer to page 588) that are scheduled for playout and cannot be deleted, for example by Video Network Manager's background deletion process (refer to page 620).

Information in the Locks table is detailed below.

Note:

The following are required fields:

MATERIAL_ID

DEVICE_ID

PLAYLIST_NAME.

• MATERIAL_ID

A unique identifier for a piece of material - text field allowing 128 characters (refer to 'Material ID' on page 614).

DEVICE_ID

The device on which the recording is stored - text field allowing up to 20 characters (refer to 'Device ID' on page 614).

PLAYLIST_NAME

The name of the channel locking the material - text field allowing up to 20 characters.

EVENT_ID

Not used.

21.4.7 Clip Replication Table

The contents of this table govern 'clip replication'. Clip replication is a process in the media management system (page 615) which ensures that any file arriving on one device is copied automatically to another device. This makes the contents of the two device the same.

Each entry represents one clip replication process, of which there may be several. The information in the Clip Replication table are described below.

Note: The following are required fields:

SOURCE_DEVICE_ID

TARGET_DEVICE_ID

TARGET_PROCESS_ID

MATERIAL_TYPE

• SOURCE_DEVICE_ID

The ID of the storage device containing the contents to be copied to another storage device. The name must exactly match the device ID in the storage device table (refer to page 601).

TARGET_DEVICE_ID

The ID of the storage device to which media files will be copied. The name must exactly match the device ID in the storage device table.

TARGET_PROCESS_ID

The process ID (PID, refer to page 618) of the transfer agent (refer to page 618) that will perform the clip replication. This is usually the Video Network Manager (refer to page 619).

MATERIAL_TYPE

The material types to be replicated (for example programme, commercial, junction or live record). Leaving this field blank prevents any replication from taking place. To replicate all types, enter 'ALL'.

TIME_OFFSET

How far in the future the replication is to be carried out, starting from the time the source clip is marked as being encoded.

CONDITION

This allows an SQL condition to be entered, for example WHERE QUALITY_CHECK IS NOT NULL, which prevents non QC'd material from being replicated.

21.4.8 Server Type Table

This table lists parameters relating to server types. It is only accessible to system administrators using Request Controller (refer to page 627).

Information in the Server Type table is detailed below.

Note: The following are required fields:

DEVICE_NO

MANUFACTURER

DEVICE_NO

This is the same as the Device ID in the device table. It is a text field, allowing up to 20 characters.

• MANUFACTURER

The make of a video server. This is a text field, allowing up to 20 characters.

DOMAIN_NO

This is used when a server is to be allocated to different local groups. It is an integer field, allowing up to 9999999999 numbers.

• USER_NAME

This holds the FTP user name for servers that use FTP servers (refer to page 644). This is a text field, allowing up to 20 characters.

PASSWORD

This holds the FTP password for servers that use FTP servers. This is a text field, allowing up to 20 characters.

ARCHIVE_ID

The archive ID. This is a text field, allowing up to 20 characters.

• VIDEO_BIT_RATE

The video bit rate. This has 8-bit floating point format.

• SERVER_SUBTYPE

Server sub-types allow for advanced material 'workflows'. They are:

- T01_ON_AIR_SERVER
- T02_ARCHIVE_SERVER
- T03_DUB_SERVER
- T04_REMOTE_SERVER

This is a text field, allowing up to 20 characters.

SERVER_STATUS

This can be set to ONLINE or OFFLINE. Servers can be taken offline for maintenance purposes.

RECONCILE

This shows whether the server is in the process of being reconciled (refer to page 629). This is **YES/NO** field. If this field is set to **YES**, the server cannot be used for anything else.

LOW_MARK

The minimum space in MB allowed on a video server before 'background deletion' (refer to page 620) is activated in Video Network Manager (refer to page 619). Also known as a 'low watermark'. This is an integer field, allowing up to 999999999 numbers. If this is set to zero, background deletion is disabled.

HIGH_MARK

The space in MB above which no further background deletion takes place. Also known as 'a high watermark'. This is an integer field, allowing up to 999999999 numbers. If this is set to zero, background deletion is disabled.

DEL_AFTER_PERIOD

This is an integer field, allowing up to 999999999 characters. It applies to archive servers only.

REMOTABLE

This specifies whether the server is a remote device in another system. This is required if Asset Mail is in use (refer to page 619). It is an integer field, allowing up to 999999999 numbers.

STORAGE LOCATION

This is used to hold the FTP 'home' directory for servers that use FTP servers (refer to page 644). This is a text field, allowing up to 40 characters.

CAPACITY

This is the capacity of a server in MBytes. This is a text field, allowing up to 40 characters.

21.5 Key Identifiers

21.5.1 Material ID

- A unique identifier for the content of a recording
- Unique index for the item table (refer to page 593)
- Associated to metadata relating to content (refer to page 588)
- An alphanumeric string of up to 128 characters
- If an asset file is copied, all files will have the same material ID
- A material ID must appear in every instance record in the instance table (refer to page 597)

In a system that uses long file names , the material ID can be used as the file name on the video server (refer to page 600).

The material ID is also used as the unique index in the presentation table (refer to page 602). This allows audio channel gain settings, audio routing and keyer settings to be stored with any material ID, and these can then be automatically recalled by the TX mixer whenever that content is broadcast.

The material ID must exist before an instance record can be entered into the Morpheus media management database. It is possible for a material ID to exist in the database without a record of it existing in the instance table.

The material ID is abbreviated to MAT_ID in the instance table - this is due to earlier versions of Morpheus using a Centura media database, in which linked columns in different tables could not have the same heading name.

21.5.2 Device ID

The Device ID is a unique identifier for a storage medium, commonly a tape (not on a VTR), a video server or archive. Examples are Profile1, Gandalf, Bulgaria (server names) and ABC123 (tape barcode).

Device ID is not to be confused with 'Device Type ID'.

In the instance table (refer to page 597), the field name is DEVICE_ID. In the storage device table (refer to page 601) the field name is DEVICE_NO. The two parameters identical, and they link the two tables (this ensures compatibility with Centura databases in which link columns in two different tables are required to have different names).

22. Media Management

The Media Management System consists of a suite of applications that run alongside the automation system. They perform the following duties:

- Automatically move or copy media that is listed in a schedule to ensure that it is available on the playout device in time to be broadcast.
- Manage the background processes of archive and restore
- Maintain space on video servers by deleting files that are no longer needed

Applications that control the movement of media are known as Transfer Agents (refer to page 618).

Note: When media files are moved, the Morpheus media management database (refer to page 588) must be updated - this requires that all media management applications must be networked to the database in order for the location and availability of media to be always up to date.

22.1 The Media Management Process

The media management process is triggered on the following occasions:

- When a scheduled event contains a material ID (refer to page 614) for material that is to be played out from a device.
- The device does not have a copy of the material.

The media management process is as follows:

1. The Material Decorator (refer to page 236) verifies event data against the Morpheus media management database (refer to page 588). If a recording for the required material ID does not exist on the specified device, then the material status is updated and a red barrel is displayed in the **Main** column on the Editor schedule.



- 2. The Transfer Decorator (refer to page 266) detects the red barrel status and sends a transfer request to the Media Management Application Server (refer to page 626).
- 3. The Media Management Application Server posts the request into the transfer request table (refer to page 603) and sends a transfer message to the appropriate transfer agent (refer to page 618). The red barrel is replaced with a yellow barrel.



4. If it is possible to perform the transfer, once the transfer agent has started the status is updated to 'transfer in progress', as indicated by a green/yellow barrel on the schedule.



6. Once the transfer is complete, the encoded flag (refer to page 600) for the new instance (refer to page 588) is set to 'yes' and the status is updated to 'on device'. A green barrel is displayed on the schedule.



22.1.1 Transfer Errors

If the transfer agent cannot perform the transfer, it will execute one of the following actions:

- Changes the process ID (refer to 'Process ID' on page 618) to that of the next transfer agent, as set in its own configuration
- Places an error status entry into the transfer error table (refer to page 605).

A transfer would fail if either the material did not exist, or the Time Required setting for the transfer is greater than the amount of time left to perform the action.

When a transfer error occurs, the following barrel is displayed in the **Main** column on the Editor schedule.



The transfer error table is visible from the Request Controller (refer to page 627). The **Repost** button will restart the process.

Transfers can be initiated manually from the Request Controller or from the Missing Material Report (refer to page 631) window.

22.2 Transfer Agents

In Morpheus media management, 'transfer' is defined as the movement of media files between devices on a media network - for example, moving a file onto a playout server or to an archive. Transfer Agents are the applications that perform the transfer.

There are four transfer agents (listed below), each having an individual process ID (refer to 'Process ID' below).

- Archive Controller (refer to page 618)
- Asset Mail (refer to page 619)
- Multi-stream Cache Engine (refer to page 619)
- Video Network Manager (refer to page 619)

22.2.1 Process ID

A unique Process ID (PID) is allocated to each of the Morpheus transfer agents.

Commonly, Video Network Manager (refer to page 619) has a process ID of 1, Cache Engine (refer to page 619) has a process ID of 2, and so on.

When a transfer request is generated, one of its parameters is the process ID. The request is passed to that agent first. If the transfer agent cannot satisfy the request, the PID is incremented to the next configured PID. The process continues until either the material is found and transferred, or the process fails. The last agent in the 'chain' is configured to modify the PID to the error PID.

22.2.2 Archive Controller

Archive Controller manages the archive and restore of material into various third party archive systems: Front Porch DIVArchive, MassTech MassStore, SLG Flashnet, EMC/Avalon iADM and IBM Tivoli.

22.2.3 Asset Mail

Asset Mail handles the transfer of material between video servers on separate Morpheus systems with their own Morpheus media management databases (refer to page 588). It does not carry out the transfer itself, instead it creates a request for another agent, such as Video Network Manager (refer to page 619) to do it.

The request is received from the media management Application Server (refer to page 626) and is known as a 'requesting request'. Asset Mail will then post an 'implementing request' to the transfer request table (refer to page 603).

It is Asset Mail, rather than the implementing agent, that updates the Morpheus media management database.

A video server in the remote system must be in the local Video Network Manager's configuration so that Video Network Manager (refer to page 619) can transfer material from a local server. The local server must be set as 'remotable' in the Server Type table (refer to page 611) set so that it can accept transfers from a remote server.

This action cannot be performed from any Morpheus media management application, only directly in the Morpheus media management database. The 'remote' server must be specified in the Server Type table of the local database as being of server subtype T04_REMOTE_SERVER.

22.2.4 Multistream Cache Engine

Multistream Cache Engine optimizes the transfer of material from up to two VTRs in a Flexicart or LMS to up to two video servers. It allows the unattended ingest (refer to page 631) of tape based material.

22.2.5 Video Network Manager (VNM)

Video Network Manager deals with the transfer of material assets between servers on a high speed network. It also carries out transfers of material between systems where Asset Mail (refer to page 619) is in operation.

Video Network Manager implements manual transfer requests from Request Controller (refer to page 627) and the two applications are generally deployed together.

22.2.5.1 Background Deletion

Also known as 'auto deletion', background deletion is one of Video Network Manager's services.

Background deletion is a housekeeping function that maintains space on a video server - it is achieved by querying the server periodically to establish the amount of free space remaining using low and high 'water marks' (see below).

- Low Water Mark A parameter (set in Request Controller, refer to page 627) that specifies the minimum available space to be maintained on a video server. If the available space is less than this figure, the background deletion process deletes server recordings until the high water mark is reached.
- High Water Mark A parameter that specifies how much free space a video server should have before the background deletion process stops deleting unwanted instances (refer to page 588).

Background Deletion queries the Morpheus media management Database (refer to page 588) for material that satisfies the following criteria:

- No entry in the locks table (refer to page 608) and does therefore not exist in a schedule.
- An expired or null 'delete after' date.

Results are displayed in order of their 'last used date'.

Video Network Manager then determines how many of these instances should be deleted in order to create space on the server at least equal to the high water mark setting. Deletion begins with the oldest 'last used date'.

