



Xplorer

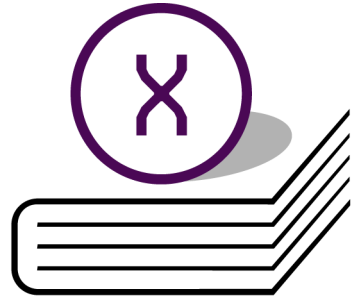
Asset Management Tool



User Manual

M852-0400-480

w w w . m i r a n d a . c o m



Vertigo Suite v.4.8

Xplorer

Asset Management Tool

User Manual



Copyright Notice

© 2012 Miranda Technologies Inc. All rights reserved.

Third Party Trademarks

All other brand names, product names or trademarks belong to their respective holders.

Usage Agreement

Please read the following terms and conditions carefully. By using the Xplorer User Manual, you agree to the following terms and conditions:

Miranda Technologies Inc. hereby grants permission and license to owners of Xplorer and the Vertigo Suite to use their product manuals for their own internal business use. Manuals for Miranda Technologies Inc. products may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose unless specifically authorized in writing by Miranda Technologies Inc.

Miranda Technologies Inc. makes no warranty, either expressed or implied, including but not limited to any implied warranties of merchantability or fitness for a particular purpose, regarding these materials and makes such materials available solely on an "As-Is" basis.

In no event shall Miranda Technologies Inc. be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of purchase or use of these materials. The sole and exclusive liability to Miranda Technologies Inc., regardless of the form of action, shall not exceed the purchase price of the materials described herein.

Miranda Technologies Inc. reserves the right to revise and improve its products at any time and without notice. This publication describes the state of this product at the time of its publication, and may not reflect the product at all times in the future. Thus, different versions of a manual may exist for any given product. Care should be taken to ensure that one obtains the proper manual version for a specific product serial number.

Information in this document is subject to change without notice and does not represent a commitment on the part of Miranda Technologies Inc.

Government Use

The Software {and Documentation} is provided with RESTRICTED RIGHTS. Use, duplication or disclosure by the United States Government or any agency, department or instrumentality thereof is subject to the restrictions set forth in the Commercial Computer Software -- Restricted Rights clause at FAR 52.227-19 or the Commercial Computer Software -- Licensing clause at NASA FAR Supplement 1852.227-86.

Printed in Canada

Document Identification

- **Title:** Xplorer User Manual
 - **Part number:** M852-0400-480
 - **Software version:** Vertigo Suite v.4.8
 - **Last revised:** June 21, 2012
-

Document Revision History

After the original release date, this user manual may be updated with edits and then re-released. The following table tracks the versions of this document.

Publication date	Description
June 21, 2012	Original release of this user manual for Vertigo Suite v.4.8

TABLE OF CONTENTS

Introducing Xplorer.....	1-1
Getting started with Xplorer.....	2-1
Installation and licensing information.....	2-2
Starting Xplorer and connecting to the Xmedia Server.....	2-3
Overview of Xplorer's interface.....	2-5
Configuring Xplorer's settings.....	2-7
Adding devices to Xplorer's Device Viewer.....	2-8
Connecting a device to Xplorer.....	2-12
Launching a device's Dashboard from Xplorer.....	2-13
Browsing and managing media on the Xmedia Server and other devices	3-1
Displaying the media contents of the XMS or a device.....	3-2
Browsing the contents of the XMS or a device.....	3-3
Searching for assets stored on the Xmedia Server.....	3-5
Categorizing within the Xmedia Server.....	3-6
Removing an asset from an XMS category or a device.....	3-7
Removing an asset from a category on the Xmedia Server.....	3-7
Removing assets from devices, but not the Xmedia Server.....	3-8
Deleting assets from the Xmedia Server or a device.....	3-9
Renaming an asset.....	3-10
Viewing and editing an asset's properties.....	3-11
Monitoring and managing a device's disk space.....	3-14
Moving assets to/from the Xmedia Server and other devices	4-1
Managed versus unmanaged assets.....	4-2
Ingesting third-party content files.....	4-4
Ingesting image or audio files.....	4-4
Ingesting image sequences.....	4-7
Ingesting video files.....	4-11
Importing content files that are native to the Vertigo Suite system.....	4-13
Publishing assets from the Xmedia Server to a device.....	4-15
Automatically publishing assets to devices.....	4-15
Manually publishing assets from the Xmedia Server to devices.....	4-16
Monitoring and managing a device's publish queue.....	4-17
Publishing the entire contents of one device to another device.....	4-21
Propagating assets from the Xmedia Server to another server.....	4-22
Exporting Vertigo asset files to another Xmedia Server.....	4-23
Saving a local copy of an asset as a file.....	4-26
Previewing assets in Xplorer	5-1
Previewing audio and video clips.....	5-2
Previewing cel animations.....	5-3
Previewing and editing image assets.....	5-4

Opening the Image Editor.....	5-5
Zooming in/out and repositioning the image.....	5-5
Cropping an image.....	5-7
Making color adjustments.....	5-9
Adjusting the sharpness of an image.....	5-10
Using the Image Modification buttons to flip an image.....	5-10
Appendix A - Quick reference to Xplorer's commands and settings	6-1
Xplorer's menu commands.....	6-2
File menu.....	6-2
View menu.....	6-3
Tools menu.....	6-4
Help menu.....	6-4
Xplorer's toolbar buttons.....	6-5
Xplorer's settings.....	6-7
XMS settings.....	6-8
Work Order settings.....	6-9
Layout settings.....	6-10
Publish Monitoring settings.....	6-11
General settings.....	6-12
Logging settings.....	6-13
Appendix B - Searching for assets stored on the XMS.....	7-1
Opening the Search Tool.....	7-2
Using the search tool's interface.....	7-3
Standard search criteria fields and controls.....	7-4
Advanced search criteria fields, controls, and summary.....	7-9
Message area: Search status and asset information.....	7-18
Results area.....	7-19
Performing a standard search.....	7-21
Performing an advanced search.....	7-22
Creating a query that uses a single property.....	7-22
Creating a query that combines multiple properties.....	7-23
Editing a search criteria's property conditions.....	7-24
Saving and loading a search criteria.....	7-25
Removing search criteria.....	7-25
Appendix C - Creating and using work orders	8-1
Creating a new work order.....	8-2
Viewing existing work orders and/or jobs.....	8-4
Adding a job to an existing work order.....	8-6
Removing a work order or job from the XMS.....	8-8

1 INTRODUCING XPLOLER

Xplorer is a media management application that allows you to browse and manage the media content stored on the Xmedia Server (XMS) and other devices.

More specifically, Xplorer allows you to:

- Quickly identify and monitor the status of the Xmedia Server and other devices that are configured and/or connected to your system.
- Browse and manage the media content stored on the Xmedia Server and/or other devices.
- Move content to and from the Xmedia Server and other devices, including ingesting content from external storage devices and converting the imported files into Vertigo compatible assets.
- Preview the playout of various asset types that are stored on the Xmedia Server or devices.
- Create and manage work order requests for graphics elements that are required but do not exist on the system.

The following sections provide information and instructions for using Xplorer:

- [“Getting started with Xplorer” on page 2-1](#)
- [“Browsing and managing media on the Xmedia Server and other devices” on page 3-1](#)
- [“Moving assets to/from the Xmedia Server and other devices” on page 4-1](#)
- [“Previewing assets in Xplorer” on page 5-1](#)
- [“Appendix A - Quick reference to Xplorer’s commands and settings” on page 6-1](#)
- [“Appendix B - Searching for assets stored on the XMS” on page 7-1](#)
- [“Appendix C - Creating and using work orders” on page 8-1](#)

2 GETTING STARTED WITH XPLOLER

To help get you started using Xplorer, this chapter provides you with information about installing and licensing the Xplorer software. Once installed, you must configure Xplorer to recognize and actively connect with the Xmedia Server and the other devices.

Information and instructions to help you set-up and familiarize yourself with Xplorer are provided in the following sections:

- [“Installation and licensing information” on page 2-2](#)
- [“Starting Xplorer and connecting to the Xmedia Server” on page 2-3](#)
- [“Overview of Xplorer’s interface” on page 2-5](#)
- [“Configuring Xplorer’s settings” on page 2-7](#)
- [“Adding devices to Xplorer’s Device Viewer” on page 2-8](#)
- [“Connecting a device to Xplorer” on page 2-12](#)

Installation and licensing information

Xplorer is packaged with the Vertigo Suite software installation wizard. It can be installed as part of the full installation or as an individual (standalone) component. In both cases, you simply need to run the installation wizard on a workstation that is on the same network as the Xmedia Server.

Information regarding the Vertigo Suite's hardware and network requirements, as well as instructions for installing and/or upgrading Xplorer, are available in the Vertigo Suite's **Release Notes**, which can be downloaded from the **Miranda Technical Support Services** web site (<http://www.miranda.com/support/product.php?name=Vertigo>).

Xplorer requires that a software application license be installed and validated on the Xmedia Server. Therefore, once Xplorer is installed, you must contact the **Miranda Technical Support** team (support@miranda.com) to request a license key for Xplorer. Then you must apply and validate the license using the Vertigo Suite's License Manager, which stores the license on the Xmedia Server. Instructions for acquiring and validating an Xplorer application license are provided in the Vertigo Suite's **Release Notes**.

NOTE

Xplorer will not operate properly unless its connection to the Xmedia Server is active and a valid license is present. See [page 2-3](#) for more information about resolving connection and license errors.

Starting Xplorer and connecting to the Xmedia Server

As a client application, Xplorer must always be connected to the Xmedia Server, which is the centralized asset management server and license manager for Vertigo applications and devices.

Each time Xplorer is opened, it verifies the connection to the Xmedia Server and the availability of the Xplorer license. If both conditions are successful, then Xplorer opens and is ready to be used. However, if either of these conditions is unsuccessful, an error message appears and prompts you to remedy the situation (see below).

While using Xplorer, the connection to the Xmedia Server must always be maintained (active). As such, Xplorer continuously verifies and reports the connection status using the XMS icon in the Xmedia Server Viewer. Figure 2-1 demonstrates the two states of the XMS icon's connectivity status.

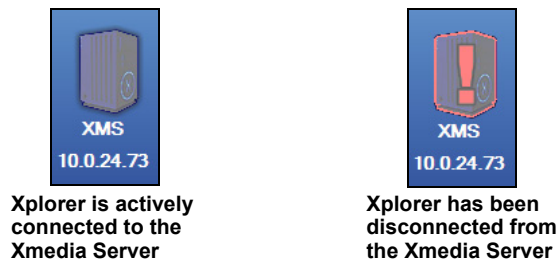


Figure 2-1. Xplorer's Xmedia Server connection status

If for any reason the connection to the Xmedia Server fails (disconnected), you must re-establish the connection before continuing to use Xplorer.

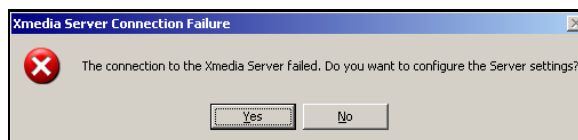
NOTE

Common reasons for losing the connection are that the Xmedia Server or the machine hosting Xplorer has lost its network connection (network is down, IP address has changed or network cable disconnected), the Xmedia Server service has been stopped, or the Xmedia Server machine has been shutdown or has crashed.

The following sections describe how to resolve situations in which Xplorer cannot connect to the Xmedia Server or find a valid license on startup.

Resolving an Xmedia Server connection failure when opening Xplorer:

1. Open Xplorer by clicking **VERTIGOXMEDIA>XPLORER** from the Windows Start menu. If Xplorer cannot successfully connect to the Xmedia Server, the following error message appears.



- Click **Yes** and Xplorer's **SETTINGS** window opens and displays the **XMS** page.



Figure 2-2. Xplorer's Settings window

- In the **XMEDIA SERVER IP ADDRESS** field, type the IP address of the machine hosting the Xmedia Server.
- Unless the port number was changed when the Xmedia Server was installed, the default in the **XMEDIA SERVER PORT** field will be correct. If it was changed, enter the new number.
- Click **OK**.

Xplorer should now open. If Xplorer still cannot connect to the Xmedia Server, consult your system administrator. The problem could be due to one of the following:

- The IP address or port was entered incorrectly.
- The machine hosting the Xmedia Server is down.
- The Xmedia Server is not running on the host machine.
- The machine is not connected to the network.

Resolving a license failure when opening Xplorer:

- Open Xplorer by clicking **VERTIGO X MEDIA > XPLORER** from the Windows Start menu. If Xplorer cannot successfully locate a valid Xplorer license on the Xmedia Server, the following error message appears.



- Evaluate and act according to the following:
 - If you suspect that the cause of the license error is that the Xplorer license has not yet been installed and validated on the Xmedia Server, click **Enter License**. The License Manager opens and you can follow the instructions in the Release Notes for acquiring and installing a software license.
 - If you suspect that the cause of the license error is that Xplorer is connected to the wrong Xmedia Server (the license resides on another Xmedia Server), click **Change Server**. Xplorer's **SETTINGS** window opens and displays the **XMS** page (figure 2-2). In the **XMEDIA SERVER IP ADDRESS** field, type the IP address of the Xmedia Server that holds a valid Xplorer license. Click **OK**.

Overview of Xplorer's interface

While further chapters provide full procedural instructions for using Xplorer, this section lists Xplorer's main interface components and provides brief functional descriptions of each.

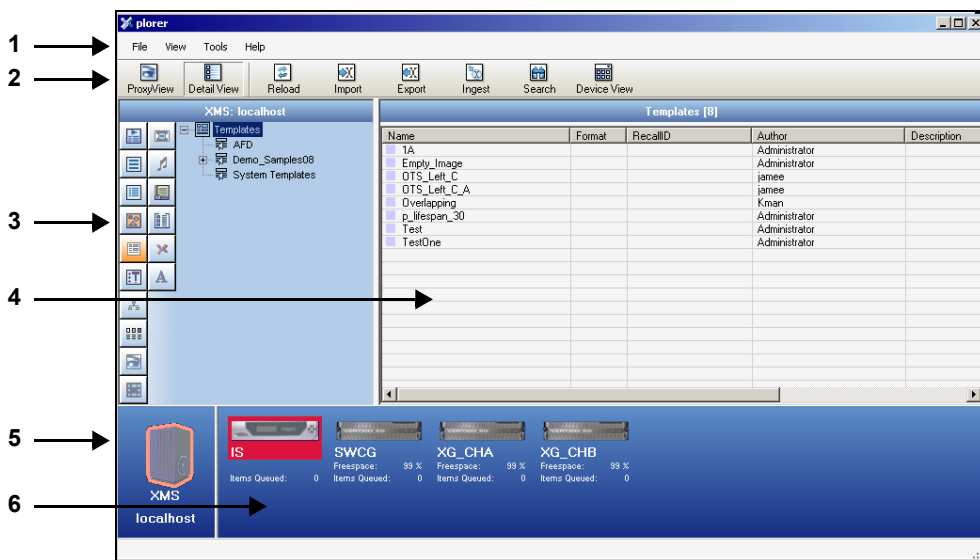




Figure 2-3. Xplorer's user interface components

- Menu commands** - The menu commands provide access to Xplorer's settings and administrative functions. See ["Xplorer's menu commands" on page 6-2](#) for a full description of each command.
- Toolbar buttons** - The toolbar buttons offer easy access to the features and functions that are most commonly needed when using Xplorer. Functional descriptions for each of these buttons is described within the procedures for using Xplorer, as well as ["Xplorer's toolbar buttons" on page 6-5](#).
- Asset Browser** - Located along the left-side of the interface, the Asset Browser is a collapsible panel that provides a hierarchical view of the root categories and sub-categories in which assets are stored on either the Xmedia Server or the device that is currently selected in the Device Viewer. Upon selecting a category, the assets are displayed in the Asset Gallery.
- Asset Gallery** - Identifies the assets that are stored within the asset category selected in the Asset Browser. When the **Proxy View** button  is enabled in Xplorer's toolbar, the assets are displayed as labelled-thumbnail images. When the **Detail View** button  is enabled, the assets are displayed in a list that identifies the asset's name along with some of its current properties.

5. **Xmedia Server Viewer** - Identifies the Xmedia Server (hostname or IP address) and its current connection status to Xplorer (see [page 2-3](#)). When you select the XMS icon, the contents of the Xmedia Server are displayed in the Asset Browser and Asset Gallery.

6. **Device Viewer** - Displays an icon for each of the devices that are managed by the Xmedia Server, as well as their current connection status to Xplorer (see [page 2-12](#)).

When the **View>Show Device Details** menu command is enabled, some of the devices' statistics are displayed (i.e. the percentage of free space on their disk, as well as the number of items left in the publish queue.) See [page 4-17](#) for more information. When you select a device's icon, the contents of that device are displayed in the Asset Browser and Asset Gallery.

Figure [2-4](#) demonstrates that right-clicking on the device's icon exposes commands that you can use to launch various functions associated with the device (e.g. ping the device, launch the device's Publish Queue Monitor, launch the device's Dashboard or display the device's properties).

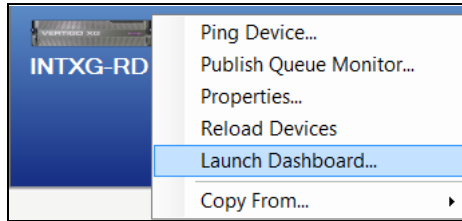


Figure 2-4. Right-clicking on the device exposes commands associated with the device

Configuring Xplorer's settings

While Xplorer's default settings are appropriate for most operating circumstances, you may want to customize the look and behavior of the application using Xplorer's settings. Note that modifying the settings is entirely optional.

Changes to Xplorer's settings are made in the **SETTINGS** window, which can be accessed by selecting the **TOOLS>SETTINGS** menu command.

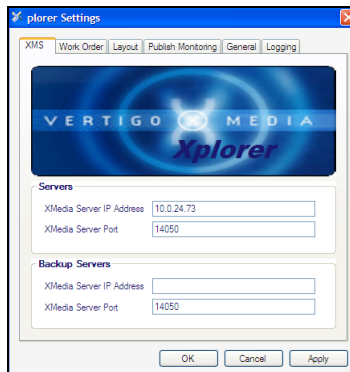


Figure 2-5. Xplorer's Settings window

The **SETTINGS** window has six thematic tabs, which contain properties and settings that apply to Xplorer. A functional description of each setting is provided in a quick reference format in the following sections of the appendix chapter:

- [“XMS settings” on page 6-8](#)
- [“Work Order settings” on page 6-9](#)
- [“Layout settings” on page 6-10](#)
- [“Publish Monitoring settings” on page 6-11](#)
- [“General settings” on page 6-12](#)
- [“Logging settings” on page 6-13](#)

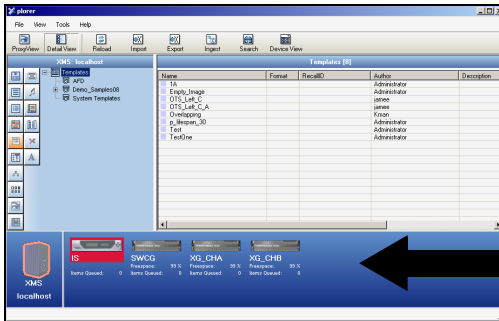
NOTE

Some settings will require you to restart Xplorer for the changes to be applied.

Adding devices to Xplorer's Device Viewer

Xplorer uses the Vertigo Suite's Device Manager to identify the output devices that are available and associated with the Xmedia Server. The Device Manager contains the user-defined device configuration profiles that allow Vertigo Suite applications (i.e. Xplorer, Xstudio, Xplay...etc.) to connect to and communicate with specific output devices on the network.

Since several applications in the Vertigo Suite are capable of defining devices on the Xmedia Server, it is possible that the device configuration profiles of some of the devices on your network are already present in the Device Manager. As such, when you open Xplorer and it is connected to the Xmedia Server, the devices that already exist in the Xmedia Server will appear in Xplorer's Device Viewer (figure 2-6). If the Device Viewer does not contain an output device that you need, you must add the device's configuration profile to the Device Manager.



Xplorer's Device Viewer displays all of the devices from the Xmedia Server.

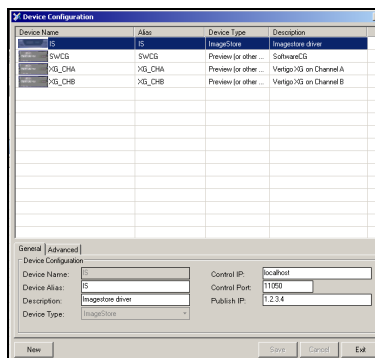
Figure 2-6. Xplorer's Device Viewer is populated with the devices from the Xmedia Server

To add a device to Xplorer's Device Viewer:

1. Select the **TOOLS>CONFIGURE DEVICES** menu command.

The **DEVICE MANAGER** window (Device Configuration) opens.

Note that the Device Manager will display the device profiles that were previously added to the Xmedia Server.



2. Select the **NEW** button in the lower-left corner.

The **Device Configuration** section (lower portion) immediately changes to become the **New Device Information** section, which features two tabs (**GENERAL** and **ADVANCED**) upon which are a series of empty fields for specifying the new device's configuration details.

3. Specify the appropriate **General** Device Configuration settings:

Device name	The name of the device. Note that the name cannot be modified after the device configuration profile has been added to the Device Manager.
Device alias	An optional field that provides an alternative name for the device on your network.
Description	An optional field that lets you identify the device using a meaningful label. This is helpful for distinguishing similar devices at your facility.
Device Type	<p>Identifies the type of device that these settings apply to.</p> <p>Choose from:</p> <ul style="list-style-type: none"> • VERTIGOXG • INTUITIONXG • PREVIEW (OR OTHER DEVICE) • IMAGESTORE • INTUITION • HMP • FTP • LGK • DSK • OTHER <p>NOTE: Always select PREVIEW (OR OTHER DEVICE) for Software CG devices.</p>
Control IP	<p>The network location (IP address) or hostname of the selected device. The host must be available on the network.</p> <p>NOTE: The Control IP setting is not displayed when HMP is selected as the device type.</p>
Control Port	<p>The networking port that serves as a channel for sending commands to and from the device.</p> <p>NOTE: The Control Port setting is not displayed when HMP is selected as the device type.</p>

Publish IP	<p>The network location (IP address) or hostname of the of the machine to which assets are published when publishing to the selected device. This is usually set to the same address as the Control IP. Note that the host must be available on the network.</p> <p>NOTE: The Publish IP setting is not displayed when VERTIGO XG, INTUITION XG or INTUITION are selected as the device type.</p>
Publish Port	<p>The networking port that serves as a channel for publishing assets. Typically, this value is set to 15000.</p> <p>NOTES:</p> <ul style="list-style-type: none"> • The Control Port setting is only displayed when PREVIEW, FTP, HMP or OTHER are selected as the device type. • This value must correspond with the port used by the XpublishAgent on the output device.
Publish as Export	<p>The Publish as Export setting is only displayed if FTP is the selected device type. This setting publishes the asset in the Vertigo Export (.vex) zip file format. The VEX format is used by the File Ingest Service to import assets into the Xmedia Server.</p>

4. Specify the appropriate **Advanced** Device Configuration settings:

Clip Template	<p>To take a clip to air in Xplay, the clip must be hosted in a template that contains a clip object. This setting specifies the template that is used to host clips.</p> <p>This is an optional field when using Xplorer. If this device profile is used by another Vertigo Suite application in the future, you can always return to the Device Manager and edit to profile to include this setting.</p>
Cel Template & Image Template	<p>To take a Cel animation or image to air in Xplay, the asset must be hosted in a template that contains a cel animation or image object. This setting specifies the template that is used to host cel animation or image.</p> <p>This is an optional field when using Xplorer. If this device profile is used by another Vertigo Suite application in the future, you can always return to the Device Manager and edit to profile to include this setting.</p>
External Keyer	<p>Allows you to associate another device with the current device. This setting is used when the CG output is keyed over the output of an ImageStore device. This allows specific commands to be sent to the external keyer through the CG.</p> <p>NOTE: The External Keyer setting is not displayed when FTP and HMP are selected as the device type.</p>

Publish Master	When a publish master device is specified, all items that are published to the publish master are forwarded to the current device. This is a deprecated feature that has been kept for backward compatibility. NOTE: The Publish Master setting is only displayed when PREVIEW and OTHER are selected as the device type.
-----------------------	---

5. Click **SAVE** and the device configuration profile is added to the Xmedia Server and displayed in the Device Manager.
6. Click **Exit** and the device is immediately added to Xplorer's Device Viewer. In most cases, the device is automatically connected to Xplorer and is ready for use. If it is not connected (red box around the device), see ["Connecting a device to Xplorer" on page 2-12](#) for instructions on how to establish the connection.

Connecting a device to Xplorer

In addition to being present in the Device Viewer, devices must also be actively connected to Xplorer to ensure proper communication between the two. In most cases, a device's connection to Xplorer is automatic and maintained if the device is properly configured and running on an active network.

