



# Xplay

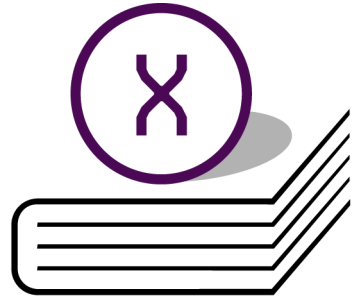
Media Event Sequencer

## User Manual

M852-0800-480

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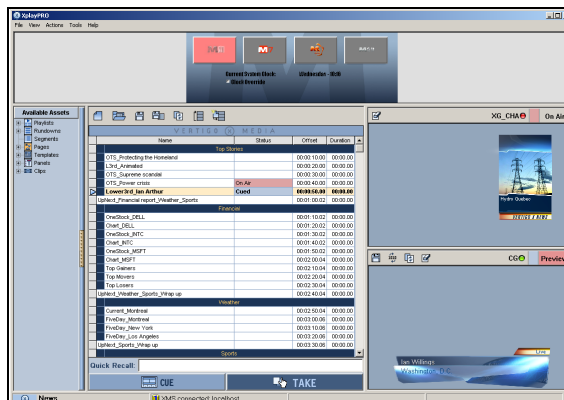




Vertigo Suite v.4.8

**Xplay**  
Media Event Sequencer

# User Manual



Miranda

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## Printed in Canada

### Document Identification

- **Title:** Xplay User Manual
  - **Part number:** M852-0800-480
  - **Software version:** Vertigo Suite v.4.8
  - **Last revised:** June 21, 2012
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### 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

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# 1 INTRODUCING XPLAY

Xplay is the Vertigo Suite's application for controlling and previewing the playout of media and graphics. The management and playout of the playlist can be either operator-controlled using the Xplay user interface or through an external automation system. Xplay's versatility also allows you to control playout on multiple devices, multiple channels, and/or multiple layers on a channel all from a single interface.



Figure 1-1. Xplay allows you to preview and control the playout of playlist elements

In situations where operator-control over the playlist is appropriate, Xplay allows you to:

- Create new playlists that contain pages, clips and/or templates
- Create new pages and add them to a playlist
- Edit existing playlists and pages either prior to playout, or on the fly during the broadcast
- Send completed playlists to air on one or more playout devices in real-time using manual control techniques, or with the assistance of customizable run-time control panels

In newsroom environments, Xplay is the media event sequencer which controls the playout of rundowns in a similar way that it controls the playout of traditional playlists. Using the

MOS protocol, the newsroom computer system (NRCS) sends the rundown information to Xplay, which previews and plays out on Vertigo playout devices (figure 1-2).

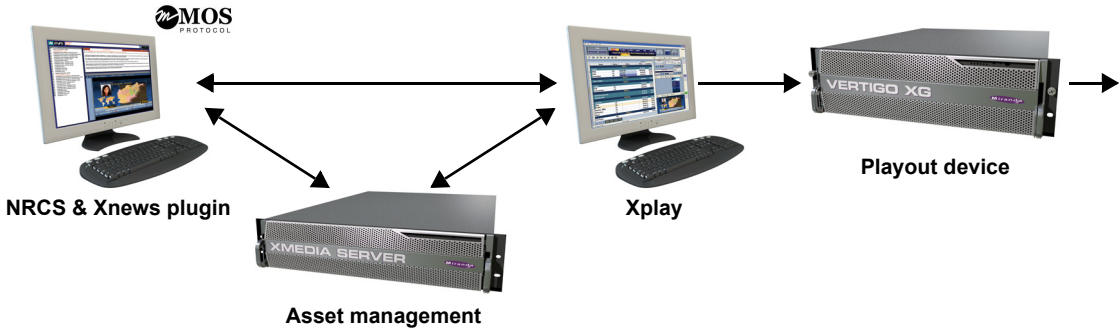


Figure 1-2. Xplay also acts as the media event sequencer in newsroom environments

Upon receipt of the rundown, Xplay recalls the graphics pages from the Xmedia Server and then plays out the dynamic news sequences with live data mapped to the appropriate graphic template fields. Customized control panels at the top of the Xplay interface can be used for manual operation. Since Xplay's device views show a preview of the device's playout, you can also make last minute changes to the graphics. The **Xnews User Manual** provides more information about the Vertigo news graphics workflow.

Xplay can also be used to allow third-party automation systems, like Pharos, Pebble Beach, Harris (ADC), and Floralca, to control Vertigo playout devices (i.e. Vertigo XG and Intuition XG). Figure 1-3 demonstrates that automation commands are sent using standard automation controls protocols for graphics playback either through a serial or TCP/IP connection. Xplay receives these commands from automation to control the device and the device sends back status messages. See "[Controlling Xplay devices using automation protocols](#)" on page 5-1 for more information.

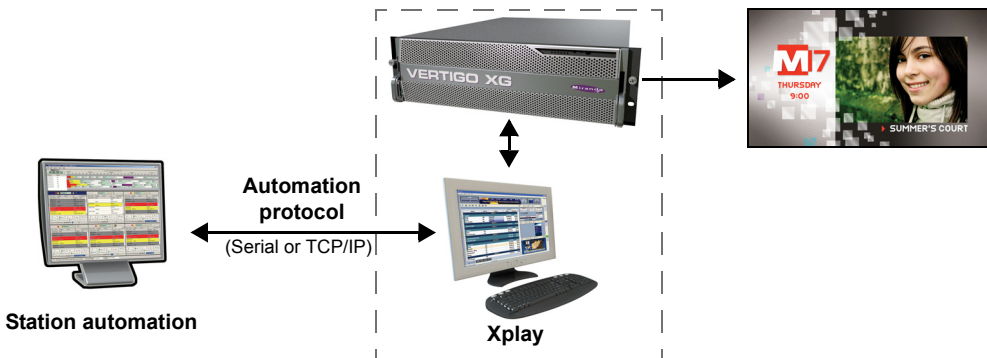


Figure 1-3. Xplay allows third-party automation systems to control Vertigo playout devices

## 2 GETTING STARTED WITH XPLAY

Xplay can be used to preview and control the playout of media and graphics on a single or multiple devices and this can be done either manually or through automation. As such, the procedures for installing and configuring Xplay are depend upon its intended use.

The following sections provide information and instructions for how to install, configure and become familiar with Xplay's user interface:

- ["Installation and licensing information" on page 2-2](#)
- ["Starting Xplay and connecting to the Xmedia Server" on page 2-3](#)
- ["Overview of the Xplay interface" on page 2-4](#)
- ["Configuring Xplay's settings" on page 2-7](#)
- ["Adding and connecting Xplay to playout devices" on page 2-8](#)

## Installation and licensing information

When playout is to be controlled manually by an operator, Xplay is typically installed and configured on a client computer that is connected via a local-area network to the playout devices. However, when the playout is to be controlled by an external automation system, Xplay is installed and configured directly on the Vertigo playout device (i.e. Vertigo XG or Intuition XG).

Regardless of where it is installed, Xplay 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 Xplay, are available in the Vertigo Suite's **Release Notes**, which can be downloaded from the **Miranda Technical Support Services** web site.

### **NOTE**

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Unlike most other Vertigo Suite applications, Xplay **does not** require a software application license.

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## Starting Xplay and connecting to the Xmedia Server

When you initially launch Xplay, a dialog box appears and asks you to configure the server location. As a client application, Xplay must be connected to the Xmedia Server, which is the centralized asset management server for Vertigo applications and devices.

Since you have only just installed Xplay, the first task that you must do is to connect Xplay to the Xmedia Server.

### To start Xplay and connect to the Xmedia Server:

1. Click **START>PROGRAMS>VERTIGOXMEDIA>XPLAY**.
2. When the message asking you to configure the server location, click the **YES** button.  
The **SETTINGS** dialog box appears.

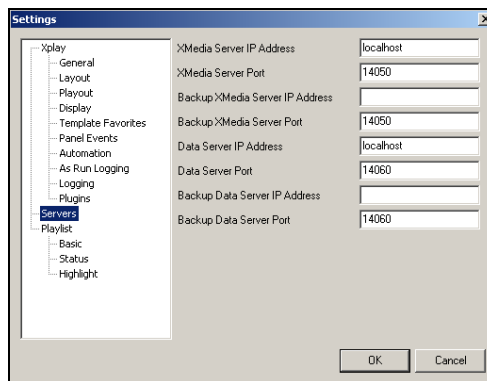


Figure 2-1. Settings dialog box

3. Click **SERVERS** in the tree view at left. This displays the settings related to the Xmedia Server (see [page 9-15](#) for more information about Xplay's Server settings).
4. In the **XMEDIA SERVER IP ADDRESS** field, replace **<server IP>** with the IP address of the machine hosting the Xmedia Server.
5. 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.
6. Click **OK**.

Xplay launches. If the program does not launch, 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.

# Overview of the Xplay interface

While some of the Xplay interface components remain constant, others are customizable using Xplay's settings. Figures 2-2 and the following descriptions identify the Xplay's main interface components and provide a brief functional description of each.

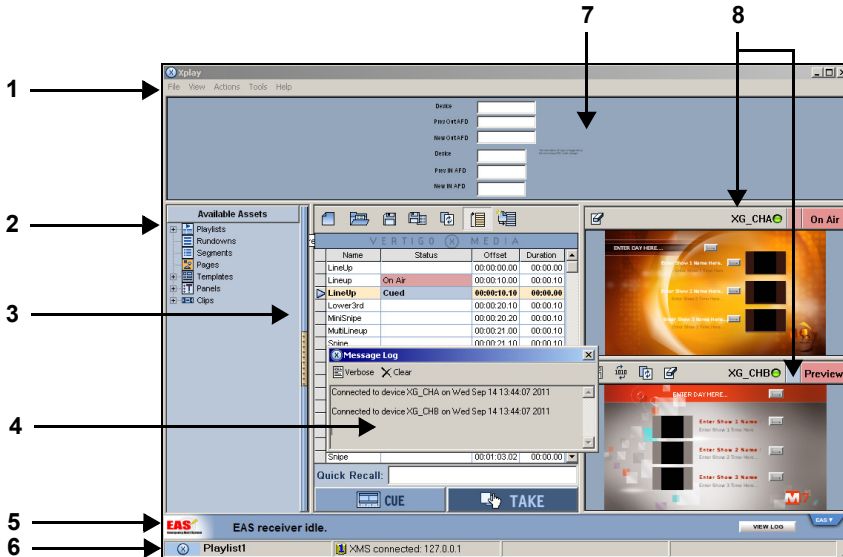



Figure 2-2. Xplay set to Manual playout mode and On-Air Preview layout mode

1. **Main menus:** Located along the top of the interface, these menu commands provide access to most of Xplay's settings and administrative functions. See ["Xplay's menu commands"](#) on page 6-2 for more information.
2. **Asset Browser:** The Asset Browser, which is located within a collapsible panel, provides a tree view of assets stored on the Xmedia Server. You can use the Asset Browser to locate and load a rundown into Xplay, as well as to add pages, clips, templates and/or scenes to an open playlist.
3. **Playlist Editor:** The Playlist Editor is the workspace where an opened playlist is displayed. Playlist elements (segment headings, pages, clips, comments...etc.) are organized in a sequential list.
  - The buttons along the top of the window are used for loading and managing playlists. These buttons allow you to open a new playlist, as well as save, reload, loop... the playlist and its elements.
  - The **QUICK RECALL** field, which can be hidden/exposed using the **VIEW>QUICK RECALL** command, allows you to quickly locate and insert a page, clip, template and/or scene into the playlist using the asset's Recall ID property.
  - The Playlist Editor's global **CUE** and **TAKE** buttons allow you to control the timing of when the playlist elements appear on air.



4. **Message Log:** Xplay's Message Log window alerts you to possible errors or operational events that may impede or adversely affect your payout. For example, the Message Log will alert you if Xplay's connection to the Xmedia Server (XMS) or to an output device is disconnected or re-connected.

The Message Log window is conveniently displayed as a floating window upon start up and each time a new message is added to the Message Log.

You can hide the Message Log window by clicking the window's **CLOSE** button . To reopen the Message Log window at anytime, select the **VIEW>OPEN MESSAGE LOG** command or press **CTRL + M**.

Rather than a floating window, the Message Log window can be set as an embedded window in the Xplay interface (figure 2-3). To embed the Message Log window, set the **Tools>Settings>Layout>Show embedded message window** setting.

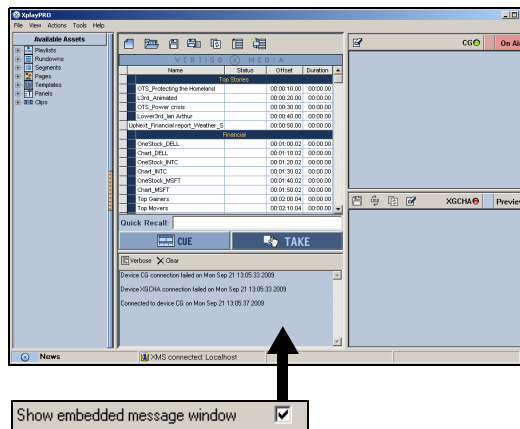




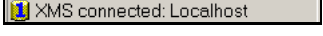




Figure 2-3. Xplay's Message Log window can be floating or embedded

5. **EAS Status bar:** When Xplay is configured to support the Emergency Alert System (EAS), the EAS Status bar provides operators with a quick visual of the EAS receiver's status and any current event messages. See [“Appendix C - Using Xplay to support the Emergency Alert System \(EAS\)” on page 8-1](#) for more information.
6. **Xplay's Status bar:** Xplay's status bar identifies the name and status of the currently loaded playlist, as well as Xplay's connection status to the Xmedia Server. The following table describes the possible status information that is displayed in each of the categories:

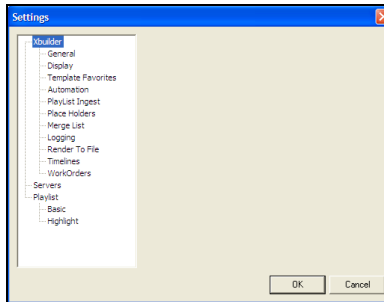
 HD_News	The <b>X</b> logo indicates that a basic Vertigo Suite playlist is loaded in the Playlist Editor. The logo is followed by the playlist's name.
 News *	The asterisks beside the playlist's name indicates that unsaved edits have been made to the playlist.

	Xplay's <b>FILTER PAGES BY DEVICE</b> setting is enabled and some playlist elements were removed because they were not assigned to a device. See <a href="#">page 2-11</a> for more information.
	The MOS logo indicates a rundown (playlist) is currently loaded in Xplay. Rundowns are a type of playlist normally used for MOS news broadcasts.
	Xplay is properly connected to the Xmedia Server whose name or IP address is indicated.
	When this section of the Status bar turns red, Xplay is has lost its connection to the Xmedia Server whose name or IP address is indicated. See <a href="#">page 2-26</a> for more information.
	Alerts or warns you that the <code>Xplay.ini</code> file, which is located in <code>C:\Program Files\VertigoXmedia\Apps</code> , is currently in an unwritable state. This means that Xplay is currently not able to save any of the Xplay settings upon shutdown.

7. **Toolbar Panel:** Any panel opened for use with the playlist will be displayed in a panel directly under Xplay's menu bar. When a panel is open, you can display or hide the entire control panel area by selecting or deselecting **VIEW>TOOLBAR PANEL**. The panel area can be resized by dragging from its bottom borders downwards. You can also zoom in/out of the panel by using the mouse wheel. See ["Using a panel to control an additional keyer level on a device" on page 4-20](#) for more information.
8. **Device Views:** Xplay's **GENERAL** settings (**TOOLS>SETTINGS**) allow you to set the **LAYOUT** setting to either **MULTI-DEVICE** or **ONAIR-PREVIEW**, which affects the appearance of Xplay's Device Views. The Device Views allow you to see a visual representation of the playlist element that is either being cued or currently being played out on a device.
  - **MULTI-DEVICE:** When Xplay is configured to playout to multiple devices or on different keyers of the same device, a display pane appears according to the number of devices specified in the **NUMBER OF DEVICES** setting. Each device's display view has indicators that informs of the device's connection status, as well as override buttons for controlling the playout of the playlist elements on that device (e.g. **CUE**, **TAKE CLEAR**). The override buttons allow you to take selected playlist elements to air on the channel of your choice. The layout of the device's display views can also be customized using the **LAYOUT>MULTIDEVICE LAYOUT** setting, which can be set to **ONAIR**, **PREVIEW**, or **PREVIEWONAIR**. See ["Configuring Xplay for multi-device playout" on page 2-14](#) for more information.
  - **ONAIR-PREVIEW:** This mode is used when Xplay is connected to only a single playout device (1 keyer channel) and an optional preview device (i.e. Software CG). One display pane shows the playlist element that is currently on air, while the pane previews the element that has been cued as next-to-air. See ["Configuring Xplay for single device playout \(OnAir-Preview\)" on page 2-12](#) for more information.

# Configuring Xplay's settings

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



Changes to Xplay's settings are made within the **SETTINGS** dialog box, which can be accessed by selecting the **TOOLS>SETTINGS** menu command.

---

## **NOTE**

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

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This **SETTINGS** dialog box contains a tree-structure of thematic settings. Each of the settings is defined in the following sections:

- [“General settings” on page 6-11](#)
- [“Layout settings” on page 6-13](#)
- [“Playout settings” on page 6-14](#)
- [“Display settings” on page 6-17](#)
- [“Template Favorites settings” on page 6-19](#)
- [“Panel Events settings” on page 6-20](#)
- [“Automation settings” on page 6-21](#)
- [“As Run Logging settings” on page 6-23](#)
- [“Logging settings” on page 6-26](#)
- [“Plugins settings” on page 6-28](#)
- [“Servers settings” on page 6-30](#)
- [“Playlist > Basic settings” on page 6-31](#)
- [“Playlist > Status settings” on page 6-32](#)
- [“Playlist > Highlight settings” on page 6-33](#)

## Adding and connecting Xplay to playout devices

Xplay allows you to preview and control the playout of media and graphics on various types of rendering and playout devices (e.g. Software CG, Vertigo XG or Intuition XG). Xplay can be configured to preview and control playout on a single device, or to managed the playout on multiple devices, multiple channels, and/or multiple layers on a channel all from a single interface.

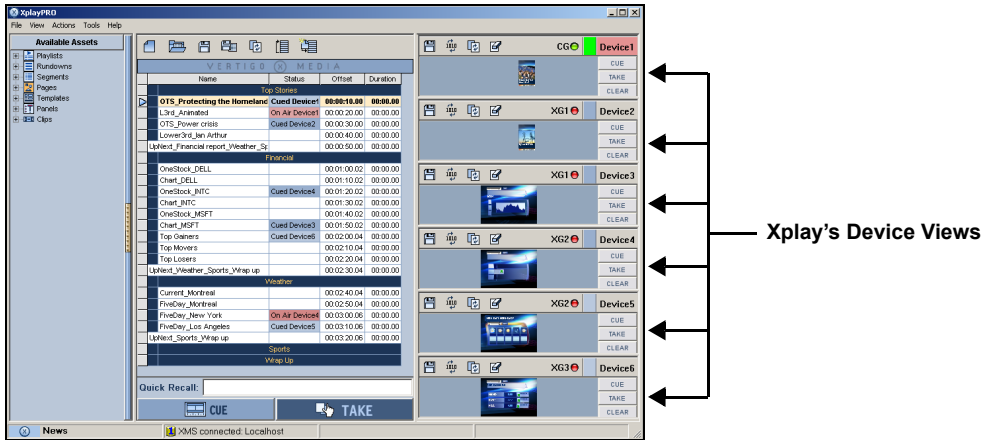


Figure 2-4. Xplay's Device Views allow you to control the playout on specific devices, channels and/or keys

The following sections describe how to configure Xplay's Device Manager and Device Views to connect to your output device(s):

1. [“Adding output devices to Xplay's Device Manager” on page 2-9](#)
2. [“Configuring Xplay for single or multi-device playout control” on page 2-12](#)
3. [“Connecting output devices to Xplay” on page 2-16](#)

### NOTE

Xplay supports playout on several different device types, including the Software CG, Vertigo XG, Intuition XG, as well as other Miranda and 3rd party devices. Please refer to the latest Vertigo Suite Release Notes for the complete list of supported devices.

## Adding output devices to Xplay's Device Manager

Before Xplay can connect and playout media and graphics content to an output device, each instance of the output device must be defined in Xplay's Device Manager.

The Device Manager maintains a list of output device profiles that have been configured to work with Xplay. You can add several devices to the Device Manager, as well as add a separate device for each channel of the same device (i.e. XG1 for channel A and XG2 for channel B of a dual-channel Vertigo XG device).

Note that adding a device to the Device Manager does not automatically associate the device with an Xplay Device View (keyer) nor does it automatically connect the device to Xplay (these tasks are performed in a separate step described on [page 2-12](#) and [page 2-16](#). Adding devices to the Device Manager simply means that these devices are already configured and available to Xplay whenever they may be needed.

### To add an output device to Xplay's Device Manager:

1. Open the Device Configuration window by selecting **TOOLS>DEVICE MANAGER**.
2. In the **DEVICE CONFIGURATION** window, select the **ADD** button:

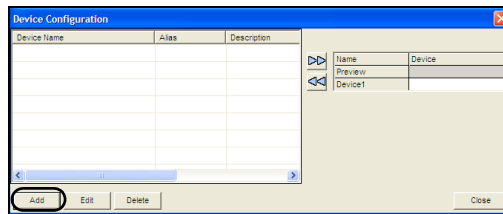


Figure 2-5. Device Configuration dialog box

3. The **DEVICE CONFIGURATION** windows expands to reveal two tabs (**GENERAL** and **ADVANCED**) with settings for identifying the device's configuration.

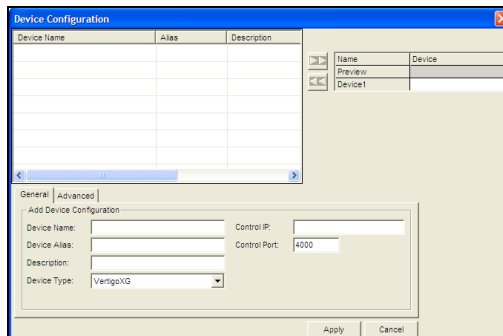




Figure 2-6. Add Device Configuration section

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

<b>Device name</b>	The name of the selected device. This can only be modified when adding a device.
<b>Device alias</b>	An alternative name for the selected device on your network.
<b>Description</b>	An optional field that lets you label the device to distinguish it from other similar devices at your facility (for example).
<b>Device Type</b>	<p>Identifies the type of device that these settings apply to.</p> <p>Choose from:</p> <ul style="list-style-type: none"> <li>• <b>VERTIGOXG</b></li> <li>• <b>INTUITIONXG</b></li> <li>• <b>PREVIEW (OR OTHER DEVICE)</b></li> <li>• <b>IMAGESTORE</b></li> <li>• <b>INTUITION</b></li> <li>• <b>FTP</b></li> <li>• <b>LGK</b></li> <li>• <b>DSK</b></li> <li>• <b>HMP</b></li> <li>• <b>OTHER</b></li> </ul> <p><b>NOTE:</b> Always select <b>PREVIEW (or other device)</b> for Software CG devices.</p>
<b>Control IP</b>	<p>The network location (IP address) or hostname of the selected device. The host must be available on the network.</p> <p><b>NOTE:</b> The Control IP setting is not displayed when <b>HMP</b> is selected as the device type.</p>
<b>Control Port</b>	<p>The networking port that serves as a channel for sending commands to and from the device.</p> <p><b>NOTE:</b> The Control Port setting is not displayed when <b>HMP</b> is selected as the device type.</p>
<b>Publish IP</b>	<p>The network location (IP address) or hostname of the selected device. The host must be available on the network.</p> <p><b>NOTE:</b> The Publish IP setting is not displayed when <b>VERTIGO XG</b>, <b>INTUITION XG</b> or <b>INTUITION</b> are selected as the device type.</p>
<b>Publish Port</b>	<p>The networking port that serves as a channel for publishing assets. Typically, this value is set to <b>15000</b>.</p> <p><b>NOTES:</b></p> <ul style="list-style-type: none"> <li>• The Control Port setting is only displayed when <b>PREVIEW</b>, <b>FTP</b>, <b>HMP</b> or <b>OTHER</b> are selected as the device type.</li> <li>• This value must correspond with the port used by the XpublishAgent on the output device.</li> </ul>

<b>Publish as Export</b>	<p>The Publish as Export setting is only displayed if <b>FTP</b> is the selected device type.</p> <p>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 and/or device.</p>
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5. Specify the appropriate **Advanced** Device Configuration settings:

<b>Clip Template</b>	<p>When a “stand-alone” clip asset played out (either from the playlist or from an automation command), Xplay will use this system template to determine the clip’s layout format, position and behavior.</p> <p>Click the  button to navigate to and select a Clip template.</p> <p>Valid clip templates for various scene formats are included with the Vertigo Suite’s system templates. Once imported into the Xmedia Server, the templates are stored in the <b>TEMPLATES&gt;SYSTEM TEMPLATES</b> category.</p> <p>If you choose to create your own clip template, remember that the clip template’s control-side must have a texture linked to a scene-side clip object.</p>
<b>Cel Template &amp; Image Template</b>	<p>The name of the template that is used to play “stand-alone” cel animations or images when they are taken to air using an automation command.</p> <p>Click the  button to navigate to and select a cel template or image template.</p> <p>Valid templates for various scene formats are included with the Vertigo Suite’s system templates. Once imported into the Xmedia Server, the templates are stored in the <b>TEMPLATES&gt;SYSTEM TEMPLATES</b> category.</p> <p>If you choose to create your own template, remember that the template’s control-side must have a texture linked to a scene-side cel animation or image object.</p>
<b>External Keyer</b>	<p>Allows you to associate another device with the current device. This setting is specifically used when the Software CG output is keyed over the ImageStore output. In this way, specific commands can be sent to the ImageStore (the External keyer) when specific things are done on the Software CG.</p> <p><b>NOTE:</b> The External Keyer setting is not displayed when <b>FTP</b> and <b>HMP</b> are selected as the device type.</p>
<b>Publish Master</b>	<p>Lets you select a master device.</p> <p><b>NOTE:</b> The Publish Master setting is only displayed when <b>PREVIEW</b> and <b>OTHER</b> are selected as the device type.</p>

6. Click **APPLY**.

 **NOTE**

After a device has been added to the Device Manager, you can edit a device’s configuration settings (except for the Device Name) or delete the device from the Device Manager. However, the device must not be actively assigned to a Device View in Xplay.

## Configuring Xplay for single or multi-device playout control

The Device Views along the right-side of the Xplay interface allow you to view and control the playlist items that are either being cued or currently being played out on a device.

Taking into consideration your intended use and output device configurations, you must set Xplay's **Layout** setting (**TOOLS>SETTINGS>GENERAL>LAYOUT**) to either **ONAIR-PREVIEW** or **MULTI-DEVICE**, which determines the appearance of Xplay's device views. You must also associate Xplay's Device Views with the device channels and keyers that the playlist items will be played out on. Both of these tasks are explained in the following sections:

- [“Configuring Xplay for single device playout \(OnAir-Preview\)” on page 2-12](#)
- [“Configuring Xplay for multi-device playout” on page 2-14](#)

### Configuring Xplay for single device playout (OnAir-Preview)

When Xplay is to be connected to only a single playout device, we recommend that you set Xplay's **Layout** setting to **ONAIR-PREVIEW**. Figure 2-7 demonstrates that the OnAir-Preview layout provides you with two Device View windows (On Air and Preview) and the Toolbar Panel. See [page 4-2](#) for a detailed description of the OnAir-Preview layout.

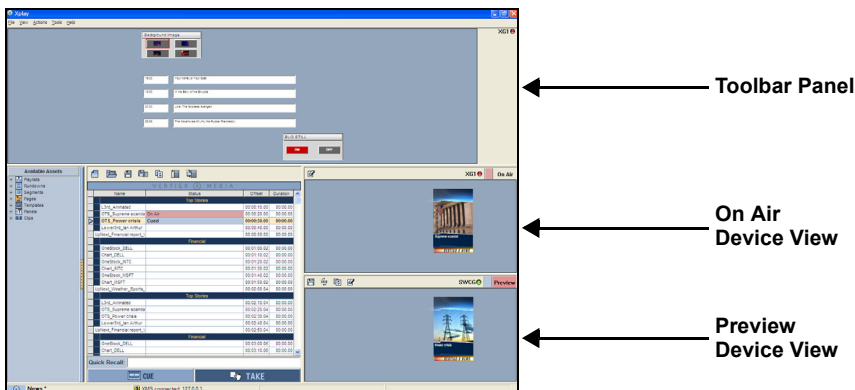



Figure 2-7. On Air - Preview layout's device views and Toolbar Panel

Once a playout device and a preview device (optional) have been added to Xplay's Device Manager ([page 2-9](#)) and the layout is set to **ONAIR-PREVIEW**, you can assign a device (channel and/or keyer) to each of the On Air and Preview Device Views using the **Active Device table** in the Device Manager.

#### To configure Xplay for single device playout using the OnAir-Preview layout:

1. Select **TOOLS>SETTINGS>GENERAL** and set the **LAYOUT** setting to **ONAIR-PREVIEW** and click **OK**.
2. Restart Xplay.



3. Open Xplay's Device Manager by selecting **TOOLS>DEVICE MANAGER**.  
The **DEVICE CONFIGURATION** window appears with the available output devices already listed in the device table. If the desired device is not listed, refer to [page 2-9](#) for instructions on how to add a device to the Device Manager.
4. To associate the On Air Device View with a playout device and keyer.
  - a. In the Active Device table, click **ON AIR** to select the row.
  - b. In the Device Configuration table, select the device that you want to playout on.
  - c. Click the right-arrow button  to establish the association.  
The device is immediately added to the Active Device table. It is also added to the On Air Device View on the Xplay interface.
  - d. Click the device's **KEYER** column and assign a keyer value.  
The keyer value tells Xplay on which layer of the output device to playout the playlist element (0 is the bottom-most level).

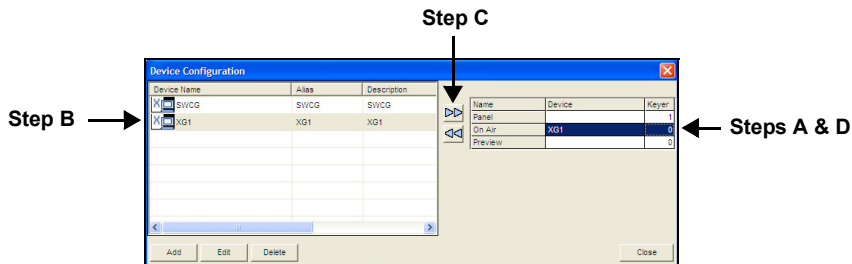




Figure 2-8. Connecting Xplay to an output device

5. Optional - If you want to preview and/or edit playlist items before they are taken to air, you can associate the Preview row in the Active Device table with an output device.
  - a. In the Active Device table, click **PREVIEW** to select the row.
  - b. In the Device Configuration table, select the device that you want to preview the playout on.
  - c. Click the right-arrow button  to establish the association.  
The device is immediately added to the Active Device table. It is also added to the Preview Device View on the Xplay interface.
  - d. Click the device's **KEYER** column and assign a keyer value.  
0 is the bottom-most level.
6. Optional: To configure Xplay to use a control panel asset to control and playout graphics on a different device or on a different keyer on the On Air device:
  - a. In the Active Device table, click **PANEL** to select the row.
  - b. In the Device Configuration table, select the device that you want to control the playout on.
  - c. Click the right-arrow button  to establish the association.  
The device is immediately added to the Active Device table.
  - d. Click the device's **KEYER** column and assign a keyer value.  
0 is the bottom-most level.

## Configuring Xplay for multi-device playout

When you want to use Xplay to control the playout on more than one output device or control more than one keyer on the same device, we recommend that you set Xplay's **Layout** setting to **MULTI-DEVICE**.

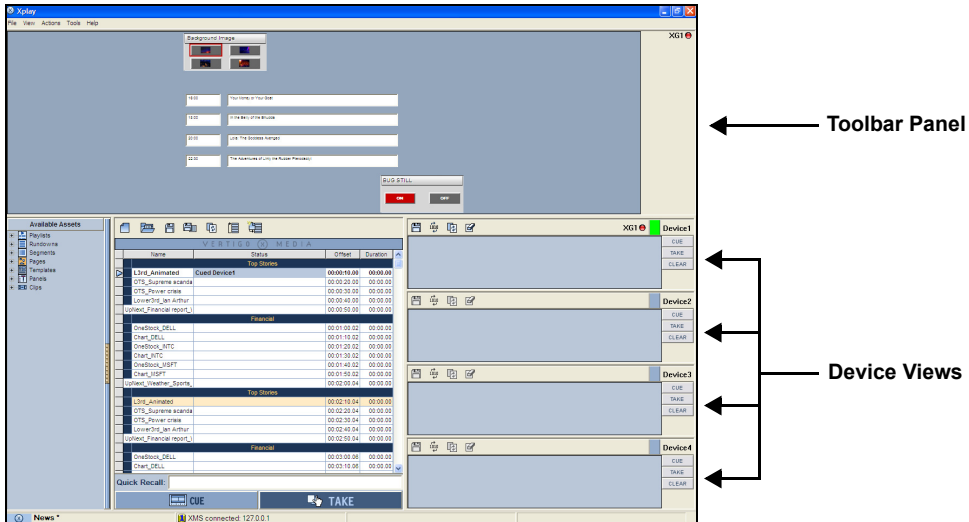


Figure 2-9. Multi-Device layout's device views and Toolbar Panel


The Multi-Device layout allows you to specify the number of playout devices or keyers to be controlled and then produces one Device View window in Xplay for each device channel or keyer. For example, if I intend for Xplay to control and playout on one dual-channel Vertigo XG with both channels having two keyer levels; I would set the **NUMBER OF DEVICES** setting to 4. Consequently, this produces 4 device view windows in Xplay, which would be assigned to these device channels/keyers. See [page 4-7](#) for more information about the Multi-Device layout.

Once playout devices have been added to Xplay's Device Manager ([page 2-9](#)) and the layout is set to **MULTI-DEVICE**, you can assign a device (channel and/or keyer) to each of the On Air and Preview Device Views using the **Active Device table** in the Device Manager.

### To configure Xplay to control and playout on multiple devices and/or keyers:

1. Select **TOOLS>SETTINGS>GENERAL** and set the **LAYOUT** setting to **MULTI-DEVICE**.
2. On the same page, specify the number of devices and/or keyers to be controlled in the **NUMBER OF DEVICES** setting.
3. Select **TOOLS>SETTINGS>LAYOUT** and set the **MULTI-DEVICE LAYOUT** setting to **PREVIEW, ONAIR** or **PREVIEWONAIR**.
4. Click **OK** and then restart Xplay.

When Xplay reopens it displays multiple Device View windows along the right-side in the format specified by the **MULTI-DEVICE LAYOUT** setting.

5. Open Xplay's Device Manager by selecting **TOOLS>DEVICE MANAGER**.  
The **DEVICE CONFIGURATION** window appears with the available output devices already listed in the device table. If the desired device is not listed, refer to [page 2-9](#) for instructions on how to add a device to the Device Manager.
6. To assign an output device with a Device View:
  - a. In the Active Device table, click the <Device#> in the **NAME** column to select the row.
  - b. In the Device Configuration table, select the device that you want to assign to the Device View selected in the Active Device table.
  - c. Click the right-arrow button  to establish the association.  
The device is immediately added to the Active Device table. It is also added to the Device View on the Xplay interface.
  - d. Repeat the above steps for each of the device views in the Active Device table.

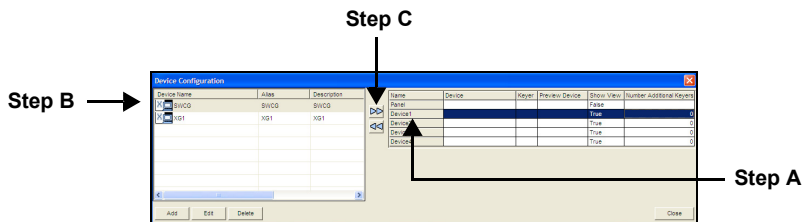


Figure 2-10. Associating a device with one of Xplay's Device Views

### **NOTE**

By default, the device views in Multi-Device layout are named **DEVICE1**, **DEVICE2**, **DEVICE3**...etc. You are not obligated to keep these default names. To personalize the device views by assigning them a new name, right-click on the **KEYER STATE** button (the device's name in the Device View's toolbar) and select the **RENAME** command. The Keyer State button will now display the new name, as does the Active Device table in the Device Manager

7. Once a device is added to the Active Device table, you can complete the remaining properties associated with each of the Device Views:
  - **KEYER:** The keyer value tells Xplay on which layer of the output device to playout the playlist element (0 is the bottom-most level).
  - **Preview:** (Optional) Assigns a device from the Device Configuration table to be a preview device. This allows you to preview the playout of a playlist item when it is cued and then playout on the assigned device when it is taken to air. Like an output device, the preview device's name and connection status LED are displayed in the Device View's toolbar.



- **Show View:** Determines whether or not the Device View window is appears (**TRUE**) or is hidden (**FALSE**) in the Xplay interface. When an abundance of devices are active, hiding certain devices from view provides more space on the Xplay interface for those devices that are of greater interest.
- **NUMBER OF ADDITIONAL KEYS:** You can associate a number of additional keys with a particular device. This is useful if Xplay is configured with many devices, for example 20 devices with 16 keys on each device. Xplay is not capable of displaying this many views simultaneously. So, you can decide to show only the keyer specified in the **KEYER** column of each device for control/interaction purposes and the rest will remain hidden, but be controllable by automation. Note that the additional keys are accessible to all External Control functions and they can be referred to by name using the following format:

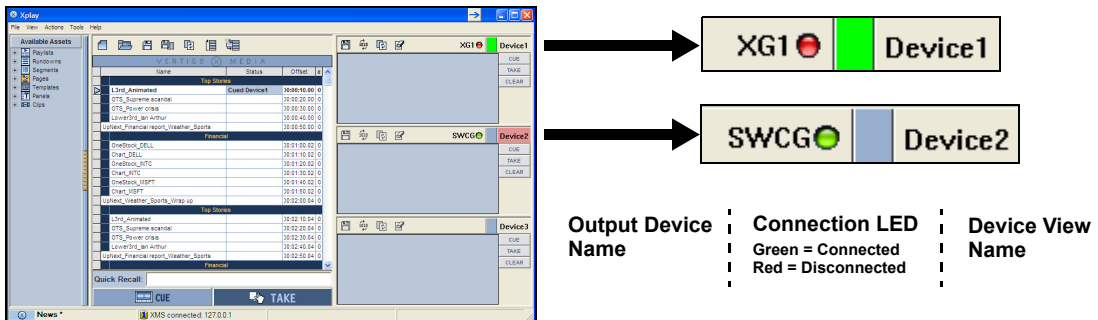
```
<BaseKeyerName>#1
<BaseKeyerName>#2
...
<BaseKeyerName>#n
```

8. Click the **CLOSE** button on the **DEVICE CONFIGURATION** window.

## Connecting output devices to Xplay

Although the output devices may be properly configure and associated to the Device Views in Xplay’s Device Manager, you must also ensure that the Device View is actively connected to the output device. An active connection means that the output device is up and running and that Xplay is able to communicate with it.

Figure 2-11 shows that the device’s connection status is reported using an LED on the Device View’s toolbar.



**To reconnect Xplay to a device:**

If Xplay is not connected or disconnects from an output device, the LED next to the device name turns red. You can reconnect Xplay to the output device without having to access the Device Manager; simply double-click the red LED. The LED turns green if a connection to the device is established. If the LED remains red, it means one of the following:

- The information describing the device has been entered incorrectly.
- The desired device is down.
- The network connection has been lost.

**To disconnect Xplay from a device:**

If desired, you can disconnect from a device and run your playlist in Xplay to ensure that all page information is correct. You can temporarily disconnect a device from Xplay, without removing the device from the Device Manager; simply right-click on the device's LED and select the **DISCONNECT** command (the green LED turns red).

---

** NOTE**

You can change the default name of the Device View (i.e. Device1) to something more descriptive by right-clicking on the Device View's name in the toolbar and selecting the Rename command. When the name becomes editable, type the new name and press Enter. The name change will also be automatically be applied to the Device Manager's Active Device table.

---



# 3 CREATING AND EDITING PLAYLISTS IN XPLAY

Xplay's Playlist Editor allows you to build and edit playlists by adding playlist elements (i.e. pages, templates and clips) to the tabular list and organizing them into the order in which they are intended to be taken to air. Playlists built in Xplay are typically designed to be manually played back sequentially by operator control using Xplay.