If the server is off line, no deletions are performed.

If the watermarks are both disabled Video Network Manager clears enough space to allow the next requested transfer. Watermarks can be disabled by setting the LOW_MARK and HIGH_MARK fields in the Server Type Table (refer to page 611) to zero.

22.3 Media Management Applications

22.3.1 Acquisition

Acquisition is used for ingesting material (refer to page 631), usually from a tape on a stand-alone VTR to a video server.

The application is self-contained other than its connection to the Morpheus media management database (refer to page 588). It can also communicate with a device controller card (refer to page 12) to use a VTR already connected to the automation system.

Acquisition allows reviewing whilst recording is still in progress, 'scrubbing' through the material for the following:

- To discover and mark inpoints (refer to page 645) and outpoints (refer to page 645)
- To add and edit soft segments (refer to page 591)
- To view the contents of a tape or server
- To delete video files on a server.

Automated acquisition, using a robotic VTR device such as a Flexicart[®], is also possible with the Multistream Cache Engine (refer to page 619).

Acquisition can be run in Live Record mode and Server Review mode (refer to below).

22.3.1.1 Live Record

Adding the switch **/Ir** to the command line in the Acquisition shortcut runs Acquisition in Live Record mode, allowing ingest (refer to page 631) to a server directly from a live source. Material acquired in this way is automatically labelled as a 'live record' material type (refer to page 596).

Live Record allows a live source to be crash recorded onto a server. In Morpheus Acquisition, material cannot be ingested without first making an entry in the Morpheus media management database (refer to page 588). There is no way of making a recording and supplying the information later. However, Live Record' permits this by creating a 'dummy' entry in the Morpheus media management database which can then be updated.

Live Record, in effect, creates crash recordings whose inpoint (refer to page 645) and outpoint (refer to page 645) are held in the Morpheus media management database.

Some servers also the use of the **New Copy** function to create a new file from the material between the inpoint and outpoint. **New Copy** allows a live recording to be topped and tailed within the server, thereby simplifying future playout and saving server hard disk space. Not all servers support this and the icon may be greyed out.

22.3.1.2 Server Review

Adding the switch *I***r** to the command line in the Acquisition shortcut runs Acquisition in Server Review mode, allowing an operator at a workstation to play back clips and review them for content and technical quality. The review of a clip can be started before ingest has finished, if the server supports it.

22.3.1.3 Run On (Morpheus Acquisition)

The length of time which a recording is set to continue after its nominal outpoint (refer to page 645).

22.3.1.4 Controller Implementation

Figure 415 shows the implementation of Acquisition.



22.3.2 Administration

A software tool for managing the Morpheus media management database (refer to page 615), allowing users to search and edit any data in the item (refer to page 593), instance (refer to page 597) or device tables (refer to page 601).

The Administration tool can run on any PC on the Morpheus network.

The presentation table (refer to page 602) entry for a chosen material ID can be viewed and edited by clicking the **Automation** button on the Material Manager tab.



Note: Multi-Administration is an application that is similar to Administration except that it can connect to multiple databases.

22.3.2.1 The Morpheus Administration Window

The Morpheus Administration window varies depending on whether a user logs on with or without admin rights. If a user logs on using an SQL login with admin rights on the Morpheus media management database, the following window is displayed:

MA Morpheus Administration	
<u>File Configuration</u> <u>H</u> elp	
User Administration Cache Bequest Locks	I (
	👖 Cl <u>o</u> se
+ - • •	
Users Available Groups Groups Belonged To	
▶ dbo ▲ ▶ ▶ Bead Only	
MAPP	
ROBERT Read/ <u>W</u> rite	
FRED A Remove	

Figure 416 Morpheus Administration with Administrator Login

A User Administration tab allows administrators to add users and assign them to groups.

MA Morpheus Administration		
<u>F</u> ile <u>C</u> onfiguration <u>H</u> elp		
Device Manager Material Manager Cache Request Locks		
Device Contents		D Class
[Devices : Browsing]		
Search		
ТАРЕ	Таре	😰 <u>P</u> rint
VIDEO SERVER	VIDEO SERVER	<u>B</u> arcode Print
Format	Format (UNKNOWN>	
Location	Location BAY 1	
	– C X – Purge Tape	
Device ID Type	Format Location	
PHOBOS VIDEO SERVER	<unknown> BAY 1</unknown>	

Depending on the user's access rights, the following window may appear.

The Device Manager and Material Manager tabs replace the User Administration tab.

Both tabs have Cache Request and Locks tabs, allowing users to make manual additions to the Cache Request table (refer to page 604) and Locks table (refer to page 608).

The Device Manager and Material Manager tabs are described below.

22.3.2.2 Device Manager Tab

Search fields to allow users to search for a storage device by type - the results of the search are displayed at the bottom of the window.

To display all devices of the chosen type, enter % into the **Device ID** field and click on the search button to the right of the field.

To view and edit the contents of a device, highlight it on the list and click on the **Contents** button at the top of the tab.

22.3.2.3 Material Manager Tab

Allows users to search for database records by material ID (refer to page 614).

22.3.3 File Import

File Import allows the entry of metadata (refer to page 588) into the Morpheus media management database (refer to page 588) for server files which have been FTP'd onto a server (refer to page 644).

Initially the Morpheus media management database has no knowledge of these files, and they are orphans (refer to page 589).

The application creates a list of the orphans by interrogating the server and comparing its list of files with the Morpheus media management database.

Metadata for a selected orphan in the list is either entered manually (if the information has been given to the user on a printed sheet or similar method) or extracted from the file header (if the file is **.mov**, **.MXF** or other format).

22.3.4 Gateway

Gateway is an application that parses XML delivered by a third party system after successful delivery of material. This is subsequently used to create the ITEM and INSTANCE records so that material can be further processed and moved to where it needs to be.

Files are placed in a monitored watch folder and then converted automatically.

Metadata is preserved and transferred into the Morpheus media management database (refer to page 588). If for example, the archive server came from one manufacturer and the playout server from another, Gateway would initiate the required file conversion.

Gateway can also monitor a watch folder for new metadata in the form of an XML file containing a filename, material ID and other metadata (refer to page 588).

22.3.5 Media Management Application Server

The media management Application Server differs from the Morpheus Application Server (refer to page 165).

In an automation only system, only the Morpheus Application Server is in use but if media management applications are present, the media management Application Server is also used.

This application handles all communication with the Morpheus media management system. It is used by the following applications:

- Transfer Decorator (refer to page 266) passes transfer requests to the Media Management Application Server.
- Acquisition (refer to page 621) an interface to the database.
- Request Controller (refer to page 627) passes transfer requests to the media management system.
- Video Network Manager (refer to page 619) receives transfer requests from the media management system
- Archive Controller (refer to page 618) receives transfer requests from the media management system.
- Multistream Cache Engine (refer to page 619) receives transfer requests from the MM system.

- Application Server (refer to page 165) transactions for the Morpheus Application Server are passed through the media management Application Server.
- Gateway receives transfer requests from the media management system.

The media management Application Server is the central component of the media management system. It continually monitors the transfer request table (refer to page 603) and issues tasks to the various transfer agents (refer to page 618). It monitors the progress of the transfer agents and updates the Morpheus media management database (refer to page 588) as required.

Requests for the Media Management Application Server are passed transparently through the Morpheus Application Server.

To run the Media Management Application Server, select the **Log on to legacy Application Server** configuration check box (refer to page 168) in the Morpheus Application Server.

22.3.6 Missing Material Agent

Generates a list of missing material for tape devices and video server devices.

22.3.7 SAM Gateway

This application has similar functionality to the Gateway application (refer to page 626) but is designed specifically to interface with a SAM server.

A SAM server has a proprietary storage system which does not use files in the same way as other video servers, therefore the server contents can only be viewed using SAM's own internal database

SAM Gateway looks for and imports metadata (refer to page 588) from the SAM server's internal database which has been flagged to indicate that it is to be published to Morpheus.

22.3.8 Request Controller

An application, supplied with Video Network Manager (refer to page 619), that monitors the transfer request table (refer to page 603) and the transfer error table (refer to page 605). It also provides users with access to the two tables to allow manually generated media transfers. Its main functions are as follows:

- To view, modify, create and delete requests.
- To view and delete failed requests.
- To reconcile (synchronize) database and server contents.
- To mirror server contents.
- To purge and delete material from servers. Refer to 'Purge' below.

It communicates with the media management Application Server (refer to page 626) by means of DCOM (refer to page 631).

22.3.8.1 Purge

Purge is a function that allows the manual deletion of video server recordings.

Deletion can be performed by searching a server device or by searching for the material.

Request Controller indicates whether material is locked. Locks may be overridden if the application is configured to allow it. Unencoded instances (refer to page 600) are indicated, as are instances on a server that is being reconciled (refer to 'Reconcile' on the following page).

22.3.8.2 Kill

An option that deletes all instances of a material ID (refer to page 614) from the instance table (refer to page 597), and the material ID itself from the item table (refer to page 593) of the Morpheus media management database (refer to page 588). This is performed using the Purge function (Section 22.3.8.1 Purge).

22.3.8.3 Reconcile

Reconcile is a utility that checks and corrects any mismatch between the contents of video servers and the Morpheus media management database (refer to page 588). It removes orphans (refer to page 589).

The database can be forced to match the server contents by deleting entries, or the server contents can be forced to match the database by deleting media files. The operation of this function is shown in Figure 417.



The bottom window shows instances (refer to page 588) for which the encoded flag (refer to page 600) is not set and there is no entry in the transfer request table (refer to page 603) to indicate that a transfer is still in progress. Such entries can be deleted from the database by clicking the **Delete From Database** button, but this could leave possibly invalid orphan files on the server (refer to page 589). Therefore, the Reconcile process must be carried out afterwards to delete the files from the server.

22.3.9 Tape Preparation

Tape Preparation allows the manual addition of a new tape and its contents to the Morpheus media management database (refer to page 588).

Often abbreviated to 'Tape Prep', the term is used by some broadcasters to mean the addition of a blank tape to the database by means of its barcoded device ID.

22.3.10 X Cache

X Cache allows third party agents to trigger transfer requests by 'publishing' an XML file to a watch folder. It acknowledges requests and issues progress reports to named folders, also in XML form.

The available request types are move, copy, archive, restore and hidden restore. In the case of hidden restore, the instance metadata (refer to page 588) is deleted when the restore has been made, effectively creating a server orphan (refer to page 589).

Files created specifically for third party systems may contain additional tags to those shown above.

22.4 Further Information

22.4.1 DCOM

DCOM (Distributed Component Object Model) is an older Microsoft proprietary technology. It allows software components on different machines to communicate with each other across a network.

DCOM is used in Morpheus to allows the Request Controller (refer to page 627), Video Network Manager (refer to page 619) and Morpheus Application Server (refer to page 165) to communicate with the Media Management Application Server (refer to page 626).

22.4.2 Ingest

Ingest is the process of transferring material to a video server system, usually from tape or another legacy playout method. Some systems have ingest servers which are dedicated to this function.

The ingest process relates to the transferring of files from a single stand-alone VTR. Media management uses Acquisition for this (refer to page 621).

22.4.3 Missing Material Report

The missing material report checks for and lists:

- Missing material
- Material on other devices
- Material requiring ingest
- Events with titles that do not match the titles in the Morpheus media management database (refer to page 588)
- · Events with durations that do not match the durations in the database

The report is taken from the transfer error table (refer to page 605) and often equates to a list of tape recordings yet to be ingested.

The missing material report is available from the Editor (refer to page 3) by choosing **Missing Material Report** from the **Tools** menu. The report is described in detail in the Morpheus Operators manual. For information on how to configure the report, refer to page 360.

22.4.4 ODBC

Open **D**ata**b**ase **C**onnectivity (ODBC) is a communication layer for database access on a Windows platform used by media management applications.

22.4.5 Replication

Replication is a process within media management that handles the mirroring of files between two servers.