If for any reason, the connection between Xplorer and the device fails or is dropped, the Device Viewer alerts you of the failed connection by displaying a red box around the device. You can also see the connection status by hovering your cursor over the device (**ONLINE** or **OFFLINE**).

The red box around the device indicates that Xplorer is not currently connected to the device.

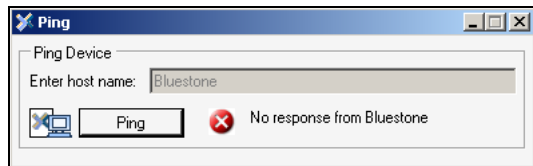
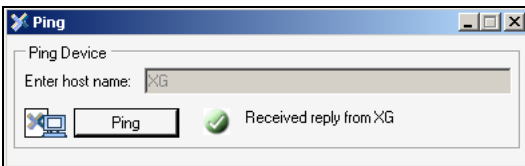


Common reasons for losing the connection are that the output device or the machine hosting Xplorer has lost its network connection (network is down, IP address has changed or network cable disconnected) or the output device has been shutdown or has stopped.

To help you troubleshoot the connection failure, the Device Viewer contains the **PING DEVICE** menu command, which allows you to ping the device to verify the communication path between the device and Xplorer.

To ping a device:

1. Right-click the device in Xplorer's Device Viewer.
2. Select the **PING DEVICE** command.
The **PING** window appears.
3. Click the **PING** button.
Xplorer attempts to ping the device and then displays its results.



If pinging the device results in a failure, open the **DEVICE MANAGER** window and verify the device's configuration settings. If the settings are correct, then continue troubleshooting by verifying that the device is operating and that its cabling connections are proper.

Once the connection is re-established, Xplorer will automatically update the Device Viewer, or you can right-click on a device and select the **RELOAD DEVICES** command.

Launching a device's Dashboard from Xplorer

Xplorer allows you to launch a device's Dashboard, which contains the device's configuration settings. Figure 2-7 demonstrates that right-clicking a Vertigo XG, Intuition XG or Preview (Software CG) device in Xplorer's Device view displays the **LAUNCH DASHBOARD** command.

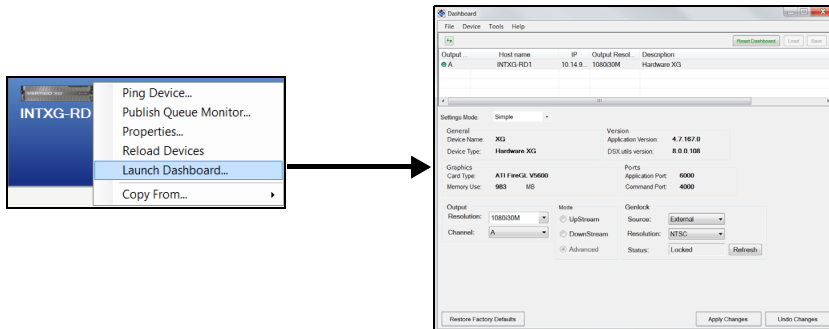
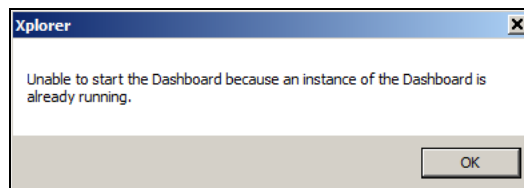


Figure 2-7. Launching a device's Dashboard from Xplorer

When the **LAUNCH DASHBOARD** command is selected, the device's XG Dashboard opens and searches for the device on the specified machine and port. If the device is found, then it is shown in the Dashboard's device list and its properties are displayed for editing. In the case of Intuition XG devices, the port specified in the device definition is the automation port on Xplay rather than the port belonging to an XG instance. Because of this, all ports are scanned on Intuition XG devices. If multiple XG instances are running they will all be shown in the device list.

Only one instance of the XG Dashboard may be running at a time. If you attempt to open an XG Dashboard when another instance is already running, Xplorer will display the following error message.



A Dashboard launched from Xplorer only targets a specific machine and the port behaves slightly differently from a dashboard launched from the XG control panel. The Device Discovery settings are ignored and an automatic scan is performed on the requested device. The device list is not saved on exit regardless of the value of the **Auto-Save Device List on Exit** setting. The **Load Device List** and **SAVE DEVICE LIST** commands/buttons are also disabled.

3 BROWSING AND MANAGING MEDIA ON THE XMEDIA SERVER AND OTHER DEVICES

As a media management application, Xplorer allows you to browse and manage the media content (assets) stored on the Xmedia Server, as well as the assets that have been published to and reside on other output devices.

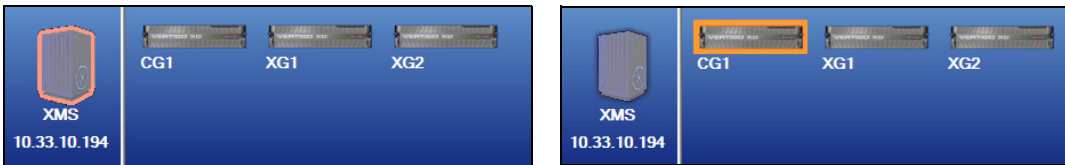
The following sections describe how to use Xplorer to access and browse the content of the Xmedia Server and other devices. Also described are some of the administrative tasks that you can perform to help organize and maintain the media set on the Xmedia Server and/or devices.

- [“Displaying the media contents of the XMS or a device” on page 3-2](#)
- [“Browsing the contents of the XMS or a device” on page 3-3](#)
- [“Searching for assets stored on the Xmedia Server” on page 3-5](#)
- [“Categorizing within the Xmedia Server” on page 3-6](#)
- [“Removing an asset from an XMS category or a device” on page 3-7](#)
- [“Deleting assets from the Xmedia Server or a device” on page 3-9](#)
- [“Renaming an asset” on page 3-10](#)
- [“Viewing and editing an asset’s properties” on page 3-11](#)
- [“Monitoring and managing a device’s disk space” on page 3-14](#)

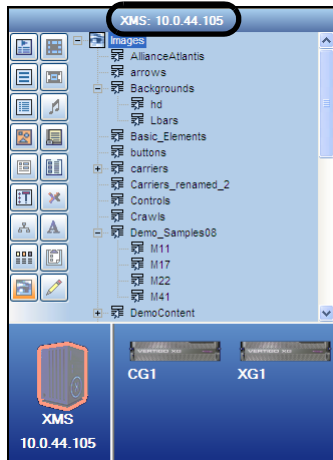
Displaying the media contents of the XMS or a device

Despite being configured and connected to the Xmedia Server and several devices, Xplorer can only display the media content and work from the perspective of the Xmedia Server or one device at a time. As such, when you are working with Xplorer either the Xmedia Server (XMS) is selected or the selected device becomes Xplorer's active device.

The XMS icon and device icons in Xplorer's Viewers act as buttons that you can click to determine whether to display and browse the contents of the Xmedia Server or a specific device. Once selected, an orange outline appears around the icon to identify that its content is currently being displayed in Xplorer.



When you select the XMS icon or a device's icon, the Asset Browser immediately refreshes the categories and the assets are displayed in Xplorer's Asset Browser and Asset Gallery. In addition to outlining the icon in the Viewers, the Asset Browser's title bar also identifies the XMS or device.



NOTE

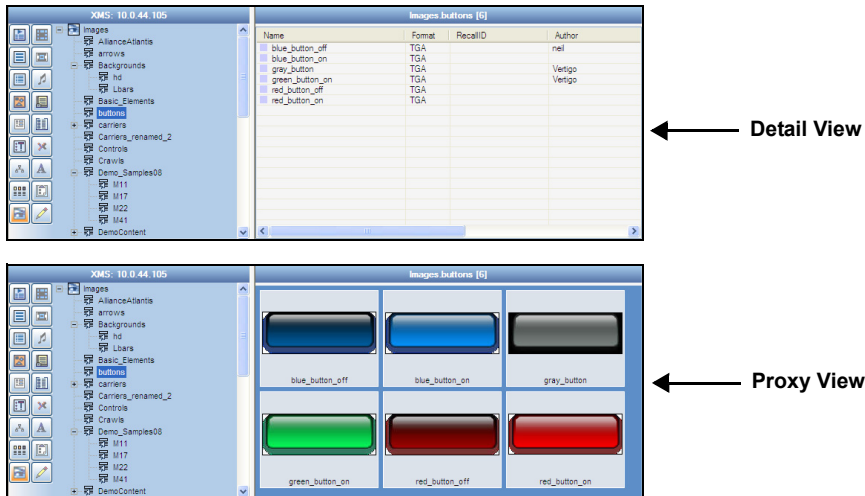
See [page 3-3](#) for information and instructions on how to browse the content of the XMS and devices.

Browsing the contents of the XMS or a device

When you select the XMS icon or a device's icon in Xplorer's Viewers, the categories and the assets displayed in Xplorer's Asset Browser and Asset Gallery are immediately refreshed (see [page 3-2](#)). You can now browse the content by navigating through the hierarchical structure of root categories, subcategories and files.

Most asset types can be displayed in the Asset Gallery either as thumbnail images using **PROXY VIEW**, or as detailed lists using **DETAIL VIEW**.

- **DETAIL VIEW** lists the contents of the selected category/subcategory and provides detailed information about your assets, including name, format, author, description, and date modified.
- **PROXY VIEW** displays the contents of the selected category/subcategory as thumbnail images so you can quickly identify the individual assets.



NOTE

The size at which the thumbnail images are displayed can be edited using the **THUMBNAIL SIZE** setting (**TOOLS>SETTINGS>LAYOUT**). See ["Layout settings" on page 6-10](#) for more information.

Not all assets can be viewed in proxy mode. Since proxy view displays the assets using thumbnail images to preview the asset, the asset must have an image or visual component associated to it.

Asset types that can be viewed as Proxies include:

Audio, Fonts, Scenes, Templates, Pages, Images, Cel Animations, Clips, Panels, Generic and Xmedia Objects

Asset types that cannot be viewed as Proxies include:

Jobs, Work Orders, Playlists, Rundowns, Segments, Scripts and Lookup Tables



To display the contents of the XMS or a device:

1. Select the Xmedia Server or device by clicking the XMS icon or device's icon in the Viewers.

Upon selecting the icon, the Asset Browser refreshes and displays the Asset categories for the XMS or the device.

✔ NOTE

If the desired device is not listed in the Device Viewer, or if the device is disconnected, see [page 2-8](#) and [page 2-12](#) for instructions on how to add, configure and connect a device to Xplorer.


2. Select the desired asset category icon and navigate through the subcategory folders by selecting the + symbol to expand the category, or select a subcategory. The contents of the category are immediately displayed in the Asset Gallery.
3. Select either the **PROXY VIEW**  or the **DETAIL VIEW**  buttons from Xplorer's toolbar to select the view format of the Asset Gallery.
4. Repeat step 2 to browse through the contents of various asset types and categories.
5. To browse the contents of another device, repeat steps 1 to 4.

✔ NOTE

If you are not able to locate a particular asset or set of assets on the Xmedia Server by simply browsing through the Asset Browser and Asset Gallery, you can use Xplorer's Search tool to find it. See "[Appendix B - Searching for assets stored on the XMS](#)" on [page 7-1](#) for more information.

Searching for assets stored on the Xmedia Server

While Xplorer's Asset Browser and Asset Gallery provide you with convenient access to the assets on your Xmedia Server, you may also want to find or sort assets based on common themes or characteristics. For this reason, Xplorer offers a Search tool, which allows you to quickly search and find assets on the Xmedia Server by specifying search criteria based on asset properties and meta data. When a query is performed, the Search tool returns a listing of the assets that match the search criteria.

To open Xplorer's Search Tool, simply click the **SEARCH** icon  in the Xplorer toolbar.

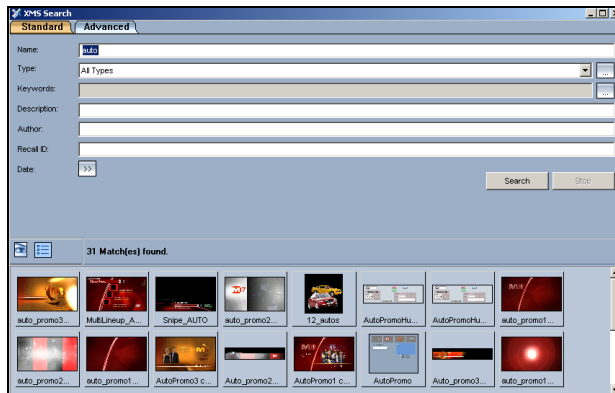


Figure 3-1. Xplorer's Search Tool

NOTE

See [“Appendix B - Searching for assets stored on the XMS” on page 7-1](#) for a full description and instructions for using Xplorer's Search Tool.

Categorizing within the Xmedia Server

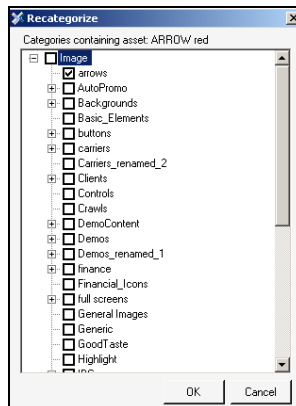
An asset may be placed in one or more categories in the Xmedia Server. You can change the set of categories where the asset resides using the **CATEGORIZE** command.

NOTE

While assets can be recategorized within the Xmedia Server, you cannot use Xplorer to recategorize assets directly from within the device.

To move or add an asset to another category within the same Xmedia Server device:

1. Select the XMS device from the Device Viewer.
2. Select the root category in the Asset Browser and navigate to the asset that is to be moved or added to another category.
3. Right-click on the asset in the Asset Gallery and select the **CATEGORIZE** command. The **RECATEGORIZE** window appears, which displays the current location(s) of the asset, as well as all of the possible categories where the asset can reside.



4. Select the category, or multiple categories, where you want the asset to be located. Note that you can remove the asset from its current category by deselecting the category (see note below).

NOTE

You are not permitted to deselect all categories before committing to this change otherwise the asset might be orphaned it would not have an assigned category to reside in and therefore be invisible to the Asset Browser.

5. Click **OK** and the asset is immediately moved to the specified categories.

Removing an asset from an XMS category or a device

Managing the assets on the Xmedia Server and associated devices often involves eliminating redundant instances of an asset. However, you probably do not want to delete the asset completely from the system. As such, the following sections describe how to remove duplicate assets from Xmedia Server categories, as well as how to remove published assets from associated devices, without deleting the asset from the Xmedia Server.

- [“Removing an asset from a category on the Xmedia Server” on page 3-7](#)
- [“Removing assets from devices, but not the Xmedia Server” on page 3-8](#)

NOTE

Use the **DELETE** command to delete the asset completely from the Xmedia Server or the device. See [page 3-9](#) for more information.

Removing an asset from a category on the Xmedia Server

When an asset is stored in more than one category on the Xmedia Server, the **REMOVE FROM CATEGORY** command becomes available in the Asset Gallery’s context menu. This command allows you to remove the selected asset from the category on the Xmedia Server, as well as other devices, without deleting the asset entirely from the Xmedia Server or from the other categories.

To remove an asset from a category on the Xmedia Server (and other devices):

1. Select the **XMS** in the Device Viewer.
2. Select the asset category’s icon in the Asset Browser and navigate to the subcategory that contains the asset.
3. In the Asset Gallery, right-click on the asset that is to be removed and select the **REMOVE FROM CATEGORY** command.
4. The **REMOVE ASSET** window appears and asks you to confirm your intention to remove the asset.
5. Click **OK** and the asset is immediately removed from the category on the Xmedia Server and all other devices that held this asset in that category.

Removing assets from devices, but not the Xmedia Server

When published assets are no longer required on a device, you may want to remove them from the device, but leave a copy of the assets on the Xmedia Server as an archive. In such a case, the **REMOVE FROM DEVICE** command allows you to either remove an entire category of assets, or selected assets, from specified devices.

To remove assets from specific devices, without removing them from the Xmedia Server or deleting the asset:

1. Select the device from the Device Viewer that contains the asset that you want to remove.
2. Select the Asset Category icon in the Asset Browser and navigate to the subcategory that contains the asset.
3. In the Asset Gallery, select the asset, or multiple assets, that are to be removed from the device.
4. To select multiple assets, press the **SHIFT** key as you click on each asset for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive files.
5. Right-click on one of the selected assets and select the **REMOVE FROM DEVICE** command.
6. Click **OK** when prompted to confirm the removal of the assets.

The assets are immediately removed from the category on the device, but they remain untouched on the Xmedia Server and other devices.

NOTE

You can also remove assets or an asset category from a single or all associated devices by selecting the XMS icon and navigating to the category or assets. Select the category or assets to be removed and then right-click on the category/assets. Select the **Remove From** command. Select either the single device or **ALL ASSOCIATED DEVICES**. The Publish Remove window appears and the assets are immediately removed from the category on the device, but they remain untouched on the Xmedia Server.

Deleting assets from the Xmedia Server or a device

Deleting an asset refers to permanently removing the asset from the system with no means for retrieving the asset afterwards. You would most likely want to delete assets that are unnecessary or outdated and will not be used in the future.

The following instructions describe how to properly remove assets from the Xmedia Server or another device.

To delete assets from the Xmedia Server or a device:

1. Select the XMS icon or a device icon from the Viewers.
2. Select the root category in the Asset Browser and navigate through the categories until the assets that are to be deleted from the system appear in the Asset Gallery.
3. Select a single asset or select multiple files by press the **SHIFT** key as you click on each asset for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive files.
4. Right-click on one of the selected assets and select the **DELETE** command.

The **DELETE ASSET** window appears (figure 3-2) and asks you to confirm that you intentionally want to delete the selected assets. Note that when deleting a single asset, the **DELETE ASSET** window specifies the file's name and the device's name, while the **DELETE ASSET** window that appears for multiple assets is not asset-specific.



Figure 3-2. The Delete Asset window asks for confirmation before deleting the asset(s)

5. Click **OK** to permanently delete the asset(s), or **CANCEL** to leave the asset(s) unchanged in the system.

Renaming an asset

Xplorer allows you to rename assets. Changes to the asset's name are applied to all instances of the asset, whether the asset is renamed from the Xmedia Server or from a device.

To rename an asset:

1. Right-click on the asset in the Asset Gallery and select the **Rename** command.
The **RENAME ASSET** window appears.



2. Type the asset's new name in the text box and click **OK**. The asset's name is immediately changed on the Xmedia Server and the devices where the asset has been published. There is no need to republish the asset.

Viewing and editing an asset's properties

The Asset Gallery's **PROPERTIES** command allows you to display an asset's complete properties in the **ASSET PROPERTIES** window (figure 3-3).

✓ NOTE

When Xplorer is in **DETAIL VIEW** mode, some of the assets' properties are conveniently displayed in the Asset Gallery. See [page 3-3](#) for more information.

To display an asset's properties:

1. **Open the Asset Properties window for the asset.**

With the asset displayed in the Asset Gallery, right-click on the asset and select the **PROPERTIES** command.

The **ASSET PROPERTIES** window appears (figure 3-3).

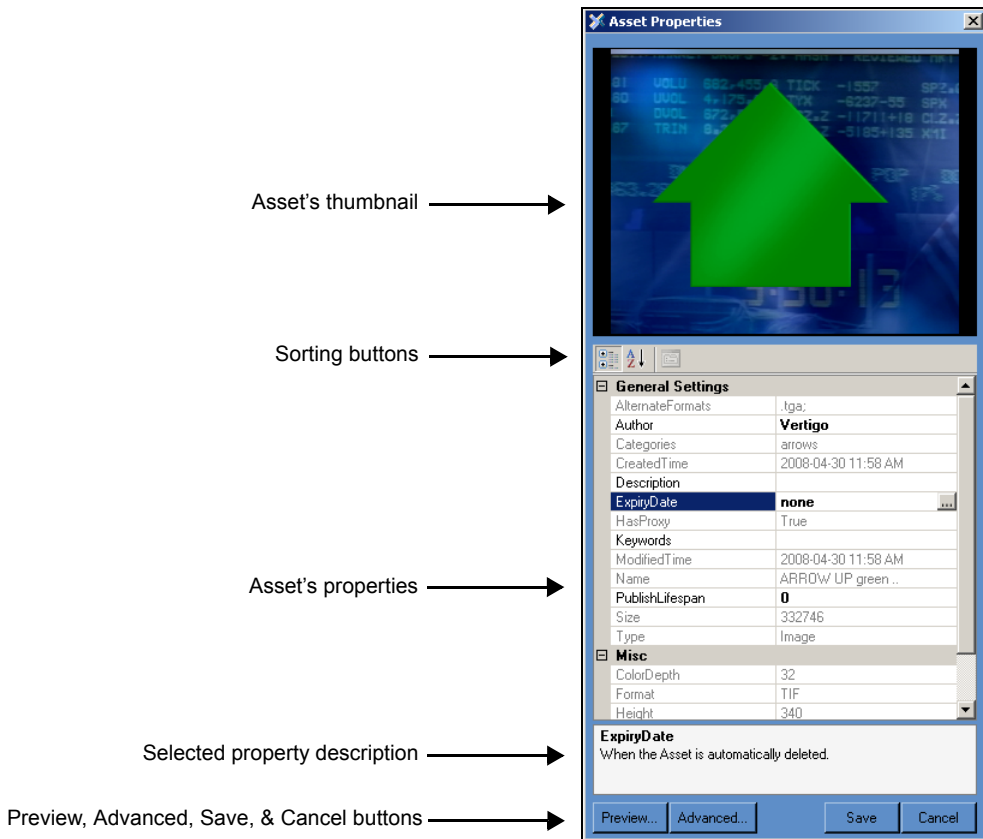






Figure 3-3. The Asset Properties window

2. Verify the identity of the asset by:

- If the asset has a proxy image, it will be displayed in the thumbnail display on the Asset Properties window. If the asset does not have a proxy image, then a generic **PROXY NOT AVAILABLE** icon is displayed.
- Verify the **NAME** property's setting in the Properties list.
- Click the **PREVIEW** button. If the asset is able to be previewed it will be displayed in a separate window (see [“Previewing assets in Xplorer” on page 5-1](#) for more information).

3. View and edit the asset's property settings:

- All of the asset's properties and its current settings are listed on the Asset Properties window. Selecting a property's heading (left column) displays a short description of that property below the property list.
- Not all property settings can be edited. In fact, most are read-only. Only those settings that are bold and some empty fields can be edited by clicking in the field and typing the new setting value.
Selecting the **KEYWORDS** property's setting box produces a  button. When selected, this button opens a **KEYWORD EDITOR** window for entering keywords.
Similarly, selecting the Expiry Date property's setting box also produces a  button. When selected, this button opens a **EXPIRY DATE EDITOR** window for setting the expiry date using a calendar tool.
- The asset's properties can be listed in two different formats using the sorting buttons. Select the **CATEGORIZED**  button to view the properties listed in thematic groupings, or the **ALPHABETICAL**  button to list the properties alphabetically.

 **NOTE**

Click the **ADVANCED** button to view the advanced properties for image assets. See [“Displaying an image asset's advanced properties” on page 3-13](#) for more information.

- 4. Save or close the Asset Properties window.** If you have made any edits to the property settings, you must click **SAVE** for the changes to become permanent. If you want to close the window without saving any edits or changes, click **CANCEL** and the window closes immediately.

Displaying an image asset's advanced properties

In addition to the standard properties that are displayed in the Asset Properties window, image assets can also contain meta data property settings, which can be viewed and set using the **IMAGE PROPERTIES** window (figure 3-4).

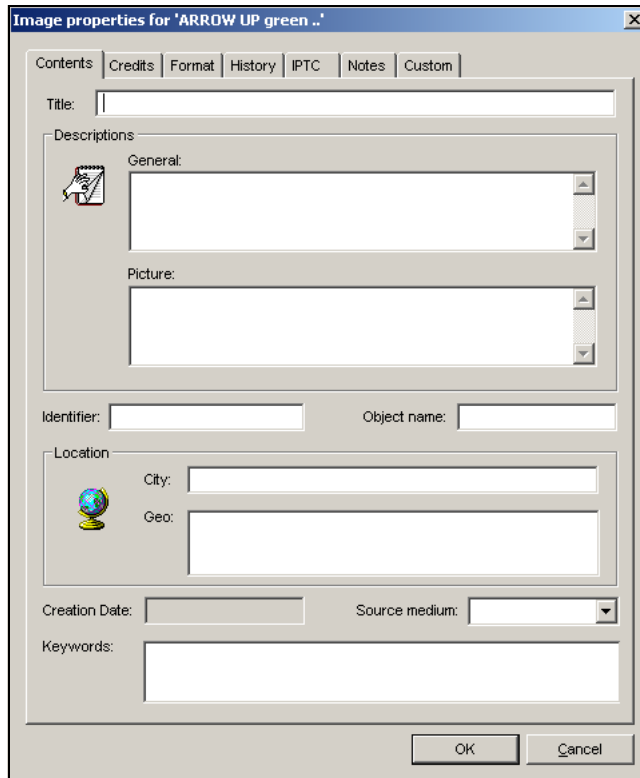


Figure 3-4. Advanced Image Properties window

To open the **IMAGE PROPERTIES** window, select the **ADVANCED** button that is located in the lower-left corner of the **ASSET PROPERTIES** window (see figure 3-3 on page 3-11).