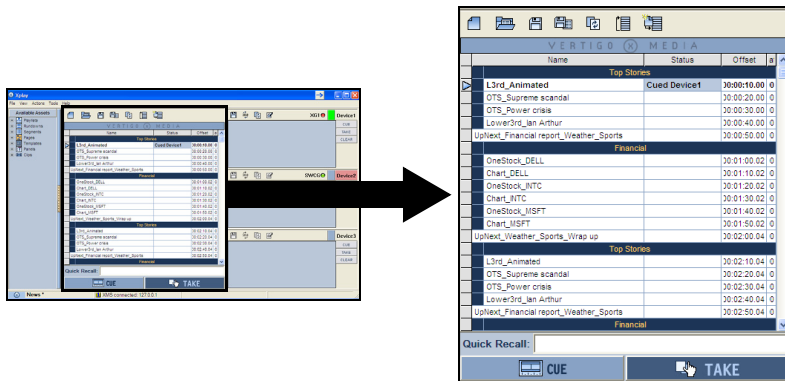


Figure 3-1. Xplay's Playlist Editor in Standard playlist view

Each row in playlist represents a single playlist element, while the columns display properties associated with the playlist item (some of which can be edited directly in the Playlist Editor). Since some playlists can get quite long, you can also organize playlist elements into thematic segments, as well as insert comment rows to provide information or instructions to the operator controlling the playlist of the playlist.

The following sections provide information and instructions for how to create and edit playlists in Xplay:

- [“Setting the Playlist Editor’s Playlist View” on page 3-3](#)
- [“Creating a new playlist” on page 3-5](#)
- [“Loading an existing playlist” on page 3-6](#)
- [“Navigating and selecting elements within the playlist” on page 3-9](#)
- [“Adding playlist elements to a playlist” on page 3-10](#)
- [“Grouping elements into playlist segments” on page 3-19](#)
- [“Adding comment rows to the playlist” on page 3-25](#)
- [“Repositioning playlist elements within the playlist” on page 3-27](#)
- [“Configuring and editing the playlist columns” on page 3-29](#)
- [“Deleting playlist elements” on page 3-36](#)
- [“Reloading the playlist” on page 3-37](#)
- [“Saving the playlist” on page 3-38](#)





## ByDevice

Xplay's **ByDevice** playlist view allows the Playlist Editor to display a playlist's elements by device groupings rather than one sequential playlist. This makes it easier to identify and control the playlist elements that will be played out on specific devices.

Name	Status	Duration	Device
<b>Weather</b>			
Current_Montreal		00:00:00	number1
OTS_Protecting the Homeland		00:00:00	number1
FiveDay_Montreal		00:00:00	number1
FiveDay_New York		00:00:00	number1
<b>Top Stories</b>			
OTS_Power crisis		00:00:00	Device2
Chart_INTC		00:00:00	Device2
Chart_Leff_080509_132702325		00:00:00	Device2
Chart_MSEL_080509_095506487		00:00:00	Device2
<b>Financial</b>			
UpNext_Financial report_Weather_Sports		00:00:00	Device3
OneStock_MSFT		00:00:00	device3
Top Losers		00:00:00	device3
OneStock_INTC		00:00:00	Device3
<b>Financial</b>			
Chart_MSFT		00:00:00	device4
UpNext_Weather_Sports_Wrap up		00:00:00	device4
OneStock_MSFT		00:00:00	Device4

← **Playlist for Device 1**

← **Playlist for Device 2**

← **Playlist for Device 3**

← **Playlist for Device 4**

Figure 3-3. ByDevice playlist view groups playlist elements into device playlists

When a single playlist is loaded into the Playlist Editor in ByDevice playlist view, the sequential playlist is broken down into multiple playlists, one for each of the devices associated with Xplay. The playlist elements are then sorted into the device playlists according to the element's **Target Device** property, which is set in Xstudio when the asset's template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the asset is appended to the first device's playlist. You can then reposition it within its device view, however, you cannot move it to another device's playlist (see [page 3-27](#)).

As demonstrated by how playlist elements are sorted into device playlists, the Playlist Editor behaves differently in **ByDevice** view than in **STANDARD** view. Rather than list the differences here, they are described in context throughout this user manual within the context of procedural descriptions.

### NOTE

In ByDevice view, the device's playlist is shown opposite the Device View for the corresponding device (figure 3-4). Each list only shows those elements that target the associated device. When a device is deactivated from the Device Manager's Active Device table (see [page 2-17](#)), both the device's view and playlist will be removed from the Xplay window.


## Creating a new playlist

To create a new playlist, you must first open a new, empty playlist. If the Playlist Editor area is already occupied by another playlist, performing the **CREATE NEW PLAYLIST** action (described below) immediately clears the Playlist Editor and a blank playlist appears, ready for use (see figure 3-4).

### ✓ NOTE

The Playlist Editor's layout depends upon Xplay's **PLAYLIST VIEW** setting, which can be set to **NONE**, **STANDARD**, or **BYDEVICE**. If the Playlist Editor does not appear or it opens in an unwanted layout, see [page 3-25](#) for information regarding changing the Playlist View setting.

#### To create a new playlist:

- Select **FILE>NEW PLAYLIST**.
- Or,
- Press the **CREATE NEW PLAYLIST** button  in the Playlist toolbar.
- Or,
- Press the **CTRL+N** keyboard shortcut

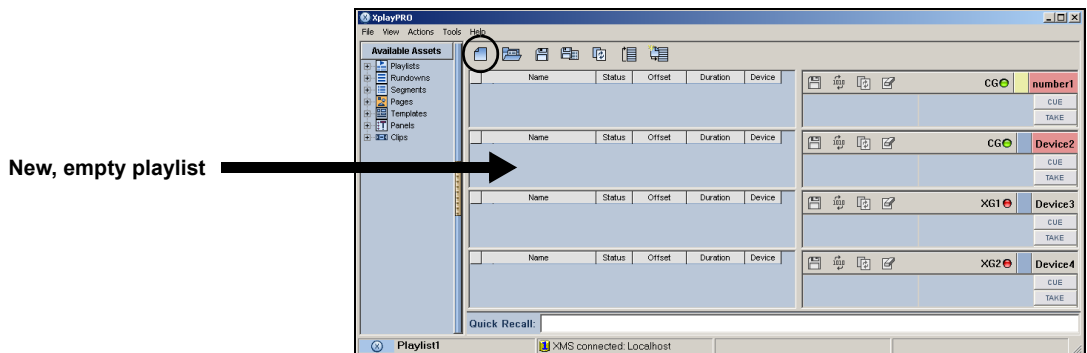



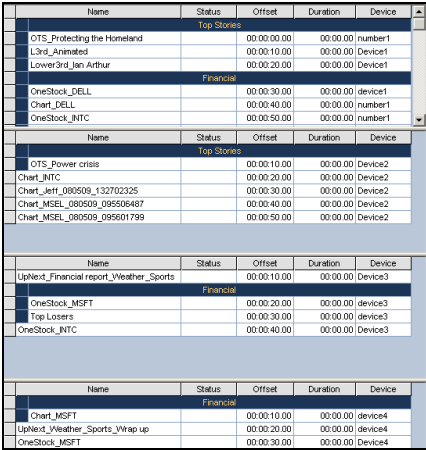
Figure 3-4. A newly created playlist in ByDevice playlist view

## Loading an existing playlist

When Xplay is in the **Standard** playlist view and a playlist is loaded into the Playlist Editor, the playlist appears as one sequential list of playlist elements. However, when Xplay is in the **ByDevice** playlist view and a playlist is loaded, the playlist splits up its elements into sub-playlists that contain elements that target each of the devices configured in Xplay (figure 3-5). Note that in order to effectively split the playlist into device playlists, Xplay is forced to impose some restrictions, which are described below.



**Standard playlist view**  
Playlist elements organized into one sequential list



**ByDevice playlist view**  
Playlist elements organized by target device

Figure 3-5. Playlists that are loaded in ByDevice playlist view are organized differently than in Standard view

### There are two (2) methods for loading an existing playlist into the Playlist Editor:

- Select the **PLAYLISTS** root category in the Asset Browser, and navigate to the appropriate category where the playlist is stored.
    - Double-click the desired playlist in the Asset Browser.
  - Or,
    - Right-click on the playlist's name in the Asset Browser and select the **OPEN** command from the context menu.

The playlist opens in the Playlist Editor.
  - Select **FILE>OPEN PLAYLIST**, or the **CTRL+O** keyboard shortcut.
- The **OPEN PLAYLIST** dialog box appears.
- Navigate through the Playlist categories in the right panel until the desired playlist is listed in the left panel.
  - Double-click the desired playlist listed in the right panel.
- Or,
- Select the playlist and then click **OK**.
- The playlist opens in the Playlist Editor.

The following behaviors pertain to how existing playlists are treated when they are loaded into the Playlist Editor when it is set to ByDevice playlist view:

- Only the elements that target the device are displayed in the playlist for each device. Elements whose target device does not match any device name will be played in the playlist for the first device.
- Secondary elements in clips are removed from the playlist when the playlist is loaded in the ByDevice layout. The following message in the Message Log window confirms that the secondary elements were removed.  
 "The playlist contained secondary elements in clips that were removed on..."
- All empty segments and/or a comment rows are removed from the playlist when the playlist is loaded.
- When a playlist segment contains elements which target more than one device, the segment and its elements are displayed in each of the relevant devices.
- Use the Device Manager to show/hide views and their associated playlist.

**Segment's elements split per device**

Name	Status	Offset	Duration	Device
Top Stories				
OTS_Protecting the Homeland		00:00:00.00	00:00:00	number1
L3rd_Animated		00:00:10.00	00:00:00	Device1
Lower3rd_Jan Arthur		00:00:20.00	00:00:00	Device1
Financial				
OneStock_DELL		00:00:30.00	00:00:00	device1
Chart_DELL		00:00:40.00	00:00:00	number1
OneStock_INTC		00:00:50.00	00:00:00	number1

**Device1 elements and all unassigned elements**

Name	Status	Offset	Duration	Device
Top Stories				
OTS_Power crisis		00:00:10.00	00:00:00	Device2
Chart_INTC		00:00:20.00	00:00:00	Device2
Chart_Meff_080509_132702325		00:00:30.00	00:00:00	Device2
Chart_MSEL_080509_095506487		00:00:40.00	00:00:00	Device2
Chart_MSEL_080509_095601798		00:00:50.00	00:00:00	Device2

**Device2 elements only**

Name	Status	Offset	Duration	Device
Financial				
UpNext_Financial report_Weather_Sports		00:00:10.00	00:00:00	Device3
OneStock_MSFT		00:00:20.00	00:00:00	device3
Top Losers		00:00:30.00	00:00:00	device3
OneStock_INTC		00:00:40.00	00:00:00	Device3

**Device3 elements only**

Name	Status	Offset	Duration	Device
Financial				
Chart_MSFT		00:00:10.00	00:00:00	device4
UpNext_Weather_Sports_Wrap up		00:00:20.00	00:00:00	device4
OneStock_MSFT		00:00:30.00	00:00:00	Device4

**Device4 elements only**

Figure 3-6. Playlist elements are organized per assigned device in ByDevice playlist view

## Playlist element verification

When the **VERIFY PLAYLIST** setting is enabled, each element in the playlist is verified when the playlist is loaded into the Playlist Editor to ensure that it is available and ready for use.

Each element in the playlist is verified as follows:

- Checks if the asset used by the playlist element actually exists.
- Checks if the assets that are used by the playlist element require the completion of a Work Order before they can be used.
- Checks if the assets used by the playlist element are published on a specified device. If not, then it initiates the publishing of the assets.

The results of the verification are displayed in the **STATUS** column for each element in the playlist (figure 3-7).

VERTIGO (X) MEDIA				
	Name	Status	Offset	Duration
	Top Stories			
	OTS_Protecting the Homeland	Not Published	00:00:10.00	00:00:00
	L3rd_Animated	Ready	00:00:20.00	00:00:00

Figure 3-7. When the Verify Playlist setting is enabled, each element’s status is verified upon loading

## Navigating and selecting elements within the playlist

When Xplay is in **Standard** playlist view, a loaded playlist appears in the Playlist Editor as one sequential list of playlist elements, and you can navigate and select freely within the playlist.

When Xplay is in the **ByDevice** playlist view, the playlist splits up its elements into sub-playlists that contain elements that target each of the devices configured in Xplay. As such, you are only permitted to select within one of the device's playlists at a time. In other words, if elements are selected in the playlist for device1 and then you click on an element in device2, the selection is cleared in the playlist for device1.

### NOTE

Information and instructions regarding repositioning playlist elements within the playlist are provided on [page 3-27](#).

## Navigating within a playlist

While the most common way to select an element and navigate within a playlist is to perform a left-mouse click on the element, you can also use the following keyboard functions to navigate within the playlist:

- **UP/DOWN ARROW KEYS:** Selects the element above or below the currently selected element within the playlist.
- **PAGE UP/DOWN KEYS:** When in **STANDARD** view, they select the first or the last element in the entire playlist. When in **BYDEVICE** view, they select the first or the last element in the selected device's playlist.
- **HOME/END KEYS:** When in **STANDARD** view, they select the first or the last element in the entire playlist. When in **BYDEVICE** view, they select the first or the last element in the selected device's playlist.

## Grouping a selection of playlist elements

You may want to group a selection of playlist item as to drag & drop the grouped elements to a different location or to delete a grouping of items all at once.

### Selecting consecutive playlist elements:

Select the first element that you want to be included in the grouping. While holding down the **SHIFT** key, select the last element from the playlist. The first, last, and all elements between these two become selected forming the group of elements.

### Selecting non-consecutive playlist elements:

Select the first element that you want to be included in the grouping. While holding the **CTRL** key, click on each individual element that you want to be included in the grouping.

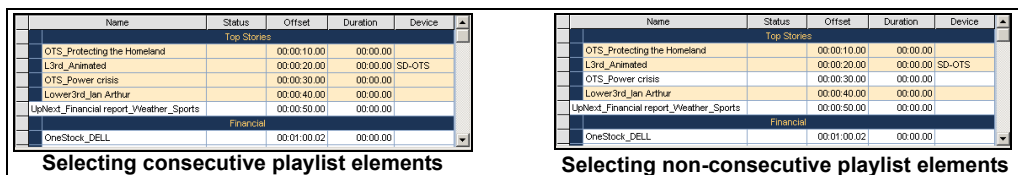


Figure 3-8. Selecting consecutive and non-consecutive playlist elements

## Adding playlist elements to a playlist

Xplay allows you to create and populate playlists by adding individual graphic pages, templates and clip assets to a playlist loaded in the Playlist Editor. Xplay also allows you to append or insert the entire contents of an existing playlist or segment to a loaded playlist.

The following sections provide instructions for the various ways in which you can populate a playlist in Xplay:

- [“Using the Asset Browser to add pages, templates and clips to a playlist” on page 3-10](#)
- [“Using Quick Recall to add templates, clips and pages to a playlist” on page 3-12](#)
- [“Using the Search Tool to find and add pages, template or clips to a playlist” on page 3-15](#)
- [“Inserting or appending a playlist to a loaded playlist” on page 3-16](#)
- [“Adding shared segment assets to a playlist” on page 3-18](#)

---

### NOTE

Additional instructions for creating and adding embedded and shared pages to a playlist are provided in [“Appendix B - Creating and editing pages in Xplay” on page 7-1](#).

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## Using the Asset Browser to add pages, templates and clips to a playlist

The **PAGES**, **TEMPLATES**, and **CLIPS** root categories in Xplay’s Asset Browser provide access to all of the shared pages, templates, and clips that are stored on the Xmedia Server (figure 3-9). As such, the Asset Browser is a practical tool for finding and adding these assets to the playlist.

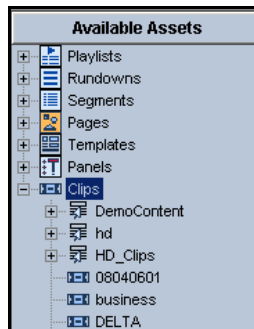


Figure 3-9. The Asset Browser provides access to the shared page, templates and clip stored on the XMS



**To add a shared page, template or clip asset to a playlist using the Asset Browser:**

The most common way to add shared pages, templates, or clips to a playlist using the Asset Browser is to drag the asset from the Asset Browser and drop it into the playlist.

Regardless of whether Xplay is in the **Standard** or **ByDevice** playlist view, when you drag an asset from the Asset Browser into the playlist, the Insert Line identifies exactly where the asset will be placed within the playlist. A fully extended Insert Line indicates that the playlist will be added as a primary event, while a partially extended line indicates that it will be added as a secondary event (see [“Repositioning primary playlist elements \(clips, pages or comments\)” on page 3-27](#) and [“Adding secondary elements to a clip in the playlist” on page 3-28](#) for more information).

Normally when Xplay is in **ByDevice** playlist view, it is the asset’s Target Device that determines in which device playlist the asset will be placed. However, when you drag and drop an asset into a device’s playlist, the asset’s original Target Device setting is overridden and it assumes the new device as its target device.

Also note that once the page is dropped into the device’s playlist, you cannot move it to another device’s playlist.

**Additional ways to add shared pages to a playlist using the Asset Browser:**

There are two (2) additional ways in which shared pages assets can be added to a playlist using the Asset Browser:

- Double-click the page’s heading in the Asset Browser category.
- Or,
- Right-click on the page’s heading in the Asset Browser category and select the **OPEN** command.

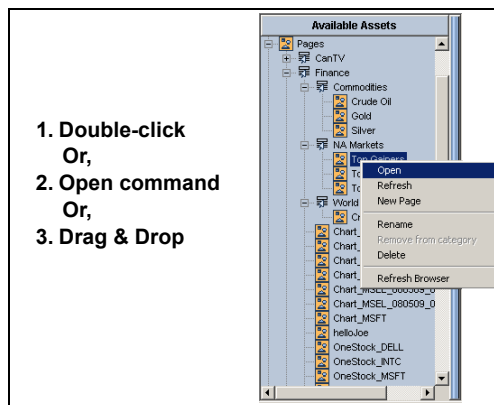


Figure 3-10. There are three ways to add a shared page to a playlist from the Asset Browser

When Xplay is in the **Standard** playlist view and you add a shared page by double-clicking or using the **OPEN** command, the page is appended to the end of the playlist loaded in the Playlist Editor. You can then reposition it within the playlist by following the instructions on [page 3-29](#).

When Xplay is in the **ByDevice** playlist view and you add a shared page by double-clicking or using the **OPEN** command, the new shared page is immediately appended to the device playlist

as assigned by the template's **TARGET DEVICE** property, which is set in Xstudio when the template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended to the first device's playlist. You can then reposition it within its device view, however, you cannot move it to another device's playlist (see [page 3-29](#)).

## Using Quick Recall to add templates, clips and pages to a playlist

Templates, clips and shared pages contain a property called a **RECALL ID**, which is a unique alpha-numeric value that is assigned by users to identify the specific asset. The Recall ID property can be set either when the asset is saved for the first time or by accessing and editing its properties in Xstudio, Xbuilder, or Xplorer.

The purpose of assigning a Recall ID to a template, clip or shared page asset is to be able to quickly add the asset to a playlist in Xplay by simply using its Recall ID value, rather than manually searching and adding it yourself. Additionally, the Recall ID also allows you to quickly cue and/or take the asset to a device using Xplay.

To use Xplay's Quick Recall functionality, you must first enable Quick Recall by selecting the **VIEW>QUICK RECALL** command. Then Xplay must either be set to **BYDEVICE** playlist view or Standard playlist view with **MANUAL** playout mode enabled, for the Quick Recall field to appear in the lower portion of the Xplay interface (figure [3-11](#)).

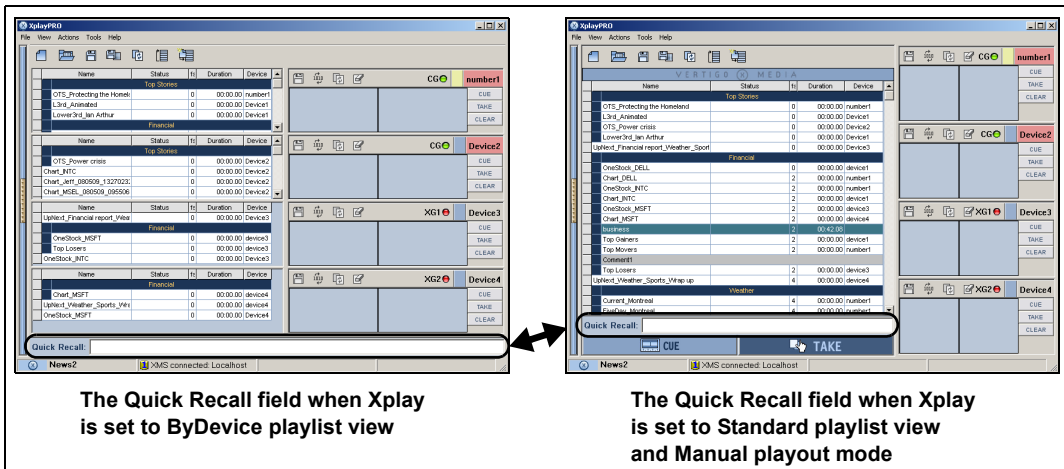


Figure 3-11. Xplay's Quick Recall field

The following sections describe how you can quickly added a template, clip or shared page asset to a playlist using Xplay's Quick Recall field:

- [“Adding a page/template/clip to a playlist in Standard playlist view” on page 3-13](#)
- [“Adding a page/template/clip to a playlist in ByDevice playlist view” on page 3-13](#)
- [“Adding a page/template/clip to a playlist and cueing it to a device” on page 3-14](#)

## Adding a page/template/clip to a playlist in Standard playlist view

To add a template, clip or shared page asset to the playlist when Xplay is set to **STANDARD** playlist view:

1. Determine where you want to place the asset within the playlist by selecting the playlist element above the location where you want to insert the asset.
2. Type the asset's Recall ID in the Quick Recall text box and press the + (plus) keyboard key. The asset is immediately added below the playlist element that was selected. If no playlist element was selected in the playlist, the asset is appended to the end of the playlist.

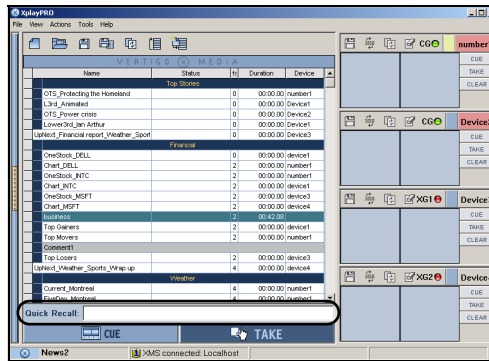


Figure 3-12. The Quick Recall field when Xplay is set to Standard playlist view

## Adding a page/template/clip to a playlist in ByDevice playlist view

When Xplay is set to **BYDEVICE** playlist view, the asset's Target Device property primarily determines in which device's playlist the asset will be added. If no Target Device is associated with the asset, then the asset is added to the first device's playlist.

Meanwhile, where within the device's playlist the asset is added depends upon if a playlist element is selected, and whether the selection is inside or outside of the Target Device's playlist.

To add a template, clip or shared page asset to the playlist when in **BYDEVICE** playlist view:

1. Determine where you want to place the asset within the target device's playlist by selecting the playlist element above the location where you want to insert the asset.  
Note: Since you cannot set the target device on a clip asset, a clip will always default to the first playlist.
2. Type the asset's Recall ID in the Quick Recall text box and then press the + (plus) keyboard key.

The asset is immediately added below the playlist element that was selected in the target device's playlist. If no playlist element was selected, the asset is appended to the end of the target device's playlist. If the selection was outside of the target device playlist or the asset does not have an assigned target device, the asset is appended to the first device's playlist.

## Adding a page/template/clip to a playlist and cueing it to a device

Xplay's Quick Recall feature not only offers the ability to add a template, clip or shared page asset to the playlist loaded in the Playlist Editor, but also to then immediately cue the asset on a device.

Note that the asset's **TARGET DEVICE** property primarily determines which device view the asset will be cued on, as well as which device's playlist the asset will be added to when Xplay is set to **BYDEVICE** playlist view. Meanwhile, where within the playlist the asset is added depends upon whether or not the target device already has a playlist element cued on it.

### To add a template, clip or shared page asset to a playlist and cue it on a device:

- Type the asset's Recall ID in the Quick Recall text box and then press **ENTER**.  
One of the following occurs:
  - If nothing was already cued on the playlist corresponding to the target device, then the asset is inserted after the last aired element and then cued on the device.
  - If an element was already cued on the playlist corresponding to its target device, then the asset is be inserted before the cued element and cued in its place.

## Using the Search Tool to find and add pages, template or clips to a playlist

Xplay's Search Tool allows you to quickly find and add shared pages, templates, or clips to a playlist that is currently loaded in Xplay's Playlist Editor.

By specifying a search criteria based on the asset's properties and/or metadata, a query is performed, the Search Tool returns a listing of the assets that match the search criteria. You can then add an asset to the playlist by dragging the asset's listing or proxy from the Search results area and dropping it into an exact location within the playlist (figure 3-13).

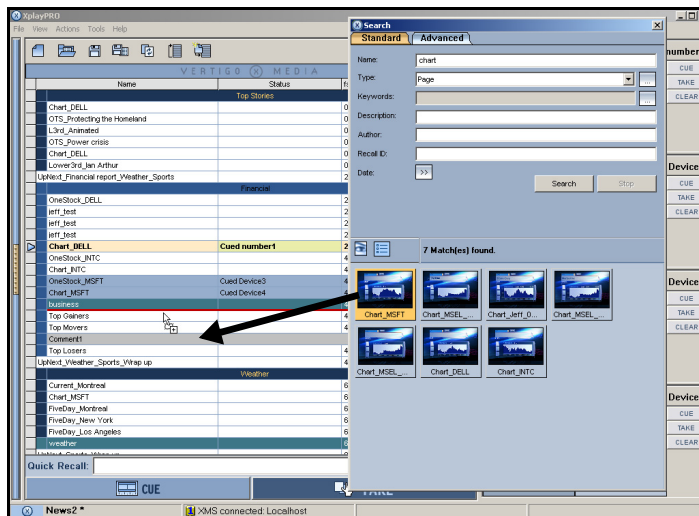


Figure 3-13. Adding a shared page using the Search Tool's results

### To use the Search Tool to quickly add shared pages, templates, or clips to a playlist loaded in the Playlist Editor:

1. With the playlist loaded in the Playlist Editor, open Xplay's Search Tool by selecting the **VIEW>SEARCH** menu command. The **SEARCH** window appears.
2. Select **PAGE**, **TEMPLATE**, or **CLIP** from the **TYPE** drop-down list.
3. Create a search profile by setting as many or as few of the search properties (see [page 3-57](#)).
4. Click the **SEARCH** button.

The assets that meet the search profile are listed/displayed in the Search Window's results area.

5. Select the desired asset from the results area and drag it over to the Playlist Editor. Note that as you drag the mouse's pointer over the playlist, an Insert Line appears within the playlist rows to indicate the location of where the asset will be inserted. Once you have placed the Insert Line in the desired location, release the left mouse button to drop the asset into the playlist.

## Inserting or appending a playlist to a loaded playlist

When Xplay is set to **STANDARD** playlist view, you can add the entire contents of an existing playlist (i.e. pages, templates, clips, segments, and comments) to a playlist. This avoids having to recreate the contents of a playlist that already exists.

As described below, there are four (4) ways to add the contents of an existing playlist assets to a playlist:

- Drag and drop the playlist asset from the Asset Browser into the Playlist Editor.
- Use the **APPEND PLAYLIST** command.
- Use the **INSERT PLAYLIST** command.
- Use the Search Tool to locate the playlist asset and then drag it into the loaded playlist.

### **NOTE**

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The ability to insert and append playlists is only available when Xplay is set to **STANDARD** playlist view. When Xplay is set to **BYDEVICE** playlist view, both the **APPEND PLAYLIST** and **INSERT PLAYLIST** commands are disabled and you cannot drag and drop a playlist asset into the playlist.

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### **To add the contents of an existing playlist to a playlist by dragging and dropping the playlist asset:**

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. Select the **PLAYLISTS** root category in the Asset Browser, and navigate to the appropriate category where the playlist asset is stored.
3. Select the desired playlist asset and drag it into the Playlist Editor.

Notice that a highlighted Insert line appears in the Playlist Editor as you drag the pointer over the various rows in the playlist. This line indicates the location of where the playlist will be inserted in the playlist.

### **NOTE**

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A fully extended Insert Line indicates that the playlist will be added as a primary event, while a partially extended line indicates that it will be added as a secondary event (see [“Repositioning primary playlist elements \(clips, pages or comments\)” on page 3-27](#) and [“Adding secondary elements to a clip in the playlist” on page 3-28](#) for more information.

---

4. Drop the playlist asset into the playlist by releasing the mouse button.  
The entire contents of the playlist asset is added immediately to the playlist, including all pages, templates, clips, segments, and comments that were contained in the playlist asset.

**To add the contents of an existing playlist to a playlist using the APPEND PLAYLIST command:**

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. With the playlist that you want to add to open in the Playlist Editor, select the **FILE>APPEND PLAYLIST** menu command.  
The **APPEND PLAYLIST** dialog box appears.
3. Navigate through the **APPEND PLAYLIST** dialog box and select the playlist asset that you want to add (append) to the end of current playlist.
4. Click **OK**, or double-click the playlist's asset name in the **APPEND PLAYLIST** dialog box.  
The entire contents of the playlist asset is added immediately to the bottom portion of the playlist, including all pages, templates, clips, segments, and comments that were contained in the playlist asset.

**To add the contents of an existing playlist to a playlist using the INSERT PLAYLIST command:**

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. With the playlist that you want to add to open in the Playlist Editor, select the playlist row where you want the contents of the playlist to be inserted (the contents will be inserted below the selected row).
3. Select the **FILE>INSERT PLAYLIST** menu command.  
The **INSERT PLAYLIST** dialog box appears.
4. Navigate through the **INSERT PLAYLIST** dialog box and select the playlist asset that you want to add (insert in) to the end of current playlist.
5. Click **OK**, or double-click the playlist's asset name in the **INSERT PLAYLIST** dialog box.

The entire contents of the playlist asset is added immediately below the selected playlist row, including all pages, templates, clips, segments, and comments that were contained in the playlist asset.

**To add the contents of an existing playlist to a playlist using the Search Tool:**

1. With the playlist loaded in the Playlist Editor, open Xplay's Search Tool by selecting the **VIEW>SEARCH** menu command. The **SEARCH** window appears.
2. Select **PLAYLIST** from the **TYPE** drop-down list.
3. Create a search profile by setting as many or as few of the search properties (see [page 3-57](#)).
4. Click the **SEARCH** button.  
The playlist assets that meet the search profile are listed/displayed in the Search Window's results area.
5. Select the desired asset from the results area and drag it over to the Playlist Editor.  
Note that as you drag the mouse's pointer over the playlist, an Insert Line appears within the playlist rows to indicate the location of where the asset will be inserted.  
Once you have placed the Insert Line in the desired location, release the left mouse button to drop the asset into the playlist.

## Adding shared segment assets to a playlist

Adding a shared segment to a playlist in Xplay is a convenient way of adding an existing grouping of embedded pages, shared pages and/or clips to a playlist.

### ✓ NOTE

Shared segments are only permitted to be added to a playlist when Xplay's Playlist view setting is **STANDARD**. Xplay will not allow you to add shared segment asset to a playlist when Xplay's Playlist view setting is **BYDEVICE**.

Shared segments are stored on the Xmedia Server and are accessible to Xplay through the Asset Browser's **SEGMENTS** root category (figure 3-14). Despite being created in Xbuilder and intended to be used in Rundowns, shared segments are essentially a thematic grouping of embedded pages, shared pages and/or clips. As such, shared segments can be added to a playlist in Xplay.

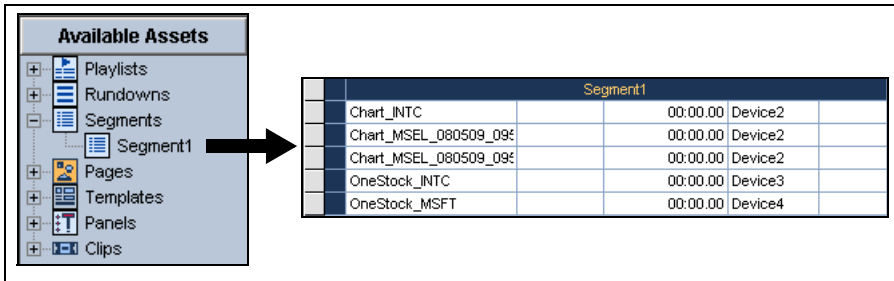


Figure 3-14. Segments are groupings of pages and clips

### To add a shared segment to a playlist:

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. Select the **SEGMENTS** root category in the Asset Browser, and navigate to the appropriate category where the segment asset is stored.
3. Select the desired segment asset and drag it into the Playlist Editor.  
Notice that a highlighted Insert line appears in the Playlist Editor as you drag the pointer over the various rows in the playlist. This line indicates the location of where the segment will be inserted in the playlist.
4. Drop the segment asset into the playlist by releasing the mouse button.  
The entire contents of the segment asset is added immediately to the playlist, including all pages, clips and comments that were contained in the segment asset.



## Grouping elements into playlist segments

When Xplay is in **STANDARD** playlist view, you can add playlist segments (sometimes called embedded segments) into your playlists to group together related playlist elements under common headings (figure 3-15). This allows you to:

- See at a glance how items in a playlist have been organized thematically (e.g. Headlines, Sports, Business, Entertainment).
- Move the contents of a segment all at once. This is useful if, for example, at the last minute you decide that the pages organized under Business should be placed before the Sports segment.

Name	Status	Duration	Device	Recall Id
<b>Top Stories</b>				
OTS_Protecting the Homeland		00:00:00		
L3rd_Animated		00:00:00	SD-OTS	
OTS_Power crisis		00:00:00		
Lower3rd_Jan Arthur		00:00:00		
UpNext_Financial report_Weather_Si		00:00:00		
<b>Financial</b>				
OneStock_DELL		00:00:00		
Chart_DELL		00:00:00		1
OneStock_INTC		00:00:00		
Chart_INTC		00:00:00		

Figure 3-15. Playlist segments allow you to put pages, templates and clips into thematic groupings

### NOTE

Playlist segments are different from the shared segment assets that are listed in the Asset Browser's **SEGMENTS** root category. Shared segment assets are stored on the Xmedia Server and made available in the Asset Browser for creating rundowns, while playlist segments are only available to the playlist in which they are a part of.

When Xplay is in **BYDEVICE** playlist view, you are not permitted to add new playlist segments to a device's playlist (the **ADD SEGMENT** commands are disabled). However, if a playlist is loaded into the Playlist Editor that contains playlist segments, the following behaviors occur:

- If the playlist segment contains elements that all target the same device, the segment and its elements are all displayed within the device's playlist.
- If the playlist segment contains elements which target more than one device, the segment and its elements are split up and displayed in each of the relevant devices.
- All empty playlist segments are removed from the playlist when the playlist is loaded.
- You can only reposition a playlist segment and its elements within its own target device playlist.

The following sections provide instructions for adding and managing playlist segments:

- [“Adding and populating playlist segments” on page 3-20](#)
- [“Repositioning playlist segments and their elements” on page 3-22](#)
- [“Deleting playlist segments from a playlist” on page 3-23](#)

## Adding and populating playlist segments

When Xplay is in **STANDARD** playlist view, you can add playlist segments (sometimes called embedded segments) into your playlists to group together related playlist elements under common headings.

### To add a segment to the playlist:

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. Load a playlist into the Playlist Editor, or create a new playlist and add the necessary pages, templates and/or clips.
3. Select the playlist row where you want the segment to be inserted (the segment heading will be inserted above the selected row).
4. Right-click on the row and select the **ADD SEGMENT** command from the context menu that appears (figure 3-16).

The segment heading is added above the selected row with the name open for editing.

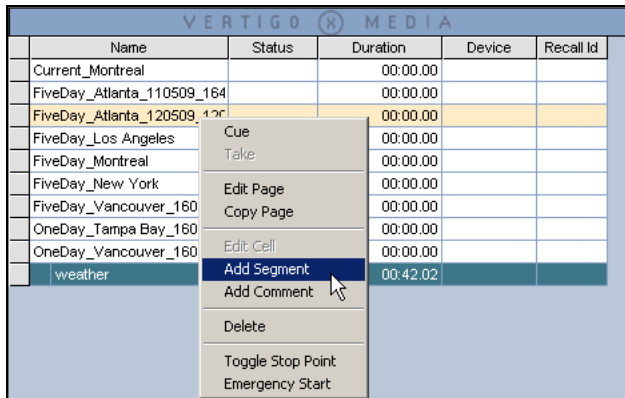


Figure 3-16. Use the **ADD SEGMENT** command to insert a segment heading into the playlist

5. Enter a name for the segment and press **ENTER**.

At this point the segment is empty, even if pages, templates, or clips appear to be beneath it (figure 3-17). You now need to add items to the segment.

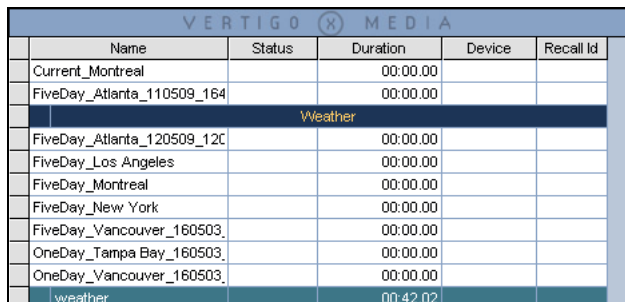
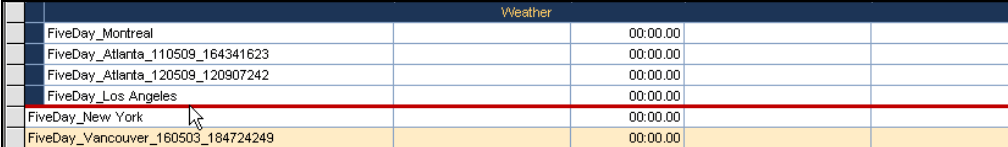
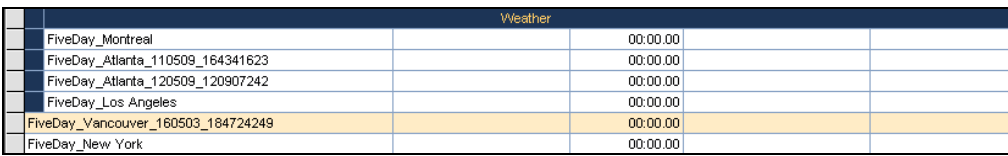


Figure 3-17. Segment heading has been added, but it is still empty

6. Click and drag the selected playlist element into the desired segment. As you drag, a Insert Line indicates where the element will be placed. Before you drop it, take note of the following:
  - **Whether or not the segment heading changes color.** If the segment heading does change color, the element will become part of the segment. If it does not, then the element will be placed outside of the segment.
  - **The length of the insert line (red by default).** If the insert line runs the entire width of the playlist, then the element is being moved outside the segment. If the line shortens, it means that the element is being moved into the segment (see below).
  - **Blue box:** Once elements have been added to a segment, they are bordered at left by a blue box (see below).



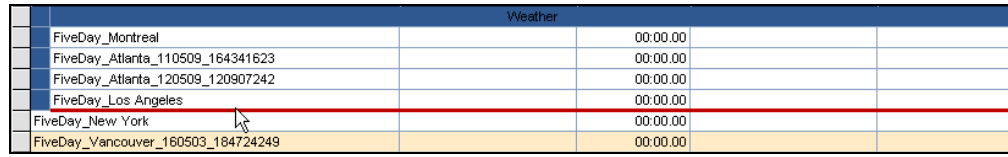
When the insert line is fully extended, the element will be moved outside of the segment.



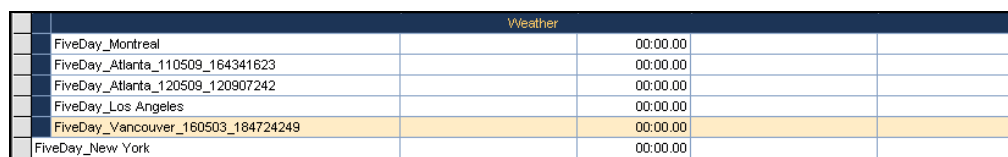
Weather				
FiveDay_Montreal			00:00:00	
FiveDay_Atlanta_110509_164341623			00:00:00	
FiveDay_Atlanta_120509_120907242			00:00:00	
FiveDay_Los Angeles			00:00:00	
FiveDay_New York			00:00:00	
FiveDay_Vancouver_160503_184724249			00:00:00	

Weather				
FiveDay_Montreal			00:00:00	
FiveDay_Atlanta_110509_164341623			00:00:00	
FiveDay_Atlanta_120509_120907242			00:00:00	
FiveDay_Los Angeles			00:00:00	
FiveDay_Vancouver_160503_184724249			00:00:00	
FiveDay_New York			00:00:00	



When the insert line is not fully extended and the border changes color, the element will be inserted into the segment.