23. Timecode

Timecode identifies every frame of a video recording by specifying elapsed time in hours, minutes, seconds and frames. It originated in the VTR domain to enable accurate editing.

Timecode is distributed to all device controller cards (refer to page 12) in a system. The Bridge (refer to page 242) uses the earliest timecode packet to arrive.

If the card providing timecode is removed for replacement, the Bridge processes timecode packets from whichever card's timecode packets reach it first.

23.1 Timecode Calculator

The Timecode Calculator is a utility for adding and subtracting timecodes. It is available from Administration (refer to page 623) and Acquisition (refer to page 621). It takes full account of drop-frame timecode (see below).

23.2 Drop Frame Timecode

Drop frame timecode is a format used in NTSC systems with a video frame rate of 29.97 frames per second. As the frame rate is inaccurate with regards to time, compensation is required in order to achieve precise scheduling.

For every frame of video, the timecode counter is incremented by one frame at a rate of 30 frames per second - due to the frame rate in NTSC systems, for each elapsed second the counter will be increasingly out of sync with real time, resulting in a discrepancy between the duration of the video as scheduled and the timecode.

The use of Drop Frame Timecode provides an adjustment to the counter by dropping frames in order to match the 29.97 frames per second NTSC rate (no actual video frames are dropped, only timecode frames i.e. time references). The adjustment mechanism operates according to the following rule:

Drop the first and second frame of every minute, apart from every tenth minute.

The principle is illustrated below.

A drop frame timecode generator has the following sequence at the 10-minute point:

00:09:59;58 00:09:59;59 00:10:00;00 00:10:00;01

At the 11-minute point the sequence changes as follows:

00:10:59;58 00:10:59;59 00:11:00;02 00:11:00;03

The principle also applies to event durations. For example, an event cannot have a duration of **00:15:00;00**, therefore it must be rounded up to **00:15:00;02**.

A semicolon before the frames indicates drop-frame timecode. For example:

10:13:30:00 (non drop-frame) 02:24:25;15 (drop-frame)

Drop-frame timecode can be set in the Deploy application (refer to page 24). If drop-frame timecode is in use, click on the NTSC check box and then click on **Commit**.

23.3 Timecode types

There are three types of timecode in use with Morpheus systems:

- LTC (Longitudinal TimeCode)
- VITC (Vertical Interval TimeCode)
- UTC (Coordinated Universal Time)

LTC and VITC complement each other and ensure that timecode can be read at any tape speed and direction.

In the Morpheus media management database (refer to page 588), the type of timecode associated with a recording is stored in the instance table (refer to page 597).

Each type of timecode is described below.

23.3.1 LTC

LTC is a bi-phase mark signal recorded on its own track on a tape and read by a stationary head. LTC can be made visible on a monitor by a timecode reader either in the VTR itself or external to it.

The signal is self-clocking and can therefore be read at any tape speed, forward or backward, but not the slowest speed or still frame.

23.3.2 VITC

Utilizes an unused part of the video signal so that it can be read in still frame (not whilst spooling). It does not need its own storage and signal path.

23.3.3 UTC

A world standard timecode which is defined by the ITU-R TF.460-6 standard.

The BXF protocol supports the use of UTC.

23.4 Time of Day Timecode (TOD)

The Time of day timecode is a signal from a timecode generator, routed over all broadcast facilities. It is vital as a timing reference for any automation system, and in Morpheus it is connected to the device controller card (refer to page 12) that distributes it to other Morpheus components.

23.5 Daylight Saving Time

When station timecode is put forward one hour, an event timed to start during the one hour 'jump' is placed in the past and never plays out.

When station timecode is put back one hour, times during the 'jump' repeat.

Before a clock change, it is necessary to close down the Bridge in order to isolate the device controller card (refer to page 12), allowing the kernel (refer to page 169) to run the channel for a time up to the maximum set by the event look-ahead. The Bridge will also be resynchonized with (new) incoming timecode.

Events following the 'jump' MUST be retimed from the Editor - this can be achieved by adjusting the timing of a chosen fixed event (refer to page 644) by one hour (subsequent events then retime automatically) then saving and reloading the schedule.

Note: Some stations do not perform clock changes, preferring to leave timecode undisturbed and apply a UTC offset to each channel. This is safer and applicable when a central system creates and distributes channels for different time zones. For details on the UTC offset, Chapter 7.4.6.1 Channel Properties Tab

24. GPI (General Purpose Interface)

General Purpose Interface (GPI) is a facility that allows equipment to be controlled by an external switch. In Morpheus, the control card is the switch and a cable connects this to the equipment. The operation of the switch is a timed event in the Morpheus schedule.

Usually the function needs the GPI to stay active for as long as that function is required. Some equipment has an 'on' GPI and an 'off' GPI.

24.1 GPI Inputs and Outputs

When used as an output, a GPI provides simple on/off control of a device. When used as an input it receives status back from it.

A GPI output can take one of the following forms:

- Open-collector driver with contacts brought out to a connector.
- Relay closure with contacts brought out to a connector (has the advantage of being non-polarized).

GPI inputs are commonly connected directly to the LED side of an opto-isolator.

24.2 GPI Requirements

Different broadcast devices have individual GPI requirements:

- A GPI may be required to stay active for as long as the device function is active.
- A GPI may be in the form of a pulse that prompts the device to switch on, and remain on until another pulse is received on either the same contacts (acting as a toggle) or on alternative contacts.
24.3 GPIs in Morpheus

Within Morpheus, GPIs are used in two different ways:

- On-off control connections from the device controller card (refer to page 12) these can be activated by secondary events (refer to page 648) in a schedule.
- GPI flags in the presentation table of the Morpheus media management database that are used to trigger MediaBalls (refer topage 602).

16 GPIs exist on a device controller card - they can be configured on an individual basis as either an input or an output. Physical connectivity is presented as a 25-way D-type fixed plug on the rear panel.

If used as outputs, the GPIs are NPN open collector from a Darlington driver IC.

If used as inputs they are opto-isolated through a 680R resistor to the nominal supply voltage (+5V). In order to go active, an input GPI needs to be pulled to 0V. Both +V and 0V rails are provided on the connector.

Note: Grass Valley also uses the term 'GPIO' (general purpose input / output) for GPIs in order to emphasize their dual functionality.

GPI Alarms can be configured using the Alarm GPI Host Shell service (refer to page 200).

24.3.1 Creating a GPI Event in the Schedule

A GPI event can be created in the Editor schedule using the **System Default GPI** Event Type. Examples of GPI events are s follows:

- Activation of an ARC (Aspect Ratio Converter) if a specific programme needs it.
- Activation of a logo inserter.
- Insertion of cue tones.

GPI events can be added to the schedule by dragging them from the Palette, as described in the Morpheus Operators manual.

🏂 Palette - CH1			<u> </u>
Unicode Recording Explana	tions ICE Mediaballs UMD	Audio Overs Ratings Text	GPI 🔹 🕨
GPI 01 Latch	GPI 03 Latch	GPI 05 Latch	GPI 07 La
GPI 01 Pulse Beginning	GPI 03 Pulse Beginning	GPI 05 Pulse Beginning	GPI 07 Pu
GPI 01 Pulse End	GPI 03 Pulse End	GPI 05 Pulse End	SPI 07 Pu
GPI 02 Latch	GPI 04 Latch	GPI 06 Latch	📆 GPI 08 La
GPI 02 Pulse Beginning	GPI 04 Pulse Beginning	GPI 06 Pulse Beginning	SPI 08 Pu
GPI 02 Pulse End	GPI 04 Pulse End	GPI 06 Pulse End	╩ GPI 08 Pu
•			Þ

Figure 418 GPI Connections for an External MIP

The device selected for the event determines the connector pins that the contact closure appears on.

If a device requires an 'on' pulse on one pin and an 'off' pulse on another, then two separate GPI events will be required.

24.3.2 GPI Settings

A GPI Event Type (refer to page 52) has three modes for a flexible configuration of pulses:

- 0 (off when active)
- 1 (on when active)
- 2 (toggle).

Pulse duration is equal to the event duration, as specified in the event settings.

24.3.3 Hardware Manual Intervention Panel and GPIs

A hardware panel may also be used in addition to the software Manual Intervention Panel in the Morpheus Editor (refer to page 5). The hardware panel uses GPI inputs for the button connections and GPI outputs for the lamp tallies.

Connections are made automatically when the supplied cable is fitted between the transmission panel and the device controller card. To create a hardware MIP from any other button panel, the button and lamp functions must be matched with the connections shown in Figure 419.



Figure 419 GPI Connections for an External MIP

Corresponding changes must be made to the Pbak Configuration - refer to Section 24.3.3.1 Adding an External MIP to the PBak Configuration.

24.3.3.1 Adding an External MIP to the PBak Configuration

- 1. Start the Pbak Utility application (refer to page 177).
- 2. Select the required device controller card (refer to 'Entering the Device Controller Card's IP Address' on page 178).
- 3. From the Pbak Test Utility window, click on **Connect** to connect to the card.
- 4. Click on the Registry tab.
- 5. Click on **Config** to load the **registry**.
- 6. In the tree view, click on **DEVICES** so that it is highlighted.

Pbak Test Utility [127.0.0.1] (Pbak 5.0.34.4885)	X
Pbak Test Utility [127.0.0.1] (Pbak 5.0.34.4885) Config [27.0.0.1] Disconnect Wink General Schedule Types Registry AsRun Diagnostics Devices Events Discovery AAAREMOVEWHENFORCECLEARALL AARCHIVE_1 AARCHIVE_2 AARCHIVE_2 AfterBumer ApStoreDevice Coffixer GPI01 GPI02 GPI03 GPI04	Edit Add Key Add Value Delete Item Rename Item
GPI05 GPI05 GPI06 GPI07 GPI08 GPI08 GPI09 GPI09 GPI10 GPI11 GPI12 GPI12 GPI12 GPI12 GPI12 GPI12 GPI12 GPI12 GPI12 GPI2 GPI2	New Serial MIP Changeover New 5 <u>Config</u> Environment Qpen File Save Save As Controller Files

Figure 420 Pbak Registry Devices

7. Click on New MIP.

The New Mip Form window is displayed. By default Hold, Auto, PgmTake and PSTTakeGuard are selected.

New Mip Form	
Name MIP	
 ✓ Hold ✓ Auto ✓ Pgm Take Guard ✓ Pst Take Guard Take Next Skip Next Super Duo Chain On Air Input Super Duo Chain Selected Input Inhibit Bus Cuts Input Bus cut mode 	Cancel OK

Figure 421 New MIP Form

- 8. If required, edit the name in the Name field.
- 9. Select the check boxes for any other options to add and click on **OK**.

The new **MIP** item appears at the bottom of the tree.

⊡. Configuration [*]
⊡ Ch1GPI1
⊕ Ch1GPI2
⊡ · Mixer
⊡ · Mixer_DSK1
⊡ · Mixer_DSK2
⊡ · Svr1
⊡ · Svr2
⊡ · Svr3
⊡ · Svr4
. MIP
··· test_mode = [False]
··· type_id = [221]
. ⊕ AutoOn
. Hold
⊡ TakeGuardPGM
. TakeGuardPST

Figure 422 MIP Configuration

24.3.3.2 Adding the TakeNext and SkipNext Options to the Pbak Configuration

If required, the **TakeNext** and **SkipNext** functions can be added to the configuration by adding new keys and values as follows:

1. Select MIP on the tree and click on Add Key.

The Add key window is displayed.

2. Type **TakeNext** and click on **OK**.

The TakeNext item is added to the bottom of the MIP branch of the tree.

3. Select TakeNext and click on Add Value.

The NewParameterValueDlg window is displayed.

- 4. Click on the String tab and in the Item name field, type input.
- 5. In the value field, type **05** and click on **OK**.