The Image Properties window contains seven (7) thematic tabs, each features properties and settings that apply to the image asset. These properties and their settings are often used when the Vertigo Suite's Search Tool is used to perform an advanced search for image assets (see [“Performing an advanced search” on page 7-22](#)).

Once you have edited the settings, click **OK** to save and apply the new settings. Otherwise, click **CANCEL** to apply no changes and close the window.

Monitoring and managing a device's disk space

As a media management application, Xplorer provides several features and techniques for monitoring and managing the available disk space on the Xmedia Server and other devices.

It is important to monitor how much free disk space is left on a device to allow you to free up space if needed.

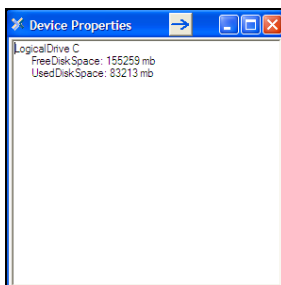
When the **VIEW>SHOW DEVICE DETAILS** menu command is enable, Device Details are displayed below the icons in the Device Viewer. The **Freespace** property displays the percentage of disk space that is still available on the device. Alternatively, you can hover the cursor over the device's icon to display updated device details.



NOTE

When Xplorer's **Device View** toolbar button  is enabled, the Device Viewer expands to full screen and the Device Details information is automatically enabled below each device's icon.

A device's precise disk space levels can be viewed by right-clicking the device's icon in the Device Viewer and selecting the **PROPERTIES** command. The Device Properties window appears and provides the exact amount of **FREE DISK SPACE** and **USED DISK SPACE** for the device's C drive.




To avoid running low on disk space, it is important that you manage the contents of the Xmedia Server and devices by removing unnecessary, duplicate, or outdated content files.

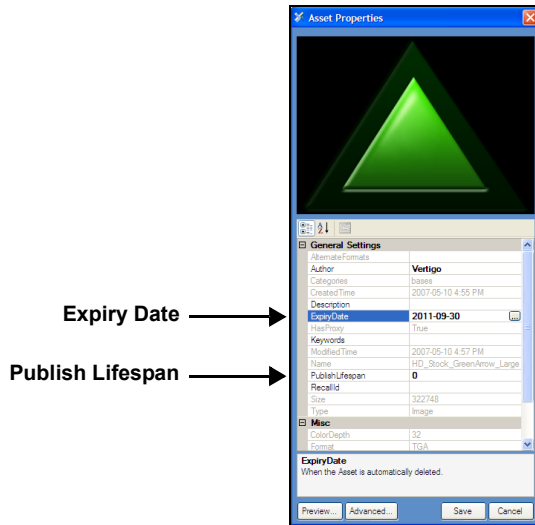
Manual techniques for removing and deleting assets from the Xmedia Server and/or devices are described in the following sections:

- [“Removing an asset from an XMS category or a device” on page 3-7](#)
- [“Deleting assets from the Xmedia Server or a device” on page 3-9](#)

Another method for eliminating unnecessary assets is to set the asset's **EXPIRY DATE** and/or **PUBLISH LIFESPAN** properties.

You can access an asset's properties by right-clicking on the asset in the Asset Gallery and select the **PROPERTIES** command.

<p>Expiry Date</p>	<p>Determines when the asset is automatically deleted from the Xmedia Server and devices.</p> <p>When set to NONE, the asset will remain on the Xmedia Server and publish devices until it is manually removed or deleted.</p> <p>You can also select this property and click the  button, which opens the EXPIRY DATE EDITOR window. Use this window to set the date upon which the asset will automatically be deleted from the Xmedia Server and devices.</p> <p>Click Save in the Properties window to apply any changes.</p>
<p>Publish Lifespan</p>	<p>When the publish lifespan expires, the asset is removed from the device but remains in the Xmedia Server.</p>



4 MOVING ASSETS TO/FROM THE XMEDIA SERVER AND OTHER DEVICES

As a media management application, Xplorer offers you different ways of moving assets to, from, and within the Xmedia Server and other devices. Which method you use for moving assets around depends upon the type or source of the asset and its destination.

The following sections describe and provide instructions for moving and managing the assets on the Xmedia Server (XMS) and other configured devices:

- [“Managed versus unmanaged assets” on page 4-2](#)
- [“Ingesting third-party content files” on page 4-4](#)
- [“Importing content files that are native to the Vertigo Suite system” on page 4-13](#)
- [“Publishing assets from the Xmedia Server to a device” on page 4-15](#)
- [“Publishing the entire contents of one device to another device” on page 4-21](#)
- [“Propagating assets from the Xmedia Server to another server” on page 4-22](#)
- [“Exporting Vertigo asset files to another Xmedia Server” on page 4-23](#)
- [“Saving a local copy of an asset as a file” on page 4-26](#)

 **NOTE**

Information and instructions for managing assets within the Xmedia Server (i.e. recategorizing, deleting and renaming assets) are provided in sections starting on [page 4-1](#).

Managed versus unmanaged assets

At the center of the Vertigo Suite's architecture is the Xmedia Server (XMS), which acts as a central archive of the assets available on your system. Xplorer is the application that not only allows you to manage the assets on the Xmedia Server, but also helps you to publish assets to and access assets that reside on other processors like a Vertigo XG, Intuition XG, ImageStore, or Intuition.

When discussing asset management involving the Xmedia Server and other devices, we must distinguish between managed assets and unmanaged assets. A **MANAGED ASSET** is an asset which has been ingested into the Xmedia Server. The Xmedia Server manages the asset and it is responsible for the various tasks that are performed on or with the asset like, publishing, deleting, renaming... etc.

An **UNMANAGED ASSET** is an asset which resides on a device, which has not been ingested into the XMS and therefore the XMS does not know about it. For example, the first time you browse an Intuition or Imagestore using Xplorer, the Xmedia Server retrieves a list of all the assets on the device using the device's publish history. If an asset resides on the Intuition or Imagestore, but was not published there by the Xmedia Server (i.e. not in the publish history), it is considered unmanaged. In such a case, the asset was not ingested into Xmedia Server, but it was published to the Intuition or Imagestore by some other means. Similarly, unmanaged assets can also exist on a VertigoXG if they were ingested directly into the EXMS.

NOTE

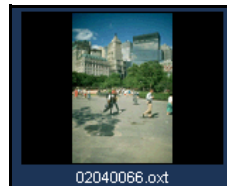
An unmanaged asset can be made into a managed asset by dragging the asset from the Asset Gallery onto the XMS icon in Xplorer's Device Viewer.

Identifying managed and unmanaged assets

A device can contain both managed and unmanaged assets. Identifying whether an asset is managed or unmanaged in Xplorer is easy. In **Detail** view, the colored square beside the asset name is light blue if the asset is managed and dark blue if the asset is unmanaged. In **PROXY VIEW**, managed assets are identified by the asset's light blue tile background/border color, while an unmanaged asset displays a dark blue tile color.



Managed asset (light blue)



Unmanaged asset (dark blue)

Figure 4-1. Identify a managed versus unmanaged asset by its tile's background/border color

NOTE

A valid technique for adding an individual asset or the entire contents of a category is by dragging it from one device's Asset Browser/Gallery and dropping it on a device in the Device Viewer. If the asset is managed, it will be published immediately to the recipient device. If, however, the asset is unmanaged and it is dragged to an Imagestore or Intuition device, the file will be copied over. While dragging an unmanaged asset onto a Vertigo XG or Intuition XG device launches the **CATEGORIZE** window allowing you to select the categories in which the asset will reside.

Ingesting third-party content files

Individual content files (i.e. images, cel animations, video clips, and audio clips) that make up broadcast graphics are normally produced by third-party applications outside of the Vertigo Suite. Therefore, you must ingest them into the Xmedia Server before they can be used by the Vertigo applications as assets. **Ingesting** a file basically means converting the file into a Vertigo asset and saving it on the Xmedia Server according to its asset type.

While the procedure for ingesting image, video, and audio files is for the most part the same, ingesting cel animations requires a different procedure. The following sections provide information and instructions for ingesting files into the system.

- [“Ingesting image or audio files” on page 4-4](#)
- [“Ingesting image sequences” on page 4-7](#)
- [“Ingesting video files” on page 4-11](#)


Ingesting image or audio files

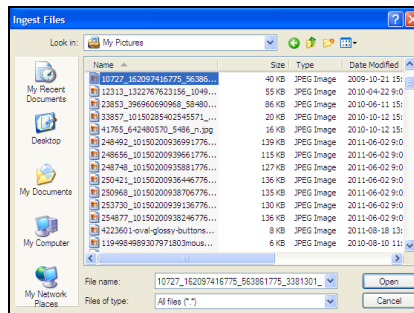
Images and audio clips that were created using third-party applications must be ingested into the Xmedia Server before they can be used by the Vertigo Suite applications.

NOTE

If you are ingesting multiple image files that have a sequential naming convention and/or ingesting image files for purposes of creating a cel animation or video clip, please refer to [“Ingesting image sequences” on page 4-7](#).

To ingest an image or audio file:

1. Click the **INGEST** button  in Xplorer's toolbar or select the **FILE>INGEST** menu command. The **INGEST FILES** window appears.



- Navigate through the categories in the **INGEST FILES** window and select the file(s) that are to be ingested into the Xmedia Server.

You can ingest multiple files by pressing the **SHIFT** key as you click on each file for consecutive selections, or pressing the **CTRL** key to select a grouping of non-consecutive files.

- Click **OPEN**.

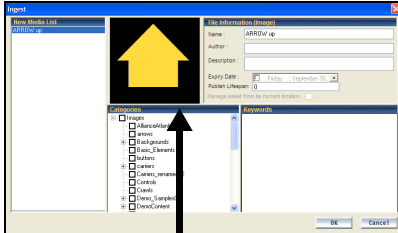
The **NEW MEDIA** window appears, which allows you to specify and save details about the ingested asset file.

NOTE

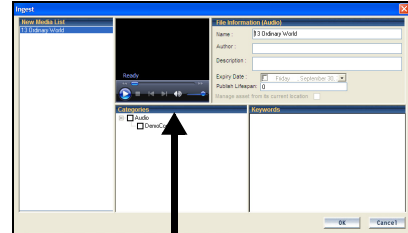
If the first three letters in the name of the selected image file are identical to other files in the same directory (i.e. Bug001, Bug002, Bug003...), the **INGESTING A CEL ANIMATION** message box appears and asks if your intention is to ingest the single image file or to create cel animation.

- Select **NO** to ingest a single image file using the **NEW MEDIA** window.
- Select **YES** to create a cel animation from the set of identically named image files using the **MULTI-IMAGE INGEST** window. See [page 4-7](#) for instructions on how to proceed in such a case.

- Selecting a file's name in the **NEW MEDIA LIST** displays the file's information and all of the categories within the appropriate root category. When an image file is being ingested, a proxy of the image is displayed in the center pane of the Ingest window. If an audio file is being ingested, then the Ingest window features the Windows Media Player allowing you to preview the playout of the audio clip before ingesting it.



Displaying the proxy of the image file



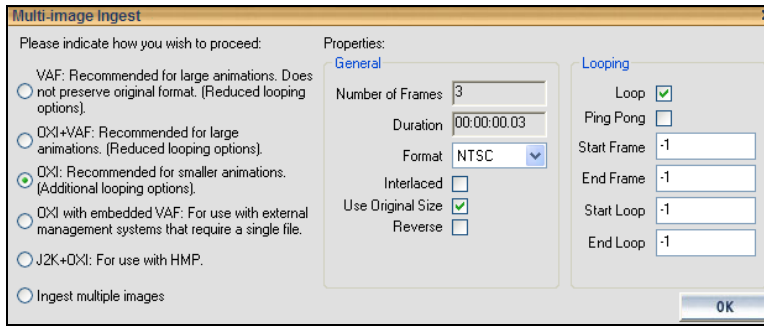
Media Player for previewing the audio file

- Select the first file name in the **NEW MEDIA LIST** panel and complete the following tasks. Repeat this step for each file listed in the **NEW MEDIA LIST** panel.
 - In the **NAME** field, assign a name to the asset to be called. By default, the file's name is used.
 Note: If you are ingesting an edited version of a file that already exists on the Xmedia Server, saving it under the same name in the same category overwrites the previous version of the asset. To avoid overwriting the asset, rename it or save it to another category.
 - Optional - Enter your name in the **AUTHOR** field.
 - Optional - Enter a short description in the **DESCRIPTION** field.


- d. Optional - Enable and set a **EXPIRY DATE** and **PUBLISH LIFESPAN** fields. The **EXPIRY DATE** specifies a date when the asset will be automatically deleted from the main XMS, spoke XMSs (hub & spoke model), as well as removing the asset from the devices that it was published to.
The **PUBLISH LIFESPAN** is used by the Xmedia Server to determine how long (in days) the asset remains on a device that it has been published to before it is removed.
 - e. The **MANAGE ASSET FROM ITS CURRENT LOCATION** check box will only be enabled if the asset that is to be ingested is currently stored on an external device which is accessible by the Xmedia Server.
Selecting this option can save space on the Xmedia Server by managing the asset from its current location instead of making a copy. In most cases, this parameter should not be enabled.
 - f. Assign the asset to one or more categories by selecting check boxes in the **CATEGORIES** box. To create a new category, right-click in the **CATEGORIES** box and select **ADD CATEGORY** from the pop-up menu.
 - g. Optional - Assign the file one or more keywords by selecting check boxes in the **KEYWORDS** box. (Keywords are used by Xplorer's Search tool for searching and retrieving assets.) To create a new keyword, right-click in the **KEYWORDS** box and select **ADD KEYWORD** from the pop-up menu.
6. Click **OK** to save and exit the Ingest window.
Or,
Click **CANCEL** to discard the new information entered in the window, exit and return to Xplorer.

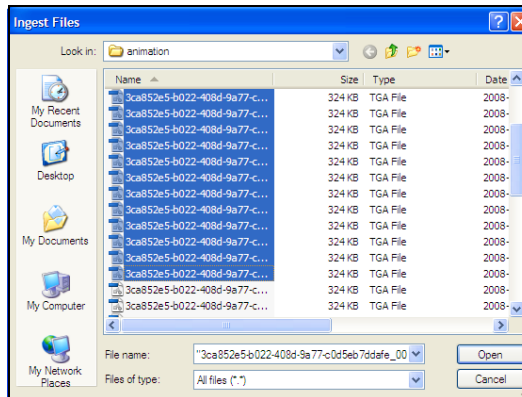
Ingesting image sequences

As explained on [page 4-4](#), you can use Xplorer to ingest a single image file. Additionally, you can use Xplorer's **Multi-image Ingest** window to ingest multiple image files or create a cel animation or clip from a series of sequentially named images files.



To ingest multiple images or convert the image files into a cel animation or a clip animation:

1. Click the **INGEST** button  in Xplorer's toolbar or select the **FILE>INGEST** menu command. The **INGEST FILES** window appears.
2. Navigate through the categories in the **INGEST FILES** window and select the image file(s) that are to be ingested. Then click **OPEN**.



NOTE

You select multiple files by pressing the **SHIFT** key as you click on each file for consecutive selections, or pressing the **CTRL** key to select a grouping of non-consecutive files.

If you selected a single image file and the first three letters in the name of the file are identical to other files in the same directory (i.e. Bug001, Bug002, Bug003...), the **INGESTING A CEL ANIMATION** message box appears and asks if your intention is to ingest the single image file or to create cel animation.

- Select **NO** to ingest the single image file using the **INGEST** window. See [page 4-4](#) for instructions on how to proceed in such a case.
- Select **YES** to create a cel animation or clip from the set of identically named image files using the **MULTI-IMAGE INGEST** window.

If however, you selected multiple image files, the **MULTI-IMAGE INGEST** window automatically appears and offers you several options to either ingest the individual image files, or to create a cel animation or clip asset from these image files.

3. When the **MULTI-IMAGE INGEST** window appears, it offers you six (6) options for how you can proceed to ingest the set of image files. Each option is described in the table below. Note that Xplorer takes into consideration what is trying to be ingested and makes a preliminary suggestion as to which option to use by pre-selecting an option for you. You may use the pre-selected option or select another.

VAF	<p>The VAF option ingests the selected image files and converts their sequential payout into a video clip asset. The resulting video clip asset is saved using the Vertigo Animation Format (.vaf) and it is stored in the Xmedia Server's Clips category.</p> <p>This option is recommended for large animations.</p> <p>Note that this option does not preserve the original format and it offers a reduced set of looping options.</p>
OXI +VAF	<p>Select the OXI +VAF option when ingesting large animations.</p> <p>When this option is chosen a cel animation asset is created by converting the images into both the oxi and vaf formats. The asset uses oxi as its master format and vaf as the alternate format. The Xmedia Server determines whether to publish the oxi or the vaf based on the target device type. Such a cel animation can be played on both XG and Intuition/Imagestore devices.</p>
OXI	<p>The OXI option ingests the multiple images and creates a cel animation by converting the images into oxi format. The resulting .oxi file will be saved as a cel animation asset in the Cel Animation category.</p> <p>The OXI option is recommended when ingesting smaller animations. Unlike the OXI +VAF option, the OXI option provides additional looping options. The recommended file sizes for this option are < 250 MB when the target device is a Vertigo XG and < 4 GB when the target device is an Intuition.</p>

<p>OXI with embedded VAF</p>	<p>The OXI with embedded VAF option is intended to be used with external management systems that require a single file.</p> <p>When this option is chosen a cel animation asset is created by converting the images into both the oxi and vaf formats and embedding the vaf within the oxi.</p> <p>Embedding the VAF in the OXI allows the same file to be used on both the Intuition (Classic), as well as the Vertigo XG. Note that this option provides reduced looping options and that file sizes should be < 3.6 GB.</p>
<p>J2K+OXI</p>	<p>The J2K+OXI option is used with HMP devices. In such a case, the J2K is the master, while the OXI is the alternate format.</p>
<p>Ingest multiple images</p>	<p>The Ingest multiple images option ingests several images and saves them as individual image assets in the Xmedia Server's Image category.</p>

4. If creating a cel animation, select from the **FORMAT** drop-down list the target video format of the cel animation. This information indicates the desired full screen size and frame rate and is used when the cel animation is cropped. Valid settings are: **PAL**, **NTSC**, **720p60**, **720p60M**, **720p50**, **1080i30**, **1080i30M**, and **1080i25**.
5. Enable or disable the **INTERLACED** property.
 Enable this setting if the images that make up the sequence being ingested contain fields, rather than frames. Disable this setting if the images that make up the sequence contain frames.
6. Enable or disable the **USE ORIGINAL SIZE** property.
 Enable this setting if the width and height of the cel animation will be equal to the width and height of the images from which it was created. When this setting is disabled, the cel animation will be cropped to the smallest size possible by removing completely transparent regions.
7. Enable or disable the **REVERSE** property.
 The reverse parameter determines whether the files that make up the sequence should be played in reverse order. **TRUE** or **FALSE** (default)
8. Set the **Looping** properties.

Figure 4-2 shows the looping properties that are available when different ingest options are selected.

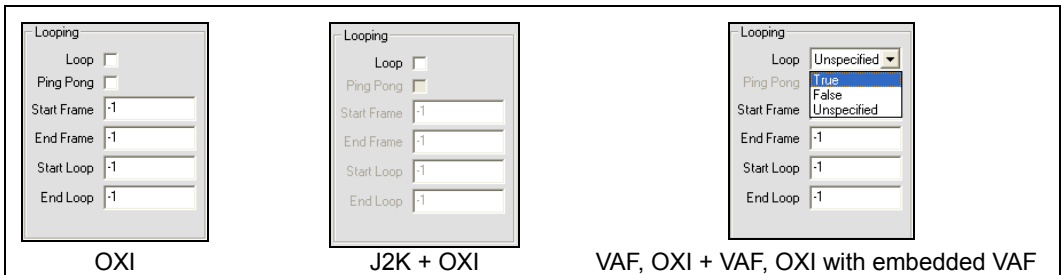


Figure 4-2. The Loop parameter formats for multi-image ingest options

- **LOOP** - While the check box can be enabled or disabled, the **LOOP** drop-down list has three (3) possible settings:
 - **TRUE**: Enables looping. When this setting is used the animation will loop until an action is sent to stop it.
 - **FALSE**: Disables looping.
 - **UNSPECIFIED**: Takes the looping setting that is already established by the scene object.

When looping is enabled, the **Start Loop** and **End Loop** settings specify the range of frames over which looping occurs. In general, the animation plays all frames up to and including the frame specified by the End Loop frame, then jumps back to the Start Loop frame and plays again up to the End Loop frame repeatedly until looping is disabled. At this point the animation plays the frame after the End Loop frame.

The **LOOP** setting is used in conjunction with Start Loop and End Loop settings. If Start Loop and End Loop are set to -1, then the entire cel animation loops continuously. If either Start Loop or End Loop is not -1, then the cel animation does a four point loop (in-loop-out). If Loop is disabled, the cel animation plays once from beginning to end. However, if loop is disabled and Start Loop and End Loop are both set to the same value (other than -1), then the cel animation displays the frame specified by Start Loop and End Loop and the cel animation can be controlled by automation. Note that if Ping Pong is enabled, and both Start Loop and End Loop are set to -1, then Loop is ignored.

- **PING PONG** - If enabled, and both Start Loop and End Loop settings are set to -1, then the cel animation plays in ping-pong mode. That is, it plays from beginning to end and then back to the beginning.
- **START FRAME** - Specify the frame at which the cel animation starts playback. A value of -1 means start at the beginning.
- **END FRAME** - Specify the frame at which the cel animation ends playback. A value of -1 means play until the end.
- **START LOOP** - Specify the frame at which looping starts. A value of -1 means loop from the beginning of the cel animation.
- **END LOOP** - Specify the frame where the cel animation loop ends. A value of -1 means loop until the end of the cel animation.

NOTE

All frames are specified starting from 0 for the first frame in the cel animation.


9. Click **OK** and the **INGEST** window appears.
10. Optional - You can preview the cel animation or clip by dragging the slider or using the arrow buttons along the bottom of the preview display in the middle panel. When you are ingesting multiple images, you can preview an image file by selecting its file name in the **NEW MEDIA LIST**.
11. Choose the proxy by selecting a frame in the preview window.
12. Assign a name to the asset in the **NAME** field. By default, the file's name is used.
Note: If you are ingesting an edited version of a file that already exists on the selected device, saving it under the same name in the same category overwrites the previous version of the asset. To avoid overwriting the asset, rename it or save it to another category.

13. Optional - Enter your name in the **AUTHOR** field.
14. Optional - Enter a short description in the **DESCRIPTION** field.
15. Optional - Enable and set a **EXPIRY DATE** and **PUBLISH LIFESPAN** fields. The **EXPIRY DATE** specifies a date when the asset will be automatically deleted from the main XMS, spoke XMSs (hub & spoke model), as well as removing the asset from the devices that it was published to.
The **PUBLISH LIFESPAN** is used by the Xmedia Server to determine how long (in days) the asset remains on a device that it has been published to before it is removed.
16. The **MANAGE ASSET FROM ITS CURRENT LOCATION** check box will only be enabled if the asset that is to be ingested is currently stored on an external device and if the permission permit access. If this criteria is met, the parameter is available and you can save space on your local/central XMS by managing the asset from its current location. In most cases, this parameter should not be enabled.
17. Assign the asset to one or more categories by selecting check boxes in the **CATEGORIES** box. To create a new category, right-click in the **CATEGORIES** box and select **ADD CATEGORY** from the pop-up menu.
18. Optional - Assign the file one or more keywords by selecting check boxes in the **KEYWORDS** box. (Keywords are used by the Search tool for searching and retrieving assets.) To create a new keyword, right-click in the **KEYWORDS** box and select **ADD KEYWORD** from the pop-up menu.
19. Click **OK** to save and exit the Ingest window.
Or,
Click **CANCEL** to discard the new information entered in the window and return to Xplorer.

Ingesting video files

Video clips that are created using third-party applications must be ingested into the Xmedia Server before they can be used by the Vertigo Suite applications.

To ingest a video clip:

1. Click the **INGEST** button  in Xplorer's toolbar or select the **FILE>INGEST** menu command.
The **INGEST FILES** window appears.
2. Navigate through the categories in the **INGEST FILES** window and select the file(s) that are to be ingested. Then click **OPEN**.
To select multiple files, press the **SHIFT** key as you click on each asset for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive files.
3. When the **INGEST** window appears, select the first file name in the **NEW MEDIA LIST** panel and complete the following tasks. Repeat this step for each file listed in the **NEW MEDIA LIST** panel.
 - a. Optional - Preview the clip in the Windows Media Player in the middle panel to confirm that this is the correct video file to be ingested.
 - b. Optional - Select a proxy by moving the slider in the Windows Media Player to the desired frame. Optionally, you can use the **Proxy Mode** button to choose a jpg file.