Weather				
FiveDay_Montreal			00:00:00	
FiveDay_Atlanta_110509_164341623			00:00:00	
FiveDay_Atlanta_120509_120907242			00:00:00	
FiveDay_Los Angeles			00:00:00	
FiveDay_New York			00:00:00	
FiveDay_Vancouver_160503_184724249			00:00:00	

Weather				
FiveDay_Montreal			00:00:00	
FiveDay_Atlanta_110509_164341623			00:00:00	
FiveDay_Atlanta_120509_120907242			00:00:00	
FiveDay_Los Angeles			00:00:00	
FiveDay_Vancouver_160503_184724249			00:00:00	
FiveDay_New York			00:00:00	

## Repositioning playlist segments and their elements

The instructions on [page 3-19](#) explain how to add playlist segments (sometimes called embedded segments) to your playlists to group together related playlist elements under common headings (figure [3-18](#)).

	Name	Status	Duration	Device	Recall Id
Segment 1	Top Stories				
	OTS_Protecting the Homeland		00:00:00		
	L3rd_Animated		00:00:00	SD-OTS	
	OTS_Power crisis		00:00:00		
	Lower3rd_Ian Arthur		00:00:00		
	UpNext_Financial report_Weather_Si		00:00:00		
Segment 2	Financial				
	OneStock_DELL		00:00:00		
	Chart_DELL		00:00:00		1
	OneStock_INTC		00:00:00		
	Chart_INTC		00:00:00		

Figure 3-18. Playlist segments help organize playlist elements into thematic groupings

Not only does grouping playlist elements within segments improve the organization of the playlist, it also allows you to move or reposition the contents of a segment all at once. This is useful if, for example, at the last minute you decide that the pages organized under Business should be placed before the Sports segment.

### To reposition a segment row within a playlist:

1. Select the segment's heading row.  
The segment and all of the elements that belong to the segment are highlighted.
2. Click and drag the selected segment to the desired playlist row.  
As you drag, an insert line (red line by default) extends across the table, which indicates where the segment will be placed (figure [3-19](#)).

Name	Status	Duration	Device
OneStock_DELL		00:00:00	device1
Chart_DELL		00:00:00	number1
OneStock_INTC		00:00:00	number1
Chart_INTC		00:00:00	device1
OneStock_MSFT		00:00:00	device3
Top Movers		00:00:00	number1
Chart_MSFT		00:00:00	device4
Top Stories			
OTS_Protecting the Homeland		00:00:00	number1
L3rd_Animated		00:00:00	Device1
OTS_Power crisis		00:00:00	Device2
Lower3rd_Ian Arthur		00:00:00	Device1

Figure 3-19. Drag the segment and its elements to a new location within the playlist

3. Release the mouse button to drop the item in its new location.

### NOTE

In **BYDEVICE** playlist view, you can reposition a segment within its own device playlist, but you cannot move it to another device's playlist. Also, note that repositioning a segment in one device playlist, also repositions the equivalent segments in the other device playlists.

## Deleting playlist segments from a playlist

When Xplay is in **STANDARD** playlist view, deleting a playlist segment and its elements from a playlist is pretty straightforward. However, when Xplay is in **ByDEVICE** playlist view, the segment's elements might be targeting several devices, which changes the deletion procedure slightly (see below).

### ✓ NOTE

Please refer to [“Deleting playlist elements” on page 3-36](#) if you only want to delete a single element within a playlist segment (i.e. a page, clip or comment).

#### When Xplay is in STANDARD playlist view and you want to delete a playlist segment:

1. Select the segment's heading row. The segment and all of the elements that belong to the segment are highlighted.  
Or,  
Select all of the elements within the playlist segment (see [page 3-9](#)).
2. Right-click on the segment and select the **DELETE** command (figure [3-20](#)).  
Or,  
Press the **DELETE** key on your keyboard.
3. The **CONFIRM DELETE** dialog box appears. Select **YES** to immediately delete the segment and its elements from the playlist, or select **NO** to cancel the delete action.

VERTIGO MEDIA				
Name	Status	Duration	Device	
Top Stories				
OTS_Protecting the Homeland		00:00:00	number1	
L3rd_Animated		00:00:00	Device1	
OTS_Power crisis		00:00:00	Device2	
Lower3rd_Ian Arthur		00:00:00	Device1	
UpNext_Financial report_Weather_Sports		00:00:00	Device3	
Financial				
OneStock_DELL		00:00:00	device1	
Chart_DELL		00:00:00	number1	
OneStock_INTC		00:00:00	number1	
Chart_INTC		00:00:00	device1	
OneStock_MSFT		00:00:00	device3	
Chart_MSFT		00:00:00	device4	
business		00:42:08		
Top Gainers		00:00:00	device1	
Top Movers		00:00:00	number1	
Comment1				
Top Losers		00:00:00	device3	
UpNext_Weather_Sports_Wrap		00:00:00	device4	

Figure 3-20. Use the Delete command (or the Delete keyboard key) to delete a playlist segment

**When Xplay is in BYDEVICE playlist view and you want to delete a playlist segment:**

As is described on [page 3-6](#), when a playlist is loaded into the Playlist Editor that contains a playlist segment whose elements target more than one device, the segment and its elements are displayed in each of the relevant devices (figure 3-21). As a consequence of splitting the segments into different playlists, the segment in each device’s playlist becomes independent of the others. This means that you can delete a segment in one device playlist without affecting the segment in another device’s playlist.

The “Financial” segment’s elements are distributed to their target devices

Name	Status	Offset	Duration	Device
<b>Top Stories</b>				
OTS_Protecting the Homeland		00:00:00.00	00:00:00	number1
L3rd_Animated		00:00:10.00	00:00:00	Device1
Lower3rd_Jan Arthur		00:00:20.00	00:00:00	Device1
<b>Financial</b>				
OneStock_DELL		00:00:30.00	00:00:00	device1
Chart_DELL		00:00:40.00	00:00:00	number1
OneStock_INTC		00:00:50.00	00:00:00	number1
<b>Top Stories</b>				
OTS_Power crisis		00:00:10.00	00:00:00	Device2
Chart_INTC		00:00:20.00	00:00:00	Device2
Chart_jeff_080509_132702325		00:00:30.00	00:00:00	Device2
Chart_MSEL_080509_085959497		00:00:40.00	00:00:00	Device2
Chart_MSEL_080509_085601799		00:00:50.00	00:00:00	Device2
<b>UpNext_Financial report_Weather_Sports</b>				
<b>Financial</b>				
OneStock_MSFT		00:00:20.00	00:00:00	device3
Top_Losses		00:00:30.00	00:00:00	device3
OneStock_INTC		00:00:40.00	00:00:00	Device3
<b>Financial</b>				
Chart_MSFT		00:00:10.00	00:00:00	device4
UpNext_Weather_Sports_Wrap up		00:00:20.00	00:00:00	device4
OneStock_MSFT		00:00:30.00	00:00:00	Device4

Figure 3-21. The elements within a segment are distributed to their target device’s playlist

1. Select the segment’s heading row. The segment and all of the elements that belong to the segment in that device playlist are highlighted.  
Or,  
Select all of the elements within the playlist segment (see [page 3-9](#)).
2. Right-click on the segment and select the **DELETE** command.  
Or,  
Press the **DELETE** key on your keyboard.
3. The **CONFIRM DELETE** dialog box appears. Select **YES** to immediately delete the segment and its elements from the playlist, or select **NO** to cancel the delete action.

**NOTE**

To delete the entire segment from each of the device playlists, you must repeat the above procedure in each of the device playlists.

## Adding comment rows to the playlist

When Xplay is in **STANDARD** playlist view, you can annotate your playlist by adding comment rows. Your comments should be concise, yet identify the purpose or behavior of elements in your playlist.

### ☑ **NOTE**

Comment rows can only be added to a playlist when Xplay is in **STANDARD** playlist view. When Xplay is in **BYDEVICE** playlist view, the **ADD COMMENT** command is disabled thereby not allowing you to add comment rows to the device playlists. Similarly, when a playlist that contains comment rows is loaded into Xplay's **BYDEVICE** playlist view, the comment rows are not displayed.

#### To add comments to the playlist:

1. Be sure that Xplay is set to **STANDARD** playlist view.
2. Load a playlist into the Playlist Editor, or create a new playlist and add the necessary pages, templates and/or clips.
3. Select the playlist row where you want the comment to be inserted (the comment will be inserted above the selected row).
4. Right-click on the row and select the **ADD COMMENT** command from the context menu that appears (figure 3-22).

The comment row is added above the selected row with the text ready for editing.

Name	Status	Duration	Device	Recall Id
Top Stories				
OTS_Protecting the H...		00:00:00	number1	
L3rd_Animated		00:00:00	Device1	
OTS_Power crisis		00:00:00	Device2	
Lower3rd_Jan Arthur		00:00:00	Device1	
UpNext_Financial report		00:00:00	Device3	
Financial				
OneStock_DELL		00:00:00	device1	
Chart_DELL		00:00:00	number1	1
OneStock_INTC		00:00:00	number1	
Chart_INTC		00:00:00	device1	
OneStock_MSFT		00:00:00	device3	
Chart_MSFT		00:00:00	device4	
business		00:42:08		2525

Figure 3-22. Use the **ADD COMMENT** command to insert an annotation into the playlist

5. Type the text for the comment and press **ENTER**.

**To edit the text of a comment row that is already inserted into the playlist:**

1. Select the comment row who's text is to be edited.
2. Right-click on the row and select the **EDIT CELL** command from the context menu that appears (figure 3-23). The comment row text becomes ready for editing.

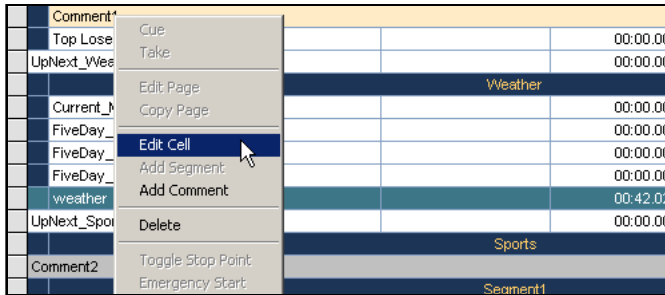


Figure 3-23. Use the **EDIT CELL** command to change the text in a playlist annotation

3. Type the new text for the comment and press **ENTER**.



## Repositioning playlist elements within the playlist

Pages and clips are added to playlists as primary scheduled events. Once added to the Playlist Editor, you can reposition these elements within the playlist by dragging and dropping them to the desired row location. In **STANDARD** playlist view, you can move an elements to any location within the playlist. In **BYDEVICE** playlist view however, you can reposition an element within its own device playlist, but you cannot move it to another device's playlist.

When a clip is a primary event in the playlist, you can reposition pages within the playlist to become secondary events to the clip. Making a page a secondary event to a clip allows you to set the page's offset and duration with respect to the clip (primary event), rather than to the beginning of the playlist.

The following sections provide instructions for repositioning items within the playlist:

- [“Repositioning primary playlist elements \(clips, pages or comments\)” on page 3-27](#)
- [“Adding secondary elements to a clip in the playlist” on page 3-28](#)

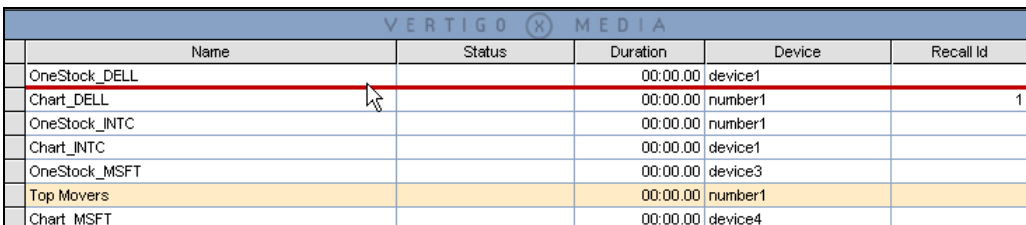
## Repositioning primary playlist elements (clips, pages or comments)

**To reposition a playlist elements:**

1. Select the playlist element that you want to move to a new location.
2. Click and drag the selected playlist element into the desired playlist row.

As you drag, an insert line (red line by default) extends across the table, which indicates where the item will be placed (figure 3-24).

3. Release the mouse button to drop the item in its new location.



The screenshot shows a table titled 'VERTIGO MEDIA' with columns: Name, Status, Duration, Device, and Recall Id. A red horizontal line is positioned between the 'Chart\_DELL' and 'OneStock\_INTC' rows, indicating the target location for a drag-and-drop action. A mouse cursor is visible over the red line. The rows are: OneStock\_DELL, Chart\_DELL, OneStock\_INTC, Chart\_INTC, OneStock\_MSFT, Top Movers, and Chart\_MSFT.

Name	Status	Duration	Device	Recall Id
OneStock_DELL		00:00:00	device1	
Chart_DELL		00:00:00	number1	1
OneStock_INTC		00:00:00	number1	
Chart_INTC		00:00:00	device1	
OneStock_MSFT		00:00:00	device3	
Top Movers		00:00:00	number1	
Chart_MSFT		00:00:00	device4	

Figure 3-24. Drag and drop the playlist element to the desired row location

### NOTE

In **BYDEVICE** playlist view, you can reposition an element within its own device playlist, but you cannot move it to another device's playlist.

## Adding secondary elements to a clip in the playlist

Making a page a secondary event to a clip allows you to set the page's offset and duration with respect to the clip (primary event), rather than to the beginning of the playlist.

### ☑ NOTE

Secondary elements can only be added to a playlist and shown in playlists when Xplay's Playlist view is set to **STANDARD**. When Xplay is in **BYDEVICE** playlist view, secondary elements are not permitted to be added to a playlist. As well, secondary elements are removed from the playlist when the playlist is loaded in the **BYDEVICE** layout and the following message in the Message Log window confirms that the secondary elements were removed.

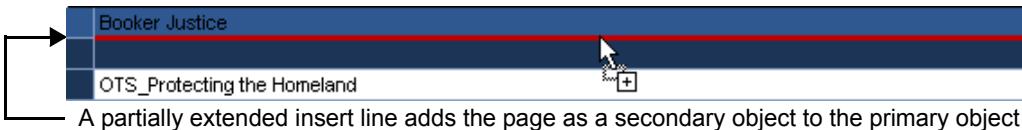
"The playlist contained secondary elements in clips that were removed on..."

### To add a secondary event (page) to a primary event (clip):

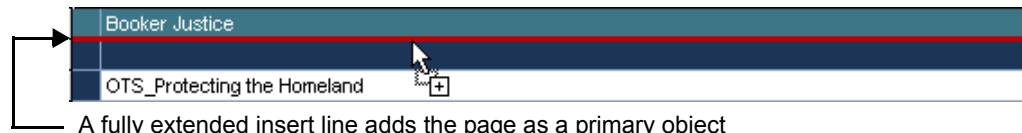
1. Add a clip to the playlist as a primary event by dragging the clip asset from the Asset Browser and dropping it into the desired location in the playlist.
2. Add a page to the playlist as a secondary event to the clip by dragging the page asset from the Asset Browser to the row below the clip's name in the playlist.

Before you drop it, take note of the following:

- **Whether or not the primary event heading changes color.** If the primary event heading changes color, the page will become a secondary event. If it does not, then the element will be placed below the primary event as an additional primary event.
- **The length of the insert line (red by default).** If the insert line runs the entire width of the playlist, then the page is being moved outside the primary event. If the line shortens, it means that the page will become a secondary event (see below).
- **Blue box:** Once page has been added to the primary event, it is bordered at left by a blue box (see below).



A partially extended insert line adds the page as a secondary object to the primary object



A fully extended insert line adds the page as a primary object

3. Drop the page into the playlist by releasing the mouse button.

### ☑ NOTE

To make a page that already exists as a primary event in the playlist a secondary event of a clip in that same playlist, simply drag the page from its current location to the row under the clip in the same way that is described in step 2 and 3 above.

## Configuring and editing the playlist columns

Each row in playlist represents a single playlist element, segment heading or comment; while the columns display properties associated with the playlist item.

Which columns are displayed in the Playlist Editor can be configured using the **COLUMN LAYOUT** dialog box. As well, you can also edit several of the properties associated with the playlist items from within the Playlist Editor.

- [“Configuring the Playlist Editor’s column layout” on page 3-29](#)
- [“Editing a playlist element’s properties” on page 3-33](#)

## Configuring the Playlist Editor’s column layout

The **COLUMN LAYOUT** dialog box (figure 3-25) allows you to configure which columns are displayed or hidden in the playlist. You can also determine the order in which the columns appear in the playlist.

Column headings that are currently displayed in the playlist are listed in the **SELECTED COLUMNS** text box (on the right), while hidden column headings are listed in the **AVAILABLE COLUMNS** text box (on the left). Customizing the playlist column means simply moving the headings from on side to the other (see the instructions below). The **COLUMN LAYOUT** dialog box conveniently also offers two (2) standard layouts: **BASIC** and **FULL**.

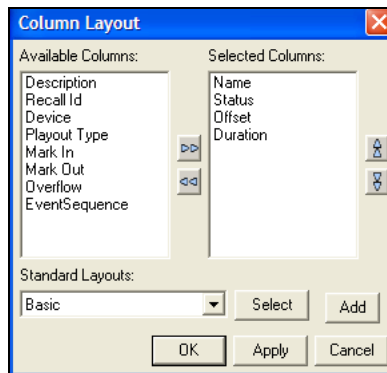



Figure 3-25. Column Layout dialog box

The following sections explain how to customize the playlist’s columns:

- [“Adding columns to a playlist” on page 3-30](#)
- [“Removing columns from a playlist” on page 3-30](#)
- [“Creating, renaming, and deleting your custom column headings” on page 3-31](#)
- [“Reordering the columns in a playlist” on page 3-31](#)
- [“Using the standard column layouts: Basic or Full” on page 3-32](#)


## Adding columns to a playlist

Complete the following steps to add one or many columns to a playlist:

1. Select **TOOLS>CONFIGURE PLAYLIST COLUMNS**.  
The **COLUMN LAYOUT** dialog box appears. The current playlist columns are listed in the **SELECTED COLUMNS** text box, while hidden column headings are listed in the **AVAILABLE COLUMNS** text box.
2. Select the desired column heading(s) from the **AVAILABLE COLUMNS** text box.  
The column heading's name is highlighted in blue when it is selected. To deselect, simply click the heading again.
3. Click the **RIGHT ARROW**  button.  
The selected column headings immediately move to the **SELECTED COLUMNS** text box.
4. Click **APPLY** to implement the changes immediately to the playlist, while keeping the Column Layout dialog box open for further edits to the playlist columns.  
Or,  
Click **OK** to implement the changes immediately to the playlist and close the Column Layout dialog box.  
Or,  
Click **CANCEL** to abort the changes and maintain the playlist as it was.

## Removing columns from a playlist

Complete the following steps to remove one or many columns from a playlist:

1. Select **TOOLS>CONFIGURE PLAYLIST COLUMNS**.  
The **COLUMN LAYOUT** dialog box appears. The current playlist columns are listed in the **SELECTED COLUMNS** text box, while hidden column headings are listed in the **AVAILABLE COLUMNS** text box.
2. Select the desired column heading(s) from the **SELECTED COLUMNS** text box.  
The column heading's name is highlighted in blue when it is selected. To deselect, simply click the heading again.
3. Click the **LEFT ARROW**  button.  
The selected column headings immediately move to the **AVAILABLE COLUMNS** text box.
4. Click **APPLY** to implement the changes immediately in the playlist, while keeping the Column Layout dialog box open for further edits to the playlist columns.  
Or,  
Click **OK** to implement the changes immediately to the playlist and close the Column Layout dialog box.  
Or,  
Click **CANCEL** to abort the changes and maintain the playlist as it was.

## Creating, renaming, and deleting your custom column headings

To better reflect the particular contents of your playlist, the **COLUMN LAYOUT** dialog box allows you to create your own (user defined) column headings. Once it has been created, you can also rename the column heading or delete it from the Column Layout dialog box by right-clicking on the name and selecting either the **RENAME** or **DELETE** command from the context menu.

### **NOTE**

Only custom column headings can be renamed and deleted from the Column Layout dialog box.



#### To create a custom playlist column heading:

1. Select **TOOLS>CONFIGURE PLAYLIST COLUMNS**.  
The **COLUMN LAYOUT** dialog box appears.
2. Click the **ADD** button.  
The **ADD COLUMN** dialog box appears.
3. Type the name of the new column in the text box and click **OK**.  
The new column heading's name immediately appears in the **SELECTED COLUMNS** text box on the **COLUMN LAYOUT** dialog box.
4. Click **APPLY** to immediately add the new column to the playlist, while keeping the Column Layout dialog box open for further edits to the playlist columns.  
Or,  
Click **OK** to immediately add the new column to the playlist and close the Column Layout dialog box.  
Or,  
Click **CANCEL** to abort the changes and maintain the playlist as it was.

## Reordering the columns in a playlist

The order in which the column appear in the Playlist Editor is determined by the column heading's position in the

#### Complete the following steps to reorder one or many columns in a playlist:

1. Select **TOOLS>CONFIGURE PLAYLIST COLUMNS**.  
The **COLUMN LAYOUT** dialog box appears. The current playlist columns are listed in order the **SELECTED COLUMNS** text box.
2. Select the column heading(s) that you want to move to another position from the **SELECTED COLUMNS** text box.  
The column heading's name is highlighted in blue when it is selected. To deselect, simply click the heading again.
3. Click the **UP ARROW**  button once for each position that you want to move the column to the left in the playlist.  
Or,  
Click the **DOWN ARROW**  button once for each position that you want to move the column to the right in the playlist.

4. Click **APPLY** to implement the changes immediately in the playlist, while keeping the Column Layout dialog box open for further edits to the playlist columns.  
Or,  
Click **OK** to implement the changes immediately to the playlist and close the Column Layout dialog box.  
Or,  
Click **CANCEL** to abort the changes and maintain the playlist as it was.

## Using the standard column layouts: Basic or Full

The Column Layout dialog box offers two (2) preset standard layouts:

- **BASIC** - Includes only the Name, Device and Status columns.
- **FULL** - Includes all columns.

These standard layouts are convenient ways of populating or removing columns from the Playlist Editor.

### To select a standard layout playlist format:

1. Select **TOOLS>CONFIGURE PLAYLIST COLUMNS**.  
The **COLUMN LAYOUT** dialog box appears. The current playlist columns are listed in the **SELECTED COLUMNS** text box, while hidden column headings are listed in the **AVAILABLE COLUMNS** text box.
2. Select either **BASIC** or **FULL** from the **STANDARD LAYOUT** drop-down list.
3. Click the **SELECT** button.  
The **SELECTED COLUMNS** and **AVAILABLE COLUMNS** text boxes are immediately appropriately populated.
4. Click **APPLY** to implement the changes immediately in the playlist, while keeping the Column Layout dialog box open for further edits to the playlist columns.  
Or,  
Click **OK** to implement the changes immediately to the playlist and close the Column Layout dialog box.  
Or,  
Click **CANCEL** to abort the changes and maintain the playlist as it was.




## Editing a playlist element's properties

When a playlist is loaded in the Playlist Editor, you can change certain properties that belong to playlist elements. The following table defines the property/column and explains how to edit each playlist column.

Playlist column	Definition and how to edit the playlist element's property
<b>DESCRIPTION</b>	<p>Displays a user provided text that describes the playlist item. The description text is originally created by filling in the <b>DESCRIPTION</b> field on the <b>SAVE</b> dialog box when the item is originally saved as an asset.</p> <ul style="list-style-type: none"> <li>• <b>Shared pages &amp; Embedded pages:</b> You can edit a page's Description property by right-clicking the element in the playlist and selecting the <b>EDIT PAGE</b> command. The <b>EDIT PAGE</b> window allowing you to edit the page's <b>DESCRIPTION</b> field. Then, you must click the <b>COMMIT AND CLOSE</b> button (embedded page) or the <b>SAVE PAGE, AND CLOSE</b> button (shared page) to apply the change and close the <b>EDIT PAGE</b> window.</li> <li>• <b>Templates:</b> You cannot edit the Description property of a template from within the playlist.</li> <li>• <b>Clips:</b> You can change the Description property of a clip in the playlist by right-clicking the clip's Description cell and selecting the <b>EDIT CELL</b> command. Then type the new description directly in the playlist.</li> </ul>
<b>DEVICE</b>	<p>Identifies the device to which the page, template, scene or clip will be sent.</p> <p>This column is based on the element's <b>Target Device</b> property, which is set in Xstudio when the asset's template is created. If the template's <b>TARGET DEVICE</b> property was not specified (empty), then the asset is appended to the first device's playlist.</p> <ul style="list-style-type: none"> <li>• <b>Standard playlist view:</b> When Xplay is in Standard playlist view, you can edit the target device for any playlist element type by right-clicking the element's Device cell in the playlist and selecting the <b>EDIT CELL</b> command. Then, you can type the name of the target device.</li> <li>• <b>ByDevice playlist view:</b> When Xplay is in ByDevice playlist mode, the playlist elements are naturally sorted using their Target Device settings. You are not permitted to edit a playlist elements device setting once the element is in a device's playlist nor move it to another device's playlist.</li> </ul>
<b>DURATION</b>	<p>Identifies the length of time that the page, template, scene or clip stays on air during the payout of the playlist.</p> <ul style="list-style-type: none"> <li>• <b>Embedded pages, Shared pages and Templates:</b> You can edit a page's or template's duration value from within the playlist by right-clicking on the element's Duration cell and selecting the <b>EDIT CELL</b> command. Then, type the new duration value directly in the playlist.</li> <li>• <b>Clips:</b> You cannot select or edit the Duration property for clips from within the Playlist Editor.</li> </ul>

Playlist column	Definition and how to edit the playlist element's property
<b>MARK IN / MARK OUT</b>	<p>Displays the frame location that will be used as a starting and ending points when the clip asset is played out in the playlist. This property is set using the <b>MARKIN/OUT EDITOR</b>.</p> <ul style="list-style-type: none"> <li>• <b>Embedded pages, Shared pages and Templates:</b> You cannot edit the Mark In or Mark Out values for pages or templates since this property only applies to clip assets.</li> <li>• <b>Clips:</b> There are two (2) ways in which you can edit the Mark In or Mark Out values for a clip from within the Playlist Editor. <ul style="list-style-type: none"> <li>• Right-click on the element's Mark In or Mark Out cell and select the <b>EDIT CELL</b> command. Then, type the new value directly in the playlist.</li> <li>• Right-click on the element's Mark In or Mark Out cell and select the <b>VISUAL MARK IN/MARK OUT</b> command. The Mark In/Out Editor opens, allowing you to set the Mark In and Mark Out values using the Trim In and Trim Out handles. When you click Apply on the Mark In/Out Editor, these values are reported back to the Playlist Editor.</li> </ul> </li> </ul>
<b>NAME</b>	<p>Displays the name of the playlist item.</p> <ul style="list-style-type: none"> <li>• <b>Shared pages &amp; Templates:</b> You cannot rename a shared page or template since their name is a fundamental property of the asset.</li> <li>• <b>Embedded pages:</b> Except for when the embedded page is automatically named, you can edit the name of embedded pages by right-clicking the element in the playlist and selecting the <b>EDIT PAGE</b> command. The <b>EDIT PAGE</b> window allowing you to edit the page's <b>NAME</b> field. Then, you must click the <b>COMMIT AND CLOSE</b> button to apply the change and close the <b>EDIT PAGE</b> window.</li> <li>• <b>Clips:</b> You can change the name of a clip in the playlist by right-clicking the element and selecting the <b>EDIT CELL</b> command. Then type the new name directly in the playlist.</li> </ul>
<b>OFFSET</b>	<p>Identifies the amount of time delay between the playout of two consecutive playlist elements.</p> <p>You can change the offset value of any of the playlist elements from within the playlist by right-clicking on the element's Offset cell and selecting the <b>EDIT CELL</b> command. Then, type the new offset value directly in the playlist.</p>
<b>OVERFLOW</b>	<p>Identifies the difference between the total time of the content in a timeslot and the time available in the timeslot. When the total time of the content in a timeslot exceeds the time available, there is an overflow.</p> <p>A playlist element's overflow cannot be edited from within the playlist.</p>



Playlist column	Definition and how to edit the playlist element's property
<p><b>PLAYOUT TYPE</b></p>	<p>Indicates the method by which the playlist item (i.e page, template or clip) be cued to air. The Playout Type for playlist elements can be changed in the Playlist Editor by right-clicking on the element's <b>PLAYOUT TYPE</b> cell, and then selecting the <b>PLAYOUT TYPE</b> command. Select one of the following transition types:</p> <ul style="list-style-type: none"> <li>• <b>SEQUENTIAL</b> : The playlist element is played when the previous element has completed (possibly with an offset).</li> <li>• <b>HARD START</b> : The playlist element is played at the specified time of day. If required, the currently playing element will be preempted. When a hard start element is played the playlist is synchronized with the system clock. The time of day is specified by entering it into the Offset column.</li> <li>• <b>MANUAL</b> : The playlist element is played when a <b>RESUME</b> command is sent to the playlist. If this command arrives earlier than expected, the currently playing element is preempted. If the command arrives later than expected, the playlist waits before resuming playout. The <b>RESUME</b> command can be sent from the <b>PLAY</b> button in Xplay, or from logic in the Panel.</li> </ul>
<p><b>RECALL ID</b></p>	<p>Displays the Recall ID for the page, template or clip, which is used as a shortcut identifier for calling up pages and templates.</p> <p>The Recall ID is originally created by filling in the <b>RECALL ID</b> field on the <b>SAVE</b> dialog box when the page, template or clip is originally saved as an asset.</p> <ul style="list-style-type: none"> <li>• <b>Shared pages:</b> You can set or edit the page's Recall ID property by right-clicking the element in the playlist and selecting the <b>EDIT PAGE</b> command. The shared page's editing window appears, allowing you to type in the Recall ID field. Click the <b>SAVE PAGE, AND CLOSE</b> button to apply the new Recall ID value to the asset.</li> </ul> <p>Note that each Recall ID value must be unique. If the new Recall ID value is already assigned to another asset, an error message appears giving you the option of either entering another value or overriding the Recall ID of the other asset.</p> <ul style="list-style-type: none"> <li>• <b>Embedded pages, Templates and Clips:</b> You cannot edit the Recall ID property for embedded pages, templates, or clips from within the playlist.</li> </ul>
<p><b>STATUS</b></p>	<p>A playlist element's status cannot be edited from within the playlist. The status changes only when the element is verified, cued, taken to air or cleared.</p> <p>When the <b>VERIFY PLAYLIST</b> setting is enabled, each element in the playlist is verified when the playlist is loaded to ensure that it is available and ready for use. The results of the verification are displayed in the Status column for each element. See <a href="#">page 3-8</a> for more information.</p>
<p><b>USER-DEFINED COLUMNS</b></p>	<p>All user-defined columns that have been added to the Playlist Editor can be edited by right-clicking on the element's cell and selecting the <b>EDIT CELL</b> command. Then, type the new value directly in the playlist</p>

## Deleting playlist elements

While building or using the playlist, you may want to delete an element that was previously added to the playlist (e.g. a page, template, clip, playlist segment, or comment).

### **NOTE**

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If the page, template, or clip that is to be deleted is a saved asset, deleting the item from the playlist does not remove the asset from the system, only from the playlist. However, embedded pages, playlist segments, and comments that were added to the playlist, but are not assets, will be completely deleted from the system.

---

The following instructions describe how to delete elements from the playlist.

#### **To delete an individual element from the playlist:**

1. Select the element that you would like to delete from the playlist.
2. Right-click on the element's row and select the **DELETE** command.  
Or,  
Press the **DELETE** key on your keyboard.
3. If Xplay's **CONFIRM PAGE DELETION** property (**TOOLS>SETTINGS>AUTOMATION**) is enabled, the **CONFIRM DELETE** dialog box appears. Select **YES** and the element is immediately deleted from the playlist, or select **NO** to cancel the delete action.  
If however Xplay's **CONFIRM PAGE DELETION** property (**TOOLS>SETTINGS>AUTOMATION**) is disabled, then the element is immediately deleted from the playlist.

#### **To delete multiple elements from the playlist:**

1. Select the first element that you would like to delete from the playlist.
2. While holding down the **CTRL** key, select the various elements that you would like to delete from the playlist.
3. Right-click on one of the selected elements and select the **DELETE** command.  
Or,  
Press the **DELETE** key on your keyboard.

### **NOTE**

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See [page 3-23](#) for instructions on how to delete a playlist segment from a playlist.

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## Reloading the playlist

If you've had a playlist open for a while you may need to reload it to ensure that it's still up-to-date. For example, additional items may have been appended to the playlist by a user at another workstation while the playlist was also open at your workstation.

How you reload and whether it's necessary at all depends on how Xplay has been configured. There are three possible scenarios:

- The **PLAYLIST UPDATE INTERVAL** setting has not been activated. In this case, Xplay will not be checking for updates. For changes made at remote workstations to take effect, the playlist must be manually reloaded by clicking the **RELOAD** button  in the Playlist Editor's toolbar.
- The **PLAYLIST UPDATE INTERVAL** setting has been activated, but not the **AUTO RELOAD PLAYLISTS** setting. This means that Xplay will periodically check the Xmedia Server for updated versions of the playlist but will not automatically reload the new version for you. Instead, the Reload button  will turn orange to indicate that a new version has been detected. Click the button in the Playlist Editor's toolbar to reload.
- Both the **PLAYLIST UPDATE INTERVAL** and **AUTO RELOAD PLAYLISTS** settings have been activated. Xplay will check the Xmedia server for an updated version of the current playlist and will automatically reload it when it finds a newer version.

Note that the currently airing and cued pages stay on air and cued even if they have been moved to new locations in the playlist, or have been removed altogether.

## Saving the playlist

For a playlist to be available for future use, or accessible to other Vertigo Suite applications (i.e. Xbuilder), the playlist must be saved to the Xmedia Server. Newly created playlists are given a generic name (i.e. Playlist1) until they are saved and you specify a unique name.

As well, any edits that are performed to existing playlists are not permanent until the playlist has been saved. A playlist with unsaved edits is indicated by an asterisks beside the playlist's name in Xplay's Status bar.

When a playlist is saved to the system, it becomes a playlist asset. Playlist assets are stored and accessed from within the **PLAYLISTS** root category (and sub-categories) in the Asset Browser.

### To save a newly-created playlist:

1. Select the **FILE>SAVE PLAYLIST** command from Xplay's menu commands.

Or,

Press **CTRL+S**.

Or,

Press the **SAVE CURRENT PLAYLIST**  button in the Playlist Editor's toolbar.

The **SAVE PLAYLIST** dialog box appears (figure [3-26](#)).

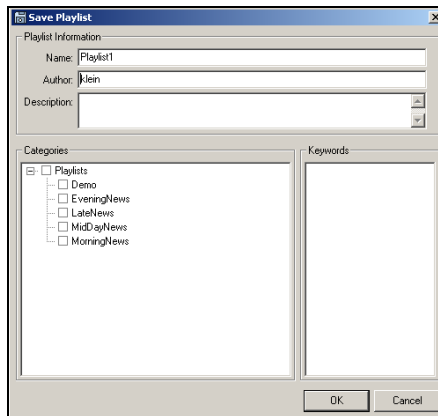



Figure 3-26. The Save Playlist dialog box

2. In the **NAME** field enter a new name for the playlist.
  3. Enter your name in the **AUTHOR** field (optional).
  4. Enter a short description for the playlist in the **DESCRIPTION** field (optional).
  5. Link the playlist to the Playlists root category or to sub-categories by selecting the check box for each place where you want the playlist to be accessible from.
  6. Click **OK** to save the playlist and exit the dialog box.
- Or,
- Click **CANCEL** to discard all entered information and return to the unsaved playlist.

**To save the changes to an existing playlist:**

- Select the **FILE>SAVE PLAYLIST** menu command.
- Or,
- Press **CTRL+S**.
- Or,
- Click the **SAVE CURRENT PLAYLIST**  button in the Playlist Editor's toolbar.

**To save an existing playlist under a different name or into another category:**

1. Select the **FILE>SAVE PLAYLIST AS** menu command.  
Or,  
Click the **SAVE CURRENT PLAYLIST AS**  button in the Playlist Editor's toolbar.  
The **SAVE PLAYLIST** dialog box appears (figure [3-26](#)).
2. In the **NAME** field enter a new name for the playlist.
3. Enter your name in the **AUTHOR** field (optional).
4. Enter a short description for the playlist in the **DESCRIPTION** field (optional).
5. Link the playlist to the Playlists root category or to sub-categories by selecting the check box for each place where you want the playlist to be accessible from.
6. Click **OK** to save the playlist and exit the dialog box.  
Or,  
Click **CANCEL** to discard all entered information and return to the unsaved playlist.

---

** NOTE**

If you only want to move an existing playlist to another category, you don't necessarily have to perform a Save As. Simply drag and drop the playlist from its current category to another within the Asset Browser.

---



# 4 OPERATOR CONTROLLED PREVIEW AND PLAYOUT TECHNIQUES

Xplay is the Vertigo Suite's application for previewing and controlling the playout of content that has been organized into playlists. Operators use Xplay's Playlist Editor and Device Views to view and control the playlist elements that are then cued and/or taken to the output device(s).

To accommodate different control and playout situations, the layout of Xplay's Playlist Editor and Device Views can be configured for previewing and controlling the playout on one or multiple devices.

The following sections instruct operators how to control the preview and playout of playlist content on a single device, or manage the playout on multiple devices, multiple channels, and/or multiple layers on a channel. An additional section describes supplemental tasks that operators can perform to edit the content of playlist elements "on the fly", as well as other playout control and management techniques.

- ["Preview and playout on a single device" on page 4-2](#)
- ["Preview and playout on multiple devices, channels or layers" on page 4-7](#)
- ["Additional operator controlled tasks" on page 4-16](#)





## Preparing to preview and playout on a single device

Before using Xplay to preview and take a playlist to air on a single device, we suggest that you perform the following preliminary configuration and verification procedures to ensure that Xplay is properly configured and setup:

1. Verify that Xplay is currently in the **OnAir-Preview** layout and that the On Air and Preview Device Views are assigned to the desired devices.

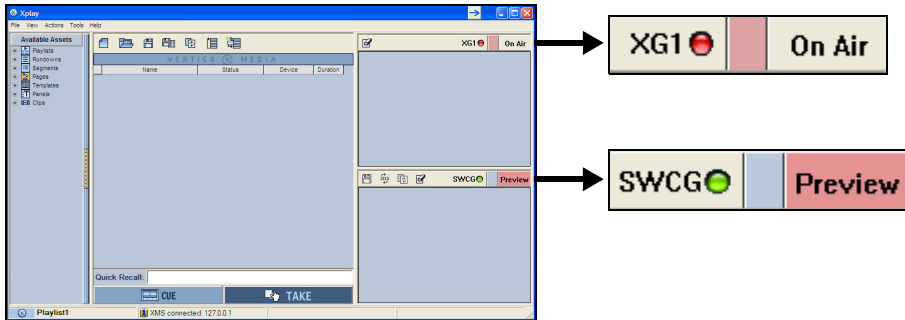


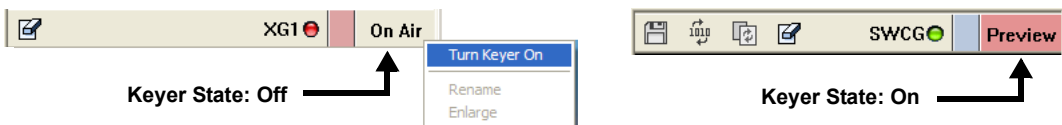
Figure 4-2. OnAir-Preview layout displays two Device Views: On Air and Preview

If Xplay is not in the OnAir-Preview layout and/or the proper devices are not assigned to the Device Views, consult [“Adding and connecting Xplay to playout devices” on page 2-8](#) and follow the configuration procedures for a single device and OnAir-Preview layout.

2. Verify that both the On Air and Preview Device Views have a green LED next to the device name to indicate that they are actively connected to the devices.  
If the LED is red, follow the instructions on [page 2-16](#) to reconnect Xplay to the device.
3. Ensure that the Keyer State button of the On Air and Preview Device Views are both **On**. The Keyer State button allows you to control whether the device’s keyer is on or off. When the keyer is On, the Keyer State button is pink, which indicates that the loaded element is actively displayed on the device. When the keyer is Off, the Keyer State button is grey, which indicates that the loaded element is not being displayed on the device.