NewParameterValueDIg
Item name input
Boolean Integer Double String Date Time Timecode
05
Cancel O <u>K</u>

Figure 423 GPI Connections for an External MIP

- 6. With the TakeNext item selected on the tree, click on Add Value.
- 7. In the NewParameterValueDIg window, click on the String tab.
- 8. In the Item name field, type **number**.
- 9. In the value vield, type 4 and click on **OK**.
- 10. Select the **MIP** item and click on **Add Key**.
- 11. In the Add key window, type SkipNext and click on OK.
- 12. Select SkipNext and click on Add Value.
- 13. On the String tab, type input as the item name and enter a value of 04. Click on OK.
- 14. With SkipNext selected, click on Add Value.
- 15. On the String tab, type number as the item name and enter a value of 5. Click on OK.

🚊 TakeNext
input = [05]
number = [4]
⊡ · SkipNext
input = [04]
number = [5]

24.3.3.3 Input, Output and Number Values

Each parent key has input and output keys. These specify GPI devices that are visible in Morpheus. The number key specifies what the function is. The numbers for each function are are follows:

- Auto On 1
- Hold 0
- TakeGuardPGM 2
- TakeGuardPST 3
- TakeNext 4
- SkipNext 5

24.3.3.4 Entering the MIP Name in the Bridge Configuration

The MIP name in the Bridge must match the name in the registry.

- 1. Start the Bridge application (refer to page 242).
- 2. From the System menu, select Configuration.
- 3. Under the required **Channels** item, enter the name of the MIP in the **MIPDevice** field and click on **Apply**.

SM	Bridge Configuration					
Se	ttings					
	BusCutTicks	6				
⊿	Channels	Per-channel config		Restore		
	▲ CH1	Bridging, mixer = ICE1-CH1				
	Bridge	True	Ξ	Default		
	ExecutionWindow	01:00				
	IQOnAirTriggerCommand	6630		Apply		
	IQOnAirTriggerDeviceNa					
	IQOn Air Trigger Output Na					
	Late Execution Margin	00:05		MODIFIED		
	LookaheadEventCount	30				
	MipDevice	MIP				
	PgmBusMonitor					
	CH1-Staging	Bridging, mixer = <none></none>				
	▷ CH2	Bridging, mixer = ICE1-CH2				
	CH2-Staging	Bridging, mixer = <none></none>	Ŧ			
Mi Th	pDevice e channel Manual Intervention Pan	el				
	Dismiss					

Figure 424 Entering the MIP Name on the Bridge

25. Appendix - Morpheus Glossary and Reference

Channel

In Morpheus, a channel corresponds to a schedule. The maximum capacity in one system is 256 channels. Icons representing each channel appear in the channel bar on the Editor window.

Device

A piece of equipment that is controlled by Morpheus, for example, a server port, VTR, Flexicart, router, mixer or graphics box.

In Morpheus, most devices are controlled from the device controller cards (refer to page 12), regardless of whether they use a serial connection, a GPI connection (refer to page 636) or a network connection.

EPG (Electronic Programme Guide)

The on-screen timeline of programmes available in digital broadcast systems which allows consumers to plan viewing or recordings. Morpheus can export events to a third party EPG generator application by means of its MOS Interface.

Fixed Event

A fixed event is an event with a specific start time - the time remains fixed even if the timing of a previous event is changed.

Fixed events are described in detail in the Morpheus Operators manual.

Follow-on Event

A follow-on event starts as soon as the previous event has finished (the default).

If an earlier event is deleted or inserted, the start time of the follow-on event adjusts accordingly.

If a schedule has a long sequence of follow-on events, and an earlier event is deleted or inserted, the start times of the follow-on events are adjusted.

Follow-on events are described in detail in the Morpheus Operators manual.

FTP

FTP (File Transfer Protocol) is a TCP/IP protocol for transferring data. Files transferred over FTP to a server in a Morpheus system are initially set to orphan status (refer to page 589).

Metadata (refer to page 588) is added in one of the following manners:

- Manually, or extracted from a file header using File Import (refer to page 626)
- Imported from a separate XML file using Gateway (refer to page 626).

Guard Source

A guard source is an alternative playout device that can be selected if there is fault with the main source. It provides resilience and minimizes any disturbance to the channel output.

A guard source is associated with a device, not an event. It plays out the material at the same time as the main source. It remains activated for every event that uses that device, until it is deactivated.

ICE

ICE is a Grass Valley product that integrates specialized hardware and software within a single physical unit for channel playout. Refer to the ICE Technical User Manual.

lcon

Grass Valley's proprietary frame and card system. An Icon card is any card that fits into an Icon frame. The Morpheus device controller card (refer to page 12) is a 3U Icon card and has to be mounted in a 3U Icon frame.

Icons

In Morpheus, system icons are held in **Morpheus\Icons**. Users can create their own icons, if required, and save them to this folder. These are then available for MediaBalls and channels. The icon format is 32x32 .BMP

Inpoint

An event's inpoint determines at which point, in the tape item or server file, the device cues up and plays.

A server event is commonly cued to **00:00:00:00** (hours, minutes, seconds, frames), and to **10:00:00:00** for a tape event.

Instance

One of a number of identical 'copies' of a piece of software that are running, for example, one 'instance' of a Host Shell service or of the Editor.

Offset

The time difference between the start of a secondary event (refer to page 648) and the start/end of the primary event above it (refer to page 646).

Outpoint

An event's outpoint determines the point, in the tape item or server file, at which the device stops playing. This is usually **00:00:00** (hours, minutes, seconds, frames) for a server event or **10:00:00:00** for a tape event.

PGM/PST Bus

The transmission mixer has two buses arranged as two rows of buttons. It shows which source is selected.

The red row is the PGM (programme) bus. The source that is airing is on the PGM bus.

The yellow row is the PST (preset) bus. The source that will air next is on the preset bus.

Preroll

A video server is sent a 'play' command in advance of an event's start time to allow for latency. This is known as the pre-roll time.

A VTR is not capable of instantaneous stable playout and typically requires a few seconds' preroll to guarantee a stable output at the desired inpoint (see above).

Primary Events

A 'primary event' (also known as a 'main' or 'parent' event) is a top level event. It may have secondary events beneath it or may be a single event on the schedule.

Rubber Banding (Australian Multichannel)

In a multi-channel and multi-time-zone environment, it can be necessary to air the same material segments at a later time on other channels. 'Rubber banding' provides a method of linking programme segments between two channels.

If the material is live, then the equivalent segments in the channels with later time-zones need to have their events updated with matching durations and optionally matching in-points (assuming that there is either a delay server or an ongoing recording) according to the following rules:

- If the master segment is a live event, then a Time Of Day in-point is set corresponding to the time when the 'master' segment aired, allowing for playback from a delay server or recording (using time of day timecodes).
- If the master segment is a non-live event (a pre-recorded clip), then the master segments in-point is applied to the slave segments (the same clip is played back).

Rubber banding allows operators to extend or reduce the commercial breaks between the programme segments without affecting the links.

Enabling Rubber Banding

1. In the Configurator application (refer to page 50) click on the **System Configuration** toolbar button (refer to page 50).



3. Click on the Multipart Programme tab and select the **Australian Multichannel** check box.

MC EventStore Confi	guration				×
System Multipart Pr	ogramme Junction Preview	Rippling Hold	Panoplay/Bxf S	ync Name Config	
Max Seperation of	f Multipart Programme Events	10	×		
Main Material Inpo	oint Adjustment		v		
Guard Material Ing	point Adjustment		V		
Breakaway Audio	Material Inpoint Adjustment				
MPP Policy	ChangeNextPartWithoutShor	tening	•		
Australian Multich	annel		V		
Master Channel	<none></none>		-		
Threshold	00:00:10:00				
				Annha	Class
				Арріу	Close

Figure 425 EventStore Configuration - Multipart Programme Tab

4. Select the required Master Channel.



The Multipart Programme ID field must be visible on the Property Inspector for the Event Type.

Linking Segments Across Channels

Segments of a programme on the same channel can be linked together using a 'Multipart Programme ID'. For example, a live event might be split by commercial breaks or a film by a news item. The **Multipart Programme Id** field appears on the Property Inspector (refer to page 5). The same Multipart Programme ID needs to be applied to each segment of the programme.

Where there is no single master channel, it is possible to identify Master and Slave Multipart Programme IDs using the following prefixes:

M:<Multipart Programme ID> - denotes a master channel, for example, M:ABC1234

• S:<Multipart Programme ID> - denotes a slave channel, for example, S:ABC1234

Segments of a programme can be linked across channels using a suffix of :**N** after the multipart programme ID. **N** is the segment number as follows:

- <Multipart Programme ID>:N denotes a numbered segment, for example, ABC1234:1
- M:<Multipart Programme ID>:N denotes a numbered segment on the master channel, for example, M:ABC1234:1

Using Multipart Programme IDs

1. For the relevant event on the master channel, enter a Multipart Programme ID on the Property Inspector.

ME Morpheus Edito	or - CH1				
File Edit Ta	ools Window Skin Help	Ê Q © 🕫 🧭 🧭 🔚 🛤	ĘĖ		<u> 4:3</u> :5: (🔊
Channels CH1	Start Time Link 12:41:5	Title Firestarter PAD_FIREGLOW001_03.21.10		14:57:34	Next Live Event Previous Next Property Inspector Schedule Object Inspector
CH1-Staging	12:41:5 09:44:2	Firestarter PAD_FIREGLOW001_03.21.10 0525 PELICANS			Filter Transition Type
CH2	<u>14:31:5</u> 14:32:5	0525_PELICANS GONE_GIRL_TRAILER_030 GONE_GIRL_TRAILER_030			Transition Duration
CH2-Staging	14:33:2	ICE_CUBE_LOOP ICE_CUBE_LOOP PAD_IDENT001_010_002			00 : 00 : 00 : 00 Multipart Programme Id
CH3	14:33:4	PAD_IDENT001_010_002 ON LOCATION - EXTREME WEATHER ON LOCATION - EXTREME WEATHER			A123456 Intl_VballL_Wmn_1
CH3-Staging	14:34:1	INTERSTELLAR_TRAILER_220 INTERSTELLAR_TRAILER_220			Subtitle Reference
Region 1	14:39:3	LIVEREC-00095 Intl_Vball_Men_2			Duration 00:18:12:22
Region 2	14:59:2	LIVEREC-00093 LIVEREC-00093			Audio Expression
Region 11	15:01:2 <	Intl_VballL_Wmn_1 INTL_VBALL_WMN_1	+ +		File Id
	HOLD	16 (0) Idle		15:15:47	UK Callel

Figure 426 Morpheus Editor Property Inspector - Multipart Programme ID

- 2. On the region channel, apply the same Multipart Programme ID.
- 3. Schedule the commercial breaks in the region channel as required.

Secondary (Sub) Events

A 'secondary event' (also known as a 'child' or 'sub' event) is associated with a primary event (refer to page 646). One or more of its parameters are dependent on those of the primary event. It may be a Subevent of a primary event or a Subevent of another secondary event.

Secondary events are described in detail in the Morpheus Operators manual.

Source

A button, on a mixer, that selects a device. The term is also used to mean an input to a router.

Status Barrels

For each event on the Editor schedule, two status barrels are displayed for the main source and two for the guard (if configured, refer to page 645). They appear in the **Main** and **Grd** columns respectively in order to indicate the material status and the device status.



Figure 427 Status Barrels on the Schedule

The material status, shown as the barrel on the left, is displayed by the Material Decorator (refer to page 236) following verification of the existence of the required material ID (refer to page 614) on the specified device, according to the Morpheus media management database (refer to page 588).

The device status, shown as the barrel on the right, is signalled from the device via the controller card (refer to page 12) and the Bridge (refer to page 242). It indicates whether the server has a copy of the specified material ID (refer to page 614) or, in the case of a VTR, that the machine has a tape loaded and is in remote.

Device status barrels are coloured grey until the event to which it relates has fallen within the event look-ahead (refer to page 243), and has been loaded into the kernel (refer to page 169). A grey barrel indicates a lack of response from the device.

In the absence of a Material Decorator, clips can be dragged from the Palette (refer to page 5) and the material status will be determined by the Editor - this applies to both the Online and Offline editors.