- c. In the **NAME** field, assign a name to the asset. By default, the file's name is used.
Note: If you are ingesting an edited version of a file that already exists on the selected device, saving it under the same name in the same category overwrites the previous version of the asset. To avoid overwriting the asset, rename it or save it to another category.
 - d. Enter your name in the **AUTHOR** field.
 - e. Optional - Enter a short description in the **DESCRIPTION** field.
 - f. Optional - Enable and set a **EXPIRY DATE** and **PUBLISH LIFESPAN** fields. The **EXPIRY DATE** specifies a date when the asset will be automatically deleted from the main XMS, spoke XMSs (hub & spoke model), as well as removing the asset from the devices that it was published to.
The **PUBLISH LIFESPAN** is used by the Xmedia Server to determine how long (in days) the asset remains on a device that it has been published to before it is removed.
 - g. The **MANAGE ASSET FROM ITS CURRENT LOCATION** check box will only be enabled if the asset that is to be ingested is currently stored on an external device and if the permission permit access. If this criteria is met, the parameter is available and you can save space on your local/central XMS by managing the asset from its current location. In most cases, this parameter should not be enabled.
 - h. Assign the asset to one or more categories by selecting check boxes in the **CATEGORIES** box. To create a new category, right-click in the **CATEGORIES** box and select **ADD CATEGORY** from the pop-up menu.
 - i. Optional - Assign the file one or more keywords by selecting check boxes in the **KEYWORDS** box. (Keywords are used by Xplorer's Search tool for searching and retrieving assets.) To create a new keyword, right-click in the **KEYWORDS** box and select **ADD KEYWORD** from the pop-up menu.
4. Click **OK** to save and exit the Ingest window.
Or,
Click **CANCEL** to discard the new information entered and return to Xplorer.

Importing content files that are native to the Vertigo Suite system

If you would like to add and use Vertigo assets that were created on a separate Vertigo Suite installation (e.g. stored on a different Xmedia Server), the assets must first be exported from the original system (see [page 4-23](#)), which creates a folder containing the exported assets along with a Vertigo Export file (.exp).

You can then use Xplorer (or Xstudio) to import the .exp file into your Xmedia Server. Unlike ingesting files, which loads and converts files from third-party formats into Vertigo assets (see [page 4-4](#)), imported assets are already in the appropriate Vertigo formats and therefore require no conversion. The assets are also automatically assigned to their rightful place on the Xmedia Server according to their asset type and previous categorization.




There are two things to worth noting regarding importing asset files:


- **Links to data will not be maintained.** The same data sources need to be set up on your server and the links re-established.
- **Existing assets may be overwritten.** This only occurs under a very specific set of circumstances. For example, if you import a file in a category that has the same name as a file in an identically named category, the imported file will overwrite the other one. Also, if you import a file from the root category and an identically named file is in the root category of the installation you are importing to, the imported file will overwrite the other one. You can prevent files from being overwritten by assigning them to different categories, since an imported file will only overwrite another file if both have the same name and belong to the root category or to an identically named category.

NOTE

If the assets that you are importing contain data schemas, then your data schema connection settings will likely need to be changed. Do this before using any templates, scenes, or pages.

To import assets:

1. Select the **IMPORT** button  from Xplorer's toolbar.
The **SELECT VERTIGOXMEDIA ASSET EXPORT FILE** window appears.
2. Navigate to the export folder that contains the asset(s) that you want to import (i.e. VxM_Export_21082008_125200).
3. Double-click the folder to display its contents.
4. Select the **.EXP FILE** and then click the **OPEN** button.
5. The **Import** window appears and identifies all of the assets that will be imported from the export file to the target XMS. An icon in front of the asset's name indicates whether the asset is being added  or is being updated .

The assets are displayed in a tree-structure that represents the assets' destination among the target server's categories. Newly created categories are indicated the  icon.

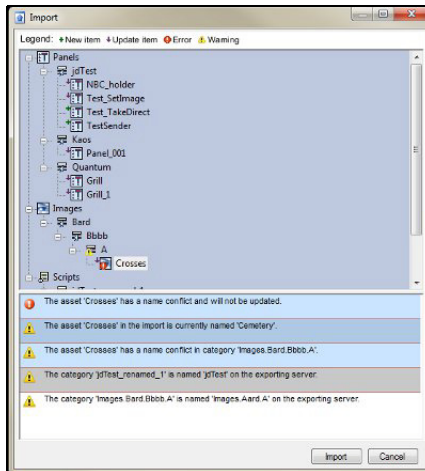


Figure 4-3. The Import window provides a verification step before the import operation is performed

Figure 4-3 also demonstrates that the Import window can also contain a list of error or warning messages to alert users of problems that may occur if the import is performed. For example, some categories may have to be renamed and some assets will not be able to be categorized because of name conflicts. Clicking on an asset that shows either an error or warning icon highlights the associated messages. Similarly, clicking on a message will select the corresponding asset or category in the tree.

6. After inspecting the import contents, select the **IMPORT** button to proceed with the import or select **CANCEL** to abort the import.

The Import window remains open after **IMPORT** is clicked so that it can be referenced when looking for newly imported assets. Select the **CLOSE** button to close the **IMPORT** window.

7. Optional: Verify that the asset was properly imported by opening the Asset Browser and navigating to the category where you expected the asset to be stored.

NOTE

Transferring assets by exporting assets from one XMS and then importing them into another XMS manually is ideal for low volume and infrequent transfers. However, if you are frequently transferring assets between servers, we recommend using propagation to transfer assets. See [“Propagating assets from the Xmedia Server to another server” on page 4-22](#) for more information.

Publishing assets from the Xmedia Server to a device

In the Vertigo workflow, assets are centrally stored on the Xmedia Server. Before an asset can be used on an output device, a copy of the asset must be transferred from the Xmedia Server and stored locally on the device. This transfer process is referred to as **publishing** the asset.

When you publish assets to a device, the **Publish Progress** window keeps track of which assets have been recently published and the status of the publishing process. You can also use the **Publish Queue Monitor** to monitor and manage a device's publish queue (see [page 4-17](#)).

There are two (2) ways in which assets can be published to a device:

- [“Automatically publishing assets to devices” on page 4-15](#)
- [“Manually publishing assets from the Xmedia Server to devices” on page 4-16](#)

Automatically publishing assets to devices

You can set up Xplorer so that when you ingest or import an asset into the Xmedia Server, the asset is automatically published to preselected devices.

To set up Xplorer for automatic publishing assets to devices:

1. Prior to ingesting or importing the asset(s) into the Xmedia Server, open Xplorer and verify that the XMS and the devices are present and actively connected in the Device Viewer. If not, see [page 2-8](#) and [page 2-12](#) for instructions on how to add and/or connect devices.
2. Select the XMS icon in the Xmedia Server Viewer.
3. Select the Asset Category's icon in the Asset Browser and navigate to the category where the asset(s) will be ingested or imported into.
4. Right-click on the category and select the **PROPERTIES** command. The **PUBLISH DEVICES** window appears.
5. Select the devices that you want to publish the asset to when it is received by the XMS.
6. Click **OK**.
From this point on, every time an asset is added to the specific category on the Xmedia Server, the asset will be automatically published to the selected devices.

To deactivate the automatic publishing of a category:

1. Select the XMS icon in the Xmedia Server Viewer.
2. Right-click on the category and select the **REMOVE FROM** command, as well as the device(s) from which they are to be removed.
The **PUBLISH REMOVE** window appears and lists the assets that are being deleted from the device. Once finished close the Publish Remove window.
3. Right-click on the category once again and select the **PROPERTIES** command from the context menu. The **CATEGORY PROPERTIES** dialog box appears.
4. Disable the check boxes next to the devices that you no longer want to automatically publish to.
5. Click **OK**.

NOTE

Re-enabling autopublish does not trigger a publish. To force a publish, you must manually publish using the **PUBLISH To** command (see [page 4-16](#)).

Manually publishing assets from the Xmedia Server to devices

Using Xplorer, you can manually publish assets from the Xmedia Server to specific devices in preparation for playout on those devices.

The quickest way to publish an asset from the Xmedia Server to a device is to drag the asset or its category from the Xplorer's Asset Gallery and drop it onto the device in the Device Viewer (figure 4-4).

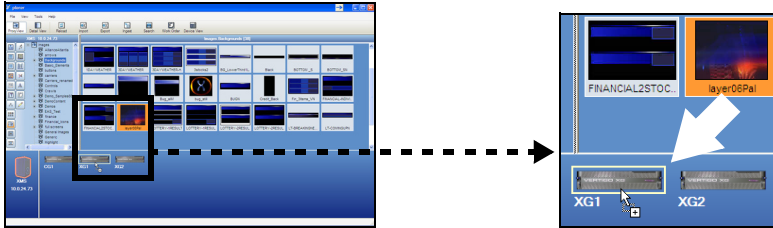


Figure 4-4. A quick way to publish an asset to a device is to drag & drop from the Asset Gallery

The following instructions describe an alternative way of manually publishing asset using the **Publish** commands.

To publish manually assets from the Xmedia Server to one or several devices:

1. Launch Xplorer and verify that the Xmedia Server and the devices are present and actively connected in the Xplorer Viewers. If not, see [page 2-8](#) and [page 2-12](#) for instructions on how to add and/or connect devices.
2. Select the **VIEW>PUBLISH PROGRESS** command to open the **PUBLISH PROGRESS** window. The Publish Progress window allows you to track all of the assets that have been published during the current Xplorer session.
3. Select the XMS icon in the Xmedia Server Viewer. The contents of the Xmedia Server appears in the Asset Browser and Asset Gallery.
4. Select the appropriate asset category icon and navigate to the category folder that contains the asset(s) that are to be published.
5. Determine if you want to publish the asset(s) to one or more devices. If you want to publish to just one device, then continue to the next step.

If you want to publish the asset(s) to more than one device:

- a. Right-click on the category and select the **PROPERTIES** command. The **PUBLISH DEVICES** window appears.
 - b. Enable the devices that will receive the published asset(s).
 - c. Click **OK**.
6. In the Asset Gallery, select the asset(s) you want to publish:
 - If you want to publish all of the assets contained in a category, right-click on the category in the Asset Browser and a context menu appears.
 - If you want to publish just one of the assets in a category, right-click on the asset in the Asset Gallery, and a context menu appears.
 - If you want to publish several assets displayed in the Asset Gallery, hold down the **CTRL** key and select the desired assets. Release the **CTRL** key and right-click on one of the selected assets in the Asset Gallery. A context menu appears.

7. Select either the **PUBLISH TO** command or the **FORCE PUBLISH TO** command.
The Publish command is the most efficient choice, since it only publishes assets which have not previously been published or have changed since last being published. The Force Publish command always publishes all specified assets without performing any checking.
8. Select the device to which the asset(s) will be published, or select the **ALL ASSOCIATED DEVICES** command to publish the asset to the devices that were specified in the Publish Devices window in step 5.
The assets are immediately published to the device and its status appears in the Publish Progress window.

☑ NOTE

Although the **PUBLISH PROGRESS** window tracks and displays the status of the publishing of assets, Xplorer also allows you to view a Publish Transfer log file that documents in greater detail the publish process. After publishing, select the **VIEW>PUBLISH TRANSFER LOG** command to open the Publish Transfer log file in Notepad.

Monitoring and managing a device's publish queue

When you are publishing a significant volume of assets to a single or multiple devices, we recommend using Xplorer's **Publish Queue Monitor window** to monitor and manage a device's publish queue.

The following sections provide information and instructions for monitoring and managing the publish queue for individual devices:

- [“Using Device Details to monitor a device's publish queue” on page 4-17](#)
- [“Using the Publish Queue Monitor to manage publishing” on page 4-18](#)

Using Device Details to monitor a device's publish queue

One way to monitor a device's publish queue is to display the Device Details in the Device Viewer.

When the **VIEW>SHOW DEVICE DETAILS** menu command is enabled, the following information is listed below the device's icon:

- **Freespace:** Percentage of disk space still available on the device.
- **Items Queued:** The number of items currently in the device's publish queue.
- **Q. Status:** The status of the queue during publishing. **Normal** indicates that everything is working as expected, while **Blocked** indicates that the throughput is too low to publish.
- **Throughput:** The data transfer speed/rate (Kb/s) at which publishing is operating.

☑ NOTE

When Xplorer's **Device View** toolbar button  is enabled, the Device Viewer expands to full screen and the Device Details information is automatically enabled below each device's icon.

The Device Details' refresh rate is determined by the **PUBLISH STATISTICS UPDATE INTERVAL** setting in Xplorer's **Publish Monitoring** settings (see [page 6-11](#)). Another convenient way to view the most recent device details is to hover the cursor over the device's icon.



Using the Publish Queue Monitor to manage publishing

Xplorer's **Publish Queue Monitor** allows you to monitor and manage the publish queue for a specific device. More specifically, the Publish Queue Monitor displays the current status of all of the publish queues for a particular publish location (device). In addition, the Publish Queue Monitor allows you to manage the device's publish queue by reordering the items in the queue and also moving items from one queue to another so that they may be published concurrently.

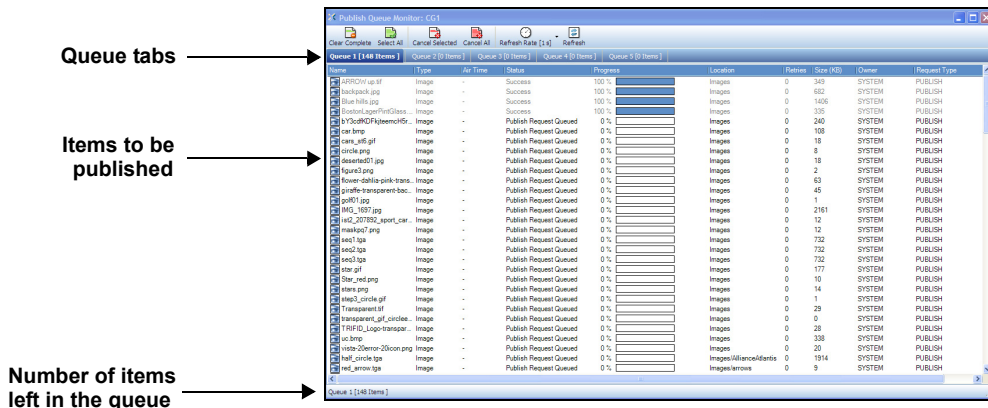


Figure 4-5. Publish Queue Monitor window

The following sections provide information and instructions for using the Publish Queue Monitor:

- [“Opening the Publish Queue Monitor window” on page 4-19](#)
- [“Monitoring the contents and progress of the device’s publish queue” on page 4-19](#)
- [“Prioritizing items that are in the queue” on page 4-19](#)
- [“Publishing items concurrently in different queues” on page 4-20](#)

Opening the Publish Queue Monitor window

To open the Publish Queue Monitor window, right-click on a device in the Device Viewer and select the Publish Queue Monitor command.

If items are currently being published to the device when the Publish Queue Monitor window is opened, the publish item list will be populated. Otherwise, the publish item list will be empty until a publish request is executed to that publish location.



Monitoring the contents and progress of the device's publish queue


When a publish request is executed to the device's publish location, the items to be published will populate the publish queue list within the Queue 1 tab (default).


The publish requests are executed sequentially in the queue. This means that the items at the top of the queue are currently being processed, followed by those that are next to be processed.

Items in the queue that have been or are currently being processed are disabled (light gray) and cannot be selected. If the item is red, this indicates that several attempts to publish the item have failed.

Each column displays a property of the publish item in the queue, including its current status and completion progress.

The rate at which the queue's information is updated in the Publish Queue Monitor window is regulated by the **Refresh Rate** setting located in the toolbar. By default, the queue is automatically updated every 1 second, however, you may change the setting by clicking the  button and selecting a specific frequency rate (1, 2, 5 or 10 seconds) or **MANUAL**. Selecting Manual allows you to control the updating of the queue by clicking **REFRESH** button  in the toolbar.

Once an item is successfully published to the device, you can remove them from the queue by clicking the **CLEAR COMPLETE** button  in the toolbar

You may cancel items that are currently in the publish queue by selecting the items and then clicking the **CANCEL SELECTED** button  in the toolbar. The status of the cancelled items will indicate that the item's publishing was cancelled and the item will be disabled (gray) so that it cannot be reordered or reprioritized. We recommend removing cancelled items from the publish queue.

Prioritizing items that are in the queue

Publish requests are executed sequentially, so that the items at the top of the queue list are processed first. The Publish Queue Monitor allows you manage the order in which items are published by moving items to a higher position so that they are published sooner, or delay publishing a queued item by moving it lower in the queue.

NOTE

You cannot move an item to the very last row of the queue - only to the second last item.

To reorder items in the publish queue, select the item, then drag and drop the item onto its new location in the queue. An orange bar appears while dragging to show exactly where the item will be placed when dropped.

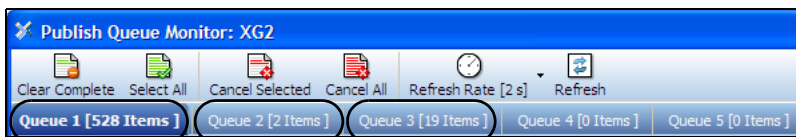
☑ NOTE

Items that are currently being processed in the queue cannot be reordered.

Publishing items concurrently in different queues

The Publish Queue Monitor allows you to publish concurrently in five (5) queues. This is useful if you have a large item publishing (that is taking a long time) and you do not want to wait before publishing other items.

When a series of publish requests are executed, by default the items are placed in the first queue (Queue 1 tab). By selecting and dragging items from the first queue to another queue tab, you will place the items in a separate publish queue that will start publishing simultaneously with the other queue. This avoids having to wait for the other items to finish.

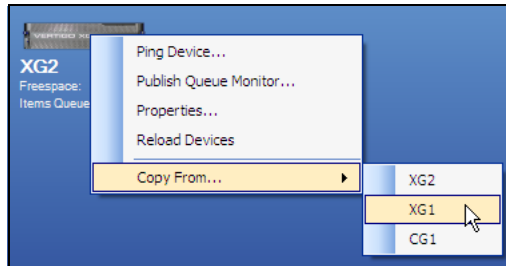


Publishing the entire contents of one device to another device

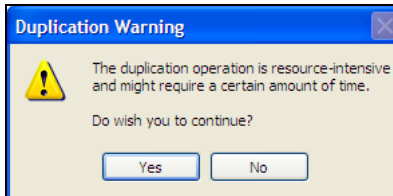
Xplorer provides a quick and easy way to duplicate the complete asset contents of one device to another device.

To duplicate the contents of one device on another device:

1. Right-click on the recipient device and select the **Copy from** command.



2. Select the source device that contains the desired assets.
The following warning message appears.



3. Click **Yes** to proceed.
The entire asset contents of the source device are immediately entered into the destination device's publish queue, which can be monitored using the **Publish Progress** window or the destination device's **Publish Queue Monitor** window.

Propagating assets from the Xmedia Server to another server

Propagation allows you to automatically or manually transfer and save assets stored on one server (i.e. XMS-1) onto another server (i.e. XMS-2) even though both of these servers are otherwise independent. This is accomplished by configuring the servers specifically for propagation, in which one server is the propagation server (master) and the others are propagation nodes (slaves). This configuration is performed in the XMS Panel on each of the servers, and is therefore described in the **XMS PANEL** documentation, not in this Xplorer User Manual.

NOTE

While propagation does require some initial setup, once it is properly configured it makes transferring assets quick and effortless. It is therefore ideal for situations where the transfer of assets between servers is frequently performed. If this is not the case, then it may be more beneficial to can transfer assets by exporting assets from one XMS and then importing them into another XMS manually (see [page 4-23](#) and [page 4-13](#)).

Once the propagation configuration is properly setup on the servers' XMS Panel, no further setup is required in Xplorer. The automatic propagation will transfer, update, and save assets to the propagation nodes automatically when you do any of the following to an asset category that is associated to a propagation node:

- create a new asset
- edit an asset or the asset's properties
- rename, recategorize, or delete an asset
- change or delete the asset's proxy/thumbnail

If while working in Xplorer, you want to force the propagation of an asset or asset category, you can use the **PROPAGATE TO** command to execute a manual propagation.

To manually propagate assets from one server to another:


1. Open Xplorer on the propagation server (master).
2. Select the asset category or the asset that you want to propagate to a node server from the Asset Browser or Asset Gallery.
To select multiple assets to propagate, press the **SHIFT** key as you click on each asset for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive files.
3. Right-click on the selection and select the **PROPAGATE TO** command from the context menu. The menu extends to display a list of the associated node servers (that were setup on the XMS Panel).
4. Select the recipient of the assets and the assets are immediately transferred to the selected node server.

Exporting Vertigo asset files to another Xmedia Server

Exporting consists of saving Vertigo assets to files. Exporting is most commonly used for copying objects and assets from one server to another. For example, a broadcaster with several stations can replicate their look and feel at each station by exporting assets from one and importing them to the others.

Xplorer offers maximum flexibility by letting you export anything -- from an individual asset (e.g. an image file) to the entire contents of an asset type's root category (e.g. Panels). Moreover, anything you export will automatically be accompanied by the assets used to build it, any proxy images, etc. For example, if exporting a control panel, all assets that were used to create it will be exported at the same time (e.g. Xmedia objects, image files, clip files, etc.).

To export one or more assets or asset categories:

1. Launch Xplorer and verify that the XMS icon appears in the Viewer.
If it does not, then see [“Starting Xplorer and connecting to the Xmedia Server” on page 2-3](#) for instructions on how to configure the XMS for Xplorer.
2. Select the XMS icon.
The contents of the Xmedia Server appears in the Asset Browser and Asset Gallery.
3. Select the appropriate asset category icon and navigate to the subcategory folder that contains the asset(s) that are to be exported.
4. Select the **EXPORT** button  in the Xplorer toolbar.
The **EXPORT ASSETS** window appears (figure 4-6).

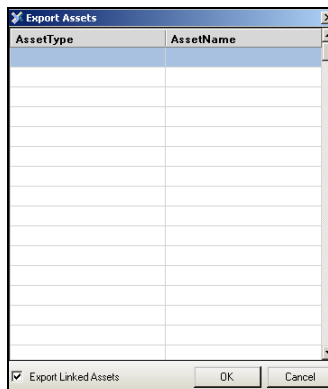


Figure 4-6. The Export Assets window

- Drag and drop the assets, or the subcategory (if you want to export all of the assets in a subcategory), from the Asset Gallery to the Export Assets window (figure 4-7).

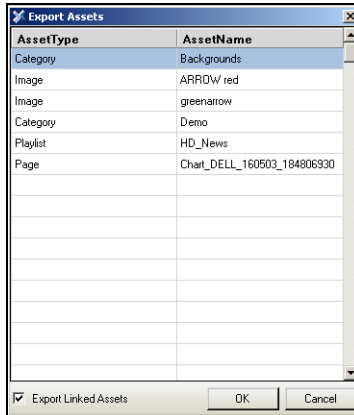


Figure 4-7. Export Assets window with assets selected for export

NOTE

Selecting an item for export more than once will not create multiple copies.

- Check the **Export Linked Assets** check box.
- When done, click **OK**. This displays the **CREATE EXPORT DESTINATION DIRECTORY** window.

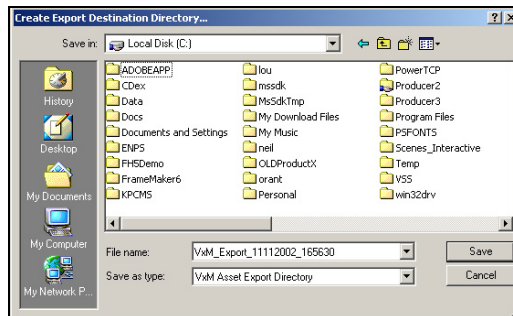


Figure 4-8. Create Export Destination Directory window

- Note that the **FILE NAME** field will contain a default name for the export which can be edited if desired. Browse to the folder where you wish to save the export and click **SAVE**. This creates a new folder containing a set of files which comprise the export.

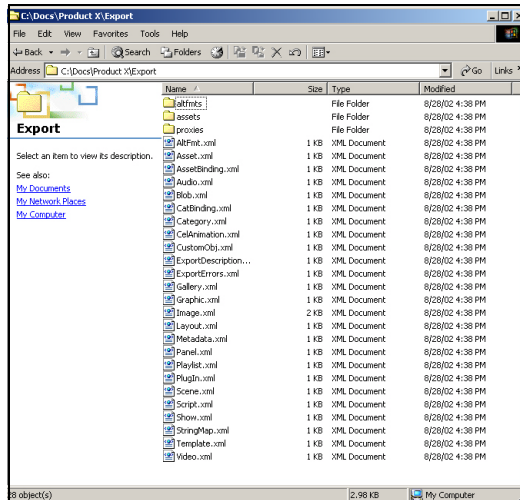


Figure 4-9. Export folder

NOTE

Transferring assets by exporting assets from one Xmedia Server and then importing them into another Xmedia Server manually is ideal for low volume and infrequent transfers. However, if you are frequently transferring assets between servers, we recommend using propagation to transfer assets. See [“Propagating assets from the Xmedia Server to another server” on page 4-22](#) for more information.