### To change the Keyer State:

- Double-click the Keyer State button
- Or,
- Right-click on the Keyer State button and select the **TURN KEYS ON** command.



4. Select **TOOLS>SETTINGS** and verify that the Xplay settings are configured as follows. Once finished, click **OK** to close the Settings dialog box.
  - **XPLAY>LAYOUT>PLAYLIST VIEW>STANDARD**  
 The playlist is displayed in the Playlist Editor as a single list, showing all elements in the order in which they were saved or positioned (not separated by device assignment). The Playlist Editor's global control buttons, **Cue** and **Take**, allow operators to cue and playout the playlist elements in the order in which they are listed in the Playlist Editor.
  - **XPLAY>PLAYOUT>AUTO CUE NEXT ITEM>ENABLED**  
 After a manual take, the next playlist element will automatically be cued on the Preview device.
  - **XPLAY>PLAYOUT>CUE ON LOAD PLAYLIST>ENABLED**  
 Xplay automatically cues the first element in the playlist when it is loaded. Note that since the **CUE LOOK AHEAD** setting is enabled, the first element on will be cued when the playlist is loaded.
  - **XPLAY>PLAYOUT>INITIAL PLAYOUT MODE>MANUAL**  
 Configures Xplay so that operators have full manual control over what and when playlist elements are cued and taken to air.

## Previewing and taking playlist elements to air on a single device

After completing the preparation procedure on [page 4-3](#), Xplay is in a state where you can create or load a playlist into the Playlist Editor. Using the Playlist Editor's global playout buttons (**Cue** and **Take**), you can control the pace of the playlist's sequential playout by cueing and previewing the playout of playlist items on the Preview device and then taking them to air on the playout device.

Notice that the control-side of the page or template is displayed in the Device Views. This allows operators to easily identify the playlist elements, as well as allowing them to make (and save) on-the-fly changes to the asset's editable fields before they are taken to air. See [page 4-16](#) for more information.

**Cue:** Loads the next element in the playlist to the On Air playout device.

**Take:** Plays the currently cued element on the On Air playout device.

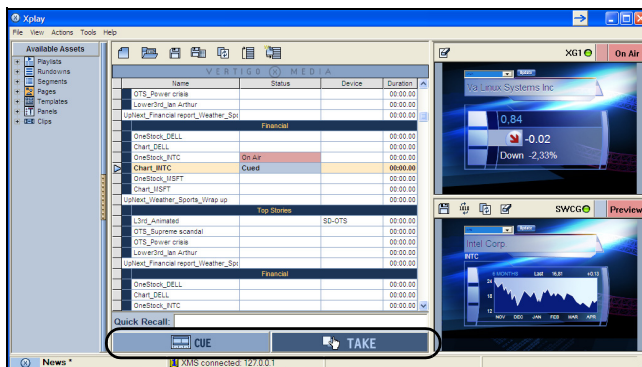


Figure 4-3. Previewing cued playlist elements and then taking them to air on the playout device

**To manually control the sequential preview and playout of a playlist on a single device:**

1. Ensure that Xplay is properly configured and setup for previewing and playing out on a single device (see [page 4-3](#)).
2. Create a new playlist or load an existing playlist into the Playlist Editor (see [page 3-6](#)). Since the **CUE ON LOAD PLAYLIST** setting is enabled, when the playlist is loaded, the first playlist element is cued onto the Preview Device View and previewed on the connected preview device.

**✓ NOTE**

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The first element in the playlist does not have to be the first item played out. You can determine the starting point for the sequential playout by selecting the element and then clicking the **CUE** button.

---

3. Optional: When a playlist element is cued in the Preview Device View, you can make last minute edits to the element's editable fields directly in the Device View before bringing it to air on the playout device (see [page 4-16](#)).
4. Click the **TAKE** button to take the cued playlist element to air on the playout device. Since the **AUTO CUE NEXT ITEM** setting is enabled, the next element in the playlist that is assigned will automatically be cued to the Preview device when the currently cued element moved to on air.
5. Optional: If while the playlist element is playing out on the On Air Device, you notice an error in the content of one of the editable fields (i.e. a spelling mistake or incorrect picture), you can make "on-the-fly" edits directly in the Device View (see [page 4-16](#)).
6. Since the playlist is played out in sequential order, clicking the **TAKE** button again brings the next element in the playlist to air and the next element on that device becomes cued.  
Continue clicking the **TAKE** button at the pace at which you want to control the playout of the playlist elements.

**✓ NOTE**

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As an alternative to clicking the Playlist Editor's Cue and Take control buttons, you can also use Xplay's **ACTIONS>CUE (F2)** and **ACTIONS>TAKE (F1)** menu commands and keyboard shortcuts.

---





7. Optional: If you want to force an element to be cued or taken, but it is not the next in the playlist (e.g. skip forward or return backwards); simply double-click the element that you want to be cued as the next element to air. The Playlist Editor's current position arrow moves to the new location and the element is cued on the Preview device. Clicking the **TAKE** button resumes the playout of the playlist from this point.

**✓ NOTE**

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If you have configured Xplay's Device Manager to allow a panel to control an additional keyer layer of the On Air playout device, you can load a panel into Xplay's Toolbar Panel and use the panel to control the playout on the specified keyer. See "[Using a panel to control an additional keyer level on a device](#)" on [page 4-20](#) for more information.

---

8. If the Playlist Editor's **SET PLAYLIST WRAP PROPERTY** button  is enabled, once you have reached the last element in the playlist, you can keep looping through the playlist by clicking the **TAKE** button.  
However, if the **SET PLAYLIST WRAP PROPERTY** button  is disabled, you can only continue until all of the elements have gone to air once.
9. Optional: You can remove the cued item from the Preview Device View by clicking the **Uncue** button  or selecting Xplay's **ACTIONS>CLEAR PREVIEW** menu command.  
Similarly, you can use the **Clear** button  or Xplay's **ACTIONS>CLEAR ALL (F4)** menu command to remove the currently playing element from the On Air playout device.

# Preview and playout on multiple devices, channels or layers

Use Xplay's **MULTI-DEVICE** layout when Xplay is to be used to control the preview and playout on multiple devices, multiple channels, and/or multiple layers on a channel.

In Multi-Device layout, each device, channel and/or keyer is represented in Xplay by a Device View, which allows operators to visualize and independently control the selection and pace at which playlist elements are cued and played out on the various devices. For example, figure 4-4 shows Xplay with four (4) Device Views since it was configured to control a dual-channel Vertigo XG with 2 keyer layers for each channel.

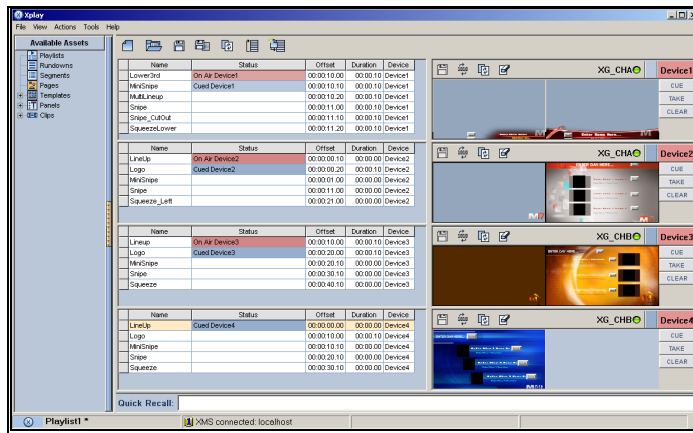


Figure 4-4. Xplay is configured in a Multi-Device layout to control 2 channels, each with 2 keyer layers

When Xplay is set to the Multi-Device layout, the appearance and functionality of the Playlist Editor and Device Views can be changed to accommodate different operator preferences and playout situations.

For example:

- Playlist items can be organized in the Playlist Editor in a **Standard** or **By Device** view.
- The layout of the Device Views can provide a view of the **Preview**, **On Air** or both the **OnAir-Preview** devices.
- If the Playlist Editor is in **Standard** view, operators can control the playlist using the Playlist Editor's global controls (Cue and Take) to playout the playlist elements sequentially on their assigned devices. If the **SHOW MANUAL PLYOUT BUTTONS** setting is also enabled, operators can also use the Device View's Manual Playlist buttons to force the playout of an element on any device, regardless of the device assignment.

The following sections provides instructions for how operators can set up and control Xplay to preview and control the playout of a playlist on a multiple devices, channels and/or layers:

- [“Preparing to preview and playout using the Multi-Device layout” on page 4-8](#)
- [“Previewing and taking playlist elements to air on multiple devices” on page 4-10](#)

## Preparing to preview and playout using the Multi-Device layout

Before using Xplay to preview and take a playlist to air on a multiple devices, channel and/or layers, we suggest that you perform the following preliminary configuration and verification procedures to ensure that Xplay is properly configured and setup:

1. Verify that Xplay is currently in the **Multi-Device** layout and that appropriate number of Device Views are displayed and assigned to the correct devices.

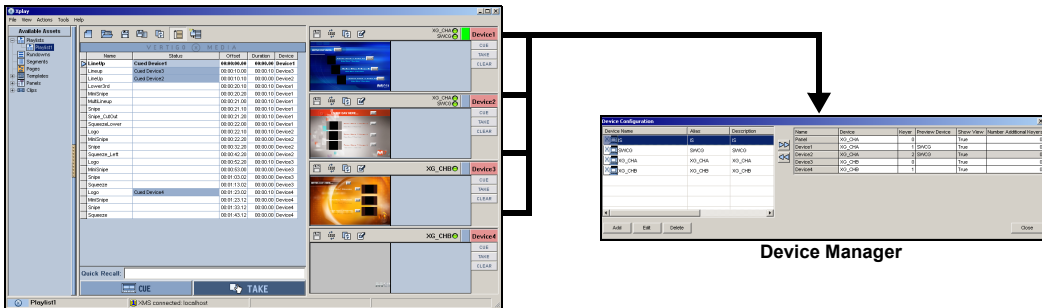


Figure 4-5. Verify the Multi-Device layout, Device Views and device assignments

If Xplay is not in the Multi-Device layout, the proper number of devices are not displayed, and/or the proper devices are not assigned to the Device Views, consult [“Adding and connecting Xplay to playout devices” on page 2-8](#) and follow the configuration procedures for a multiple devices and Multi-device layout.

2. Verify that all of the devices in the Device Views have a green LED next to the device name to indicate that they are actively connected to the devices.

If the LED is red, follow the instructions on [page 2-16](#) to reconnect Xplay to the device.

3. Ensure that the Keyer State button of each of the Device Views are **On**.

The Keyer State button allows you to control whether the device’s keyer is on or off. When the keyer is On, the Keyer State button is pink, which indicates that the loaded element is actively displayed on the device. When the keyer is Off, the Keyer State button is grey, which indicates that the loaded element is not being displayed on the device.

### To change the Keyer State:

- Double-click the Keyer State button

Or,

- Right-click on the Keyer State button and select the **TURN KEYS ON** command.

- Select **TOOLS>SETTINGS** and verify that the Xplay settings are configured as follows. Once finished, click **OK** to close the Settings dialog box.

#### XPLAY>LAYOUT>PLAYLIST VIEW

- STANDARD:** A single list, showing all of the playlist elements in the order in which they were positioned. This list does not separate elements by their device assignments. The Playlist Editor's global playout controls (Cue and Take) are also displayed and can be used to control the playlist in sequential order. Note that when using the global controls, you are restricted by the element's device assignment. In other words, you cannot cue and take an element assigned to one device (e.g. device1) on another device (e.g. Device2). To cue and take on another device, you must enable and use the Manual Playout buttons in the Device Views.
- BYDEVICE:** The playlist is broken down and displayed as multiple playlists, with one list for each device configured in Xplay. The device's playlist is shown opposite the Device View for the corresponding device. Each list only shows those elements that target the associated device. To control the playlist, you must enable and use the manual playout buttons within each individual Device View.

Standard Playlist View

Name	Status	Offset	Duration
LineUp	On Air Device4	00:00:00.00	00:00:10
Lower3rd	On Air Device1	00:00:10.00	00:00:10
MultiLineUp	On Air Device1	00:00:20.00	00:00:10
Lower3rd	On Air Device1	00:00:30.10	00:00:10
MainCrpge	On Air Device1	00:00:40.20	00:00:10
Multi_Artist	On Air Device1	00:00:50.30	00:00:10
Steps	On Air Device1	00:01:00.40	00:00:10
Steps_CatOut	On Air Device1	00:01:10.50	00:00:10
SequenceLower	On Air Device1	00:01:20.60	00:00:10
Logo	On Air Device1	00:01:30.70	00:00:10
SequenceLower	On Air Device1	00:01:40.80	00:00:10
On Air Device2	On Air Device2	00:01:50.90	00:00:10
Logo	On Air Device2	00:02:00.00	00:00:10
Sequence_Left	On Air Device2	00:02:10.10	00:00:10
Logo	On Air Device2	00:02:20.20	00:00:10
MainCrpge	On Air Device2	00:02:30.30	00:00:10
Steps	On Air Device2	00:02:40.40	00:00:10
Sequence_Left	On Air Device2	00:02:50.50	00:00:10
Logo	On Air Device2	00:03:00.60	00:00:10
MainCrpge	On Air Device2	00:03:10.70	00:00:10
Steps	On Air Device2	00:03:20.80	00:00:10
Sequence_Left	On Air Device2	00:03:30.90	00:00:10
Logo	On Air Device2	00:03:40.00	00:00:10
MainCrpge	On Air Device2	00:03:50.10	00:00:10
Steps	On Air Device2	00:04:00.20	00:00:10
Sequence	On Air Device2	00:04:10.30	00:00:10

ByDevice Playlist View

Name	Status	Offset	Duration
LineUp	On Air Device4	00:00:00.00	00:00:10
Lower3rd	On Air Device1	00:00:10.00	00:00:10
MultiLineUp	On Air Device1	00:00:20.00	00:00:10
Lower3rd	On Air Device1	00:00:30.10	00:00:10
MainCrpge	On Air Device1	00:00:40.20	00:00:10
Multi_Artist	On Air Device1	00:00:50.30	00:00:10
Steps	On Air Device1	00:01:00.40	00:00:10
Steps_CatOut	On Air Device1	00:01:10.50	00:00:10
SequenceLower	On Air Device1	00:01:20.60	00:00:10
Logo	On Air Device1	00:01:30.70	00:00:10
SequenceLower	On Air Device1	00:01:40.80	00:00:10
On Air Device2	On Air Device2	00:01:50.90	00:00:10
Logo	On Air Device2	00:02:00.00	00:00:10
Sequence_Left	On Air Device2	00:02:10.10	00:00:10
Logo	On Air Device2	00:02:20.20	00:00:10
MainCrpge	On Air Device2	00:02:30.30	00:00:10
Steps	On Air Device2	00:02:40.40	00:00:10
Sequence_Left	On Air Device2	00:02:50.50	00:00:10
Logo	On Air Device2	00:03:00.60	00:00:10
MainCrpge	On Air Device2	00:03:10.70	00:00:10
Steps	On Air Device2	00:03:20.80	00:00:10
Sequence	On Air Device2	00:03:30.90	00:00:10

- XPLAY>LAYOUT>SHOW MANUAL PLOUT BUTTONS>ENABLED**

Displays the manual playout buttons within each Device View window. The Manual Playout buttons allow you to override playlist order, default device assignments and the current position by controlling or forcing the content onto the specific Device View.

	<p>Cues the selected playlist element to the Device View's connected device. The element then becomes the playlist's current position.</p> <p>This button can also be used to cue an element to a device that is not the element's default target device.</p> <p>An element cannot be cued to more than one device at a time.</p>
	<p>Takes the playlist element that is cued on the device to the default or assigned channel. It does not alter the current position in the playlist.</p> <p>If no element has been cued on the device, it clears the currently airing element from the default channel.</p>
	<p>Clears the element that is currently on air on this device. Clicking this button does not alter the current position of the playlist.</p>

- **XPLAY>LAYOUT>MULTIDEVICE LAYOUT**

- **PREVIEW:** The Device View consists of only the Preview window, which displays the element that is currently cued on the device.
- **ONAIR:** The Device View consists of only the On Air window, which displays the element that has been brought to air on the device.
- **ONAIRPREVIEW:** The Device View consists of both the Preview and On-Air windows, therefore displaying the elements that are cued and playing out on the device.



Preview or OnAir



OnAirPreview

- **XPLAY>PLAYOUT>CUE LOOK AHEAD>ENABLED**

Determines if Xplay cues elements on every device when a cue is performed. Enabling this setting and then performing a general cue allows the element that is selected for cueing to be cued first. Then a search is made for the next element targeting each remaining device, starting after the selected element. Each element that is located is cued, but only if it is not already cued. After a manual take, the next element on the same device where the take occurred is cued.

If this setting is disabled and a general cue is executed, only the element selected for cueing is cued. After a manual take, no element is cued on the device.

- **XPLAY>PLAYOUT>CUE ON LOAD PLAYLIST>ENABLED**

Xplay automatically cues the first element in the playlist when it is loaded. Note that since the **CUE LOOK AHEAD** setting is enabled, the first element on will be cued when the playlist is loaded.

- **XPLAY>PLAYOUT>INITIAL PLOUT MODE>MANUAL**

Configures Xplay so that operators have full manual control over what and when playlist elements are cued and taken to air.

## Previewing and taking playlist elements to air on multiple devices

After completing the preparation procedure on [page 4-8](#), Xplay is in a state where you can create or load a playlist into the Playlist Editor and begin to control the preview and playout of the playlist elements on multiple devices.

Since the **Playlist View** setting (**STANDARD** or **BYDEVICE**) significantly changes Xplay's appearance and functionality, the following procedures guide you through an identical procedure for controlling playout only using difference playlist views.

- [“Controlling playout on multiple devices using Standard playlist view” on page 4-11](#)
- [“Controlling playout on multiple devices using ByDevice playlist view” on page 4-14](#)



## Controlling playout on multiple devices using Standard playlist view

The following procedure guides you through the steps for controlling a playlist on multiple devices using the Playlist Editor's global controls, as well as the Device View's Manual playout buttons in Standard Playlist View.


These Xplay settings are used in this example:

- **XPLAY>GENERAL>LAYOUT>MULTI-DEVICE**
- **XPLAY>GENERAL>NUMBER OF DEVICES>4**
- **XPLAY>LAYOUT>PLAYLIST VIEW>STANDARD**
- **XPLAY>LAYOUT>SHOW MANUAL PLAYOUT BUTTONS>ENABLED**
- **XPLAY>LAYOUT>MULTIDEVICE LAYOUT>PREVIEWONAIR**
- **XPLAY>PLAYOUT>CUE LOOK AHEAD>ENABLED**
- **XPLAY>PLAYOUT>CUE ON LOAD PLAYLIST>ENABLED**

To preview and playout a multi-device playlist using the Standard playlist view:

1. Load a playlist into the Playlist Editor (see [page 5-3](#)).

Each playlist element's **Device** cell displays the particular device that they were assigned to be played out on.

Since the **CUE ON LOAD PLAYLIST** setting is enabled, the first playlist element for each device is cued onto their assigned output device (figure 4-6). The arrow  along the left-side of the playlist, indicates the current position within the playlist. In other words, the next operation will apply to the element it is pointing to.

Also note that since Device1 and Device 2 are connected to both an output device and a Preview device, a preview of the cued elements' playout is run on the Preview device when the element is cued.

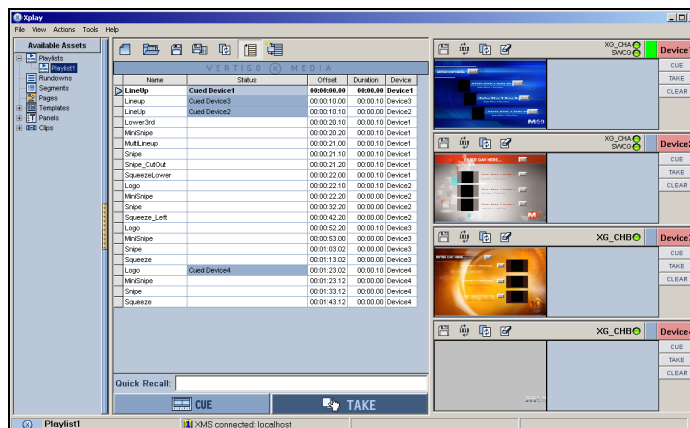



Figure 4-6. The Cue On Load Playlist setting automatically cues the elements to their assigned devices

- Optional: You can modify the cued elements' editable fields in the Device Views before bringing them to air on the device (see [page 4-14](#)).
- Click the global **TAKE** button at the bottom of the Playlist Editor to take the first playlist element (indicated by the  arrow in the playlist) that is cued on the devices to air. Since the **AUTO CUE NEXT ITEM** setting is enabled, the next element in the playlist that is assigned to the device will automatically be cued to the device when the currently cued element moved to on air (figure 4-7). The element will stay on air until the playlist reaches the cued element in the playlist.

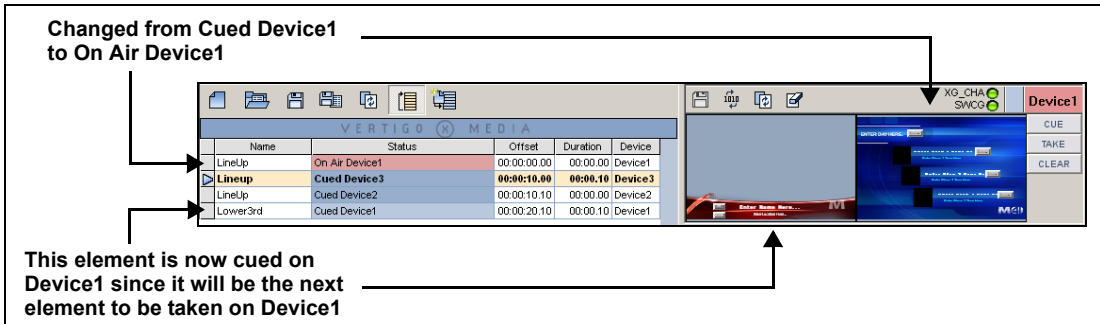


Figure 4-7. When the playlist element is taken to air, the next element for that device is cued on the device

- Since the global cue and take buttons at the bottom of the playlist run through the playlist in sequential order, clicking the **TAKE** button again brings the next cued element in the playlist to air and the next element on that device becomes cued (figure 4-8).

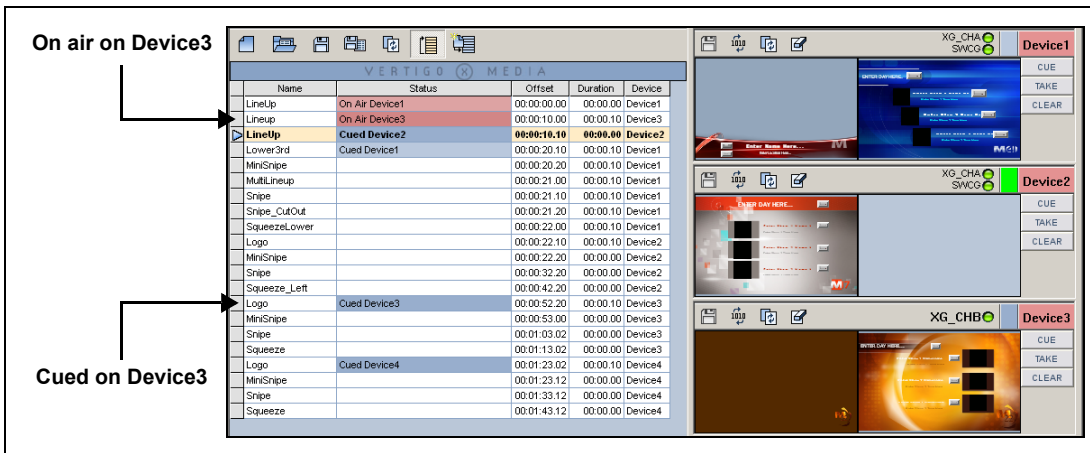





Figure 4-8. The next item is taken to air on its device and the next element is cued on the device

- Continue clicking the **TAKE** button at the pace at which you want to control the playout of the playlist elements on their devices. You will also continue to make your way down the playlist. So the next the next element in the playlist would be taken to air on Device2 and so on.

If the Playlist Editor's **SET PLAYLIST WRAP PROPERTY** button  is enabled, once you have reached the last element in the playlist, you can keep looping through the playlist by clicking the **TAKE** button.


However, if the **SET PLAYLIST WRAP PROPERTY** button  is disabled, you can only continue until all of the elements have gone to air once.

- Optional: You can remove the cued items from the Preview Device View by clicking the **Uncue** button  in each Device View.

As well, you can use Xplay's **ACTIONS>CLEAR** menu commands or each Device View's Clear button to remove the currently playing element from the connected playout device.

### Forcing a playlist element on air (breaking the playlist order)

If you need a playlist element to immediately playout on its assigned device:

- Double-click the desired playlist element.  
The playlist element is immediately cued on the assigned device and the playlist's current position arrow  moves to this element.
- Click the Playlist Editor's **Take** button or the **Take** button in the element's assigned Device View.  
The element is immediately taken to air and the playlist resumes from this new location.

If you need a playlist element to immediately playout, but on a device that is different from its assigned device:

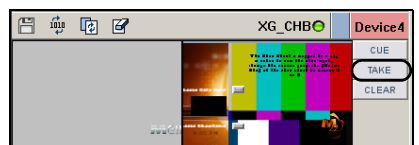
- Select the desired playlist element.
- Click the **Cue** button in the Device View that is associated with the device that you want to play the element on.

The playlist element is immediately cued on the new device as indicated by the element's status in the playlist.

Note that the element's device assignment (Device column) remains unchanged.



- Click the Take button in the Device View assigned to the device that it is to be played out on and the element is immediately taken to air.  
The element is immediately taken to air and the playlist resumes from this new location.



## Controlling playout on multiple devices using ByDevice playlist view

If you would prefer to focus on managing the playout of a multi-device playlist on the individual devices, rather than controlling it in sequential order, you may consider setting Xplay's **Playlist View** setting to **ByDevice**.

When the Playlist Editor is in **BYDEVICE** VIEW, the multi-device playlist is broken down into multiple playlists, with one list for each device configured in Xplay. Each playlist only shows those elements that target the associated device. Each device's playlist is displayed opposite to its corresponding Device View (figure 4-9).

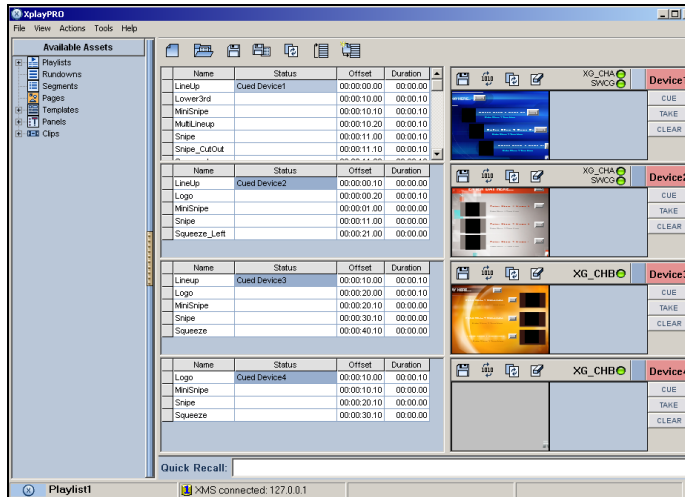


Figure 4-9. Xplay's Playlist Editor in ByDevice view

Unlike **Standard** view which allows you to control the whole playlist using global controls or individual devices using the manual playout buttons, **ByDevice** view only allows you to focus on controlling each device separately using the manual playout buttons. Therefore, for operators to control the playlist, Xplay's **SHOW MANUAL PLOUTOUT BUTTONS** setting must be enabled (see [page 4-11](#) for a functional description of these buttons).

### NOTE

When the Playlist Editor is in ByDevice view, you are restricted by the element's device assignment. In other words, you cannot cue and take an element assigned to one device (e.g. device1) on another device (e.g. Device2).

It is possible, however, to cue and take a playlist element on a device that is different from the assigned target device if the Playlist Editor is in Standard view. See [page 4-13](#) for more information and instructions.

The following procedure guides you through the steps for controlling a multi-device playlist when the Playlist Editor is set to ByDevice view.

These Xplay settings are used in this example:

- **XPLAY>GENERAL>LAYOUT>MULTI-DEVICE**
- **XPLAY>GENERAL>NUMBER OF DEVICES>4**
- **XPLAY>LAYOUT>PLAYLIST VIEW>BYDEVICE**
- **XPLAY>LAYOUT>SHOW MANUAL PLOUTY BUTTONS>ENABLED**
- **XPLAY>LAYOUT>MULTIDEVICE LAYOUT>PREVIEWONAIR**
- **XPLAY>PLAYOUT>CUE LOOK AHEAD>ENABLED**
- **XPLAY>PLAYOUT>CUE ON LOAD PLAYLIST>ENABLED**

To preview and playout a multi-device playlist using the ByDevice playlist view:

1. Load a playlist into the Playlist Editor (see [page 5-3](#)).

The playlist is immediately divided up and each playlist element is placed in a playlist according to its assigned or target device (figure 4-10).

Since the **CUE ON LOAD PLAYLIST** setting is enabled, the first playlist element for each device is cued onto their assigned output device.

Also note that since Device1 and Device 2 are connected to both an output device and a Preview device, a preview of the cued elements' playout is run on the Preview device when the element is cued.

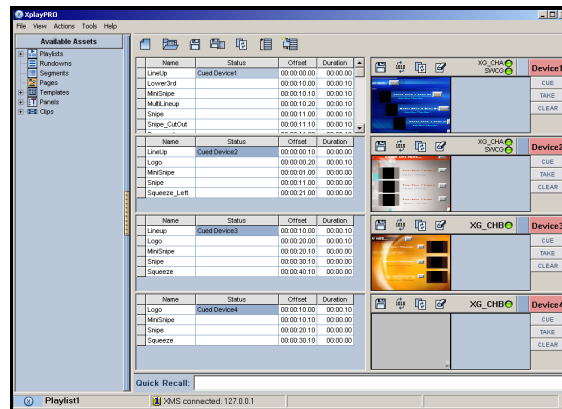


Figure 4-10. The Cue On Load Playlist setting automatically cues the elements to their assigned devices

2. Control each device separately using each Device View's manual playout buttons.

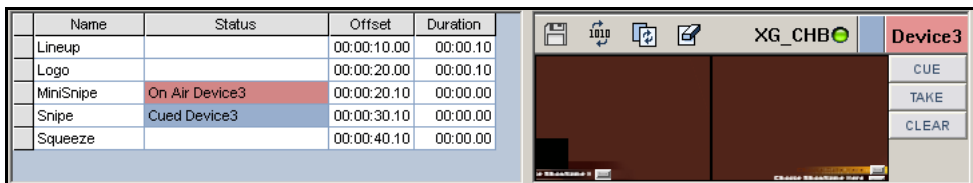


Figure 4-11. Use the manual playout buttons (Cue and Take) to control the playlist elements for the device

## Additional operator controlled tasks

In addition to the operator controlled or initiated playout techniques described in the previous sections, Xplay allows operators to perform a few other control and playout tasks.

The following sections describe how operators can make last minute or on-the-fly changes to the cued playlist element's editable fields; use a panel to control an additional keyer on a playout device; refresh/reload the playlist elements to ensure that the most updated versions are being used; and track which playlist elements have already been to air.

- [“Editing playlist elements that are displayed in a Device View” on page 4-16](#)
- [“Using a panel to control an additional keyer level on a device” on page 4-20.](#)
- [“Reloading and refreshing playlist elements” on page 4-21.](#)
- [“Marking / Unmarking playlist elements as Aired” on page 4-23](#)

## Editing playlist elements that are displayed in a Device View

While the Device Views display the playlist elements that are currently cued or on air on a specific device, they also provide a workspace upon which you can make last minute changes to the element's editable content. For example, you can change the text in a text box, make selections from drop-down lists, replace the existing image or clip...etc.

<b>Preview Device View</b>	<ul style="list-style-type: none"><li>• <b>Page:</b> You can make changes to the page's elements, and then either save the changes and/or take the page to air.</li><li>• <b>Template, Scene, and Clip:</b> You can make changes to the template's elements or substitute the video clip, and then take the template/clip to air. You cannot, however, save the changes that were made to the template or clip.</li></ul>
<b>On-Air Device View</b>	<ul style="list-style-type: none"><li>• <b>Page:</b> You can make changes to the page's elements and apply them immediately to the on-air device's playout. There is also an indirect way in which you can save the changes that were made to the page.</li><li>• <b>Template and Clip:</b> You can make changes to the template's elements or substitute the video clip and apply the changes immediately to the on-air device's playout. You cannot, however, save the changes that were made to the template or clip.</li></ul>

The following topics describe how to edit the playlist elements in the Device Views, as well as how to save or apply the changes:

- [“Zooming in/out and repositioning in the device view” on page 4-17](#)
- [“Editing text and other contents elements in the device view” on page 4-18](#)
- [“Changing an image, clip, or cel animation in the device view” on page 4-19](#)
- [“Saving changes made to playlist elements in the Device Views” on page 4-20](#)

## Zooming in/out and repositioning in the device view

To view the details of an element displayed in the Device View window, you can zoom in and out of the element. As a result of zooming in/out, portions of the element may become hidden outside of the window's frame. If this happens, you can reposition the element within the device view window (figure 4-12).

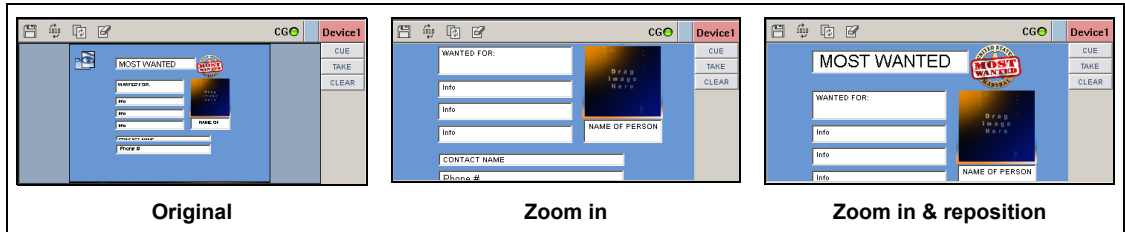


Figure 4-12. See the displayed playlist element in greater detail by zooming in and repositioning

### NOTE

Pressing the **SPACE BAR** or **HOME KEY** on your keyboard, resets the device view's zoom to the original scale (1:1) and repositions the element to the center of the window.

#### To zoom in or out of a playlist element that is displayed in the device view window:

1. Click within the device view.
2. Use your mouse's wheel to zoom in or out.
  - Roll the mouse wheel forward to zoom in.
 Or,
  - Roll the mouse wheel backward to zoom out.

#### To reposition the playlist element within the device view window:

1. Click within the device view.
2. While holding the **ALT** key, press the direction arrow keys to move the element toward the desired position. Or, holding the **ALT** key you can hold down the left-mouse button and drag the element to its new position.

## Editing text and other contents elements in the device view

If the page or template that is displayed in the Device View contains content elements (primitives) whose **ALLOW EDIT** property are set to **TRUE**, then you can make changes to these elements (figure 4-13).

Some of the edits that are possible in the Device View are:

- setting text in text boxes by clicking within the text box and typing the new text
- selecting an item from a drop-down list
- selecting check boxes or a radio button to indicate a choice or enable a setting
- replacing existing images, cel animations, or clips with another of the same type (see [page 4-19](#))

### NOTE

The new settings appear immediately in the device view and the changes are stored in a cached version of the playlist element. If the changes are being made in the On-Air Device View, then the changes are immediately viewed in the device's playout. While you cannot permanently save the changes made to templates or clips in the Device Views, you can save the changes to a page's content elements (see [page 4-20](#)).

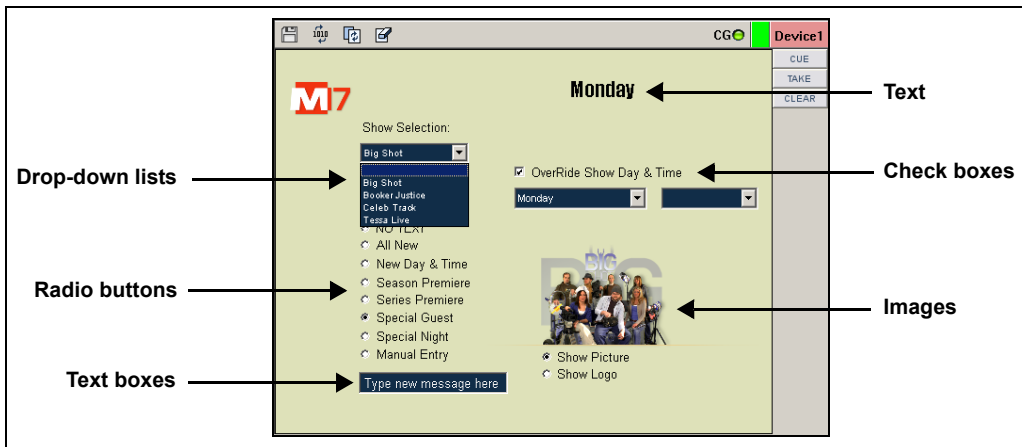


Figure 4-13. You can make changes to the current settings on a page or template in the Device Views



## Changing an image, clip, or cel animation in the device view

If page or template that is in the Preview or On-air Device View window contains an image, clip, or cel animation element whose **ALLOW EDIT** property is set to **TRUE**, then you can substitute the current image, clip, or cel animation for another without having to clear and reload the Device View.

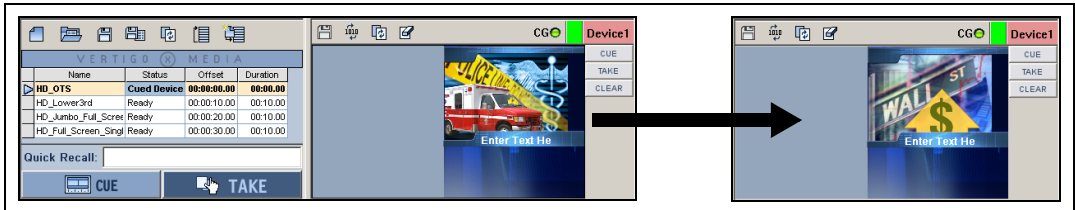


Figure 4-14. Replacing an image on a page cued in the Device View

Although the following procedure only describes how to replace an image, we suggest that you use the same instructions for replacing a clip or cel animation in the Device View window since the procedure is generally the same in all three cases.

### To change an image on the page from within the Device View window:

1. Right-click on the image in the device view window.  
The **SELECT AN IMAGE** dialog box appears (figure 4-15).

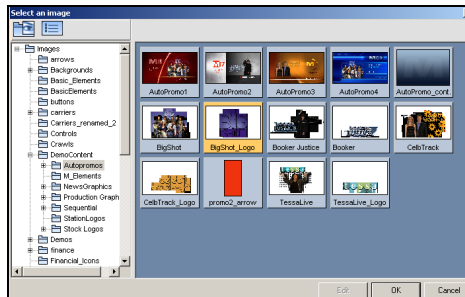




Figure 4-15. Select the replacement image

2. Navigate through the **IMAGES** root folder until the desired image is displayed (**PROXY VIEW** ) or listed (**DETAIL VIEW** ) in the **SELECT AN IMAGE** dialog box.
3. Double-click the desired image, or select the desired file and click **OK**.

The **SELECT AN IMAGE** dialog box closes and the image is immediately updated in the device view.

### **NOTE**


The new image appears immediately in the device view and the changes are stored in a cached version of the playlist element. If the change was made in the On-Air Device View, then the change is immediately viewed in the device's playout. While you cannot permanently save the changes made to templates or clips in the Device Views, you can save changes to a page's content elements (see [page 4-20](#)).



## Saving changes made to playlist elements in the Device Views

Xplay allows you can make changes to the content elements within a page, template, or clip asset that is currently displayed in the Preview and On-Air Device Views. The changes appear immediately in the Device Views and they are also temporarily stored in a cached version of the playlist element. If the changes are being made to a playlist element in the On-Air Device View and the element has been taken to air on the device, the changes will immediately be applied to the on-air playout.

As was stated above, these changes are temporarily stored in a cache version of the playlist element, but they have not yet been permanently saved. You must intentionally save the changes, otherwise they will be lost when Xplay is closed.