If both barrels are the same color, then they are replaced with a single large barrel.

TCP/IP

Transmission Control Protocol / Internet Protocol is a suite of protocols originally designed to facilitate communication over the Internet, and now universally adopted for wired and wireless data exchange. It is commonly abbreviated to 'IP'.

26. Appendix - Morpheus Driver for sQ Servers

The Morpheus driver for sQ servers, 'sQ Driver' (formerly 'Quantel Driver'), is a component of the Morpheus system designed to provide a high performance, fully featured and dependable interface between Morpheus and the sQ system.

Most Morpheus drivers are loaded by the Device Controller card, which is connected to the automation system by the Pbak protocol over TCP/IP. The sQ Driver is unique among Morpheus drivers in that it is loaded directly by the Pbak Bridge, and communication between the bridge and the sQ system uses the native Grass Valley CORBA API - Quentin.



Figure 428 Morpheus Driver for sQ Servers - Communication System

This design minimizes the number of playout critical components in the system. One of the fundamental design objectives of Morpheus is that the playout devices should continue to run to schedule should the automation system be disconnected from those devices for any reason. This objective can be met for the sQ system by downloading in advance a section of schedule that continues to play autonomously and frame-accurately without any connection to the automation system.

26.1 Native Driver vs VDCP Control

A VDCP to Quentin adapter is available in order to allow an sQ server to be controlled by a VDCP driver hosted on a Device Controller card. Such a configuration introduces two additional playout critical components - the Device Controller card and the VDCP adapter. Support for the VDCP adapter is limited, and in all cases the native sQ Driver should be favoured over a solution involving the VDCP adapter.

26.2 Media Management

Clips on the sQ system are referenced within the Morpheus environment using a field in the clips table of the Quentin database. This field is configurable but is usually the VDCP field. Given this configuration, the FileId used to identify the clip in the automation schedule must be stored in the VDCPID field of the required clip so that the driver can locate the clip for playout.

Most Morpheus systems are used in alongside a Grass Valley Morpheus Media Management (MAPP) database. Grass Valley can provide media management tools that support the integration of a sQ system into a larger MAPP system. These include:

- Mapp Acquisition for sQ
- sQ Gateway
- Video Network Manager

Consult Grass Valley pre-sales or support departments for further information on setting up and using Media management tools that support sQ specific functionality.

26.3 Deploying the sQ Driver

The sQ Driver must be deployed onto the server that is running the Bridge.

- a) Double click on the **Deploy** shortcut in the Shortcuts folder in order to open the Rescale Deployment Tool.
- b) Click on **Fetch Assemblies Required For Setup**, and then **Launch Configurator** - the Morpheus Deployment Tool is displayed.

Settings Main settings As-run Database	Rescale over MSSQL Pano	oplay Schedule	Database BXF Dat	abase Message Broker	Workflow
Multicast address 225.0.11.77					
Shortcut directory C:\Users\Joh	nnyRollett\Desktop\Morphe	us Shortcuts\			
Log directory Logs					
, -					
▼ NTSC System	eployment: x64				
Commit					
pplications Platform Tests					
Panoplay Schedule Client	C Warnings C Inf	o C Debug	O Leave		'
Panoplay Schedule Loader	Warnings Marnings Inf	o O Debug	O Leave		
Quantel Driver	C Warnings C Inf	o C Debug	C Leave		
Rescale Server	C Warnings C Inf	o 🔿 Debug	C Leave		
Rescale Vault	C Warnings C Inf	o 🔿 Debug	C Leave		
Rescale Vault/Server	C Warnings C Inf	o C Debug	C Leave		
Script Manager	Warnings C Info	o 🔿 Debug	C Leave		
Shell Services Host		o O Debug	C Leave		
Snapshotter	• Warnings O Inf	o 🔿 Debug	C Leave		
SuperDuo	Warnings C Infection	o 🔿 Debug	C Leave		
Timeplane	Warnings C Inference	o 🔿 Debug	C Leave		
Workflow Engine	Warnings C Inference	o 🔿 Debug	C Leave		
	1				
Repair/Install All	Check Platform Ju	ust update log l	evels		
Messages					

Figure 429 Using the Morpheus Deployment Tool in Order to Load the sQ Driver

c) Tick the checkbox against 'sQ Driver' and 'Bridge' (all other checkboxes should be un-ticked), then click on **Repair / Install All**. The 'sQ Driver' and 'Bridge' rows will be highlighted in green if successful (the Messages pane at the bottom of the window will also display the lines 'Repair/install procedure completed' and 'No errors') - if unsuccessful the rows will be highlighted in red.

26.4 Bridge Configuration - Adding a New Controller

In order to connect to the ISA Manager, a new controller must be created on the Bridge.

- a) In the Bridge application, select System > Configuration.
- b) The Bridge Configuration window opens (Figure 430).
- c) Click on Controllers and then on the ellipsis button that appears alongside it.

san I	Bridge Configuration			_ D X
Set	tings			
	BridgeServiceMode	Single		
	BusCutTicks	6		Restore
⊳	Channels	Per-channel config		
⊳	ControllerFailover	Controller failover config		Default
	Controllers	1 controllers		
	KemelLogFetch	60	=	Apply
	MasterClock Timeout	10		
	Minimum Manual Insert Duration	5		
	PgmBusCutMode	Always		
	Post Transiton Blanking Margin	00:00:02;00		
	Pre Transiton Blanking Margin	00:00:02;00		
	PstBusCutMode	Always		
	RescaleMaxWriteXa	2000		
	RescaleWriteTimeout	2000		
	ServiceTimeout	60	Ŧ	
Co De	ntrollers vice Controllers	Dismise		
		LISTIISS		

Figure 430 Bridge Configuration

The ControllerConfig Collection Editor window is displayed (Figure 431).

ControllerConfig Collection Editor		?	X
Members: 0 127.0.0.1 1 http:10.162.63.15 Add Remove	http:10.162.63.15 pro	http:10.162.6 Quantel SQ V Dual 2330 Pro-bel 2330 Quantel SQ V3	3.15 3 ▼
		OK Ca	ncel

Figure 431 ControllerConfig Collection Editor

Click on **Add** in order to create a new controller - it will be given the default name of 'ControllerConfig'.

a) With the new controller name highlighted, click on **DriverName** in the ControllerConfig Properties pane, then click on the arrow to reveal the list of drivers.

Select 'Quantel SQ v3'

 b) Click on the Address field, also in the ControllerConfig Properties pane, and enter the IP address of the network adapter on the PC that is running the ISA Manager
 refer to the address formats below for details on adding single ISA Managers and Master / Backup pairs.

The default name of the controller will be automatically changed to that of it's IP address, once added.

Note: The address is also known as the Interoperable Object Reference (IOR) for the ISA Manager, which is commonly the IP address of the ISA Manager that has been configured to deliver its IOR over HTTP - it may however be the path to an IOR file, although it is recommended to always use an HTTP method.

The following address formats are acceptable:

 HTTP address formats (where the IOR is to be retrieved from the ISA Manager using an HTTP request):

http:10.162.63.15

or

http://10.162.63.15

Specifying a port number (the default port is 2096):

http:10.162.63.15:2095

Specifying a redundant pair of ISA Managers:

http:10.162.63.15|http:10.162.63.16

or

http:10.162.63.15|16

Where only the last octet of the IP addresses differ.

or

http:10.162.63.15:2095|16

Where the last octet differs and a port number is specified for both addresses.

or

http:10.162.63.15:2096|16:2094

Where the last octet and the port numbers differ.

 To reference an IOR file directly, the full path name must be used, prefixed with the word 'file:'

file:\\servername\share\ZoneManager.ior

or

file:\\pri\shr\ZoneManager.ior|file:\\sec\shr\ZoneManager.ior

Where a redundant pair of ISA Managers is referenced.

c) Add additional controllers as required.

Note: Connecting to Multiple ISA Managers that are not all Master / Slave Pairs

The Bridge can be configured to load more than one instance of the sQ Driver in order to connect to multiple ISA Managers or ISA Manager Redundant pairs, provided that the sQ Servers, across all of the ISA Managers, have unique names. The devices controlled by the system can therefore be distributed across a number of controller cards. Equally, servers controlled by the sQ Driver may be attached to a number of ISA Managers, provided that all of the server names are unique.

Multiple instances of the sQ Driver share the global configurations in the sQDriver.ini file.

The procedure requires the creation of another controller to which the IP address of the additional ISA Manager will be added by repeating the configuration steps detailed in this section (Section 26.4 Bridge Configuration - Adding a New Controller).



A single instance of Momentum Ingest does not currently support more than one ISA Manager.

26.5 Driver Configuration - sQDriver.ini

The configuration for the sQ Driver is detailed in the sQDriver.ini file - it can be modified using a standard text editor such as Notepad.

The default path for the file is: C:\Morpheus\Drivers\sQDriver.ini

26.5.1 Retrieving sQ Server Names

The sQ server names should be noted, as they are required to be entered into the sQDriver.ini file.

Note: Different versions of the ISA Manager have similar, but not identical, menu systems. The instructions given below may not therefore directly relate to the deployed system.

Browse to the IP address of the ISA Manager (configured in section 26.4) - the default credentials are:

Username: quantel

Password: quantel

Navigate to Status > Summary and retrieve the Server Name(s) of the sQ devices that are required to be controlled by the driver - they are listed in the 'Servers Summary' pane (Figure 432).

m Live Ingest x So Newbury Broadcast Centre x	
← → C ③ 10.250.170.21	* :
sem Live Ingest 🗋 Momentum :: Login 🚳 Demo 💽 Server R 🚳 Zone 20 💽 C22162(A)	sm VME Store sm Live Ingest sm Timeplane - Encoder sm Timeplane - Source
Sam ISA Manager Newbur Status Configure Database Admin Tue Execute Mode: ISA Manager	y Broadcast Centre 90 Software: V5.3.1.10 Nov 15 11:44:19 GWT 2016 ptrme: 3d 2th 50m 422
Remote Zones Up D Name Version Enabled Servers Summary	
Up. Serial Name Version 22662 Serial R V5.11.22/001 Pools Summary Up. 10 Name Capacity Free	
Database Servers Status Position Computer name Master quentmodel19552	
Local Zone Managers Single Manager zone	
Browse Cache Servers No Browse caches available	
10.250.170.124	Wrs Wwe BR 11145

Figure 432 sQ Servers on the ISA Manager

Note:

The names are underlined, and any underscores will not be visible - click on a server name to open its dedicated page, where the name can be viewed clearly (Fig. 433).

an Live Ingest x Server R: Status Summary x	8 - 7 X
← → C (© 10.250.170.124	ф :
sm Live Ingest 🚹 Momentum :: Login 🚳 Demo 🙆 Server R 🌚 Zone 20 🧕 (22162(A) sam VME Score sm Live Ingest sam Timeplane - Encoder sam Timeplane - Source	
Status Configure Admin Diagnostics Help Status: Summary at 12:12 on 15 NOV 2016 Software: V5.11.22/001	
Software System reference & timecode Mainframe Image: Software started AON 11 JUL 2016 at 09:11:11 Image: Software started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started AON 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11 Image: Software Started ADN 11 JUL 2016 at 09:11:11:11:11 Image: Software Started ADN 11 J	
Dist, Full-duplex, Transmit/Receive flow control	
Hardware errors Slot 24 Clipnet2 A fast. condition exists	
IsA Manager CARNINGGE10952 Connected yes Connection count 9	
Clipnet Interface 0 = 10.259.170.27 Link 16 up Interface 1 = 10.259.170.30 Link 16 up Interface 2 = 10.259.170.101 Link 16 up Interface 3 = 10.259.170.101 Link 16 up Interface 3 = 10.259.170.101 Link 16 up	
W Channels Image: Starting No reported problems TC:00:03:40:01 Record at track position -1 (Input:108060) Image: Starting No reported problems TC:11:15:25:02 Record at track position -1 (Input:108060) Image: Starting No reported problems TC:01:03:12:18:26 Play at track position 531, speed 0.0%, jump pos -1 Image: Starting No reported problems TC:09:12:18:26 Play at track position 637, speed 100:0%, jump pos -1 Image: Starting No reported problems TC:09:12:18:26 Play at track position 637, speed 100:0%, jump pos -1 Image: Starting No reported problems TC:09:12:18:26 Play at track position 637, speed 100:0%, jump pos -1 Image: Starting No reported problems TC:09:12:18:25 Idle (Input:T20:60) Image: No reported problems TC:09:12:18:26	
Start 🔄 💽 SS 🔳 ES MVP MVP AHA WFE WFS VME BR 🗼	EN Խ 🕂 🖑 🖾 🏱 📆 🕩 11:15

Figure 433 Individual sQ Server Page on ISA Manager

26.5.2 Configuring the Driver

Open the sQDriver.ini file, and complete all of the configurations detailed in the headings below, as required

The sQDriver.ini file consists of sections with headings in square brackets, each listing a number of configurable parameters.