Saving a local copy of an asset as a file

Xplorer allows you to save a copy of selected assets locally to your machine as a file.

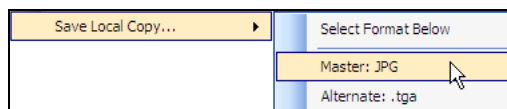
When saving the following asset types, **AUDIO**, **IMAGES**, **CEL ANIMATIONS**, **CLIPS**, and **GENERIC**, Xplorer identifies the main file format that the asset can be saved as, as well as any alternative file formats (if applicable).

Although **SCENES** and **TEMPLATES** assets can also be saved locally, they must be saved as `.xml` files.

The following asset types cannot be saved locally: **PANELS**, **PLAYLIST**, **SEGMENTS**, **RUNDOWNS**, **SCRIPTS**, **PAGES**, **LOOKUP TABLES**, **WORK ORDERS** and **JOBS**.

To save a single asset on your local drive:

1. Right-click on the asset in the Asset Gallery and select the **SAVE LOCAL COPY** command.
The command expands and asks you to choose the file format that you would like to save the asset as.
 - The **Master** format is the asset's original file format.
 - The **Alternate** formats are additional formats that the asset may be saved as.



2. Select the file format that the asset will be saved as.
The **SAVE LOCAL COPY** window appears.
3. Navigate to the folder on your system where you want to save the files and click **SAVE**.

To save multiple assets on your local drive:

1. In the Asset Gallery, select the desired files by pressing the **SHIFT** key as you click on each asset for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive files.
2. Right-click on one of the selected assets and select the **SAVE LOCAL COPY** command.
The **BROWSE FOR FOLDER** window appears.
3. Navigate to the folder on your system where you want to save the file and click **OK**.
Or,
Select a directory location and create a new folder in that location by pressing the **MAKE NEW FOLDER** button. Name the folder and then click **OK**.

NOTE

When saving multiple assets, the assets can only be saved as their current file format. Saving assets in alternate file formats must be done individually as described above.

5 PREVIEWING ASSETS IN XPLORER

To help identify and manage the asset contents of the Xmedia Server and other devices, Xplorer allows you to preview the playout of audio clips, images, cel animations, and video clips. Although other asset types cannot be previewed, their proxy images are displayed in the Asset Gallery.

Xplorer also provides access to the Image Editor, which allows you to perform some basic image editing tasks on image assets like, adjusting the image's color and sharpness, cropping the image, among others. Note that no other type of assets can be modified using Xplorer.

The following sections provide information and instructions for previewing assets and modifying images:

- ["Previewing audio and video clips" on page 5-2](#)
- ["Previewing cel animations" on page 5-3](#)
- ["Previewing and editing image assets" on page 5-4](#)

Previewing audio and video clips

Previewing an audio or video clip asset in Xplorer opens a Windows Media Player window (figure 5-1), which features typical transport controls (play, pause, stop, volume...etc.) for controlling the playout of the clip. Use the slider to display the playout of a particular frame, or to select the starting point at which the clip (audio or video) will begin when you select the **PLAY** button. Pressing the spacebar during playout pauses and restarts the playout of the clip.

NOTE

You cannot edit any aspect of the audio or video asset using the preview window or command.



Figure 5-1. Audio / video clips are previewed in a media player type window

To preview an audio or video clip asset:

1. Select the XMS or a connected device from the Device Viewer.
2. Navigate through the Asset Browser until the desired asset is displayed in the Asset Gallery.
3. Either double-click the asset in the Asset Gallery, or right-click on the asset's name and select the **PREVIEW** command.

The asset immediately starts loading and then playing out in a separate media viewer window. If for any reason the asset cannot be previewed, the **PROXY NOT AVAILABLE** icon appears.

NOTE

When clips and OXA/OXI cel animations are previewed in Xplorer, they are actually being played out from the Xmedia Server by opening a UNC path to the Xmedia Server. As such, should a clip ever fail to play in Xplorer, we suggest that you troubleshoot the problem by ensuring that the user logged into the machine running Xplorer has permission to access the Xmedia Server machine. In other words, the user of Xplorer must be able to successfully open a UNC path to the Xmedia Server by specifying the Xmedia Server by hostname (rather than IP address) in Windows Explorer.

Previewing cel animations

Previewing a cel animation asset in Xplorer opens an independent preview window (figure 5-2), which features a slider that allows you to manually play out the cel animation, as well as viewing the contents of a particular frame.

The preview window's title bar identifies the name of the cel animation and the length of the cel animation (total number of frames). When you move the slider, the title bar identifies the exact frame location that is being displayed.

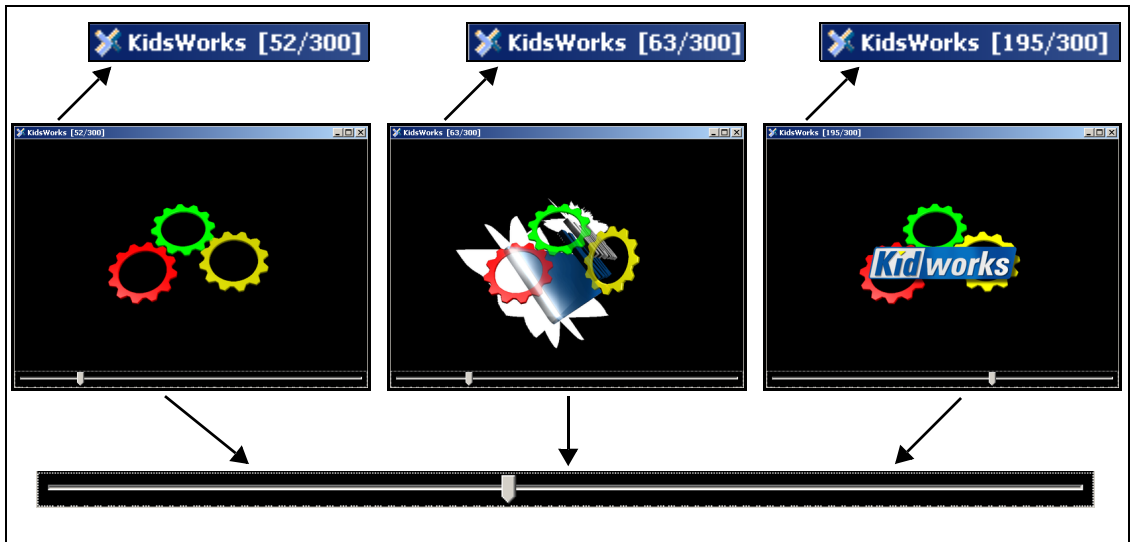



Figure 5-2. The Cel Animation preview window allows you to view the animation frame-by-frame

If the cel animation is an OXA or an OXI, you can preview the cel animation's alpha channel by clicking the **VIEW ALPHA CHANNEL** button  in the bottom-left corner.

To preview a cel animation asset:

1. Select the XMS or a connected device from the Device Viewer.
2. Navigate through the Asset Browser until the desired asset is displayed in the Asset Gallery.
3. Either double-click the asset in the Asset Gallery, or right-click on the asset's name and select the **PREVIEW** command.

The asset immediately starts loading in a separate media viewer window. Once completely loaded, you can use the slider to preview the cel animation.

If for any reason the asset cannot be previewed, the **PROXY NOT AVAILABLE** icon appears.

NOTE

You cannot edit any aspect of the cel animation asset using the cel animation preview window or command.

Previewing and editing image assets

Previewing an image asset in Xplorer opens an independent preview window, which allows you to see the image in its full size (figure 5-3).

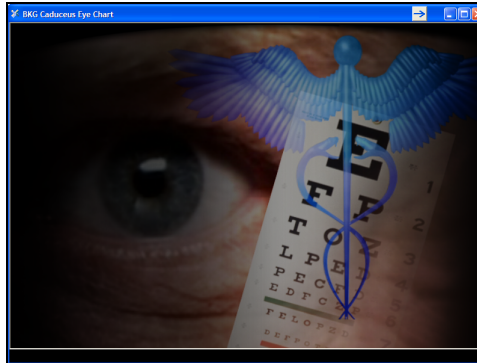


Figure 5-3. The image preview window allows you to view the image

To preview an image asset:

1. Select the XMS or a connected device from the Device Viewer.
2. Navigate through the Asset Browser until the desired asset is displayed in the Asset Gallery.
3. Either double-click the asset in the Asset Gallery, or right-click on the asset's name and select the **PREVIEW** command.

The asset immediately appears in the preview window.

If for any reason the asset cannot be previewed, the **PROXY NOT AVAILABLE** icon appears.

The image preview window does not allow you to make any edits to the image asset, However, Xplorer does provides you access to the Vertigo Suite's **Image Editor** tool, which allows you to perform some basic image editing tasks on image assets like, adjusting the image's color and sharpness, cropping the image, among others.

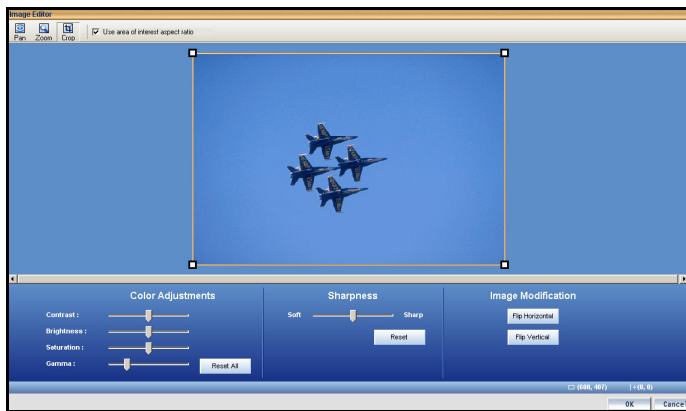


Figure 5-4. The Image Editor allows you to perform some basic image editing tasks on image assets

The following sections provide functional descriptions and instructions for how to use the Image Editor to edit image asset:

- [Opening the Image Editor](#)
- [Zooming in/out and repositioning the image](#)
- [Cropping an image](#)
- [Making color adjustments](#)
- [Adjusting the sharpness of an image](#)
- [Using the Image Modification buttons to flip an image](#)

Opening the Image Editor

To open the Image Editor from within Xplorer:

1. Select the XMS or a connected device from the Device Viewer.
2. Navigate through the Asset Browser until the desired asset is displayed in the Asset Gallery.
3. Right-click on the image asset in the Asset Gallery and select the **MODIFY IMAGE** command. The Image Editor window immediately opens and displays the image.

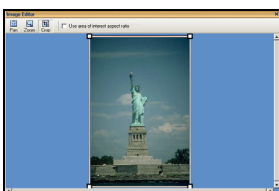
Zooming in/out and repositioning the image

When editing an image, it is often necessary to view the image, or a portion of the image, in greater detail. It is for this reason that the Image Editor allows you to magnify, or zoom in on the image, as well as zoom out to get an expanded or distanced view of the image.

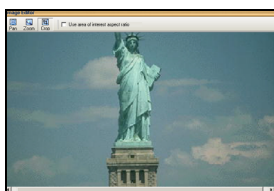
As figure 5-5 demonstrates, when an image is opened in the Image Editor it is placed directly in the center of Editor's canvas. However, when you zoom in on the image, you may not see certain areas of the image. To reposition the image within the display, while maintaining the zoom scale, you can pan across the image to the area that is otherwise outside of the window's display.

Instructions for zooming in/out and panning across the image are provided below.

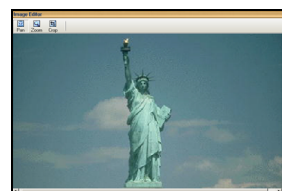
- [Zooming in/out](#)
- [Reposition the image by panning](#)



Original image displayed (centered)



Zoom in on the Image, but the upper portion is now is not visible




Panned up to view the whole statue, while still zoomed in.

Figure 5-5. Zooming in and panning across the canvas

Zooming in/out

There are two (2) methods that you can use to zoom in on an image:

1. The Image Editor's **ZOOM** tool allows you to zoom in on a particular area on the image.
 - Click the **ZOOM** button  on the Image Editor's toolbar.
Your pointer transforms into a magnifying glass.
 - Click the part of the image that you want to zoom in on.
The Image Editor zooms in on the image in increments.
2. You can zoom in on the image using your mouse or keyboard. Note, however, that this type of zoom operation zooms in on the center of the portion of the image that is currently displayed. As a result, you may need to pan across the image to view a particular area of interest (see figure [5-5](#)).
 - Roll the mouse wheel forward.Or,
 - Press the + (plus) key on your keyboard's number pad.

To zoom out of the image:


You can zoom out of the image using your mouse or keyboard. Note, however, that this type of zoom operation zooms out on the center of the portion of the image that is currently displayed.

- Roll the mouse wheel backward.
- Or,
- Press the - (minus) key on your keyboard's number pad.
- Or,
- Press the **SPACE BAR** on your keyboard and the zoom is reset to the images original scale (1:1).

Reposition the image by panning

There are three (3) methods that you can use to reposition an image by panning:

Panning is only required, and therefore only available, when a portion of the zoomed image is not visible in the Image Editor's canvas. In such a case, the canvas' horizontal and/or vertical scroll bars become active.

1. The Image Editor's **PAN** tool allows you to reposition an image using your mouse to drag the image around the Editor's canvas.
 - Click the **PAN** button  on the Image Editor's toolbar.
Your pointer transforms into a hand.
 - Drag the image in the direction (up/down, and/or right/left) required to reposition and display the desired portion of the image in the Editor's canvas.
2. You can reposition an image using the Editor's canvas scroll bars. When an upper or lower portion of the image is not visible in the Editor's canvas, the canvas' vertical scroll

bar appear. Similarly, when the right or left portion of the image is not visible in the Editor's canvas, the canvas' horizontal scroll bar appear.

- Drag the scroll box up/down and/or back/forth to reposition the image on the Editor's canvas.
3. You can also use the keyboard's direction keys (up, down, left, right, page up, and page down) to reposition the image in small increments.

Cropping an image

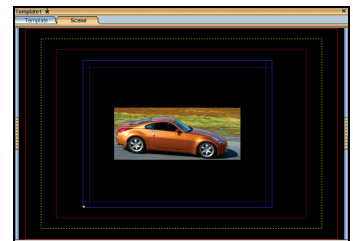
The Image Editor's cropping function allows you to conserve a selected portion of the image, while removing the remaining portions surrounding the selected area (see figure 5-6). Cropping is a popular image processing technique that is commonly used to focus the image on a particular subject or area on the image.



Crop the image if you want to focus on only a portion of the original image.



Use the crop and zoom features to resize and reposition the bounding outline around the portion of the image to be preserved.



The cropped image can be saved using a new, or the same, name.

Figure 5-6. Cropping the contents of an image asset using the Image Editor

NOTE

Since cropping permanently alters the image, the Image Editor allows you to save a copy of the changed image before the cropping is actually performed. As a result you can preserve the original state of the image asset.


A bounding outline surrounds the image when it is opened in the Image Editor (figure 5-6). The bounding outline is a frame that is used for defining the area of interest when using the cropping feature. In other words, the content inside of the bounding outline will be preserved, while whatever is outside the bounding outline will be permanently removed. When the Image Editor is in crop mode, dragging the bounding outline's corner handles (squares) allow you use to resize the bounding outline around the area of interest on the image. If the **“USE AREA OF INTEREST ASPECT RATIO”** check box is selected, then the bounding outline can only be resized to dimensions that maintain the aspect ratio of the image's placeholder on the scene, template, or control panel. Clearing this check box allows you to resize the bounding outline freely without any aspect ratio restrictions.

When resizing or repositioning the bounding outline, its dimensions and location is display in the lower right corner of the Image Editor window (figure 5-7). The first set of number displays the X/Y dimensions of the bounding outline in pixels, while the second set represents the location coordinates of the bounding outline's upper left corner.



Figure 5-7. The dimensions and location of the bounding outline

To crop an image:

1. Open the original image in the Image Editor (see [page 5-5](#)).
2. With the image completely visible in the Image Editor, click the **CROP** button .
3. Resize and/or reposition the bounding area to include only the content to be preserved.
 - a. Select the **USE AREA OF INTEREST ASPECT RATIO** check box if you want to resize the bounding outline, but still maintain the aspect ratio of the image's placeholder on the scene, template, or control panel. Clear the check box is you want to freely resize the bounding area.
 - b. Drag the bounding outline's sizing handles to resize the bounding outline around the area of interest.
 - c. If necessary, you can reposition the bounding outline within the image by clicking inside the bounding outline and dragging it over the area of interest in the image.
4. Once the bounding outline contains only the area of interest, click **OK**.

The **NAME NEW IMAGE** window appears.

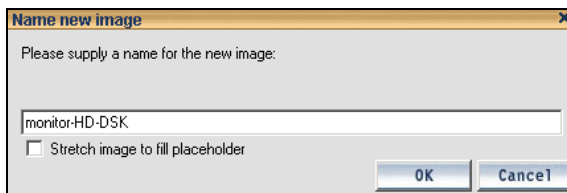


Figure 5-8. The **NAME NEW IMAGE** window.

5. Save the cropped image:
 - Select the **STRETCH IMAGE TO FILL PLACEHOLDER** check box if you want the Image Editor to enforce scaling so that the resulting image is the exact size of the placeholder.
 - Leave the **STRETCH IMAGE TO FILL PLACEHOLDER** check box clear (unchecked) you want to defer any scaling between the cropped image and its final space until playout time.
 - If you want to preserve the original image asset, you can save the cropped image as a new image by typing in the name of the new image asset in the text box and then clicking **OK** on the **NAME NEW IMAGE** window.
 - To replace the original image with the cropped image, leave the original image's name in the text box and click **OK**.

Making color adjustments

The Image Editor allows you to adjust the color properties of an image asset. Color adjustments are applied immediately to the entire image, not just a specific area of interest. You can experiment with different color settings, however there is no way to undo your changes except to click the **RESET ALL** button, which returns the color settings to the state they were in when the image was last saved, or by clicking **CANCEL**, which closes the Image Editor and the image asset remains unchanged.

Figure 5-9 and the following table demonstrate that you adjust the image's color properties by moving the property's slider to the right or left.

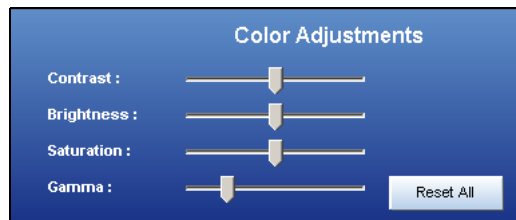


Figure 5-9. The Image Editor's color adjustment sliders

Contrast	<p>The difference in the luminance of the brightest and the darkest areas of an image. A high contrast will display an obvious difference (i.e. black versus white) in the luminance between two areas, while a low contrast makes the difference less obvious or more gradual (i.e. shades of grey).</p> <ul style="list-style-type: none"> • Move the slider to the right to increase the image's contrast ratio. • Move the slider to the left to decrease the image's contrast ratio.
Brightness	<p>Generally, the brightness setting determines how light or dark a the colors of the image are based on how close the colors are to white. The more white a color has, the brighter it is.</p> <ul style="list-style-type: none"> • Move the slider to the right to increase the image's brightness (until all white) • Move the slider to the left to decrease the image's brightness (until all black)
Saturation	<p>Saturation refers to the intensity of a specific hue. It is based on the color's purity; a highly saturated hue has a vivid, intense color, while a less saturated hue appears more muted and grey. With no saturation at all, the hue becomes a shade of grey.</p> <ul style="list-style-type: none"> • Move the slider to the right to increase the image's saturation. • Move the slider to the left to decrease the image's saturation.
Gamma	<p>Alters the contrast of the mid-tone colors with little effect on pure white or black, which is the function of the Contrast property above. Increasing the gamma ratio increases the image's highlight to shadow contrast in terms of mid-tone colors' density values. Decreasing the gamma setting intensifies the shadows amongst the mid-tone colors.</p> <ul style="list-style-type: none"> • Move the slider to the right to increase the image's gamma setting. • Move the slider to the left to decrease the image's gamma setting.

Adjusting the sharpness of an image

The Image Editor allows you to adjust the sharpness setting of an image asset. The sharpness adjustment is applied immediately to the entire image, not just a specific area of interest. You can experiment with different settings, however there is no way to undo your changes except to click **RESET**, which returns the sharpness setting to the state it was in when the image was last saved, or by clicking **CANCEL**, which closes the Image Editor and the image asset remains unchanged.

Figure 5-10 demonstrates that you adjust the image's sharpness property by moving the property's slider to the right to increase the focus and to the left to blur the image.

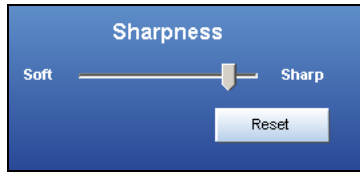


Figure 5-10. The Image Editor's sharpness adjustment slider

Using the Image Modification buttons to flip an image

The Image Editor allows you to quickly change the orientation of an image by flipping it horizontally or vertically. Figure 5-11 demonstrates that the **IMAGE MODIFICATION** section of the Image Editor's interface features two buttons: **FLIP HORIZONTAL** and **FLIP VERTICAL**. Click these buttons to immediately flip the image, and click the button again to return to the original orientation.

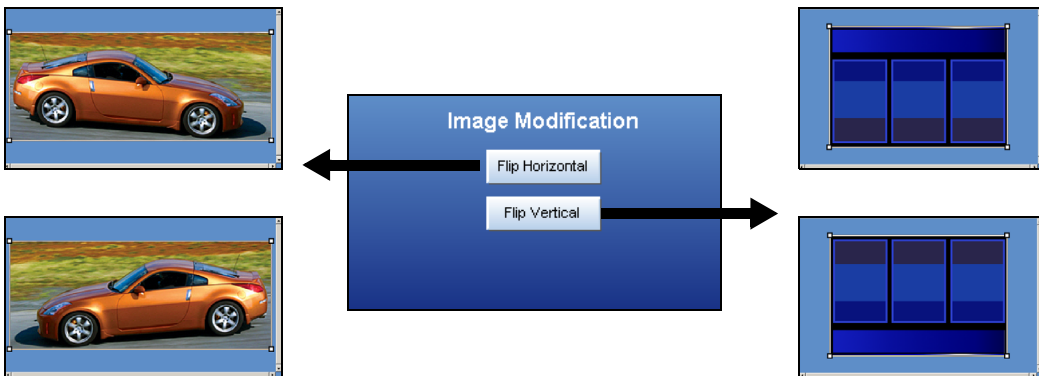


Figure 5-11. The Image Editor's Image Modification buttons allow you to quickly flip image assets

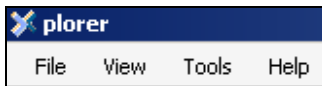
6 APPENDIX A - QUICK REFERENCE TO XPLORER'S COMMANDS AND SETTINGS

Although many of Xplorer's commands and settings are described within the context and/or procedures to which they apply, the following sections provide a quick reference to their functional descriptions:

- ["Xplorer's menu commands" on page 6-2](#)
- ["Xplorer's toolbar buttons" on page 6-5](#)
- ["Xplorer's settings" on page 6-7](#)

Xplorer's menu commands

Many of Xplorer's key features are thematically organized within the menu bar command structure at the top of the main interface window.



The following sections provide functional definitions of the Xplorer menu commands

- ["File menu" on page 6-2](#)
- ["View menu" on page 6-3](#)
- ["Tools menu" on page 6-4](#)
- ["Help menu" on page 6-4](#)



File menu

The **FILE** menu contains two (2) commands that are related to ingesting files into the system and closing the Xplorer application.

INGEST	Opens the INGEST FILES window, which allows you to create assets from files that are not native to the Vertigo Suite applications, e.g. image and audio files. These files are made into assets, so that they can be used within the Vertigo Suite. See "Ingesting third-party content files" on page 4-4 for instructions on using this command.
EXIT	Allows you to close the Xplorer application.

View menu

The **VIEW** menu contains commands that are related to how and what will be displayed in the Xplorer interface.