### ✓ NOTE

Regardless of whether the edits were made in the Preview or the On-Air Device View window, edits to a template or clip playlist element cannot be save to the asset. In fact, the the **SAVE** button  in the Device View's toolbar will be disabled when editing a template or clip asset in the Device Views.

You can save the changes that were made to a page that is loaded in the Preview Device View by clicking the **SAVE** button  in the Device View's toolbar. If the page was loaded in the On-Air Device View, the **SAVE** button  in the Device View's toolbar is unfortunately disabled to encourage users to make most long lasting edits in the Preview Device View rather than on-air. If however, you really must save changes that were made in the On-Air Device View, you can use the Xplay's **FILE>SAVE PAGES** command. Be aware however, that the **SAVE PAGES** command not only saves the page of interest, but all pages that have unsaved edits.

## Using a panel to control an additional keyer level on a device

In addition to using manual control techniques to send playlists to air on one or more playout devices in real-time, Xplay also allows you to use a control panel to playout and control an additional keyer layer on a specified output device.

Control panel assets are created in Xstudio, and allow operators to interact with content and control the playout while it is played out on air. Control panels can also contain logic that executes actions based on events received from the playout. For example, a control panel can control the appearance of a ticker crawl as well as provide the content from an RSS feed.

Figure 4-16 shows that when Xplay is connected to a Panel device and a control panel asset is opened, the panel appears in the Toolbar Panel section of the Xplay interface.

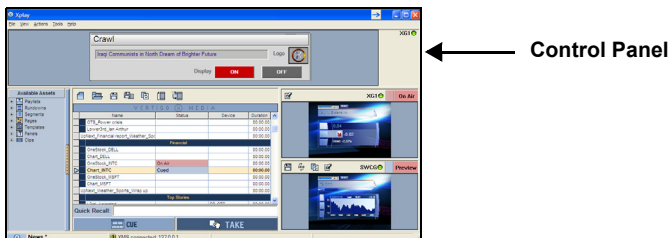


Figure 4-16. Xplay can use a panel to playout and control graphics on an additional keyer layer

### To use a panel in Xplay to playout and control an additional keyer layer on a specified output device:

1. Open Xplay's Device Manager.

Add and configure a device to the **PANEL** device in Active Device table (see [page 2-8](#)).

Name	Device	Keyer
Panel	XG1	1
On Air	XG1	0
Preview	SWCG	0

2. Load a control panel asset into the Toolbar Panel by navigating through the Asset Browser's **PANELS** root category and double-clicking the desired control panel asset. The control panel immediately opens in Xplay's Toolbar Panel.

#### **NOTE**

Xplay can be configured to load a specific control panel into the Toolbar Panel upon startup. Simply specify panel asset in Xplay's **STARTUP PANEL** setting (see [page 6-11](#)).


3. To playout of the specified device, Xplay's Toolbar Panel must be actively connected to the device. Therefore, ensure that the connection LED in the Toolbar Panel is green. If the LED is red, see [page 2-16](#) for instructions on reconnecting to the device.
4. Depending upon what the panel was designed to do, operators can interact with the panel's editable fields and control buttons and/or the panel will receive events during playout and react according to the programmed logic.

#### **NOTE**

Xplay can be configured to send events to a control panel using keyboard shortcuts. The keys used to send the events are **CTRL-SHIFT+0** up to **CTRL-SHIFT+9**. See "[Panel Events settings](#)" on [page 6-20](#) for more information.

## Reloading and refreshing playlist elements

If the loaded playlist or one of the playlist elements that is currently cued has been changed by another user on a different workstation, you can still obtain the latest saved version quickly and easily at any time by reloading the playlist or element.

When the **AUTO RELOAD PLAYLISTS** command is enabled and Xplay detects that the currently loaded playlist has changed, it automatically reloads the playlist. However, if this setting is disabled and Xplay detects that the currently loaded playlist has changed, the **RELOAD** button  in the Playlist Editor's toolbar turns orange and you must click the **RELOAD** button to reload the playlist (see instructions below and "[Reloading the playlist](#)" on [page 3-37](#) for more information).

Similarly, if a playlist element is linked to a data source, you can refresh the cued element, which forces objects with data links to read the latest values in the database in order to display the latest information.

### To reload the playlist:

- Click the **RELOAD PLAYLIST** button  in the Playlist Editor's toolbar.

Or,

- Select Xplay's **ACTIONS>RELOAD PLAYLIST** command.

Or,

- Press **F5** on your keyboard.

### To reload a playlist element that is currently cued on a device:

- Click the **RELOAD PLAYLIST** button  in the Device View's toolbar.

Or,

- Select one of the following commands according to the device that the element is cued on:
  - Select Xplay's **ACTIONS>RELOAD CUED** command.
  - Select Xplay's **ACTIONS>RELOAD CUED DEVICE 1** command.
  - Select Xplay's **ACTIONS>RELOAD CUED DEVICE 2** command.

### To refresh a playlist element that is currently cued on a device:

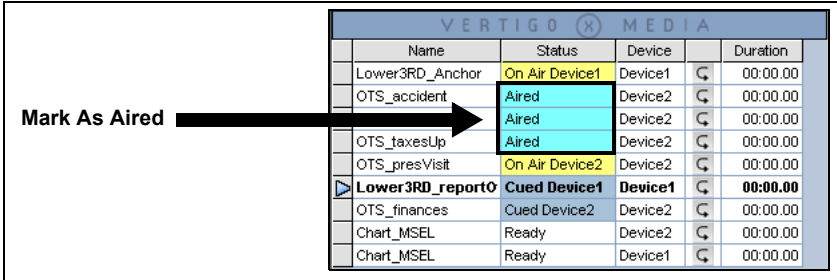
- Click the **REFRESH** button  in the Device View's toolbar.

Or,

- Select one of the following commands according to the device that the element is cued on:
  - Select Xplay's **ACTIONS>REFRESH CUED** command, or press **F3** on your keyboard.
  - Select Xplay's **ACTIONS>REFRESH CUED DEVICE 1** command, or press **SHIFT + F3** on your keyboard.
  - Select Xplay's **ACTIONS>REFRESH CUED DEVICE 2** command, or press **CTRL + F3** on your keyboard.

## Marking / Unmarking playlist elements as Aired

Xplay contains an optional feature that allows you to visually distinguish between the playlist elements that have already been played on air and those that have not. As figure 4-17 demonstrates, you can configure Xplay so that once an element has been taken to air, its **STATUS** column changes color and reports “**AIRED**”.



Name	Status	Device	Duration
Lower3RD_Anchor	On Air Device1	Device1	00:00:00
OTS_accident	Aired	Device2	00:00:00
OTS_taxesUp	Aired	Device2	00:00:00
OTS_presVisit	On Air Device2	Device2	00:00:00
Lower3RD_report0	Cued Device1	Device1	00:00:00
OTS_finances	Cued Device2	Device2	00:00:00
Chart_MSEL	Ready	Device2	00:00:00
Chart_MSEL	Ready	Device1	00:00:00

Figure 4-17. The Status of an element reads “Aired” once the element has completely played on air

When Xplay’s **PLAYLIST>HIGHLIGHT>SHOW AIRED** setting is enabled, each time a playlist element has finished playing out on air, the element’s **STATUS** column automatically changes color and reports “**AIRED**”. The color that the Status changes to is determined by the **PLAYLIST>HIGHLIGHT>AIRED COLOR** setting (figure 4-18).

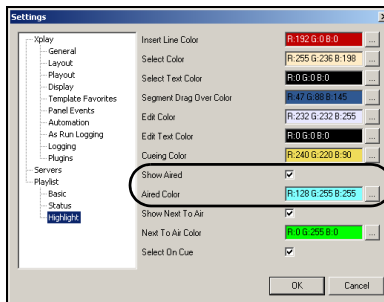


Figure 4-18. The “Show Aired” setting must be enabled for this feature to be available

- To remove the “**AIRED**” Status from a playlist element, select the playlist element in the Playlist Editor and then select **ACTIONS>UNMARKED AS AIRED** or press **CTRL + U**.
- To manually reinstate the element’s Status as “**AIRED**”, select the playlist element in the Playlist Editor and then select **ACTIONS>MARK AS AIRED** or press **CTRL + R**.



# 5 CONTROLLING XPLAY DEVICES USING AUTOMATION PROTOCOLS

Vertigo playout devices (Vertigo XG and Intuition XG) can be remotely controlled by external automation systems using Xplay and an automation protocol. Figure 5-1 demonstrates that automation commands are sent using an automation protocol from the automation system to the device's Xplay either through a serial or TCP/IP connection. Xplay then acts as an interpreter by receiving control commands from automation to control the device and the device sends back status messages.

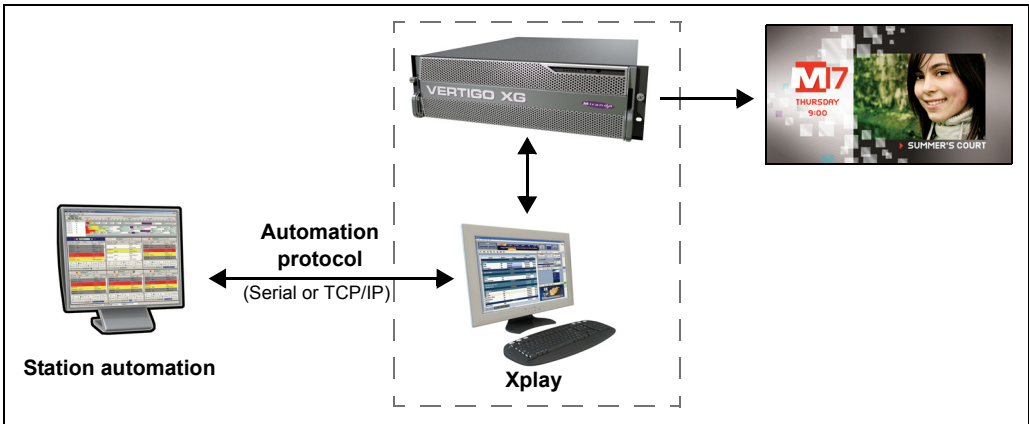


Figure 5-1. Xplay supports the remote control of devices via automation protocols

## ✓ NOTE

To facilitate integration, Xplay supports several different protocols. In most cases however, we recommend using Miranda's Oxtel Protocol.

To use automation for device control, you must first configure Xplay's **AUTOMATION** settings and the device's Dashboard settings for automation compatibility. Instructions for accomplishing these tasks are provided in [“Specifying Automation settings in Xplay” on page 5-3](#).

Then you must use the **XPLAY AUTOMATION CONFIGURATION** window to associate the device that is to be controlled with an automation protocol. Xplay offers a series of automation protocol properties that can be edited, as well as a mechanism for forwarding automation commands to other devices.

The **XPLAY AUTOMATION CONFIGURATION** window is accessed by selecting the **TOOLS>CONFIGURE AUTOMATION** command. If Xplay has already been associated with one or more devices, then the **XPLAY AUTOMATION CONFIGURATION** window appears (figure [5-2](#)).

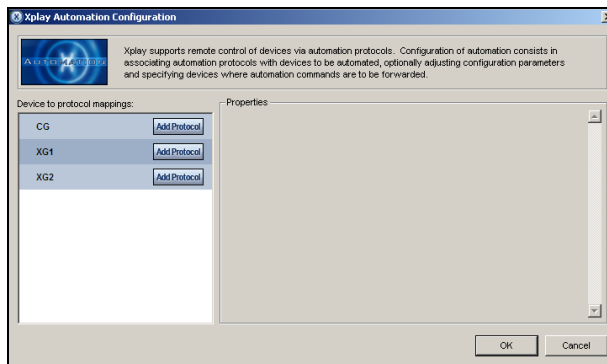


Figure 5-2. Xplay's Automation Configuration window

If Xplay has not been associated with any devices, the following error message appears:

Automation cannot be used without devices attached to Xplay.  
Please use the device manager to configure Xplay and try again.

Close the **XPLAY AUTOMATION CONFIGURATION** window's error message and use Xplay's Device Manager to associate one or more devices to Xplay (see [“Adding and connecting Xplay to playout devices” on page 2-8](#)). Then, try again to open the **XPLAY AUTOMATION CONFIGURATION** window.

Once the **XPLAY AUTOMATION CONFIGURATION** window is open and displays the devices, you can add and configure the protocol settings for each device. The following sections provide instructions for configuring Xplay's automation protocol settings:

- [“Configuring Xplay to use the Evertz protocol over Serial” on page 5-5](#)
- [“Configuring Xplay to use the Oxtel protocol over Serial” on page 5-9](#)
- [“Configuring Xplay to use Xprotocol over TCP/IP” on page 5-13](#)
- [“Configuring Xplay to use the Oxtel serial protocol over TCP/IP” on page 5-15](#)



## Specifying Automation settings in Xplay

For automation to control a Vertigo playout device, Xplay must run on the same device that is to be controlled. To ensure frame accuracy during playout, you must configure both Xplay and the device's **AUTOMATION** settings to be complementary. Note that frame accuracy is not supported when using playlists.

### To configure Xplay's Automation settings:

1. Open Xplay on the rendering machine that will be controlled by the automation system.
2. Select the **TOOLS>SETTINGS** from the Xplay menu commands to open the **SETTINGS** dialog box.
3. Navigate through **XPLAY>AUTOMATION** to display Xplay's Automation settings (figure 5-3).

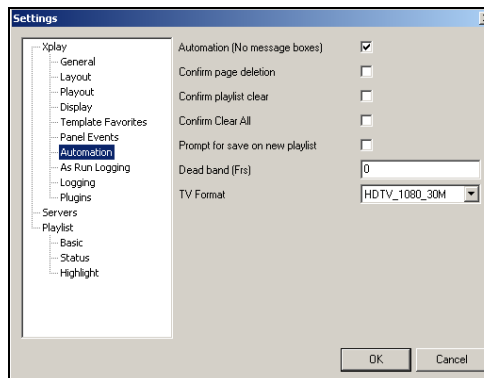


Figure 5-3. Xplay's Automation settings

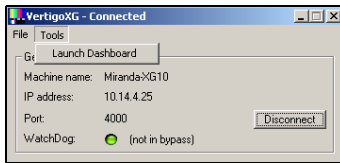
4. Enable the **AUTOMATION (NO MESSAGE BOXES)** setting, which overrides the behavior of the four (4) settings below it and prevents message boxes from appearing during Xplay operations.
5. Optional: if you are planning on using the Evertz protocol, then you must specify the **DEAD BAND** setting (otherwise ignore this setting). The Dead band setting allows you to synchronize the taking and clearing of multiple templates within the Evertz protocol.
6. Select from the **TV FORMAT** setting's drop-down list the format target TV format for the execution of automation commands and page creation. This is used to determine the number of frames per second and to display timecode values. This TV Format should match the TV Format of the templates that you build and the Rendering Resolution setting of your rendering device.
7. Click **OK**.

### **NOTE**

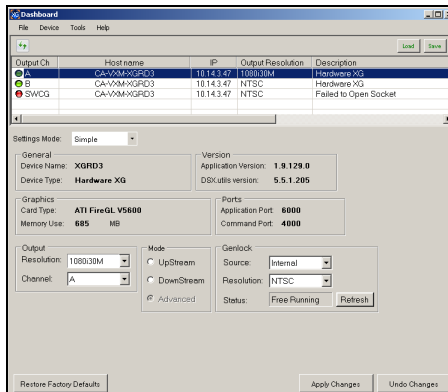
See [“Automation settings” on page 6-21](#) for further information regarding Xplay's **AUTOMATION** settings.

**To configure the Vertigo rendering device's Automation settings:**

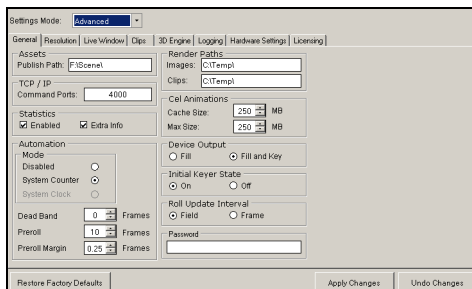
1. Open the Vertigo rendering device's Dashboard application by selecting the **TOOLS>LAUNCH DASHBOARD** command from the device's Control Panel.



2. Select the device from the Device Discovery table. If the device does not appear in the table, perform a Device Discovery (**TOOLS>SETTINGS>DEVICE DISCOVERY**).



3. With the **SETTINGS MODE** still set to **SIMPLE**, ensure that the **OUTPUT RESOLUTION** setting to the same as the **TV FORMAT** setting in the Xplay Automation settings ([page 6-21](#)).
4. Change the **SETTINGS MODE** by selecting **ADVANCED** from the drop-down list.



5. On the **GENERAL** page, select the **SYSTEM COUNTER** option in the **AUTOMATION MODE** settings.
6. Set the **AUTOMATION > PREROLL** setting to match that of the automation system. Automation systems will send and clear events ahead of time; preroll corresponds to the number of frames used by the automation system.
7. Click the **APPLY CHANGES** button and close the Dashboard application.

## Configuring Xplay to use the Evertz protocol over Serial

Xplay can be configured to support the Evertz protocol as a means of controlling the playout of graphics content to Vertigo output devices. Thus far, Miranda has used Encoda Automation System running the Evertz protocol (Evertz 9525 DSK-LG) controlling Xplay.

### ✓ NOTE

The Evertz protocol is somewhat limited in that there is no real control over layering of templates on the device. Therefore, in the current implementation there is no guarantee that a particular template will be loaded onto a particular keyer. If strict layering control is desired then another protocol, such as Xprotocol, should be considered (see [page 5-13](#)).

#### To configure Xplay to use the Evertz protocol over Serial to control a device:

1. Open Xplay's **DEVICE MANAGER** and verify that the devices and device keyers that the Evertz protocol will control are properly configured and assigned (see [“Adding and connecting Xplay to playout devices” on page 2-8](#)).
2. Verify that Xplay's **AUTOMATION** settings and the renderer's automation settings are appropriate for automation control (see [“Specifying Automation settings in Xplay” on page 5-3](#)).
3. Open Xplay's **AUTOMATION CONFIGURATION** window and create an instance of the Evertz protocol for the device that is to be controlled by automation.
  - a. Select **TOOLS>CONFIGURE AUTOMATION**.  
The **XPLAY AUTOMATION CONFIGURATION** window appears (figure [5-4](#)).

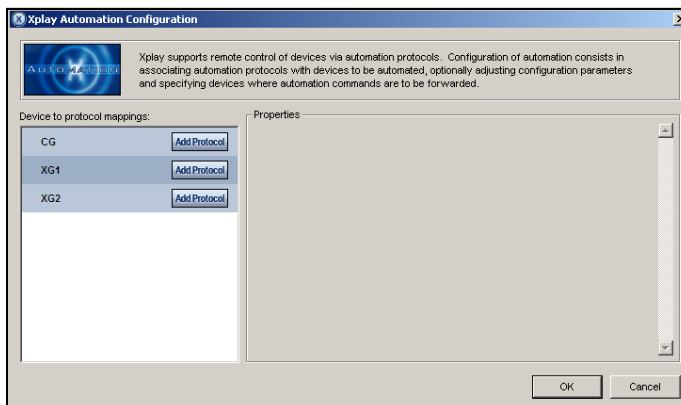


Figure 5-4. The Xplay Automation Configuration window

- b. In the **DEVICE TO PROTOCOL MAPPINGS** section, click the **ADD PROTOCOL** button next to the device that you want to map the Evertz protocol to.

- c. Select **EVERTZ OVER SERIAL** from the drop-down list that appears and press **ENTER**. The Properties section now displays the **COMMUNICATION, PROTOCOL, LOGGING** and **DEVICE FORWARDING** settings (figure 5-5).

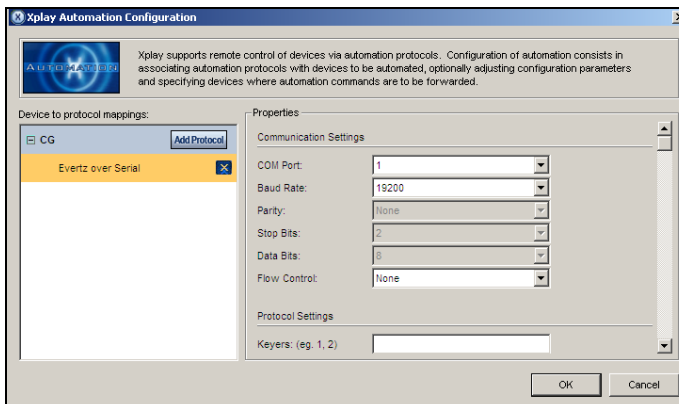


Figure 5-5. Xplay's Properties for configuring Evertz protocol over serial

4. Set the following **COMMUNICATION** settings:

<b>COM PORT</b>	Select the communication port upon which Xplay will interact with the automation system. The default value is <b>1</b> .
<b>BAUD RATE</b>	Select the expected transmission rate between the automation system and Xplay. Consult with the automation system and select the Baud rate that matches the baud rate used by the system. The default value is <b>19200</b> .
<b>PARITY</b>	The parity setting normally offers the option of error checking during transmission between the automation system and Xplay. This setting is disabled since it is provided by the Evertz protocol.
<b>STOP BITS</b>	The stop bits value represents the last bit in a character in asynchronous transmission to indicate the ending of the character. This setting is determined by the protocol and therefore it has been disabled.
<b>DATA BITS</b>	The number of bits that make up a character of data that is transmitted. This setting is determined by the protocol and therefore it has been disabled.
<b>FLOW CONTROL</b>	Select the process for managing the rate of transmission of data between the receiver and Xplay to prevent congestion. Choose from the following settings/techniques: <b>NONE, CTS/RTS, HARDWARE, or SOFTWARE</b> .

5. Set the **PROTOCOL** settings:

<b>KEYERS</b>	<p>Specify the keyers (layers) of a particular device that the Evertz protocol will control. These keyers must be configured in advance in Xplay using the Device Manager (see <a href="#">“Adding and connecting Xplay to playout devices” on page 2-8</a>).</p> <p>Since there is no keyer specified by the Evertz protocol, the Evertz driver in Xplay will decide where to put the next element and does this by looking for the first of the configured keyers that has nothing cued nor on air. If every available keyer has something on air then Xplay will select the first keyer that does not have any element cued.</p> <p>Note: If a template is loaded onto a keyer external to the protocol, the Evertz protocol driver has no knowledge of this and therefore will incorrectly consider this keyer as an available keyer.</p>
<b>VERIFY MULTIPLE</b>	<p>To reduce the number of verification calls made to the Xmedia Server, the Evertz protocol may send a verify request for a particular element multiple times in rapid succession (once a second, for example). This value sets a throttle on the number of incoming Evertz requests for an item that result in a call to the XMS. Xplay will reply with a cached value for that item on every verify request for the item until the number of repeat request received is equal to the Verify Multiple value. The recommended value for this setting is 5.</p> <p>Note that for playlists, verify only verifies that the playlist exists on the Xmedia Server – it does not verify that all the playlist content is published on a device.</p>
<b>PLAYLIST ID RANGE</b>	<p>Specify an inclusive range if you want to cue and take playlists via the Evertz protocol. The range can be either numeric or alphanumeric, although currently playlists do not fully support Recall IDs so the lookup of a playlist will always by name.</p> <p>When an element is identified to be within the playlist range, a cue command opens the playlist and puts Xplay in Automatic playout mode. The playlist is then played out on the Take command and play out ceases when a Clear command is received.</p>
<b>IGNORE PLAYLIST CLEAR</b>	<p>This setting is used in conjunction with the <b>PLAYLIST ID RANGE</b> setting that allows you to cue and take playlists via the Evertz protocol.</p> <p>Since a Clear command from the Evertz protocol stops the playlist from playing out abruptly, enabling this setting allows Xplay to ignore the Clear commands, thereby letting the playlist to finish on its own.</p>

- Optional: Select the **ENABLE ADVANCED LOGGING** setting to activate the Evertz protocol logging, which tracks and records the operation and interaction between the Evertz protocol, Xplay, and the output devices.

A maximum of ten 5 MB Evertz driver logs files is maintained with the oldest ones being deleted when necessary. The log file can be found in the standard log path:

C:\Documents and Settings\All Users\Application Data\VertigoXmedia\Logs

Evertz driver log files names have the following format:

Evertz-<process\_id>-<date>-<time>.log

For example, Evertz-1896-11292007-100834.log

**NOTE**

You can also set additional logging to record events from Xplay's and the device's perspectives. Xplay's **LOGGING** settings are accessed through the **TOOLS>SETTINGS** command (page 6-26), while the XGs logging settings are accessed using the Dashboard application (see the **VERTIGO XG CONFIGURATION GUIDE** for more information).

- Optional: Set the device forwarding feature (figure 5-6), which allows you to use the Evertz protocol to control multiple devices. See [“Device forwarding of automation commands” on page 5-18](#) for instructions.

Device	Postfix
XG1	_HD
XG2	_SD


Use Postfix

Figure 5-6. Device Forwarding table

- Once you are finished setting the Evertz over Serial properties, click **OK** and restart Xplay.

**NOTE**

Xplay should be restarted after any changes to the **XPLAY AUTOMATION CONFIGURATION** window's Device to protocol mappings or protocol properties.

- Verify that the automation configuration has been applied to the Xplay device(s). Once Xplay has been restarted, the devices that have been configured for automation should now display the automation icon  in the Device View's toolbar. If there is no communication between the automation system and Xplay, the automation icon remains grey. However, when communication between the Evertz protocol and Xplay is successful, the blue automation icon is displayed in blue.

## Configuring Xplay to use the Oxtel protocol over Serial

As the Oxtel protocol is Miranda's proprietary protocol. We recommend that you use this automation protocol to allow an automation system to control Miranda playout devices.

The following instructions describe how to configure Xplay to use the Oxtel protocol over a dedicated serial connection between the automation system and Xplay. Note however, that Xplay can also be configured for use over a TCP/IP (see [“Configuring Xplay to use the Oxtel serial protocol over TCP/IP” on page 5-15](#)).

### To configure Xplay to use the Oxtel protocol over Serial to control Xplay devices:

1. Open Xplay's **DEVICE MANAGER** and verify that the devices and device keyers that the Oxtel protocol will control are properly configured and assigned (see [“Adding and connecting Xplay to playout devices” on page 2-8](#)).
2. Verify that Xplay's **AUTOMATION** settings and the renderer's automation settings are appropriate for automation control. For XG devices, see [“Specifying Automation settings in Xplay” on page 5-3](#).
3. Open Xplay's **AUTOMATION CONFIGURATION** window and create an instance of the Oxtel protocol for the device(s) that are to be controlled by automation.
  - a. Select **TOOLS>CONFIGURE AUTOMATION**.

The **XPLAY AUTOMATION CONFIGURATION** window appears (figure [5-7](#)).

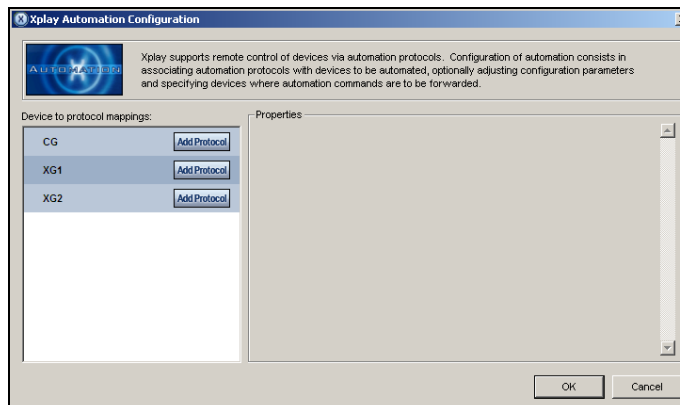


Figure 5-7. The Xplay Automation Configuration window

- b. In the **DEVICE TO PROTOCOL MAPPINGS** section, click the **ADD PROTOCOL** button next to the device that you want to control using the Oxtel protocol.

- c. Select **OXTTEL OVER SERIAL** from the drop-down list that appears and press **ENTER**. The Properties section of the **XPLAY AUTOMATION CONFIGURATION** window now displays the **COMMUNICATION**, **PROTOCOL**, **LOGGING** and **DEVICE FORWARDING** settings (figure 5-5).

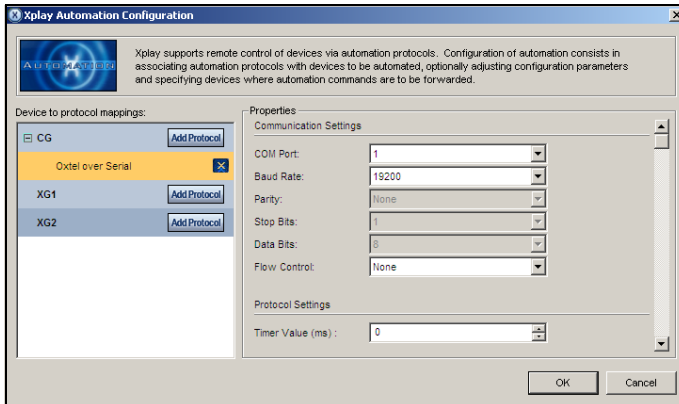


Figure 5-8. Xplay's Properties for configuring Oxtel protocol over serial

4. Set the following **COMMUNICATION** settings:

<b>COM PORT</b>	Select the communication port upon which Xplay will interact with the station automation system. The default value is <b>1</b> .
<b>BAUD RATE</b>	Select the expected transmission rate between the automation system and Xplay. Consult with the automation system and select the Baud rate that matches the baud rate used by the system. The default value is <b>19200</b> .
<b>PARITY</b>	The parity setting normally offers the option of error checking during transmission between the automation system and Xplay. This setting is disabled since it is provided by the Oxtel protocol.
<b>STOP BITS</b>	The stop bits value represents the last bit in a character in asynchronous transmission to indicate the ending of the character. This setting is determined by the protocol and therefore it has been disabled.
<b>DATA BITS</b>	The number of bits that make up a character of data that is transmitted. This setting is determined by the protocol and therefore it has been disabled.
<b>FLOW CONTROL</b>	Select the process for managing the rate of transmission of data between the receiver and Xplay to prevent congestion. Choose from the following settings/techniques: <b>NONE</b> , <b>CTS/RTS</b> , <b>HARDWARE</b> , or <b>SOFTWARE</b> .



5. Set the **PROTOCOL** setting:

<b>TIMER VALUE (MS)</b>	The timer value can be used to set a heartbeat time interval in milliseconds so that if the Oxtel protocol driver in Xplay has not received some sort of message in this timeframe it will disconnect the Oxtel series protocol and the protocol indicator will appear disabled in Xplay. This is a way of alerting you of communication problems between the automation system sending Oxtel protocol commands and Xplay. By default, the timer value is 0 meaning no heartbeat interval is set. No heartbeat timer means that, as long as Xplay has a valid serial connection, the indicator will always appear enabled even if no messages are coming across the serial cable.
-------------------------	---

6. Optional: Select the **ENABLE ADVANCED LOGGING** setting to activate the Oxtel protocol logging, which tracks and records the operation and interaction between the Oxtel protocol, Xplay, and the output devices.

A maximum of twenty-five 5 MB Oxtel driver logs files is maintained with the oldest ones being deleted when necessary. The log file can be found in the standard log path:

C:\Documents and Settings\All Users\Application Data\VertigoXmedia\Logs

Oxtel driver log files names have the following format:

Oxtel-<process\_id>-<date>-<time>.log

For example, Oxtel-1896-11292007-100834.log

#### **NOTE**

You can also set additional logging to record events from Xplay's and device's perspectives. Xplay's **LOGGING** settings are accessed through the **TOOLS>SETTINGS** command ([page 6-26](#)), while the XG's logging settings are accessed using the Dashboard application (see the **VERTIGO XG CONFIGURATION GUIDE** for more information).

7. Optional: Set the device forwarding feature, which allows you to use the Evertz protocol to control multiple devices ([figure 5-6](#)). See "[Device forwarding of automation commands](#)" on [page 5-18](#) for instructions.

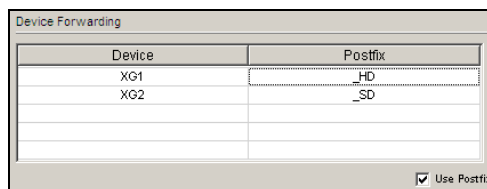



Figure 5-9. Device Forwarding table

8. Once you are finished setting the Evertz over Serial properties, click **OK** and restart Xplay.

#### **NOTE**

Xplay should be restarted after any changes to the **XPLAY AUTOMATION CONFIGURATION** window's Device to protocol mappings or protocol properties.

9. Verify that the automation configuration has been applied to the Xplay device(s). Once Xplay has been restarted, the devices that have been configured for automation should now display the automation indicator  in the Device View's toolbar. If there is no communication between the Oxtel protocol and Xplay, the automation indicator remains grey. However, when communication between the Oxtel protocol and Xplay is successful, the blue automation indicator is displayed in blue.

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### NOTE

#### Serial Layer Mapping

The `Xplay.ini` or `XplayPro.ini` files contain a setting called Layer Mapping, which can be used with the Oxtel protocol. This setting is used to map Oxtel layers to device keyers. Since the Oxtel protocol commands controlling an Imagestore can only specify layer 0 and 1, it may be necessary to map the Oxtel layers to the keyers actually used on the device.

For instance, suppose that Xplay is configured with two views using keyers 1 and 2. In this case, layer 0 could be mapped to keyer 1 and layer 1 could be mapped to keyer 2. This is done using the `LayerMapping` setting in the `[Protocol#]` section that corresponds to the Oxtel protocol. The syntax is shown below:

```
[Protocol#]  
LayerMapping=0,1|1,2
```

Each pair of numbers separated by a “|” character is a layer mapping. The first number is the Oxtel layer number while the second number is the corresponding device keyer number.

---

## Configuring Xplay to use Xprotocol over TCP/IP

The Vertigo Xprotocol is a TCP protocol that allows external communication with Xplay. The packets are composed of a 24 byte TCP packet header followed by the Xprotocol command.

An external program may connect to Xplay and control Xplay through Xprotocol commands. The listening port and Xprotocol server must be configured in Xplay's **XPLAY AUTOMATION CONFIGURATION** window. The external control must successfully open a socket connection to the IP address of the Xplay system at the configured port. An Xprotocol connection can control one device in Xplay. Control of multiple devices via Xprotocol requires multiple Xprotocol connections, one for each device. A device connection is necessary in order to be able to both configure and connect to an Xprotocol server in Xplay.

### To configure Xplay to use Xprotocol over TCP/IP to control Xplay devices:

1. Open Xplay's **DEVICE MANAGER** and verify that the devices and device keyers that Xprotocol will control are properly configured and assigned (see [“Adding and connecting Xplay to playout devices” on page 2-8](#)).
2. Verify that Xplay's **AUTOMATION** settings and the renderer's Automation settings are appropriate for automation control (see [“Specifying Automation settings in Xplay” on page 5-3](#)).
3. Open Xplay's **AUTOMATION CONFIGURATION** window and create an instance of the Xprotocol for the device(s) that are to be controlled by automation.
  - a. Select **TOOLS>CONFIGURE AUTOMATION**.  
The **XPLAY AUTOMATION CONFIGURATION** window appears (figure 5-10).

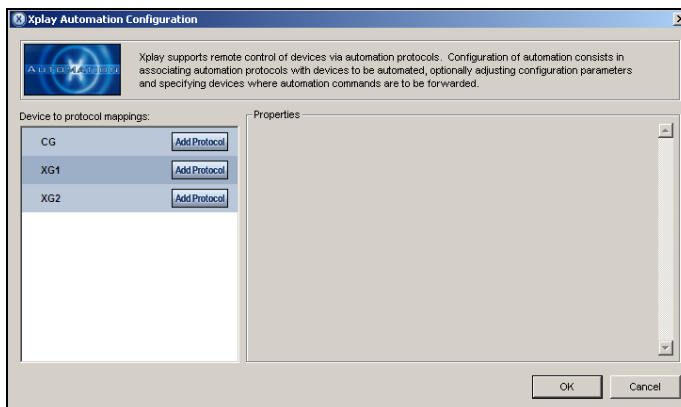


Figure 5-10. The Xplay Automation Configuration window

- b. In the **DEVICE TO PROTOCOL MAPPINGS** section, click the **ADD PROTOCOL** button next to the device that you want to control using the Xprotocol.

- c. Select **XPROTOCOL OVER TCP/IP** from the drop-down list that appears and press **ENTER**.

The Properties section of the **XPLAY AUTOMATION CONFIGURATION** window now displays a single **TCP SETTING** (figure 5-11).

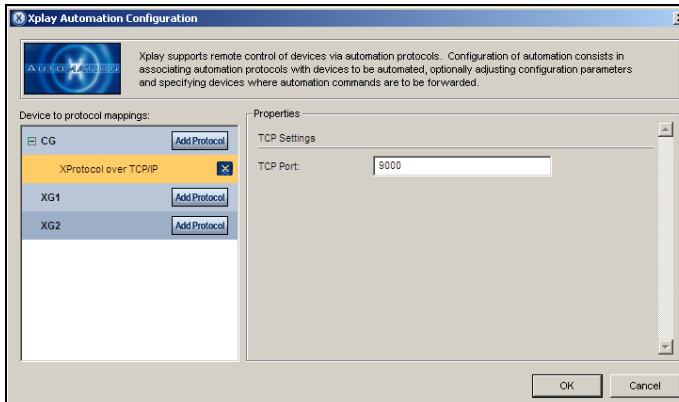


Figure 5-11. Xplay's Properties for configuring Xprotocol over TCP/IP

4. In the **TCP PORT** setting, specify the port number that you want the Xprotocol server to run on. The default value is 9000.
5. Click **OK** and restart Xplay.

**NOTE**

Xplay should be restarted after any changes to the **XPLAY AUTOMATION CONFIGURATION** window's Device to protocol mappings or protocol properties.

6. Verify that the automation configuration has been applied to the Xplay device. You should see a disabled Xprotocol indicator above the configured views in Xplay (below the device indicator). This indicates that you have an Xprotocol server running; the grey disabled color indicates there is not a connected client. When a client successfully connects to an Xprotocol server in Xplay, the Xprotocol icon will change from light gray to purple (figure 5-12).

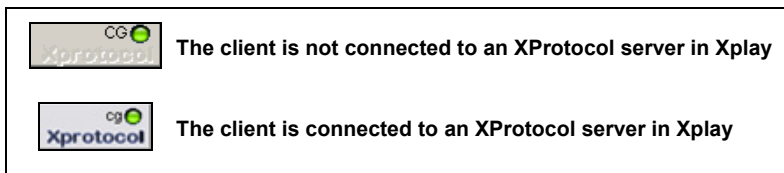


Figure 5-12. Xprotocol connection icon

# Configuring Xplay to use the Oxtel serial protocol over TCP/IP

To configure Xplay to use the Oxtel serial protocol over TCP/IP to control Xplay devices:

1. Open Xplay's **DEVICE MANAGER** and verify that the devices and device keyers that Oxtel protocol will control are properly configured and assigned (see [“Adding and connecting Xplay to playout devices”](#) on page 2-8).
2. Verify that Xplay's **AUTOMATION** settings and the renderer's Automation settings are appropriate for automation control (see [“Specifying Automation settings in Xplay”](#) on page 5-3).
3. Open Xplay's **AUTOMATION CONFIGURATION** window and create an instance of the Xprotocol for the device(s) that are to be controlled by automation.
  - a. Select **TOOLS>CONFIGURE AUTOMATION**.  
The **XPLAY AUTOMATION CONFIGURATION** window appears (figure 5-13).

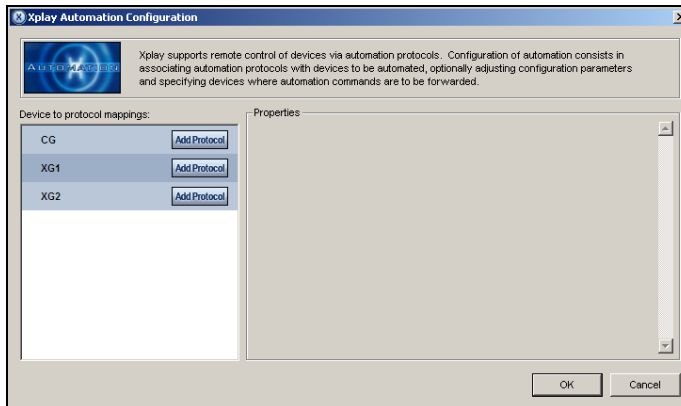


Figure 5-13. The Xplay Automation Configuration window

- b. In the **DEVICE TO PROTOCOL MAPPINGS** section, click the **ADD PROTOCOL** button next to the device that you want to control using the Oxtel protocol.

- c. Select **OXTEL OVER TCP/IP** from the drop-down list that appears and press **ENTER**. The Properties section of the **XPLAY AUTOMATION CONFIGURATION** window now displays the **TCP SETTING** and **DEVICE FORWARDING** settings (figure 5-14).