Note: Where it is necessary to edit a heading, the square brackets must remain.

26.5.2.1 [Channel] Section

This section contains the parameters necessary to set up the communications channel between the bridge and the ISA manager.

MachineName

Required for play and record.

Add the network adapter IP address of the server on which the Bridge is installed - it is required in order to successfully set up callbacks from the ISA Manager and sQ server. Use the following syntax:

MachineName=<IP address>

26.5.2.2 [Timing] Section

Configuring timing requirements and managing timing differences between the Bridge and the sQ server.

RecordOffset

Record only.

If there is a time difference between the Bridge and the reference time on the sQ system, then enter it as either a positive or negative timecode (dependant upon whether the Bridge is ahead or behind the sQ time). Use the following syntax:

```
RecordOffset=00:00:30;00
```

The positive value shown would be configured if the sQ system was 30 seconds ahead of the Bridge - the driver will adjust the recording to start at the correct time.

```
RecordOffset=-00:00:30;00
```

The negative value shown would be configured if the sQ system was 30 seconds behind the Bridge.

AutoRecordOffset

Record only.

Use this parameter to automatically take account of a time difference between the Bridge and the reference time on the sQ system - if there is a time difference between the two, it ensures that a record request is actioned by the sQ server at the time on the Bridge, and not according to the reference time on the sQ server. The value can be set to either True or False (the default value is False). If True, then the RecordOffset is calculated at the point at which the driver connects to the sQ port. Use the following syntax:

AutoRecordOffset=<True> or <False>

If this parameter is set to false, then the value of the RecordOffset parameter will be used (if set).

Note: If the reference time on the sQ server changes during an active connection, then it will be necessary to disconnect and then reconnect to the ISA Manager in order for the new RecordOffset to be calculated.

OutputDelay

Play only.

The driver can be configured to run clips ahead or behind their scheduled times. The units of output delay is frames. A positive value causes the server to run late. For example, if OutputDelay is set to 5 frames, then clips play to air 5 frames after their nominal start time. If OutputDelay is a negative number, then clips play earlier than their scheduled start time.

The value of OutputDelay specified in the Timing section is a default value and can be overridden for specific servers by setting OutputDelay in the [ServerName] section of the configuration file.

PipelineSize

Play only.

Grass Valley sQ servers have an output pipeline, which holds a number of uncompressed frames that have been prepared for output. In order for the driver to operate frame accurately, it is necessary to configure this value. For most sQ systems, the correct value for Pipeline Size is 10 frames. The value of PipelineSize in the [Timing] section is a default and can be overridden for specific servers by setting PipelineSize in the [ServerName] section of the configuration file. In most cases this is not necessary.

The units of PipelineSize is frames. The default is 10 frames.

Example

PipelineSize=10

PreviewMargin

Play only.

When using the Preview function in the Morpheus Editor, it is important that the port being used for preview is not required on air. The PreviewMargin is the margin that must exist between the time at which port is being used for preview and the time the port is required for air. Preview margin is specified in Timecode Format. The default is 00:05:00:00 (five minutes).

Example

PreviewMargin=00:07:00:00

26.5.2.3 [Control] Section

This section contains the parameters necessary to control the sQ servers.

FileIdField

Play and record.

Specify the sQ server database field under which the file id (media identifier), that is used by Morpheus, will appear - it should normally be the 'VDCIP' field, however any field of type 'string' can be specified, unless it has already been used in the [RecordProperties] section. Use the following syntax:

FileIdField=<field>

Note: An sQ server database field MUST be specified for this configuration parameter.

Example

FileIdField=VDCPID

<u>GapMode</u>

Play only.

While a schedule is running, the server is not necessarily playing content to air. When the system has another source on air, nothing is playing on the sQ server. Although the server is not on air, it can still be important to control what the server is showing during these gaps in its playout schedule. The sQ Driver offers three options:

NextFrame

In NextFrame mode, the server displays the first frame of the clip that is coming up next in the schedule.

LastFrame

In LastFrame mode, the server displays the last frame that was most recently played out by the port.

Black

In Black mode, the server plays black during the gap.

Examples

GapMode=NextFrame

GapMode=LastFrame

GapMode=Black

<u>GapOffset</u>

Play only.

When the server is configured to show the NextFrame or Black during a gap in the schedule, it is not usual to want this implemented directly after the previous clip stops playing. This is because there might be a slightly mis-timed transition to another source, and a switch to Black or the NextFrame in the schedule too early might cause a flash frame on air.

To avoid this, it is possible to configure a Gap Offset. This is the amount of time the last frame of the clip is held before Black or the NextFrame is shown.



Time

Figure 434 sQDriver GapOffset

If a gap is less than GapOffset * 2 frames long, then the driver does not attempt to insert black or the first frame of the next clip as it is not useful to show black or the next frame for such a short time.

GapOffset is specified in frames. The default value is 5.

Example

GapOffset=30

Preroll

Play only.

Morpheus provides a highly dynamic control environment in which changes may be made to the playlist at any time. Implementing these changes on devices, however, always takes a finite amount of time. In the case of the sQ Driver, it is necessary to allow a margin from the current time to the point on the server timeline at which changes are permitted; this is the Server Preroll. To ensure clean transitions, this should be set to as large a value as possible, but it must not be set to greater than the Device preroll as specified in Morpheus.

The Morpheus device preroll is the amount of time that Morpheus allows for devices to implement changes to the schedule. Some of this time is consumed by Morpheus itself, propagating the change through the system to the Bridge and onto devices.

In the case of the sQ Driver, the preroll should be greater than the pipleline size + 5 frames, and less than the Morpheus device preroll - 20 frames.

(Morpheus Device Preroll - 20) > sQ Driver Preroll > (Server Pipeline Size + 5);

In most cases Preroll > 20 frames should be adequate.

Example

If Morpheus Device Preroll is 2 seconds (60 frames) and sQ Pipeline Size is 10 frames. According to the guidance above, the Driver preroll should be less than (60 - 20) = 40frames and greater than (10 + 5) = 15 frames. Thus a value of 30 frames (the default) is acceptable.

Preroll=30

26.5.2.4 [Media] Section

The media section contains parameters that control clip cues and media loading.

TimecodeMode

Play only.

When a clip is cued for playout, the media is not necessarily played from the beginning of the clip. The scheduled inpoint can be specified relative to the start of the media or relative to a timecode track in the clip. Grass Valley clips have two timecode tracks - port timecode, which is the timecode present in the incoming signal when the clip was recorded, or reference timecode which is the real time when the clip was recorded.

To display the common configuration settings, select **Common** from the left hand pane of the ConfigForm window.

Each of the settings is described below:

Setting	Description						
Zero (default)	Scheduled inpoint is relative to the start of the clip						
Port	Scheduled inpoint is relative to port timecode track						
Ref	Scheduled inpoint is relative to reference timecode track						
Table 38 Grass Valley TimecodeMode							

able 38 Grass Valley TimecodeMode

The default value for this setting is Zero.

FailurePrefix

Play only.

This setting is used by the Generic Validation Service. The Grass Valley media management system adds an error message to the Title field if it detects an error during file transfer. This message can be configured on the ISA Manager web page, by changing the configuration property Failure Prefix. This setting needs to match that value.

If the Generic Validation Service detects a clip that has a title containing this string then the service returns an Error with the message:

Media title <clip_title> contains failure message

The default value for FailurePrefix is [FAIL]

WarningPrefix

Play only.

This setting is used by the Generic Validation Service. The Grass Valley media management system adds a warning message to the Title field if it detects an potential problem during file transfer. This message can be configured on the ISA Manager web page, by changing the configuration property Warning Prefix. This setting needs to match that value.

If the Generic Validation Service detects a clip that has a title containing this string then the service returns a Warning with the message:

Media title <clip_title> contains warning message

The default value for WarningPrefix is [WARNING]

ShortClipWarningMargin

Play only.

The Generic Validation Service checks each scheduled event that there is sufficient material to fill the duration of the event. If the scheduled event duration the combined media time then a warning is generated. If the shortfall is only a few frames, then this warning is not justified. The value of ShortClipWarningMargin is the number of frames shortfall that is considered acceptable and does not generate a warning. Units are frames, and the default is 0, meaning that any shortfall generates a warning.

Example

ShortClipWarningMessage=30

ExtraRecordingMinutes

Record only.

Specify the number of minutes of additional time that will be added to each recording event automatically, thereby allowing a recording to be extended whilst in progress.

Use the following syntax:

ExtraRecordingMinutes=<value>

Note:

The duration of a recording can be changed at any time BEFORE it is due to start.

Example:

If a recording has a scheduled duration of 2 hours, and ExtraRecordingMinutes has a value of 60, then the record clip is created with a duration of 3 hours. Where a recording finishes ahead of the total specified duration, unused space does not form part of the final clip.

MaxRecordingLengthMinutes

Record only.

Specify the number of minutes that can be recorded using stop / start events in Morpheus. Use the following syntax:

MaxRecordingLengthMinutes=<value>

The value is used in situations in which the duration of a record event is not specified: a Start record event triggers the recording, and a Stop event terminates it.

If the Stop event is next in the schedule for the record port, then the duration of the recording will be known.

If the Stop event is further down the schedule, or perhaps not yet specified, then the value attributed to MaxRecordingLengthMinutes is used in order to reserve space for the recording. Once the duration of the recording is known, then it will override the value of MaxRecordingLengthMinutes.

Important:Unless a fresh installation has taken place using the configuration files detailed in Chapter
28.2 New System Deployment, and / or any configurations detailed in this section have
been manually changed, both the Bridge and the Morpheus Edit Workstation must be
restarted in order for the modifications to take effect.

26.5.2.5 [ServerName] Section

Create a [ServerName] section in the sQDriver.ini file for each of the sQ Servers.

Where [ServerName] must be replaced with the name of the server.

```
E.g. [INGSERV15]
```

Each [ServerName] section will contain the parameters that are unique to each server.

Example:

```
[INGSERV15]
RecordPortList=1,2,3
DeviceNameAlias=SqSvr15
```

```
[INGSERV16]
RecordPortList=3,4
DeviceNameAlias=SqSvr16
```

The parameters unique to each server are explained below.

<u>PortList</u>

Play only.

A comma separated list of the channels on the server that the driver is required to control. The channel numbers are 0-based (i.e. start at 0, then 1, 2, 3 etc).

Example

[SVR_A]

PortList=0,1

Control channels 0 and 1. The driver creates two Morpheus Devices, SVR_A\0 and SVR_A\1.

RecordPortList

Record only.

Add the server port numbers that will be dedicated to recording, using the CSV syntax shown in the following example:

```
RecordPortList=1,4,5
```

Note: Port numbers are unique to a list - a port in the RecordPortList cannot also be specified in any of the other lists in sQDriver.ini file (i.e. Ports, PortList, PlayPortList), and vice-versa.

Once defined in the configuration, the sQ ports are reserved by Momentum Ingest for recording only.

DeviceNameAlias

Play and Record.