THUMBNAILS	<p>Displays the contents of the Asset Gallery as individual thumbnail images, which makes it easy to visually recognize and differentiate individual assets. The alternative to the Thumbnails display format is DETAILS.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> • PROXYVIEW toolbar button: 
DETAILS	<p>Displays the contents of the Asset Gallery in a list, which provides property details about each of the individual assets (i.e. Name, Format. The alternative to the Details display format is THUMBNAILS.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> • DETAIL VIEW toolbar button: 
SHOW DEVICE DETAILS	<p>When enabled, Xplorer displays the following information under each device in the Device Viewer:</p> <ul style="list-style-type: none"> • Freespace: The amount of free disk space available (percentage) on the device. • Items Queued: The number of items that are currently in the device's publish queue. • Q. Status: The status of the queue during publishing. Normal indicates that everything is working as expected, while Blocked indicates that the throughput is too low to publish. • Throughput: The data transfer speed/rate (Kb/s) at which publishing is operating. <p>See "Using Device Details to monitor a device's publish queue" on page 4-17 for more information.</p>
LOG FILE	<p>When selected, this command opens the current log file in Notepad. The log file stores the processes and errors that occurred during your Xplorer session and is useful when debugging.</p>
PUBLISH TRANSFER LOG	<p>Displays the PUBLISH TRANSFER LOG FILE, which reports the processes and errors that occur for each asset that is published during the Xplorer session.</p> <p>See Publishing assets from the Xmedia Server to a device for more information on publishing assets.</p>
PUBLISH PROGRESS	<p>Displays or hides the PUBLISH PROGRESS window, which allows you to see a list of all of the assets that have been published during the current Xplorer session. Note that closing this window clears the list.</p> <p>See Publishing assets from the Xmedia Server to a device for more information on publishing assets</p>

Tools menu

The **TOOLS** menu contains commands that allow you to specify some of settings that affect the aesthetic and behavioral properties of Xplorer. It also allows you to configure Xplorer to interact with other storage devices.

SETTINGS	Opens the SETTINGS window, which is used to establish the aesthetic and behavior of many of the Xplorer features. See “Configuring Xplorer settings” on page 2-9 for a functional description of each setting.
CONFIGURE DEVICES	Opens the DEVICE CONFIGURATION window, which allows you to define a new device to be added to the Device Viewer. See “Configuring devices” on page 2-13 for more information.
STATION MANAGER	The Station Manager allows you to add and configure devices to the Xmedia Server. These devices can then be grouped together into channels which are used by panel's created in the Xpanel application.

Help menu







The **HELP** menu contains commands that provide Xplorer product information, like licensing and software version identification




ABOUT	Displays information about the version of Xplorer that you are using.
LICENSE	Opens the LICENSE MANAGER window, which allows you to copy the customer ID and send it to Miranda. Once you receive your license key, paste it into the License Key box. See page 2-2 and page 2-4 for more information.

Xplorer's toolbar buttons

The toolbar along the top-left side of the Xplorer interface contains a series of buttons that allow you to set the display format of the Asset Gallery and perform other actions with respect to moving, finding, and publishing assets.

The following table provides a functional description of each button on the Xplorer toolbar:

	<p>PROXYVIEW</p> <p>Displays the contents of the Asset Gallery as individual thumbnail images, which makes it easy to visually recognize and differentiate individual assets. The alternative to the Thumbnails display format is DETAIL VIEW.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> • Menu command: VIEW>THUMBNAILS
	<p>DETAIL VIEW</p> <p>Displays the contents of the Asset Gallery in a list, which provides property details about each of the individual assets (i.e. Name, Format). The alternative to the Details display format is PROXYVIEW.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> • Menu command: VIEW>DETAILS
	<p>RELOAD</p> <p>Refreshes the selected category to ensure that it contains the most updated version of the assets.</p>
	<p>IMPORT</p> <p>Opens the SELECT VERTIGOXMEDIA ASSET EXPORT FILE window, which allows you to navigate to the VxM Export file (*.exp) that is native to the Vertigo products and import it into the central XMS. See Importing content files that are native to the Vertigo Suite system for more information.</p>
	<p>EXPORT</p> <p>Allows you to select assets from the central XMS's Asset Gallery to be exported and saved in a VxM Asset Export Directory on your system. See Exporting Vertigo asset files to another Xmedia Server for more information.</p>
	<p>INGEST</p> <p>Allows you to create assets from files that are not native to the Vertigo Suite, e.g. image and audio files. See Ingesting third-party content files for more information.</p>

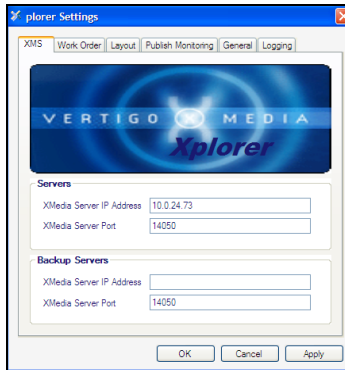
 Search	<p>SEARCH</p> <p>Opens the SEARCH window, which allows you to quickly locate assets stored on the Xmedia Server using basic search parameters, like name, keywords, and type, or using advanced search parameters like meta data. See Appendix B - Searching for assets stored on the XMS for more information.</p>
 Work Order	<p>WORK ORDER</p> <p>Opens the WORK ORDER window, which allows you to create a new work order. The work order system requires users to login using a user name and password. User names and passwords are registered and stored on the Xmedia Server using the Xmedia Server's properties panel. See "Appendix C - Creating and using work orders" on page 8-1 for more information.</p>
 Device View	<p>DEVICE VIEW</p> <p>When enabled, the devices section of the Device Viewer becomes full screen and each device's details are automatically displayed.</p> <p>This view is useful when you need to monitor and manage a large number of devices.</p>

Xplorer's settings

To better suit your preferences or operating circumstances, Xplorer allows you to configure some settings. Note that since the default settings are appropriate for most operating circumstances, modifying these settings are entirely optional.

Xplorer's settings are edited in the **SETTINGS** window, which can be accessed by:

1. Select **TOOLS>SETTINGS** from the Xplorer menu commands.
This displays the **SETTINGS** window.



2. After making changes, click **OK** to register the information and close the window.
Or,
Click **APPLY** to register the information and keep the window open.
Or,
Click **CANCEL** to ensure that no changes made since the last time you clicked **OK**.

The **SETTINGS** window has six thematic tabs, which contain properties and settings that apply to Xplorer. A functional description of each setting is provided in the following sections:

- [“XMS settings” on page 6-8](#)
- [“Work Order settings” on page 6-9](#)
- [“Layout settings” on page 6-10](#)
- [“Publish Monitoring settings” on page 6-11](#)
- [“General settings” on page 6-12](#)
- [“Logging settings” on page 6-13](#)

NOTE

Some settings will require you to restart Xplorer for the changes to be applied.

XMS settings

The XMS settings specify the locations of the main Xmedia Server, as well as the backup XMS (if applicable), which contains all of the assets, i.e. all building blocks used in the creation of broadcast graphics. The Xmedia Server is also where playlists, templates, images, etc., are stored.

The following settings are displayed on the XMS settings tab (figure 6-1):

- **Servers > XMedia Server IP Address** - Specifies the IP address of the machine running the XmediaServer.
- **Servers > XMedia Server Port** - Specifies the port on which the Xmedia Server is listening.
- **Backup Servers > XMedia Server IP Address** - Specifies the backup server's IP address used in case of failure of the primary Xmedia Server.
- **Backup Servers > XMedia Server Port** - Specifies the backup server's port used in case of failure of the primary Xmedia Server.

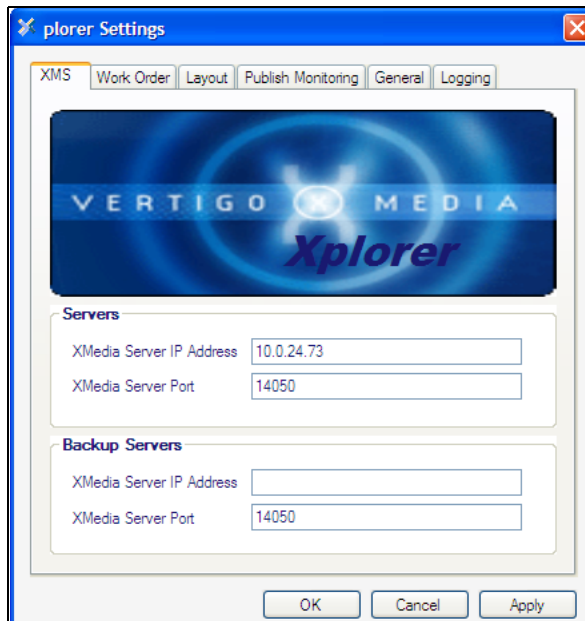


Figure 6-1. Xplorer's Xmedia Server settings

Work Order settings

If your system does not contain a particular image, clip, or cel animation, you can create and track a work order, which submits a request from the graphics department. See [“Appendix C - Creating and using work orders” on page 8-1](#) for procedural information.

The following settings are displayed on the **WORK ORDER SETTINGS** tab (figure 6-2):

- **WORK ORDER PRINTER** - Specifies the printer device that is used as the default when the **PRINT** command is used on the Work Order window.
- **ROWS IN WO JOB LIST** - This setting determines the number of rows are always visible in the job list portion of the Work Order window. Since most work orders contain a small number of jobs, the default value of 3 is reasonable. If there are more than three jobs in the work order, you can always scroll down through the list to view the additional jobs. If you routinely add numerous jobs to a work order, this setting can be set to a larger number so that you can see all the jobs without having to scroll. Note that the minimum permitted value is 3 and the maximum permitted value is 10.
- **ENABLE WORK ORDERS** - When enabled (check), this setting enables the Work Orders feature and displays the Work Orders button in the Xplorer toolbar. When disable (unchecked), the Work Orders functionality is hidden.
- **HIGHLIGHT OVERDUE WO** - Highlights work orders that are past their due date in red.
- **WO DUE DATE TOLERANCE (DAYS:HOURS)** - Sets the tolerance for identifying an approaching completion deadline for a work order. When the **HIGHLIGHT OVERDUE WO** setting is enabled, a work order whose due date falls within the tolerance setting is highlighted in red. The format of the this setting value is **DAY:HOURS** and the higher the tolerance value is, the more advance warning is provided. For example, a tolerance value of 1:18 means that the work order will remain highlighted in red one day and eighteen hours prior to being overdue.

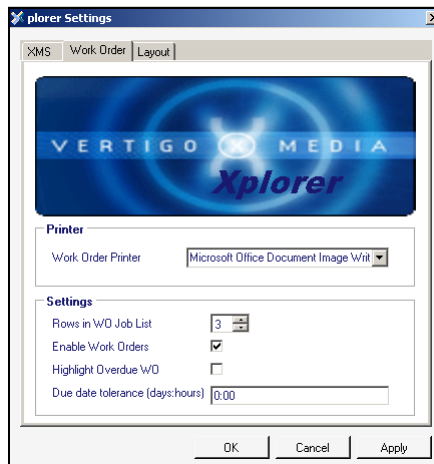


Figure 6-2. Xplorer' Work Orders settings

Layout settings

The **LAYOUT** settings tab allows you to set specific parameters that affect the aesthetic or visual look of the Xplorer interface.

The following settings are displayed on the **LAYOUT** settings tab (figure 6-3):

- **THUMBNAIL SIZE > TILE WIDTH** - Specifies the width of the thumbnail image that will be displayed when Xplorer is set to **PROXY VIEW** (see [page 3-3](#)). Selecting the **RESET** button to the right of this setting, returns the thumbnails to their default size of **160**.
- **DEVICE VIEWER > # OF ROWS** - Specifies the layout (number of rows) of how the devices will be listed and displayed in the Device Viewer pane of the Xplorer interface (see [page 2-5](#)).



Figure 6-3. Xplorer' Layout settings

Publish Monitoring settings

The **PUBLISH MONITORING** settings tab allows you to set specific parameters related to the updating of a device's publish statistics and logging. See [“Monitoring and managing a device's publish queue” on page 4-17](#) for related information.

The following settings are displayed on the **PUBLISH MONITORING** tab (figure 6-4):

- **PUBLISH STATISTICS UPDATE INTERVAL**- Specifies the frequency at which the Device Details (related to publishing) in the Device Viewer are updated. The default value is 1 minute.
- **DEVICE PUBLISH STATISTICS LOGGING** - Turns on logging of the updating of device information (Freespace, ItemsQueued) that occurs when the **Show Device Details** command is enabled.
- **PUBLISH MONITOR LOGGING** - Turns on logging in the Publish Queue Monitor window opened.

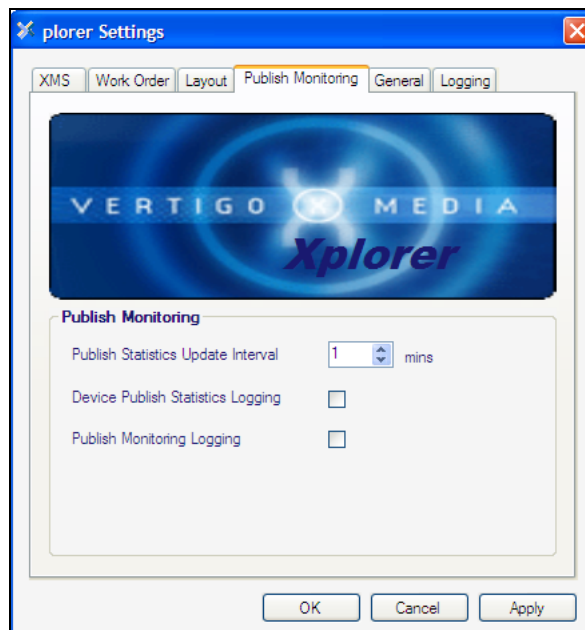


Figure 6-4. Xplorer's Publish Monitoring settings

General settings

The **GENERAL** settings tab allows you to set the **DEFAULT TV FORMAT** setting, which determines the default values to set in the **MULTI-IMAGE INGEST** window when a new Targa sequence is ingested (figure 6-5). For example, if the default format is **NTSC**, when a Targa sequence is ingested, the default value in the Multi-Image Ingest window for cel animations will show NTSC as the format of the cel animation.

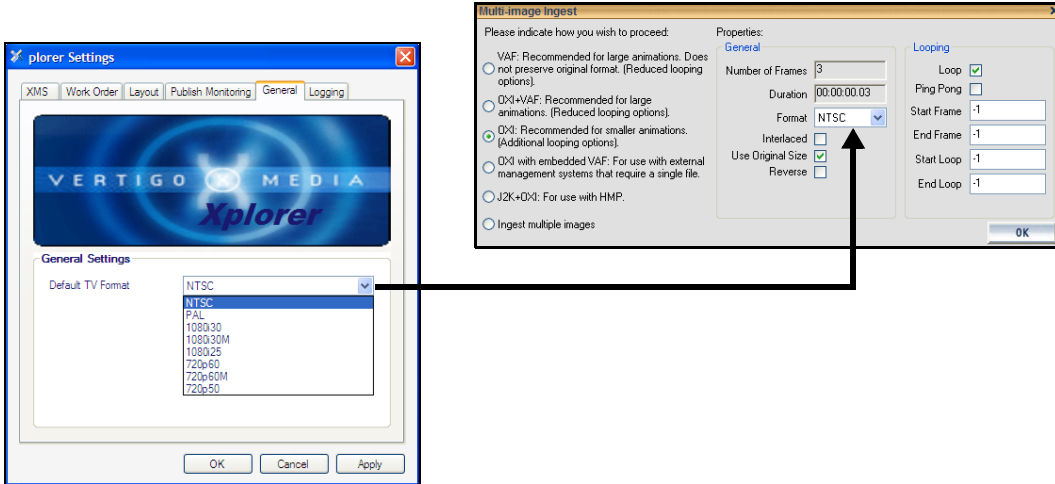


Figure 6-5. Xplorer's General settings

Logging settings

Xplorer's **Logging** settings allow you to specify the categories of events that you want to be recorded in the Xplorer log files, as well as the maximum number and size of Xplorer log files that will be archived.

As Xplorer operates, events are recorded to a log text file, which is stored under the Windows system directory for application specific data.

Since the log files thoroughly track and record Xplorer's events during operation, they are a great tool to use for diagnosing error conditions or unexpected behaviors. In fact, Miranda's Technical Support team will often ask its customers to send them the Xplorer log file to help them troubleshoot any unexpected behavior that you may be experiencing.

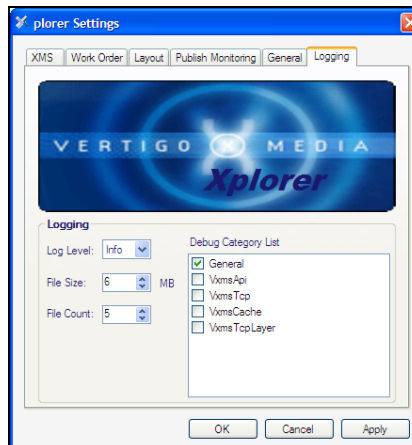


Figure 6-6. Xplorer's Logging settings

- **LOG LEVEL** - This sets the default log level used by all logging categories except those that have been checked in the Debug Categories list. The choices are:
 - **Error** - Only log errors and essential operations.
 - **Warn** - Log unsuccessful operations that may indicate a problem (in addition to all messages logged at the Error level).
 - **Info** - (Default) Log important events that occur during normal conditions (in addition to all messages logged at the Warn level).

It is recommended to set the **Log Level** to **Info** in order to provide enough information in the logs to diagnose common problems without affecting performance.

- **FILE SIZE** - Sets the maximum memory size for each log file created per run. The default value is 6 MB.
- **FILE COUNT** - Specifies the maximum number of Xplorer*.log files that will be stored. A large enough number should be chosen to store over a day's worth of logs. This way if a problem happens the relevant log files will be available. Once the

maximum number of files is reached, the oldest log file will be replaced by a new one. The default value is 5.

- **DEBUG CATEGORY LIST** - Select the types of debug logging (categories) that you would like to record in the Xplorer log file:
 - **General** - General logging that does not fit under any other category.
 - **VxmsApi** - Logs client-side calls to the Xmedia Server.
 - **VxmsTcp** - Logs client-side socket communication with the Xmedia Server using the principal Xmedia Server connection.
 - **VxmsCache** - Logs client-side activity in the Xmedia Server cache.
 - **VxmsTcpLayer** - Logs client-side socket communication with the Xmedia Server used by the cache and publishing.

7 APPENDIX B - SEARCHING FOR ASSETS STORED ON THE XMS

Xplorer offers a Search tool, which allows you to quickly search and find assets on the Xmedia Server by specifying search criteria based on asset properties and meta data. When a query is performed, the Search tool returns a listing of the assets that match the search criteria.

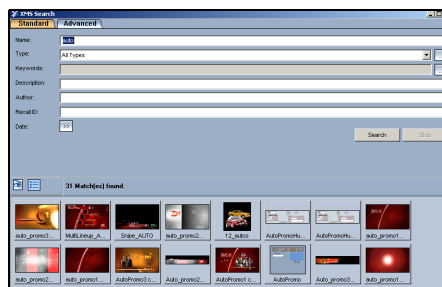


Figure 7-1. Xplorer's Search Tool


The Search tool allows you to perform two types of searches: a **standard search** and an **advanced search**. The standard search allows you create a search criteria using the basic properties associated with assets like, the type of asset, keywords, date of creation, among others. While the advanced search allows you to create a search criteria based on the asset's meta data information.

The following sections provide more information about the Search tool, as well as how to perform a standard or advanced search for assets:

- [“Opening the Search Tool” on page 7-2](#)
- [“Using the search tool’s interface” on page 7-3](#)
- [“Performing a standard search” on page 7-21](#)
- [“Performing an advanced search” on page 7-22](#)

Opening the Search Tool

To access the search tool and select the search mode:

1. Select the XMS icon in the Xmedia Server Viewer.
2. Click the **SEARCH** icon  in the Xplorer toolbar.
The **XMS SEARCH** window (Search Tool) appears (figure [7-2](#)).

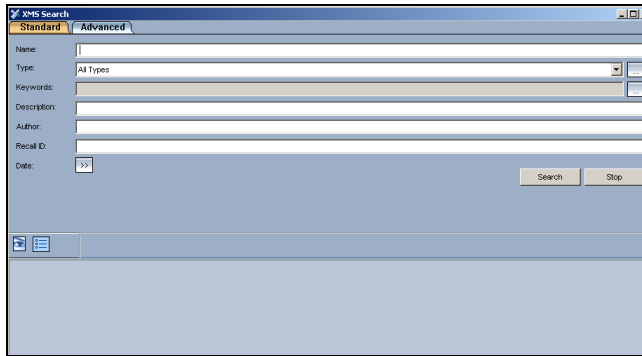


Figure 7-2. The XMS Search window

3. Select a search mode:
 - Select the **STANDARD** tab to perform a standard search using the asset's basic properties.Or,
 - Select the **ADVANCED** tab to perform an advanced search using the asset's meta data properties.

Using the search tool's interface

While the Standard search mode allows you to search for assets using basic asset properties, the advanced search mode bases its search criteria on the asset's metadata information. As such, the Search tool's interface has some components that are common to both modes, while others are exclusive to the function and purpose of the specific mode (see figures 7-3 and 7-4).

The following sections provide functional descriptions of each part of the search tool's interface components.

- [“Standard search criteria fields and controls” on page 7-4](#)
- [“Advanced search criteria fields, controls, and summary” on page 7-9](#)
- [“Message area: Search status and asset information” on page 7-18](#)
- [“Results area” on page 7-19](#)

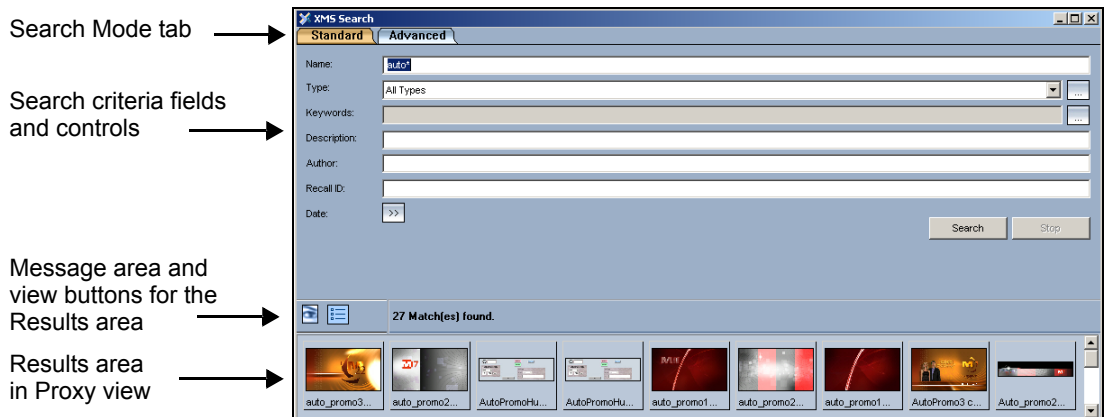


Figure 7-3. The Search tool's Standard Search interface components

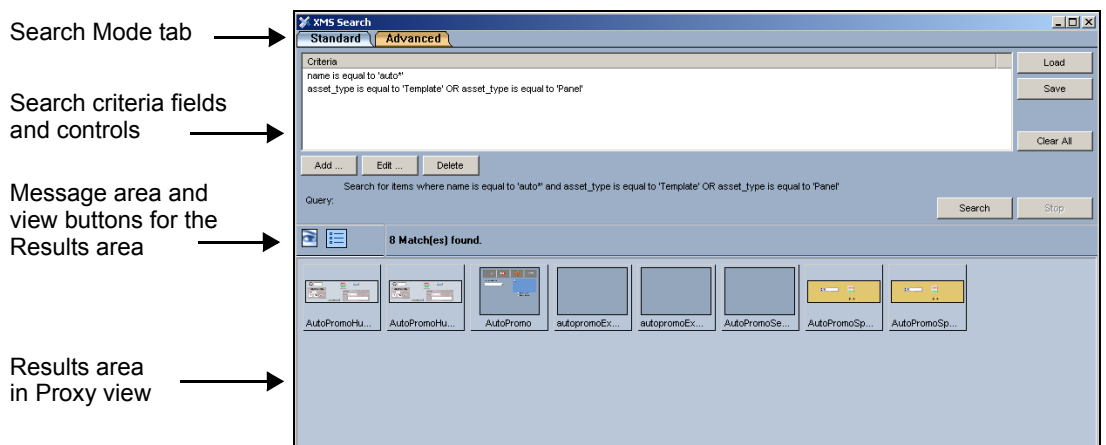


Figure 7-4. The Search tool's Advanced Search interface components

Standard search criteria fields and controls

A standard search bases its query on the criteria that you build using the asset properties specified on the interface.

Once you have specified your search criteria, select the **SEARCH** button to start the search. Immediately after launching the query, the Search tool looks for matches based on your criteria and displays the results in the Results area. The message area also displays the status of the search and summarizes the results of the Search tool's findings.

If your search criteria is too general, then the Search tool could retrieve more results than are necessary, which could take time and be ineffective. At any time during the search, you can click the **STOP** button to immediately stop the search. The results that were retrieved up to that point will be displayed in the Results area.

It is recommended that you be strategic when creating your search criteria. When searching for a particular asset, be as precise as possible in the type of information that you provide and use as many identifiers as possible to focus the search and limit the amount of matching results. If, however, you want the search tool to return all of the assets that match a certain criteria (i.e. all assets containing images of cars), then keep your search criteria flexible by setting minimal restrictions and using generic identifiers.