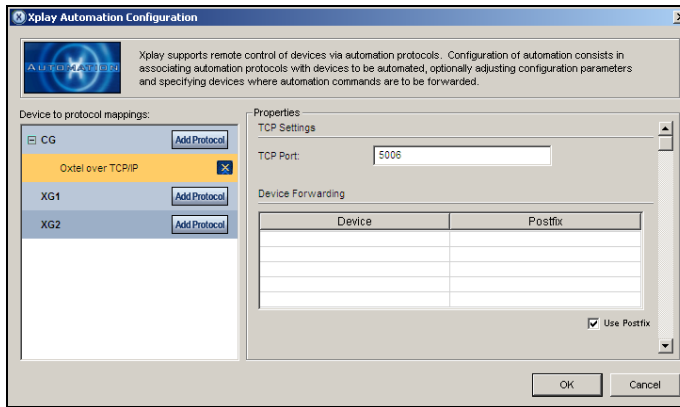


Figure 5-14. Xplay's Properties for configuring Oxtel over TCP/IP

4. In the **TCP PORT** setting, specify the port number that you want the Oxtel server to run on. The default value is 5006.
5. Optional: Set the device forwarding feature, which allows you to use the Oxtel protocol to control multiple devices (figure 5-15). See ["Device forwarding of automation commands" on page 5-18](#) for instructions.

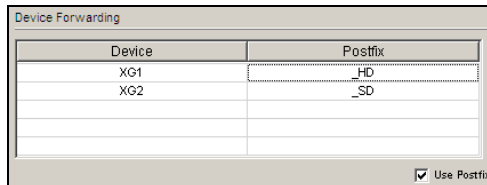



Figure 5-15. Device Forwarding table

6. Click **OK** and restart Xplay.

**NOTE**

Xplay should be restarted after any changes to the **XPLAY AUTOMATION CONFIGURATION** window's Device to protocol mappings or protocol properties.

7. Verify that the automation configuration has been applied to the Xplay device(s).
8. Once Xplay has been restarted, the devices that have been configured for automation should now display the automation indicator  in the Device View's toolbar. If there is no communication between the automation system and Xplay, the automation indicator

remains grey. However, when communication between the Oxtel protocol and Xplay is successful, the blue automation indicator is displayed in blue.

**✓ NOTE**

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**TCP Layer Mapping**

The `Xplay.ini` or `XplayPro.ini` files contain a setting called Layer Mapping, which can be used with the Oxtel protocol. This setting is used to map Oxtel layers to device keyers. Since the Oxtel protocol commands controlling an Imagestore can only specify layer 0 and 1, it may be necessary to map the Oxtel layers to the keyers actually used on the device.

For TCP layer mapping, the **OXTELTCPLAYERMAPPING** variable shown below is required in the **DEVICE** section of the first configured oxtel layer for a device:

```
[Device1]
...
OxtelTCPPort=5006
OxtelTCPAdvancedLogging=True
OxtelTCPLayerMapping=0,1|1,2
```

Each pair of numbers separated by a “|” character is a layer mapping. The first number is the Oxtel layer number while the second number is the corresponding device keyer number.

---

## Device forwarding of automation commands

If the device that is to be controlled by automation is a dual-channel Vertigo XG, Xplay's device forwarding allows you to use the automation protocol to control both channels by configuring one device channel and then forwarding the automation commands from the assigned device to the other device channel. It also allows a single command to control different content on two or more devices through the use of a postfix or prefix (HD/SD) that is appended to the playlist element's name.

### NOTE

If you intend to use device forwarding to control different content, ensure that the playlist elements have identical names, but append a prefix (e.g. HD\_clip1) or postfix (e.g. clip1\_HD) to the element that is intended for the device in the Device Forwarding table.

#### To set the device forwarding feature:

1. Click in the **DEVICE** column and select from the drop-down list the Xplay device that you want to forward the commands to.
2. Specify the postfix or the prefix:
  - If you want to use a postfix, ensure that the **USE POSTFIX** option is selected, then double-click in the device's **POSTFIX** column and specify a postfix.
  - If you want to use a prefix, disable the **USE POSTFIX** option, then double-click in the device's **PREFIX** column and specify a prefix.

Figure 5-16 demonstrates that by specifying a postfix of **HD** on one device and **SD** on another, when the protocol sends `cue 1000` to Xplay, Xplay will cue template `1000_SD` on the SD device and `cue 1000_HD` on the HD device.

Device	Postfix
XG1	HD
XG2	_SD

Use Postfix

Figure 5-16. Device Forwarding table



# 6 APPENDIX A - QUICK REFERENCE TO XPLAY'S MENUS AND SETTINGS

Although many of Xplay's menu commands and settings are described within the main chapters of this document in the context and/or procedures to which they apply, the following sections provide a quick reference to their functional descriptions:

- ["Xplay's menu commands" on page 6-2](#)
- ["Xplay's settings" on page 6-10](#)

## Xplay's menu commands

Many of Xplay's key features and commands 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 Xplay menu commands:





- ["File menu" on page 6-2](#)
- ["View menu" on page 6-4](#)
- ["Actions menu" on page 6-5](#)
- ["Tools menu" on page 6-8](#)
- ["Help menu" on page 6-9](#)

## File menu

The **FILE** menu contains commands that are related to opening, inserting, creating and saving playlists and pages.

Each of the **FILE** menu commands is described in the following table:

<b>NEW PLAYLIST</b>	<p>Opens a new, empty playlist in the Xplay Playlist Editor.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+N</b></li> <li>•  <b>CREATE NEW PLAYLIST</b> button in the Playlist window toolbar.</li> </ul>
<b>OPEN PLAYLIST</b>	<p>Opens the <b>OPEN PLAYLIST</b> dialog box, which lets you select an existing playlist to open.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+O</b></li> <li>•  <b>OPEN EXISTING PLAYLIST</b> button in the Playlist window toolbar.</li> </ul>
<b>APPEND PLAYLIST</b>	<p>Opens the <b>APPEND PLAYLIST</b> dialog box, which lets you select a playlist to add to the end of the currently opened playlist.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+P</b></li> </ul>
<b>INSERT PLAYLIST</b>	<p>Opens the <b>INSERT PLAYLIST</b> dialog box, which lets you select a playlist to insert above the currently selected row in the currently opened playlist.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+I</b></li> </ul>

<b>SAVE PLAYLIST</b>	<p>Saves any recent changes to the currently opened playlist. If the playlist is new and has not yet been saved, the Save Playlist dialog box appears and lets you specify the playlist's properties, like name, author, and category.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+S</b></li> <li>•  <b>SAVE CURRENT PLAYLIST</b> button in the Playlist window toolbar.</li> </ul>
<b>SAVE PLAYLIST AS</b>	<p>Opens the Save Playlist dialog box to allow you to save a new copy the currently opened playlist using a new name and/or category.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+T</b></li> <li>•  <b>SAVE CURRENT PLAYLIST AS</b> button in the Playlist window toolbar.</li> </ul>
<b>NEW PAGES</b>	<p>This command allows you to add multiple embedded pages. The <b>SELECT A TEMPLATE FOR THE NEW GRAPHIC</b> and the <b>INSERT NEW PAGE</b> dialog boxes stay up after adding a page to the playlist, so that you can keep adding more.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+G</b></li> </ul>
<b>INSERT NEW PAGE</b>	<p>This command allows you to add a single embedded page. The <b>SELECT A TEMPLATE FOR THE NEW GRAPHIC</b> dialog box closes once a template is selected and the <b>INSERT NEW PAGE</b> dialog box closes once the page is added.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+E</b></li> <li>•  <b>INSERT NEW PAGE</b> button in the Playlist window toolbar.</li> </ul>
<b>NEW SHARED PAGES</b>	<p>This command allows you to add multiple shared pages. The <b>SELECT A TEMPLATE FOR THE NEW GRAPHIC</b> and the <b>INSERT NEW PAGE</b> dialog boxes stay up after adding a page to the playlist, so that you can keep adding more. You can also use this command to create shared pages without being required to add them to the playlist (i.e. save the shared pages to the XMS).</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+H</b></li> </ul>
<b>SAVE PAGES</b>	<p>This command goes through the list of pages that have been cached in Xplay and saves them.</p> <p>When you cue and take pages, you have the ability to make modifications to them in the cue window (and on-air window too). These changes are preserved in the version of the page cached in Xplay, but are not saved back to XMS. The <b>SAVE PAGES</b> command allows you to save all these changes.</p>
<b>EXIT</b>	<p>Closes the current Xplay session.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+Q</b></li> <li>•  <b>CLOSE</b> button in the top-right corner of the Xplay window.</li> </ul>

## View menu






The **VIEW** menu contains commands that are related to displaying or hiding windows and tools that are used to create and/or operate playlists and troubleshoot any problems that might occur along the way.



Each of the **VIEW** menu commands is described in the following table:





<p><b>OPEN MESSAGE LOG</b></p>	<p>When selected, this command displays the message log dialog box, which documents the processes and errors that occur during your Xplay session. When cleared, this command hides the log.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+M</b></li> </ul>
<p><b>OPEN LOG FILE</b></p>	<p>When selected, this command opens the current log file in Notepad from:  C:\Documents and Settings\All Users\Application Data\VertigoXmedia\Logs.  The log file stores the processes and errors that occurred during your Xplay session and is useful when debugging.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+L</b></li> </ul>
<p><b>ASSET BROWSER</b></p>	<p>Displays or hides the <b>ASSET BROWSER</b>. The Asset Browser is a collapsible panel on the lower-left side of the Xplay interface that allows you to view and access assets according to their type.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+A</b></li> <li>• Click the handle along the lower-left portion of the Xplay interface.</li> </ul>
<p><b>TOOLBAR PANEL</b></p>	<p>When a control panel is loaded, this command displays or hides the area for the control panel. This command is disabled if a panel is currently not loaded.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F12</b></li> </ul>
<p><b>QUICK RECALL</b></p>	<p>Displays the <b>QUICK RECALL</b> field at the bottom of the playlist window, right above the <b>CUE</b> and <b>TAKE</b> buttons. The Quick Recall field allows you to instantly call up a page, clip, scene, or template asset using the page's <b>RECALL ID</b> property.</p>
<p><b>SEARCH</b></p>	<p>Opens the Search Tool, which allows you to find assets stored on the Xmedia Server by building and executing a search query based on the asset's properties and/or metadata.</p>

## Actions menu

The Actions menu contains commands that allow you to control or perform tasks related to your playlist. Many of the commands are also available within the appropriate windows as buttons, or as key combinations.

<b>CUE</b>	<p>Cues the highlighted element in the playlist to the default device(s).</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F2</b></li> <li>•  <b>CUE</b> button in the Playlist Editor when Xplay is in Manual playback mode.</li> </ul>
<b>CUE DEVICE 1</b>	<p>Cues the highlighted element in the playlist to device 1.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>SHIFT+F2</b></li> <li>•  <b>CUE</b> button in Device 1's manual override buttons.</li> </ul>
<b>CUE DEVICE 2</b>	<p>Cues the highlighted element in the playlist to device 2.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+F2</b></li> <li>•  <b>CUE</b> button in Device 2's manual override buttons.</li> </ul>
<b>TAKE</b>	<p>Takes the most recently cued page to air on the default channel of the device on which it is cued, or executes the cued action. If no pages have been cued yet, this cues the element first.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F1</b></li> <li>•  <b>TAKE</b> button in the Playlist Editor when Xplay is in Manual playback mode.</li> </ul>
<b>TAKE DEVICE 1</b>	<p>Takes the cued element to air on device 1. There must be an element already cued on the device for this to work.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>SHIFT+F2</b></li> <li>•  <b>TAKE</b> button in Device 1's manual override buttons.</li> </ul>

<p><b>TAKE DEVICE 2</b></p>	<p>Takes the cued element to air on device 2. There must be an element already cued on the device for this to work.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+F2</b></li> <li>•  <b>TAKE</b> button in Device 2's manual override buttons.</li> </ul>
<p><b>SKIP MULTI TAKES</b></p>	<p>In cases where the playlist element consists of multiple takes, this command keeps the current graphic on air while bypassing all remaining takes and cueing the next playlist element.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F9</b></li> </ul>
<p><b>SKIP MULTI TAKES DEVICE 1</b></p>	<p>In cases where the playlist element that is playing on Device 1 consists of multiple takes, this command keeps the current graphic on air while bypassing all remaining takes and cueing the next playlist element.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>SHIFT+F9</b></li> </ul>
<p><b>SKIP MULTI TAKES DEVICE 2</b></p>	<p>In cases where the playlist element that is playing on Device 2 consists of multiple takes, this command keeps the current graphic on air while bypassing all remaining takes and cueing the next playlist element.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+F9</b></li> </ul>
<p><b>CLEAR ALL</b></p>	<p>Removes the elements that are currently on-air from all devices. Before this command is executed, the <b>CLEAR ALL</b> dialog box appears and asks you to confirm your intention to clear the contents from all devices.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F4</b></li> </ul>
<p><b>CLEAR DEVICE 1</b></p>	<p>Removes the playlist element that is currently on-air from Device 1.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>SHIFT+F4</b></li> <li>•  <b>CLEAR</b> button in Device 1's manual override buttons.</li> </ul>

<b>CLEAR DEVICE 2</b>	<p>Removes the playlist element that is currently on-air from Device 2.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+F4</b></li> <li>•  <b>CLEAR</b> button in Device 2's manual override buttons.</li> </ul>
<b>CLEAR PREVIEW</b>	<p>Removes the playlist element that is currently displayed in the Preview window.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>ONAIR-PREVIEW</b>.</p>
<b>RELOAD PLAYLIST</b>	<p>Reloads the last saved version of the playlist, while maintaining the current cued and on air elements.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F5</b></li> <li>•  <b>RELOAD PLAYLIST</b> button in the Playlist Editor's toolbar.</li> </ul>
<b>REFRESH CUED</b>	<p>Forces objects with data links to read the latest values in the database in order to refresh the page.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>F3</b></li> </ul>
<b>REFRESH CUED DEVICE 1</b>	<p>Refreshes the page cued on device 1 by forcing all of its objects with data links to read the latest values from the database.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>SHIFT+F3</b></li> <li>•  <b>REFRESH</b> button in Device 1's toolbar.</li> </ul>
<b>REFRESH CUED DEVICE 2</b>	<p>Refreshes the page cued on device 2 by forcing all of its objects with data links to read the latest values from the database.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+F3</b></li> <li>•  <b>REFRESH</b> button in Device 2's toolbar.</li> </ul>
<b>RELOAD CUED</b>	<p>Reloads the last saved version of the element cued on all devices.</p>

<b>RELOAD CUED DEVICE 1</b>	<p>Reloads the last saved version of the element cued on device 1.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p>
<b>RELOAD CUED DEVICE 2</b>	<p>Reloads the last saved version of the element cued on device 2.</p> <p>This command is only available when Xplay's <b>GENERAL&gt;LAYOUT</b> setting is set to <b>MULTI-DEVICE</b>.</p>
<b>MARK AS AIRED</b>	<p>This command enables the selected playlist element's status as "Aired" if the playlist element has already been brought to air.</p> <p>This command is only available when Xplay's <b>PLAYLIST&gt;HIGHLIGHT&gt;SHOW AIRED</b> setting is enabled.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+R</b></li> <li>• Playlist Editor context menu command - <b>MARK AS AIRED</b></li> </ul>
<b>UNMARK AS AIRED</b>	<p>This command removes the status of "Aired" from a playlist element that is marked as "Aired".</p> <p>This command is only available when Xplay's <b>PLAYLIST&gt;HIGHLIGHT&gt;SHOW AIRED</b> setting is enabled.</p> <p>Alternative access:</p> <ul style="list-style-type: none"> <li>• Keyboard shortcut: <b>CTRL+U</b></li> <li>• Playlist Editor context menu command - <b>UNMARK AS AIRED</b></li> </ul>

## Tools menu

The Tools menu contains commands that allow you to specify some of the settings that affect the aesthetic and behavioral properties of Xplay. It also allows you to configure Xplay to interact with other devices and applications.

The following table describes the functionality of the Tools menu commands:

<b>SETTINGS</b>	<p>Displays the Settings dialog box, which allows you to make changes to the look and behavior of many of the Xplay features. See "<a href="#">Configuring Xplay's settings</a>" on page 2-7 for detailed descriptions of each of Xplay's settings.</p>
<b>CONFIGURE PLAYLIST COLUMNS</b>	<p>Displays the <b>COLUMN LAYOUT</b> dialog box, which allows you to determine what categories of information will be displayed in the Playlist Editor for each element. See "<a href="#">Configuring and editing the playlist columns</a>" on page 3-29 for a description of each column category, as well as instructions for adding/removing columns from the Playlist Editor.</p>



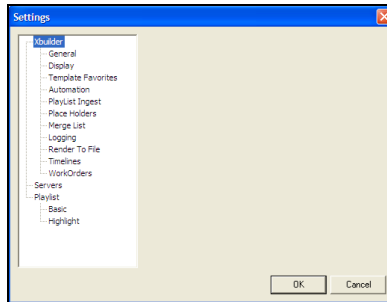
<b>PLUGINS</b>	Opens the <b>PLUGIN MANAGER</b> , which is used for registering or de-registering plugins that support or enhance Xplay. Once a plugin is registered, it becomes a sub-menu element under the <b>PLUGINS</b> menu element.
<b>DEVICE MANAGER</b>	Displays the Device Configuration dialog box, which allows you to define and add new output devices to the Device Manager. Once devices are added to the Device Manager, you can connect a device to Xplay to be used for previewing and/or playing out playlist elements that have been published to the device. See <a href="#">“Adding and connecting Xplay to playout devices” on page 2-8</a> .
<b>CONFIGURE AUTOMATION</b>	Xplay supports remote control of devices via automation protocols. Configuration of automation consists in associating automation protocols with devices to be automated, optionally adjusting configuration parameters and specifying devices where automation commands are to be forwarded. See <a href="#">“Controlling Xplay devices using automation protocols” on page 5-1</a> . <ul style="list-style-type: none"> <li>• <b>OXTEL OVER SERIAL</b></li> <li>• <b>XPROTOCOL OVER TCP/IP</b></li> <li>• <b>OXTEL OVER TCP/IP</b></li> </ul>
<b>CONFIGURE EAS</b>	Emergency Alert System (EAS) is supported within the Vertigo Suite through Xplay, which adds support for cueing/taking and event-sending to a specific template on incoming broadcast.  Configuration of EAS support is performed in the Emergency Alert System Configuration dialog box, which displays the relevant options for a selected EAS receiver. See <a href="#">“Appendix C - Using Xplay to support the Emergency Alert System (EAS)” on page 8-1</a> .
<b>CONFIGURE GPI</b>	Vertigo XG devices can be equipped with an optional GPI card, which provides you with up to eight (8) inputs for manually controlling a series of content playout actions.  Xplay's GPI Configuration window allows you to match GPI inputs to specific playlist control actions. See <a href="#">“Appendix D - Configuring GPI inputs” on page 9-1</a> .

## Help menu

<b>ABOUT</b>	Displays the product information regarding what the version of the Vertigo Suite you are using.
<b>LICENSE</b>	Opens the <b>LICENSE MANAGER</b> dialog box, which allows you to install and view the required application licenses for Xplay. See <a href="#">“Installation and licensing information” on page 2-2</a> for specific instructions on how to acquire and install licenses for Xplay.

## Xplay's settings

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



Changes to Xbuilder settings are made within the **SETTINGS** dialog box, which can be accessed by selecting **TOOLS>SETTINGS** from the Xbuilder menu commands.

---

### **NOTE**

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

---

This **SETTINGS** dialog box contains a tree-structure of thematic settings. Each of the settings is defined in the following sections:

- [“General settings” on page 6-11](#)
- [“Layout settings” on page 6-13](#)
- [“Playout settings” on page 6-14](#)
- [“Display settings” on page 6-17](#)
- [“Template Favorites settings” on page 6-19](#)
- [“Panel Events settings” on page 6-20](#)
- [“Automation settings” on page 6-21](#)
- [“As Run Logging settings” on page 6-23](#)
- [“Logging settings” on page 6-26](#)
- [“Plugins settings” on page 6-28](#)
- [“Servers settings” on page 6-30](#)
- [“Playlist > Basic settings” on page 6-31](#)
- [“Playlist > Status settings” on page 6-32](#)
- [“Playlist > Highlight settings” on page 6-33](#)

## General settings

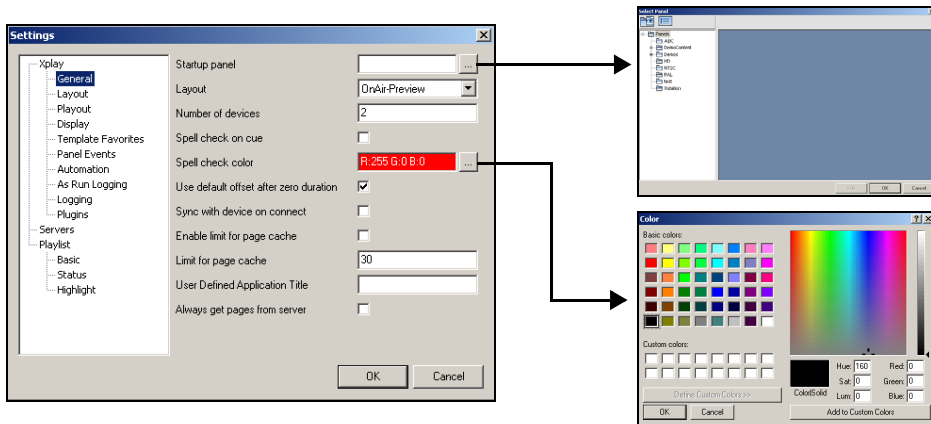



Figure 6-1. Xplay's General settings

- Startup panel:** If you will be using Xplay to operate a control panel, you can use this field to specify which panel you would like automatically opened when you launch Xplay. To do so, click the  button beside the field to display the **SELECT PANEL** dialog box, then make your selection. The panel will load right away. You can clear this field at any time to launch Xplay without a startup panel.
- Layout:** To facilitate preview and playout control on one or more devices, Xplay features two layout modes, which change the format and functional views on the right-hand side of the Xplay interface. Select one of the following layout modes from the drop-down list:
  - ONAIR-PREVIEW:** OnAir-Preview is appropriate for controlling one device with only one keyer. This option makes the bottom window display the element cued as next-to-air for the device, and the upper window display the element currently on air. See [“On Air Preview Layout” on page 3-40](#) for more information.
  - MULTI-DEVICE:** Multi-Device mode is appropriate if controlling more than one device, or a device with multiple keyers. Each window becomes a preview window displaying the playlist element that is next to air and/or what is currently on air on the device or device's keyer. If you select this option, you must also set the **NUMBER OF DEVICES** and **MULTIDEVICE LAYOUT** settings. See [“On Air Preview Layout” on page 3-40](#) for more information.
- Number of devices:** When the **LAYOUT** setting is set to **MULTI-DEVICE**, the value in this setting determines the number of device views that will be displayed in the Xplay interface. These Xplay devices may represent either an output device or a keyer on a device. Note that this setting is ignored if the **LAYOUT** setting is set to **ONAIR-PREVIEW**. See [“On Air Preview Layout” on page 3-40](#) for more information.

- **Spell check on cue:** When enabled, this setting executes a spell check on the playlist element when the element is cued. If a potentially misspelled word is detected, a colored line appears below it.
- **Spell check color:** Specifies the RGB color that the **SPELL CHECK ON CUE** setting uses for the line color to identify potentially misspelled words.
- **Use default offset after zero duration:** This setting affects the offset applied to playlist elements after edits. When the playlist is edited, the offsets of affected elements are adjusted to avoid any gaps in the playlist. The rule applied when setting the offset of a playlist element that follows a page element is to make the offset equal to the duration of the preceding page element. In cases where the duration of the preceding page element is zero then the **USE DEFAULT OFFSET AFTER ZERO DURATION** setting is consulted. If it is true, then an offset of 10 seconds is used, otherwise, an offset of 0 is used.
- **Sync with device on connect:** When Xplay is connected to Vertigo XG device, Xplay receives callbacks from the XG identifying what is currently cued and on-air on each keyer (and also if the keyer is on/off). When this setting is enabled, the control side is loaded in the cue and on-air buffers, as well the keyer state is set to match what is on the device.
- **Enable limit for page cache:** A cache is available for storing pages, which makes for quicker access. By default this cache grows without limit, and can use a lot of memory. Enabling this setting limits the cache size by keeping a maximum number of elements in this cache. The maximum number of elements in the cache is determined by the **LIMIT FOR PAGE CACHE** setting (below).
- **Limit for page cache:** This setting is only used when the **ENABLE LIMIT FOR PAGE CACHE** setting is enabled. The value represents the maximum number of elements in that are kept in the cache. Elements that have not been used for the longest time are discarded first and anything that is currently visible inside a view is not discarded.
- **User Defined Application Title:** This setting allows you to append a personalized title to the Xplay window title bar (upper-left corner).
- **Always get pages from server:** Xplay automatically makes local copies of all pages included in the currently active playlist. Any unsaved changes made to a page in the preview or on-air windows are preserved in the cached version of the page. Enable this setting to bypass the cache and have pages loaded directly from the server every time.

## Layout settings

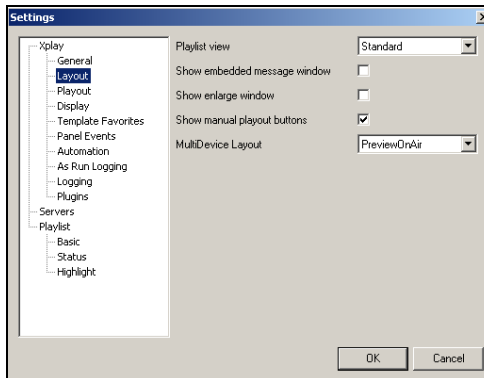


Figure 6-2. Xplay's Layout settings

- **Playlist view:** This setting determines how the currently loaded playlist is displayed in the Playlist Editor. Xplay offers the following three (3) playlist views in the Playlist Editor:
  - **None** - The Playlist Editor is not displayed at all in the Xplay window. No playlists can be manually loaded or displayed. See [page 3-25](#) for more information.
  - **Standard** - The playlist is displayed in the Playlist Editor as a single list, showing all elements in the order in which they were saved or positioned. See [page 3-26](#) for more information.
  - **ByDevice** - The playlist is broken down and displayed in the Playlist Editor as multiple playlists, with one list for each device configured in Xplay. The device's playlist is shown opposite the View for the corresponding device. Each list only shows those elements that target the associated device. See [page 3-26](#) for more information.
- **Show embedded message window:** Displays the message window as an embedded window below the playlist, rather than a pop-up window.
- **Show enlarge window:** Opens an embedded window below the playlist. When Xplay is in Multi-Device Layout mode, the contents of a device's device pane can be displayed in this enlarged window by enabling the **ENLARGE** command. When Xplay is in OnAir-Preview Layout mode, the enlarged window is black and not available for use.
- **Show manual playlist buttons:** Shows or hides the manual playlist buttons in Xplay's Device Views. See ["Manual Playlist buttons" on page 3-47](#).
- **MultiDevice Layout:** Determines the layout of the display pane windows when Multi-Device selected for the **LAYOUT** setting (see [page 3-40](#) for more information). The possible settings are:
  - **PREVIEW** - Only the preview window is shown. This displays the element that is cued on the device.
  - **ONAIR** - Only the on-air window is shown. This displays the element that is on-air on the device.
  - **PREVIEWONAIR** - Both the preview and on-air windows are shown. This displays the elements that are cued and on-air on the device.

## Playout settings

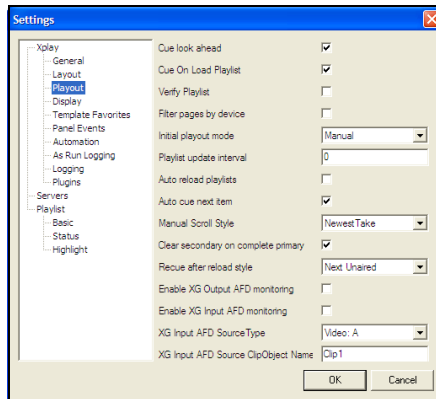


Figure 6-3. Xplay's Playout settings

- Cue look ahead:** Determines if Xplay cues elements on every device when a cue is performed. Enabling this setting and then performing a general cue allows the element that is selected for cueing to be cued first. Then a search is made for the next element targeting each remaining device, starting after the selected element. Each element that is located is cued, but only if it is not already cued. After a manual take, the next element on the same device where the take occurred is cued.

If this setting is disabled and a general cue is executed, only the element selected for cueing is cued. After a manual take, no element is cued on the device.
- Cue on Load Playlist:** When this setting is enabled, Xplay automatically cues the first element in the playlist when it is loaded. Note that if the **CUE LOOK AHEAD** setting is enabled, then the first element on each device will be cued.

When this setting is disabled, Xplay does not cue any elements when a playlist is loaded.
- Verify Playlist:** Determines if playlists are verified when they are loaded.

When this setting is disabled, the playlist elements are loaded into Xplay without going through the verification process. However, when it is enabled, each element in the playlist goes through the following verification steps:


  - Checks if the assets used by the playlist element exist.
  - Checks if the assets used by the playlist element require the completion of a Work Order before they can be used.
  - Checks if the assets used by the playlist element are published. If not, it initiates publishing of the assets.
  - The results of the verification are displayed in the Status column of the playlist element.
- Filter pages by device:** Xplay is configured with a set of “devices” to which elements are cued and taken. Each device is assigned a name that appears in the Device Views area for that device.

Every element in a playlist specifies a target device with a name. By enabling the **FILTER PAGES BY DEVICE** setting, when a playlist is loaded, any playlist element that

does not target one of the devices in the Xplay configuration is removed from the playlist. This filtering actually modifies the loaded playlist by removing elements. If this occurs the text **[Filtered]** appears in the status area after the playlist name (see [page 3-53](#)). The **SAVE** button is disabled, since saving would permanently remove the filtered elements; only save-as is permitted.

- **Initial playlist mode:** Determines the method by which the playlist is loaded and controlled in Xplay. **MANUAL** mode provides you with Cue and Take buttons, which provide you with full manual control over what and when playlist elements are cued and taken to air.
- **Playlist update interval:** The interval, in seconds, at which Xplay checks to see if the currently loaded playlist has changed. The interval must be an integer. Specify 0 to indicate that no checking should be performed. When a non-zero value is used, the action taken if the playlist has changed is determined by the **AUTO RELOAD PLAYLISTS** setting.
- **Auto reload playlists:** Determines the action taken when Xplay has detected that the currently loaded playlist has changed.

*Note:* this setting is ignored if the **PLAYLIST UPDATE INTERVAL** setting is zero.

If this setting is enabled and Xplay detects that the currently loaded playlist has changed, it automatically reloads the playlist. However, if this setting is disabled and Xplay detects that the currently loaded playlist has changed, the **RELOAD** button  turns orange and you must click the **RELOAD** button to reload the playlist.

- **Auto cue next item:** When this setting is enabled, a take is automatically followed by a cue of the next playlist element. This is the most common setting for interactive use of the playlist. When this setting is disabled, no automatic cue is performed after a take. This option is intended for use with automation systems that explicitly send separate take and cue commands.

*Note:* this only applies to a general take done with the main **TAKE** button. For a manual take to be followed by a cue of the next element on the device, the **CUE LOOK AHEAD** setting must be enabled.

- **Manual Scroll Style:** Determines the policy used to control automatic scrolling of the playlist as elements are cued and taken.

Select one of the following from the drop-down list:

- **NEWESTTAKE** - Scroll when necessary to keep the element that has most recently been put on-air visible.
- **HIGHESTTAKE** - Scroll automatically to keep the on-air element that is closest to the top of the playlist visible. The position of this element in the visible portion of the playlist is determined by the **HIGHESTTAKESCROLLFRACTION** setting.
- **NONE** - Never scroll automatically.
- **Clear secondary on complete primary:** Determines if secondary events that were aired while airing a primary event are cleared from air when the primary event completes. When this setting is enabled and a primary event completes, Xplay clears all of its secondary events. However, when this setting is disabled and a primary event completes, Xplay allow its secondary events to remain on-air.
- **Recue after reload style:** Controls the way that recueing occurs when the playlist has been reloaded after editing.

- **NONE:** No attempt is made to change the items that are cued in the playlist after a reload. However, if a currently cued item has been modified it will be recued. If a currently cued item is deleted, nothing is recued in its place.
- **NEXT UNAIRD:** (Default) Cue the next unaired item in the playlist. This is done by locating the last aired item in the playlist in order to determine how far into the playlist playout has progressed and then cueing the next unaired item after this point.
- **FIRST UNAIRD:** Cue the first item in the playlist that has not been aired, wherever it occurs in the playlist. This may result in the playout jumping to an earlier point in the playlist if new content is added at the top of the playlist.
- **Enable XG Output AFD monitoring:** When enabled, Xplay is able to monitor the output AFD of the XG and raise the following event to the panel loaded in Xplay:  
`NotifyOutputAFDCode(devName, previousAFDCode, NewAFDCode)`
- **Enable XG Input AFD monitoring:** When enabled, Xplay can receive an AFD value notification from the XG input selected in the **XG Input AFD Source Type** setting. Xplay can then use this information to control on-air graphics for logo positioning, DVE squeezes... etc.
- **XG Input AFD Source Type:** Allows you to select which one of the three XG inputs Xplay will use as a source for receiving the AFD value.  
Choose from the drop-down list: **Video A**, **Video B**, or **Clip**.
  - For **Video A** and **Video B** sources, you must configure the XG device to generate the AFD code by enabling the **GENERATED VANC** setting on the XG's Dashboard (**HARDWARE>ANCILLARY**).
  - If **Clip** is chosen, you must also specify the clip object's name in the setting below.
- **XG Input AFD Source ClipObject Name:** When **Clip** is selected in the "XG Input AFD Source Type" setting, this setting specifies the clip object's name from the template where Xplay will read the AFD value.



## Display settings

Although the Display setting page has various settings, the bulk of the settings deal with the **OVERFLOW** and **UNDERFLOW** properties, which are set on this page and reported in the Overflow column in the Playlist Editor.

At the center of the overflow/underflow discussion are **TIMESLOTS**. A timeslot is a set of playlist elements between two hard-starts (a hard-start is a playout type for bringing playlist elements to air). The total time available in the timeslot is determined by the difference of the two hard-start times. Ideally, the timeslot should be filled with enough content to exactly fill this time.

Overflow (or underflow) refers to the difference between the total time of the content in a timeslot and the time available in the timeslot. When the total time of the content in a timeslot exceeds the time available, there is an overflow. Similarly, when the total time of the content in a timeslot is less than the time available, there is an underflow.

The overflow column in the playlist indicates if a timeslot has an overflow or an underflow. The time difference is displayed as a positive value for overflows and a negative value for underflows. Furthermore, it is possible to specify thresholds for overflow and underflow. When the overflow or underflow in a timeslot exceeds the threshold, the overflow column is colored to draw attention to the problem.

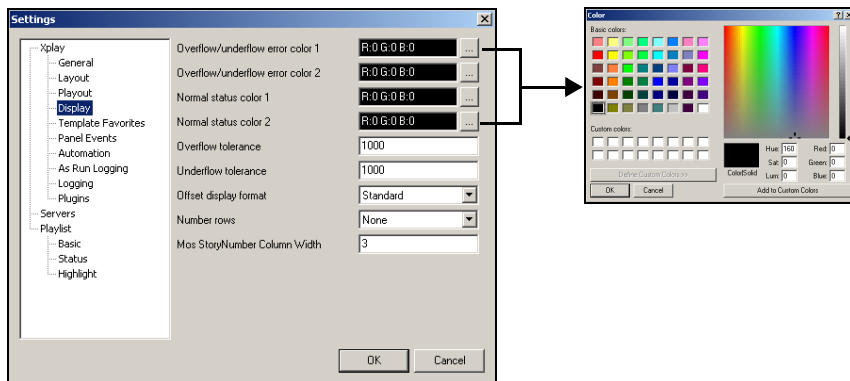


Figure 6-4. Xplay's Display settings

- **Overflow/underflow error color 1** - Specifies the color used to in the playlist's Overflow column to indicate that a timeslot contains an overflow or underflow that exceeds acceptable thresholds.
- **Overflow/underflow error color 2** - Specifies a second color used to indicate that a timeslot contains an overflow or underflow that exceeds acceptable thresholds. The need for a second/alternating color is to distinguish between successive timeslots that contain an error.
- **Normal status color 1** - Specifies a color used to in the playlist's Overflow column to indicate that a timeslot does not contain an overflow or underflow that exceeds acceptable thresholds.

- **Normal status color 2** - Specifies a second color used to indicate that a timeslot does not contain an overflow or underflow that exceeds acceptable thresholds. The need for a second/alternating color is to distinguish between successive timeslots that do not contain an error.
- **Overflow tolerance** - Specifies the threshold (in milliseconds) above which an overflow in a timeslot is considered an error.
- **Underflow tolerance** - Specifies the threshold (in milliseconds) above which an underflow in a timeslot is considered an error.
- **Offset display format** - Specifies how the Offset column of the playlist is formatted. The following settings are available:
  - **STANDARD**: When hard-starts are used, elements display the time of day at which they will play. If there are no hard-starts, elements display the time relative to the start of the playlist at which they will play. Secondary elements display the time at which they will play, relative to the start of the primary element that contains them.
  - **RAW**: Displays the offset between the start of the playlist element and the preceding element. If the preceding element is a clip, the offset is with respect to the end of the clip (usually this value is zero). If the preceding element is a page, the offset is with respect to the start of the page, that is, when the page was taken. Normally, this value is equal to the duration of the preceding page.
- **Number rows**: Determines the format of the first column in the Playlist Editor, which can be used for identifying the playlist element rows by row number or MOS story number. Choose from the following:
  - **NONE**: The column is empty and no numbers are associated with the playlist element rows in the Playlist Editor.
  - **ROW NUMBER**: Each row in the Playlist Editor is numbered sequentially in the first column for quick and easy reference.
  - **MOS STORY NUMBER**: If the playlist element is associated with a MOS story, its story number will be displayed in the first column of the Playlist Editor for quick and easy reference.
- **Mos StoryNumber Column Width**: The value entered determines the width of the first column of the Playlist Editor when the **NUMBER ROWS** setting (above) is set to **MOS STORY NUMBER**.

## Template Favorites settings

The Template Favorites settings allow you to assign particular templates to control key sequences (Ctrl+1, Ctrl+2...). This provides a convenient shortcut for opening templates that are frequently used for creating and adding embedded pages to broadcast playlists. The Template Favorites settings allows you to assign shortcut for up to (10) templates.

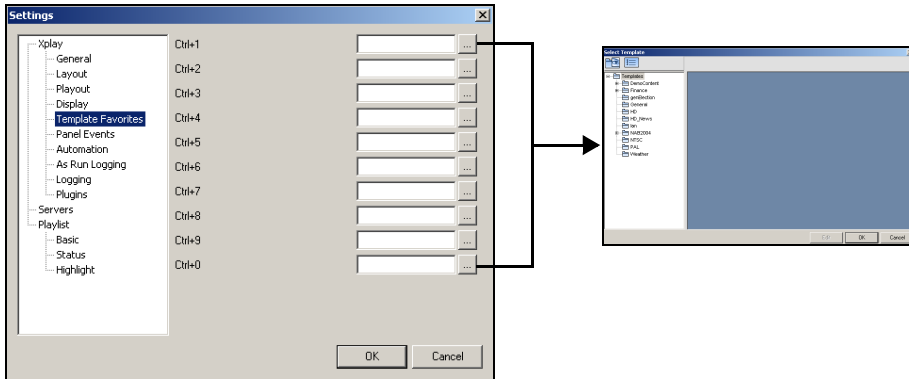


Figure 6-5. Xplay's Template Favorites settings

### To assign a specific template to a control key sequence:

1. Open the Settings dialog box: **TOOLS>SETTINGS**
2. Select **TEMPLATE FAVORITES** from the tree menu in the left panel.
3. Click in the text box of one of the Control key sequence (i.e. **CTRL+1**) rows that you want to assign the template to.
4. Press the  button next to the text box.  
The **SELECT TEMPLATE** dialog box appears.
5. In the **SELECT TEMPLATE** dialog box, navigate to the desired template. Select the template and click **OK**.

Now when you are working in Xplay and you press the Control key sequence, the template assigned to that shortcut will open in the **INSERT NEW PAGE** window.

## Panel Events settings

Xplay can be configured to send events to a control panel using keyboard shortcuts. The keys used to send the events are **CTRL-SHIFT+0** up to **CTRL-SHIFT+9**.