An optional parameter that may be used to specify the Morpheus Device Names of each of the server ports in a [ServerName] section. Use the following syntax:

DeviceNameAlias=<name>

If configured, then the Morpheus Device Names are derived as follows:

DeviceNameAlias\n

Where \n is a port number from the PortList or the RecordPortList.

Example:

With a DeviceNameAlias of sqsvr, and a RecordPortList of 1, 4, 5 the following Morpheus Device Names would be derived:

SqSvr\1 SqSvr\4 SqSvr\5

If NOT specified, the Morpheus Device Names are derived from the [ServerName] as follows:

[ServerName]\n

Where \n is a port number from the RecordPortList.

Example:

With a DeviceNameAlias of [INGSERV15], and a RecordPortList of 1, 4, 5 the following Morpheus Device Names would be derived:

```
INGSERV15\1
```

INGSERV15\4

 $INGSERV15 \ 5$

Ports 1 1

Play only.

This is a legacy parameter that is present in some files. It should not be used in new applications.

<u>UtcOffset</u>

Play only.

If the timecode that is feeding the server is offset from the time signal to which the automation system is synchronised, the offset can be specified with this parameter. Format is HH:MM.

Example

UtcOffset=4:00

OutputDelay

Play only.

For a specific server, this parameter can be used to override the default value of OutputDelay specified in the Timing section. Refer to Section 26.5.2.2 [Timing] Section for additional information relating to this parameter.

PipelineSize

Play only.

For a specific server, this parameter can be used to override the default value of PipelineSize specified in the Timing section. Refer to Section 26.5.2.2 [Timing] Section for additional information relating to this parameter.

26.5.2.6 [RecordProperties]

Record only.

As well as the default parameters (Inpoint, FileId, and DeviceId), additional kernel parameters can be created for assignment to clips recorded on sQ Servers exclusively. Supported additional parameters are limited to those in Table 39 - they can also be seen on the ISA Manager as shown in Fig. 435 (not all visible).

Description	Destination	Expiry	
JobID	Outpoint	Owner	
Register	Таре	Template	
MosActive	Division	VDCPID	
	Description JobID Register MosActive	DescriptionDestinationJobIDOutpointRegisterTapeMosActiveDivision	DescriptionDestinationExpiryJobIDOutpointOwnerRegisterTapeTemplateMosActiveDivisionVDCPID

 Table 39 Additional Parameter Name and Type Associations

The list includes the standard parameters only - an end user has the facility to create custom fields. Any kernel parameters entered in the [RecordProperties] must be syntactically identical to those that exist in the sQ server clips table.

sam ISA Manager Zone: 56 Software: T6.0.0.17																
Status	Config	gure I	Database	Admin		Wed	Nov 30 10:39:5	2 GMT 2016								
Uptime: 4d 21h 09m 57s																
Search result																
Category																NumVidTracks
	<u>1979077</u>	1979077		2016-11-30 10:35:47.0	2016-11-30 10:35:47.0			Invalid	108000				Invalid	4		
	<u>1979076</u>	1979076	.56	2016-11-30 10:35:27.0	2016-11-30 10:35:27.0			Invalid	108000	0			Invalid	4		
	<u>1979075</u>	1979075	.56	2016-11-30 10:29:04.0	2016-11-30 10:29:04.0			Invalid	300	0			Invalid			1
	<u>1979074</u>	1979074	56	2016-11-30 10:23:57.0	2016-11-30 10:23:57.0			Invalid	500	0			Invalid			1
	<u>1979073</u>	1979073	56	2016-11-30 10:16:03.0	2016-11-30 10:16:03.0			Invalid	50	0			Invalid			
	<u>1979072</u>	1979072	56	2016-11-30 09:52:04.0	2016-11-30 09:52:04.0			Invalid	50	0			Invalid			
	<u>1979062</u>	1979062	56	2016-11-30 09:49:03.0	2016-11-30 09:49:02.0		1073741824	Invalid					2016-11-30 09:49:03.0		369	1
	<u>1979056</u>	1979056	.56	2016-11-29 16:43:56.0	2016-11-29 16:43:49.0		1073741824	Invalid	100				2016-11-29 16:43:56.0		368	
	<u>1979044</u>	1979044	56	2016-11-29 11:27:48.0	2016-11-29 11:27:48.0			Invalid	500	0			Invalid			
Test clip from Morpheus	<u>1979043</u>	1979043	56	2016-11-29 10:36:25.0	2016-11-29 10:36:25.0			2016-08-19 23:59:59.0	1500	0			Invalid			

Figure 435 sQ Clips Table

Note: It is essential that the configurations to the sQDriver.ini file, the Momentum Ingest Template, and to the Event Store, are consistent with each other in order to avoid operational issues - refer to Fig. 565 in Chapter 28.3.1 Selection of an Ingest Mechanism for guidance.

Enter all of the selected EventStore kernel parameters into the [RecordProperties] in the sQDriver.ini file in order to make an association between them and the name in the sQ clips table The number given to the parameter in the Bridge is associated with the name in the sQ clips table - for this reason, a name used in Momentum Ingest, the EventStore and the Bridge (all of which are identical) does not have to be the same as the name in the sQ clips table. Use the syntax shown (the default parameters Inpoint, FileId, and DeviceId do not need to be specified as they are already written into the driver code).

Example

1=Category
2=Owner
3=Title
4=Expiry
5=PublishedBy

Where the number is that of the sQ specific parameter in the Bridge, and the parameter name is that used in the sQ clips table.

The associations listed are shown as an example only.

Refer to Fig. 565 in Chapter 28.3.1 Selection of an Ingest Mechanism, for an illustration of the process.

Note:

These properties are exclusive to recording events with an sQ server.

26.5.2.7 Example configuration

The following is a sample file. A detailed description of each section is provided above.

```
[Channel]
MachineName=10.162.64.24
[Timing]
OutputDelay=0
PipelineSize=10
StartupTimeout=4500
PreviewMargin=00:05:00:00
```

[Server1] UtcOffset=0 PortList=0,1 DeviceNameAlias=SQ01

[Control] FileIdField=VDCPID Preroll=30 GapMode=NextFrame GapOffset=25

[Media] TimecodeMode=zero ShortClipWarningMargin=4 FailurePrefix=[BAD CLIP] WarningPrefix=[WARN]

26.6 Morpheus Generic Validation Service

The Morpheus Driver for Grass Valley sQ can be loaded by the Morpheus Generic Validation Service, in order to provide validation information for scheduled media. This functionality is provided by the Pbak Event Validation service type.

Refer to Section 13.14 Generic Validation Service for further information on configuring the Generic Validation Service.

The Morpheus Driver for sQ returns the following error messages:

FileId of " or 0000000

Returns vsError with message Invalid file id. The value 00000000 cannot be used as a media ID.

ClipId not found from FileId

Returns vsError with message *File id <fileid> not found on pool <pool_no>*. This works in InstanceLabel or LFID modes.

QuentinAPI error obtaining clip metadata (title, duration & media_inpoint)

Returns vsError with message Could not obtain clip metadata.

ScheduledInpoint not found in media

Returns vsError with message *Specified inpoint <ScheduledInpoint> outside bounds of media (<media_inpoint> to <media_output>)*. This respects driver timecode configuration of Port|Ref|Zero for media timecodes.

Title contains ErrorPrefix

This returns vsError with message Media title <title> contains error message.

Insufficient content for scheduled duration

Returns vsWarning with message *Content available from inpoint of <scheduled_inpoint> is <duration_of_clip_from inpoint_to_end> which is insufficient for scheduled duration of <scheduled_duration>*. It is possible to configure a ShortClipWarningMargin so that if the clip is only a few frames short this does not generate a warning. Refer to the ShortClip-WarningMargin parameter in Section 26.5.2.4 [Media] Section for further information.

Title contains WarningPrefix

Returns vsWarning with message Media title <title> contains warning message.

27. Appendix - Installing a Morpheus RTB

This section contains information on installing a Morpheus (PBAK) OnTime application RTB onto a controller card.

27.1 Pre-requisites

The following pre-requisites are required:

- A USB Pen drive (minimum size 512MB)
- A controller card with a FAT32 formatted hard disk, with the boot flag set on the drives primary DOS partition.
- The ControllerLoader.rtb file
- Actions.txt
- The Pbak Deploy tool
- The correct RTB file to deploy
- A Windows 7 or Vista machine required to create a USB Boot Disk from scratch (or a Windows XP (or better) machine for using an existing USB Boot Disk only).

The files are available from Grass Valley on request.

27.2 Creating a USB Boot Disk

- 1. Ensure that any data already on the USB drive is backed up as this process removes any existing data.
- 2. Plug the USB drive into the PC.
- 3. Open a command prompt (start->run cmd).
- 4. Enter the command diskpart (this command requires Administrator rights).
- 5. At the DISKPART> prompt, enter 'list disk' and make a note of the disk number that matches the USB drive.



Ensure that the disk number is correct or formatting of the C: drive may occur!

- 6. At the DISKPART> prompt, enter 'select disk <n>' (where **n** is the number of the USB drive).
- 7. At the DISKPART> prompt, enter 'clean'.
- 8. At the DISKPART> prompt, enter 'create partition primary'.
- 9. At the DISKPART> prompt, enter 'active'. This sets the flag that makes the USB drive bootable.
- 10. At the DISKPART> prompt, enter 'format fs=FAT32 quick'.
- 11. At the DISKPART> prompt, enter 'assign'.
- 12. At the DISKPART> prompt, enter 'exit' to leave the diskpart tool.

The USB drive is now bootable and ready to accept the ControllerLoader application.



This process does not apply to Windows XP, as its version of DISKPART cannot detect USB / removable drives.
27.3 Loading the USB drive

- 1. Plug the USB drive into the PC.
- 2. Using Pbak deploy, deploy the ControllerLoader.rtb to the USB drive as follows:
 - a) Run Pbak Deploy.
 - b) Click on File and select the target drive of the USB drive.
 - c) Click on Change Dir, and navigate to the directory containing the RTB.
 - d) Click on the ControllerLoader.rtb in the main listing area.
 - e) Click on **Write to CF** in order to programme the USB stick and wait for the process to complete.
- 3. On the USB drive, create an actions file named Actions.txt (or copy the example file from the install directory).

The USB drive now contain	ns the following	additional files:
---------------------------	------------------	-------------------

Filename	Description		
boot.ini	These files are automatically placed on the pen drive by Pbak		
BOOTSECT.RTT	deploy and must not be altered by the user.		
ControllerLoader.RTA			
RunNo.dat	This file may appear after the first usage. This file keeps track of the Run Number which starts at one and increments each time the application is run. If this file doesn't exist, it is created by the application when it starts up.		
RunLog.txt	This file may appear after the first usage. This is the output from the application. Each entry of the log is prefixed with an ISO timestamp and the current Run Number. If this file doesn't exist, it is created by the application when it starts up.		
Table 40 USB files			

27.4 Configuring the ControllerLoader RTB

The ControllerLoader RTB parses the actions.txt file and use the information to complete the required actions. Actions have parameters and the last parameter always declares whether or not the action is fatal. The ControllerLoader ignores any lines that start with a # character, so that the file can contain comments.

The following example Actions.txt file updates the RTB from the USB drive to the boot drive on the controller and also copies across the Pbak.dat configuration file:

```
DEPLOY-RTB D:\RTB\2460Controller.RTB
COPY-FILE D:\Release\Pbak.dat C:\Release\Pbak.dat
```

Once the application is loaded, the LEDs on the card turn blue in order to show that it is running. At this stage, do not reset the Controller or remove the USB drive.

Red flashing LEDs indicate that an action has been marked as fatal, it has failed to complete and the rest of the actions in the file were not processed.

Orange flashing LEDs indicate that a minor failure has occurred, or an action that was marked as non fatal failed to complete.

In both instances, the Log file RunLog.txt will indicate the nature of the failure.

Green flashing LEDs indicate that all actions have been processed successfully.

If the LEDs are flashing any color it is safe to reset the controller and/or remove the USB drive.