The following topics represent the asset property fields on the standard search interface that can be used to build a search criteria. Each topic below provides advice for how to use the field to expand or limit your search.

- [Name](#)
- [Type](#)
- [Keywords](#)
- [Description](#)
- [Author](#)
- [Recall ID](#)
- [Date](#)

Name

The **NAME** field allows you to search for assets that contain specific text in their name. Therefore, you type either the asset's exact name, or part of the asset's name and the search tool returns all of the assets who's name contains the text.

There are certain rules that you should be aware of that affect the search tool's match criteria for this property:

- Whenever possible type the asset's exact name (including any underscores).
- The search tool is not case-sensitive, so using upper or lower case does not affect the search results.
- If the asset's name contains multiple words separated by spaces (i.e. Red Sports Cars), then your name query text must contain the exact wording and it must be in the exact order. For example, "Sports Cars Red" or "Red Sport Car" will not find this asset.

- If the asset's name contains multiple words separated by spaces (i.e. Red Sports Cars), then your name query text can contain a only part of the name, but this results in a less focused search resulting in more results than desired. For example: red, red sports, sports cars, sports, or cars will find the asset, but potentially others as well. Note that when using partial names, the words still must be in the same order (i.e. sports cars, not cars sports).
- If the asset's name contains multiple words separated by underscores (i.e. Red_Sports Cars), then the underscore attaches the two words and they become one string. Therefore, to find this asset you will could search for Red_sports cars, or red_sports, but "red sports car" will not find this asset.
- You can use the asterisk (*) operator before or after a word as a wild card to represent one or more missing characters. This allows you to broaden your search or compensate for miss information. For example, *Sports Cars will find the asset Red_Sports Cars. Similarly, Red_sports* will also find the asset.
- You can use the question mark (?) operator before or after a word as a wild card to represent one missing character. This allows you to broaden your search or compensate for miss information. For example, if you had twenty assets each named in incrementing order (i.e. image1, image2... image19, image20), you can find the first nine (image1 to image9) by searching for "image?".

Type

The **TYPE** field allows you to search for assets that belong to a specific asset type, like images, cel animations, Xmedia objects, among others. When combined with other fields, the **TYPE** field is very helpful in limiting the search's results to only particular types of asset. For example, if you need image or cel animation assets that contain a car, these fields would return results that are precisely limited to that criteria and you wouldn't have to sort through all of the other types of assets that contain cars.

By default, the **TYPES** field is set to **ALL TYPES**, meaning that no restrictions will be placed on what type of assets will be returned. To limit your search to only one particular type, or certain types of assets only, you use either the field's drop-down list, or the **SELECT TYPES TO SEARCH** window (figure [7-5](#)).

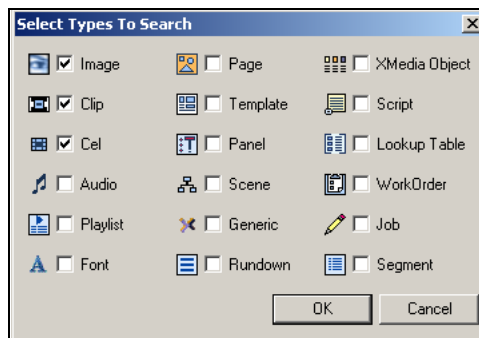




Figure 7-5. You can restrict search results to only certain types of assets

To restrict or limit your search to finding assets of only one specific type:

- Click in the **TYPE** field's text box, or by clicking the drop-down list button , and then select the asset type's name from the list.

Or,


1. Click the  button to the right of the Type field to open the **SELECT TYPES TO SEARCH** window.

The **SELECT TYPES TO SEARCH** window appears.


2. Select the check box of the asset type that you want to restrict results to. Be sure that all of the other check boxes are deselected.
3. Click **OK**.

To find assets of multiple types:

1. Open the **SELECT TYPES TO SEARCH** window:


- Click in the **TYPE** field's text box, or by clicking the drop-down list button , and then select the **MULTIPLE TYPES** from the list.

Or,

- Click the  button to the right of the Type field to open the **SELECT TYPES TO SEARCH** window.

2. Select the check boxes of the asset types that you want to restrict results to. Be sure that all of the other check boxes are deselected.
3. Click **OK**.


To verify or change your multiple types selections:

When more than one asset type has been selected as the Type search criteria, the **TYPE** field will display **MULTIPLE TYPES** label. If you want to verify, or change, which asset types have been selected, open the **SELECT TYPES TO SEARCH** window by clicking the  button to the right of the **TYPE** field. Selected check boxes represent the asset types included in the search, while deselected check boxes represent asset types that are not included in the search.

Keywords

When an asset is created or ingested into the Xmedia Server, the user is asked to provide keywords that are appropriate for identifying or recalling the asset. The keywords become a part of the asset's Keywords property and can be viewed and changed at any time using the Properties Browser. The search tool can use these keywords as searchable identifiers for retrieving assets.

To specify which keywords to use in a standard search:

1. Clicking the  button to the right of the **KEYWORDS** text box on the standard search interface.
 - If there are assets in your system who have keywords associated to them, then a **KEYWORD** window appears listing the available/searchable keywords.
 - If no assets in your system have keywords associated to them, then the **No KEYWORDS EXISTS** window will appear stating: "There are currently no keywords to display". This means that you cannot use the Keywords search field, so click **OK** and base your search criteria on other asset properties
2. Select the keywords that you want to use in your search from the **KEYWORD** window and click **OK**.

The chosen keywords now appear in the Keywords field's text box on the standard search interface.

Description

When an asset is created or ingested into the Xmedia Server, the user is asked to provide a brief description of the asset for identification and/or instructional purposes. This description becomes a part of the asset's properties and can be viewed and changed at any time using the Properties Browser.

The **DESCRIPTION** field allows you to search for assets whose Description property contains specific text. You can type either the asset's exact description, or part of the asset's description in this field. The search tool returns all of the assets whose Description property contains the text.

See [page 7-4](#) regarding the rules that affect the search tool's match criteria.

Author

When an asset is created or ingested into the Xmedia Server, the user is asked to provide the name of the person who created the asset. The name becomes a part of the asset's properties and can be viewed and changed at any time using the Properties Browser.

The **AUTHOR** field allows you to search for assets based on name of the author/person who created the asset. You can type either the exact name in the text box, or part of the author's name and the search tool returns all of the assets whose Author property contains the text.



Recall ID

A Recall ID is usually a unique numeric identifier that is given by the user to panel, template, and/or page assets so that they can be quickly retrieved in production. The Recall ID of a panel, template, or page asset becomes one of its properties and it can be viewed or changed at any time using the Properties Browser.

The **RECALL ID** field allows you to search for assets whose Recall ID number matches the number typed in this field's text box. You can type either the exact number in the text box, or part of the recall ID's number. The search tool returns all of the assets whose Recall ID property contains the numbers specified.

Remember that zero (0) is not a valid Recall ID number, that Recall ID numbers can be a maximum of eight (8) characters, and no two assets can have the same Recall ID.

Date

The **DATE** field on the standard search interface features arrow buttons that display  or hide  the date options (figure 7-6) used in to limit the search results according to the dates that the asset was either created or modified.

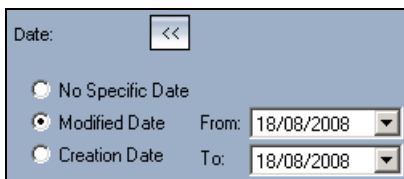


Figure 7-6. The standard search interface's Date options

When displayed, the **DATE** field offers the following three (3) options:

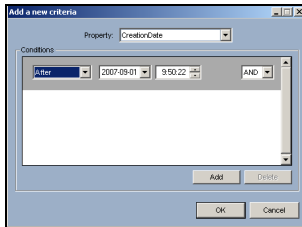
No specific date	When activated, this option applies no date restrictions to the retrieval of asset results. In other words, all assets, irrespective of their creation or modification date, will be included in the search. As such, this is the default state of this field.
Modified Date	When activated, this option restricts the search results to only assets that were modified and saved between the dates specified in the From and To date fields to the right of this option.
Creation Date	When activated, this option restricts the search results to only assets that were created and saved between the dates specified in the From and To date fields to the right of this option.

When you select either the **MODIFIED DATE** or **CREATION DATE** options, you must also set the **FROM** and **TO** date fields that represent the dates between the search tool will limit its results to. You can either type the dates directly into the text box, or select the pull-down button on the right-side of the text box, which opens a calendar user interface. You can then navigate and select the exact date desired. You must specify a valid date for both the **FROM** and the **TO** fields.

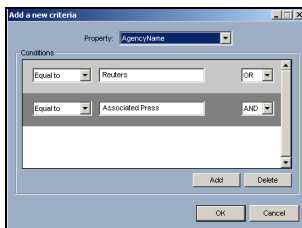
Advanced search criteria fields, controls, and summary

The advanced search interface retrieves assets by performing a query using the search criteria that you build using searchable metadata properties. As figure 7-7 demonstrates, a query can contain one or many search criteria, which are listed in the Criteria panel. However, a search criteria can only contain one property.

A query is based on the set of search criteria listed in the Criteria panel.



Each search criteria contains one metadata property (i.e. CreationDate / AgencyName)



Properties can have one or many conditions. (i.e. the AgencyName property has 2 conditions: Reuters and Associated Press)

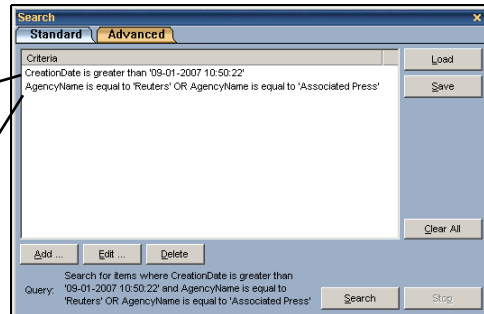


Figure 7-7. An advanced search query is based on the search criteria's metadata properties

You build a search criteria using the **ADD A NEW CRITERIA** window (figure 7-7), which is accessed by clicking the **ADD** button on the advanced search interface. A search criteria must only contain one metadata property, which you select from the **PROPERTIES** drop-down list. You can then set conditions to qualify the property (i.e. **EQUAL TO**, **BEFORE**, **CONTAINS**, **GREATER THAN**...etc.) and specify a specific search string (i.e. text, date, digits...etc.). A functional description of each of the available metadata properties is provided in [“Advanced Search Properties” on page 7-11](#).

A search criteria's property can contain one or many conditions. When using multiple conditions for a property you have to specify in the **CONDITIONS** panel how you want the conditions to interact. Using the **ADD** setting combines the conditions, which generally makes the search more restrictive. Again using figure 7-7 as an example, using the **ADD** conditions setting for the AgencyName property would find assets that were limited to those distributed by Reuters and the Associated Press. Meanwhile, using the **OR** setting provides

a complementary condition, which generally broadens the search. For example, using the **OR** conditions setting for the AgencyName property widens the search results to assets that were distributed by Reuters or the Associated Press.

Once you build the search criteria in the **ADD A NEW CRITERIA** window and click **OK**, it becomes listed in the Search tool's Criteria panel as a search criteria statement.

It is recommended that you verify the logic of your search criteria and query by reviewing the summary statements displayed in the Criteria panel and the Query summary below the Criteria panel (figure 7-8). If these statements are accurate, then you can click the **SEARCH** button to launch the search. If the statements are not exactly what you want, you can edit the search criteria by selecting the criteria statement in the Criteria panel and then clicking the **EDIT** button. The **EDIT AN EXISTING CRITERIA** window appears and allows you to change the property's conditions in the same way that you created the criteria.

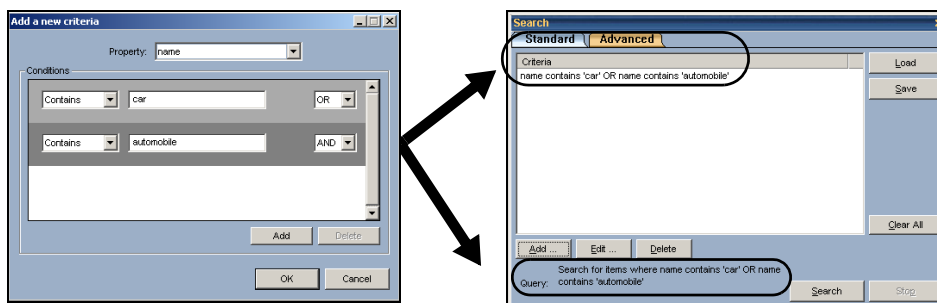


Figure 7-8. The search criteria and query is summarized on the Advanced search tool's interface

If your search criteria is too general, then the Search tool could retrieve more results than are necessary, which could take time and be ineffective. At any time during the search, you can click the **STOP** button which will immediately stop the search at whatever point its at. The results that were retrieved to that point will be displayed in the Results area.

Rather than recreating the same search criteria every time you start a new session, you can save the search criteria to disk using the **SAVE** button and then open the search criteria later using the **LOAD** button. See [“Saving and loading a search criteria” on page 7-25](#) for more information.

NOTE

See [“Performing an advanced search” on page 7-22](#) for precise instructions on how to use the advanced search interface to find assets.

Advanced Search Properties

The effectiveness of the search tool to retrieve the desired assets depends greatly on how you define your search criteria. In other words, what properties you use and the conditions that you set have a major impact on which assets the search tool retrieves.

There are certain rules that you should be aware of that affect the search tool's match criteria for metadata properties:

- A search criteria can only have one property assigned to it, but that one property can have several conditions applied to it. If you want to base the query on several properties, add additional search criteria to the query.
- The search tool is not case-sensitive, so using upper or lower case in the conditions text box when typing in a property's parameter does not affect the search results.
- Pay close attention to the condition settings as they have significant influence on the query. For example, use the **EQUAL TO** setting when you are confident that you can type the asset's exact metadata parameter in the text box. If you are not so confident, use the **CONTAINS** setting instead to potentially get a partial match. Also, use **AND** to combine conditions and **OR** to have conditions compliment each other.

The following table provides functional descriptions of the searchable metadata properties available in advanced search mode:

AgencyName	<p>The AGENCYNAME property represents the name of the news agency (i.e. Reuters, AP, etc.) or organization who distributed the asset. It is equivalent to the AGENCY IPTC field name.</p> <p>Type the news agency's name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
AnnotatedBy	<p>The ANNOTEDBY property represents the name of the person (user's login name) who archived the asset, or who last used the asset.</p> <p>Type the user's login name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

<p>AspectRatio</p>	<p>The ASPECTRATIO property represents the horizontal (X) and vertical (Y) resolution ratio of the asset. It is equivalent to the ASPECT X/Y IPTC field name.</p> <p>Type the aspect ratio in the text box (format: xx:yy), then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>asset_type</p>	<p>The ASSET_TYPE property represents the category of the asset. Select one of the following from the drop-down list:</p> <ul style="list-style-type: none"> • AUDIO • BLOB • CEL ANIMATION • CUSTOMOBJ <p>You can qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>City</p>	<p>The CITY property represents the name of the city the content is focusing on, either the place shown in visual media or referenced by text or audio media. It is equivalent to the INFO CITY IPTC field name.</p> <p>Type the city's name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>ColorType</p>	<p>The COLORTYPE property represents the exposure color of the image. Select one of the following from the drop-down list:</p> <ul style="list-style-type: none"> • BLACK AND WHITE • COLOR (default) • SEPIA <p>Qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO
<p>created_dt</p>	<p>The timestamp of when the asset was first saved in the system.</p>

CreationDate	<p>The CREATIONDATE property represents the date and time that the intellectual content of the news object was created rather than the date of the creation of the physical representation. If no time is given the value should default to 00:00:00. It is equivalent to the CREATION DATE IPTC field name.</p> <p>To set the date, you can either type the date directly in the date field, or click the drop-down button and select the exact date from the calendar tool. Similarly for the time field, you can either type the time directly in the time field, or click the up and down arrow buttons to scroll up/down the time display.</p> <p>Qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • BEFORE • AFTER • BEFORE OR EQUAL • AFTER OR EQUAL
DataFormat	<p>The DATAFORMAT property represents the format of the image when it was ingested.</p> <p>Type the data format type in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
description	<p>The DESCRIPTION property represents a textual description, including captions, of the news object's content.</p> <p>Type the data format type in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
Dimensions	<p>The DIMENSIONS property represents the number of pixels of the width and height of the asset.</p> <p>Type the dimensions in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

<p>DPI</p>	<p>The DPI property represents the picture's pixel resolution expressed as dots per inch (DPI).</p> <p>Type the DPI digits in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • BEFORE • AFTER • BEFORE OR EQUAL • AFTER OR EQUAL
<p>Filename</p>	<p>The FILENAME property represents the file name of the source file containing the news object.</p> <p>Type the file name text in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>GeneralDescription</p>	<p>The GENERALDESCRIPTION property represents a description of the subject matter, not the visual content, often describing circumstances, meaning, and context. It is equivalent to the INFO CAPTION IPTC field name.</p> <p>Type the descriptions text in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>Geo</p>	<p>The GEO property represents keyword(s) pertaining to geographical location. Equivalent to the INFO CITY, PRIMARY LOCATION, or COUNTRY IPTC field names.</p> <p>Type name of a city, country, or other geographic location in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO
<p>GraphicArtist</p>	<p>The GRAPHICARTIST property represents the name of the graphic artist who processed the image.</p> <p>Type the graphic artist's name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

Identifier	<p>The IDENTIFIER property represents a string that uniquely identifies the asset.</p> <p>Type the string in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none">• EQUAL TO• NOT EQUAL TO• CONTAINS
ImageNumber	<p>The IMAGENUMBER property represents a numeric sequence that uniquely identifies the image.</p> <p>Type the number sequence in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none">• EQUAL TO• NOT EQUAL TO• CONTAINS
ImageSource	<p>The IMAGESOURCE property represents the provider of the asset.</p> <p>Type the provider's name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none">• EQUAL TO• NOT EQUAL TO• CONTAINS
Ingestor	<p>The IMAGESOURCE property represents the user login name of the person who performed the ingest, or the system's name if the asset was added using an autoingest.</p> <p>Type the user name or system name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none">• EQUAL TO• NOT EQUAL TO• CONTAINS
IPTC	<p>The IPTC property represents the IPTC header, which was extracted from the image by the system during ingestion.</p> <p>Type the IPTC text in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none">• EQUAL TO• NOT EQUAL TO• CONTAINS

<p>Keywords</p>	<p>The KEYWORDS property represents the keyword(s) pertaining to the given asset. It is equivalent to the INFO KEYWORD IPTC field name.</p> <p>Type the keyword text in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO
<p>modified_dt</p>	<p>The MODIFIED_DT property represents the date and time when the asset was last modified. If no time is given the value should default to 00:00:00. It is equivalent to the MODIFIED DATE IPTC field name.</p> <p>To set the date, you can either type the date directly in the date field, or click the drop-down button and select the exact date from the calendar tool. Similarly for the time field, you can either type the time directly in the time field, or click the up and down arrow buttons to scroll up/down the time display.</p> <p>Qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • BEFORE • AFTER • BEFORE OR EQUAL • AFTER OR EQUAL
<p>name</p>	<p>The NAME property is the asset name as it exists in the system.</p> <p>Type the name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
<p>Notes</p>	<p>The NOTES property represents additional information beyond the scope of the description field.</p> <p>Type the notes in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

ObjectName	<p>The OBJECTNAME property is a shorthand reference for the asset that is passed from the ObjectName IPTC field (e.g. Ferry sinks, or Wall St.).</p> <p>Type the object name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
Orientation	<p>The ORIENTATION property represents the layout of the image area.</p> <p>Select either PORTRAIT or LANDSCAPE from the drop-down list, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO
Photographer	<p>The PHOTOGRAPHER property represents the name of the photographer. It is equivalent to the INFO BY-LINE IPTC field name.</p> <p>Type the photographer's name in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
PictureDescription	<p>The PICTUREDESCRIPTION property represents the description of the visual content of the asset. It might identify what is actually depicted in the asset.</p> <p>Type description in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS
ProcessNotes	<p>The PROCESSNOTES property describes how the image has been altered.</p> <p>Type the editor's notes in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

SizeOnDisk	<p>The SIZEONDISK property represents the memory size of the asset when it was ingested.</p> <p>Type the memory size (bytes) in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • BEFORE • AFTER • BEFORE OR EQUAL • AFTER OR EQUAL
SourceMedium	<p>The SOURCEMEDIUM property represents the type of image source.</p> <p>Select one of the following from the drop-down list:</p> <ul style="list-style-type: none"> • FLAG • LOGO • PHOTO • POSTER <p>You can qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO
Title	<p>The TITLE property represents a concise text that provides a synopsis of the contents of the news object. It is equivalent to the INFO HEADLINE IPTC field name.</p> <p>Type title text in the text box, then qualify the property's search using one of the following conditions:</p> <ul style="list-style-type: none"> • EQUAL TO • NOT EQUAL TO • CONTAINS

Message area: Search status and asset information

When you perform a search, the search's progress and a summary of its outcome (number of results found) is displayed in the message area located above the Results area.

Possible status messages include:

- "Searching XMS... Please wait..."
- "Populating tree view... Please wait..."
- "Populating proxy view... Please wait..."
- "There are no results to display."
- "# Match(es) found on XMS."

Selecting an asset from the Results area displays information about the asset in the message area (figure 7-9). The asset information that is displayed is intended to supplement the information already provided in the results area and help you to identify and evaluate the assets found through the search. The information provided depends on the type of asset that is selected and the view mode that is active in the Results area.

Size: 13579938 Format: TGA		Dimensions: 720×115 Frames: 41		Color Depth: 32
Name	Type	Location	Author	Description
lower_new_	Cel	CelAnimations\Snipe		

Figure 7-9. Asset information is displayed above the Results area

Results area

The Search tool's results area organizes and displays the assets that matched the specified search criteria. There are two modes in which asset can be viewed in the Results area: detailed view or proxy view (figure 7-10). Detailed view mode offers the advantage of instantly seeing detailed information about each asset, as well as being able to sort on a particular column of information (Name, Type, Location...). While proxy view mode provides the advantage of seeing a visual image of each asset.

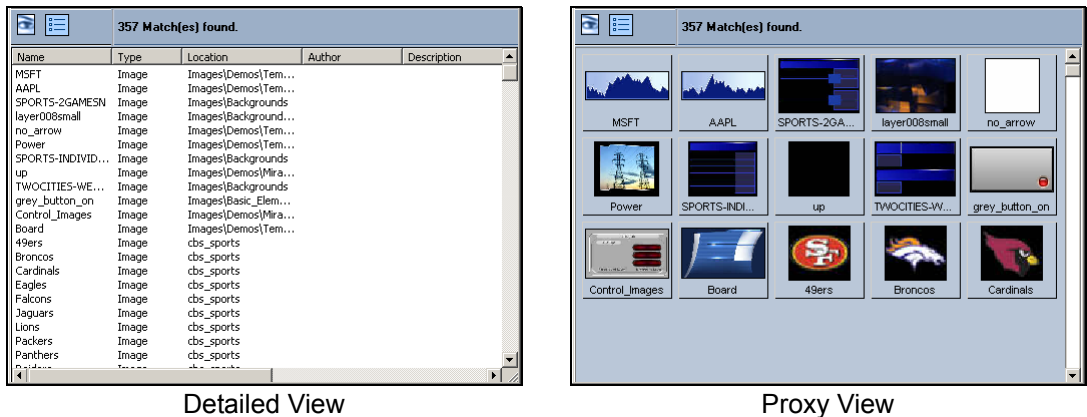


Figure 7-10. The Search tool has two modes for viewing search results: Detailed and Proxy

Detailed view mode

The search interface's detailed view mode lists the assets in a table format in the Results area (see figure [7-10](#)). Each row represents an asset that matched the search criteria and displays the following information for each asset (if available):

- Name
- Type
- Directory location
- Author
- Description
- Recall ID
- Date Modified
- Date Created

NOTE

See "[Standard search criteria fields and controls](#)" on page [7-4](#) for a description of these categories.

To activate Detailed view mode:

- Click the **DETAIL VIEW** button  located above the Results table.

Selecting the table headings in the results area allows you to quickly sort the results table based on that column's results. Also, when you select the asset from the results table, additional information about the asset is displayed in the message area above the Results area.

Double-clicking on clips, cel animations, images and audio assets in the results area will actually open the asset on an appropriate canvas.

Proxy view mode

The search interface's proxy view mode allows you to quickly recognize the assets in the Results area by displaying them as thumbnail images (see figure [7-10](#)).

To activate Proxy view mode:

- Click the **PROXY VIEW** button  located above the Results table.

When you select the asset from the results table, additional information about the asset is displayed in the message area above the Results area. Double-clicking on clips, cel animations, images, and audio assets opens the preview window.