The events that are sent to the control panel for each key are specified in the **PANEL EVENTS** settings (figure 6-6). Each setting should be set to the name of an event on the panel to be triggered. For example, if the control panel contains an event name **UPDATEROWS**, it can be triggered by pressing **CTRL-SHIFT+1** by setting the appropriate Panel Event setting to UpdateRows.

It is also possible to specify event parameters in the name if they are expected by the event on the panel, for instance **SHOWITEMS(SPORTS)**.

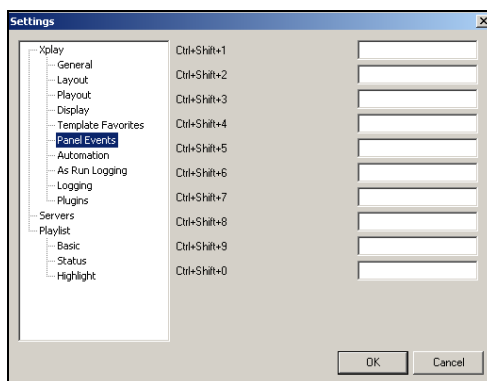


Figure 6-6. Xplay's Panel Events settings

## Automation settings

Xplay automation settings allow you to determine whether or not you would like messages to display while working in Xplay. While these messages may become redundant, they often serve as an important confirmation step. Therefore, in most cases, we recommend that you leave these settings selected.

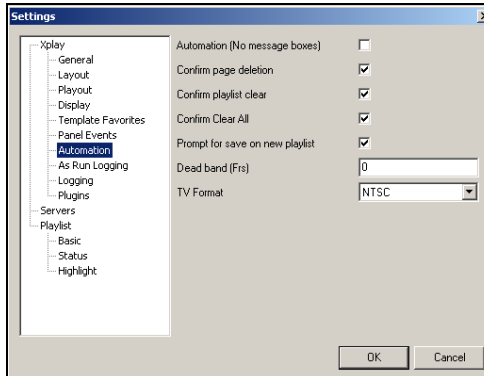


Figure 6-7. Xplay's Automation settings

- Automation:** When this setting is enabled, Xplay enters into Automation mode, by ensuring that all modal message boxes are suppressed. This prevents Xplay from being suspended when no operator is present to respond to a message box. Also note that when this setting is enable, it supersedes the **PROMPT FOR CLEAR ALL**, **CONFIRM PLAYLIST CLEAR** and **CONFIRM PAGE DELETION** settings.

When this setting is disabled, Xplay is not in Automation mode and therefore the display of modal message boxes is permitted.
- Confirm page deletion:** Enable this setting to be prompted for confirmation whenever you delete a page. Be sure that the **AUTOMATION** setting is disabled, otherwise it will override this setting.
- Confirm playlist clear:** Enable this setting to be prompted for confirmation whenever you clear a playlist. Be sure that the **AUTOMATION** setting is disabled, otherwise it will override this setting.
- Confirm Clear All:** Enable this setting to be prompted for confirmation whenever you clear all elements from a playlist. Be sure that the **AUTOMATION** setting is disabled, otherwise it will override this setting.
- Prompt for save on new playlist:** Enable this setting to be prompted to save the current playlist, if it is modified, before opening a new playlist. Be sure that the **AUTOMATION** setting is disabled, otherwise it will override this setting.
- Dead band (Frs):** This setting is used in association with the **AUTOMATION** setting. It specifies a time interval, in frames, within which commands are considered to occur at the same time. For instance, an automation system may send commands that are intended to be executed simultaneously. However, the commands may arrive at slightly

different times. If both times differ by an amount less than or equal to the deadband, they will be executed at the same time.

- **TV Format:** The target TV format for execution of automation commands and page creation. This is used to determine the number of frames per second and to display timecode values. Choose from the following settings:
  - **NTSC:** NTSC (720x486) at 29.97 fps, 0.9 pixel aspect ratio
  - **PAL:** PAL (720x576) at 25 fps, 1.094 pixel aspect ratio
  - **HDTV\_720\_60:** HD 720p at 60 fps, 16:9 aspect ratio
  - **HDTV\_720\_60M:** HD 720p at 59.94 fps, 16:9 aspect ratio
  - **HDTV\_720\_50 HD:** 720p at 50 fps, 16:9 aspect ratio
  - **HDTV\_1080\_30:** HD 1080i at 30 fps, 16:9 aspect ratio
  - **HDTV\_1080\_30M:** HD 1080i at 29.97 fps, 16:9 aspect ratio
  - **HDTV\_1080\_25:** HD 1080i at 25 fps, 16:9 aspect ratio
  - **NTSC\_16\_9:** NTSC (720x486) at 29.97 fps, 1.2 pixel aspect ratio
  - **PAL\_16\_9:** PAL (720x576) at 25 fps, 1.4587 pixel aspect ratio

## As Run Logging settings

Xplay can automatically generate **As Run Log** files, which provides a record of all of the elements that were played during the execution of a playlist. The As Run Log is often used by management and billing departments to document that commercials or programs were actually played on-air.

The As Run Logs are saved on your system using a **.asr** file extension and they can be opened by a standard text editor application, like NotePad.

The following sections describe how to enable and specify the As Run Logging settings.

- [“Setting the As Run Logging settings” on page 6-23](#)
- [“Vertigo File Format” on page 6-24](#)
- [“OSi File Format” on page 6-25](#)

### Setting the As Run Logging settings

For Xplay to generate an As Run Log file, you must enable and specify the following **As Run LOGGING** settings (figure 6-8).

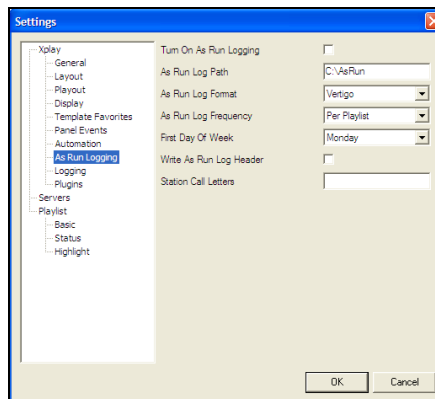


Figure 6-8. Xplay's As Run Logging settings

- **Turn On As Run Logging:** When this setting is enabled, any files played by a playlist will be written to an As Run Log file. When this setting is disabled, Xplay will not generate any As Run Logs.
- **As Run Log Path:** This setting allows you to specify the folder where as run logs will be saved. Although the default path is **C:\AsRun**, you may specify any directory location on your system. Note that the default folder may not already exist on your system. Therefore, it is recommended that you verify, and possibly create the folder, prior to using the As Run Logging feature.

- **As Run Log Format:** The As Run Log files can be created in either the **Vertigo** or **OSI** formats, which are described in [“Vertigo File Format”](#) (below) and [“OSi File Format” on page 6-25](#). To set the format, select either **VERTIGO** or **OSI** from the drop-down list.
- **As Run Log Frequency:** Determines when a new As Run Log file is generated, as well as into which As Run Log file the current entries will appear. You may choose from either **PER PLAYLIST** or **WEEKLY**. Note that the Frequency setting also has an effect on the log file's naming convention. See [“Vertigo File Format”](#) (below) and [“OSi File Format” on page 6-25](#) for more information.
- **First Day Of Week:**
- **Write As Run Log Header:** When **OSI** is selected as the **As Run Log Format** and this setting is enabled, a header record is added within a newly created As Run Log file. Note that if a playlist stops and restarts, no new header is created. When this setting is disabled, no header is created in the As Run Log file.
- **Station Call Letters:** Enter the station's call letter that you want to appear in the As Run log header.

## Vertigo File Format

When the **Vertigo** format is selected, the name of the As Run log file depends upon the **AS RUN LOG FREQUENCY** setting. If the **AS RUN LOG FREQUENCY** setting is set to **PER PLAYLIST**, then the file name is based upon the date of the first log entry (e.g. 30-09-2009.asr). However, if the **AS RUN LOG FREQUENCY** setting is set to **WEEKLY**, the log file is automatically named using the 52-week calendar convention (e.g. week40.asr).

Each time a playlist element is taken to air, an entry is recorded in the log file. The format the entries is in Vertigo format is as follows:

- **Date played:** The date that the element was played on air. (DD-MM-YYYY)
- **Timestamp:** The time at which the element was played on air. (HH:MM:SS, on a 24-hour clock)
- **Duration:** Not implemented. The length of time that the element was played on air. (HH:MM:SS, on a 24-hour clock)
- **Item's name:** The name of the page or clip that was played out.

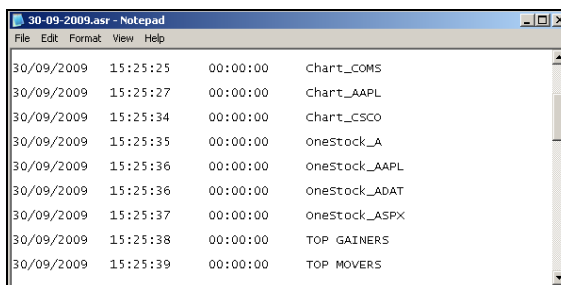


Figure 6-9. As Run Log File in Vertigo format

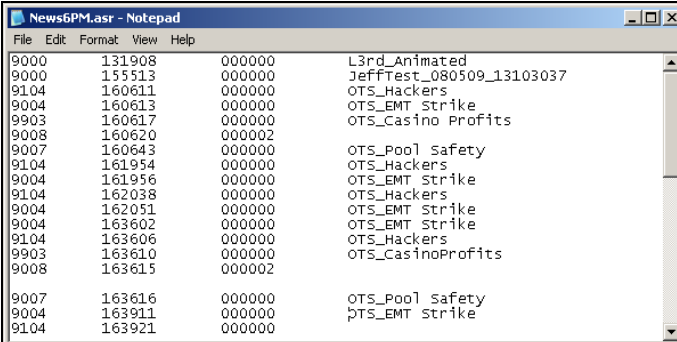


## OSi File Format

When the **OSI** format is selected, the name of the As Run log file depends upon the **As Run Log Frequency** setting. If the **As Run Log Frequency** setting is set to **PER PLAYLIST**, then the file name is based upon the playlist's name (e.g. `News6PM.asr`). However, if the **As Run Log Frequency** setting is set to **WEEKLY**, the log file is automatically named using the 52-week calendar convention (e.g. `week40.asr`).

Each time a playlist element is taken to air, an entry is recorded in the log file. The format the entries is in OSI format is as follows:

- **Event Sequence:** The element's Event Sequence number from the playlist.
- **Timestamp:** The time at which the element was played on air. (HHMMSS, on a 24-hour clock)
- **Duration:** Not implemented. The length of time that the element was played on air. (HHMMSS, on a 24-hour clock)
- **Item's name:** The name of the page or clip that was played out.



Event Sequence	Timestamp	Duration	Item's name
9000	131908	000000	L3rd_Animated
9000	155513	000000	JeffTest_080509_13103037
9104	160611	000000	OTS_Hackers
9004	160613	000000	OTS_EMT Strike
9903	160617	000000	OTS_Casino Profits
9008	160620	000002	
9007	160643	000000	OTS_Pool safety
9104	161954	000000	OTS_Hackers
9104	161956	000000	OTS_EMT Strike
9104	162038	000000	OTS_Hackers
9004	162051	000000	OTS_EMT Strike
9004	163602	000000	OTS_EMT Strike
9104	163606	000000	OTS_Hackers
9903	163610	000000	OTS_CasinoProfits
9008	163615	000002	
9007	163616	000000	OTS_Pool safety
9004	163911	000000	OTS_EMT Strike
9104	163921	000000	

Figure 6-10. As Run Log File in OSI format

## Logging settings

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

As Xplay operates, Xplay events are recorded to a log text file, which is stored in the following directory location: C:\Documents and Settings\All Users\Application Data\VertigoXmedia\Logs

Since the Xplay log files thoroughly track and record Xplay'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 Xplay log file to help them troubleshoot any unexpected behavior that you may be experiencing.

### NOTE

It is strongly recommended not run full logging while ON AIR as it unnecessarily increases the CPU usage, which can decrease your system's performance.

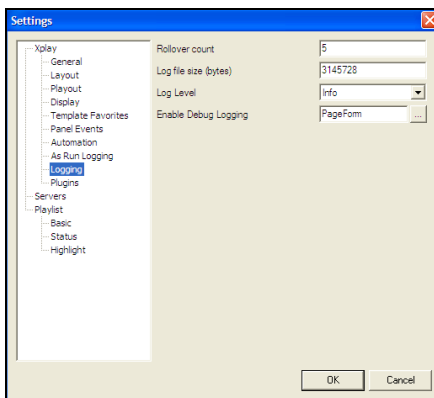


Figure 6-11. Xplay's Logging settings

- **Rollover count:** Specifies the maximum number of `Xplay*.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.
- **Log file size (bytes):** Sets the maximum memory size for each log file created per run. The default value is 3145728 bytes.
- **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 major successful operations.
  - **Warn** - Log unsuccessful operations that may indicate a problem (in addition to all messages logged at the Error level).
  - **Info** - 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.

- **Enable Debug Logging:** Click the  button to open the Verbose Logging window, which lets you select which logging categories for debugging activities.

Each category checked will log at the Debug level instead of the default log level. A category should only be checked when further information is required in the logs in order to investigate a problem. Note that the log messages generated at the Debug level contain technical information intended for developers. Activating Debug logging increases the amount of information written to the log files and may impact performance.

## Plugins settings

Xplay's functionality can be extended through plugins. All plugins that are meant to be used with Xplay must be stored in one directory location. The directory location must be specified in the **PLUGINS PATH** setting (figure 6-12).

While the Plugin Path value can be any full path directory location on your system, the default Plugin Path value is: C:\Program Files\VertigoXmedia\Apps\Plugins\

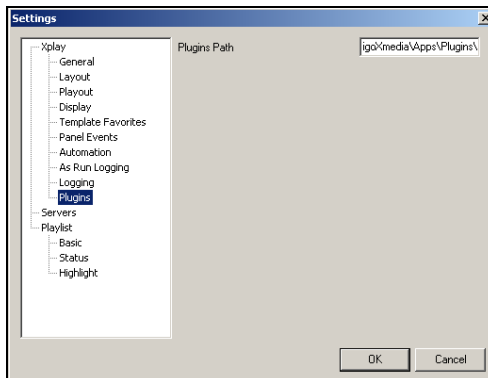


Figure 6-12. Xplay's Plugins settings

### ✓ NOTE

For plugins to be integrated into Xplay, they must be registered using the **PLUGIN MANAGER** window. Plugins are available for registration only if they are custom-built by Miranda, or by someone from your organization using the API.

#### To register a plugin:

1. Select **TOOLS>PLUGINS>PLUGIN MANAGER**.

This displays the **PLUGIN MANAGER** dialog box. The **AVAILABLE PLUGINS** box at left displays all plugin files that were found in the Plugins directory for Xplay.

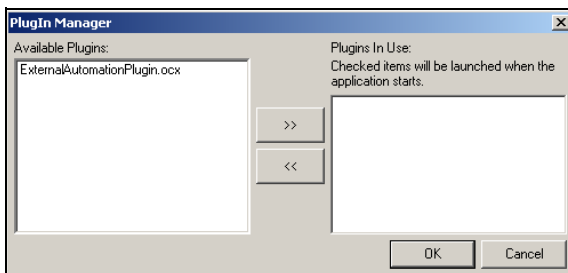

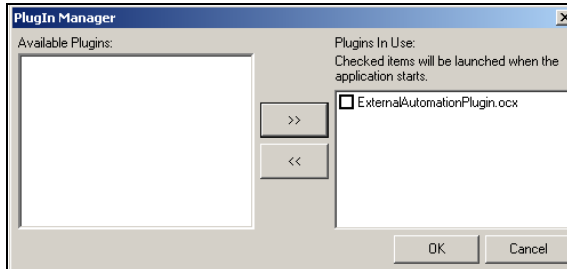
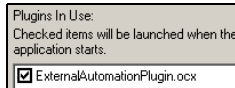


Figure 6-13. Plugin Manager dialog box

2. Select the plugin from the **AVAILABLE PLUGINS** list.
3. Click the **RIGHT ARROW** button . The plugin appears in the **PLUGINS IN USE** box on the right.




4. **OPTIONAL** - Select the plugin's check box if you would like the plugin to launch when Xplay is started.



5. Click **OK**.

**To unregister a plugin:**

1. Open the Plugin Manager window by selecting **TOOLS>PLUGIN MANAGER**. This displays the **PLUGIN MANAGER** dialog box.
2. Select the plugin from the **PLUGINS IS USE** box on the right side.
3. Click the **LEFT ARROW** button . The plugin now appears in the **AVAILABLE PLUGINS** box on the left.
4. Click **OK**.

## Servers settings

The Xmedia Server is the central graphics asset management server for the Vertigo Suite system. Along with the Data Server, the Xmedia Server manages the communication and content that allows Xplay to build/edit playlists and pages, as well as playout the contents of playlists to output devices.

You must be connected to the Xmedia Server and Data Server before Xplay can be launched (“[Starting Xplay and connecting to the Xmedia Server](#)” on page 2-3). Once you have specified these settings (upon installation), you should not need to modify them, unless you need to connect to a server on a different machine (e.g. in the event of a crash). You must restart Xplay for any edits to the Servers settings to take effect.

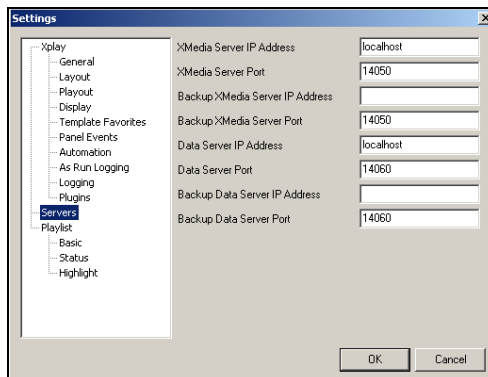


Figure 6-14. Xplay's Servers settings


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

### ☑ NOTE

To access the Xmedia Server and Data Server interfaces, select **START>SETTINGS>CONTROL PANEL**. Then select the **VERTIGOXMEDIA DATA SERVER** or **VERTIGOXMEDIA XMEDIA SERVER** icons.

## Playlist > Basic settings

The Playlist's Basic settings determine the background and text colors for everything in your playlist -- pages, actions, segments, comments, and titles. You can also choose a font for the playlist.

To edit the default color for these playlist settings, click the  button to the right of each color field. Select the desired color from the **COLOR SELECTION** dialog box and click **OK**.

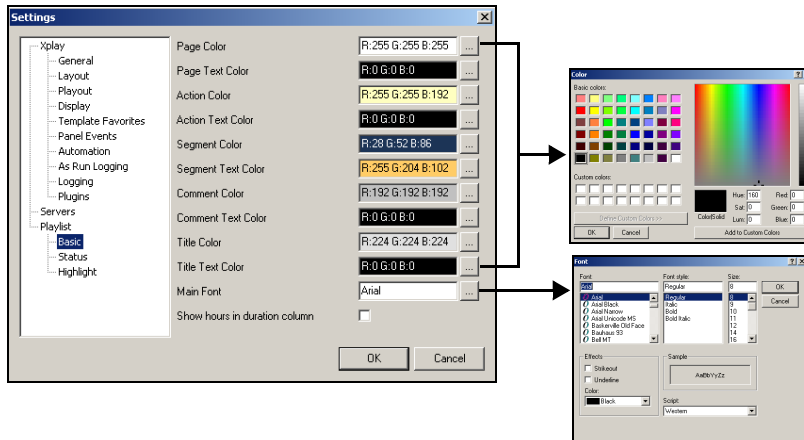



Figure 6-15. Xplay's Basic settings

- **Page Color:** Specifies the background color of a page in the playlist.
- **Page Text Color:** Specifies the text color of a page in the playlist.
- **Action Color:** This setting has been deprecated.
- **Action Text Color:** This setting has been deprecated.
- **Segment Color:** Specifies the background color of a playlist segment.
- **Segment Text Color:** Specifies the text color of a playlist segment.
- **Comment Color:** Specifies the background color of a playlist comment.
- **Comment Text Color:** Specifies the text color of a playlist comment.
- **Title Color:** Specifies the background color of the playlist header row.
- **Title Text Color:** Specifies the text color of the playlist header row.
- **Main Font:** Specifies the font to be used throughout the playlist.
- **Shows hours in duration column:** Determines how the duration values are displayed (i.e. hours, minutes, seconds, frames). When selected, the duration values are displayed using the following format: MM:SS.FF. However, if the duration exceeds one hour, the duration value is shown in an HH:MM:SS.FF format. For example 01:12.23. If this setting is not selected, durations values are always shown in HH:MM:SS.FF format. For example 00:01:12.23.

## Playlist > Status settings

The status of each playlist element is reported in the Playlist Editor's Status column. During playback, it is often difficult to keep track of which playlist elements are cued or on-air and on which device(s).

Xplay allows you to assign different colors to the Cue and Take actions on specific devices, so that you can visually reference the status column to determine which playlist elements are being played out of which devices. You can also assign color to alert you to the invalid status of a playlist element.

To edit the default color for a status setting, click the  button to the right of each color field. Select the desired color from the **COLOR SELECTION** dialog box and click **OK**.

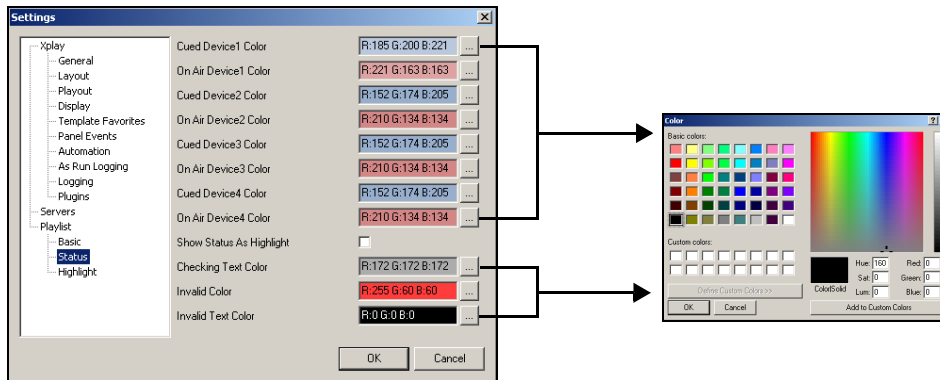


Figure 6-16. Xplay's Status settings

- **Cued Device1 Color:** The color used to indicate that the element is cued to Device 1.
- **On Air Device1 Color:** The color used to indicate that the element is on air on Device 1.
- **Cued Device2 Color:** The color used to indicate that the element is cued to Device 2.
- **On Air Device2 Color:** The color used to indicate that the element is on air on Device 2.
- **Cued Device3 Color:** The color used to indicate that the element is cued to Device 3.
- **On Air Device3 Color:** The color used to indicate that the element is on air on Device 3.
- **Cued Device4 Color:** The color used to indicate that the element is cued to Device 4.
- **On Air Device4 Color:** The color used to indicate that the element is on air on Device 4.
- **Show Status As Highlight:** Enable this setting if you would like the status color to highlight the entire row, instead of the Status column only.
- **Checking Text Color:** When performing a verification of the playlist, this is the color used to draw the text of playlist elements that are currently checking their status and have not yet received a reply to their query.
- **Invalid Color:** After performing a verification of the playlist, this is the color of the background of the playlist elements that have a status of **Invalid**. Invalid elements are not able to be cued or taken, since they refer to an XMS asset that is missing.
- **Invalid Text Color:** After performing a verification of the playlist, this is the color of the text of the playlist elements that have a status of **Invalid**. Invalid elements are not able to be cued or taken, since they refer to an XMS asset that is missing.



## Playlist > Highlight settings

The Highlight settings allow you to associate some playlist tasks and events with a highlight color that helps draw your attention to and identify a playlist event, like which playlist elements have already aired. Depending upon the task or event, a highlight may be in the form of a line that helps guide you, a cell or row in the Playlist Editor that changes color, or text added to the playlist element's Status.

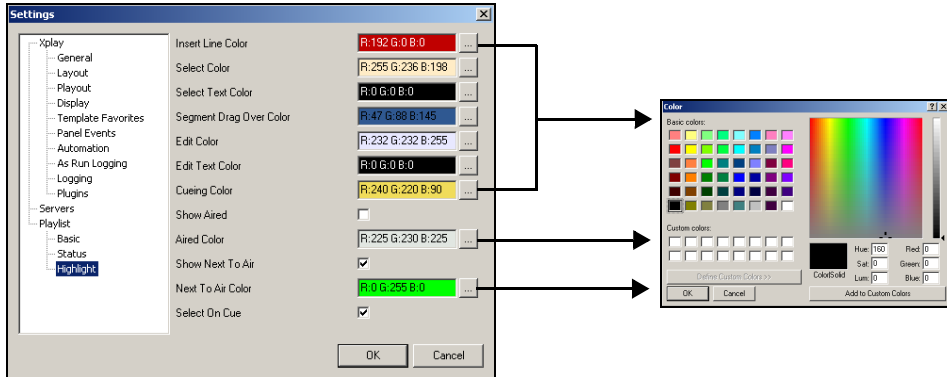


Figure 6-17. Xplay's Highlight settings

- **Insert Line Color:** When an element is being dragged to a new position in the playlist, the insert line indicates where the element will be placed once the mouse key is released.
- **Select Color:** The background color of a selected playlist element.
- **Select Text Color:** The text color of a selected playlist element.
- **Segment Drag Over Color:** The background color of the segment heading when an element is being dragged over it.
- **Edit Color:** The background color of a playlist cell when its contents are being edited.
- **Edit Text Color:** The text color of a playlist cell when its contents are being edited.
- **Cueing Color:** The color that is displayed during the process of cueing a playlist element.
- **Show Aired:** When enabled, a playlist element's Status cell will read "Aired" after the playlist element has been taken to air on a device. This is useful for quickly determining which elements have gone to air, or how many are left to air.
- **Aired Color:** When the **SHOW AIRED** setting is enabled, the color specified in this setting is displayed for a playlist element that has already been taken to air. This is useful for quickly determining which elements have gone to air, or how many are left to air.
- **Show Next To Air:** Determines whether or not the device on which the next general take will occur is indicated by highlighting the color square beside the device name.
- **Next To Air Color:** Determines the color used to highlight the color square beside the device name when **SHOW NEXT TO AIR** setting is enabled.
- **Select On Cue:** Determines if a playlist element is also selected when it gets cued.



# 7 APPENDIX B - CREATING AND EDITING PAGES IN XPLAY

While most graphic pages are created and added to playlists in Xbuilder, Xplay does offer you the ability to create and add embedded and/or shared pages to a loaded playlist. See [“Embedded versus Shared pages”](#) below for a brief description of these two types of pages.

All pages that are created in Xplay, whether embedded or shared, are based upon existing templates. As the following sections describe, the procedure that you use to create and add pages to a playlist in Xplay depends upon whether you want to create a single embedded page, multiple embedded pages, or a shared page.

- [“Creating and adding embedded pages to a playlist” on page 7-3](#)
- [“Creating and adding shared page assets to a playlist” on page 7-9](#)
- [“Editing pages in Xplay” on page 7-13](#)

---

## NOTE

Which device's playlist a new page is added to is determined by the template's Target Device property, which is normally set in Xstudio when the template is created. If a new page is created in Xplay from a template that does not specify a target device, the page is automatically added to the first device's playlist in Xplay's Playlist Editor.

---

## Embedded versus Shared pages

Before creating a graphics page, you must decide whether the new page will be an embedded page or and a shared page. Note that both types of pages provide the same playout performance in a playlist. The main consideration that should be taken into account is whether the page is intended to be included in only one or many playlists.

**Embedded pages** exist only within a playlist, and it is the playlist that is saved as a whole in the Xmedia Server. As a result, the individual page does not exist anywhere else, not even in the Pages root category of the Asset Browser. Embedded page can be reused outside of its playlist if its playlist is inserted or appended to another playlist, or if the page converted into a shared page using the **SAVE AS SHARED PAGE** command in Xbuilder. An advantage of using embedded pages is cleanup - once the playlist is deleted, all the pages in it are gone too.

**Shared pages** exist in the Xmedia Server (accessed from the Asset Browser) as distinct assets and can be used in many different playlists as a common element. An application example of using shared pages is a sports scoreboard that is used in the playlists for many different rundowns (i.e. news show, sports show, late sports, etc.). In such a case, the shared page would only be created once, updated automatically (or manually), but only one “copy” of that page needs to be updated for the updates to apply to all of the shows. One of the drawbacks for shared pages is that deleting the shared page asset from the Xmedia Server affects all shows that used that page.

## Creating and adding embedded pages to a playlist

If you require a graphic page for an individual playlist, and you are sure that the page will never be used outside of the playlist, then we suggest that you create an embedded page. Embedded pages exist only within a playlist, and it is the playlist that is saved as a whole in the Xmedia Server. As a result, the individual page does not exist anywhere else, not even in the Pages root category of the Asset Browser (see [“Embedded versus Shared pages” on page 7-2](#) for more information).

Although most embedded pages are created in Xbuilder, Xplay does offer the ability to create and add embedded pages to a playlist. The following sections describe the various methods that you can use to create and add embedded pages to a playlist in Xplay:

- [“Creating and adding a single embedded page” on page 7-3](#)
- [“Creating and adding multiple embedded pages” on page 7-5](#)
- [“Using Template Favorites to create and add embedded pages” on page 7-7](#)

## Creating and adding a single embedded page

The following procedure describes how to create a single embedded page in Xplay by selecting a template, editing template’s variable fields and then adding it to the currently loaded playlist.

If it is your intention to create more than one new embedded page, we recommend that you use the procedure described on [page 7-5](#).

### To create and add a single embedded page to the playlist:

1. Select **FILE>INSERT NEW PAGE**.

Or,

Press **CTRL+E**.

Or,

Select the **INSERT NEW PAGE** button  in the Playlist window toolbar.

The **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog box appears (figure [7-1](#)).

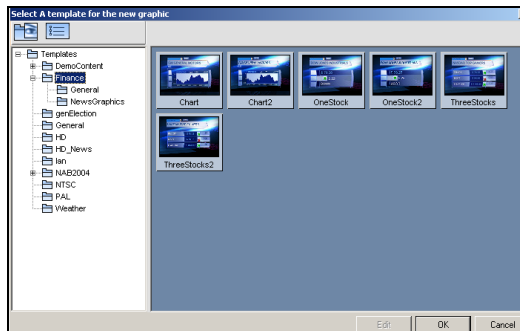



Figure 7-1. Select a template from the Xmedia Server, which will determine the layout of the new page

2. Navigate through the **TEMPLATES** root category and double-click the template that you want to base your new page upon (figure 7-2).



Figure 7-2. Edit the template's variable fields to create a new graphics page

3. Make the necessary changes to the page's content using the template's editable fields.
4. Optional: Type a description and/or specify an offset for the page in the fields in the upper portion of the dialog box.
5. Click the **INSERT IN PLAYLIST AND CLOSE** button  in the top-left corner of the dialog box.

The new embedded page is immediately appended to the playlist and the dialog box closes.

#### **NOTE**

When Xplay's Playlist Editor is in the **BYDEVICE** playlist view, which device's playlist the page is appended to is determined by the template's **TARGET DEVICE** property, which is set in Xstudio when the template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended to the first device's playlist.

## Creating and adding multiple embedded pages

The following procedure describes how to create a multiple embedded pages in Xplay by selecting a template, editing template's variable fields, adding it to the currently loaded playlist, and then repeat the process without having to reopen the template browser.

If it is your intention to create and add only one new embedded page to the playlist, we recommend that you use the procedure described on [page 7-3](#).

### To create and add multiple embedded pages to the playlist:

1. Select **FILE>NEW PAGES**.

Or,

Press **CTRL+G**.

The **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog box appears (figure [7-3](#)).

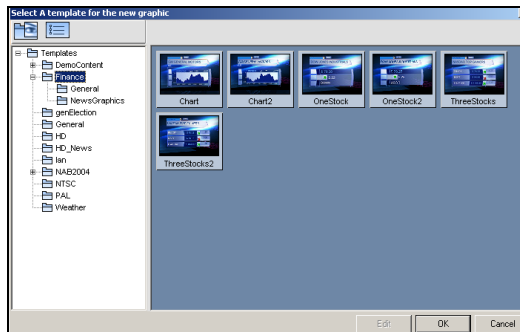


Figure 7-3. Select a template from the Xmedia Server, which will determine the layout of the new page

2. Navigate through the **TEMPLATES** root category and double-click the template that you want to base your new page upon.

The **CREATE PAGE** dialog box appears and displays the new page that was created based upon the selected template (figure [7-2](#)).

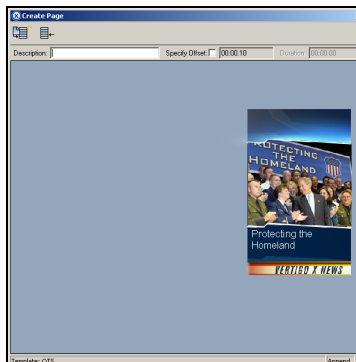



Figure 7-4. Edit the template's variable fields to create a new graphics page

3. Make the necessary changes to the page's content using the template's editable fields.


4. Optional: Type a description and/or specify an offset for the page in the fields in the upper portion of the **CREATE PAGE** dialog box.
5. Optional: Enable (orange) or disable (blue) the **ENABLE INSERT PAGE AFTER SELECTED** button to determine whether the new page will be inserted or appended to the device's playlist. When enabled, the **CREATE PAGE** dialog box displays **INSERT** in the lower-right corner; when disabled the word **APPEND** is displayed in the same location. See figure 7-5 for more details.

Name	Status	Offset	Duration	Device
Top Stories				
OTS_Power crisis		00:00:10.00	00:00:00	Device
Chart_INTC		00:00:20.00	00:00:00	Device
Chart_Jeff_080509_132		00:00:30.00	00:00:00	Device
Chart_MSEL_080509_05		00:00:40.00	00:00:00	Device
Chart_MSEL_080509_05		00:00:50.00	00:00:00	Device
Example		00:01:00.02	00:00:00	Device

 **Append**


**When the Enable Insert Page after Selected button is not selected, the new page is appended to device's playlist**



Name	Status	Offset	Duration	Device
Top Stories				
OTS_Power crisis		00:00:10.00	00:00:00	Device
Chart_INTC		00:00:20.00	00:00:00	Device
Chart_Jeff_080509_132		00:00:30.00	00:00:00	Device
Example		00:00:40.00	00:00:00	Device
Chart_MSEL_080509_05		00:00:50.00	00:00:00	Device
Chart_MSEL_080509_05		00:01:00.02	00:00:00	Device

 **Insert**

**Selecting the Enable Insert Page after Selected button allows you to place the new page below the selected playlist element**

Figure 7-5. Use the “Enable Insert Page after Selected” to determine the new page’s place in the playlist

6. Click the **APPEND TO / INSERT IN PLAYLIST AND START NEW PAGE** button  in the top-left corner of the **CREATE PAGE** dialog box.
 

When the playlist view is set to **BY DEVICE**, the new embedded page is immediately appended or inserted into the device's playlist as assigned by the template's **TARGET DEVICE** property (which is set in Xstudio when the template is created). If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended or inserted into the first device's playlist.
7. Since that the **CREATE PAGE** dialog box has remained open, you can either create another new page using this same template, or create another new page using a different template.
  - **To create a new page using the same template**, simply edit the template's variable fields and click the **APPEND TO / INSERT IN PLAYLIST AND START NEW PAGE** button .
  - **To create a new page using a different template**, close the **CREATE PAGE** dialog box by clicking the **CLOSE** button . Use the **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog box once again to select a template upon which to base the new page. Edit the template's variable fields and add the page to the playlist as before.
8. Once you are finished creating and adding new embedded pages to the playlist, simply close the **CREATE PAGE** and **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog boxes.



## Using Template Favorites to create and add embedded pages

The Template Favorites settings allow you to assign particular templates to control key sequences (Ctrl+1, Ctrl+2...). This provides a convenient shortcut for opening templates that are frequently used for creating and adding embedded pages to broadcast playlists. The Template Favorites settings allows you to assign shortcut for up to (10) templates.

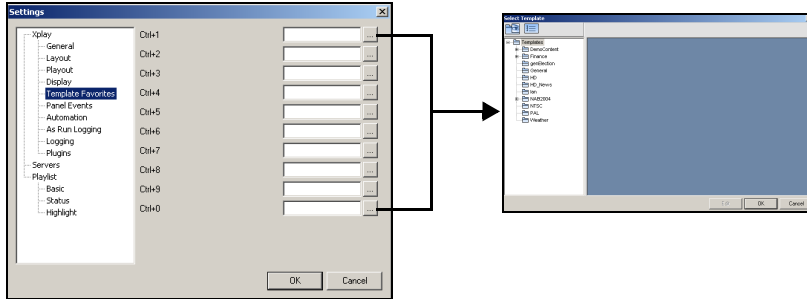


Figure 7-6. Xplay's Template Favorites settings


### To create and add an embedded page to a playlist using the Template Favorites commands:

1. Create Template Favorites commands by assigning templates to the control key sequences in Xplay's Template Favorites settings (see ["Template Favorites settings" on page 6-19](#)).
2. Load the playlist into the Playlist Editor and select the playlist element above where you want to insert the new embedded page.
3. Press the Control key sequence (e.g. Ctrl+1) that is associated with the template that you want to based the new embedded page on.

The **INSERT NEW PAGE** dialog box appears with the template already loaded in it.



Figure 7-7. The template opens in the Insert New Page dialog box allowing you to edit and create the page

4. Make the necessary changes to the page's content using the template's editable fields.
5. Optional: Type a description and/or specify an offset for the page in the fields in the upper portion of the **INSERT NEW PAGE** dialog box.
6. Click the **INSERT IN PLAYLIST AND CLOSE** button  in the top-left corner of the **INSERT NEW PAGE** dialog box.

The new embedded page is immediately inserted into the playlist and **INSERT NEW PAGE** dialog box closes. Note that if you did not select a specific insertion point in the playlist, the new embedded page is appended to the end of the playlist.

When Xplay's Playlist Editor is in the **BYDEVICE** playlist view, which device's playlist the page is inserted into or appended to is determined by the template's **TARGET DEVICE** property, which is set in Xstudio when the template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended to the first device's playlist.

## Creating and adding shared page assets to a playlist

Shared page assets are stored on the Xmedia Server, which allows them to be added directly to any playlist in Xplay. See [“Embedded versus Shared pages” on page 7-2](#) for more information about shared pages.

While there is only one way in which to create a new shared page in Xplay, there are several ways in which to add a shared page to a playlist that is loaded in the Playlist Editor. Which method you choose depends entirely upon how you have set up Xplay, as well as which of Xplay’s interface components you prefer to work with.

The following sections provide instructions for how to create and add shared pages to a playlist in Xplay:

- [“Creating and adding new shared pages” on page 7-9](#)
- [“Using the Asset Browser to add shared pages to a playlist” on page 7-12](#)

### NOTE

Additional methods for adding shared pages to a playlist in Xplay are described in [“Adding playlist elements to a playlist” on page 3-10](#).

## Creating and adding new shared pages

The following procedure describes how to create a single or multiple shared pages in Xplay by selecting a template and editing template’s variable fields. You can save the page to the Xmedia Server and optionally add it to the playlist. Once the newly created page is saved/added, you can either create other shared pages or return to your Xplay session.

If it is your intention to create and add a page(s) to the playlist that will only be used in this playlist, we recommend that you use the procedure described on [page 7-3](#) to create embedded pages.

**To create a single or multiple shared pages and add them to the playlist:**

1. Select **FILE>NEW SHARED PAGES**.

Or,

Press **CTRL+H**.

The **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog box appears (figure [7-8](#)).

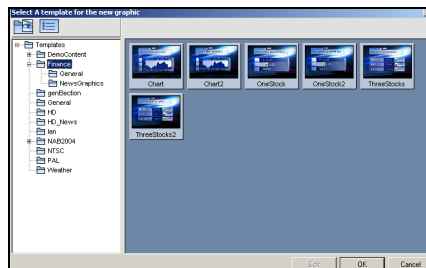


Figure 7-8. Select a template from the Xmedia Server, which will determine the layout of the new page

2. Navigate through the **TEMPLATES** root category and double-click the template that you want to base your new page upon.  
The **GRAPHIC1** dialog box appears and displays the new page that was created based upon the selected template (figure 7-2).