Action	Description	Parameters	Example
DELETE-FILE	This action deletes a file from the hard disk and is referenced by the purge functions above.	C:\some\file.dat – the full file path of the file to delete from the hard disk.	DELETE-FILE C:\some\file\somew here.dat
		NON-FATAL – do not treat a failure in this step as a reason to stop processing the other actions in the actions file. Must be the last parameter.	
COPY-FILE	This action copies a file from the USB stick onto the hard disk of the controller.	D:\path\to\source\file.e xt – The absolute path to the file to copy (must include the drive letter and guotation	COPY-FILE D:\myfile.txt C:\my file.txt FALSE
	The first parameter is the source file and the second is the destination on the	marks if the file path has spaces in it)	
	disk. There is an optional third parameter which can be TRUE or FALSE to	C:\path\to\copy\file\to. ext – The absolute path of the new	
	dictate if it should overwrite an existing file. If the user specifies a destination in a directory that doesn't yet exist on the hard disk, the action attempt to create the directories.	location of the source file. It must also include the drive letter	
		and must have quotation marks if the file path has spaces in it.	
		TRUE / FALSE – either true or false to dictate if it should overwrite an existing destination file. This is optional and defaults to TRUE.	
		NON-FATAL – do not treat a failure in this step as a reason to stop processing the	
Table 41 PTP actio	ns	actions file. Must be the last parameter.	

The table below contains a subset of the available actions and their parameters (others are only relevant to router deployment).

Action	Description	Parameters	Example
COPY-DIR	This action copies a whole directory (and child directories) to the destination directory, creating one if it doesn't exist.	This action has the same paramters as the COPY-FILE action, except that instead of files, the user provides directory names. As with the COPY-FILE action, directory names with spaces in the path must be enclosed in quotation marks.	COPY-DIR D:\WebContent\S80 0 C:\WebContent
DEPLOY-RTB	This is the primary action. With no parameters, it searches the root of the USB pen drive for a file with the .rtb extension and then deploy the first file it finds to the hard disk on the controller. Note: the controller must have a PBAK RTB at version 4.2 in order to work correctly.	D:\somefile.rtb Optional. The user can explicitly specify the name and location of the rtb file to deploy. The drive letter must be included at the beginning. If the file path has any spaces in it, then it must be enclosed in quotation marks. NON-FATAL – do not treat a failure in this step as a reason to stop processing the other actions in the actions file. Must be the last parameter.	DEPLOY-RTB D:\my new software.rtb
PULL-LOGS	Moves (the logs are no longer left on the controller) all the *.log files from C:\logs\ into the user supplied directory.	The destination directory for the logs Optional, does not default to D:\logs\ if not specified here.	PULL-LOGS D:\logs_from_contr oller\
HW-TEST	This option activates the hardware test menu. This allows a series of hardware tests to be performed. The output is displayed on the HDMI / SDI video output and the input is taken from a USB keyboard.	N/A	HW-TEST

Table 41 RTB actions

28. Appendix - Panoplay Example XML Configuration File

This appendix contains an example of the PanoplayConfig.xml file, for reference only.

<?xml version="1.0" encoding="utf-8" ?>

<Configuration>

<Channels>

<Item Name='MST SD1'>

<SynchronisationSetName>MST SD1</SynchronisationSetName>

</ltem>

<Item Name='AMC SD1'>

<SynchronisationSetName>AMC SD1</SynchronisationSetName>

</ltem>

<Item Name='Ingest1'>

<SynchronisationSetName>Ingest1</SynchronisationSetName>

</Item>

<Item Name='Ingest2'>

<SynchronisationSetName>Ingest2</SynchronisationSetName>

</ltem>

</Channels>

<Agents>

- <Item Name='SysA MST SD1'>
- <Application>SysA App</Application>
- <SynchronisationSet>MST SD1</SynchronisationSet>
- </Item>
- <Item Name='SysA AMC SD1'>
- <Application>SysA App</Application>
- <SynchronisationSet>AMC SD1</SynchronisationSet>
- </ltem>
- <Item Name='SysA Ingest1'>
- <Application>SysA App</Application>
- <SynchronisationSet>Ingest1</SynchronisationSet>
- </ltem>
- <Item Name='SysA Ingest2'>
 - <Application>SysA App</Application>
- <SynchronisationSet>Ingest2</SynchronisationSet>
- </ltem>
- <Item Name='SysB MST SD1'>
- <Application>SysB App</Application>
- <SynchronisationSet>MST SD1</SynchronisationSet>
- </ltem>
- <Item Name='SysB AMC SD1'>
 - <Application>SysB App</Application>
- <SynchronisationSet>AMC SD1</SynchronisationSet>
- </ltem>
- <Item Name='SysB Ingest1'>
- <Application>SysB App</Application>
- <SynchronisationSet>Ingest1</SynchronisationSet>
- </ltem>
- <Item Name='SysB Ingest2'>
- <Application>SysB App</Application>
- <SynchronisationSet>Ingest2</SynchronisationSet>
- </ltem>
- </Agents>

- <SynchronisationSets>
- <Item Name='MST SD1'>
- <PrimaryAgent>SysA MST SD1</PrimaryAgent>
- <SecondaryAgent>SysB MST SD1</SecondaryAgent>
- <PriorityWindowRootEventCount>4</PriorityWindowRootEventCount>
- <SlidingWindowRootEventCount>4</SlidingWindowRootEventCount>
- </Item>
- <Item Name='AMC SD1'>
- <PrimaryAgent>SysA AMC SD1</PrimaryAgent>
- <SecondaryAgent>SysB AMC SD1</SecondaryAgent>
- <PriorityWindowRootEventCount>4</PriorityWindowRootEventCount>
- <SlidingWindowRootEventCount>4</SlidingWindowRootEventCount>
- </Item>
- <Item Name='Ingest1'>
- <PrimaryAgent>SysA Ingest1</PrimaryAgent>
- <SecondaryAgent>SysB Ingest1</SecondaryAgent>
- <PriorityWindowRootEventCount>4</PriorityWindowRootEventCount>
- <SlidingWindowRootEventCount>4</SlidingWindowRootEventCount>
- </ltem>
- <Item Name='Ingest2'>
- <PrimaryAgent>SysA Ingest2</PrimaryAgent>
- <SecondaryAgent>SysB Ingest2</SecondaryAgent>
- <PriorityWindowRootEventCount>4</PriorityWindowRootEventCount>
- <SlidingWindowRootEventCount>4</SlidingWindowRootEventCount>
- </Item>
- </SynchronisationSets>

- <Applications>
 - <Item Name='SysA App'>
 - <TcpPort>34001</TcpPort>
 - <HostName>LT-NEW-EN-04637</HostName>
 - <MulticastAddress>225.0.11.4</MulticastAddress>
- </ltem>
- <Item Name='SysB App'>
- <TcpPort>34002</TcpPort>
- <HostName>LT-NEW-EN-04637</HostName>
- <MulticastAddress>225.0.11.164</MulticastAddress>
- </ltem>
- </Applications>
- <OracleHost>LT-NEW-EN-04637</OracleHost>
- <KernelControlMethod>AutoOn</KernelControlMethod>
- <TakeNextSafetyMargin>3000</TakeNextSafetyMargin>
- <TakeNextWindowSize>60000</TakeNextWindowSize>
- <DoNotSync></DoNotSync>
- <GoUnsynchronisedWhenSlaveOnAir>false</GoUnsynchronisedWhenSlaveOnAir>
- </Configuration>

29. New Features in this Release

29.1 BXF Services

Chapter 15. BXF Service Configuration

29.2 MOR-2410, Visibility of the System Health Monitor Right-Click Menu System

Chapter 19.2.1 Enable / Disable the System Health Monitor Right-Click Menu

29.3 MOR-3281, Next Transition for Bridge

Chapter 8.1 Next Transition for Bridge

29.4 MOR-4428, Generic Validation Service, Type 'Mixer Validation Service' Tight Margins

Chapter 14.12.1.3 The Type Tab - Mixer Event Validation

29.5 MOR-4611, Multi-Event Type Display Order Changes

Chapter 7.2.3.2 Modifying Multiple Event Type Parameter Definitions Simultaneously

29.6 MOR-5207, Commercial Hotlist Configurable Font Size

Chapter 13.17.2.3 Display Settings Tab

29.7 MOR-5290, Panoplay Take Next Delay

Chapter 7.4.6.2 More Properties Tab

29.8 MOR-5339, JIP and Advanced Search and Replace Added to Editor 'Lock Channel' Feature

Chapter 13.13.1 System > General Tab

29.9 MOR-5449, Panoplay Follower Mode Banner

Chapter 13.1 Common Configuration Settings (Panoplay Slave Banner Visible)

29.10 MOR-5527, Commercial Hotlist Timeplane Commercial Highlight

Chapter 13.17.2.3 Display Settings Tab

29.11 MOR-5618, Back-to-Back Transitions on the Same Source

Chapter 7.4.6.4 Transition Types List Tab

29.12 MOR-5705, Prevent Panoplay from Unsynchronising When the Follower is On-Air

Chapter 16.7.1.2 Configuration Guide to the PanoplayConfig.xml File

Chapter 28. Appendix - Panoplay Example XML Configuration File

29.13 MOR-5752, sQ Server Record Driver using Corba

Chapter 26. Appendix - Morpheus Driver for sQ Servers

29.14 MOR-5799, Dummy Source

Chapter 7.4.6.3 Sources Tab

Chapter 14.21 Missing Material Recovery Service

29.15 MOR-5818, Generic Validation Service Issues with 60fps Omneon Clips

Chapter 14.12.1.4 The Type Tab - Omneon Event Validation

29.16 MOR-6047, 'Slave' Removed from Panoplay Terminology

Chapter 7.7.5 Other Tab

29.17 MOR-6050, Explode / Contract All Breaks

Chapter 13.12.3.3 'Other' Parameter Pane

29.18 MOR-6097, Include System XML File in 'Gather Everything' System Health Monitor Option

Chapter 19.2.4 Export System Configuration .(xml)

Chapter 19.2.7 Gather Everything

29.19 MOR-6144, Show / Hide Second Line Detail

Chapter 13.12.3 Display Options Tab

29.20 MOR-6390, sQ Record Driver - Allow Extra Metadata to be Added to a Recorded Clip

Chapter 26. Appendix - Morpheus Driver for sQ Servers Chapter 28. Appendix: Record System Configuration for Momentum Ingest with sQ Servers

29.21 MOR-6470, Commercial Hotlist Allow Live Source Selection

Chapter 13.17.2.3 Display Settings Tab

29.22 MOR-6525, Create New 104 and 917 Events Dedicated to sQ

Chapter 26. Appendix - Morpheus Driver for sQ Servers Chapter 28. Appendix: Record System Configuration for Momentum Ingest with sQ Servers

29.23 MOR-6547, Enable UTCOffset for sQRecord Corba Driver

Chapter 26. Appendix - Morpheus Driver for sQ Servers Chapter 28. Appendix: Record System Configuration for Momentum Ingest with sQ Servers

29.24 MOR-6566, Enable AutoAdjustment Offset for sQ Record Corba Driver

Chapter 26. Appendix - Morpheus Driver for sQ Servers Chapter 28. Appendix: Record System Configuration for Momentum Ingest with sQ Servers

29.25 MOR-6627, Momentum Thumbnail Refresh

Chapter 13.3.2 Momentum Parameters

29.26 MOR-6675, Commercial Hotlist: Timeplane Channel Name

Chapter 13.17.2.3 Display Settings Tab



Grass Valley Technical Support

For details of our Regional Customer Support Offices please visit the Grass Valley website and navigate to Support> Contact Support.

https://www.grassvalley.com/support

UK Office

The department is staffed from 9.00am to 5:30pm Monday to Friday (excluding UK public holidays. Outside these times, calls will be delivered to voicemail for follow up on the next working day. Additional support is available outside these hours by purchasing a support contract, details of which are available from the Grass Valley website and through the account manager.

Customers with an existing support contract should call their personalised number, which can be found in the contract, and be ready to provide the contract number and details.