Performing a standard search

Standard search mode retrieves assets from your system using basic asset properties that are set when the asset is created or ingested, like the asset's name, keywords, type of asset, among others. The standard search mode is effective for retrieving the majority of assets, and is therefore highly recommended in most circumstances. An advanced search mode is also available, which uses the asset's searchable metadata properties when executing a query. Metadata properties are sophisticated identifiers that are mainly used by press and other media agencies to identify and archive assets. Not all assets on your system have metadata properties, or metadata properties that are complete, so it is recommended to use the advanced mode only in particular cases.

How you define your standard search criteria often depends upon what information you have about the assets that you are looking for, and how broad or narrow you want the scope of your search to be. As such, it is impossible to describe one way of performing a standard search for assets. The procedure below describes a generic workflow for performing a standard search. Additional information and instructions for using the standard search fields is available in [“Standard search criteria fields and controls” on page 7-4](#).

To perform a standard search mode query:

1. With the Search tool open and the Standard tab selected, define your search criteria parameters by selecting and setting the search criteria fields.
2. Once the appropriate search fields are set, click the **SEARCH** button to launch the search.

The search's progress status and results summary appears in the message area. As well, the results of the search are listed/displayed in the Results area.

3. Browse through the results and locate the desired asset(s).
In detailed view mode, you can sort the results table by selecting the appropriate column heading.
When you select an asset in the Results area, additional information about the asset is displayed in the message area above the Results area.
4. Once you have located an desired asset, there are several things that you can do, but they depend on the type of asset and the view mode of the Results area:
 - You can open certain assets by double-clicking the asset's listing/thumbnail in the Results area. See [“Results area” on page 7-19](#) for more information.
 - When the Results area is in Proxy view mode, you can drag-and-drop some asset types from the Results area to your canvas. See [“Results area” on page 7-19](#) for more information.
 - You can use the location, type, and name information from the Results area to locate the asset in the Asset Browser.

If the search tool did not find the asset(s) that you were looking for, then return to step 1 and redefine your search criteria. If the asset(s) that you desire have metadata properties, perhaps use the advanced search mode to find the asset(s) using metadata properties.

Performing an advanced search

The advanced search mode retrieves assets by performing a query using the search criteria that you build using searchable metadata properties. Metadata properties are sophisticated identifiers that are mainly used by press and other media agencies to identify and archive assets. Not all assets on your system have metadata properties, or metadata properties that are complete. This being said, the advanced search mode should only be used to retrieve assets that have metadata properties. Otherwise, use the standard search mode to retrieve assets that do not have metadata properties.

How you define your search criteria often depends upon what information you have about the assets that you are looking for, and how broad or narrow you want the scope of your search to be. As such, it is impossible to describe one way of performing an advanced search for assets. Therefore, the following sections describe the procedures that allow you to use the advanced search interface rather than how to perform a search. Use the procedures that best suit your needs.

- [Creating a query that uses a single property](#)
- [Creating a query that combines multiple properties](#)
- [Editing a search criteria's property conditions](#)
- [Saving and loading a search criteria](#)
- [Removing search criteria](#)

Creating a query that uses a single property

You can create an advanced search criteria that bases its search on only one metadata property. For example, if you wanted to retrieve all of the assets on your system that were provided by the Reuters news organization, you would only need to build a single search criteria using a single property, **AGENCYNAME**.

You may also want to create and save a series of individual single property search criteria that you can then quickly load back into the search tool allowing you to mix and match criteria in future queries.

To create a single property search criteria:

1. With the Search tool open and the advanced tab selected, click the **ADD** button.
The **ADD A NEW CRITERIA** window appears.
2. Select from the **PROPERTY** drop-down list the metadata property that you want to base the search on.
3. Set the conditions of the property by filling in the field's text box and then selecting the appropriate condition qualifier from the drop-down list to the left of the text box.
4. Click **OK**, and the single property search criteria is summarized in the **CRITERIA** panel and **QUERY** message areas on the search interface.

Similarly, you can create an advanced search criteria that bases its search on multiple conditions for the same property. For example, if you want to find all of the assets on your system that were provided by the Reuters or the Associated Press news agencies. Or, if you wanted to find all assets that were created after January 1st, 2007, but before March 1st, 2007.

To create a single property search criteria that uses multiple conditions:

1. With the Search tool open and the advanced tab selected, click the **ADD** button.
The **ADD A NEW CRITERIA** window appears.
2. Select from the **PROPERTY** drop-down list the first metadata property that you want to base the search on.
3. Set the conditions of the property by filling in the field's text box and then selecting the appropriate condition qualifier from the drop-down list to the left of the text box.
4. Add an additional property to the same criteria by selecting the Add button on the **ADD A NEW CRITERIA** window.
A new row appears in the Conditions panel on the **ADD A NEW CRITERIA** window.
5. Select from the **PROPERTY** drop-down list the second metadata property that you want to base the search on.
6. Set the conditions of the property by filling in the field's text box and then selecting the appropriate condition qualifier from the drop-down list to the left of the text box.
7. Return to the Conditions row for the first property and select from the drop-down list on the right, how you want the two properties to be associated in the search. Select **AND** if you want the search to find results that meet both conditions. Select **OR** if you want the search to find results that meet either the first or the second property conditions.
8. Repeat steps 4 to 7 to add additional properties to the search criteria.
Otherwise, click **OK**.
The multiple property search criteria is summarized in the **CRITERIA** panel and **QUERY** message areas on the search interface.

Creating a query that combines multiple properties

You can create an advanced search query that bases its search on the combination of multiple search criteria. For example, if you want to find all of the assets on your system that were provided by the Reuters news organization after a certain date, you would create a search criteria that uses the **AGENCYNAME** property and another that uses the **CREATIONDATE** property.

To create a query that combines multiple properties:

1. With the Search tool open and the advanced tab selected, click the **ADD** button.
The **ADD A NEW CRITERIA** window appears.
2. Select from the **PROPERTY** drop-down list the metadata property that you want to base the search on.
3. Set the conditions of the property by filling in the field's text box and then selecting the appropriate condition qualifier from the drop-down list to the left of the text box.
4. Click **OK** and the first search criteria is added to the **CRITERIA** panel on the Search interface.
5. Again, click the **ADD** button on the Search interface.
The **ADD A NEW CRITERIA** window appears.

6. Select from the **PROPERTY** drop-down list the metadata property that you want to base the search on.
7. Set the conditions of the property by filling in the field's text box and then selecting the appropriate condition qualifier from the drop-down list to the left of the text box.
8. Repeat steps 5 to 7 to add additional search criteria. Otherwise, click **OK**.
9. Verify that the search criteria accurately summarized in the **CRITERIA** panel and **QUERY** message areas on the search interface. If it is what you desire then launch the search by clicking the **SEARCH** button. If it is not, then select the faulty search criteria and click the **EDIT** button to make the appropriate changes.

Editing a search criteria's property conditions

The Search tool allows you to easily edit the conditions of a property of an existing search criteria. The following procedure describe how you can change the property's existing settings, add a new condition to the search criteria, or remove a condition.

To edit a search criteria:

1. Select the search criteria from the **CRITERIA** panel on the Search interface.
2. Click **EDIT** on the Search interface.
The **EDIT AN EXISTING CRITERIA** window appears.
3. Edit the search criteria's property conditions:
 - To change an existing property condition's setting, edit the property's conditions directly in the field.
 - To add an additional property condition, click the **ADD** button on the **EDIT AN EXISTING CRITERIA** window. A new row appears in the **CONDITIONS** panel and you can set its conditions.
 - To remove a property's condition from the search criteria, select the condition row in the **CONDITION** panel and click the **DELETE** button on the **EDIT AN EXISTING CRITERIA** window. The row is immediately removed.
4. Click **OK**, and verify that the search criteria summary in the **CRITERIA** panel and **QUERY** message areas reflect the desired changes to the search criteria.

Saving and loading a search criteria

You may find yourself frequently using the same type of search criteria when retrieving assets. If so, it is inefficient to always create the search criteria from scratch. Therefore, we recommend that you create and save a set of search criteria that you might frequently use and load them when necessary. You may still need to specify the search terms, but you won't have to recreate the search criteria. Another advantage is that you will quickly be able to mix and match search criteria in future queries.

To save and load a search criteria:

1. Select the search criteria from the **CRITERIA** panel on the Search interface.
2. Click **SAVE** on the Search interface.
The **LOAD A QUERY FROM DISK** window appears.
3. Navigate to the directory location where you would like to store the search criteria. Provide a filename and click **SAVE** on the **LOAD A QUERY FROM DISK** window. The search criteria is saved as a query with a `.qry` file extension. A **SAVE** window appears to confirm that the Query (search criteria) was saved successfully. Click **OK**.

To load a saved search criteria:

1. Click **LOAD** on the Search interface.
The **LOAD A QUERY FROM DISK** window appears.
2. Navigate to the directory location where the query file (`.qry`) is stored. Select the desired query file and click **OPEN** on the **LOAD A QUERY FROM DISK** window.
The query (search criteria) is added to the **CRITERIA** panel on the Search tool's interface.

Removing search criteria

When your query involves several search criteria, you may want to eliminate one or all of the search criteria. The following procedures describe how to remove an individual search criteria, or clear all of the search criteria. Note that if the criteria has not been saved, the criteria will be lost. However, if it has been saved then it will still be available on disk to be used in future searches using the Load feature.

To remove one search criteria:

1. Select the desired search criteria from the **CRITERIA** panel on the Search interface.
2. Click **DELETE** on the Search interface.
The **DELETE A CRITERIA** window appears and asks you to confirm that you want to delete the criteria.
3. Click **YES** to delete the criteria, and the criteria is automatically removed from the Search interface.

To remove all of the search criteria currently listed on the Criteria panel:

1. Click **CLEAR ALL** on the Search interface.
The **CLEAR ALL CRITERIA** window appears and asks you to confirm that you want to delete all of the criteria from the current query.
2. Click **YES** to delete the criteria, and the criteria are automatically removed from the **CRITERIA** panel.

8 APPENDIX C - CREATING AND USING WORK ORDERS

While searching for an asset or perusing the contents of the Xmedia Server, you may realize that the system does not contain a specific image or video clip asset that you require for your template-based page. In such a case, Xplorer allows you to access to the Vertigo Suite's work order system. A work order is a documented request to your graphics department that an asset with specific requirements be created and ingested into the Xmedia Server. Xplorer also allows you to view all of the work orders and jobs on your system through the Asset Browser's Work Orders and Jobs categories.

The following sections describe creating and using work orders and jobs in the context of the Xplorer application:


- ["Creating a new work order" on page 8-2](#)
- ["Viewing existing work orders and/or jobs" on page 8-4](#)
- ["Adding a job to an existing work order" on page 8-6](#)
- ["Removing a work order or job from the XMS" on page 8-8](#)

Creating a new work order

If the Xmedia Server does not contain an image or video clip asset that you require for your template-based page, you can create a work order and job request. The work order's job requests that your graphic arts department create an asset that fulfills your prescribed specifications and requirements and then ingest it into the system for your use.

Before creating a work order or job from the Xplorer application, your Xmedia Server system must first be configured to contain a work order workflow. You must also have the correct permission settings in your user profile to allow you to create work orders and jobs.

To create a new work order:

1. Ensure that the Enable Work Orders setting is enabled (**TOOLS>SETTINGS>WORK ORDER** tab).
2. Select the **WORK ORDER** button  from the Xplorer toolbar.
3. Each time you begin a new Xplorer session and you attempt to create or access a work order or a job, the **VERTIGOXMEDIA LOGIN** window (figure 8-1) appears and prompts you to sign in using a user name and password. If you do not have a user name and password, contact your IT department and ask them to add you to the Xmedia Server's **WORKFLOW>USERS** properties in the Xmedia Server's control panel.

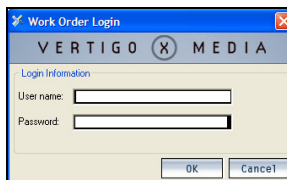


Figure 8-1. Work Order Login window

Once you enter your user name and password, click **OK** and the Work Order Window appears (figure 8-2).

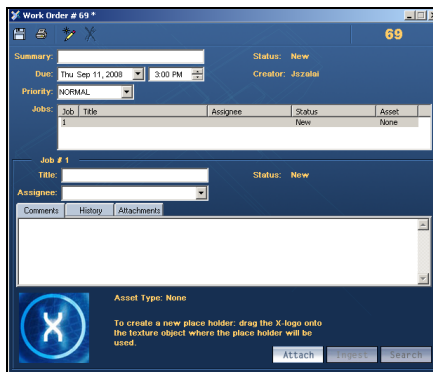



Figure 8-2. The Work Order window

NOTE


The entire login step is avoided if the Windows user name matches the user name in the XmediaServer Properties' Workflow options. If this is the case, then the user will automatically be logged on under the logged in name and the **VERTIGOXMEDIA LOGIN** window does not even appear.

4. In the **SUMMARY** text box, type a short description of what playlist or rundown the work order applies to (i.e. 11PM news).
5. In the **DUE** field, specify the date and time by which all of the jobs in the work order are required to be finalized in the system. You can either type the date directly in the date text box, or click the drop-down arrow to open and use a calendar to select the date. Similarly, you can either type the time in the text box, or select use the up and down arrows.
6. In the **PRIORITY** drop-down list, select one of the available priority levels to indicate to the graphic arts department the urgency of the work order request. The priority levels are: **LOW**, **NORMAL**, **HIGH**, and **URGENT**. The meaning and use of the priority levels should be determined within your organization and configured in the Priorities workflow options on the XMS Panel application.
7. The first job is automatically created when the work order is created. The job is already listed in the Jobs table and its properties are ready to be filled in. Instructions for creating an image or clip job request are provided on [page 8-6](#).
8. Once the page(s) are created for the work order, you must save the work order by clicking the **SAVE** button  in the toolbar.
9. The Work Order dialog automatically closes and the new work order is entered into the system.

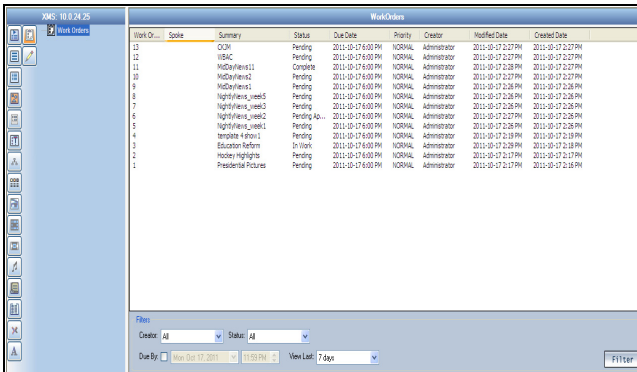
Viewing existing work orders and/or jobs

All saved work orders and jobs are stored on the Xmedia Server. You can view and open existing work orders and jobs using Xplorer's Asset Browser and Asset Gallery.

To view a list of the existing work orders and open a specific work order:

1. Select the XMS in the Xplorer Device Viewer.
2. Select the **WORK ORDERS** root category icon  in the Asset Browser.

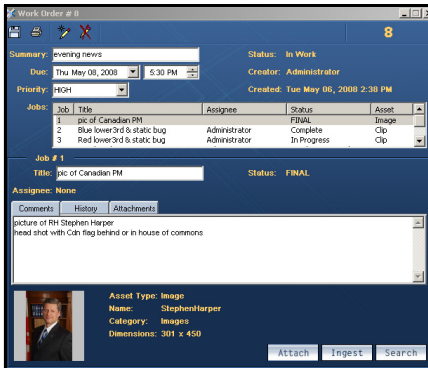
A list of all of the existing work orders now appears in the Asset Gallery (figure 8-3).



Work Order	Spoke	Summary	Status	Due Date	Priority	Creator	Modified Date	Created Date
11	CDN		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:27 PM	2011-10-17 2:27 PM
10	MBC		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:27 PM	2011-10-17 2:27 PM
11	McDermott1		Complete	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:28 PM	2011-10-17 2:27 PM
10	McDermott2		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:27 PM	2011-10-17 2:27 PM
9	McDermott3		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:28 PM	2011-10-17 2:28 PM
8	NightNews_need1		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:28 PM	2011-10-17 2:28 PM
7	NightNews_need2		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:28 PM	2011-10-17 2:28 PM
6	NightNews_need3		Pending Now	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:27 PM	2011-10-17 2:28 PM
5	NightNews_need4		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:28 PM	2011-10-17 2:28 PM
4	Presidents Reform		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:19 PM	2011-10-17 2:19 PM
3	Educator Reform		In Work	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:19 PM	2011-10-17 2:19 PM
2	Newspapers		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:19 PM	2011-10-17 2:19 PM
1	Presidents Pictures		Pending	2011-10-17 6:00 PM	NORMAL	Administrator	2011-10-17 2:17 PM	2011-10-17 2:16 PM

Figure 8-3. Work Orders listed in the Asset Gallery

3. Optional - If you cannot find the work order that you are looking for, use the Filters tool in the lower portion of the Asset Gallery to place restrictions on the listing.
4. To open a work order, simply double-click the work order's row in the Asset Gallery's list. The Work Order window opens and displays all of the work order information and lists the jobs associated with the work order (figure 8-4).



Work Order # 8

Summary: evening news Status: In Work

Due: Thu May 08, 2008 6:30 PM Creator: Administrator

Priority: HIGH Created: Tue May 08, 2008 2:38 PM

Job #	Title	Assignee	Status	Asset
1	pic of Canadian PM		FINAL	Image
2	Blue lower 3rd & static bug	Administrator	Complete	Clip
3	Red lower3rd & static bug	Administrator	In Progress	Clip

Job # 1 Title: pic of Canadian PM Status: FINAL

Assignee: None

Comments: None Attachments


picture of RH Stephen Harper
need shot with Cam flag behind or in house of commons

Asset Type: Image
Name: StephenHarper
Category: Images
Dimensions: 301 x 450

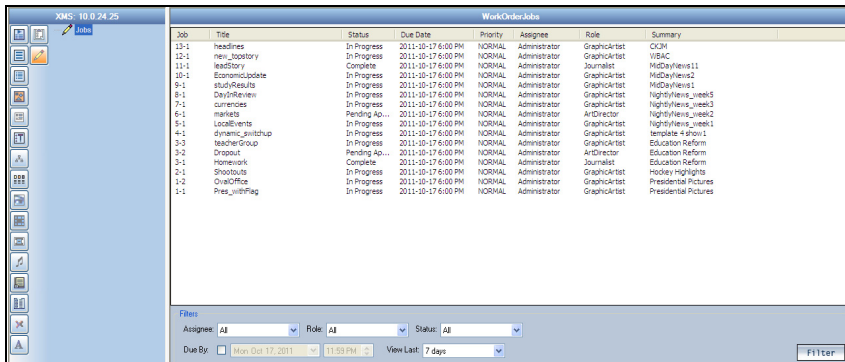
Attach Ingest Search

Figure 8-4. An existing Work Order form

To view a list of the existing jobs and open a specific job:

1. Select the XMS in the Xplorer Device Viewer.
2. Select the **JOBS** root category icon  in the Asset Browser.

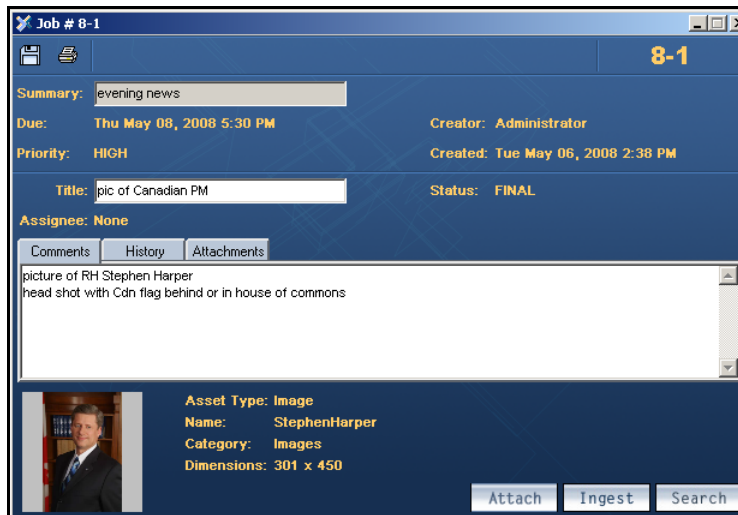
A list of all of the existing jobs now appears in the Asset Gallery (figure 8-5).



Job	Title	Status	Due Date	Priority	Assignee	Role	Summary
12-1	Headlines	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	CCM
12-1	new_lobby	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	VISAC
11-1	leadStory	Complete	2011-10-17 6:00 PM	NORMAL	Administrator	Journalist	MidDayNews11
10-1	Economicupdate	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	MidDayNews2
9-1	studResults	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	MidDayNews1
8-1	DailyNews	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	NightNews_week5
7-1	currencies	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	NightNews_week3
6-1	markets	Pending Ap...	2011-10-17 6:00 PM	NORMAL	Administrator	ArDirector	NightNews_week2
5-1	localvents	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	NightNews_week1
4-1	dynamic_switchup	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	template # show 1
3-2	teacherGroup	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	Education Reform
3-2	Dropout	Pending Ap...	2011-10-17 6:00 PM	NORMAL	Administrator	ArDirector	Education Reform
3-1	Homework	Complete	2011-10-17 6:00 PM	NORMAL	Administrator	Journalist	Education Reform
2-1	Showouts	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	newsy #signets
1-2	OvaOffice	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	Presidential Pictures
1-1	Preg_vinPflag	In Progress	2011-10-17 6:00 PM	NORMAL	Administrator	GraphicArtist	Presidential Pictures

Figure 8-5. Jobs listed in the Asset Gallery

3. Optional - If you cannot find the job that you are looking for, use the Filters tool in the lower portion of the Asset Gallery to place restrictions on the listing.
4. To open a specific job, simply double-click the job's row in the Asset Gallery's list. The Job window opens and displays all of the information associated with the job (figure 8-6).



Job # 8-1

Summary: evening news

Due: Thu May 08, 2008 5:30 PM **Creator:** Administrator

Priority: HIGH **Created:** Tue May 06, 2008 2:38 PM

Title: pic of Canadian PM **Status:** FINAL

Assignee: None

Comments: History Attachments

picture of RH Stephen Harper
head shot with Cdn flag behind or in house of commons

Asset Type: Image
Name: StephenHarper
Category: Images
Dimensions: 301 x 450

Attach Ingest Search

Figure 8-6. The Jobs window for a specific job

Adding a job to an existing work order


To add a new job to an existing work order:

1. Open an existing work order. See [“Viewing existing work orders and/or jobs” on page 8-4](#) for instructions.

The **WORK ORDER** window appears and displays all of the work order information and lists the jobs associated with the work order (figure 8-7).



Figure 8-7. The Work Order list the current jobs

2. To add a new job, select the **ADD JOB** button  in the Work Order toolbar. A job is added to the Jobs list.
3. In the **TITLE** field, type a short title that describes the subject of the image or clip requested.
4. In the **ASSIGNEE** field, select from the drop-down list the name of the person that you want to assign the job to (i.e. the name of the graphic artist).

NOTE

The user names that appear in the Assignee drop-down list are limited to only those who are assigned the same role as the Target Role setting on the Assign Transition's properties on the XMS Panel application. Therefore, if the desired user's name does not appear in the Assignee list, verify that the user's role and the Assign transition's properties match.

5. In the **COMMENT** tab's text box, provide instructions and/or specifications to guide the graphic artist, so that they can provide you with an image or clip that meets your specific requirements.

NOTE

You can save a job without a placeholder, then use the Search or Ingest buttons to locate and attach a placeholder to the job. This placeholder will not exist on any page at this point, but it can be dragged afterward onto a page, or simply left alone in its category.



Note that in the distributed work order case, on the hub the Ingest and Search buttons are disabled for empty-placeholder jobs because only spokes are allowed to make placeholders for distributed work orders.

6. Click the **SAVE WORK ORDER** button to save the job and the work order.
If no Assignee was specified for the job, then the Job's status becomes **PENDING** and the assignment must be done as a separate step.
If however, an assignee was specified the job's status becomes **IN PROGRESS** and the job is sent to the assignee.

Removing a work order or job from the XMS

As a content management tool for the Xmedia Server, Xplorer is able to remove (delete) unwanted work orders and jobs from the Xmedia Server.

To delete a work orders or job from the Xmedia Server:

1. Select the XMS in the Xplorer Device Viewer.
2. Select the **WORK ORDERS** root category icon  or the **JOBS** root category icon  in the Asset Browser.
A list of all of the existing work orders or jobs appears in the Asset Gallery.
3. Optional - If you cannot find the work order or job that you are looking for, use the **FILTERS** tool in the lower portion of the Asset Gallery to place restrictions on the listing.
4. Select the work order or job that you want to remove, or to select multiple work order/jobs, press the **SHIFT** key as you click on each one for consecutive selections, or press the **CTRL** key to select a grouping of non-consecutive work orders/jobs.
5. Right-click on the selection and select the **DELETE** command.
6. The **DELETE WORKORDER** window appears and asks you to confirm your intention to delete the work order(s) or job(s).
7. Click **OK**.