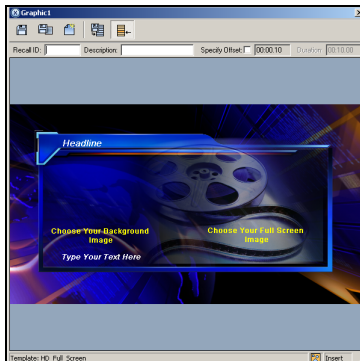



Figure 7-9. Edit the template's variable fields to create a new graphics page

3. Make the necessary changes to the page's content using the template's editable fields.
4. Optional: Type a description, Recall ID, and/or specify an offset for the page in the fields in the upper portion of the **GRAPHIC1** dialog box.
5. Save the page to the Xmedia Server.

There are two (2) ways in which you can save the new shared page: one allows you to specify the page's name and category before it is saved as asset on the Xmedia Server, while the other automatically provides a default name and saves the page, then the page is inserted/append to the playlist that is currently open in the Playlist Editor.

- To only save the new shared page as an asset on the Xmedia Server, simply click the **SAVE PAGE** button . The **SAVE PAGE** dialog box appears (figure 7-10) allowing you to specify the new page's name, information and category. After you have completed the page's information and category fields, click **OK**. The page is saved to the Xmedia Server and the generic title of the **GRAPHIC1** dialog box is replaced with the name of the page.

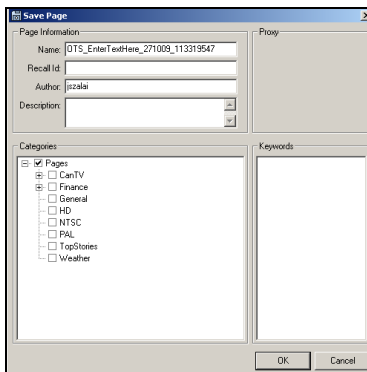



Figure 7-10. Save Page dialog box



- You can automatically save the new shared asset to the Xmedia Server's **PAGES** root category and then append/insert the page into the playlist that is currently loaded in the Playlist Editor. Simply set the **ENABLE INSERT PAGE AFTER SELECTED** button (see figure 7-5), and then click the **SAVE PAGE, INSERT IN PLAYLIST** button . The new shared page is immediately saved to the Xmedia Server using the template's name appended with a timestamp, and then the page is added to the playlist.

---

**✓ NOTE**

When Xplay's Playlist Editor is in the ByDevice playlist view, the new shared page is immediately appended or inserted into the device's playlist as assigned by the template's **TARGET DEVICE** property, which is set in Xstudio when the template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended or inserted into the first device's playlist.

---

6. Optional: Create additional new shared pages either based on the same or a different template that is stored on the Xmedia Server. Repeat this step as for as many new shared pages that you want to create.
  - To create a new shared page based on the same template as before, edit the page's editable fields and then click the **NEW PAGE** button . The **PAGE NOT SAVED** dialog box appears and asks you if you want to save the current page. Click **YES**. The new shared page is immediately saved to the Xmedia Server using the template's name appended with a timestamp.
  - To create a new shared page based on a different template that is stored on the Xmedia Server, close the page's dialog box by clicking the **CLOSE** button . Use the **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog box once again to select a template upon which to based the new page. Edit the template's variable fields and save the page according to the instructions in step 5.

Once you are finished creating and/or adding new shared pages to the playlist, return to your Xplay session by simply closing the page's and the **SELECT A TEMPLATE FOR THE NEW GRAPHIC** dialog boxes.

## Using the Asset Browser to add shared pages to a playlist

The **PAGES** root category in Xplay's Asset Browser provides access to all of the shared pages that are stored on the Xmedia Server (see [page 3-14](#)). As such, the Asset Browser is a practical tool for finding and adding pages to the playlist. As is described below, where within the playlist a shared page is added depends upon whether Xplay is set to **STANDARD** or **BYDEVICE** playlist view.

There are three (3) methods by which you can add shared pages to a playlist using the Asset Browser:

- Double-click the page's heading in the Asset Browser category.
- Right-click on the page's heading in the Asset Browser category and select the **OPEN** command.
- Drag the page's heading from the Asset Browser and drop it into the playlist row where you want to page to be located.

1. Double-click  
Or,
2. Open command  
Or,
3. Drag & Drop

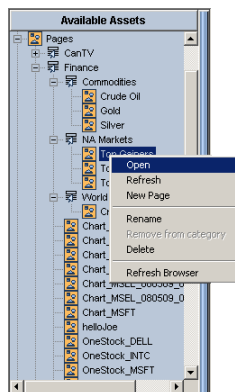


Figure 7-11. There are three ways to add a shared page to a playlist from the Asset Browser

When Xplay is in the **Standard** playlist view and you add a shared page by double-clicking or using the **OPEN** command, the page is appended to the end of the playlist loaded in the Playlist Editor. You can then reposition it within the playlist by following the instructions on [page 3-29](#). If you choose to drag and drop the page into the Playlist Editor from the Asset Browser, you can immediately choose its location within the playlist.

When Xplay is in the **ByDevice** playlist view and you add a shared page by double-clicking or using the **OPEN** command, the new shared page is immediately appended to the device's playlist as assigned by the template's **TARGET DEVICE** property, which is set in Xstudio when the template is created. If the template's **TARGET DEVICE** property was not specified (empty), then the page is appended to the first device's playlist. You can then reposition it within its device view, however, you cannot move it to another device's playlist (see [page 3-29](#)).

If you choose to drag and drop the page into the Playlist Editor from the Asset Browser, you can immediately choose its location within the playlist. Regardless of what the page's Target Device was, it is now assigned the device that you placed it into. Note that once the page is dropped into the device's playlist, you cannot move it to another device's playlist.

## Editing pages in Xplay

You can edit embedded and shared pages that have been added to a playlist up until the page is taken to air. In most cases, you will edit a page's variable fields or basic properties within the playlist, but Xplay also allows you to make on-the-fly edits to a page when it is cued in the Device View.

The following sections provide instructions for editing embedded and shared pages:

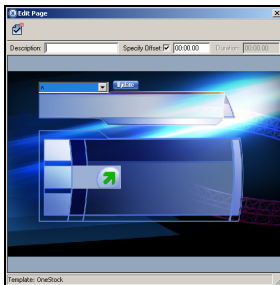
- [“Editing a page within a playlist using the Edit Page command” on page 7-13](#)
- [“Editing a page when it is cued on a device” on page 7-14](#)

## Editing a page within a playlist using the Edit Page command

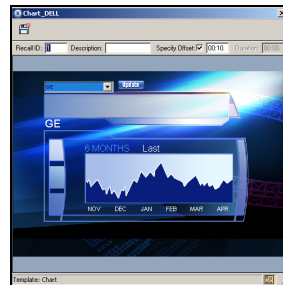
To edit a page within a playlist using the Edit Page command:

1. With the playlist loaded in the Playlist Editor, right-click on the page in the playlist and select the **EDIT PAGE** command.

Figure 7-12 demonstrates that if the page is an embedded page, the **EDIT PAGE** dialog box appears. However, if the page is a shared page, an editing dialog box appears that uses the shared page's name as its title.



The Edit Page dialog box for embedded pages





The editing dialog box for shared pages

Figure 7-12. Edit Page dialog box

### NOTE

If the **EDIT PAGE** command is enabled in the menu, but it does not open an editing dialog box, this indicates that the playlist element is a template, not an embedded or shared page. Templates cannot be edited in Xplay, only in Xstudio.

If the **EDIT PAGE** command is disabled, this indicates that the page is currently cued or on-air and it cannot be edited using this command. While pages cannot be edited in Xplay while they are on-air, cued pages can be edited in the Xplay Device Views (see [page 7-14](#)).

2. Make the necessary edits to the page's variable fields (e.g. text, images, drop-down selections) and/or to its Description or Offset properties.
3. Save the edits by clicking the **COMMIT AND CLOSE** button  (embedded pages) or the **SAVE PAGE, AND CLOSE** button  (shared pages).

## Editing a page when it is cued on a device

You can make edits to a page when it is cued on a device's view or enlarged window. The edited page can either be taken directly to air with or without saving the changes. This method of editing pages is very useful for making on-the-fly or last minute edits right before the page is taken to air on the device.

### To edit a page that has been cued to a device:

1. Cue the page to a device (see [page 4-1](#)).

To view the cued page, Xplay must either be set to OnAirPreview layout, or Multi-Device layout with the Multi-Device Layout setting to either Preview or PreviewOnAir.

Figure 7-13 shows that the cued page appears in the Preview pane of the device's view, or in the Enlarged window (if it is enabled).

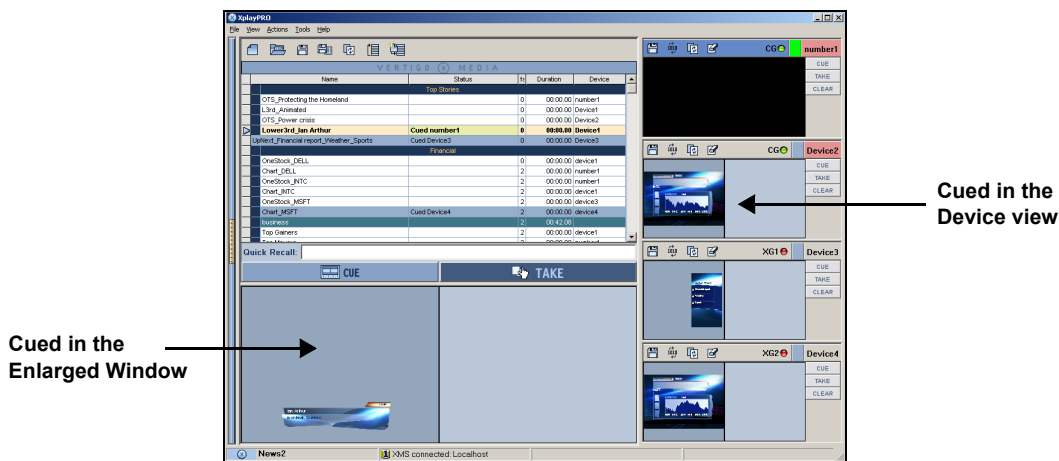


Figure 7-13. You can edit the cued page in either the Device View or the Enlarged Window

2. Optional: Zoom in/out of the page by clicking on the page using your mouse's scroll wheel. You can also reposition the page by holding down the **CTRL** key while pressing the keyboard arrow keys.
3. Make the necessary edits to the page's variable fields (e.g. text, images, drop-down selections).
4. You can save the edits to the page immediately by selecting **FILE>SAVE PAGES**. Note that this command saves all pages in the playlist that have been edited during this session.
5. You can take the page to air immediately and the page will display the edits (regardless of whether or not you saved the changes).



# 8 APPENDIX C - USING XPLAY TO SUPPORT THE EMERGENCY ALERT SYSTEM (EAS)

The Emergency Alert System (EAS) is a federal United States of America notification system used by government-approved entities to broadcast important warnings to the entire nation. The television industry is required to respond to such notifications by suspending its programming and displaying the incoming messages, optionally broadcasting EAS-supplied audio as well. EAS broadcasts are received via a receiving device, of which several versions are offered by various vendors in the United States.

Emergency Alert System (EAS) is supported within the Vertigo Suite through Xplay, which adds support for cueing/taking and event-sending to a specific template on incoming broadcast from TFT Incorporated's EAS 911 receivers.

More specifically, upon acquiring an incoming broadcast from a receiver, Xplay cues and takes a specified template on a specified device and keyer. Then as the broadcast is played, Xplay raises events at the template level, and the template executes the required actions.

The following list identifies the EAS events (in chronological order) that Xplay may potentially raise during an EAS broadcast:

- `EAS_INCOMING()` -- The start of an EAS warning.
- `EAS_TRANSLATED_HEADER(eas_originator_code, eas_event_code, eas_county_location_code, eas_alert_duration, eas_datetime, eas_id)` -- The text components of the warning. Please refer to the **SAME** header definition for further details ([http://en.wikipedia.org/wiki/Specific\\_Area\\_Message\\_Encoding](http://en.wikipedia.org/wiki/Specific_Area_Message_Encoding)).
- `EAS_AUDIOHDRATTSIGNAL_BEGIN()` -- The audio attention signal begins broadcasting from receiver.
- `EAS_AUDIOHDRATTSIGNAL_END()` -- The audio attention signal is finished.
- `EAS_ALERTVOICEAUDIOEOM_BEGIN()` -- The voice message and the end of message audio begins broadcasting.
- `EAS_ALERTVOICEAUDIOEOM_END()` -- The voice message and the end of message audio are finished.

 **NOTE**

While Xplay only supports connectivity with a single receiver at a time; EAS support does include device forwarding, which allows the EAS receiver to target more than one device with a single warning broadcast.

---

## Configuring Xplay's EAS settings

The configuration of Xplay's EAS support is performed in the **EMERGENCY ALERT SYSTEM CONFIGURATION** dialog box, which is available by selecting the **TOOLS>CONFIGURE EAS** menu command.

The initial **EMERGENCY ALERT SYSTEM CONFIGURATION** dialog box prompts you to select an EAS receiver from the drop-box. Currently the only receiver available is TFT Incorporated's EAS 911. Once the receiver is selected, the **EMERGENCY ALERT SYSTEM CONFIGURATION** dialog box displays the relevant options for configuring the EAS settings for this receiver (figure 8-1).

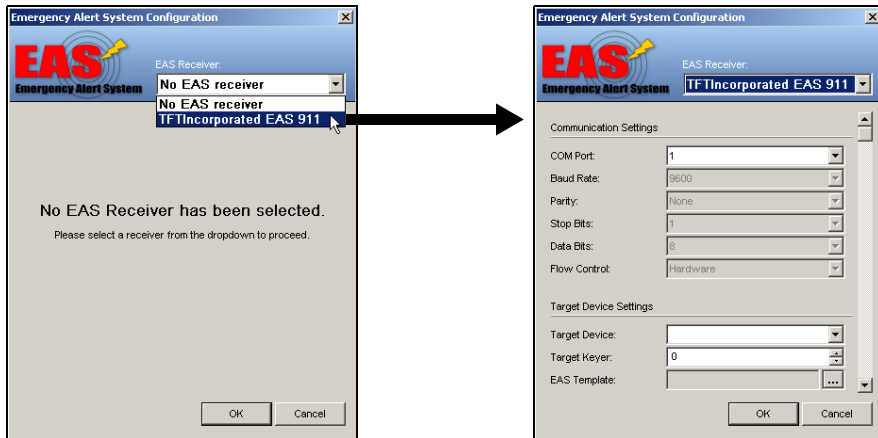


Figure 8-1. Xplay's Emergency Alert System Configuration settings

The EAS configuration settings within **EMERGENCY ALERT SYSTEM CONFIGURATION** dialog box are displayed in thematic groupings. Each of the settings is described in detail in the following sections:

- [“Communication Settings” on page 8-4](#)
- [“Target Device Settings” on page 8-4](#)
- [“Protocol Settings” on page 8-5](#)
- [“Device Forwarding” on page 8-5](#)

### ☑ NOTE

Additional information regarding the Emergency Alert System (EAS) and the TFT Inc. EAS 911 receiver can be found on the world wide web at <http://www.fcc.gov/pshs/services/eas/> and <http://www.tftinc.com/easproducts.html>.

## Communication Settings

In the case of the EAS911, only the serial COM port can be changed via the graphical interface, as the other serial port parameters are fixed for the device. However, should you need to change them for any reason, Xplay will honor the configuration information saved in the .ini file. Saving any modifications via the configuration dialog will overwrite any such change.


The following list describes each of the EAS Communication settings:

- **COM PORT:** The port on which Xplay communicates with the EAS 911 receiver.
- **BAUD RATE:** The expected transmission rate between the receiver and Xplay. This setting is determined by the protocol and fixed at **9600** bps.
- **PARITY:** The parity setting offers the option of error checking during transmission between the receiver and Xplay. This setting is determined by the protocol and disabled (**NONE**).
- **STOP BITS:** The stop bits value represents the last bit in a character in asynchronous transmission to indicate the ending of the character. This setting is determined by the protocol and fixed at **1**.
- **DATA BITS:** The number of bits that make up a character of data that is transmitted. This setting is determined by the protocol and fixed at **8**.
- **FLOW CONTROL:** The process for managing the rate of transmission of data between the receiver and Xplay to prevent congestion. Choose from the following settings/techniques: **NONE**, **CTS/RTS**, **HARDWARE**, or **SOFTWARE**.

## Target Device Settings

The Target Device Settings allow you to specify which device, keyer, and template to use for the primary EAS playout broadcast.

Note that your devices must be properly configured in Xplay prior to specifying the Target Device settings (see [page 2-8](#)).

- **TARGET DEVICE:** The name of the device on which the EAS template will be taken/cued. Select one of the connected Xplay devices from the drop-down list.
- **TARGET KEYSER:** The keyer number (layer) onto which to load the EAS template.
- **EAS TEMPLATE:** Identifies the EAS-aware template to cue/take upon event. Figure 8-2 demonstrates that clicking the  button allows you to navigate and select the appropriate template for EAS use.

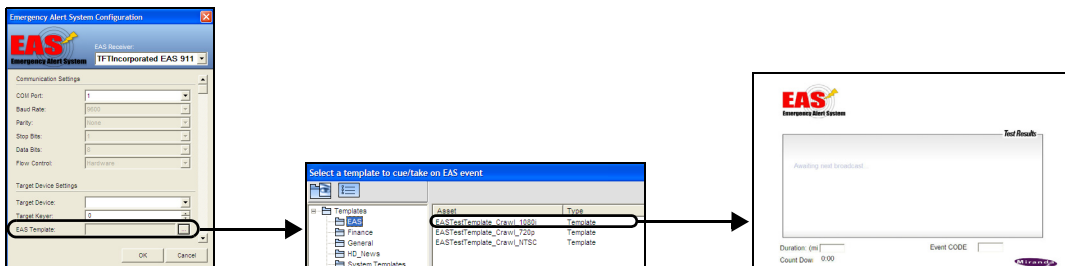


Figure 8-2. Configure Xplay to use EAS templates

Three pre-formatted EAS templates are available to be used with Xplay for EAS payout. Each of the EAS templates represents a different payout format (1080i, 720p, and NTSC). The templates are designed to load a basic crawl onto the topmost keyer and display incoming EAS data.

While the EAS templates are installed on most factory configured Vertigo hardware devices, you can also import them from the Vertigo Suite's Demo Content DVD, or from the following directory location: C:\Program Files\VertigoXmedia\Apps\Support\VXM\_Export\_EAS.zip. Unzip the files to a directory and import them to the Xmedia Server using Explorer or Xstudio.

## Protocol Settings

While the television industry is required to respond to EAS notifications by suspending its programming and displaying the incoming messages, they can choose whether or not to broadcast the EAS-supplied audio message. If the broadcaster chooses to play the audio portion, they must enable the **REQUEST AUDIO MESSAGE** setting to request the EAS voice messages from the EAS911 device when an event notification comes in from the EAS system.

Enabling this setting also enables the following optional events:

- EAS\_AUDIOHDRATTSIGNAL\_BEGIN
- EAS\_AUDIOHDRATTSIGNAL\_END
- EAS\_ALERTVOICEAUDIOEOM\_BEGIN
- EAS\_ALERTVOICEAUDIOEOM\_END

## Device Forwarding

Although Xplay only supports connectivity with a single receiver at a time; EAS support does include device forwarding, which allows the EAS receiver to target more than one device with a single warning broadcast.

The Device Forwarding table allows you to create the definition of devices onto which the EAS functionality (cue/take and events) will be chained. To add a device to the table, click the Device column and select from among Xplay's connected devices (figure 8-3).

Note that the devices must be properly configured in Xplay for them to appear in the Device column's drop-list (see [page 2-8](#)).

Incoming EAS events will be forwarded to all devices in this list.

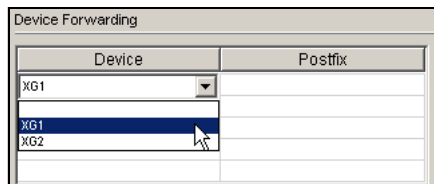


Figure 8-3. Send EAS transmissions to more than one device using Device Forwarding

Device Forwarding can extend the transmission not only to other devices, but it also allows you to use different templates on these devices by specifying an optional pre/postfix that is appended to the template name.

Figure 8-4 demonstrates that Xplay uses device forwarding to cue and take the EAS template on an SD output device (XG2). However, during the same transmission, Xplay forwards the transmission to the XG1 device, which uses the EAS\_HD template.

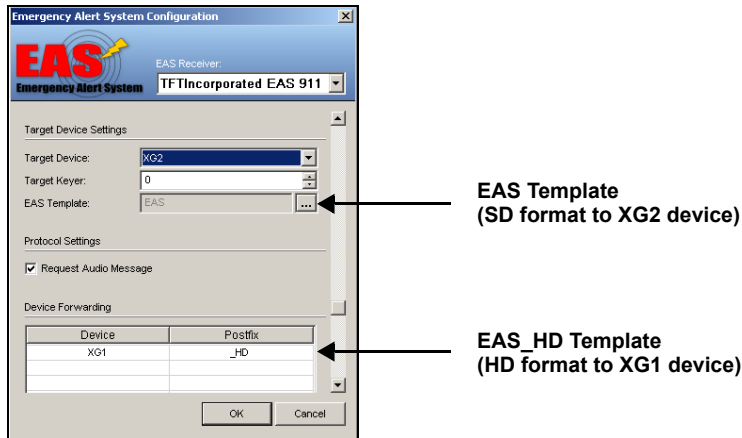


Figure 8-4. Device forwarding allows you to assign a different EAS template to a device

To assign a template to a device that is listed in the Device Forwarding table:

1. Create the templates in Xstudio. Be sure to use the exact same name for each template, but append a prefix (EAS > HD\_EAS) or postfix (EAS > EAS\_HD) to the template that is intended for the device in the Device Forwarding table.
2. If your template uses a prefix, disable the **USE POSTFIX** setting. However, if your template uses a postfix, enable the **USE POSTFIX** setting (figure 8-5).

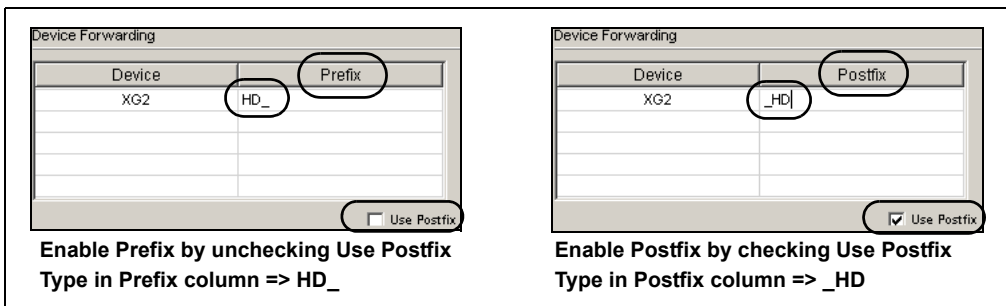


Figure 8-5. Prefix/Postfix allows you to assign a template to a device other than the EAS template

3. Double-click the Postfix or Prefix cell next to the device that you want to assign the template to. Type the prefix or postfix in the cell (figure 8-5).
4. Click **OK**.

## EAS status bar in the Xplay interface

Once the Emergency Alert System (EAS) receiver has been configured in Xplay, a collapsible status bar appears along the bottom of the Xplay user interface (figure 8-6) to provide operators with a quick visual of the EAS receiver's status and the current EAS event message.

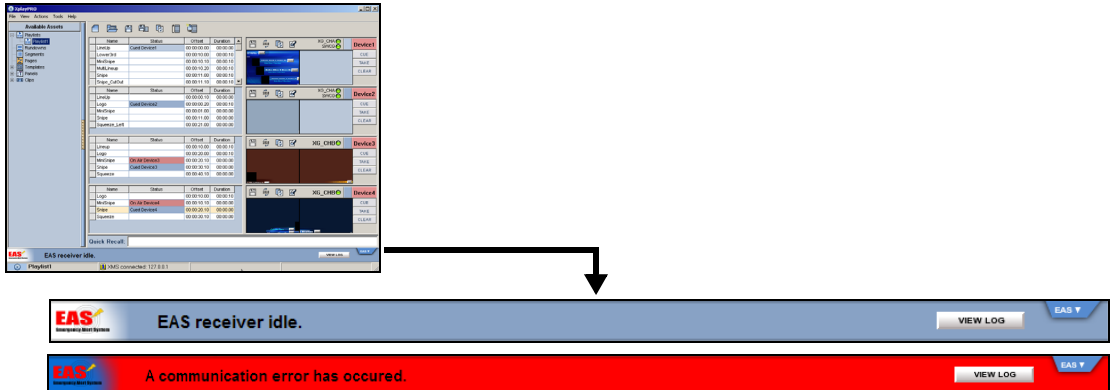


Figure 8-6. The EAS receiver's status bar in Xplay

### The EAS status bar consists of four sections/components:

- **Connection status icon:** A blue background and idle message indicate that the communication port is open and awaiting EAS events. A red background and error message indicate that the port is closed or malfunctioning.
- **Event message:** The middle portion of the status bar displays the various incoming events messages from the EAS receiver.
- **View log button:** Launches the **EAS log history viewer**, which displays a list of EAS events that have occurred.
- **EAS tab:** A toggle switch that collapses and expands the EAS status bar.





# 9 APPENDIX D - CONFIGURING GPI INPUTS

Vertigo XG devices can be equipped with an optional GPI card, which provides you with up to eight (8) inputs for manually controlling a series of content playout actions. See the “Vertigo XG Configuration Guide” for more information about the GPI card option.

The Vertigo Suite includes a **GPI Server**, which is an independent service that listens for GPI triggers coming from the GPI card and then routes the trigger either to the playout device for hardware bypass, or to Xplay which has been configured to match GPI inputs up to specific playout actions.

The following sections provide instructions for configuring the GPI functionality using the GPI Server and Xplay:

1. [“Configuring and controlling the GPI Server” on page 9-1](#)
2. [“Specifying the Video Bypass settings for the GPI inputs” on page 9-3](#)
3. [“Starting, stopping, and refreshing the GPI Server” on page 9-4](#)
4. [“Opening the GPI Configuration window in Xplay” on page 9-5](#)
5. [“Adding states for each GPI input” on page 9-5](#)
6. [“Adding a rule to a GPI input state” on page 9-6](#)

## Configuring and controlling the GPI Server

The **GPI Server Control Panel** is used to configure the GPI hardware and the video bypass option.

To open the GPI Server Control Panel:

- Select **START>PROGRAMS>VERTIGO>CONTROL PANELS>GPI SERVER CONTROL PANEL**

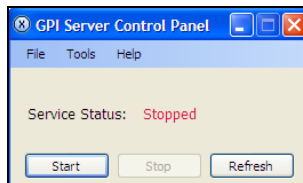


Figure 9-1. GPI Server Control Panel

## Setting the GPI Server's General and Device Type settings

Selecting the **TOOLS>OPTIONS** menu in the **GPI Server Control Panel** allows you to configure the GPI hardware via the **GENERAL** and **DEVICE TYPE** settings (figure 9-2).

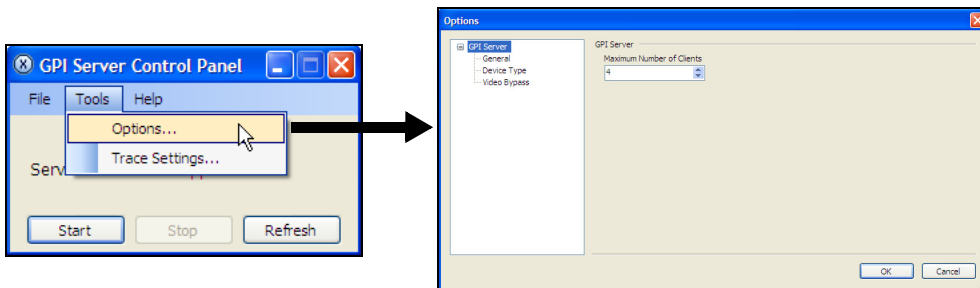


Figure 9-2. GPI Server Options

Expand the **GPI SERVER** heading to display the **GENERAL** and **DEVICE TYPE** options categories.

### General options

Selecting the **GENERAL** category displays the following parameter:

- **MAXIMUM NUMBER OF CLIENTS:** Specifies the number of programs that can connect to the GPI Server.

### Device Type

Selecting the **DEVICE TYPE** category displays the parameters that identify and configure the PCI card that the GPI Server will be monitoring.

Although the interface allows you to select either PCI or Serial, only the PCI parameters are currently supported.

#### PCI

- **BOARD NUMBER:** Since Vertigo XG device can host multiple GPI cards, this parameter allows you to identify which of the GPI cards the GPI Server will monitor. The default value of 0 refers to the GPI card in the first slot.
- **SAMPLE INTERVAL (US):** Specifies the frequency at which the GPI card verifies the state of the GPI inputs to see which are active/inactive. The default value is **1000** microseconds.

## Specifying the Video Bypass settings for the GPI inputs

The Vertigo XG devices are equipped with a hardware video bypass mechanism which can route the input video content directly through to the output channels. The **GPI Server Control Panel** offers you the ability to configure GPI inputs to control the state of the device's video bypass for specific output channels.

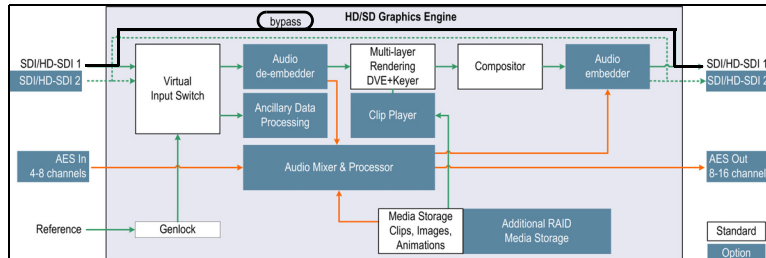


Figure 9-3. The Vertigo XG's hardware video bypass

**To configure the Video Bypass option for the GPI inputs:**

1. Open the **GPI Server Control Panel** and select the **TOOLS>OPTIONS** menu command. Expand the **GPI SERVER** heading and select **VIDEO BYPASS** (figure 9-4).

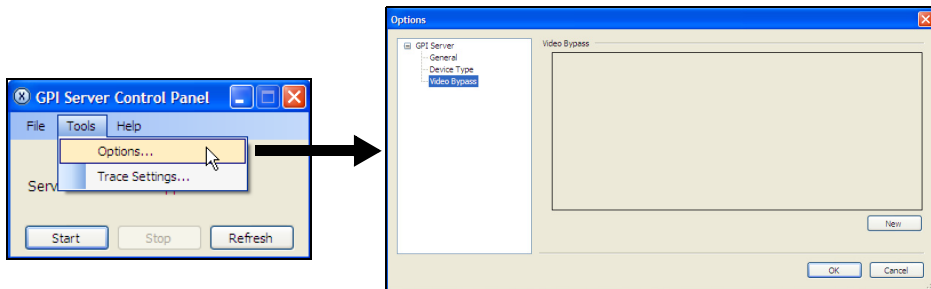


Figure 9-4. The GPI Server's Video Bypass settings

2. Click the **NEW** button to add a new Video Bypass definition (figure 9-5)

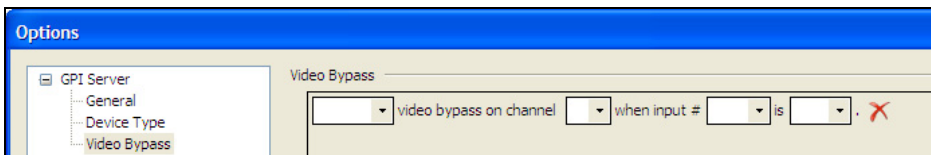



Figure 9-5. Video Bypass options

3. Define the video bypass definition for a specific GPI input by setting the following parameters:
  - the state of the video bypass (**ENABLE** or **DISABLE**)
  - the output channel (**A** or **B**)
  - the GPI input number (1, 2, 3...etc.)
  - the state of the GPI input (**HIGH** or **LOW**)

For example: **Enable** video bypass on channel **A** when input # **1** is **High**

### ✓ **NOTE**

To remove a Video Bypass definition, click the  icon next to the definition that you want to delete. If that definition was previous applied to the hardware, you must refresh the GPI Server for the changes to be applied.

4. Optional: Click the **NEW** button to add additional video bypass definitions.
5. Click **OK**.

A message box appears informing you that you must restart the GPI Server for the changes to the video bypass settings to be applied to the hardware.

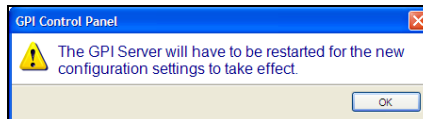


Figure 9-6. The GPI Server must be restarted to apply the new settings

6. Click **OK** in the message box and return to the **GPI Server Control Panel**. Click the **REFRESH** button to restart the GPI Server and apply the new settings to the hardware.

## Starting, stopping, and refreshing the GPI Server

The GPI Server is a service application which must be started and running for the GPI inputs to perform their defined playout control actions. Similarly, if you make any changes to the settings on the GPI Server Control Panel, the GPI Server must be restarted (refreshed) for these new settings to be applied to the hardware.

The current state of the GPI Server is always displayed in the GPI Control Panel's **SERVICE STATUS** field (figure 9-7). As well, you can control the starting, stopping, and restarting of the GPI Server using the **START**, **STOP**, and **REFRESH** buttons.

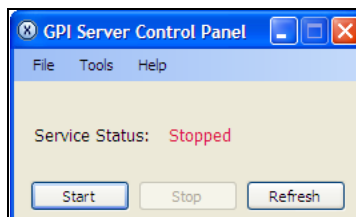


Figure 9-7. The GPI Server's manual status controls

## Opening the GPI Configuration window in Xplay

For each of the GPI inputs' states (High or Low), you can define a rule (a set or actions) that is sent via the GPI Server to Xplay. Upon receipt of the trigger, Xplay then performs the specified actions.

You assign and define the rules for the GPI inputs is performed in Xplay's **GPI Configuration** window. To open the GPI Configuration window, open Xplay and select the **TOOLS>CONFIGURE GPI** menu command (figure 9-8).

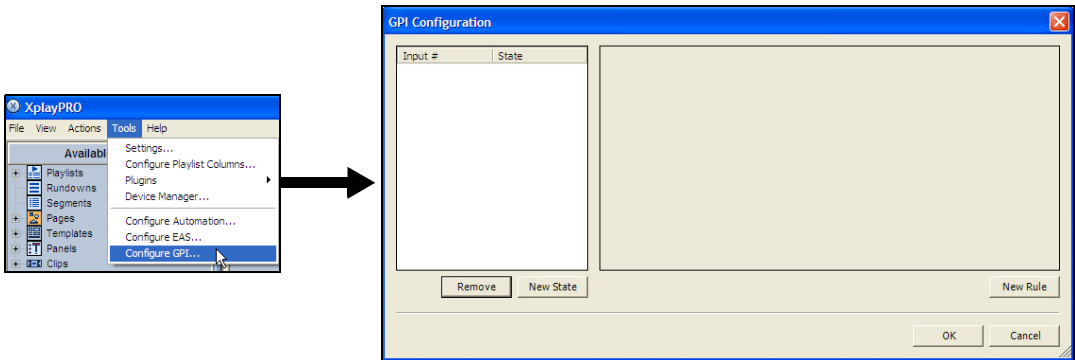


Figure 9-8. Xplay's GPI Configuration window

## Adding states for each GPI input

For GPI inputs to control the playout through Xplay, you must add a state for each of the GPI inputs in the **GPI Configuration** window.

**To add a new state for a GPI input:**

1. Click the **NEW STATE** button.

The **NEW STATE** dialog box appears (figure 9-9).

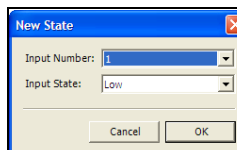


Figure 9-9. The New State dialog box

2. Select the **INPUT NUMBER** and the **INPUT STATE** and then click **OK**.  
The input's state is added to the GPI Configuration dialog box (figure 9-10).

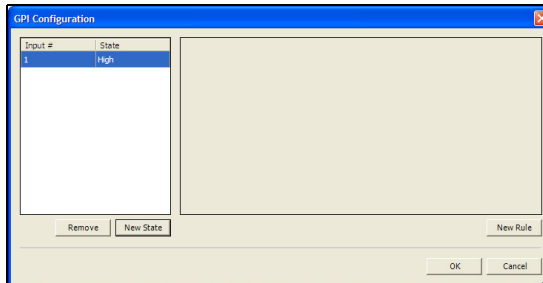


Figure 9-10. New Input State added to the GPI Configuration dialog box

3. Optional: Click the **NEW STATE** button to add additional states to the remaining GPI inputs.

**NOTE**

To remove an input's state from the GPI Configuration dialog box, select the state to be removed and then click the **REMOVE** button. The state is immediately removed. Click **OK** to apply the changes.

## Adding a rule to a GPI input state

Once a state has been added for a GPI input, you must define a rule that dictates what actions will occur when the GPI input is in that state. For example, when GPI input #1 is high, then the playlist item will be cued up on device 1.

### To add a rule to a GPI input state:

1. In the left-hand column of the GPI Configuration window, select the input state that you want to add the rule to and click the **NEW RULE** button.  
An action is added to the right-hand column of the GPI Configuration window (figure 9-11).

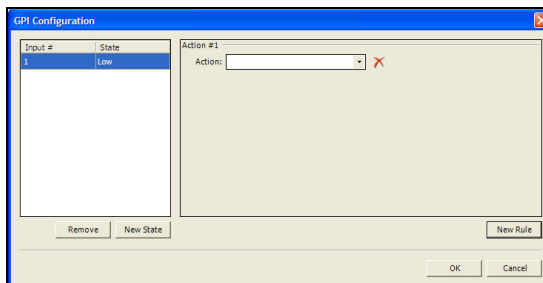


Figure 9-11. New action added to the input state's rule

2. Select a GPI input action from the **ACTION** drop-down list (figure 9-12). See [“GPI input actions” on page 9-8](#) for a description of each available action.

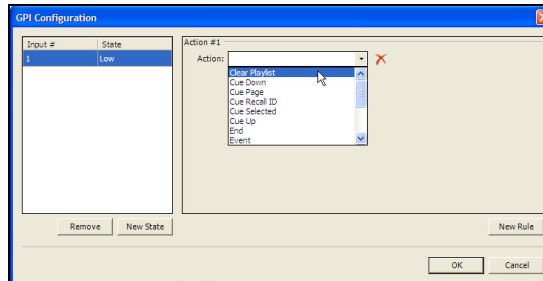


Figure 9-12. Select an action for the input state's rule

3. If applicable, set any additional parameters associated with the selected action.
4. Optional: Click the **NEW RULE** button to add additional actions to the input state's rule.
5. Click **OK** to apply the changes.

#### **NOTE**

To remove an action from the input state's rule, select the state and then click the  icon next to the action that you want to delete. The action is immediately removed. Click **OK** to apply the changes.

## GPI input actions

The following table provides brief descriptions of each action that can be assigned to a GPI input state's rule (see [“Adding a rule to a GPI input state” on page 9-6](#)):

<b>Clear Playlist</b>	Removes the current playlist from Xplay's Playlist Editor.
<b>Cue Down</b>	Removes the currently cued playlist item from the playout device specified in this action's <b>DEVICE</b> parameter.
<b>Cue Page</b>	Cues the page specified in the action's <b>PAGE NAME</b> parameter on the playout device that is specified in the action's <b>DEVICE</b> parameter.
<b>Cue Recall ID</b>	Cues the page specified in the action's <b>PAGE NAME</b> parameter (enter the page's Recall ID # in this parameter) on the playout device that is specified in the action's <b>DEVICE</b> parameter.
<b>Cue Selected</b>	Cues the playlist item that is currently selected in the open playlist on the playout device that is specified in the action's <b>DEVICE</b> parameter.
<b>Cue Up</b>	Cues the next item in the playlist on the playout device that is specified in the action's <b>DEVICE</b> parameter.
<b>End</b>	Moves the playlist selection to the last item in the open playlist.
<b>Event</b>	Executes the events or script that is specified in the action's <b>NAME</b> parameter.
<b>Home</b>	Moves the playlist selection to the first item in the open playlist.
<b>Load Playlist</b>	Loads the playlist that is specified in the action's <b>PLAYLIST</b> parameter into Xplay's Playlist Editor.
<b>Move Down</b>	Moves the playlist selection to the next item in the open playlist.
<b>Move Up</b>	Moves the playlist selection to the previous item in the open playlist.
<b>Page Down</b>	Moves the playlist selection down in increments, usually to the last item on the displayed in Xplay's Playlist Editor.
<b>Page Up</b>	Moves the playlist selection up in increments, usually to the top item on the displayed in Xplay's Playlist Editor.
<b>Take</b>	Takes the currently cued playlist item to air on the playout device's channel that is specified in the action's <b>DEVICE</b> and <b>CHANNEL</b> parameters.